

TECHNICAL DIFFICULTIES

Written by

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1. EXT. BEACH - EVENING.

The sun is about to go down. The sea is calm, clouds litter the sky, giving the beach a tranquil, yet gloomy atmosphere. We see this from the camera of a phone. After a couple of seconds, the phone turns around to reveal ABAN-DAN, an awkward yet witty man in his late 20's with brown hair and an unshaven look.

ABAN-DAN

Hey guys, Aban-Dan here with another forgotten wonder for you. See, I was browsing the web for tantalising locales to show you when I came across...

Aban-Dan turns his phone around to face an abandoned waterfront. It has a noticeably large wooden roller-coaster sitting on its left side. At the front it has an entrance sign with the words 'TRITON'S OVER-SEA AQUA KINGDOM' plastered along it, a figure of a merman raising a trident on top of it.

ABAN-DAN

(CONT'D, O.C.)

--This beauty! Now this here was once known as 'TRITON'S OVER-SEA AQUA KINGDOM' back in its heyday and, according to the information I could gather, was last operating in 1996, and has since shut its doors and left rotting. I am planning on delving into it tonight for dramatic effect.

Aban-Dan turns the phone to face a quaint, inconspicuous little wooden house nestled comfortably on the sand.

ABAN-DAN

(O.C.)

For now, I am staying in this
seaside house that belongs to Oswald
Tockman, a former worker of
'TRITON'S' who could potentially
offer insight into the park's
history.

2. INT. SEASIDE HOUSE - LIVING ROOM - EVENING.

Aban-Dan is currently with OSWALD, a friendly old man with a
light grey beard and bald head. They are both sat at a dining
table with Aban-Dan at one end out of view, and Oswald at the
other end in

view. Oswald's house is cosy inside and out, though a bit
dimly lit. The large table is in view along with some framed
pictures of Oswald's family faintly visible and hanging from a
wall of dark-brown wooden panels.

ABAN-DAN

(O.C.)

So, when were you hired?

OSWALD

Well, the place opened in 1972 and I
joined in '75 so, there you go.

He chuckles

ABAN-DAN

(O.C.)

Well, it closed in 1996 so you must have been there for a long time.

OSWALD

Oh yes indeed. Right to the bitter end.

ABAN-DAN

(O.C.)

Why 'bitter' exactly?

He delivers this line with a curious inflection.

Oswald sighs

OSWALD

Well, from what management told us, it was something to do with complications surrounding one of the animatronics. It apparently had a glitch that caused it to behave 'oddly,' according to them.

ABAN-DAN

(O.C.)

How did you react to the news?

As Oswald talks, the phone camera gradually zooms in on him. His arms sway outwards in emphasis.

OSWALD

I was shocked, we all were,
especially with how they broke it to
us. We were all sent letters one day
that told us what had happened and
that we were fired. Over time,
everyone moved on, and it all became
a distant memory.

ABAN-DAN

(O.C.)

Do you ever miss working there?

OSWALD

Oh yes, very much so. I had a
wonderful time and made plenty of
friends. Though, as I said, we all
moved on. Sometimes I just can't
help but reminisce.

3. EXT. TRITON'S - NIGHT.

Aban-Dan is walking around inside 'TRITON's.' It is pitch black, the only illumination coming from his phone. The attractions nearby appear long run-down. This, the minimal lighting, a cold howling wind blowing through the park and waves violently crashing underneath the boardwalk gives the scene a creepy atmosphere where anything could come out and attack you.

ABAN-DAN

So right now, we are finally inside
'TRITON'S.'

Aban-Dan turns his phone around to face the lightless abyss that is the rest of the park.

ABAN-DAN

(O.C.)

I was right about doing this at night having a dramatic effect. Maybe a little too dramatic for some of you viewers' tastes.

He walks through the park while turning his phone to face some stands. A few games can be spotted like a bottle stand, a ball and bucket toss, a balloon and dart stand, and a basketball stand,

though long broken down. The disrepair the games are in give them an uncanny look. The dart stand's balloons are popped and lay on their boards sagging like heads on pikes around a medieval castle, further enhancing the overall foreboding feel of the park.

ABAN-DAN

(O.C.)

Man, looking at these old wrecks is really making me sad and nostalgic at the same time. I mean, I wasn't exactly the best at these games, but still.

He then makes it to the wooden roller coaster. It is just as imposing standing in front of it as it is looking at it from a distance, if not creepier due to its long-abandoned state. The planks and rails are bent out of shape. The cars are smashed-up wrecks. The wood and metal have rotted and rusted. This coupled with its massive scale make it the crown jewel of the park's abandoned atmosphere. Looking as if, at any moment, it could

collapse and crush you in an instant.

ABAN-DAN

(O.C.)

This here is more my speed, an extremely fast one as you can imagine. I would hop on it for a ride but A. I can't find the controls, B. They probably do not work anymore, and C. Even if I did get it to work, I would most likely die riding it, so I'll refrain from doing so.

He turns around and finds a heavily wrecked ghost train. He comes closer and notices the front has the faded image of a ghost bound in chains like Marley in A Christmas Carol, its faded quality ironically making it look more like an actual ghost.

ABAN-DAN

(O.C.)

Now this is just plain creepy. Ironically enough this freaky fellow looks more like an actual ghost with its faded look then he supposedly did when this place was running.

He continues his trek until he makes it to the old funhouse. It has a highly futuristic design, echoing concepts of future architecture from the 1950's, with the words 'HOUSE OF THE FUTURE' laid out above the entrance. It is just as abandoned as the rest of the park. Some of the letters of its sign have long peeled off. Its satellite dish-like towers placed on top of it are bent out of shape to the point of looking like claws about to lunge at anyone in sight. The windows and entrance are boarded up with rotted wood to keep people out, the

very modern-day attachments contrasting with the building's retro-futuristic design.

ABAN-DAN

(O.C.)

Must have been a bad future if they
left it behind like this.

He walks up to the entrance and tries to pull off the boards.

ABAN-DAN

(O.C.)

Should be able to get inside if I
just--

The boards fly off the entrance with ghostly creaking and
snapping, as if there were some unholy forces trapped within,
and now set free.

ABAN-DAN

(CONT'D, O.C.)

--Do this!

He breathes heavily.

ABAN-DAN

(O.C.)

Well, that was tough. Any who, let
us see what this 'HOUSE OF THE
FUTURE' has to offer now, shall we?

4. INT. FUNHOUSE - NIGHT.

Aban-Dan enters the funhouse and winds up in an entrance hall.
The room is barely illuminated thanks to his phone, but we can

see a coat hanger with handles designed to look like robot hands. The handles, however, are so badly mangled they resemble claws.

ABAN-DAN

(O.C.)

Wow, I can hardly see anything here. Judging by the coat hanger, I would say we are in the entrance hall. The living room should be just around the corner.

He moves through the entrance hall and into the next room which, as he guessed, is the living room. Like the hallway, it's illuminated only by his phone, with a 50's style couch made to look like it is made of metal via tinfoil. A sign saying 'Comfy metal couch' stands beside it.

ABAN-DAN

(O.C.)

Same illumination as the last room, none. Wow, they really dropped the ball with this 'comfy metal couch' effect. Let us see what else is here.

He continues his exploration of the house, going through a door marked 'WORKSHOP.' Strangely, a singular spotlight shines down on a circular metal workbench, as if the room were still in operation. A large, mysterious object covered with a tarp in the back can also be seen, looking silly yet foreboding.

ABAN-DAN

(O.C.)

Quite barebones for a 'workshop of the future.' You would think there be one or two lasers around this workbench. I'm more impressed that

the heavy-duty spotlight up there is still operational. This place is supposed to be abandoned, right?

He walks to the object and pulls over the tarp, revealing a large 50's-esque robot. It is featureless and bare, its shell a rusted yet cartoon-like dark blue, and its face consisting only of an uncanny looking singular visor and rectangular hole where eyes and a mouth should be.

ABAN-DAN

(O.C.)

Well, isn't this quaint. This looks like it came straight out of some old sci-fi B-movie. Heh, 'The Day the Park Shut Down.' Has a nice ring to it, don't you think?

He bangs his hand on the robot disrespectfully. It then suddenly jolts to life and turns its head down to look at Aban-Dan. The robot then reaches out to grab Aban-Dan who jumps out of the way and starts running, all while the phone is still recording.

ABAN-DAN

(O.C.)

AAHH!!!

He runs as fast as he can whilst loud clangs can be heard behind him as the robot starts chasing him.

ABAN-DAN

(O.C.)

Oh god! Oh god!

He is about to make it back to the entrance when he is suddenly grabbed. He turns around only to see the robot right behind him.

ABAN-DAN

(O.C.)

What the fu-

His phone, and thus the camera, falls to the ground as the robot smashes him onto it. We are only left to imagine what gruesome things it is doing to him. Suddenly, the phone is picked up and we see the robot watching it curiously. It holds it in its hand as we see it haul Aban-Dan's bloody and bashed in body behind him, his head looking especially caved in from the robot's blows, dragging it through the funhouse. Once inside the workshop, it leaves the phone on a table facing the front of the workbench. We then see it drag the body onto the workbench and proceed to play with it, poking and prodding the newly made corpse.

END