

ARI & THE UN-REALITY

Written by

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COLD OPEN

EXT. TARTARUS - AFTERNOON

Grandma A (immortal) and Ari (10) cross a windswept, snowy plane. They are both bundled up in coats and hats. Goggles shield their eyes. Ari carries a blue backpack covered in pins from various locations (one says "Welcome to Dogville") on her back. Grandma A carries a much larger pack. They wear snowshoes. Out of the snow peek LARGE TORTURED FACES in Statue of Liberty green. Some heads have enormous gaping mouths that act as caves. Snow builds up by their teeth, hiding lower jaws. We zoom out to see Ari and Grandma A small on the landscape. They walk for what must feel like hours.

Zoom back in as Grandma A finally sets down her pack by a LARGE TITAN HEAD with a closed mouth. She puts her hands between the head's large flat front teeth and <GRUNTS> pushing the mouth open with a terrifying <CRACK> of bones. The wind whips into the mouth, carrying with it Ari's hat. Her curly hair spills free into the gale-force winds.

ARI

Shouldn't we wait for --

GRANDMA A

They'll catch up. C'mon. Inside.

ARI

(scared)
In... there?

Grandma A nods, and puts her pack back on.

ARI (CONT'D)

What's in there? Why are we here,
Grandma?

GRANDMA A

I said we'd sew it all up. This is
how it starts. We have to find my
sister.

ARI

She lives *here*?

GRANDMA A

It's not much to look at. I'll
grant you that. But it is the
cradle of the world.

Grandma A pulls a flashlight out of her pack and turns it on, lighting up the LARGRE GREEN MOUTH OF FLAT TEETH.

She heads inside. She doesn't look back. Ari looks back at the snowy landscape for a moment and then back in the mouth. Her Grandma is nowhere to be seen.

GRANDMA A (O.S.) (CONT'D)

You coming?

Ari pulls her coat up to her ears.

ARI

I'm coming.

A Chicken wearing snow goggles and a hat pokes his head out of her backpack. He is disgruntled.

CHICKEN

CLUCK!

ARI

We're coming.

Chicken nods and burrows back into the backpack. Ari runs into the creature's mouth after her grandma. The mouth shuts with a <TERRIFYING CLATTER OF TEETH>.

END COLD OPEN

ACT ONE

INT. CAR - DAY

Open on: a car window with trees whizzing by. Feet clad in scuffed-up sneakers press against the window. A chyron on the screen reads "Before."

DAD (O.S.)
Ari? Ari. Ariiiiiiii.

Reveal: Ariadne (10) with a curly halo of hair. She lays down on the backseat of the car. She chews bubble gum, blowing the occasional bubble. She has a briefcase on her lap. She is taking out and reading papers from inside it. Dad looks at her thru the rear-view mirror.

Dad (40s) is an amiable-looking guy. He gives his daughter an exasperated look as he tries to get her attention.

DAD (CONT'D)
Ari! Sit up and stop putting your
foot prints all over the window.
And what are you looking at?

The camera shifts as Ari sits up. Ari, red-faced, shoves the papers back into the briefcase. The papers crumple. She quickly opens a sticker-covered notebook on her lap. She holds it up to the rearview mirror.

ARI
Nothing! Just my notebook of ideas.

DAD
Ari, what did we talk about? Your
snooping has to stop.

ARI
It isn't like there's anything
exciting in your briefcase, Dad.

DAD
Ari...

ARI
Dad.

DAD
Don't "Dad" me. Didn't your
nosiness *just* get you into trouble?

Ari looks down at her notebook. In it, we see a child's drawing of three friends holding hands. Each is labeled.

Ari, with her mass of hair, stands between Zoe (10), a Black girl with glasses, and Bobby (10), a white boy with red hair.

BEGIN FLASHBACK:

INT. ARI'S ROOM - DAY

Ari's room is full of color. She has baseball caps in every color imaginable. Her wall is covered in stories.

Ari doodles in her notebook. She draws up plans for a comic. We see a superhero (General Zobori), a six-foot tall alien woman. Ari writes in a speech bubble by her head, "You're about to get FLAT --" Ari thinks for a minute. "FLATEND" she writes. She crosses it out. She sits for a second more.

Across the room, Bobby's backpack, with his name on it, is open. Ari looks at it for a second. She looks back to her paper. She looks at the backpack. She puts down the paper. She looks at the door. No one is coming. She pushes across the floor to the backpack. She opens the backpack and pulls out a notebook labeled "SECRET."

In the notebook are drawings for a comic with a giant jellyfish monster. Ari frowns.

ARI
(unimpressed)
What is this?

She turns the page to see more drawings of the jellyfish man. Behind her, the door swings open to reveal Zoe and Bobby. They are holding cookies. Bobby drops his and runs to get his notebook. He rips it from Ari's hands and clutches it to his chest.

BOBBY
What are you doing?

Ari shrugs.

ARI
Nothing. Just looking.

Bobby holds the notebook in front of her eyes and points to the word "SECRET."

BOBBY
Ari! This is my private notebook!

ZOE
Yeah, Ari. Not cool.

Ari blushes wildly, but instead of apologizing she frowns.

ARI
Whatever. It's full of stupid
stuff.

Zoe's eyes widen.

BOBBY
Stupid?

ARI
Yeah. Stupid. Why would General
Zobori fight a jellyfish? She lives
in Ohio. That's not near the ocean.

Bobby sputters for a second.

BOBBY
Whatever. You're stupid.

ARI
Not as stupid as you are, stupid.

Zoe grabs her backpack.

ZOE
Bobby, I think we should get out of
here.

Bobby nods, pushing his notebook into his backpack.

BOBBY
Yeah, we can work on our comic
somewhere else.

Ari is left alone in her room. She crumples to the ground.

END FLASHBACK

INT. CAR - CONTINUOUS

Ari looks at her dad in the rearview.

ARI
It isn't my fault Bobby has bad
ideas.

DAD
Ari! You need to be nicer. You need
to stop snooping, and you need to
apologize to your friends.

ARI

I don't need friends. I'm fine just by myself.

Dad sighs, and refocuses his eyes on the road.

Ari rips a drawing of General Zobori out of her notebook. She throws it next to her. She blows another bubble. POP.

ARI (CONT'D)

I don't want to stay at Grandma A's. I want to stay with you and mom. I can help. I promise.

Dad lowers his rear-view mirror so their eyes meet, the car driving equivalent of turning your chair around for some "real talk."

DAD

It's only a couple of weeks. Mom's gonna need the space with her new knee, so... you're helping us by staying with Grandma Agatha.

Ari crosses her arms and pushes herself down in her seat.

ARI

I could help at home. I can... make beds!

Dad looks at Ari. Ari looks at Dad. Ari frowns.

ARI (CONT'D)

I've made a bed before.

Dad stays silent.

ARI (CONT'D)

Once.

Dad whistles, innocent.

ARI (CONT'D)

OK, OK. I'll stay with Grandma A. But it is going to be SO BORING.

Ari flops back down onto the backseat of the car. Her seat belt almost chokes her. She tugs on it to pull the seat belt into her pout.

DAD

No, it won't. You guys will do plenty of fun stuff like... um...

ARI

Yeah. *Exactly*, dad. Grandma A is boring. I wish Grandma B wasn't on a cruise. Nothing exciting ever happens at Grandma A's house.

Meanwhile...

INT. GRANDMA A'S FABRIC ART ROOM OF PRESENT DAY TIME -
CONTINUOUS

Grandma Agatha, a woman of vital energy with a huge halo of hair like her granddaughter's, sits at a craft table. She is sewing a button eye on an APPLIQUE OF BOBBY. (An applique is an embroidered fabric patch.) On the wall behind her is a QUILT SQUARE REPRESENTATION OF A CHILD'S ROOM. APPLIQUE ZOE is sewn to the square already, drawing in a notebook.

GRANDMA A

I wish you two would make up with my granddaughter.

Applique Bobby says nothing. Agatha frowns.

GRANDMA A (CONT'D)

I have half a mind to call my sister and let her tell me how this situation pans out.

Applique Bobby says nothing.

GRANDMA A (CONT'D)

OK, you're right. Bad idea.

Grandma A steps away from the craft table. We zoom out to see that every part of this room is covered in quilting - floor, ceiling, all four walls. Situated in this quilted situation are four pieces of furniture: a wooden chair, a craft table replete with sewing machine and notions, a standing lamp, and a velvet couch with four wooden legs.

Grandma A carefully sews applique Bobby into his own quilting square. Applique Bobby takes his place next to Applique Zoe.

As Grandma A finishes the last stitches, we hear a car pull into the gravel driveway. Grandma A looks at her wrist. She wears a watch without hands.

GRANDMA A (CONT'D)

Shoot. Lost track of time. (to herself) Ha.

Grandma A turns off the lamp and leaves the room.

INT. HALLWAY - CONTINUOUS

We see that the door from which Grandma exits has a cross-stitched sign on it. The sign reads: "GRANDMAS ONLY. DO NOT ENTER." Skulls anchor four corners of a stitched border.

Grandma A pulls a SHINY SILVER KEY out of her pocket and steps out of the room. She locks the door as the bell rings.

GRANDMA A

Coming!

Grandma A runs down the stairs. She tucks the shiny silver key into the pocket of her cardigan. It slips out a hole in her pocket and falls between the floorboards of the hallway.

INT. GRANDMA A'S ENTRYWAY - DAY

Grandma A's entryway reveals a kooky house with Victorian bones and 70s flair. There is a beautiful staircase with a molded cherry banister. The door is a thick cherry wood with a door in the top-center that can be opened to reveal a window. On either side of the door are stained glass casement windows. The entryway is anchored by a LARGE SHAG GREEN AREA RUG.

Grandma A swings the door open, smiling widely at her glowering granddaughter and embarrassed son-in-law. Ari's frown has deepened over the car ride. She carries a large duffel bag with her. She pulls her baseball cap further down on her head as she spies her happy grandma.

GRANDMA A

Well, aren't you two a sight for sore eyes. C'mon in!

DAD

Sorry, Agatha. We're early.

Grandma A embraces Dad and Ari in turn.

GRANDMA A

No apologies needed. More time with Ariadne! Who could say no to that?

Ari frowns and looks up at her grandma.

ARI

Ari.

GRANDMA A

Do you know the story of Ariadne?
Ariadne is a great name. Important!

ARI

She's tragic. I'm *not* tragic.

DAD

Ari! Try to be a little nicer?

ARI

(muttering)

Why? No one is nice to me.

DAD

Sorry. Ari's been having a hard
time at school, and with her mom's
surgery... It's... it's a lot.

ARI

You two don't need to talk about me
like I'm not here.

GRANDMA A

Well, us two will talk all about
it. We'll get it sorted it out,
won't we, Ari?

ARI

Sure.

Dad looks at his watch.

DAD

Yeah, I should go. I don't want to
leave Phaedra alone too long.

GRANDMA A

Of course not. We'll be fine here.
You go.

Dad hugs Ari.

DAD

Remember, it isn't that long. And
we'll call you every night.

ARI

OK. OK. I love you, Dad.

DAD

Love you too, honey.
(to Agatha)
And thanks again.

Grandma A hugs Dad once more and he leaves. Ari and her grandmother look at one another for a moment. Ari pulls her hat lower again, causing her hair to pouf out.

GRANDMA A
So, what you wanna do, kiddo?

ARI
Um, do you have anything to eat?

GRANDMA A
Sure do. Let me... go to the kitchen. Why don't you get settled upstairs?

Ari nods in only the way sullen pre-teen can.

GRANDMA A (CONT'D)
(with forced cheer)
OK. Food. We can do this!

Grandma A exits for the kitchen.

When she leaves Ari collapses face down on her duffel bag. She doesn't move for a minute. Then she <GROANS> and gets up.

Ari wanders around the downstairs of Grandma A's house.

MONTAGE:

- Ari looks at porcelain figures.
- Ari looks at a year calendar from 1982 that is hung on the wall for some reason. "October" is circled several times.
- Ari gets scared by a cuckoo clock.
- Ari looks under every couch in the living room.
- Ari looks through her grandma's coat pockets.
- Ari collapses back on her duffel bag in the entry way.

ARI
(muttering to herself)
Boring.

GRANDMA A (O.S.)
You say something, Ari?

Ari sits up, alarmed.

ARI
NO! No. Nothing!

Ari grabs her backpack, and chokes up on her very full duffel as she runs up the stairs of Grandma A's house.

At the top of the stairs to her right is the guest room. She throws her backpack unceremoniously on the bed, creating a dust cloud. We hear <CREAKY SPRINGS>. She barely drags her duffel inside the door. She throws her hat at the bed. It misses.

She goes to walk back down stairs when she sees the sign.

"GRANDMAS ONLY. DO NOT ENTER."

Ari looks down the stairs. She raises her voice to be heard.

ARI (CONT'D)
Grandma?

INT. KITCHEN - CONTINUOUS

Grandma A opens and closes cabinets in a panic. She pulls cans out of the cabinet and stacks them on the kitchen counter. She looks up as she hears Ari call.

GRANDMA A
(yelling)
Yes, Ari?

ARI (O.S.)
Nothing! Just... I love spaghetti!

GRANDMA A
(yelling)
OK!

Grandma A pulls open a cabinet and pulls out a box of spaghetti. She blows dust off of it.

GRANDMA A (CONT'D)
Humans need food, Agatha. Food.

She stares at her collection of cans. She <SIGHS>. Now what?

INT. HALLWAY - CONTINUOUS

Ari emerges from the guest room armed with a variety of lock-picking gear: a SKINNY PLASTIC RULER, MULTIPLE BOBBY PINS, and a SAFETY PIN. With some effort, she slides the plastic ruler between the door frame and the door. She wrenches it up and down. It breaks with a <CRACK>.

GRANDMA A (O.S.)
You OK up there?

ARI
Yes! Just... cracking my knuckles!

Ari attempts to crack her knuckles. It doesn't happen.

ARI (CONT'D)
You OK down there?

INT. KITCHEN - CONTINUOUS

Grandma A stands over a boiling pot of... something. We see open cans for BEANS, CORN, etc. Grandma A opens an UNLABELED CAN of cactus and dumps it in.

GRANDMA A
Of course!

Grandma A grimaces and pours some salt in the pot.

INT. HALLWAY - CONTINUOUS

Ari ignores the broken ruler that sticks out of the door frame. She opens the safety pin and jams it in the lock. She tries to open the door handle. Nothing. She fiddles with the safety pin again. Nothing happens. It falls out of the door. Ari picks it up, accidentally pricking herself.

ARI
(softly)
Ouch.

INT. KITCHEN - CONTINUOUS

Grandma A closes her eyes and throws some paprika into the pot. It bubbles.

GRANDMA A
You OK?

INT. HALLWAY - CONTINUOUS

Ari is freaked out. She takes her thumb out of her mouth.

ARI
(whispering)
How does she know?

Ari looks at her thumb.

ARI (CONT'D)
(to Grandma A)
I'm peachy!

Ari grabs her bobby pins, prepared to take another stab at this. She drops them all over. She bends to the floor to find them and sees the SHINY SILVER KEY stuck between the floorboards. She uses two bobby pins to fish it out. She holds it up. It gleams in the light.

ARI (CONT'D)
Bingo.

GRANDMA A (O.S.)
This will be ready in a minute!

ARI
No rush!

Ari puts the key into the door, and silently it clicks open. She doesn't even need to turn the key.

INT. GRANDMA A'S FABRIC ART ROOM OF PRESENT DAY TIME -
CONTINUOUS

Ari stares wide-eyed at the room.

ARI
What?

She steps further into the room. The door shuts behind her, as if by magic.

Ari steps closer to the wall, and runs her fingers over the quilted and appliqued figures. She's in awe.

ARI (CONT'D)
Maybe Grandma A isn't boring. Maybe
she's... crazy.

Ari runs her fingers over a tricky piece of embroidery work.

ARI (CONT'D)
Why would she keep this secret?
This is... cool.

Ari keeps running her fingers over the figures until... her fingers touch Applique Bobby and Zoe.

ARI (CONT'D)
 You two? How did you get here? My
 so-called "friends."

Applique Bobby and Zoe says nothing. Ari notices the figures
 are in Bobby's room together.

ARI (CONT'D)
 Are you two hanging out without me?

Applique Bobby and Zoe are silent in the face of this
 questioning.

ARI (CONT'D)
 You are! And you're writing our
 comic! Without me!

Applique Bobby displays amazing taciturnity. Ari swings away
 from Applique Bobby. He's made her that upset. She spies on
 the craft table SHINY SCISSORS. She grabs them in her hand.

ARI (CONT'D)
 You've said mean stuff before too,
 Bobby. It happens. Friends should
 get over it. Not hang out without
 me.

Ari swings back around to face Applique Bobby. She holds the
 scissors in the hand.

ARI (CONT'D)
 Get out of my house.

INT. KITCHEN - CONTINUOUS

Grandma A holds a half-dozen eggs in her hand. She considers
 putting one in the "stew." She tilts her head to listen. She
 turns off the stove.

GRANDMA A
 It's too quiet.

She walks out of the kitchen and into the entryway. She's
 suspicious.

INT. ENTRYWAY - CONTINUOUS

GRANDMA A
 Ari? Where are you? Can you help me
 with --

INT. GRANDMA A'S FABRIC ART ROOM OF PRESENT DAY TIME -
CONTINUOUS

Ari holds the scissors. We see them come between Applique Bobby and the rest of the quilt. She snips. Applique Bobby falls down to one side.

INT. GRANDMA A'S ENTRYWAY - CONTINUOUS

Grandma A clutches at her heart. She drops the eggs. A HALF-DOZEN EGGS break onto the shag carpet. She leaps over the mess, accidentally kicking an ORANGE BALL OF YARN and knocking over a RED HAT that hung on the baluster of the stairs. The RED HAT rests next to the bottom of the staircase. Grandma A dashes up.

INT. GRANDMA A'S FABRIC ART ROOM OF PRESENT DAY TIME -
CONTINUOUS

Ari smiles at the leaning Applique Bobby.

ARI
Maybe you should apologize.

Ari places the scissors under the second string.

Grandma A swings open the door.

GRANDMA A
Ari! No!

Too late! Ari snipped as she turned to face Grandma A. Applique Bobby falls to the ground. For a second, there's an unearthly silence.

And then! <LIGHTENING. RAIN. THE SOUND OF A CHICKEN CLUCKING. THEREIN NOISES. SCREAMING.> DIZZYING LIGHTS.

CUT TO BLACK.

END ACT ONE

ACT TWO

INT. GRANDMA A'S FABRIC ART ROOM OF PRESENT DAY TIME - ???

The lights turn back on. Grandma A looks over Ari. She looks OK. She takes in the rest of the room. The fainting couch's wooden leg has now grown into the floor.

GRANDMA A

The door!

Grandma A sprints out of the hallway - almost hitting the wall. She sprints down the stairs. She sprints to the entry way...

Ari, confused as all get out, follows close at her heels.

INT. GRANDMA A'S ENTRYWAY - TIME NONEXISTENT (????)

The door <SLAMS OPEN> due to a wild wind and reveals UNREALITY outside - a swirling vortex of sounds, colors, and confusing images. Unreality has snuck inside, as well. The CRACKED EGGS Grandma A dropped earlier are now LOUD CHICKENS. The SHAG GREEN CARPET is now LIVING GRASS.

(Imagine *Annihilation* but this is for children so more whimsical and less frightening. Still a little frightening.)

GRANDMA A

No! No! No!

Grandma A pushes FIVE CHICKENS out of the house as UNREALITY tries come inside. A floorboard from near the door starts to turn into a noodle. Grandma A springs into action. She shuts the door, pushing her whole body against it.

GRANDMA A (CONT'D)

Ari! Help!

Ari, shocked out of her stupor, runs and pushes her own body against the door. With a couple of heaves, they are able to shut it. Grandma A locks multiple deadbolts. They collapse against the door. A beat of exhausted silence. Ari stares at the grass in front of her. It seems to wave back.

ARI

What?

Grandma A frowns at the grass now in her entry way.

GRANDMA A

We're going to have to mow that.
Or, will we? I'm never sure how
this all works.

ARI

What?

Grandma A gets up. She's absent-minded business as she collects all the dropped now-changed items. Instead of an orange ball of yarn, we now have a BRIGHT ORANGE TROMBONE. Grandma A forces it into the umbrella stand near the staircase. Instead of a red hat, the staircase now has a bright spot of ACNE on its first step. Grandma A gingerly presses her foot against it and the house winces.

GRANDMA A

I've got to get my books. It's
been... hmm...

Grandma looks at her wrist. (She's not wearing a watch.)

GRANDMA A (CONT'D)

3,000 years since this happened
last? Four? You lose track of time.

ARI (O.S.)

This has happened before? What even
happened? What is this?

Grandma A turns around, as if remembering for the first time that her granddaughter is even there. Grandma A points a finger in Ari's direction.

GRANDMA A

This! This is why you don't snoop!
You're playing with things you
don't understand.

ARI

(plaintive)
I *don't* understand.

GRANDMA A

Exactly!

Grandma A folds her arms across her chest as she glares at her granddaughter. Ari looks confused back. From off screen, we hear the <FORLORN CLUCK OF A CHICKEN>. Grandma A sighs, releasing her hold on her anger.

GRANDMA A (CONT'D)
 Find that chicken. I'll... be back.
 And I'll explain. Do not open the
 door. And do not touch anything.

Ari nods, shamefaced. Grandma A seems satisfied by this and
 tromps up the stairs.

INT. LIVING ROOM - ???

Grandma A's living room is, much like the rest of the house,
 full of knickknacks. There are porcelain figures resting on a
 dusty fireplace mantle, a piano drowning in sheet music, a
 bunch of crocheted blankets, and baskets overflowing with
 yarn and books.

Ari looks out the living room window to see a penguin in a
 top hat. The top-hatted penguin waves at her. Ari, scared,
 ducks to her hands and knees. She picks up her hands and
 rests back on her heels.

ARI
 (to herself)
 Do not touch anything.

The <FORLORN CHICKEN CLUCK> is heard nearby.

ARI (CONT'D)
 Chicken?

<CLUCK!>

ARI (CONT'D)
 Chicken, please come out.

<CLUCK!>

Ari walks around the room deliberately not touching anything.
 She peers into baskets from a great distance, she looks
 behind the piano. Her arms are akimbo in her great desire to
 leave the place untouched.

ARI (CONT'D)
 C'mon, chicken.

From right behind Ari there is a <GIANT CLUCK>. Ari,
 frightened, falls backwards. She tries to catch herself on
 the piano bunch but just ends up covered in sheet music. As
 she sits up, she sees the chicken. She grabs him.

ARI (CONT'D)
 Gotcha.

Grandma A enters. She's carrying an ENORMOUS BOOK OF RULES BOUND IN BRIGHT PINK LEATHER.

GRANDMA A
This is you not touching anything?

ARI
(still holding the
chicken)
I caught the chicken.

CHICKEN
Cluck!

GRANDMA A
You two get out of that mess and
come sit next to me. We have a
bigger mess, unfortunately.

Grandma A pulls a wooden coffee table closer to the cabriole sofa. She sits in the center cushion. Ari and Chicken sit on either side of her. Behind this is a large picture window that allows us to glimpse various scenes of UNREALITY.

Grandma A swings open the book on the table with a <THUD>.

ARI
What is happening?

GRANDMA A
Listen.

The book opens to reveal an image of THREE LITTLE GIRLS IN ANCIENT GREEK DRESS. This image is in a different animation style. The girls stand in front of a small, whitewashed house with a single olive tree near it. Grandma A points to each girl in turn.

GRANDMA A (O.S.) (CONT'D)
This is my sister, Ismene.

ISMENE (8) holds a book.

GRANDMA A (O.S.) (CONT'D)
This is my sister, Elpida.

ELPIDA (8) is staring at a flower.

GRANDMA A (CONT'D)
And this is me.

AGATHE (8) is covered in dirt.

As Grandma A starts her story, we zoom into the book and see the characters come alive.

EXT. ANCIENT GREEK COUNTRYSIDE - DAY

The three little girls come alive. ELPIDA plays with a flower in her hand. ISMENE devours a scroll. AGATHE dances around, trying to get the attention of her sisters.

AGATHE
Come play with me.

Ismene looks up from her book, annoyed. She sits up straight like she has a metal spine.

ISMENE
I'm busy.

Agathe <BLOWS A RASPBERRY>, but Ismene is reading again.

AGATHE
Elpida?

Elpida doesn't respond, lost in her own thoughts. Agathe waves her hand in front of Elpida's face. Nothing.

The sound fades out the scene changes. The sun goes down. The girls pack up their various play implements and go inside the small house. They sit around a fire.

INT. ANCIENT GREEK HOUSE - NIGHT

The girls sit in front of the fire. Agathe plays with the fire, poking a stick into it. Elpida braids her hair. Ismene writes on a wax tablet.

GRANDMA A (V.O.)
One night, a man came to our house.

A shadow falls over the girls from outside. They look up.

GRANDMA A (V.O.)
He told us that we had a job to do.
He had searched the entire world to
try to find the sisters who would
keep reality together.

The girls' faces are upturned with wonder as they look towards this man-shaped silhouette.

GRANDMA A (V.O.)
 We divided time. Ismene would keep
 track of the past.

Ismene takes a SPOOL OF THREAD from the man, who we still do
 not see the face of.

GRANDMA A (V.O.)
 I would chronicle the present.

Agathe takes a SHINY NEEDLE from the man.

GRANDMA A (V.O.)
 And Elpida's dominion would be the
 future.

Elpida, as if just noticing the man for the first time, takes
 the scissors that he hands her.

The scene changes to the girls, older, in the same house.

INT. ANCIENT GREEK HOUSE - DAY

Elpida (18) wears a BIG NECKLACE OF GLASS BEADS. One of the
 glass beads FALLS and ROLLS AWAY. She bumps into Ismene (18),
 who is writing on a big scroll, and almost knocks INK all
 over Ismene's work. Ismene grabs the ink bottle before it can
 tip over. Agathe (18) weaves at a loom and has to pick up her
 work to avoid the ink and Elpida's feet.

GRANDMA A (V.O.)
 At first, we tried to stay
 together.

Elpida grabs the bead and swings around to show Ismene.
 Ismene, startled, drops the ink bottle, ruining all her work.
 UNREALITY begins to sneak in to the small house.

GRANDMA A (V.O.)
 But it was too dangerous.

Grandma A turns the page, and we're launched back into the
 present. The ancient Greek figures are relegated back to
 still images.

INT. LIVING ROOM - ???

Grandma A looks at Ari and Chicken in turn.

GRANDMA A
So, we've kept apart ever since.
Ismene keeps track of the past with
her great, big books. Elpida
does... whatever Elpida does. And I
quilt. Used to do tapestries,
but... it got boring.

ARI
How old are you?

GRANDMA A
I don't know. You stop keeping
track after your 2,000th birthday.

ARI
You... you're ancient.

GRANDMA A
No need to be rude about it! But
yes. Technically, I am.

ARI
But you're my grandma.

GRANDMA A
Even immortal beings fall in love
once in a while, Ari.

Ari ponders this for a second. Ari looks at the book, at the
page where reality comes unglued.

ARI
And I... I broke reality? I
broke... time?

Grandma A sighs and closes the book. She turns to face Ari
and holds her hands. Chicken, feeling left out, climbs on to
Grandma A's shoulder. Grandma A glares at the bird. Chicken,
in response, cuddles Grandma A's face.

GRANDMA A
I can't lie to you there. Yes, you
did. But we can put it back
together. Reality is a resilient
thing. And time isn't broken. It
just... isn't right now.

ARI
Isn't?

GRANDMA A

It doesn't exist right now. You can't grow upwards or backwards or sideways or forwards. Time just... stopped.

Ari ponders this for a minute. She looks up at her grandmother, a thought just occurring to her.

ARI

Will my mom and dad be OK?

Grandma A breathes in deeply and nods.

GRANDMA A

(firm)
Absolutely.

Ari looks down again.

ARI

And Zoe? And... Bobby?

GRANDMA A

(hedging)
Zoe's fine and... Bobby should be.

ARI

Bobby... should be?

GRANDMA A

He's probably unglued from reality. We'll have to find him. He's lost.

ARI

Sometimes you don't find things that are lost.

GRANDMA A

And lots of times you do. We'll figure it out.

ARI

How do we do that?

Grandma A turns Ari to look at the window. A FLAMENCO DRESS DOES A SHAKE AND TURNS INTO A DANCING FIRE HYDRANT.

GRANDMA A

We just... we find my sisters, in the mean time, we start to sew reality back together.

ARI
How long will that take?

GRANDMA A
Well, time doesn't exist, so...

ARI
So...

Grandma A shrugs and turns away from the window to hug Ari.

GRANDMA A
Your guess is as good as mine.

END OF ACT TWO

ACT THREE

INT. GRANDMA'S ROOM - ???

Grandma A's bedroom is cramped. On a dress form hangs an 18th-century walking dress with a patchwork newsboy cap on top. The room has a large brass bed in the center of it. The bed is covered in boxes. Ari and Chicken sit on the bed together. Grandma A is in the closet, exiting every few minutes with some doo-dad.

Ari and Chicken look at one another and shrug.

GRANDMA A (O.S.)

Eureka!

Grandma A exits the closet triumphant. In her hand she holds aloft a kind of fanny pack for sewing supplies. From it hangs scissors, a variety of needles, and spools of thread.

GRANDMA A (CONT'D)

Ta-da!

ARI

When you said we needed supplies I thought you meant... water bottles. A tent. Something.

CHICKEN

CLUCK!

GRANDMA A

No, no. Putting reality back together requires special supplies.

Zoom in on the belt.

GRANDMA A (CONT'D)

We need thread and needles to sew reality back up. And we need this.

Grandma A pulls out a magnifying glass with a pearl handle.

GRANDMA A (CONT'D)

Not only good for magnifying stitches--

ARI

You are ancient.

Grandma A glares.

GRANDMA A
Enough of that. This magnifying
glass will show us reality itself.
Or, where it should be.

She hands it to Ari. Ari looks through it and only sees a
fish-eyed view of chicken.

ARI
It doesn't work.

GRANDMA A
It won't work here! Here is the
only place Unreality can't touch.

Ari sits up on the bed, frightened.

ARI
You're saying we need to go out
there?

Ari points out the window where a frog is quickly multiplying
eyes.

CHICKEN
Cluck!

ARI
See? Even Chicken knows that's a
bad idea.

Grandma A fastens the belt around her middle.

GRANDMA A
Chicken doesn't need to come.

ARI
But I do?

GRANDMA A
Who, may I ask, undid reality?

Ari is immediately shame-faced.

ARI
You're right. My dad said I
shouldn't snoop.

GRANDMA A
Your dad is a smart man.

ARI
He's also brave. He wouldn't... he
wouldn't be scared to go out there.

GRANDMA A

I'm scared to go out there. But I'm going to do it anyway.

Ari looks at her grandma, seeing her for the first time.

ARI

I'm going to go too.

GRANDMA A

I'm not leaving without you.

ARI

Let me get some supplies too.

Ari leaves and quickly returns with her backpack and baseball cap. She zips open the bag to reveal the contents. Everything looks as it was before, except Ari's notebook cover SHINES with an otherworldly glow. Ari points out each item as she says it.

ARI (CONT'D)

Gum! A water bottle. My idea notebook. Three pens - black, blue, and purple. And! A pillow. Sensible stuff.

Chicken nods. He, too, thinks it is sensible. Grandma A pats Ari on the head, which pushes her curls out even further as the baseball cap gets stuck. Ari grimaces and pulls the baseball cap off.

Grandma A is already off and down the hall by the time Ari can see again.

GRANDMA A (O.S.)

Let's get going! We don't have all day.

Ari looks at Chicken, hands on her hips.

ARI

She said time doesn't exist.

CHICKEN

CLUCK!

Ari nods, point proven, and leaves. Chicken follows.

INT. GRANDMA A'S ENTRYWAY - ???

Grandma A grabs an umbrella from the umbrella stand causing the ORANGE TROMBONE to skitter to the floor.

GRANDMA A
Almost forgot an umbrella.

Ari takes one as well, just to be safe.

ARI
So, we're going out there?

GRANDMA A
Yes. We're going out there. Keep close you two. First, we need to get a bit of reality going.

ARI
What?

Ari looks at her grandmother, confused. How do you MAKE reality? Grandma A doesn't look back. Her eyes are closed.

GRANDMA A
Close your eyes.

Ari closes them. A beat. She opens one.

GRANDMA A (CONT'D)
Close 'em!

Ari closes them. Chicken closes his eyes too.

GRANDMA A (CONT'D)
Breathe in thru your nose.

Grandma A, Ari, and Chicken breathe in.

GRANDMA A (CONT'D)
Feel your head and your toes.

We see the Chicken move his talons, Ari press her scuffed sneakers more firmly to the floor, and Grandma A's colorful shoes (the left is decorated with an embroidered open eye, the right with a closed embroidered eye).

GRANDMA A (CONT'D)
And now, we go.

They all open their eyes at once. Grandma A opens the door to reveal: A COLORFUL WORLD OF GUMDROPS.

GRANDMA A (CONT'D)
Nope.

She shuts the door. She opens it again to reveal: AN OLD PIRATE SHIP COVERED IN GHOSTS AND LIVE RABBITS.

GRANDMA A (CONT'D)

Uh-uh.

Grandma A shuts the door again. She turns to Chicken and Ari.

GRANDMA A (CONT'D)

Focus!

Chicken and Ari look at one another and shrug. They breathe in. Grandma A nods and opens the door again to reveal:

EXT. DOG CITY - DAY

The door opens to reveal the home is now on a city street. The street is bustling. Dogs in trench coats and dogs in toques walk up and down the street, occasionally bumping into one another with a bark. A DOG in a navy jumpsuit with a plumber belt around his waist comes rushing up to them, a big grin on his face.

DALE

Thank goodness you're here!

Ari is still trying to get her bearings. Grandma A shakes Dale's paw.

CHICKEN

Cluck!

END