

Zagdolan

Written By

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1 INT. ALBERT'S ROOM-DAY 1

It is a typical boy's room, but extremely small. Dotted with posters displaying various superheroes, sci fi properties, and the most prominently displayed poster being one for a giant monster movie called Zagdolan. A small twin bed is pushed against the wall.

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*
*

Suddenly an ALARM rings, and a hand comes out from under the blankets to silence it.

The blankets are tossed off to reveal ALBERT(early teens, short, a little chubby, extremely shy, constantly a little sad looking) in his pajamas, rubbing his eyes, and then stretching.

2 INT. THE KITCHEN-DAY 2

Albert shuffles into the kitchen like a zombie, then pours himself a bowl of cereal.

He opens up the fridge, then gives a disappointed SIGH.

1 ALBERT 1
1 (drearily) 1
1 Of course there's no milk. 1

He slams the fridge door and returns to his cereal.

Through an opening in the kitchen Albert sees FRED(early 80's, Albert's sole provider, extremely weak, not all there, loves Albert) asleep on his chair in the living room.

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Albert walks over, covers his grandfather with a blanket, and turns the TV on for him, then returns to his cereal.

3 EXT. A DIRT PATH-DAY 3

Albert walks along a dirt path surrounded by trees. Clutching his backpack close to him.

As he walks along, enjoying the trees when suddenly his phone BUZZES.

He takes a small crumby flip phone out of his pocket, and flips it open.

INSERT:PHONE SCREEN

TEXT FROM: CHRISSY

HURRY, ATTENDANCE IS ABOUT TO BE TAKEN

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Albert puts his phone back in his pocket and breaks into a sprint down the path.

When he reaches the end, the treeline stops to reveal a small school building with a gravel road in front of it.

A BELL RINGS

4 INT. A CLASSROOM-DAY 4

STUDENTS sit at small desks sleepily.

At the front of the class already teaching is MRS. JOHNSON(late 50's, strict, uptight, wearing a pants suit and horn rimmed glasses).

Albert slowly opens the door and tries to sneak his way in.

2 MRS. JOHNSON
Please do the class a favor and get to your desk before you distract them any further Mr. McGee. 2 *

3 ALBERT
Yes Mrs. Johnson. Sorry Mrs. Johnson. 3 *

4 MRS. JOHNSON
That sorry would mean a lot more if this didn't happen a couple times a week. Anyway where was I? 4 *

Mrs. Johnson continues her lesson as Albert trudges to his desk. Sitting next to him is CHRISSY(early teens, glasses, too smart for her own good, sarcastic)

5 CHRISSY
(whispering) 5
5 Where have you been? 5

6 ALBERT
(whispering) 6
6 I took the scenic route sue me. 6

7 CHRISSY
(Through her teeth) 7
7 You're going to go down a grade if you keep showing up late like this you moron. 7

Mrs. Johnson SLAMS her hand on her desk.

8 MRS JOHNSON 8 *

Miss Archer! You wouldn't want another trip to the principals office would you? *

9 CHRISSY 9 *

9 No Mrs. Johnson. Sorry Mrs. Johnson. *

Mrs. Johnson goes back to teaching, and Chrissy looks over at Albert and crosses her eyes. He smiles.

5 INT. THE SCHOOL CAFETERIA-DAY 5 *

Albert sits alone at a lunch table reading a comic book (titled Zagdolan), surrounded by a sea of full tables of kids talking loudly. *

10 DIRK(O.S.) 10 *

Well well well. Look who decided to show up today. *

Albert flinches just hearing the voice.

11 ALBERT 11 *

Dirk please just leave me alone. *

DIRK(early teens, tall, well dressed, extremely over confident, Albert's worst nightmare) slides next to Albert at the table. *

12 DIRK 12 *

Jesus Albert, did you sleep on the street or something? You smell like shit, you look like shit. Hell I oughta hose you down right in here. *

Dirk takes a water bottle out of his bag, opens it up and dumps it on Albert's head.

13 DIRK (CONT'D) 13 *

There we go. Good as new. Maybe now when you throw those clothes in the damn dryer they'll actually fit you. *

Dirk shoves Albert off of his chair, then laughs and walks away. *

A SCHOOL BELL RINGS

6	EXT. THE SCHOOL-DAY	6	
	STUDENTS run out of the schools front doors, and get on buses.		
	Albert and Chrissy walk out toward the back of the crowd.		
14	CHRISSEY Idiot. Why does he have to treat you like that?	14	* *
15	ALBERT No clue. You'd think that with all those expensive things he wouldn't need anything else to feel better. You wanna hang out at the store tonight?	15	*
16	CHRISSEY Sure, I'll meet you there after dinner?.	16	* *
17	ALBERT Sure, I'll text you.	17	*
18	CHRISSEY Alright, I'll see you then.	18	*
	Albert and Chrissy wave to each other and go in opposite directions.		
7	INT. ALBERT'S HOUSE-DAY	7	
	Albert opens the door to his house to see Fred awake, and looking happy watching TV in the same spot he was in when Albert left.		*
19	ALBERT Howdy Gramps. How are you feeling today?	19	
20	FRED Ohh well you know I'm feeling alright. Each day gets better and better. How was school?	20	* *
	ALBERT Good, did you go to into town for the trial today?		* * *
	Albert walks over and sits on the couch next to Fred.		*

	FRED		*
	No they ended up calling me up		*
	today and telling me it all got		*
	pushed back. Those rich dirt bags		*
	are stalling because they know we		*
	have the proof to get them good.		*
	ALBERT		*
	Darn, did the lawyer say anything		*
	about payment for the medicine.		*
	FRED		*
	No...No he didn't but don't you		*
	worry about that. Why don't you		*
	whip us up some dinner?		*
	ALBERT		*
21	Sure gramps, what do you want?	21	*
8	15 MINUTES LATER...	8	*
	Albert and grandpa Fred sit in front of the television with		*
	TV trays eating microwavable TV dinners. Fred has fallen		*
	asleep.		*
	Albert sits, glued to the TV.		*
	INSERT: TV		*
	The TV is playing a news program.		*
	Shots of people leaving a small courthouse are seen.		*
	NEWSWOMAN (V.O.)		*
	Earlier today, the landmark court		*
	case, DRENCOM v. The town of Wood		*
	Dock was again pushed back.		*
	Shots of factories being built are shown.		*
	NEWSWOMAN		*
	Drencom Robotics, recent arrivals		*
	to Wood Dock, are charged with		*
	building factories not up to code,		*
	injuring several employees. That		*
	along with reported factory run off		*
	poisoning towns pe-		*
	Albert shuts the TV off.		*
	Finishing his meal, Albert goes over to his grandfather,		*
	covers him with a blanket then throws out their food.		*

9 EXT. ALBERT'S HOUSE-NIGHT 9

Albert slowly opens and closes the front door, then walks down the street.

10 EXT. A DIRT PATH-NIGHT 10

Albert is back on the same dirt woodland path he took to school, except now he takes a right into the woods before reaching the end.

11 EXT. THE ABANDONED COMIC STORE-NIGHT 11

Albert walks up to a dilapidated building with plants of all sorts covering the outsides.

Albert goes up to the boarded up door, and crawls underneath the board into the building.

12 INT. THE ABANDONED COMICSTORE-NIGHT 12

Albert crawls into the huge room and SIGHS, dropping his bag. He is finally comfortable.

He runs over to a panel on the wall, opens it up and flips some of the switches turning on a few of the lights in the building.

Seconds later, Chrissy crawls in through the same entrance with her backpack. *

CHRISSEY
Hey! I'm surprised you beat me here! *

ALBERT
Dinner ended early. Do you know what movie you want to watch tonight? *

CHRISSEY
No, why don't you choose. *

Albert runs over to a stack of VHS tapes, frantically searching for a specific one. *

He finds it, then excitedly runs over to a TV with a VHS player attached to it and puts it in. *

Suddenly, the movie roars alive on the TV, flashing the title on screen "Zagdolan." *

Chrissy GROANS.

CHRISSEY (CONT'D)

Zagdolan again? We've watched this
one like a billion times.

ALBERT

It's my favorite! And I don't hear
you giving any ideas.

She sticks out her tongue at him, then takes a book out of
her backpack and begins to read while Albert sits cross
legged in front of the TV, awestruck.

SERIES OF SHOTS

-On the TV we see a cheap ZAGDOLAN(a giant blue alligator
type monster, with spikes on his back) knocking down large
buildings

-Albert cheers and reenacts moves that Zagdolan does on the
screen, while Chrissy laughs at him.

-On the screen, Zagdolan fights a clearly cardboard robot.

-Chrissy is no longer reading, and is now just as glued to
the TV as Albert.

-On the screen Zagdolan roars while people cheer around him

-Albert is asleep while Chrissy is still enthusiastically
watching the movie.

BACK TO SCENE

Chrissy walks over to Albert and shakes him awake.

Albert jerks awake, Chrissy LAUGHS.

CHRISSEY

I'm getting out of here. I'll see
you tomorrow Albert.

ALBERT

Alright I'll see you then. Wait I
forgot to ask you, has your dad
said anything about the Drencom
case?

Chrissy shakes her head.

CHRISSEY

Every time I try to talk to him
about it he tells me not to worry
then changes the subject. How is
grandpa?

Albert SIGHS.

ALBERT

Still not feeling too well. He does
the same thing, never wants to talk
about it.

CHRISSEY

Yeah well, hopefully the whole
thing blows over soon. Get some
sleep Albert.

Chrissy leaves through the same opening she entered from.

Albert begins to shut things off, and pick up various trash
in the store when he hears a sudden THUMP.

He reaches into his bag and grabs a flashlight, looking
around to where the noise could be coming from.

He reaches a corner of the store full boxes and other pieces
of trash.

As the noise gets louder Albert starts digging through the
trash tossing aside boxes and whatever else he finds.

After clearing all the boxes Albert comes to a door,
determining that must be where the noise comes from.

He slowly puts his hand on the handle, then opens it even
slower to reveal...

Two raccoons fighting over a piece of cardboard.

At first sight of Albert the two raccoons scurry out through
a hole in the wall.

Albert curiously enters the room shining his flashlight all
around, and stopping on a glass case so covered in dust and
dirt that you can't see inside of it.

He walks up to the glass and pushes one of the sides in,
popping it open to reveal that the case holds a small rubber
Zagdolan suit.

Albert GASPS at the sight of the suit then picks up a card
that was underneath it.

INSERT: CARD

MOVIE WORN

*

Excited Albert pulls the suit down from the display, holds it in his arms, and smiles.

Dropping his flashlight on the ground Albert starts to put the bottom half of the suit on sticking his legs in one by one.

Then he picks up the head, shakes the dust out of it, and slowly lowers it on to his head.

The moment the bottom and top halves of the suit connect the room fills with an extremely bright white light.

Albert, now Zagdolan, grows into a giant realistic version of the monster, bursting through the ceiling and collapsing most of the building.

Zagdolan ROARS in fear then runs off into the woods, crushing a car parked on the side of the deserted road.

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*

As he runs into the woods, he trips and falls onto the ground, smacking his head.

*

*

13

EXT. THE WOODS-DAY

13

Albert wakes up on the forest floor to his phone AGGRESSIVELY BUZZING.

He quickly shuffles up but doesn't grab it in time.

He flips the phone open to see what it was all about.

INSERT: PHONE SCREEN

TEXT: CHRISSY

WHERE THE HELL ARE YOU?

BACK TO SCENE

Albert grabs his bag and then sprints out of the woods as fast as he can.