

LAUNCH THE BALL

Written by

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1

INT. ATTORNEY'S OFFICE - CORRIDOR - DAY

1

We FOLLOW behind JACK, a thirty-something, realtor, as he walks at an active pace through the cubicles of an Attorney's offices...

JACK

Banning, Banning, I got it. Text me the address! I'll GPS it...I can't write it down...

We continue following Jack until he walks through a door and HOLD as it closes to see the name-plate, FRANK LEVINE, ATTORNEY AT LAW.

JACK (CONT'D)

...I'm getting divorced.

2

INT. ATTORNEY'S OFFICE - RECEPTION - CONTINUOUS

2

The SOUNDS OF AN ARGUMENT from within the office hits full din as JACK'S HAND pushes through into it and REVEALS, FRANK LEVINE, Jack's soon to be ex-wife, EVELYN and also her ATTORNEY, BERNIE ROTH.

WIFE

No way! No way I'm taking less than I deserve, Bernie...

JACK

(to phone quietly)  
I'll definitely be there...

Seeing Jack burst in with a cell phone plastered to his ear...

WIFE

You see!? You see! This is what I've put up with for past 5 years!

JACK

(to Evelyn)  
It's not business! It's my uncle's funeral!

FRANK

Evelyn, please, settle down.

JACK

(to Evelyn)  
Settle down, Evelyn!

WIFE

Shut up, Jack! He can't tell me to settle down! No way! He has no right!

JACK

(under his breath)

I gave up my rights when I married you!

WIFE

I heard that...

Frank and Evelyn's Attorney exchange knowing looks as the former lovers argue back and forth (AD-LIB)

WE HEAR a breathy guided meditation and...

MATCH CUT TO:

3

INT. DESERT ROAD - DUSK

3

The breathy guided meditation plays through the stereo as we SEE a HIGH ANGLE SHOT of Jack's newer-model SUV driving alone down the highway, hedged by dunes..

MEDITATION PODCAST

(breathy female voice)

As your eyes slowly close, allow your heart to open up to your inner child.

Jack's eyes dart over occasionally to a computer sitting on a stack of real estate files beside him on the passenger seat.

He tries to settle down his emotions, drive and read notes all at the same time.

MEDITATION PODCAST (CONT'D)

What does the little one within you long to experience again? Is it love? Is it freedom? Is it healing?

Jack's cellphone rings through the vehicle's audio system.

JACK

(irritated)

Hey Frank.

FRANK

Jack, it looks like her attorney isn't backing down...

JACK

Frank! She's not getting my property. I'll go to the City and have that damn thing re-zoned as an Ebola testing lab if I have to.

FRANK

Jack, this isn't one of your commercial property developments. It was the marital home. The law is on her side.

JACK

That bastard moved in to *my* house when I was on a business trip! How is the court going to side with that? Huh, tell me that!

FRANK

(interrupting)  
Settle down, Jack.

JACK

In the history of saying 'settle down' - has anyone actually ever settled down?

FRANK

I think I have a plan, but I still need that file.

JACK

Hold on a sec. Let me get connected.

FRANK

You're pulling over, right?

JACK

(lying)  
Yep, pullin' right over.

FRANK

You die, she gets all your properties.

He pauses for a second but decided to keep looking down at his laptop.

LOUD HORN

A semi-truck honks its horn as Jack swerves to stay in his lane.

JACK  
Holy shit!

5 EXT. DESERT ROAD - CONTINUOUS 5

Jack pulls up on the shoulder.

6 INT. JACK'S SUV - CONTINUOUS 6

Catching his breath, Jack watches the truck through all the dust he kicked up in his rearview mirror...

FRANK  
Jack!? Jack!? What happened?

JACK  
(still in shock)  
Nothing. Nothing...

JACK (CONT'D)  
Ok, it's sending now.

FRANK  
I don't see it quite yet.

Second call is beeping in.

JACK  
(frustrated)  
It's pretty spotty out here. Hold on, I'm getting another call.

Jack answers the second call.

7 EXT. DESERT ROAD - CONTINUOUS 7

Slowly the SUV picks up again and drives off down the road. As it straightens up, it passes a sign that reads: BANNING.

8 INT. JACK'S SUV - CONTINUOUS 8

Jack again multi-tasks but with a keen eye constantly checking the road ahead...

JACK  
This is Jack. (beat) Hello?

NURSE  
Hi Jack, this is Maria from Dr.  
Evans office.

JACK  
Yes Maria.

NURSE  
Doctor wanted me to call you to let  
you know you forgot your  
prescription when you left earlier.

JACK  
Damn it! I was in such a rush. Can  
you forward it to a drug store  
where I'm going?

NURSE  
Sure. Where are you headed? I'll  
email a copy of the script. And  
make sure you keep a checking that  
blood pressure.

JACK  
I will, I will. I'll be in a town  
called Banning. Text me back and  
let me know where to pick it up  
ok?...Hello? Hello??? Damn it!...

He pushes a few buttons...

JACK (CONT'D)  
Frank? Frank? You there? You gotta  
be kidding me!

He pulls the phone off the dashboard mount and holds it up in  
different areas of the vehicle trying to get a signal.

JACK (CONT'D)  
C'mooooon....

9 EXT. DESERT ROAD - CONTINUOUS

9

As the car drives away from CAMERA...

JACK (O.S.)  
God, please!!!

10 EXT. SNACK ATTACK - NIGHT - LATER 10

Jack pulls into the parking lot.

He gets out of his SUV, walks past a pay phone outside the store that grabs his attention before he heads inside.

11 INT. SNACK ATTACK - NIGHT - CONTINUOUS 11

Jack looks around, but he doesn't see anyone serving.

Two MEN LOOKING THROUGH magazines in a RESTRICTED AREA look over to see him and then return to perusing their dirty magazines.

JACK  
Hello! Anybody work here?

TV

Hanging behind the counter gets his attention...

On the SCREEN is an interview with Arcade Game Icons, BILLY MITCHELL and WALTER DAY. (AD-LIB)

Jack walks up to the front counter and sees a doorbell button with a sign above it that says "**Ring bell for service!**"

Jack pushes the button, and can hear it ding in the back of the store.

When no one comes out, he rings the door bell over and over again, frenetically.

JILL

Early 30s, slim, a little rough around the edges with an underlying attractiveness, wearing an 80's outfit and fingerless gloves, emerges from behind a display unit even though there doesn't seem to be a door.

JILL  
Did that doorbell get stuck or are you givin' it a massage?

JACK  
I could have robbed the entire store?

JILL  
I didn't know there was a chip thief on the loose?

JACK  
Just sayin'.

JILL  
Did I miss your mug shot on the news?

JACK  
Very funny. But I really don't have time for the attitude. I'm kind of in a rush.

JILL  
What can I help you with? Sir?

Holding up his cell phone...

JACK  
I can't seem to get any reception around here.

JILL  
There's a phone right out front you can use.

JACK  
I need *directions*. I don't need to make a *call*.

JILL  
Maps are on the second shelf down toward the back.

JACK  
Maps? Why can't you just give me directions?!

JILL  
Cuz I don't know where you're going.

JACK  
Just please, would you just let me borrow your cell phone? Please?!

JILL  
Don't have one, sorry. But, like I said, we've got a pay phone out front. Want change?

JACK  
You don't have a cell phone? Right, sure, great.

(MORE)

JACK (CONT'D)  
Well that phone outside isn't going  
to help because I need directions!

Jill silently points to the back.

Jack, exhales deeply, then stomps off to get a map.

He rummages around then returns to the counter.

Jill rings it up on a retro cash register...

JILL  
Two dollars and 57 cents.

Jack looks for the place to swipe his card...

JILL (CONT'D)  
Ahhh, we don't take a credit cards  
for under twenty dollars.

JACK  
You gotta be kidding me.

Jill shrugs, grinning...

12 EXT. SNACK ATTACK - CONTINUOUS 12

Jack grumbles as he walks back to his car and reaches in...

JACK  
(to himself)  
*Do you have cash?* Who the hell  
carries cash!

13 INT. SNACK ATTACK - MOMENTS LATER 13

A cup of quarters is poured out on to the counter.

Jill is nowhere to be seen.

Jack counts out the correct change while looking around to  
see where Jill went.

He pushes the button in frustration...

JACK  
Hello? Hello?...

14 EXT. SNACK ATTACK - CONTINUOUS 14

From outside the store we hear Jack calling out and pushing the bell frantically...

JACK (O.S.)  
Hello?!!!

FADE OUT.

15 INT. JACK'S SUV - NIGHT 15

With the light on inside his vehicle, Jack struggles to drive, look at the map, find street signs, and stay on the road.

Slowly creeping along a fence-lined property, he notices a guard shack lit up.

Jack pulls up to the gate and rolls down the passenger window.

JACK  
Excuse me! Hello?

16 EXT. GUARD SHACK - NIGHT 16

Through the window of the guard shack SWAROOP jolted out of his desk chair from where he's been sleeping.

Swaroop, the fifty-something Indian gate guard wearing a security uniform, walks out to greet Jack...

SWAROOP  
Hello, sir! How may I help you this fine evening?

JACK  
I'm looking for 700 South Hathaway.  
Know where that is?

SWAROOP  
Yes, sir. That's the Bushnell Estate and you're looking at it.  
Are you Mr. Bushnell's nephew?

JACK  
Yeah, that's me.

SWAROOP  
Let me open the gate for you.

17 INT. JACK'S SUV - NIGHT 17

JACK  
(to himself)  
A guard? What the hell needs to be  
guarded out here?

18 EXT. GUARD GATE - NIGHT 18

Swaroop pushes open the gate and walks slowly beside Jack's  
vehicle.

SWAROOP  
My condolences on your loss, sir. I  
knew you'd be arriving soon.

Talking from inside his vehicle as he creeps along following  
Swaroop...

JACK  
You did?

SWAROOP  
Of course. You must be very tired  
after such a long drive.

JACK  
This place isn't exactly easy to  
find either.

SWAROOP  
(pointing)  
Park it right over there.

Jack parks near a ramshackled travel trailer and gets out of  
his vehicle...

JACK  
Why we stopping here?

SWAROOP  
This is it.

JACK  
Where's my uncle's place?

SWAROOP  
(motioning to the trailer)  
You're looking at it.

JACK  
His will stated that the 22 acres  
included a mansion and a storage  
room.

SWAROOP  
That's what he called this thing -  
his mansion.

As he peruses the surroundings...

JACK  
(sinking)  
Oh Lord.

19 INT. TRAILER - NIGHT

19

Swaroop opens the creaking door, turns on the dim interior  
light, and motions Jack to step inside.

Jack looks around to find the trailer filled with dirty  
clothes, pizza boxes, and his uncle's mementos hung all over  
the walls.

Waving his hand in front of his nose to combat a fierce  
odor...

JACK  
What is that?

SWAROOP  
(picking up a few cans)  
Well, your uncle cleaned up after  
everyone else around town, but not  
so much himself.

Jack pulls his cellphone out of his pocket and gets ready to  
dial.

JACK  
I'll just book a hotel and come  
back in the morning to see what  
needs to be done before I put this  
thing on the market...*Still* no  
signal!

SWAROOP  
You won't get very far with that  
thing.

JACK  
Why not?!

SWAROOP

Back in the 80's, the City Attorney led the way to ban them because of health and safety concerns.

JACK

What health and safety?

SWAROOP

Electromagnetic fields. EMF's. They're little invisible waves that fry your brains...

Swaroop starts walking out...

JACK

You're tellin' me that no one in Banning has a cellphone?

SWAROOP

There's no signal within a seven mile radius. Would you care to come back out to the guard shack where I have a telephone?

JACK

What about wifi?

SWAROOP

Nope. Pretty much any new technology since the 80's has been banned.

JACK

Why would anyone want to live here?

Swaroop stops, then...

SWAROOP

My son, I went back to India last year, and everyone is looking at little screens all the time. All I see is the top of their head. Here, I see faces. Faces are very nice, Jack.

Jack shakes his head in disbelief...

SWAROOP (CONT'D)

I will see your face tomorrow. Good night.

Swaroop closes the door behind him.

20 MONTAGE: 20

Jack tosses random trash (pizza box, beer cans, newspapers) into the garbage can.

He opens the refrigerator to find it empty except for two moldy pears.

He opens his brief case and empties files, a blood pressure machine and a pill bottle.

A check of his blood pressure shows 160 over 100.

He breathes deeply as he rattles his pill bottle that has only one pill remaining.

He cleans off the bed, looks at the wall of the trailer, and sees a picture of a man and kid standing next to a pinball machine.

He unpins it from the wall to look at it more closely.

JACK  
(quietly)  
Uncle Jake. Pinball Madness.

Jack takes his shirt off, lays down on the bed, and stares at the photo in his hands.

JACK (CONT'D)  
Why did you ever stay in this crazy town?

21 EXT. TRAILER - DAY 21

A rooster crows in the distance as the rising sun shines on the trailer, giving us a better view of it's dilapidated condition.

Scattered about the trailer are a retro tandem bike, a few lawn chairs, a fire pit, a half-inflated kiddie pool with dirty water, and a few cans strewn about.

22 INT. TRAILER - DAY 22

Jack, who drools on the pillow, is woken by the sound of the rooster.

He pops up, taking a moment to gather his senses and recognize his whereabouts.

23

EXT. GRAVESIDE - DAY

23

We TILT DOWN from the trees to rest on Jack, wearing a modern suit and tie.

Swaroop, holds a Bible and wears a priest shirt with his security pants.

Jacob Bushnell's body, inside a pinball cabinet with his feet sticking out, is being lowered into a grave..

JACK

I mean, I know this town is weird,  
but why is my uncle being buried in  
a HEE HAW pinball machine?

Swaroop smiles and grabs his wrist warmly...

SWAROOP

It was his wish, my son.

Jack looks at him oddly...

Jack looks around and spots Jill, crying, very close to the casket and grumbles to himself.

Looking over the rest of the crowd...

JACK

Who are all these people?

SWAROOP

They are his fans.

JACK

Fans?

He sees Walter and Billy...

JACK (CONT'D)

Those two look like some guys I saw  
on the TV at the store...

SWAROOP

Celebrities!

JACK

Celebrities? They look like  
criminals. Is that why the  
authorities are looking on over  
there?

Indicating with a lift of his nose...

NANCY NEVERGEN,

an uptight, by the book, sixty-something City Attorney who has been in the position for over 30 years, in her city car, watches from a distance.

SWAROOP

Oh! Nancy. City Attorney! She is interested in the contraband.

JACK

What contraband?

Swaroop indicates the grave...

JACK (CONT'D)

...His coffin?

SWAROOP

That...and...

JACK

And what?

24

INT. WAREHOUSE - DAY - LATER

24

The huge doors of the warehouse are opened and Jack walks in to discover hundreds of classic pinball machines.

JACK

(looking around)

What the...This is the contraband?

SWAROOP

Yes sir.

JACK

Pinball?

A closer look reveals that the machines are covered in dust and many in disrepair...

SWAROOP

Pinball. Arcade games were banned as well. Something about EMFs coming out of the machine at crotch level. Plus, the young hoodlums these things supposedly attract.

JACK

That sounds like nonsense.

A smile spreads across Swaroop's face as he follows Jack deeper into the warehouse.

The sound of a pinball machine being played gets louder as they walk.

Watch Jill, who slaps the side of the machine trying to prevent the ball from draining.

JACK (CONT'D)  
(quietly to Swaroop)  
What's she doing here?

SWAROOP  
Jill, have you met Jack, Jake's nephew?

JILL  
Oh, we met alright.

JACK  
How many people know about this place?

SWAROOP  
Only the three of us.

JILL  
Are you telling me that Jake left his place to this guy?

SWAROOP  
Yes, ma'am, but I'm afraid he has plans to sell the property which could be quite a task with all this.

JILL  
You know how long it took him to collect all these?

JACK  
I really...just don't have interest in pinball.

JILL  
He would be heartbroken to see this split up.

Jack shrugs....

JILL (CONT'D)

Fine. Try to sell them. But if the City finds out what you're doing, not only will they destroy the pins, but they'll destroy you. You'll land your sweet ass in jail. My Uncle Eddy spent 30 days behind bars for getting caught with a Fan-Tas-Tic pin. Multiply that by hundreds of games, and you could be in there for years.

Jack takes a deep breath.

Jill and the boys exchange concerned looks...

25

EXT. WAREHOUSE - DAY

25

Swaroop and Jack walk back to trailer...

SWAROOP

For 30 years, your Uncle ran a junk hauling service and the City contracted with him to discard all confiscated games during raids. Rather than taking them to the dump, he just started bringing them back here under the cover of darkness, work on them, get them running and play for hours.

JACK

What about Jill?

SWAROOP

He met her up at the Snack Attack and found out she loves pinball, too. She's like the daughter he never had.

Jill runs up behind Jack and Swaroop...

JILL

Hey!?

The guys stop...

JILL (CONT'D)

What are you doing tonight?

Jack looks lost...

JILL (CONT'D)

Pick me up at seven when I get off work? I'll take you somewhere you've never been. Show you something real cool.

JACK

Er....

JILL

...wear something a little more hip. Okay?

He watches Jill saunter away, almost flirtatiously.

Turning back as she walks...

JILL (CONT'D)

Don't come looking like a square.

Jack looks at Swaroop who simply smiles and shrugs...

26 EXT. SNACK ATTACK - NIGHT 26

A beautiful sunset blankets the Snack Attack as Jack's SUV pulls up outside...

27 INT. JACK'S SUV - DUSK 27

Jack checks himself out in the mirror, mumbling to himself...

JACK

What the hell am I doing here?  
She's cute, so what, she hates you  
and you...well, you don't hate her  
but...

Jack spots Jill coming out with her Snack Attack shirt in her hand...

JACK (CONT'D)

(breathing deep)

Here we go...

Jill gets in and looks over Jack's dark jeans and plain, button-up, dress shirt.

JILL

I thought I told you to wear something a little more hip?

JACK

I...did?

Jill groans and reaches into her purse...

JILL

(opening her purse)

Let me at least fix your hair.

Jill pulls out a hair product and reaches over towards Jack's hair..

JACK

(jerking back)

Whoa there...

She persists...

JACK (CONT'D)

Hey!...What do you think you're doing?

JILL

Settle down, will you...

Jack reacts to the "settle down" comment but eventually yields to her smearing some product in his hair...

JILL (CONT'D)

There...

She leans back taking a better look...

Jack removes his cell phone and checks himself in the camera...

Waving her finger at the side and rearview mirrors....

JILL (CONT'D)

(Bemused)

Hello? You have all these mirrors...

JACK

I can see better through this...

Jack turns his phone out to show her the strip of beauty lights on either side of the screen...

Jill's eyes broaden...

28 EXT. JACK'S SUV - DUSK 28

Jack drives through an average residential community in Banning.

29 EXT. JACK'S SUV - NIGHT 29

Jack's SUV pulls up at to a home where Jack follows Jill up the back driveway...

JACK  
Where are we?

JILL  
You'll see.

30 EXT. RESIDENTIAL HOME - NIGHT - CONTINUOUS 30

They arrive at a large shed and Jill knocks on the door with a cryptic pattern.

TWO EYES appear in the darkness through a door.

ASHLEY  
Yo.

JILL  
Ding dong, slap slap, don't drain  
the hole.

ASHLEY  
Who's that guy?

JILL  
Out of town. He's with me.

Jill and Jack walk into shed.

ASHLEY

thirty-something and slightly overweight woman, dressed in an 80's outfit, greets them.

The shed is filled with the sights and sounds of a dozen pinball machines.

People wait in line to play and there is energy and excitement among a crowd dressed in average 80's clothes.

JACK  
 (yelling over the noise)  
 Wow, it's like 1982! How do all  
 these people know about this place?

JILL  
 It's a speakeasy. Only a trusted  
 few are allowed to know.

Jill pulls Jack over to one of the pinball machines where a  
 bunch of people are watching.

They squeeze to the front to get a better look.

FLIPPER

an African American, teenager, wearing a t-shirt, puffy vest,  
 corduroy pants, and finger-less gloves.

JILL (CONT'D)  
 That's Flipper. He's the best  
 around here. Except for your uncle.

JACK  
 Uncle Jake came here?

JILL  
 Not often. He'd get claustrophobic  
 in places like this.

Flipper hits a high score, and the place goes nuts.

ASHLEY  
 Keep it down!

Turning to Jack and Jill...

ASHLEY (CONT'D)  
 We added more sound insulation last  
 week, but my neighbors are starting  
 to become suspicious.

Flipper turns around and looks at Jack.

FLIPPER  
 What's up, ol' man? Step up and  
 take a turn.

JACK  
 I'm good. I'm just here to watch.

FLIPPER  
 Not one of Nancy's narcs is he?

JILL  
No, no. He's cool. A little square,  
but he's cool.

FLIPPER  
Alright, well, have fun!  
Everybody's family around here.

Flipper walks away, and Jill steps up to the machine to play.

JACK  
What's a Nancy narc?

Jill plays...

JILL  
She's the City Attorney, and she's  
made a career of helping Banning  
live up to its name.

JACK  
She was watching the funeral.

JILL  
Jake's coffin! Ha! He got her back.  
She can't bust a dead guy.

Looking around at the crowd then turning to Ashley...

JACK  
Are all these people paying to  
play?

JILL  
No, I just load up the machines  
with credits and let'em ride.

JACK  
Are you kidding? You're leaving all  
that money on the table?

ASHLEY  
That's not why I'm into it. It's  
all about the kinetic energy  
swirlin' around...people vibin' off  
each other. You feel it, right?

Jill looks up from the machine hopefully to see his  
reaction...

JACK  
...I think so.

Jill pulls Jack over to another pinball machine.

JILL  
C'mon, this one's better.

Jill pulls back the plunger, and they start to play the game.

They switch back and forth, playful with slight flirting, but Jill is much better than Jack.

JACK  
(while he plays)  
It feels like I'm just whacking at  
the thing trying to keep it out of  
the hole.

JILL  
That's what she said.

JACK  
Not a funny thing to say to a guy  
going through a divorce.

Suddenly putting on the brakes...

JILL  
Oh...sorry.

Jack notices her reaction.

She starts up again...

JILL (CONT'D)  
Is it something you wanted?

JACK  
I don't know...no...yeah.

A slight grin creeps up on her face.

JILL  
Ok, hold off on hitting both  
flippers at once.

JACK  
Why is that?

JILL  
If the ball's near the tip of one  
flipper, it'll bounce between the  
them and drain down the middle.  
...Like that.

JACK  
Son of a...!

Jill takes over...

JILL

It's not that easy. People usually start out just trying to keep the ball from going down the drain. Then, they want to see how many points they can score, but the real skill is knowing how the designer created the flow of the game.

JACK

Like how to score big!

JILL

More like...an understanding of what matters most. You could just hit this bumper over and over again to rack up points, but you'd miss out on the whole adventure.

Pointing to the top of the pinball playfield...

JACK

Like all this stuff up here?

JILL

Exactly. When you're too busy trying not to fail, it's hard to just enjoy the game. Trap the ball like this. Now, you take over.

Jill holds the ball in place with the left flipper while she has Jack stand directly behind her.

His hand slides next to hers to keep the button pressed, and she places his arms around her and holds his hands in place.

JILL (CONT'D)

I want you to feel how I play.

JACK

(nervous laugh)  
Okay.

Nudging his foot with hers...

JILL

First thing you want to do is widen your stance a bit. Now, I'm gonna release the button long enough for the ball to roll down, and then I'm going to press it again fast.

Using Jack's hands to play the game, Jill launches the ball.

JACK

Wow.

JILL

Now, we're gonna go around the ramp once, twice, and multi-ball.

Balls are flying all over the playfield.

JACK

Yeah!

JILL

Concentrate! Trap a couple of balls on one side while you use the other flipper to aim specific shots. Okay, you take over.

After Jack takes over without Jill's hands to guide him, the balls drain quickly.

With Jill still standing in front of him - between him and the machine, she turns around and puts her index finger on his chest.

JILL (CONT'D)

For a square, you did pretty good.

JACK

You're a pretty good teacher. Where do I sign up for lessons?

Jill grabs him by the wrist and drags him toward the door.

31 EXT. RESIDENTIAL HOUSE - NIGHT - CONTINUOUS 31

JACK

Where are we going...

JILL

Don't worry. Just drive.

Jake looks at her curiously as they hop into his car...

32 INT. JACK'S SUV - CONTINUOUS 32

As he fastens his seat-belt...

JACK  
I can't believe she's passing up  
money.

JILL  
Quit thinkin' about making money  
and start thinkin' about making a  
deal with the City to open up an  
arcade at Jake's place.

JILL (CONT'D)  
Go!

JACK  
Where?!

JILL  
Back to Snack Attack!

Jack, trying to keep up with her, shakes his head and starts  
the car...

33 EXT. SNACK ATTACK - NIGHT 33

Jack and Jill pull up, get out of his vehicle, and head  
inside.

JACK  
You really think I'm going to hold  
on to that property because a bunch  
of kids want to play games.

JILL  
It's not just about playing games,  
Jack. It's about fun and friends!  
It's about our God-given freedom!

JACK  
Easy there, patriot.

34 INT. SNACK ATTACK - NIGHT - CONTINUOUS 34

Jill spots NANCY carrying cheese and rice in the back of the  
store.

Whispering and dragging Jack down behind a display...

JILL  
Cheese and rice...look who that is?

JACK  
Nancy, right?

Jill hands Jack her jacket...

JILL  
Hold this. Act like you're shopping.

Jill pops up from behind a display and walks toward the counter as Nancy noses her way around the store.

JILL (CONT'D)  
Hello, how may I help you?

NANCY  
Just getting some essentials before I head home after a long week of keeping our city safe if you know what I mean.

JILL  
We sure do appreciate how safe you've made Banning...

Nancy examines her not sure if there was a hint of sarcasm.

Jill smiles back broadly.

Nancy continues shopping and moves closer to an area that concerns Jill...

Jill drops a jar of Pasta Sauce as a distraction that smashes and almost gets all over Nancy.

NANCY  
(screeching)  
Oh!!!

JILL  
Oh my. Don't move. I'll get a mop.

NANCY  
You better get that cleaned up right away. That's dangerous.

JILL  
I'm on it.

NANCY  
Well, I don't think I need anything else. I'll just be heading home.

JILL  
Have a great night!

LEE

aggressive forty-something Latino owner of the Snack Attack,  
pops up from behind a display.

LEE wears a t-shirt, jean shorts, and backwards hat.

LEE  
What in tarnation happened out  
here?

JILL  
Nancy was snoopin' around. Had to  
distract her.

JACK  
(grinning awkwardly)  
She was just getting some cheese  
and rice.

LEE  
Who are you?

JILL  
This is Jack. Jake's nephew.

LEE  
(softens up)  
My condolences on your loss. Jake  
was a fine fellow.

Looking to Lee and pointing backward with her thumb...

JILL  
Is it still going on?

LEE  
Yeah. Too late to enter, but you  
can go watch if you want. Is he  
cool?

JILL  
Would I be asking otherwise?

Jill leads Jack behind a display area to a door.

Jill knocks in a different cryptic pattern. The door opens,  
and two eyes can be seen in the darkness.

ROY

forty-something Latino brother of Lee, he runs the speakeasy behind the Snack Attack.

JILL (CONT'D)

Hey Roy.

ROY

Give it to me.

JILL

Roy, c'mon.

ROY

You may be somebody dressed up like Jill and trying to sneak in here.

JILL

Barrel jump, hammer smash, get the girl, make a dash.

ROY

Alright, come on in.

Jack and Jill step into a darkened room with a dozen classic arcade game and dozens of people waiting in line to play - all wearing clothes from the 80's again.

**"No Pinball Wizards"** sign is hung prominently overhead...

JACK

Are you kidding me?

JILL

Lee opened up this speakeasy back in the late 80's, and his brother Roy has been running it ever since. Never been caught!

JACK

Do people pay here?

JILL

There's a small monthly membership fee that pays Roy a little something to run the place and keep everything workin'.

JACK

Unreal.

JILL

The monthly tournament is going on tonight, so we can't play right now.

JACK

(amazed)

Tournament?

Lee walks back into the tournament area, hands in his pockets, and leans over to Jack.

LEE

What kinda business are you in, young man?

JACK

Mostly commercial real estate.

LEE

Buyin' and sellin'?

JACK

Well, more often than not I help landowners, who are having problems with a city, get their properties re-zoned to become more lucrative if you know what I mean.

LEE

You fight cities for a livin'?

Lee eyes Jill...

JILL

Jack, you never told me that.

JACK

Well, I don't really go looking for a fight. I like to call it maximizing the opportunity.

In the background, people are surrounding...

LUCAS

shy teenage whiz-kid gamer...

Jack and Jill walk over and take a look as he tries to top the high score for the tournament.

CROWD

(cheering him on)

Go Lucas! Yeah baby! Go big!

Jack looks at Jill with amazement, at the skills of Lucas, and the passion of the crowd.

As Lucas passes the high score, the crowd goes wild.

When the final man is killed, he's disappointed, but appreciates the crowds congratulations.

Raising a trophy and handing it to Lucas...

ROY  
Congratulations to Lucas on his  
very first tournament win!

JACK  
(to Jill)  
He's really good.

JILL  
You're not kidding. He just started  
playing a couple of months ago.

Jack looks around in awe, taken by the atmosphere...

Eventually his eyes land on Jill again and suddenly seeing her makes him nervous...

JACK  
I think I'm going to head back.  
It's been a long day.

JILL  
No worries. I'll get a ride home.

Jack extends his hand to shake Jill while she simultaneously moved in for a hug - resulting in an awkward goodbye. As Jack walks out the speakeasy door, Lee and Roy approach Jill.

LEE  
Why are you bringin' that outsider  
around?

JILL  
Chill out, man. He might be the  
best thing that's happened to  
Banning in years.

ROY  
(Pointing at Lee and  
himself)  
We're the best thing that's  
happened to this town!

LEE  
 Seriously. (laughter)

JILL  
 I've dreamed about this from the moment my Dad brought home his first game. (beat) God, I miss him. (sadness)

LEE  
 How long has it been now?

JILL  
 Nine years this month. (gathers herself) Just you wait and see. I'm playin' this guy like a vid in the hand of a wizard. Watch and learn, boys.

35 INT. TRAILER - NIGHT - LATER

35

Jack prepares his items before going to bed...

He takes the last pill for his blood pressure...

He picks up his blood pressure machine and checks his reading...

JACK  
 Hmmmm...well at least it's down a bit...

He looks at the empty bottle again momentarily before putting it in his case.

He picks up the photo of Uncle Jake...

He flops down on the bed staring at the photo...

JACK (CONT'D)  
 So she's the daughter you always wanted, huh? She's certainly something. Maybe you should have left the place to her...

OVERHEAD SHOT of Jack as his hand holding the photo drops and we PULL BACK on Jack caressing his lips thoughtfully and reminiscing...

36 INT. WAREHOUSE [DREAM SEQUENCE]

36

Jack is consumed by the sights and sounds of the games and looks confused and lost. As everything becomes a blur, a giant pinball rolls down the aisle of games, and he panics to run away. As he stumbles trying to avoid the impending collision, he bumps into person after person from his life.

EX-WIFE

(angry)

Why are you doing this, Jack? Stop running, and give me everything!

JILL

(seductive)

Hey Jack. You're looking sexy tonight. Let me teach you a thing or two about...

As Jack bumps into Nancy, she scans an EMF Reader up and down his body.

JAKE

(grabbing Jack by the shoulders)

My legacy. It's in your hands.

Jack wakes up in a sweaty panic and realizes it was all a nightmare.

37 INT. WAREHOUSE WORKSHOP - DAY

37

The room is filled with pinball machines in various stages of repair or dis-repair.

There are tool benches and tools everywhere.

In the middle of the floor, we find Jill, surrounded by spare parts and tools and fixing a playfield on a pinball machine.

Swaroop enters, negotiating his way through the melee of machines, holding a form in one hand...

SWAROOP

(touched)

You'll get your nice clothes all dirty.

Jill smiles...

SWAROOP (CONT'D)

You are here so early.

JILL  
 Couldn't sleep.

SWAROOP  
 Bad night.

JILL  
 Good night.

SWAROOP  
 To bad Jake wasn't here to see  
 this!

JILL  
 Or his nephew! To see just how much  
 fun this really is. But I'll show  
 him.

SWAROOP  
 I don't think it will matter much  
 to him. He is selling them all.

JILL  
 (coyly smiling)  
 We'll see about that.

Holding up a form...

SWAROOP  
 He asked me to take an inventory  
 before he left this morning.

JILL  
 He left?

Swaroop nods.

JILL (CONT'D)  
 Wait! He left Banning?

SWAROOP  
 Yes ma'am.

JILL  
 Where did he go? What did he say?

SWAROOP  
 To his home, I presume. He just  
 asked me to fill this in and send  
 it to this address.

Swaroop holds up a business card...

Jill snatches the card out of his hand and looks at it distraughtly...

38 EXT. OFFICE BUILDING - DAY 38

WIDE SHOT ESTABLISHING

39 INT. OFFICE BUILDING - JACK'S OFFICE - DAY - CONTINUOUS 39

Jill barges in at Jack's office where he is seated at his desk (among several co-workers) working on his computer with his cell phone pressed between his shoulder and ear...

JILL  
So you're going to bail on us just like that?

JACK  
What are you doing here?

JILL  
Just leave without saying good-bye or anything?

JACK  
(into phone)  
Frank, let me call you back...

JACK (CONT'D)  
I'm not bailing on anyone. It was early. I didn't want to wake you up.

JILL  
I was up! I was working on *your* property!

Jack's co-workers perk their heads up at the disturbance.

JACK  
I didn't know! How the heck was I supposed to know!?

JILL  
...So...you coming back?

JACK  
Back? For what?

JILL

Oh, I don't know. Help us fight the city, and save your uncle's legacy. His dream.

JACK

Jill, I'm selling the property.

JILL

You can't.

JACK

I'm sorry. I don't want to fight anyone. I've had enough fighting. I'm still in a fight with my wife...

Jill glares back...

JACK (CONT'D)

...and you have done nothing but fight with me since I met you!

Jill shakes her head in disbelief...

JILL

(a hint of emotion)

Fight! I've done nothing but help you since we met.

JACK

I wouldn't call dragging me into your gamer problems much help. I don't need a cellphone or Internet to smell when I'm being played.

Jack's co-workers are trying to work, but they keep getting drawn in to the conversation.

JILL

Played! Do you realize you're the first guy in years that I've actually cared about?

JACK

(taken aback)

Well, you have some serious issues then.

JILL

You're a jack ass.

She storms out, and Jack's co-workers keep their heads down to avoid getting pulled in to the awkwardness.

40

INT. OFFICE BUILDING - RECEPTION AREA

40

Jack comes out and grabs her by the elbow, spinning her around.

JACK  
Now just hold on a second.

JILL  
Let go of me.

JACK  
Hold on! Just answer me one question.

Yanking her arm away...

JILL  
What?

JACK  
Is this about pinball? Really? Come on, now! Or, is this about you and me?

JILL  
Pinball. What would I want with a jack ass like you?

JACK  
I'll ask one more time...even though I think I know truth.

JILL  
(struggling)  
What do you think?

JACK  
I think it's more than those machines.

She tries to pull away, but he pulls her back again and lands a hard kiss on her lips.

JACK (CONT'D)  
Why do you keep fighting with me?

JILL  
Because I'm feisty! And that's charming!

She almost laughs.

A smile spreads across Jack's face too...

JACK  
I'm feisty, too!

JILL  
No. You're a jack-ass...and you're  
cranky.

Off Jack who takes a deep breath, shaking his head and smiling.

JILL (CONT'D)  
So...see you at the warehouse  
tonight?

Jack walks back into the office area, and two co-workers look up from their desks.

CO-WORKER  
Yeah Jack!

Jack drops his head and gets back to work while his co-workers look at one another and giggle.

41 EXT. DESERT ROAD - DUSK 41

Jack's SUV rushes THROUGH FRAME down the highway towards the red horizon...

JACK (O.S.)  
Why do I have this feeling of deja  
vu...

As a meditation podcast plays over the car speakers, Jack's SUV disappears into the sunset, passing the BANNING sign...

42 EXT. WAREHOUSE - NIGHT 42

JILL (V.O.)  
When Swaroop told us that Jake  
willed the warehouse to his  
nephew...

MATCH CUT TO:

43 INT. WAREHOUSE - CONTINUOUS 43

Jack and Jill are leaning on pinball machines in the middle of the warehouse.

JILL

...we thought, this is going to be good. We thought, he chose you for a reason.

JACK

Well...when I was a kid, he used to take me to Pinball madness every year for my birthday...

JILL

You're all he talked about. But, you never visited him.

JACK

Family stuff. He was the weird uncle. Mom and Dad moved. Life. You know. Things happen.

He reaches for her hand, but she withdraws it quickly.

JILL

Not so fast cowboy.

JACK

Easy.

They share a gaze...

JACK (CONT'D)

I can't believe you came to my office.

JILL

I can't believe you left.

JACK

I really just went back to pick up my prescription...

JILL

Suuuure you did.

JACK

It's true. They couldn't get an email through to your local drug store cause *there's no Internet*.

JILL

U-huh...

Jack smiles, then pulls out the bottle...

JACK  
Look...see.

JILL  
What's wrong with you?

JACK  
Blood pressure.

Jill looks concerned.

JACK (CONT'D)  
(slowly smiling)  
What's funny is that it went down a tad after we hung out last night.

Jill rolls her eyes, indicating that it was a cheesy line...

JACK (CONT'D)  
It's true.

He looks at her with his little boy look.

Jack extends his hand but Jill laughs...

JILL  
You're going to need a better game than that.

Playfully walking out...

JILL (CONT'D)  
Night, Night.

44 EXT. WAREHOUSE - NIGHT - CONTINUOUS

44

He chases after her...

JACK  
Wait...

Catching her by the phone booth...

JACK (CONT'D)  
Can't we be friends again?

Enjoying her advantage...

JILL  
We are...even thought you left us never to return.

JACK

But, I was coming back. I told you  
I just...

JILL

I know...medicine. Nice try.  
Swaroop also showed us the  
inventory list. You weren't coming  
back.

JACK

I wanted to.

JILL

Really. For me or for pinball?

JACK

Pinball, of course.

She laughs...

JACK (CONT'D)

Really...You don't believe me?

She offers a teasing yet noncommittal reaction...

JACK (CONT'D)

Aaaand, I have an idea for the  
warehouse...that might just work...

Her eyes widen.

He leans in for a kiss and just as his lips reach hers, she  
inserts her fore-finger in between...

Twirling away...

JILL

See you tomorrow. Jack.

45

INT. BANNING CITY OFFICE - DAY

45

Wearing a suit, tie and carrying a briefcase, Jack walks into  
the City office.

There are several large tanker desks adorned with typewriters  
and stacks of paper, but not a computer in sight.

JOAN

30 something, conservative, ultra-nerdy, City Clerk,  
processes paperwork for almost everything relating to the  
City of Banning.

JOAN  
How may I help you, sir?

Holding out his phone...

JACK  
I'm new in town, and I just can't seem to get a signal on my cellphone.

JOAN  
(nerdy laugh)  
You're not the only one. We became an EMF-free city back in the 80s, and that means no signal. Sorry about that. Everybody in town is healthy as a horse, and they say it cuts down on aging as well. In fact, would you believe I'm 65 years old?

JACK  
Are you sure about that?

JOAN  
(laughing to herself)  
Just a little Banning humor for ya.

Jack laughs along politely...

JACK  
I just inherited my uncle's property, and I need to check on the zoning in that area, but I can't find your website...

Joan fishes in her drawer and hands him a handbook.

JOAN  
Here's what you're looking for. That includes the rules, regulations, laws, and so forth?

Jack places his phone down on her desk and takes the book...

JOAN (CONT'D)  
What is it that you're wanting to do on the property...

JACK  
Hmmm? Oh, a museum.

JOAN  
Oh, we love those.

Joan moves from behind her desk and stands a little closer than Jack expects.

She leans over to help him with the book, bordering on flirtatiously...

JOAN (CONT'D)

You'll find the zoning details and a list of the banned devices and activities in the front. Computer desktops, laptops, tablets, towers, routers, Internet, cellphones, wireless phones, printers, MP3ers, GPSers, microwaves, aaaaand baby monitors.

JACK

Whew!

JOAN

(laughing to herself)  
We call'em E...M...Fers!

JACK

Well, I wouldn't want you to ever call me that! I noticed that you didn't mention games, but I heard they aren't very popular here at City Hall.

JOAN

Oh, yes. I forgot to mention arcade games and pinball machines, because Nancy has all but eliminated them through dozens of raids.

JACK

EMFs?

Close to his ear...

JOAN

(whispering)  
Her husband was obsessed with those things when they were first dating, and she had to peel him away just to get him to pay her any attention. It turns out that she couldn't get pregnant, and having those things banned under false pretenses was just her way of...taking out her anger.

JACK  
 (nervously laughing)  
 Oh my. She might need some  
 counseling.

JOAN  
 (straight-faced)  
 And Jesus.

JACK  
 (smiling benignly)  
 Well, thank you kindly, ma'am.

Jack turns to walk out the door, leaving Joan to exhale wistfully.

Joan goes back to her desk and notices Jack's cell phone...

JOAN  
 Wait...

Joan runs to the door.

She looks out but realizes that she just missed him.

46 INT. WAREHOUSE - DAY

46

Jack is hunched over a set of building plans spread out on a pinball machine when Jill comes up from behind and pokes him in the ribs.

JILL  
 Hey!

Jack is startled by her unexpected arrival.

JILL (CONT'D)  
 Did you find out what you needed to  
 at the City?

JACK  
 Not sure yet but I think there's a  
 possibility...

JILL  
 What are you looking at?

JACK  
 Check this out, according to this  
 map, the property is zoned as  
 industrial. Here's the land use  
 ordinance.

Jack reaches for a small booklet, and they both stare intently at the chart on the page.

JILL

So, what am I looking for?

JACK

I'm wondering ...if a *museum* can be opened within that category.

JILL

You thinking of turning the warehouse into a museum!?

JACK

Stay with me now...let's see here - libraries, massage parlors, mini storage, museums!

JILL

It says, you need a *cup*?

JACK

It's a C.U.P. - a conditional use permit. It just means we have to apply to the building department to use the property in a different way than it was originally zoned. The big question is, how the ordinance is written exactly to forbid the games?

He hands Jill the book...

JACK (CONT'D)

Tell me what it says.

Jill scans the contents as Jack paces back and forth, rubbing his eyes and thinking...

JILL

Page 15. Section eight, paragraph five. Coin-operated amusements, including video games, pinball machines, jukeboxes, pool tables, slot machines, and other machines operated by coins or tokens inserted into the machines by individual users ...

Jill's enthusiasm is suddenly dimmed...

JILL (CONT'D)  
 ...cannot be owned, leased, or  
 rented by a private party or for-  
 profit entity within the city  
 limits of Banning.

JACK  
 But does it say *why*?

JILL  
 Nope.

JACK  
 Cannot be owned, leased, or rented  
 by a...what's the last part?

JILL  
 By a private party or for-profit  
 entity within the...

JACK  
 A private party or a for-profit! It  
 doesn't say anything about a non-  
 profit museum. Ha!

Jill squeals and throws her arms around Jack...

They suddenly find themselves in each others face and arms.

Jill breaks the tension...

JILL  
 C'mon. I'll take you somewhere...

She drags him off...

47 EXT. THE BENCH - DAY

47

Jack's SUV pulls up atop a gorgeous overlook of BANNING  
 called THE BENCH.

They hop out and Jack walks up to the edge, looking out...

JACK  
 My Lord...

JILL  
 Isn't it fabulous.

JACK  
 I never thought Banning could look  
 so beautiful.

JILL

Thought you needed a break after  
all that hard work today...come  
sit.

She finds a place where they can sit.

Jack and Jill stare out in a meditative bliss.

JACK

I'm starting to see what my Uncle  
liked about this place.

She smiles, sensing the beginnings of a break-through.

JILL

We all believed that one day he  
would save pinball, save Banning,  
you know?

JACK

He should have given everything to  
you.

JILL

I thought so too when I first met  
you...

JACK

Hey!

JILL

(laughing)

But Swaroop always said he thought  
it would take someone else. Someone  
special. With special gifts.

He stares at her, touched by her unexpected tenderness.

She leans in and kisses him.

Eventually they break and she leans on his shoulder as they  
breathe in the splendor of the surroundings quietly.

Eventually...

JACK

You know, just because something is  
called a museum doesn't mean you  
can't touch the exhibits. I think a  
museum could really be our best  
shot.

JILL

If we're gonna open the place anytime soon, getting these games up and running is gonna take more hands than God gave me. I gotta get some people to start helping.

JACK

What if Nancy finds out before we get our CUP?

JILL

It's no different than any other speakeasy. We make people swear on their granny's grave and everyone has their own code-word to get in the gate.

JACK

Okay. You rally the people to help, and I'll work on a creative way of describing what we're doing at our *museum*.

JILL

Okay...looks like we make a pretty good team, huh?

Jack smiles and gets up.

Jill looks curiously at him as he frantically searches his pockets.

JILL (CONT'D)

What's the matter?

JACK

I lost my phone!

JILL

I thought you were going to say you lost your keys. Don't worry about it.

JACK

I just wanted to take a picture before we left.

JILL

We'll come back. 'Til then, hold onto this memory.

Silhouetted by the sun, she pulls him in for another kiss...

48 INT. WAREHOUSE OFFICE - DAY

48

JUMP CUTS show Jack and Jill clearing a space in a corner of the warehouse to be their makeshift 'office'.

Jack scans papers.

Jill sits at a desk with a rotary phone calling friends.

Their bond continues to develop through their work and teamwork.

JILL

Flipper, I need your help with something, and you're not going to believe it.

FLIPPER

What up?

JILL

We're on a top secret mission, and we need your skills.

JILL (CONT'D)

Ashley, guess what? Another speakeasy is popping up, and I'm gonna need your help. Get your sweet booty down to Jake's old place at seven tonight.

JILL (CONT'D)

Give Swaroop the code-word 'hot honeysuckle' to get in.

JILL (CONT'D)

700 Hathaway tonight at seven. Use the codeword 'frosted dipstick' to get in.

Jack walks up.

JACK

How are the calls?

JILL

So far so good. We'll have a good crew show up, and then word will keep spreading. How's the paperwork coming?

JACK

They want a project description, so here's what I'm submitting.

(MORE)

JACK (CONT'D)

The newest museum in Banning will draw thousands of families from around the country to learn about and experience a sport that stretches back to aristocratic France in the 1700's. Museum-goers will have the opportunity to closely examine priceless exhibits and experience hands-on demonstrations where skilled players launch a steel ball into multiple targets to gain points and to also compete for local, national, and international championships.

JILL

Brilliant!

JACK

The problem is questions will definitely come up at the public hearing.

JILL

We'll get expert witnesses.

JACK

Yes! Somebody who can address the EMF issue...

JILL

Plus, someone who's an expert on the history of the games.

JACK

Great. Okay, I'll drop off the paperwork this afternoon and see you back here before seven.

49

INT. TRAILER - DUSK - LATER

49

Jack takes a new pill from the bottle and settles down to check his blood pressure.

He checks the reading and looks oddly at the reading...

JACK

(to himself)

Hmmm. It's down a bit...do it again...

He is about to check it again then stops...

JACK (CONT'D)  
 (joking)  
 Ahhh...maybe it's the EMF's.

He tosses the gadget aside...

50 EXT. GUARD GATE - DUSK

50

Holding a clipboard with the list of names and code words, Swaroop lets cars in one by one as they arrive.

SWAROOP  
 What's your name ma'am?

ASHLEY  
 I'm Jill's best friend.

SWAROOP  
 Procedures, ma'am.

ASHLEY  
 (sexy voice)  
 Ashley, and the code word is 'hot honeysuckle.'

SWAROOP  
 Oh my. That is correct, Ms. Honeysuckle. Head on in.

Ashley winks at Swaroop, and he blushes.

SWAROOP (CONT'D)  
 Your name and code word?

SIMON  
 Simon, code word 'timid malamute.'

SWAROOP  
 (giggling)  
 Go right ahead.

Cars continue to arrive...

SWAROOP (CONT'D)  
 Name and code word?

51 EXT. WAREHOUSE - NIGHT

51

A motley crew of characters enter the warehouse...

52 INT. WAREHOUSE - NIGHT - CONTINUOUS 52

Flipper arrives and walks through a group who discuss the amazing and endless display of machines.

He walks up to a door...

53 INT. WAREHOUSE - OFFICE - DAY - CONTINUOUS 53

Flipper pokes his head through the door...

JILL

Flipper, come on in, and shut the door.

FLIPPER

Are you flippin' with me? Look at this place!

JILL

I wanna introduce you all to Jack, because he's the guy behind this whole thing.

JACK

Thanks Jill. So, here's the deal, guys. I showed up in Banning less than a week ago to check on this property willed to me by my Uncle Jake, and I ended up meeting Jill at the Snack Attack... who let me in on your little secret. Now, there's nothing I wanted more than to turn this thing into a bunch of condominiums, but you guys have touched my heart and I think this town, the people and these *games* have something to do with that. I know they meant the world to my Uncle and I believe he thought that these machines would bring everything and everyone together because there is a small segment of of the community that have somehow put a clamp down on this town's beauty, it's freedom, and it's uniqueness. My uncle saved all these machines for all of you. Your friendships...the bond, the camaraderie you all share with one another. And, even though he never had any kids of his own, he always remained a kid at heart.

(MORE)

JACK (CONT'D)

Let's face it, there is a kid in everyone of us and his legacy should be to help that small, misguided section of the community to reconnect with theirs...Friends, it's time to rise up and beat down the bureaucrats in the name of fun, friendship, and, above all, freedom!

The pinballers cheer and applaud in agreement.

54 EXT. CITY OFFICE - DAY 54

Nancy walks into the building with a travel mug of coffee, a newspaper, and her purse.

55 INT. CITY OFFICE - DAY - CONTINUOUS 55

Nancy enters the office...

NANCY

Morning!

JOAN

Morning!

JACK'S CELL PHONE

Joan notices the phone, still sitting on her desk.

She picks it up just as Nancy looks up from her coffee mug...

NANCY

What the funky fudge is this, Joan?

JOAN

(nervous)

What?

She picks up the CUP application...

JOAN (CONT'D)

Oh that. Uh, it came in yesterday afternoon.

NANCY

There hasn't been a CUP application submitted in years.

JOAN  
 (greatly relieved)  
 Jack's new in town.

NANCY  
 You know this guy?

JOAN  
 No, I mean, he stopped by, and uh,  
 asked some questions.

NANCY  
 What kind of questions?

JOAN  
 Questions about what's banned and  
 how to start a museum and stuff  
 like that.

NANCY  
 A museum, huh? Don't we have enough  
 of those already?

As Nancy wanders around gazing at the application, Joan discreetly places the cell phone in her purse...

JOAN  
 Well, this one sounds kinda  
 interesting. Something about  
 professionals who play with balls  
 ...to earn points.

Joan smiles broadly having stashed the phone just as Nancy shoots her a look...

56 INT. WAREHOUSE - DAY

56

Jack walks into the warehouse and sees Jill working on a play-field that has been removed from a pinball cabinet and attached to a rotisserie.

JACK  
 You sure are here bright and early.

JILL  
 I could barely fall asleep last  
 night thinking about everything  
 that's gotta be done.

Jack looks around anxiously...

JILL (CONT'D)  
 What are you looking for?

JACK  
Still haven't found my phone...

JILL  
(taking offense)  
So?

JACK  
Well, to start with, I can't check  
the NBA scores...

JILL  
(putting down her tools)  
There's a newspaper.

JACK  
Nobody can text me...

JILL  
There's a phone.

JACK  
I can't even tweet!

JILL  
More time to spend with me!

JACK  
I don't think you understand.

JILL  
(smiling smugly)  
No. And I don't want to.

57 INT. CITY OFFICE - DAY

57

Nancy and Joan walk into the office of

HOWIE Sharpe

super-laid-back, yoga-loving, 70 something mayor of Banning  
who likes everyone to get along.

The wood-paneled walls are adorned with heavy tan curtains  
and shag carpet, and he has exclusive access to an executive  
bathroom.

His large wooden desk is covered in paper work, and he has a  
fondness for his rotary phone.

NANCY

Mayor Sharpe, as I mentioned in my memo to you this morning, the City has received a CUP application regarding an industrial property on Hathaway.

MAYOR SHARPE

What seems to be the problem?

NANCY

They want to turn an industrial warehouse into a museum about balls.

MAYOR SHARPE

What?

JOAN

The application says steel balls that are launched toward multiple targets. It sounds inappropriate.

MAYOR SHARPE

For heaven's sake, Nancy!

NANCY

I would like your authorization to go beyond our customary research and interview procedures to conduct an undercover operation.

JOAN

I have a friend who lives down the street, and she mentioned that she's seen workers going in and out of the building at night.

MAYOR SHARPE

Just let the application takes its course. I don't think there's much of anything to worry about.

Nancy and Joan walk out of Mayor Sharpe's office and into the main office space.

JOAN

That didn't go so well.

NANCY

Hmmm, I have an idea. If they're already doing some work down there, we might just have to spend a little time together tonight - you and me.

Nancy leaves and Joan tags along, reluctantly...

58 EXT. GUARD GATE - DUSK 58

Swaroop is standing outside the gate, checking the guest list, and requiring a code-word.

59 INT. WAREHOUSE - NIGHT 59

Pinballers arrive and mingle around the games.

Jack calls them all together.

JACK

Hey guys! Before we get started tonight, I want to set a date for the grand opening so we can set some deadlines for ourselves.

FLIPPER

What about the City?

JILL

Jack is determined to get the City's approval and get this place re-zoned to open it up to everyone. We'll definitely need everyone's help at the public hearing when the time comes.

ASHLEY

Not the same dates as the Miss Banning Pageant or the Rodeo Round-Up, cuz I'm competing in both.

SIMON

What about your uncle's birthday?

JACK

Well, it's July 20th, a couple of months away.

JILL

That sounds perfect!

JACK

Alright, then, that's the plan.  
July 20th.

JILL

This was Jake's dream ...to save  
pinball. The universe saw it fit to  
bring Jack and me and all of you  
together to make this happen, and  
we can't let Uncle Jake down. We've  
gotta do whatever it takes to make  
this happen. Are you all in?

EVERYONE

(cheering)  
Uncle Jake! Uncle Jake! Uncle Jake!

JILL

Alright, let's get to work!

60 EXT. GUARD GATE - NIGHT

60

Disguised in hard hats and overalls with an EMF Meter on the  
dashboard, Nancy and Joan drive up to the gate, and Swaroop  
meets them.

SWAROOP

Can I help you, ma'am?

JOAN

Yeah, we're here to check in for  
work.

SWAROOP

(holding clipboard)  
Hmmm. What's your code-word?

JOAN

(turning to Nancy)  
Code-word?

Nancy shrugs her shoulders.

JOAN (CONT'D)

Uh. Banning Beavers?

SWAROOP

Hmmm. Let me go check on something.

61 INT. GUARD SHACK - NIGHT

61

Swaroop walks back into the guard shack and radios Jack.

Nancy and Joan back up their car and peel out.

SWAROOP

It looks like we had some possible intruders. Two women, but they just took off.

JACK

What were their names?

SWAROOP

I didn't quite catch it, but they gave a code word of 'Banning Beavers.'

62 INT. WAREHOUSE - NIGHT - CONTINUOUS 62

Jack turns to Jill.

JACK

It sounds like someone just tried to sneak in. Two women gave the code word 'Banning Beavers.'

JILL

Two women, huh?

63 INT. WAREHOUSE - DAY 63

Everyone heads in separate directions to start working.

MONTAGE

People are cleaning pinball machines, working on the interior and exterior of pinball machines.

They construct and paint walls.

They install carpet.

Jack and Jill find moments to throw paint on each other and make out.

Everyone gathers around for pizza, beers, and a pinball tournament to cap off their hard work.

64 EXT. WAREHOUSE - NIGHT 64

Nancy and Joan are dressed in camo and sneak around the outside of the warehouse.

Joan bumps into Nancy as they approach the corner of the building.

NANCY  
(loud whisper)  
Shhhhh. Watch what you're doin'.

JOAN  
(whispering)  
Sorry. I didn't see you with all that camo.

Nancy peers through a gap in the warehouse wall trying to see.

JOAN (CONT'D)  
What's going on?

NANCY  
I can't really tell. They're making a lot of noise, but it's too dark to see. You got a reading?

Holding an EMF reader...

JOAN  
I'm not picking up on any hot spots, but I could move in...

NANCY  
I see that girl from the Snack Attack gettin' fresh with some guy I've never seen before.

JOAN  
Is he tall, dark, and handsome?

NANCY  
I think so. Why?

JOAN  
That's probably Jack. The guy who inherited this place from his uncle.

NANCY  
You've been fraternizin' with an applicant. Shame on you.

Nancy looks down the outside wall to see the building's power unit.

She shuts off the power and takes off running.

Joan tries to keep up.

65 INT. WAREHOUSE - NIGHT

65

All the lights and machines shut off, and the pinballers are lost in the dark, except for those wearing headlamps.

RANDOM VOICES

C'mon. What's going on? Who didn't pay the power bill?

Jack radios Swaroop.

JACK

Swaroop, the power is out in the warehouse. Do you have power over there?

SWAROOP (V.O.)

There doesn't seem to be a problem over here. Let me come over and check things out.

66 EXT. WAREHOUSE - NIGHT

66

Swaroop sees Nancy and Joan sneak through the fence and run down the street toward Nancy's car.

SWAROOP

Hey, what are you doing? Get back here!

(radios Jack)

Someone just snuck through the fence over by the power panel.

JACK

Did you get a good look?

SWAROOP

Not really. There were two of them wearing camouflage, but I couldn't see their faces. I'll be right over.

Using a flashlight, Jack and Jill meet Swaroop out at the power panel, and turn the electricity back on.

JACK

I'm glad it was something this simple. It could have been much worse.

JILL  
You're not kidding.

67 EXT. SNACK ATTACK - NIGHT 67

Joan pulls into the parking lot, and Nancy gets out of the car.

NANCY  
You stay right here while I call  
Mayor Sharpe.

Nancy walks up to the pay phone, puts in a quarter, and dials the number.

INTERCUT WITH:

68 INT. MAYOR'S HOME - NIGHT 68

A rotary phone rings, and Mayor Sharpe picks it up wearing fingerless gloves and a tropical shirt.

Bright lights are emanating in the background.

MAYOR SHARPE  
Hello?

NANCY  
Mayor Sharpe, this is Nancy.

MAYOR SHARPE  
A little late to be calling, don't  
you think? I'm right in the middle  
of a yoga session.

NANCY  
You know I would never call you at  
home if it wasn't absolutely  
critical to the safety of our great  
city.

MAYOR SHARPE  
How is our city in peril tonight?

NANCY  
Joan and I happen to be driving by  
that property that's requesting a  
CUP, and we happen to see a bunch  
of people inside including a new  
guy that just moved to town cuz he  
inherited the place.

MAYOR SHARPE  
How'd you see inside?

NANCY  
Mayor Sharpe, there were people  
inside making all sorts of noise  
and doing something fishy.

MAYOR SHARPE  
What kinda noise?

NANCY  
Sawin', hammerin', screwin'. Lots  
of talking and laughing and loud  
music, too.

MAYOR SHARPE  
You mean to tell me you heard  
people working inside an industrial  
building. My, oh, my.

NANCY  
Mayor Sharpe, this is nothing to  
joke about. Hello...hello???

Nancy stomps back to the car where Joan has been waiting.

NANCY (CONT'D)  
Take me home.

Mayor Sharpe glances at a framed black and white photo of him  
and Jake Bushnell above a pinball machine and has a giggle.

MAYOR SHARPE  
Ah, Jake. What have you started...

69 INT. SNACK ATTACK - DAY

69

Lee unlocks the front door and walks in to find Roy getting  
his morning coffee.

LEE  
You could've at least opened up for  
customers. This place doesn't pay  
for itself.

ROY  
I'm tired of opening every day.

LEE  
Why hasn't Jill been opening? This  
is her shift.

ROY

She keeps askin' me to cover for her, because she's been staying out late. I think she's workin' for that new guy she brought around.

LEE

Horse thief! He's stealin' my employee.

ROY

There's only two things that could lure her away. Love or pinball.

LEE

Yeppp.

ROY

What do you want to do?

70 EXT. SNACK ATTACK - DAY

70

An anonymous hand picks up a pay phone receiver and begins to dial.

A handkerchief is wrapped around the end of the phone to disguise the caller's voice.

INTERCUT WITH:

71 INT. CITY OFFICE - DAY

71

JOAN

City of Banning, how may I help you?

In a voice suspiciously like the Mayor's...

CALLER

Jack Bushnell has a right to a CUP. And he has friends. Do not deny him, or we will deny you.

The caller hangs up and uses the handkerchief to wipe off any fingerprints off the phone.

JOAN

(frantic)  
Nancy! Nancy!

Nancy runs into the office.

NANCY

What? What's going on?

JOAN

I, I just got an anonymous call that was saying we, we have to give him a CUP or we're gonna be denied.

NANCY

Slow down. You're not making any sense.

JOAN

Someone just threatened our lives if we don't give Jack Bushnell a CUP for his property.

NANCY

No one can strong arm the City of Banning and tell us what to do. This is all the more reason to deny him *without* even having a public hearing.

72 INT. SNACK ATTACK - DUSK

72

Jill tidies up the front counter and grabs her purse preparing to leave.

JILL

(yelling to the back)  
Roy, I'm takin' off! You got the front until PJ shows up?

ROY (O.S.)

Yeah, go ahead and take off.

73 INT. SNACK ATTACK - DUSK

73

Roy walks up to the window and watches Jill run out the front door to meet Ashley who has been waiting outside in her truck.

The truck is carrying a curiously, large object covered by a black tarp over the bed.

Lee joins Roy at the window to see Ashley drive out of the Snack Attack parking lot.

74 INT. ASHLEY'S TRUCK - DUSK

74

JILL

Thanks for bringing my pin from  
your house. I've been dying to get  
it over to Jack's place.

ASHLEY

Is something going on between you  
and Jack?

JILL

(smiles)

...Maybe.

Jill looks in the side view mirror to see the black tarp is  
coming loose.

JILL (CONT'D)

Oh, balls. The tarp is comin'  
loose.

ASHLEY

Somebody might see that thing.

JILL

Pull over quick!

Jill jumps out of the truck and begins to adjust the rope  
when she catches the eye of a driver slowly passing by -  
Nancy.

75 INT. NANCY'S CAR - DUSK

75

Nancy's eyes widen as she catches a glimpse of a brightly-  
colored object under the tarp.

NANCY

(to herself)

What? Was that a pinball machine?

76 EXT. HIGHWAY - DUSK

76

Nancy makes a u-turn and heads back to follow the truck.

77 EXT. ASHLEY'S TRUCK - DUSK

77

Jill quickly adjusts the tarp and hops back in the truck.

JILL

Go, go, go! That was Nancy!

ASHLEY  
Flippin' eh!

78 INT. ASHLEY'S TRUCK - DUSK 78

Ashley pulls out quickly, but Nancy can be seen in the truck's rear view mirror.

Ashley and Jill are freaking out and try to lose her with a series of turns.

After momentarily losing her, Nancy sees them drive in right as Swaroop is closing the gate.

79 INT. WAREHOUSE OFFICE - DUSK 79

Jack and Flipper are finishing the installation of the **Museum of Pinball sign** in the lobby when Jill and Ashley walk in.

JILL  
Hey Jack.

JACK  
Hello ladies. Just putting the finishing touches on the sign. What do you think?

ASHLEY  
Museum of Pinball.

JILL  
I love it.

The warehouse phone rings, and Jack answers...

JACK  
Hello.

SWAROOP  
I've got two gentlemen at the gate named Lee and Roy, who say they know you.

80 EXT. GUARD GATE - DUSK - MOMENTS LATER 80

Jack, Jill, Ashley, and Flipper walk outside to meet Lee and Roy as they drive up.

JACK  
Hey guys. Good to see you.

LEE  
This is a mighty fine place you got here.

JACK  
Huh?

LEE  
Well, I just wanted to see where one of my employees has been moonlightin'.

JACK  
C'mon inside, and I'll show you around.

Jill puts her hands out to stop Lee and Roy from entering.

JILL  
Guys, before you step inside, I want you to know that I haven't mentioned this situation for your own safety. I didn't want to put you in danger of being incriminated and hurtin' your status as a small business owner in Banning.

LEE  
What? Let's see what this is all about.

81 INT. WAREHOUSE - DUSK - CONTINUOUS

81

Jack opens the door, and Lee and Roy step inside -

ROY  
Good gravy, my lady!

LEE  
Jake wasn't takin' these things to the dump! He was saving them for himself.

ROY  
I wish I would've thought of that.

JACK  
We have a CUP application in at the City to use this industrial property for a museum.

Ashley looks at Jill with raised eyebrows.

LEE

Who wants to walk around a just  
look at pins?

JILL

It would be an interactive museum  
where people could play as much as  
they want.

LEE

Good luck with pullin' that off.

Roy walks away from the group to look around.

ROY

(yelling from the back)  
Where's the vids?

LEE

You ain't got no arcade games up in  
here?

JACK

Well, Uncle Jake didn't seem to  
collect those for some reason.

The assembled pinballers start muttering derogatory names.

PINBALLERS

Button mashers! 8 bit creeps!

FLIPPER

That's why we're calling the place  
Museum of Pinball.

PINBALLERS

Yeah! What now!?

Lee and Roy rush toward the pinballers ready to throw blows,  
but Jack and Jill step in between them.

JACK

Guys! Guys, what is going on here?

LEE

Same thing that's been goin' on for  
years. Pinheads think they're  
superior for some reason, and I'm  
not gonna have nothing to do with  
it.

Lee and Roy storm out.

JACK  
 Woah. Talk about some issues.

FLIPPER  
 You're not kiddin'.

JACK  
 No, I'm talking about all of you. I can't believe you'd treat them like that. How is that any different to the way the City has treated you?! This is bigger more important than just your favorite type of game, guys!

Jack walks out of the warehouse and toward his trailer while everyone is left in shock.

JILL  
 Way to go, guys.

82 INT. CITY OFFICE - DAY

82

As Joan enter the City Office, she walks directly by Nancy's office door.

NANCY  
 (Sharp)  
 Joan, I need you in my office right away.

JOAN  
 Yes, ma'am.

NANCY  
 Now!

JOAN  
 Coming.

Joan walks in ready to take notes with a legal pad and pen.

NANCY  
 You would not believe what I saw last night.

JOAN  
 What?

NANCY  
 A pin...ball...ma...chine!

Joan stops taking notes and audibly gasps.

JOAN

Where?

NANCY

That little girl who works at Snack Attack was covering it up in the back of a pickup truck on the side of the road, so I circled back and followed them. Guess where they headed?

JOAN

(riveted)

I have no idea.

NANCY

Seven zero zero Hathaway.

Joan covers her mouth with surprise.

NANCY (CONT'D)

I knew something was fishy about that place. You call Mr. Jack Bushnell right now and tell him that his request has been denied.

JOAN

He's going to ask why.

NANCY

You tell him that we'll mail the paperwork with an official explanation tomorrow. Get going!

INTERCUT WITH:

83

INT. GUARD SHACK - CONTINUOUS

83

Swaroop opens a hidden door under his desk revealing a 1980's microwave. As he pops in a breakfast burrito, the phone rings.

SWAROOP

Hello.

JOAN

May I speak with Mr. Jack Bushnell, please?

SWAROOP

He's not available at the moment. May I take a message?

JOAN  
This is Joan, from the City of  
Banning.

Swaroop's eyes widen and he reaches out with his foot to shut  
the door that covers his secret microwave.

JOAN (CONT'D)  
I'm calling about the status of his  
CUP application. It's quite  
important.

SWAROOP  
If you can wait a minute, I can go  
get him.

JOAN  
Not a problem.

Swaroop puts down the phone, runs out the door.

84 EXT. GUARD SHACK - CONTINUOUS 84

Swaroop hops on his electric maintenance cart to go get Jack.  
He arrives at the dilapidated trailer and bangs on the door.

85 INT. TRAILER - CONTINUOUS 85

SWAROOP  
Jack! Jack! You gotta call!

Jack and Jill are just waking up and look out the window...

JACK  
What's going on?

SWAROOP  
Oh, hi Jill, um, the City is on the  
phone about the CUP.

Jack hurriedly throws on some shorts, runs out the door  
without a shirt or shoes...

86 EXT. TRAILER - CONTINUOUS 86

Jack and Swaroop jump in to the maintenance cart.

JACK  
Can't this thing go any faster?

SWAROOP  
I'm afraid not.

Jack hops off the cart, runs up the stairs, and picks up the phone.

87 INT. GUARD SHACK - CONTINUOUS

87

JACK  
(out of breath)  
Hello, this is Jack.

JOAN  
Hi Mr. Bushnell. This is Joan with the City of Banning, and I'm calling to let you know that...well, unfortunately, your application for the CUP has been declined.

JACK  
What?

JOAN  
I'm so sorry. I really am.

JACK  
But why? We didn't even meet with the City to discuss our plans.

JOAN  
The City Attorney made the decision this morning, and that's all I really know.

Jack changes tack, thinking quickly...

JACK  
(smooth)  
Joan, I could tell right away when we met the other day that I liked you. You're a no nonsense leader in the city. And...I also saw a softer side to your personality and even a love for museums.

JOAN  
(blushing)  
Oh Mr. Bushnell...

JACK  
I just want to thank you for everything you've done for us.

JOAN

I wish I could have done more.

JACK

No really. I know if there was anything else that could be done you would have told me. You're very honest. And it's just so hard to find people as nice as you.

JOAN

Well, thank you, Mr. Bushnell.

JACK

Thank you. Maybe we can catch up for a coffee sometime before I leave.

JOAN

Oh, you're leaving?!

JACK

Well, there would be no reason for me to stay if the city doesn't really appreciate this gift I was preparing for it's citizens

JOAN

Oh...now, there is one thing...most people don't really know...

JACK

There is?

JOAN

(hesitant)

...a little-known ordinance that would allow you to have a public hearing with the City Council.

JACK

Really? What do I have to do?

JOAN

You have to submit a petition with a minimum of 1,000 signatures from Banning residents within three days of your initial decline.

JACK

Three days!

Jill sits up in bed as Jack opens the door to the trailer.

JILL  
Give me the good news.

JACK  
Denied.

JILL  
What?

JACK  
I guess the official paperwork is being mailed out today, but Nancy made the decision.

JILL  
Not even a conversation?

JACK  
Nope.

JILL  
What do we do now?

JACK  
We'd need to get 1,000 signatures on a petition within three days in order to get a public hearing.

JILL  
Jack, that's great news!

JACK  
You're kidding, right? That's almost every person in Banning.

JILL  
If we rally everyone who's been helping out, and they get their...

JACK  
(interrupting)  
If we start circulating a petition, she could raid this place, confiscate all the machines, and toss us all in jail just like your Uncle Eddy.

JILL  
We have to do something.

Jack tosses his sweatshirt down, angry and defeated...

Jack reaches for his pills and spills them all over the floor...

Jill goes to help but he brushes her away.

JACK

I can get it...I should've just flipped this place like I was planning from the start.

JILL

Jack! You can't give up now! You can't just run away from this, ya know.

JACK

All I have to do is get a big dump truck, fill it up with all those games, and then put this thing on the market.

Having seen enough, Jill walks to the door...

JILL

You're willing to fight if there's gonna be a big financial pay off, but when something involves the heart, you'd rather just run away to the next big deal.

She leaves, and Jack tosses what he has in his hands in the sink, annoyed...

89 EXT. PROPERTY - DAY

89

Jill is shaken, disappointed, and frustrated.

She sees the retro tandem bike leaning against the trailer, gets an idea and rides off to the guardhouse...

90 INT. WAREHOUSE - DAY

90

Jack is aggressively playing pinball by himself.

JACK

(muttering)

Who do she think she is telling me what to do? She doesn't know me. She's not the boss of me.

Ball drains, and Jack launches another one.

JACK (CONT'D)  
What am I doing here?

JAKE (V.O.)  
You're here because you need them.

Jack looks around for the voice, and the ball drains. In frustration, he launches another one.

JAKE (V.O.)  
You think everyone needs you, but  
this time things are different.

JACK  
Uncle Jake?

JAKE (V.O.)  
The have something you need, Jack.

Jack starts to become consumed by the game - racking up more and more points.

JAKE (V.O.)  
The future of Banning doesn't  
depend on you. Your future depends  
on how you embrace the people of  
Banning.

Jack experiences a moment of emotional release as he plays the game like never before.

91 EXT. GUARD GATE - DAY

91

Swaroop is pulling the gate closed when Jill arrives on bike.

JILL  
Swaroop, we have a problem.

SWAROOP  
Some lady just stopped by with some  
paperwork for Jack.

JILL  
Lemme see.

Swaroop hands Jill the envelope, and they stand next to each other reading it.

JILL (CONT'D)

These are instructions on how to file a petition to the City to get a public hearing.

SWAROOP

That's odd. It was the same lady who gave me the Banning Beavers code-word the other night.

JILL

Swaroop, I'm gonna need your help with something.

SWAROOP

Happy to help in any way, ma'am.

92 MONTAGE

92

Jill talks to Lee and Roy at the Snack Attack, and they're faces are resistant.

Jill talks to Flipper and Ashley at Ashley's speakeasy, and they're hesitant.

Jack is packing his clothes in a suitcase.

Jill drives down the center of town...

93 INT. TRAILER - NIGHT

93

With his flashlight guiding the way, Swaroop walks up to the trailer and knocks on the door.

JACK

(yelling from the window)  
What do you want?

SWAROOP

I need to speak with you, sir.

JACK

What's the problem?

SWAROOP

There seems to be a water leak in the warehouse.

JACK

Call a plumber.

SWAROOP

I could really use your help now,  
sir.

JACK

Okay, okay. Hold on.

Jack opens the door and steps out of the trailer.

SWAROOP

It looks like it just happened, but  
we need to take care of it right  
away.

94

INT. WAREHOUSE - MOMENTS LATER

94

Swaroop opens the door and Jack steps inside to see a large  
gathering of pinballers and gamers including Jill, Ashley,  
Flipper, Lee, and Roy.

JACK

What's all this?

JILL

We've been talking about the  
situation, and we have a proposal  
for you.

To Jack's surprise, Lee steps forward...

LEE

Jill, here. explained everything to  
me and Roy and er...we started  
thinking long and hard about the  
future of gaming. We don't want our  
kids growing up in a city divided  
between vids and pins.

FLIPPER

And as much as us pinheads like to  
call'em button mashers, the truth  
is they've got some serious skills.

Jill stands by proudly, THEN...

JILL

Jack, there's someone else who has  
something to say.

Joan, Banning, City Clerk, steps out from the crowd.

JOAN

Needless to say, I shouldn't even be here, but I couldn't resist when Jill shared what your Uncle Jake was up to and how you're trying to help the kids of Banning. Plus...I'm absolutely sick of getting pushed around by nasty Nancy.

JILL

Jack, we want to call this place Museum of Pinball and Arcade Games now...

CHEERS from the crowd...

JILL (CONT'D)

And, everyone here will jump on board to get the signatures while Joan makes sure everything goes through at the City to get the public hearing.

JACK

I don't know, guys. I appreciate what you're doing, but I just don't know.

SWAROOP

For years, I've watched Uncle Jake work tirelessly to preserve and restore hundreds of machines. He didn't have it in him to fight the City, but you do. His dream can live on if we join together and I know how a journey can be scary... but sometimes you just need to launch the ball.

PINBALLERS & GAMERS

(cheering)

Swaroop, Swaroop, Swaroop is on fire!

They all settle down waiting for a response from Jack.

Jack looks at Jill...eventually a hint of a smile breaks across his face...

The pinballers and gamers erupt in cheers and start jumping up and down as they celebrate around Swaroop.

Petitions for a new museum in Banning (and the required CUP) are handed out to all the pinballers and gamers at the warehouse.

95 MONTAGE

95

Lee and Roy are helping get petitions signed at the Snack Attack speakeasy.

Ashley has people sign it as they walk into her speakeasy.

Flipper secretly goes door to door to get people to sign the petition.

At the Snack Attack, Jill is working behind the front counter with a line of men, at the ADULT section, holding discreetly wrapped magazines, ready to check out.

Jill stands on a little step stool...

JILL

Excuse me! Everyone. Can I have everyone's attention, please. We want to open up a new museum in Banning dedicated to a sport that stretches back to the 1700's in aristocratic France. I'd really appreciate y'all signing it before you leave...Unless, of course y'all want me to tell your wives what kinda magazines you purchase here...

As we PULL BACK, all the men check out and sign the petition, smiling pleasantly as they leave...

JILL (CONT'D)

Thank you!...Thaaaank you! Thank you...

96 INT. WAREHOUSE - DAY

96

Jack, Jill, Flipper, Ashley, and Lee count the petitions.

Jack is adding numbers on a retro paper feed calculator.

Holding up a stack of papers...

JILL

343.

FLIPPER

I have 192.

LEE

442.

JACK

That comes to...977. 23 short, and we have to turn it in today by 5pm.

JILL

It's 4:15. That's only 45 minutes. Call Roy and tell him that he has to get 23 signatures by 4:45pm. That'll give us 15 minutes to get them over to the City.

Jack hands the rotary phone to Lee...

97 INT. SNACK ATTACK 97

CLOCK reads 4:43pm and we PAN ACROSS to see Jack and Jill run into the store just as someone is signing the petition.

ROY

That was number 23. Take it and go!

98 EXT. CITY OFFICE - DAY 98

After pulling into the parking lot, Jack and Jill run inside.

99 INT. CITY OFFICE - DAY 99

Jack and Jill run past an unexpected Nancy Nevergen to hand the petition to the City Clerk, Joan...

JACK

(speaking fast)

This is our official petition containing 1,000 signatures from Banning residents, which qualifies us for a public hearing. And it's...

JOAN

Thank you, and I'll make sure this is submitted right away.

Joan winks secretly but is shocked as the CUP application is ripped out of her hand...

NANCY  
I'll take that...

Jack and Joan look up in shock.

Nancy grins evilly but is shocked when the paper is wrenched out of her hand also...

MAYOR SHARPE  
What is this?

Mayor Sharpe, who has just entered, peruses the document.

NANCY  
That, Mayor...

MAYOR SHARPE  
Nevermind, Nancy. I can read.

Looking to Jack and Jill

MAYOR SHARPE (CONT'D)  
Hello there.

Jack and Jill smile nervously.

Looking at his watch...

MAYOR SHARPE (CONT'D)  
...4:59! Looks like you made it  
just in time! Step into my office.

As the walk out...

MAYOR SHARPE (CONT'D)  
My name is Howie...

100 INT. CITY OFFICE - MAYOR'S OFFICE - CONTINUOUS

100

AS THE THREE WALK IN...

JACK  
It's very nice to meet you, *Howie*.  
I'm Jack. This is Jill.

MAYOR SHARPE  
Your Uncle and I go quite aways  
back here in Banning. My  
condolences on your loss.

JACK  
Thank you...

Leaning in close and whispering...

MAYOR SHARPE

If there's ever anything I can do  
to help you, feel free to let me  
know.

He winks...

101 INT. WAREHOUSE 101

Lee and Roy are rolling in arcade games to the new area in  
the museum, and everyone is helping out when the phone rings.

JACK

Guys, quiet down for a sec. Hello!  
Hey!

Intercut with:

102 INT. CITY OFFICE - DAY 102

JOAN

(whispering)

Hi Jack. It's Joan from the City of  
Banning. I can't talk long, but I  
just wanted to let you know that  
the public hearing has been set for  
Friday night.

JACK

That's three days away!!

JOAN

Sorry...Nancy.

JACK

Well, thanks for the heads up.

Jack hangs up the phone.

JACK (CONT'D)

Guys, hey gang! Gather up! I just  
got word that our public hearing is  
on Friday night.

FLIPPER

That's ridiculous!

JACK

You're not kiddin'. That's why I need everyone, I mean everyone, to get the word out to as many people as you know to be there at 6:30pm. We've gotta not just show solidarity, but also a popular consensus.

103 INT. WAREHOUSE - OFFICE - DAY

103

Overwhelmed, Jack walks into his office and plops down in his chair.

Lee follows him...

LEE

Nancy's comin' after us, isn't she?

JACK

Yep.

LEE

I know some cranky old folks will show up worried about hoodlums and gambling. We have to show them the safety of the machines and the skill required to play, to prove to them it's a true sport worthy of a museum.

Jill enters...

JILL

We can get Billy Mitchell and Walter Day.

JACK

Who's that?

LEE

They're legends. They've been representing gamers for decades. They'll know exactly what to say.

Lee smiles and leaves...

104 INT. TRAILER - NIGHT - LATER

104

The blood pressure gadget and Jack tests his pressure...

Jill lies on the bed quietly...

JACK  
Hmmm?

JILL  
What?

JACK  
That's odd.

JILL  
What?

JACK  
My blood pressure.

JILL  
Well, you've been forgetting to  
take those pills.

JACK  
I know.

JILL  
And now you threw the rest away...

JACK  
Yes, but that's what's odd...it's  
normal.

Jack checks it again.

JILL  
What are you doing?

JACK  
Normally, I'd just leave it at  
that, but I'll check it again.

Jill sits up and waits pensively...

JILL  
Well?

JACK  
Perfect.

Jill smiles...

JILL  
Let's go somewhere!

JACK  
...Now?

105 EXT. BENCH - NIGHT - LATER

105

Jack parks the SUV and he and Jill hop out and walk hand in hand to the edge, silhouetted by the bright moonlight,

Jack takes a deep breath...

Jill stops and waves Jack over...

JILL  
Hey! Come here a sec...

JACK  
Let's look out at the city.

Beckoning him...

JILL  
Just a sec...

Jack walks to her and she grabs his arm, walking him to another area...

They arrive at an ancient...

BURIAL PLACE

Old makeshift crosses and paraphernalia mark tiny graves that date back two or three hundred years...

JACK  
Wow, what is this...

JILL  
It's an old cemetery...

Jill points...

JILL (CONT'D)  
Look at the years...

Jack reads from one to the other...

JILL (CONT'D)  
Notice anything?

JACK  
What am I looking for?

JILL  
97 years of age...94 years of age...103!

JACK  
Gee, they lived long.

JILL  
See?

JACK  
What?

JILL  
It's having it's effect on you.  
Banning. It's not such a bad place.

He turns and looks deep into her eyes, smiling broadly...

JACK  
You're not too bad yourself.

The kiss...

106 EXT. CITY OFFICE - DAY 106

WIDE SHOT ESTABLISHING

THE sound of a GAVEL

BANG, BANG, BANG...

MATCH CUT TO:

107 INT. CITY COUNCIL CHAMBERS - DAY - CONTINUOUS 107

The Council Chairman rests his gavel as Jack and Jill enter and sit on the right.

CITY COUNCIL CHAIRMAN  
I'd like to welcome everyone to  
this special session as we host a  
public hearing regarding a CUP  
application for the property at 700  
South Hathaway. This seems to be  
matter that our Building Department  
and City Attorney could not  
resolve.

An audible rumbling filters through...

CITY COUNCIL CHAIRMAN (CONT'D)  
(banging a gavel)  
Order! Order! Mr. Jack Bushnell,  
what exactly is the name of this  
establishment you are proposing?

JACK

Thank you, sir. We are seeking a CUP to use an industrial property for the purposes of opening the Museum of Pinball and Arcade Games.

Another audible gasp followed by another rap of the gavel...

CITY COUNCIL CHAIRMAN

You realize those have been banned for over 30 years.

JACK

Yes, sir, but we are here tonight to plead our case and help the City of Banning understand how this museum could be of incredible benefit.

CITY COUNCIL CHAIRMAN

Ms. Nancy Navergen, City Attorney, I invite you to begin by sharing the evidence as to why this CUP has been denied...Nancy?

The Chairman looks around the sea of faces...

CITY COUNCIL CHAIRMAN (CONT'D)

Nancy???

Joan bursts through the door and runs up to the Chairman to whisper in his ear...

CITY COUNCIL CHAIRMAN (CONT'D)

It seems we have a situation that requires this hearing to be adjourned until further notice.

He slams the gavel and we...

CUT TO:

108

EXT. CITY COUNCIL CHAMBERS - MOMENTS LATER

108

A crowd led by Joan, Jack, and Jill pour from the building and head to their cars...

JACK

What do you mean she's missing?

JOAN

I don't know. Her husband just called and said she didn't come home.

Joan hops into her car which is parked in front of Jack's SUV...

Joan drives off leaving Jack and Jill standing there...

JACK

I'm going to follow her to the Sherrif's. You tell everyone to keep working.

JILL

Okay!

He kisses her hard, hops into his SUV and takes off.

109 EXT. SHERRIF'S OFFICE - DAY 109

WIDE SHOT ESTABLISHING

We SEE Jack's SUV parked...

110 INT. SHERRIF'S OFFICE - WAITING ROOM - DAY - CONTINUOUS 110

Jack sits next to Joan who is very distraught and waits patiently for an answer.

JACK

Don't worry Joan. They'll find her.

JOAN

I know I said a lot of mean things about her but if anything happened to her...

JACK

Shhh...

JOAN

What if she's dead?

JACK

Calm down. She might have just broken down somewhere.

JOAN

But where? What if she's trapped somewhere?

JACK

Well that's a possibility...but let's not panic. It's only been one night.

JOAN

Please Jesus, let her be okay.

JACK

Times like this you really wish you had a cell phone.

Joan gasps...

JACK (CONT'D)

What?

JOAN

I left my backpack in her car.

JACK

It's just a backpack, Joan.

JOAN

But I had your cell phone in there...

Jack looks up...

CUT TO:

111 EXT. SHERRIF'S OFFICE - DAY

111

Jack leans over the SHERIFF'S desk while Joan sits anxiously on the other side.

SHERIFF

So let me understand this. You're saying we can trace the phone in the car with a ping?

JACK

That's right. All we have to do is to call the carrier. And, they can trace the phone...kinda like a GPS.

SHERIFF

But there's no wifi or internet service for 7 miles...

JACK

Doesn't matter...they can still track it.

All in the room look about hopefully...

CUT TO:

112 EXT. ROADSIDE - NIGHT 112

POLICE and PARAMEDICS are parked by an embankment.

FLASHLIGHTS shine down into the scrub.

EVENTUALLY...

POLICEMAN

There it is!

PARAMEDIC

Let's get some men down there! Any  
sign of movement...

The Policeman shines the light towards the window and we...

CUT TO:

113 INT. SHERRIF'S OFFICE - NIGHT 113

The Sheriff sits behind his desk as Jack paces back and forth.

Joan is still in the same chair.

They are all startled as the phone rings and the Sheriff answers...

SHERIFF

Yes...yes...I see...okay. Thank  
you.

He hangs up and looks up to see their anxious faces...

SHERIFF (CONT'D)

They found her...she's alright.

They all cheer and we...

CUT TO:

114 INT. WAREHOUSE - DAY 114

Lee and Roy pull up to the warehouse with a truckload of video games and everyone comes out of the warehouse and helps unload the games.

115 INT. WAREHOUSE - DAY - CONTINUOUS 115

Everyone lining up the video games.

ANGLE - ROY

Roy is tempted to play a pinball machine, and Lee pushes him away.

LEE

Come on, Hurry up...gotta get to  
that courthouse in 30 minutes...

Looking constantly over his shoulder, Lee sneaking into the pinball area and playing.

SHOTS of everyone working hard to prepare for the opening.

116 EXT. CITY COUNCIL CHAMBERS - DAY - LATER 116

Joan rushes in the front door as we here a...

GAVEL RAP 3 TIMES

117 INT. CITY COUNCIL CHAMBERS - DAY - CONTINUOUS 117

Joan enters as the Chairman addresses the crowd and walks across to sit next to Nancy, who has her head bandaged, but looks spry.

CITY COUNCIL PERSON #1

Now as we resume our proceedings,  
may I remind everyone that I will  
not tolerate any rowdiness. So,  
please be respectful, and we'll get  
through this as quickly as we can.  
Now, Nancy? Would you care to begin  
with your case?

COUNCIL PERSON #1, walks to the stand...

CITY COUNCIL PERSON #1 (CONT'D)

Thank you, Mr. Chairman. I have  
been delegated the duty to speak on  
Nancy's behalf given her recent  
accident if that pleases the  
Chairman?

The Chairman looks over to Nancy who nods quietly...

CITY COUNCIL CHAIRMAN  
You may proceed.

CITY COUNCIL PERSON #1  
For the past 30 years, with the eradication of technology that produces an inordinate amount of EMFs, we have created a safe, family environment that our city can be proud of.

Older residents clap politely in agreement.

CITY COUNCIL PERSON #1 (CONT'D)  
I believe that there is no need to make any exceptions to the ordinance that prevents these cancer-causing catastrophes from entering our great city.

CITY COUNCIL CHAIRMAN  
You purport that these machines cause cancer? Do you have some evidence to back this claim?

CITY COUNCIL PERSON #1  
Absolutely. I believe everyone knows that Ms. Nervergen's husband was recently diagnosed with cancer in the...nether regions...

Nancy looks around consciously...

CITY COUNCIL PERSON #1 (CONT'D)  
...to which we believe was caused by him pushing up against those machines when he was a younger man.

Snickering can be heard throughout the crowd.

CITY COUNCIL PERSON #1 (CONT'D)  
Our research also indicates that these types of coin-operated games have a history of being used as gambling devices, which in turn will encourage thugs, hooligans, and mischief-makers to follow.

Older residents clap in agreement...

CITY COUNCIL CHAIRMAN  
Mr. Bushnell, what is your response to Ms. Nevergen and the Banning Neighborhood Association?

JACK

Thank you, Chairman. On *our* behalf, I'd like to firstly call up King of Kong legend, Billy Mitchell, and the original record-keeper of arcade games, Walter Day...

CHEERS

from the pinballers and gamers.

Billy Mitchell, dressed in a white suit and American flag tie and Walter Day, dressed in a referee uniform, make a grand entrance.

BILLY MITCHELL

Thank you. Thank you. As the one who many have called the greatest arcade video game player of all time, I stand before you as a testament to what these games can do for one's life. Do I look like a thug or hooligan to you?

ASHLEY

(leaning into Jill)  
His hair is hotter than his sauce.

BILLY MITCHELL

I didn't think so. And neither are they...

Pointing to the pinballers and gamers...

BILLY MITCHELL (CONT'D)

The fact is, they just want to have some fun, compete against one another, and ultimately be more like me, Billy Mitchell.

The pinballers and gamers go wild applauding and cheering.

BILLY MITCHELL (CONT'D)

(to the pinballers and gamers)  
Never surrender, never!

CITY COUNCIL CHAIRMAN

Order! Order!

JACK

Now, I'd like to introduce the one and only, Walter Day.

MORE CHEERS

CITY COUNCIL CHAIRMAN

ORDER!

WALTER DAY

Thank you. Since 1981, I've been tracking scores on every known arcade and pinball machine in the world and commemorating some of the best players on trading cards. Pinball, actually dates back to 1700's France and sadly Banning has missed out on the rich history that classic gaming has experienced throughout the world. And, although I have great sympathy for your husband's situation, I guarantee the City of Banning that there is no correlation between prolonged game play and a negative impact on the beloved family jewels.

LEE

(standing up)

Been playing my whole life and no problems here!

BILLY MITCHELL

Mine work great, too.

Pinballers and gamers start standing up one by one to chime in.

PINBALLERS & GAMERS

I'm good. Yep, good here. No problems here. Never had an issue!

Jack just shakes his head in embarrassment, while Jill smiles proudly.

CITY COUNCIL CHAIRMAN

Order! Order! Order!

WALTER DAY

There ya have it. In fact, standing up and spreading your legs when you play may actually help out a bit.

CITY COUNCIL CHAIRMAN

Order! I warn you Mr. Day to keep it civil.

WALTER DAY  
That's all, thank you...

Walter leans into Jill...

WALTER DAY (CONT'D)  
Where's the restroom?

The Mayor leans forward...

MAYOR SHARPE  
Use my office...down the hall.

Walter smiles and nods.

The Mayor winks, confusing both Jill and Walter...

Audible gasps and a rumble of comments from the crowd.

CITY COUNCIL CHAIRMAN  
Order! Mr. Bushnell, is there  
anything else you'd like to add?

Jack walks up...

JACK  
Yes sir! As many of you know, when  
my Uncle Jake passed away, I  
inherited his 22-acre property.  
When I decided to come to Banning  
to inspect the property, I had no  
idea what I was getting myself  
into. I planned on selling it right  
away, but something started  
happening to me. My uncle and my  
new friends believed and even I now  
believe, that these classic games  
are an extraordinary way to create  
friendships and fun for the entire  
family. You may think it sounds  
trite, but it's true...

Walter bursts in...

WALTER DAY  
Hey!? Did you guys know there's a  
pinball machine in the bathroom?

Nancy stands, shocked...

CITY COUNCIL CHAIRMAN  
(standing)  
What?

WALTER DAY  
Just down the hall.

Rumblings erupt among everyone present.

CITY COUNCIL CHAIRMAN  
Order! Order!

Mayor Sharpe smiles.

118 INT. MAYOR SHARPE'S EXECUTIVE RESTROOM 118

Nancy and the Chairman, backed by the crowd clamoring to see, watch as Walter swings open the door to reveal the pinball machine...

A gasp resonates as Nancy and the Chairman look on astonished...

119 INT. CITY COUNCIL CHAMBERS - DAY 119

Walter, the City Council Chairman and the rest re-enter the chambers and are seated.

CITY COUNCIL CHAIRMAN  
Order! Order!...Order! It has come to my attention that Mr. Day discovered a hidden pinball machine in the executive restroom of Mayor Howie Sharpe.

The crowd reacts.

CITY COUNCIL CHAIRMAN (CONT'D)  
Do you have something to say, Mayor Sharpe?

MAYOR SHARPE  
Someone must have planted it?

Snickers and giggles...

CITY COUNCIL CHAIRMAN  
Order! ...Howie?

MAYOR SHARPE  
Before he passed away, Jake Bushnell gave me his favorite pin, and I've been absolutely addicted ever since. Meditation, yoga, and pinball. I believe those three things will help me live to be 100!

Jack stands...

JACK  
May I finish sir?

CITY COUNCIL CHAIRMAN  
Very well. But make it quick...

JACK  
Thank you. And, I want to take this opportunity to thank Nancy also...

Nancy is somewhat surprised...

JACK (CONT'D)  
Yes. This town, that Nancy has maintained as a great escape from the rat race and a healthy, peaceful environment has helped me to understand the perils of living life at extremes. I arrived as a frazzled, highly strung workaholic, and now I find myself a peaceful and settled *human being*. But extremes exist on either side...as can be witnessed by the events that saved your life, Ms. Nevergen. Thank heavens you are okay, but next time, your current policy and ban on *all* modern technology may be at the cost of a life. What I learned being here is that balance is the real key. And, that's all I am asking of you to consider. Just a little balance. We are not asking a full reversal of policy. We are simply asking for pinball and arcade games to be taken off this banned list, which is way too extreme. It is my wholehearted belief that these games will actually enhance the town and also, as the Mayor indicated, decrease stress. And, further. Perhaps I have no hard evidence of that. Just the crowd you see before you. But, I also find no real evidence of thugs, drugs, or cancer of...well, you know. So with that, I'd like to move for the CUP to be approved for the Museum of Pinball and Arcade Games.

The City Council Chairman huddles with the other Council members for discussion while nervous conversation can be heard throughout the crowd.

Suddenly Nancy stands and everyone hushes instantly.

She walks to the Chairman and whispers in his ear...

The Chairman looks at her curiously, and then Nancy returns to her seat.

THE GAVEL IS DROPPED...

CITY COUNCIL CHAIRMAN  
ORDER! ORDER! The City has dropped  
the case. The CUP is approved!

The place erupts!

The Mayor winks at Jack and the rest...

WALTER DAY  
These people love to wink!

120 EXT. WAREHOUSE - DAY 120

Swaroop waves cars and a steady stream of people head toward the "Grand Opening" banner for the ribbon-cutting and opening ceremony.

121 INT. WAREHOUSE - LOBBY - DAY - CONTINUOUS 121

Jack and the pinballers wait as Jill leads in the LEE, ROY and the gamers...

JILL  
Any minute, this place is going to be buzzing with families and kids - some who will be playing for the very first time. We want to make sure they have a great experience. But, most of all, we want you guys to know that we couldn't have done it without you and we're all in this together...

Jack pulls off the black fabric to reveal the new sign that reads...**"Museum of Pinball and Arcade Games"**

The crowd erupts...

JACK  
Now, let's get this party  
started!!!

CHEERS!!!!!!!!!!

122 EXT. WAREHOUSE - RIBBON AREA - DAY - CONTINUOUS 122

Jack and Jill rush out to join the Mayor who stands at the ribbon with a large pair of ceremonial scissors...

MAYOR SHARPE  
Welcome! Welcome to the Grand  
Opening of the Museum of Pinball  
and Arcade Games!

Everyone cheers...

123 INT. WAREHOUSE - ENTRANCE - DAY - CONTINUOUS 123

Crowds stream through the front door of the Museum.

Billy Mitchell is under the Museum of Pinball sign taking photos with fans.

Kids takes off running toward the video games.

PINBALL AREA

A wondrous crowd, amazed by the amount of pinball machines and video games.

Lee and Roy who walk up to a Donkey Kong machine.

LEE  
Wanna Kong off?

ROY  
Bring it!

PINBALLERS/GAMERS

Help guests get the best out of their machines with tips and demonstrations...

WALTER DAY

Shows off trading cards to fans.

ENTRANCE

Mayor Sharpe welcomes Joan and Nancy, dressed in a large hat and sunglasses, to the Museum.

MAYOR SHARPE  
Well, hello ladies.

NANCY  
I'm just here on official business  
to see exactly what's going on.

CAMERA FOLLOWS Nancy till we PASS, GAME AFTER GAME being played.

JACK and JILL come IN TO SHOT kissing passionately as we PULL BACK on the scene...

FADE OUT.

124 OVER CREDITS...

124

WALTER DAY  
It is with great pleasure that we  
are unveiling a video game trading  
card that features none other than  
Jack Bushnell for his courage and  
perseverance in opening the Museum  
of Pinball and Arcade Games.

As the crowd applauds, Walter Day hands Jack a commemorative poster and playing card.