

Twilight Carnival

By Mike Tam
4th Dimension Studios

A Subsidiary of ¹⁴C Media

In Association With
Kicking Duck Productions

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mc_tammer@yahoo.com
www.4thdimensionstudios.cjb.net

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TWILIGHT CARNIVAL

FADE IN

¹⁴C MEDIA LOGO

FADE TO:

4th DIMENSION STUDIOS LOGO

FADE TO:

KICKING DUCK PRODUCTIONS LOGO

FADE TO:

SFX: MUSIC - "Eastman Wind Ensemble - Thunder and Blazes"

EXT. - CARNIVAL - DAY

It's a great day at the Carnival. The sun is shining, people are laughing, kids are running around, having a great time. The march of clowns is set to begin. JOSH is standing in the crowd watching as the clowns pile out of their ridiculously small automobile. They start dancing and marching, giving the crowd a spectacle. Suddenly, one of the clowns spots JOSH, whips out a large meat cleaver and leaps at him.

CUT TO:

INT. - JOSH'S HOUSE - BEDROOM - DAY

JOSH'S eye snap open and he jolts awake. He rubs his face with a hand and sits up in bed. He turns to look at the clock and tries to see the time but it's hazy and out of focus.

JOSH

(Mumbling)

That's it... No more late-night slasher marathons...

He fluffs the sheets and turns over, preparing to go back to sleep. Just as he's about to fall asleep, he's interrupted by a phone ringing. He gropes blindly for the handset and pulls it into the bed.

JOSH
(Sleepily)
Hello?

KATE
(Phone voice)
Hey, Josh!

JOSH
Mmm?

KATE
(Phone voice)
It's me, Kate!

JOSH
Kate who?

KATE
(Phone voice)
Your girlfriend, Kate.

JOSH
(Snaps awake)
Kate? Oh, hey! Sorry! God, it's so early!

CUT TO:

INT. - KATE'S HOUSE - BEDROOM - DAY

KATE is sitting on her bed with the phone at her ear. She laughs.

KATE
Josh, it's twelve noon!

JOSH
(Confused, phone voice)
What? No way.

KATE
Were you up watching that horror marathon all night?

JOSH
(Phone voice, after a pause)
Maybe.

KATE
(Rolls her eyes)
You're weird. I thought you didn't like horror movies.

JOSH
(Phone voice)
I don't, but I couldn't sleep.

KATE
So you thought you'd lull yourself to sleep watching people
get cut to ribbons?

JOSH
(Phone voice)
Yeah, whatever. Look, what's up?

KATE
Well, you know how the carnival's in town?

JOSH
(Phone voice)
Yeah?

KATE
Well, today's the last day. You wanna go?

CUT TO:

INT. - JOSH'S HOUSE - BEDROOM - DAY

As before.

JOSH
To the carnival? Hell, no!

KATE
(Disappointed, phone voice)
Aww, why not?

JOSH
I don't like the carnival.

KATE
(Phone voice)
You mean you don't like the clowns.

JOSH

Yes, that too. I hate clowns.

KATE

(Laughing, phone voice)

Why can't you just admit it, you're afraid of the clowns.

JOSH

I *am* not afraid of the clowns. I just don't like them..

KATE

(Phone voice)

Well, we don't have to look at them.

JOSH

Mmm... I still don't really want to go.

KATE

(Phone voice)

Please, Josh... For me?

JOSH

Fine, fine, if it's that important to you.

KATE

(Phone voice)

Thanks, you're the best!

JOSH

Yeah, I know. So what? I'll pick you up in half an hour?

KATE

(Phone voice)

Sure, sounds good. We can have lunch at the carnival.

JOSH

Great. I'll see you in a bit.

KATE

(Phone voice)

Yep! Love you!

JOSH

Love you too. Bye.

He hangs up and painfully gets out of bed. He showers, brushes his teeth and puts on his clothes, then walks

downstairs, out to the garage and gets in his car. He then drives over to KATE'S house.

EXT. - KATE'S HOUSE - FRONT DOOR

JOSH pulls his car into the driveway and honks the horn twice. KATE opens the front door and walks out to the car. She gets in and gives JOSH a kiss.

KATE
Hey, you're early!

JOSH
Yeah, you know me... Can't wait to get to the carnival!

KATE
(Laughs)
Liar. Thanks for going with me though.

KATE gives JOSH a hug. He returns it.

JOSH
No problem.

KATE
(Playfully)
And don't worry, I'll protect you from those mean ol' clowns!

JOSH
(Gives her a withering glare)
Thanks... So which way do we go?

KATE
East. It's just past the 303, at John Street.

JOSH
Okay.

He backs the car out of the driveway and heads east.

FADE TO:

EXT. - CARNIVAL - PARKING LOT - DAY

JOSH and KATE arrive and find a parking space. They pull into it and JOSH turns off the ignition. The two get out of

the car and suddenly, they hear a car horn honking. They look in the direction of the noise and see a car coming towards them, a girl hanging out the passenger's side, waving.

KATE

(Waving back)

Hey, is that Sarah? Yeah, it is! Let's wait for her!

JOSH

Okay, sure.

The other car parks in the space next to them and three people pile out, SARAH, SCOTT and KYLE.

JOSH

(Visibly brightens)

Kyle! Scott! Didn't think I'd see you guys here!

SCOTT

Last day, man! It's now or never!

KYLE

Yeah, who knows when they're coming back!

JOSH

Next year?

KYLE

Yeah, but that's a whole year away! Can't go back to school without visiting the carnival at least once!

SCOTT

(Walking away)

Well, if you want to see it before it closes, better stop talking and start walking.

KYLE

Yeah, yeah, I'm coming.

They start off towards the main gates.

FADE TO:

EXT. - CARNIVAL - ENTRANCE - DAY

The kids pay their entrance fee and go in.

CUT TO:

EXT. - CARNIVAL - DAY

Various shots of the kids doing the usual carnival stuff.. Riding roller coasters, playing midway games, eating corn dogs, cotton candy, etc.

CUT TO:

EXT. - CARNIVAL - SHOOTING GALLERY - DAY

JOSH and KATE are at the shooting gallery, JOSH holding the shotgun. He is blasting away at targets and missing. He loads a round, fires and misses. Just as he is about to load his last round, a CLOWN pops up in front of him.

CLOWN

(Laughing hysterically)

Bwa-ha-ha-ha-ha! You couldn't hit the ground if you fell on it!

JOSH flinches violently in a moment of panic and drops the shell on the ground in his surprise. KATE bends down to pick it up while JOSH glowers at the clown.

JOSH

Cram it, Clown! You think you're funny, but you're not! I fucking hate clowns! You're lucky you're not on that side of the counter!

JOSH takes KATE by the arm and pulls her away quickly, the CLOWN watching them with amusement.

CUT TO:

EXT. - CARNIVAL - DAY

More shots of the kids doing carnival stuff. At one point, they pass by the Funhouse. A clown outside beckons them in by JOSH hurries past. His friends have no choice but to follow him. As the shots progress, the sky is getting darker.

FADE TO:

EXT. - CARNIVAL - PARKING LOT - EVENING

The kids are walking back to their cars, chatting and laughing. They are the last ones to leave, the parking lot nearly empty.

KYLE

Man, that was fun!

SCOTT

(Laughing)

Fuck, yeah! Remember the Ball Toss? Where you beaned that guy in the head?

KYLE

(Laughing too, then turning to JOSH and KATE)

Yeah, that was awesome! Aw, you guys shoulda seen his face!

KATE

What? You hit a guy in the head with a softball?

KYLE

Yeah! Totally blindsided him!

Everybody laughs. JOSH just smiles slightly.

SARAH

Hey, Josh, you okay?

JOSH

Huh? Oh, sure. Just tired is all. I was up watching that slasher marathon last night.

SARAH

Oh, yeah? So was I. I found them really cheesy though and I... What the hell?

SARAH trails off as the lights in the parking lot start to flicker and flash. They grow brighter and dimmer, fritzing and sputtering until they finally go out altogether. After several seconds in darkness, the lamp post directly over them comes back on, but the world looks different... Washed out colours, very dreary and slightly distorted. KATE is also missing.

SARAH

What the hell was that?

SCOTT
(Laughing)
Maybe they didn't pay their power bill!

KYLE
(Laughing)
Yeah, damn cheap bastards!

JOSH
Wait a sec... Where's Kate?

He whirls around, looking for her.

JOSH
(Calling out)
Kate?!

SARAH
She couldn't have gone far. The lights weren't out that long.

The four spread out and look for KATE, but she's nowhere to be found. SCOTT is looking behind the cars and finds something.

SCOTT
(Holding up an empty backpack)
Hey, isn't this her backpack?

JOSH
(Walking over to look)
Yeah, it is... You think she dropped it?

SCOTT
I dunno, maybe. I don't see any other sign of her, though.

JOSH
(Calling out again)
Kate?!

Suddenly, the light above them goes out and the next one over, closer to the Carnival gates, lights up.

KYLE
That was weird..

SARAH

Yeah, let's get out of here.

JOSH

What about Kate? We have to find her!

SARAH

You saying we should go back?

JOSH

Well, yeah. She's gotta be here somewhere.

SARAH

(Reluctantly)

Okay... But let me get a flashlight first. I don't trust these lights.

SARAH finds their car and opens the door, the roof light illuminating the immediate area. She gets a flashlight from the glove compartment. When she closes the door, the group is plunged back into darkness until she turns on the flashlight. They start heading back towards the Carnival. As they walk under the lights, the one directly over them turns on while the previous one turns off.

FADE TO:

EXT. - CARNIVAL - ENTRANCE - NIGHT

They approach the gates to find they're locked. Everything is dark inside, with no sign of life. The only sign that KATE has been there is a necklace she was wearing, sitting on the fence.

JOSH

(Picking up the necklace)

Hey, I gave her this necklace. She's gotta be in here!

KYLE

Okay. But how do we get in?

SCOTT replies by taking a running leap at the fence and hopping over it. He looks back at the others expectantly. One by one, they too vault the fence and the group begins exploring the deserted midway.

FADE TO:

EXT. - CARNIVAL - NIGHT

The group advances further into the Carnival. As they pass, the rides start to activate by themselves. The lights come on and the rides begin to move, one by one. Also, psychotic, echoing laughter starts to fill the air, mixed with the sounds of calliope carnival music.

KYLE

This is seriously fucked up..

SCOTT

Yeah, tell me about it.

KYLE

You think this is some kind of joke?

Suddenly, a high-pitched, disembodied voice joins the cacophony of music and laughter, taunting the group. It sounds like a crazy carnival barker.

VOICE (O.S.)

Welcome, ladies and gentlemen! Come one, come all to the Carnival of Carnage! The Big-Top of Bloodshed! Where you'll laugh! You'll cry! You'll scream, and scream and die! Ah-ha-ha-ha-ha-ha!

SARAH

If it is, someone's pulling out all the stops.

They continue exploring. Every so often, they can hear the pitter-patter of rapid footsteps, coming from all around. Blurs of motion accompany these steps as if something is zipping past at superhuman speed. They also find various items belonging to KATE. As they pass the batting cages, SARAH starts to look worried.

SARAH

Did you guys see that?

SCOTT

See what?

SARAH

I dunno... I thought I saw something move over there.

JOSH

Stay focused, guys. Keep your eyes out for Kate.

KYLE

(Calling out)

This is getting old fast, guys! C'mon, get out here! I
wanna go home!

VOICE (O.S.)

(Laughing maniacally)

Bwa-ha-ha-ha-ha-ha! I'm afraid there'll be none of that!

*One of the pitching machines from the batting cages
activates and a baseball is shot out, hitting KYLE squarely
in the back of the head. His head snaps forward and he
crumples in a heap. The laughter rises in intensity.*

SARAH

(Running over to help)

Kyle!

*The pitching machine targets her and lobs a ball in her
direction. She sees it coming and manages to avoid it, all
the while trying to drag KYLE'S body behind cover. The
others have taken cover behind a game stall. The machine
keeps shooting baseballs, keeping the guys pinned down.
SCOTT notices the power cord is within running distance of
the stall, so he darts out and pulls the power. The machine
shuts down.*

SCOTT

(Worried)

Anyone still think this is a joke?

*The others shake their heads, all except KYLE, who's still
unconscious, blood pouring from his nose.*

SARAH

His nose is bleeding!

SCOTT

Oh, shit... That's not good.

JOSH

Hey, guys? Maybe we shouldn't stay out here in the open.
Let's not take any more chances.

SCOTT

Good call. But what about Kyle? He's still out cold.

JOSH

I don't know. We'll have to leave him somewhere safe. We can't carry him around with us.

SCOTT

Where's safe?

JOSH

Fuck if I know. Inside a stall maybe? We're gonna come back for him.

SCOTT

Yeah, I guess.

The two guys gently lift KYLE'S body and put him inside the stall they were hiding behind. They come back out and close the door.

JOSH

Okay, he should be fine there for a bit, I hope. Let's keep going.

SCOTT

One sec.

SCOTT jogs back towards the batting cages and picks up three baseball bats from the rack on the fence. He comes back and tosses one to JOSH and is about to toss another to SARAH, but she bends down and takes a length of chain from the trailer hitch on the game stall. SCOTT nods appreciatively and drops one of the bats, keeping one for himself. They continue on, warily.

As they walk, they do so quietly and carefully, eyes scanning left and right. The music, laughter and footsteps are all still present. As they near the Shooting Gallery, JOSH gets an idea.

JOSH

Wait here. I've got an idea.

He jogs up to the stall, kicks in the door and goes inside. He emerges a few moments later with a shotgun and several pockets full of shells.

JOSH
This is more like it. Let's go.

The taunting voice returns.

VOICE (O.S.)
Bwa-ha-ha-ha-ha-ha! You think that's going to help you?

JOSH
(Flinches, then screams at the sky)
Who are you? What have you done with Kate?!

VOICE (O.S.)
If you want her, come find her! Ah-ha-ha-ha-ha-ha-ha...

The laughter grows fainter as it travels along the midway, away from the group. They break into a jog, following the sound of the laughter.

CUT TO:

EXT. - CARNIVAL - FUNHOUSE - NIGHT

Its entrance is the wide, grinning mouth of a clown. JOSH looks pale. At the entrance is a colourful bundle of fabric. When they get closer to examine it, it turns out to be KATE'S windbreaker.

JOSH
Kate's jacket...

SCOTT
Think she's somewhere in there?

JOSH
(Hesitant)
Yeah... Probably.

SARAH
(Prodding)
Well? Are we going in?

JOSH
(Taking a deep breath, then exhaling slowly)
Yeah...

CUT TO:

INT. - CARNIVAL - FUNHOUSE - NIGHT

They enter, and as soon as they do, the mouth closes to the sound of echoing laughter. They are left in complete darkness for a few seconds until the space is lit by the neon glow of some crooked, slowly-rotating door frames. It's a disorienting tunnel that leads into the belly of the beast. They cautiously make their way through the tunnel, JOSH in front with the shotgun leveled, SARAH in the middle with her chain and SCOTT bringing up the rear with his bat. When they reach the last doorframe, JOSH walks right into it. The insane laughter mocks him.

JOSH
Shit! Dead end!

VOICE (O.S.)
You'll have to do better than that! Bwa-ha-ha-ha-ha-ha!

JOSH feels his way right and left and finds an unlit passage to the left. They carefully go through.

SARAH
Josh, I've still got my flashlight. You want it?

JOSH
(Trying to keep the shakiness out of his voice)
Uh... Sure, pass it up here.

She does so and JOSH turns it on, lighting their way. They find a small, tight psychedelic passageway that they have to crawl through. JOSH hesitates a moment before getting on his hands and knees and shuffling through. The others follow and they emerge into a "tilted room", where the floor is slanted at an angle and the exit is at the highest, furthest corner. There is some furniture along the way to provide handholds. They slowly manage to make their way up the steep incline and out the exit. JOSH keeps his back to the wall as he leads the way into the next room.

A long narrow corridor seems to stretch on forever. As they step in, the floor starts to shift. The floor is made up of several squares of solid flooring mounted on central pivots. As they step on one end, the other end goes up. The group has to carefully navigate the ever-shifting floor. When they reach the end, they find it's just a painting to

make it look like the hall goes on forever. Confused, JOSH looks around for another way out.

Suddenly, to the right, an image of a clown lights up at the end of a long dark tunnel. JOSH gasps before regaining composure, and the image of the clown begins to rotate and laugh. Other lights turn on illuminating the walls of the tunnel itself, which is rotating in the opposite direction of the clown image. Shaking off their disorientation, the group starts down the tunnel on the central walkway that is not moving. When they reach the end, they step off the walkway and turn left into another room.

The find themselves in a large maze where only the edges of the walls are lined with neon-coloured paint. Everything else (the walls, the floor, the ceiling) is black and it's all lit by black lights. It takes a while, but they finally reach the end of the maze which is a small staircase leading up. They slowly go up the steps into the next room.

This room is full of hanging bags. They sway back and forth, blocking any view of the other side of the room. The group works its way along the wall to the exit, all the while being followed by the incessant music and laughter.

The next challenge is to cross a deep chasm on a thin plank. JOSH inches his way out first. When he is almost a third of the way across, SARAH follows. When she is about three metres away from the start platform, large bags (like the kind from the previous room) that were hidden by shadow drop from the walls and make passes over the plank. JOSH is lucky enough to be between two such bags, but SARAH is not so lucky. She is hit and knocked off the plank. Her scream echoes as she plummets several stories. It ends with a sickening "Crunch!". The laughter rises in volume.

JOSH

(Eyes wide)

Oh, shit! Sarah!

He shines his flashlight into the chasm but it's too deep to see her. JOSH is frozen in place, scared and in shock. He starts to hyperventilate. SCOTT, his eyes wide with fright, carefully makes his way onto the plank on hands and knees. He watches and braces himself as the bags make another pass (Each pass comes every fifteen seconds.) When

he gets to where JOSH is, he cannot go any further. JOSH may be in a "blind spot", but SCOTT is still vulnerable.

SCOTT

*(Eyes darting back and forth in near-panic)
C'mon! Get moving! We're sitting ducks here!*

JOSH

*(In shock, mumbling)
Oh, shit, oh, shit, oh, shit...*

SCOTT

Josh! Go!

SCOTT takes a few steps backward, just in time as two bags swing across in front of him.

SCOTT

Oh, shit! Dammit, Josh! Snap out of it! Move!

When JOSH doesn't respond, SCOTT runs and gives JOSH a shove. JOSH has to start running to keep his balance. SCOTT follows close behind and they both make it to the other platform. They stop to catch their breath for a few moments. SCOTT goes back to the edge and takes a cautious peek over.

SCOTT

(Tense)

This place is fucked up, man! This is NOT happening!

VOICE (O.S.)

Bwa-ha-ha-ha-ha! Had enough? Why not just save us the trouble and end it now? Go out like your friend did, she died instantly. Ha-ha-ha-ha-ha-ha-ha...

SCOTT

Fuck you, you worthless piece of shit!

The only answer comes in the form of mad, howling laughter. When all is relatively calm again, JOSH and SCOTT continue on their way.

The next room features two rows of rolling barrels. The two guys slip and slide their way over them and emerge through a doorway into...

...The Maze of Mirrors. Both are very understandably nervous as they enter. As they navigate the maze, they begin to see reflections of the clown every so often. It is the same clown as the one that was taunting JOSH at the Shooting Gallery. They continue on, and the further they go into the maze, the darker it gets. Suddenly, a light comes on, spotlighting the CLOWN, who laughs maniacally. JOSH fires, but nothing happens. The laughing grows louder. He goes to take a closer look and finds it's just a statue.

VOICE (O.S.)

Ha! You finally managed to hit something! Too bad it wasn't anything worthwhile! Ah-ha-ha-ha-ha-ha!

JOSH

(Yelling)

Where are you? Show yourself!

VOICE (O.S.)

(Whisper)

I'm right behind you.

JOSH whirls around and fires as another spotlight comes on. Hung upside down with his mouth gagged and his eyes wide open is KYLE. Or rather, was KYLE. The shotgun blast has taken a large chunk of his body away.

JOSH

(Losing it)

KYLE?! Oh, fuck! Kyle!

VOICE (O.S.)

You should be more careful with that thing! You could take someone's eye out! Ah-ha-ha-ha-ha-ha!

JOSH

You motherfucking clown! I'll kill you!

VOICE (O.S.)

You're certainly welcome to try! If you can find me! Ha-ha-ha-ha-ha-ha!

JOSH lets out a bellow of rage and charges off into the maze. SCOTT tries to keep up. They run through the maze, then another spotlight turns on. SCOTT goes back to look.

SCOTT

Hey, Josh! Back here!

As SCOTT nears, the statue squirts him with a joke flower on its lapel. SCOTT screams as the acid eats away at his skin. He stumbles back blindly. Another spotlight turns on revealing another statue with a joy buzzer in its hand. As SCOTT reels, he comes in contact with the buzzer and is electrocuted. He convulses violently for a minute before the current turns off, leaving a charred, smoking corpse. JOSH is stunned. He's on his own.

When he finds his way to the next room, JOSH is on the brink. He is scared and jittery, but when he emerges from the maze, he sees KATE, seemingly unconscious, tied to a giant deck of cards in the center of a circular room lined with distorting Funhouse mirrors. His eyes swing left and right, scanning for threats. When he sees none, he hurries over and reaches up to untie KATE. His hands pass right through her, and he realizes it's a hologram. The eerie laughter sounds again and the deck of cards lowers into the ground, revealing the CLOWN. JOSH takes a few started steps back, leveling his shotgun. The CLOWN smiles wickedly.

CLOWN

Ha-ha-ha! Ready to try your luck on a moving target?

JOSH fires and the CLOWN bounces out of the way.

CLOWN

Good! But not quite good enough! Bwa-ha-ha-ha-ha!

JOSH reloads and fires again, but again the CLOWN bounces out of the way. JOSH keeps firing over and over but the CLOWN keeps bouncing away. In fact, it looks as though the CLOWN has turned into a rubber ball, bouncing this way and that, careening off the walls, floors and ceiling. Eventually, JOSH runs out of ammo. The CLOWN stops bouncing and stands up.

CLOWN

Bwa-ha-ha-ha-ha-ha-ha!

JOSH lunges and swings at the CLOWN with the shotgun. As soon as it is about to connect, the CLOWN vanishes in a puff of smoke. His echoing laughter can also be heard,

fading away. A hidden door slowly rolls open with a grinding noise.

JOSH pauses, eyeing the door wearily. He sinks to his knees and closes his eyes, breathing hard. The hyperventilation slowly becomes a series of deep breaths as JOSH collects his wits. When he opens his eyes, there is a new steely determination in them. He stands up straight.

JOSH

(To the room)

Kate... I'm coming for you.

He walks through the door and is surprised when he stumbles into a vertical drop. It turns out to be a slide that whisks him away to another part of the Funhouse.

When the ride ends, JOSH finds himself in a large, cavernous room. It is pitch black but a black light illuminates the room by turning everything neon colours. There are lots of giant rectangular boxes in the room, facing away from JOSH. He walks around to look and is astonished to see that it's a giant playing card. Where the pips should be, the outline is there but the centre of each pip is a human face. There are people trapped inside the boxes! The people appear frozen though. They cannot move, struggle or speak. Only their eyes can move. The maniacal laughter returns and the CLOWN reappears on a balcony at the far end of the room.

CLOWN

Tell you what! I know what you want! What say we gamble for it? We have a deck of cards here! Ha-ha-ha-ha-ha!

JOSH

Fine! What game?

CLOWN

War!

A spotlight illuminates the centre of the room and the cards/people get stacked in rows, one for each player. The CLOWN vanishes in a puff of smoke and reappears just outside the circle of light.

CLOWN

You know the rules. Each flips over one card, the higher card wins both.

JOSH

Yeah, I know the rules.

The game begins. The CLOWN takes the top card in his row and pushes it over into the light, revealing the value. JOSH does the same, taking a little more care. The game continues with wins and losses. The CLOWN laughs and taunts JOSH whenever he wins and screams when he loses. It continues until both the CLOWN and JOSH only have one card left. The CLOWN pushes the card over to reveal it's the Queen of Spades... with KATE inside. The CLOWN laughs.

CLOWN

This is what you came for!

JOSH overcomes his shock and looks at his last card. The CLOWN laughs again.

CLOWN

Better have something good if you're going to beat the Queen!

JOSH smirks and shoves his card. It slams down violently, trapping the CLOWN under it.

JOSH

You may be playing the Queen of Spades, but I've got the King of Hearts.

The CLOWN screams and his eyes narrow.

CLOWN

Fine! Take your card, thief!

The CLOWN vanishes in a puff of smoke, along with the other cards. Only KATE remains, free of the card and unharmed. JOSH walks over to her as she comes around.

JOSH

Kate?

KATE

Josh! Oh, my God!

She gives him a hug that lasts a long while.

JOSH
(Still hugging KATE)
Are you okay?

KATE
Yeah, I'm fine. Thanks for coming to rescue me.

JOSH
No problem. But we're not in the clear yet. We have to get out of here.

KATE
Okay.

As they leave, KATE looks around, confused.

KATE
Where are the others? Sarah, Kyle and Scott? Did they leave already?

JOSH
(Bites his lip)
Yeah, you could say that.

They find an exit from the chamber and make their way out of the Funhouse through a maintenance corridor. Back on the midway, they face no resistance, but as soon as they reach the gate, they are met by a wall of giant playing cards. The cards flank the group, surrounding them in a circle. The CLOWN drops in, seemingly from midair, and laughs maniacally.

CLOWN
You may have won at cards, boy, but let's see how well you do at good, old-fashioned fisticuffs! Ha-ha-ha-ha-ha!

JOSH doesn't hesitate but lunges and throttles the CLOWN. The CLOWN flies back into the wall of cards. JOSH lunges again and tries to hit the CLOWN again but he vanishes in a puff of smoke and reappears behind JOSH, kicking him. They fight, the clown vanishing and reappearing at will. It goes on for a few minutes until, during one of his disappearing acts, the CLOWN re-materializes too close to KATE. Startled, KATE loses her balance and falls backwards onto the ground. She feels something digging into her and

reaches into her pocket, pulling out the shotgun shell from earlier in the day. She eyes JOSH who's holding the shotgun by the barrel and trying to club the CLOWN. She gets up.

KATE
(Tossing the shell to JOSH)
Josh! Here!

JOSH catches the shell and sticks it in through the ejection port, automatically chambering it. He brings the weapon to bear on the CLOWN.

JOSH
(To CLOWN)
See you in hell.

JOSH pulls the trigger and blows the CLOWN'S head off. His body fragments and explodes into microscopic pieces. Simultaneously, the playing card people vapourize into regular-sized playing cards which drift slowly back to the ground. JOSH and KATE waste no time vaulting the gates and running back to their car.

As they drive away, one of the smaller cards gets sucked into their window and lands on the back seat. It's the Joker, emblazoned with the image of the CLOWN'S face.

FADE OUT

THE END