

The Girl Who Cried Monster

Written by

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Based on "The Boy Who Cried Wolf"
By Aesop

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NA. DARKNESS. NA.

A fourteen-year-old girl speaks over darkness. This is IRIS.

IRIS (V.O.)
We can't be completely sure if this
happened or not.

EXT. SUBURBIA. DAY - THE 1970S.

A beautiful suburban street. JOYFUL NEIGHBOURS maintain their gardens and wave to each other across their fences.

IRIS (V.O.)
Once this town was nicer than it is
now. The streets were maintained
and the neighbours were friendly.
Community spirit was everywhere.
That was until the strangers
arrived.

A POLICEMAN steps out of his car and over to a YOUNG CHILD running a lemonade stand.

As he is paying, there is a rumbling further up the street. The Policeman looks up to see an old truck, its windows blacked out, approaching at a dangerous speed.

The Policeman moves to the center of the road and raises his hand to stop the truck. But it shows no sign of slowing.

It's getting dangerously close.

Just as the truck is about to hit, the Policeman leaps, falling into the lemonade stand. Mess flies everywhere.

From the ground, the Policeman watches the truck speeding off, swerving around the corner.

IRIS (V.O.)
No one knew where the strangers
came from, but they knew they were
trouble.

EXT. HOUSE ON HILL. NIGHT - 1970S.

The van is now parked outside the LARGE OLD HOUSE on the hill overlooking town. Loud jazz plays from inside.

IRIS (V.O.)

The strangers moved into the house on the hill and played music into the night. And not good music - it was old-fashioned jazz or something.

EXT. COUNCIL CHAMBERS. DAY - 1970S.

Gloved Hands spray-paint walls. Throw toilet paper through trees.

IRIS (V.O.)

They vandalised the council building.

Pull-back to reveal the vandalised council building as the van speeds away.

EXT. BACKYARD. DAY - 1970S.

HOODED FIGURES push furniture into a backyard pool.

IRIS (V.O.)

They pushed Mr. Smith's BBQ into a pool, and he'd only just bought it.

EXT. SUBURBIA. DAY - THE 1970S.

The same street we opened with, but much more run down. Lawns are dead and shrubs badly maintained. OLD PEOPLE peek cautiously out of laced windows.

IRIS (V.O.)

The townsfolk lived in terror. Their gardens went to ruin as they hid inside. No conversations happened on the street because everyone now drove. Even the Lemonade stand closed down. People were ready to call it quits except Derek Jones, the town's youth mayor and SRC President.

A lone figure appears: DEREK (12), sweet but heroic.

Derek surveys the scene with contempt. He reaches over to the CLOSED sign on the Lemonade stand and switches it to OPEN.

INT. DEREK'S ROOM. DAY - 1970S.

Derek dresses for a confrontation. Combing patchy hair, tightening buttons, pulling up sleeves.

IRIS (V.O.)

Derek loved this town. It was where he was born, where his friends lived. He even liked his neighbours, how they welcomed him into their homes and didn't care about the skin condition that made his hair fall out.

EXT. HOUSE ON HILL. DAY - 1970S.

Derek climbs up to the house on the hill.

IRIS (V.O.)

No one scared *his* town. But when Derek finally visited the strangers, he got a nasty surprise.

Derek goes to knock on the door but it slowly creaks open by itself. A dark corridor lays ahead.

Weird noises (screams?) coming from inside.

INT. DARK CREEPY CORRIDOR. DAY - 1970S.

Derek walks down a dark corridor. The strange sounds continue. The walls have large BEWARE signs, and pictures of figures that don't look human.

IRIS (V.O.)

Derek didn't much like this house. It was dark, and there were badly drawn pictures on the walls.

Derek reaches a doorway leading into a living room space. Hooded Figures gather around a cauldron, their backs to him.

IRIS (V.O.)

Of course, if *you* ever find yourself in a horror film, I suggest you run. But Derek wouldn't. He had a sense of justice that would not be shaken.

The figures take a small FERRET from a cage and are about to put it in the cauldron when -

DEREK
Oi! Stop that!

The figures turn to face him.

HOODED FIGURE
Ooooh, a visitor...

DEREK
Our town is sick of this! If you
want to live here, you have to
behave!

HOODED FIGURE
What if we don't want to?

DEREK
Then leave!

HOODED FIGURE
Why don't you leave?

The figure points at Derek. Derek sees its fingers have
talons...

DEREK
Who - who - who are you?

HOODED FIGURE
Oh, you know... Just -

The figure thrusts its face towards Derek, revealing a
deformed face and fangs. This creature is *not* human.

HOODED FIGURE (CONT'D)
Your worst nightmare!

Derek screams!

EXT. STREET. DAY - 1970S.

Derek races down the hill as fast as he can.

EXT. STREET. DAY - 1970S.

Derek runs down the street. Nervous neighbours shut their
windows and blinds as he passes.

INT. DEREK'S HOUSE / ROOM. DAY - 1970S.

Derek races into his house and slams the door behind himself. He hurries to his bedroom.

Derek leaps into bed and pulls the covers over his head.

IRIS (V.O.)

Derek couldn't beat the monsters in a fight. All he could do was hide and hope they didn't find him...

There is a creak: the sound of the closet door moving. Derek peeks out from his bedsheets to look.

He can't see anyone but hurries over and closes the door.

When he turns back, a Hooded Figure stands RIGHT BEHIND HIM.

HOODED FIGURE

Boo.

Derek SCREAMS! The monster cackles maniacally!

IRIS

OK OK, that's not it.

Between our two characters, a third character has appeared. Somewhat incongruously, Iris, bright but mischievous, sits at a desk with a modern laptop in front of her.

She deletes some text on her laptop and Derek disappears. She deletes more text and the monster vanishes too. With one last deletion, the whole room disappears and we find ourselves in -

INT. CLASSROOM. DAY - PRESENT.

Iris removes her hands from the laptop and looks up to the camera. She'll do this often in the story.

IRIS

Stories can be difficult. Of course, there's finding time to read them, and some of them are boring, like Shakespeare or Dickens, but the most difficult thing about stories is knowing whether or not they're *true*.

Iris gets to her feet and moves to the wall, where photos, newspaper articles, and other documents, are stuck with pins.

She points to several: A yearbook photo of Derek from the 1970s. An article discussing the vandalism of the town hall. An article announcing Derek's disappearance.

IRIS (CONT'D)

That story I just told you - there's evidence it happened. Derek existed; we know that. He disappeared; we know that too. But the figures on the hill - were they monsters? And did they take Derek? That's when things get more tricky.

Iris returns to her laptop.

IRIS (CONT'D)

I have a story too. And yes, it's got drama, treachery, and monsters. It's also possibly made up. But, whether or not you believe it, I need you to hear it. It all started Monday morning six months ago.

NB: To simplify the text, these classroom scenes have been marked "Present" to avoid using "Flashback" to describe the following, where most of the story takes place.

EXT. SUBURBIA ESTABLISHERS. MORNING.

Rooftops in a sleepy suburban satellite town. A bird flies off here. A ball is stuck on the chimney there.

EXT. ESTABLISHER: IRIS' HOUSE. MORNING.

Iris' house. The POSTMAN walks past, greeting a NEIGHBOUR walking the other direction.

IRIS (V.O.)

For most kids, Monday was a regular day at school. But not for us in the school news team.

INT. IRIS' BEDROOM. MORNING.

Iris' bedroom. An alarm clock reads 6:59. A moment passes and it clicks over to 7:00. Something jolly like Buddy Holly's "Oh Boy" begins to play.

Iris sits up in bed and stretches.