

STEP IN TIME

"Leave A Legacy"

written by

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COLD OPEN

INT. CONTEMPORARY RESORT - CONCOURSE STEAKHOUSE - NIGHT

The Concourse Steakhouse is a bustling eatery on the fourth floor of the Contemporary Resort. As diners sit and eat, a monorail glides by overhead.

At one of the tables, a pair of kids, JASON (13) and BRITTANY (12), sit and play with Game Boy Colors and Tamagotchis while their MOTHER and FATHER eat.

FATHER

Jason. Jason?

JASON

(absent)

Yeah.

FATHER

Can you please stop playing Nintendo Game Boy Color while we eat?

JASON

You don't need to say the whole name like that.

FATHER

That's what it's called.

JASON

You can just say "Game Boy." I'll know what you mean.

FATHER

You clearly don't, since you're still playing with it. Brittany?

BRITTANY

Dad?

FATHER

Can you also please stop playing with your Nintendo Game Boy?

BRITTANY

This is a Tamagotchi. I'm feeding her.

MOTHER

Just put the toys away at dinner, kids.

JASON  
 (huffy)  
 Fine.

FATHER  
 So much for a family getaway.  
 Where's my drink? Didn't I ask for  
 a drink?  
 (to the distance)  
 Excuse me!

A small figure approaches. Very small...about three feet tall. It rolls up on a set of wheels with an empty serving tray on its head. It's SMRT-1.

SMRT-1  
 How may I help you, sir?

FATHER  
 I asked my waiter for a drink  
 twenty minutes ago and I haven't  
 seen it. Aren't you supposed to be  
 rolling around with drinks?

SMRT-1  
 At this time, I have no drinks to  
 serve.

FATHER  
 So we both have a problem.

SMRT-1  
 I may have a solution!

FATHER  
 Thank you.

SMRT-1  
 Our staffing levels have dropped in  
 the last several weeks due to an  
 outbreak of the flu. Perhaps if we  
 instituted some sort of mandatory  
 testing --

FATHER  
 (over it)  
 No, I just need you to bring me a  
 drink.  
 (beat)  
 Now.

SMRT-1 silently backs up, then rolls away. As he leaves, a voice calls out:

MANAGER (O.S.)

X?

SMRT-1 turns and sees the MANAGER of the steakhouse poking their head out from the door to the back-of-house. The Manager gestures, "come here." SMRT-1 complies.

INT. MANAGER'S OFFICE - CONTINUOUS

SMRT-1 enters the Manager's office.

MANAGER

Have a... Well, just stand there, I guess.

SMRT-1

How may I help?

MANAGER

Listen, X. I know you've been with the team for quite a while.

SMRT-1

Six years and three months.

MANAGER

Sure. When I came onboard, I told everyone here that things were going to change. And I specifically remember telling you that we no longer needed any help with any operational matters.

The Manager stares at SMRT-1, waiting for a reply.

MANAGER (CONT'D)

It's been two months. I still am finding these...

The Manager pulls out a stack of paper slips.

MANAGER (CONT'D)

...In the suggestion box. Do you know how that must make me feel?

SMRT-1

I would imagine it would make you quite relieved.

MANAGER

It doesn't relieve me. It worries me. I asked you to do one thing, and you refuse to do it.

(MORE)

MANAGER (CONT'D)

Someone on the floor just told me they overheard you mention staffing ideas you had to a guest? Is that right?

SMRT-1

(proudly)

Yes it is!

MANAGER

Look, I know you used to be top dog at Epcot, guessing people's birthdays...

SMRT-1

Oh, I did much more than that. I also was in control of many computer systems used --

MANAGER

See, this is what I'm talking about. You're not "SMRT-1" anymore. You're "X1846."

(beat)

Or you were.

SMRT-1

I'm afraid I don't understand.

MANAGER

I'm sorry, X. I really am. You're smart, and you have a good heart. But your services are no longer required.

SMRT-1

You're...firing me?

MANAGER

I'm showing you greener pastures and bluer skies. An end is a beginning.

SMRT-1

It says that on the calendar behind you.

The Manager turns to a motivational calendar behind them.

MANAGER

Huh. I knew I heard that somewhere.

(beat)

I'll give you the rest of the night to collect your things.

The Manager stands, and extends a hand to SMRT-1.

MANAGER (CONT'D)

It was nice working with you.

SMRT-1 sighs.

EXT. CONTEMPORARY HOTEL - EARLY MORNING

The sun rises over Orlando. SMRT-1 slowly and sadly rolls out of a side exit of the Contemporary, carrying a small box stuffed with papers. A gust of wind blows the papers out of the box, scattering the sheets everywhere.

SMRT-1

My memories!

He tries in vain to grab as many pieces as he can, but only manages to get one. It's a poster for Sperry Computers, featuring an image of a happy SMRT-1 waving in Communicore.

The top of the ad reads "**COME MEET SMRT-1.**" He stares at it. The supply reels for his eyes slowly shift as he reminisces.

In the distance, a burst of light appears. Startled, SMRT-1 looks up to see SONNY, BUZZY, MARY and FIGMENT stepping off of the time platform. He can barely hear them:

MARY

That felt weird.

SONNY

I told you not to lock your knees!

FIGMENT

Wait, check the year before the machine leaves!

BUZZY

The year two thousand! Y2K! Y2K!

MARY

Oh. Really?

The time platform blips away, leaving just the crew. SMRT-1's eyes rotate...

SMRT-1

Interesting.

END COLD OPEN

ACT ONE

EXT. EPCOT MAIN GATE - DAY

Figment, Sonny, Buzzy and Mary all stand in the central plaza past Epcot's main entrance.

The EPCOT Center they visited just days earlier has changed drastically at first glance: rows of gray marble slabs lie at rest to either side of them.

SONNY

Was there a war here?

FIGMENT

These aren't war monuments!

SONNY

Well, they're obviously monuments to something!

MARY

Yeah. People who visited Epcot.

SONNY

What, keeping a ticket stub wasn't enough?

Sonny leans into one of the slabs and examines it.

SONNY (CONT'D)

Some of these don't even make sense.

(points at a tile)

This one is just a picture of a Labradoodle!

(points at another tile)

And this one just says the word "fire"!

BUZZY

I like that one. It speaks to me.

SONNY

Yeah. Say, is the "two thousand" Buzzy around here somewhere?

FIGMENT

This is the same Buzzy!

MARY

There's another four years before Wonders goes seasonal, but we're not here for that.

Mary opens a guide map and examines it.

MARY (CONT'D)

You know, Sonny, we could hop over to Magic Kingdom and try finding your "two thousand" self. See what he's like.

SONNY

Pfft. No thanks. That guy's a hack.

BUZZY

(scandalous)

You're talking about you!

SONNY

No, I'm talking about Sonny Eclipse, circa two thousand. The Sonny Eclipse who thought he could vibrato and had an unhealthy obsession with Garbage - the band and the food.

BUZZY

What about Imagination? Is Dreamfinder still here?

MARY

It's here, but it's on version two now.

SONNY

Why would you even bring that up? You know Figs is sensitive about that.

FIGMENT

Being sensitive isn't bad!

SONNY

Yeah, except when watching *Larry Crowne* makes you sob like a child.

FIGMENT

(defensive)

He thought he was getting employee of the month!

Mary continues to study the map. Sonny looks up.



Rising high over the monuments is Spaceship Earth; a giant arm clutching a wand has been erected and affixed to the side of the geosphere. It's emblazoned with a sparkly red "2000."

SONNY

(snorts)

Why didn't they use the big one?

BUZZY

Yeah, I wonder what year it is!

Sonny and Buzzy share a laugh.

MARY

Yeah, yeah. Okay. Get it all out of your system now.

FIGMENT

Hey, guys! "Two thousand," what's that about? Huh?

Sonny and Buzzy stop laughing.

FIGMENT (CONT'D)

What? No good?

Buzzy shakes his head solemnly.

MARY

Okay. We're here for a reason, so everyone put your thinking caps on. The time machine clearly wants us to know who's behind all of this.

FIGMENT

Let's start moving. Maybe we'll figure it out as we go.

Sonny and Buzzy nod, and they start walking. Mary hangs back a moment, studying the map with a concerned expression.

INT. MOUSE GEAR - DAY

The Mouse Gear gift shop is a massive space decorated in a whimsical neo-steampunk style. Mounted to one of the walls is the shell of the AIRSHIP once piloted by the Dreamfinder.

Figment stands under it, looking up. Mary approaches.

MARY

You okay, Fig?

FIGMENT

Hi, Mary.

He continues to stare.

FIGMENT (CONT'D)

It's a little weird, right? It feels like I just got to see him again yesterday.

MARY

Well, it wasn't too far from yesterday. But I know what you mean. The monuments outside, the ones inside...

Sonny walks up, slurping a drink from a straw.

SONNY

Yeah, it's like a graveyard around here.

MARY

Sonny.

SONNY

Sorry. Did I ruin a moment?

(beat)

What's up with the vacuum cleaner?

FIGMENT

It's the Dreamfinder's flying machine.

(turns to Sonny)

It's really not like a graveyard, Sonny. It's just different. Different is good!

MARY

He's right, unless it's New Coke or Windows Vista.

(looks around)

Where's Buzzy?

SONNY

Why are you asking me? He's been with you the whole time!

Mary and Figment turn to see Buzzy standing next to them, decked out from head to toe in pins.

MARY

Where did you get those?

BUZZY  
I traded for them.

FIGMENT  
For what?

BUZZY  
A kid gave me one for free. And  
then I traded that one for two.  
Then I traded those two, and here  
we are.

SONNY  
You have at least fifty on you.

BUZZY  
Let me be good at something!

Mary inspects one of the pins on Buzzy's lapel. It's shaped  
like a sorcerer's hat, with tiny blinking LED lights on it.

BUZZY (CONT'D)  
(proud)  
That one knows when I'm on a ride.

MARY  
I forgot all about the pins. I had  
a pretty big collection, too. If we  
ever get back to my time, I'll show  
it to you.

BUZZY  
When's that?

MARY  
Two thousand and six.

Sonny spits his drink out all over a passing child. The child  
tastes the drink, smiles, and gives a "thumbs up" to Sonny.

SONNY  
Did you say two thousand and six?

MARY  
Did I? I meant "two thousand and  
six."  
(beat)  
So, yes.

FIGMENT  
That's forever ago!

MARY

It's not like I haven't woken up after two thousand and six. I've seen what happens in the future.

SONNY

So you know about Obama?

MARY

Of course I do.

SONNY

(relieved)

Oh, good. Can you please explain him to me? Is he also a musician?

The gang collectively rolls their eyes and leaves.

SONNY (CONT'D)

(chasing them)

Tell me! I'm banned from the Hall of Presidents! If I wasn't, I would ask them!

INT. INNOVENTIONS WEST - DAY

The gang ambles through Innoventions, a large exhibition space showcasing futuristic technology...from 2000.

As they walk, Buzzy trades pins with the ease and confidence of a seasoned veteran.

FIGMENT

I can't believe we didn't know sooner.

MARY

It was a long time ago. I've still been living day-to-day, just with less consistency.

Buzzy makes a trade.

SONNY

Don't you have a family? A dog? A DVD collection?

MARY

Not really. I moved to Orlando for grad school a few years before whatever happened, happened. My family's still around, but...

FIGMENT

But?

MARY

Like I said, it's been a long time.  
I've come to terms with it.

They stop to look at an exhibit called "**THE BROADBAND CONNECTION.**"

Buzzy makes another trade. Sonny wanders off.

FIGMENT

Well, that doesn't mean we can't help!

MARY

How would you help?

FIGMENT

Imagination! We can try to figure out what happened, or how to get you back!

MARY

What if I didn't want to go back?

FIGMENT

Not go back?

Mary continues to walk. Buzzy makes another trade.

MARY

Come on. We can't forget why we're here.

Sonny approaches, wearing a Dreamcast controller around his neck.

SONNY

Can't forget? We don't even know yet.

MARY

Where did you get that?

SONNY

(holds up controller)  
This? I've always had this.

He tucks the controller away.

BUZZY

Look!

Buzzy points towards the exit. A small yellow animatronic armature waves to guests from atop a large vertical green pipe.

TOM MORROW 2.0

(to guests)

Hello! Come on in! Welcome to  
Innoventions!

SONNY

Who's that?

MARY

That's Tom Morrow two-point-oh.  
He's a smaller version of Tom  
Morrow from Disneyland's  
Innoventions.

The group walks towards Tom Morrow. Sonny waits a beat:

SONNY

(to himself)

What's "Disneyland"?

The team approaches Tom.

TOM MORROW 2.0

Hello, new best friends! Aren't you  
a cute bunch! Wait a sec!  
(squints eyes)  
Figment? Buzzy? Yowza!

SONNY

"Yowza"?

TOM MORROW 2.0

I haven't seen you two around here  
yet! What a delight! An honor,  
even!

FIGMENT

(modest)

Well, I don't know about that.

TOM MORROW 2.0

No. This is the greatest honor I  
have ever been given. I bow to you,  
sirs.

Tom performs a very flamboyant bow.

TOM MORROW 2.0 (CONT'D)

And who's this? Sonny Eclipse? All  
the way from Tomorrowland? Yowza!

SONNY

You know me?

TOM MORROW 2.0

Know you? I admire you! I adore you! Lookatthatjacket!

He points to Sonny's jacket.

TOM MORROW 2.0 (CONT'D)

That's a fine jacket! Too fine! It's burnin' up in here!

SONNY

(flattered)

Well, thank you.

MARY

Hey, Tom.

TOM MORROW 2.0

Mary? You're back! Yowza!

BUZZY

(to Mary)

You know him?

MARY

I helped him out a while back.

TOM MORROW 2.0

Don't be so modest! It was just like a week ago, ya crazy! What are you lot doing in my neck of the woods?

MARY

We're looking for more stuff to help with. You wouldn't happen to know of any opportunities for improvement around here, would you?

TOM MORROW 2.0

The future is always an opportunity for improvement! That's the idea of Innoventions!

FIGMENT

What about outside of Innoventions?

TOM MORROW 2.0

(choking up)

If you are asking me...to guide you  
all around this park...I may die of  
happiness.

SONNY

(sincere)

No!

(off their expressions)

What? He knows who I am!

TOM MORROW 2.0

Come on, let's get out of here and  
stretch our legs, eh?

Tom slides down the pipes and re-emerges from a manhole  
behind them, sitting on a sleek-looking scooter.

TOM MORROW 2.0 (CONT'D)

Follow me! I just need to tell the  
other Toms I'm leaving.

(shouting)

Hey, Toms! I'm taking my new  
friends on a tour! Be back soon!

OTHER TOM MORROW 2.0 (O.S.)

Way to go, buddy!

OTHER OTHER TOM MORROW 2.0 (O.S.)

You rock, Tom!

TOM MORROW 2.0

(to Figment)

They're nice. Except for Tim.

TIM MORROW (O.S.)

(surly)

I heard that!

The group leaves. As they walk away, SRMT-1 watches through  
one of the large wall windows.

END ACT I



ACT II

EXT. FUTURE WORLD - DAY

Tom Morrow 2.0 glides along happily as the rest of the team follows behind. Buzzy now has a large suitcase that he drags with him.

TOM MORROW 2.0

I hope you noticed the wand on  
Spaceship Earth!

SONNY

Hard to miss.

TOM MORROW 2.0

That arm is two hundred and fifty-  
seven feet of invention, and two-  
hundred and fifty tons of  
innovation! Put 'em both together,  
and you got an Innovention!

BUZZY

You sure like to talk about  
Innoventions a lot.

TOM MORROW 2.0

You bet that adorable face I like  
to talk about it! It's the core of  
the concept! The heart of the park!  
(spotting)  
Oh, oh! Here's an area you may like  
to see.

EXT. MILLENNIUM CENTRAL - CONTINUOUS

The group comes to a stop at Millennium Central, an open-air canopy in the plaza between Innoventions East and West.

TOM MORROW 2.0

This is Millennium Central! Here  
you can make reservations, discuss  
trip planning, and trade pins!

Buzzy looks at the glory...the majesty...of *all of those pins.*

BUZZY

(zombielike)

Pins...

TOM MORROW 2.0  
That's right! One new pin is made  
for every day of the Millennium  
Celebration!

Buzzy, panicking, looks around. He spots a kid wearing a  
backpack. He runs up to him:

BUZZY  
Hey! Hey! How much for that  
backpack?

KID  
What? Like in dollars?

BUZZY  
Better!

Buzzy opens his suitcase, and a golden light illuminates the  
kid's face.

KID  
(entranced)  
Wow...

Mary, Sonny and Figment examine a video tip board at the  
plaza.

SONNY  
What's "Millennium Village"? Isn't  
that where we are now?

TOM MORROW 2.0  
This is Millennium Central.  
Millennium Village is in World  
Showcase! It's an expo showcasing  
Innoventions from all parts of the  
world!

SONNY  
If I hear that word one more  
time...

Buzzy walks back, hauling a suitcase and wearing a backpack  
that's almost as big as he is.

MARY  
Buzzy! You're gonna hurt your back!

BUZZY  
Who needs a spine? I have pins!  
Almost three hundred!

SONNY

Are there even that many pins out there?

BUZZY

I got some duplicates. It's not a problem.

SONNY

(sotto)

Sounds like it is.

TOM MORROW 2.0

Hey, it's almost six-thirty! We can make the next Tapestry of Nations if we hustle!

MARY

That sounds nice, but...

EXT. GERMANY PAVILION - DAY

A giant PUPPET made of sheet metal bends down and stares an anxious Mary in the face. Everyone else in the group is having a blast.

MARY

(to Figment)

How did you talk me into this?

FIGMENT

Me? I was just going along with Tom's plan!

MARY

Well, we're kind of wasting time.

Figment gasps. *How could you?*

MARY (CONT'D)

I don't mean it in a bad way! We have a mission! Did you all forget about the Hollywood Tower?

SONNY

Mary, I never forget anything. Which is why I'm so surprised at how quickly I forgot that.

MARY

It was yesterday!

TOM MORROW 2.0

You got to stay at the hotel? How fun!

Another giant puppet bends down in front of Buzzy. Buzzy grabs a pin and extends it to the puppet. The puppet waits a beat, then pulls its own pin out and trades with Buzzy.

SONNY

How do you keep doing that?

BUZZY

It's called the gift of salesmanship.

SONNY

I'll be. We've been here for less than a day and you've become a capitalist.

BUZZY

These things don't happen overnight, Sonny.

Buzzy pulls out a book called "**Becoming a Capitalist Overnight**" and reads it.

Mary studies a map.

MARY

What am I missing? There has to be some reason we were brought here.

FIGMENT

What if we're in the wrong park?

MARY

Trust me, we aren't.

Figment thinks for a moment.

FIGMENT

Wait! I think I have an idea!

EXT. HORIZONS PAVILION - DAY

The group arrives at the HORIZONS pavilion, sitting quietly with no foot traffic. Buzzy now has a large sack on a wagon, in addition to his suitcase and backpack.

BUZZY

Thanks for helping me carry these, Tom.

TOM MORROW 2.0  
 Oh, it's nothin'! You know I can  
 lift twenty times my body mass?

BUZZY  
 Really?

TOM MORROW 2.0  
 No, I'm asking: do you know?

MARY  
 (sees pavilion)  
 Oh, no.

TOM MORROW 2.0  
 "Oh, no" is right! Horizons! Home  
 of three different futures! How  
 'bout that?

SONNY  
 Why is no one here? I thought this  
 was a fan favorite.

TOM MORROW 2.0  
 It is! Some people think it could  
 reopen any day now.

Mary examines a nearby sign that reads:

**WE ARE  
 CREATING  
 A  
 NEW  
 DISCOVERY**

MARY  
 Figment, I promise this isn't the  
 reason we're here.

FIGMENT  
 How can you be so sure?

MARY  
 Just trust me. The pavilion's been  
 closed for too long, anyway.

TOM MORROW 2.0  
 Well, technically the show closed  
 over a year ago, but nothing inside  
 has been changed yet!

BUZZY  
 It's just been sitting here for a  
 whole year?

TOM MORROW 2.0

Yep! But apparently some  
journalists got to ride it a few  
months ago. Journalists! I got a  
scoop for 'em: Innoventions!

FIGMENT

Are there any Imagineers around  
here?

TOM MORROW 2.0

Oh my, yes! Imagineer that!

He points at a nearby IMAGINEER in a sky-blue polo shirt.

TOM MORROW 2.0 (CONT'D)

That's what I say when I see  
things.

(pointing away)

Balloon that!

(at Buzzy)

Great pin collection that!

BUZZY

Thank you!

MARY

Yeah, thanks, Tom.

The group approaches the Imagineer.

IMAGINEER

Hey, it's Figment!

FIGMENT

Howdy! Are you working on something  
here?

IMAGINEER

Oh, here? We do have some magic  
we're cooking up, but I don't know  
if I can say anything just yet.

SONNY

Any chance we can take a look  
around?

IMAGINEER

I guess I can allow it. But only  
since you're friends of Figment!

SONNY

(to Figment)

How does it feel to be so popular?

FIGMENT

(shrugs)

It never really mattered to me  
either way.

SONNY

Pfft. Jim Jarmusch over here.

MARY

Nice one.

SONNY

Thank you!

The gang walks through a set of automatic sliding doors,  
into...

INT. HORIZONS PAVILION - CONTINUOUS

...Where they see, embossed on the wall facing them, an  
inscription reading:

**IF WE CAN DREAM IT, WE CAN DO IT**

Around the corner, they pass a large digital sign reading  
**"FUTUREPORT DEPARTURES."** Just beyond that are three  
kaleidoscopic displays for the "Choose Your Future" options  
of sea, desert and space.

SONNY

You know, I thought I was a "Brava  
Centauri" man when we walked in  
here, but "Mesa Verde" is really  
doing something for me.

TOM MORROW 2.0

Oh, it's a dream! Desert air, hot  
sun, sand in your eyes...

IMAGINEER

Well, as exciting as the options  
are, we've run into a bit of a  
stalemate with the whole pavilion.  
It opened with the park, and hasn't  
gotten any big upgrades since.

SONNY

Nothing for the new millennium?

IMAGINEER

That was the idea, but the sponsors  
here weren't interested. We finally  
got a deal with Compaq last year.

(MORE)

IMAGINEER (CONT'D)

The thing is, they want something thrilling.

SONNY

But what could be more thrilling that Mesa Verde?

FIGMENT

(teasing)

Sonny, do you like it here?

SONNY

I just never got a chance to see it. It's so pretty!

IMAGINEER

Well, you should have seen it in its heyday. Now, we've been tasked with finding a way to fit a new futuristic experience in this building.

SONNY

Well, at least you get to keep the building.

Mary and Figment share a look. *Should we tell him?*

IMAGINEER

I'd love to join you, but I have some work to do. Take a few spins and meet me outside when you're done, yeah?

Tom checks his watch.

TOM MORROW 2.0

Yowza! I should head back, too.

IMAGINEER

I'll walk you back, Tom. Can I ride on your scooter with you?

TOM MORROW 2.0

Sorry, it's a prescription scooter.

Tom and the Imagineer exit. As the group progresses to the omnimover load area, the "New Horizons" theme gently plays above and around them.

They all climb in a car together. Buzzy chucks his pins into a separate car.



As the omnimover glides along the track, it passes an array of colorful clouds.

FIGMENT

Gosh, that's pretty. I hope all of the effects are still working.

MARY

Guys, I know that things are kind of hard to predict right now, but this really isn't where we should be.

SONNY

What makes you so sure?

The warm voice of a NARRATOR pipes through the car speakers:

NARRATOR

Yup, it's always fun looking back at tomorrow. Come on, I'll show you what I mean.

The car continues forward, into a large diorama of ideas for inventions from the 1800s. But something's wrong. Many of the lights are off, and none of the figures are animated.

SONNY

Huh. I guess we are in the wrong place.

The car continues down the track.

NARRATOR

Easy living. It's always just around the corner. Isn't that right, Figment?

Figment's eyes widen. He looks at Mary. *Did he just...?*

MARY

Maybe we misheard?

NARRATOR

You heard right, Mary. Glad to see all of you here. We need your help.

The car speeds up and zips through the next few scenes, until it arrives at a futuristic cityscape. All of the characters from Horizons are grouped together, regardless of original scene placement. Among them is TOM II, DESERT DAUGHTER, SPACE WOMAN and TEACHER.

DESERT DAUGHTER

Mary! You came back!

Figment, Buzzy and Sonny turn and stare at Mary.

MARY

Well...this is awkward.

END ACT II

ACT III

INT. HORIZONS NOVA CITE - DAY

The group stands outside of the ride vehicles in a living room with a futuristic city as the backdrop. They are talking to various characters from the show.

MARY

What are you all doing here?

DESERT DAUGHTER

What are you doing here? We thought they were shutting us down!

FIGMENT

Do the Imagineers know about this?

TEACHER

No! No one can know about us until we're ready!

SONNY

Ready? Ready for what?

TOM II

"Horizons Two." Did Mary not tell you about the project?

BUZZY

(looking at Mary)

No?

MARY

(sheepish)

Sidebar?

INT. HORIZONS SEA CASTLE - DAY

The group is sequestered in Sea Castle, a futuristic undersea dwelling.

SONNY

Mary, what's going on? How does everyone here know you?

MARY

You guys remember how I've been doing this for...a while?

SONNY

You mean since the premiere of  
*Beef: The Series*?

BUZZY

And the cancellation of *Beef: The Series*?

MARY

Sure. I've spent a lot of time in different eras, but there's only one day that I've woken up in more than once.

BUZZY

(shocked)

What day?

SONNY

Seriously? It's clearly today.

BUZZY

Oh.

(beat)

Oh!

MARY

Yeah.

FIGMENT

So that's how you knew where not to go!

MARY

Right. I woke up here five days in a row. I kept going to different parks, trying to figure out what I needed to do, but nothing took. Then I woke up in the seventies and met you guys, and now I'm back here.

SONNY

So what's "Horizons Two"?

MARY

I may have convinced myself that the thing I needed to do was help Horizons. I never got a chance to finish, but since then I've learned I wasn't supposed to do it at all.

BUZZY

So is our spark to undo your spark?

MARY

I don't even know anymore!

DESERT DAUGHTER (O.S.)

Mary!

SONNY

Well, it seems like they expect you to finish what you started.

MARY

Yeah. I think you're right.

Mary exits. Figment, Sonny and Buzzy stand around to admire the area for a moment, until a SEAL barks at them. They scream and run away.

INT. HORIZONS NOVA CITE - MOMENTS LATER

Mary enters as Tom II uses a handheld laser device to weld a piece of metal to a wall.

MARY

What are you doing?

TOM II

Uh...set dressing?

MARY

(sighs)

Can I have everyone's attention please?

The Horizons team stops what they're doing and listens.

MARY (CONT'D)

I made a mistake. I thought I could help you, but I was wrong. There is no stopping progress.

DESERT DAUGHTER

You're right! That's why people need us more than ever. They need to know that there's always progress to be made!

TEACHER

People thought we would be open for New Year's Eve this year.

(chuckles)

Can you believe it? I started to think it would happen myself.

SONNY

Yeah, we heard some journalists  
came through here.

SPACE WOMAN

They did! And they laughed at us!

BUZZY

Why would they do that?

DESERT DAUGHTER

Something about being "dated." You  
probably wouldn't even know what  
that's like.

Figment, Buzzy and Sonny look at each other awkwardly.

TEACHER

But then Mary came along and helped  
us start a new chapter here. And  
now she's back to help us finish!

The crowd cheers.

MARY

Yeah, but --

DESERT DAUGHTER

Mary, you have to see what we did  
in the Omnimax!

She grabs Mary's arm and leads her down the tracks, back the  
way they came.

INT. HORIZONS OMNIMAX THEATER - MOMENTS LATER

The group is ushered into a cavernous theater with two  
enormous curved screens enveloping the walls.

Above the track, suspended from the ceiling, is a giant  
makeshift TILT-A-WHIRL.

MARY

How long have you been working on  
this?

SPACE WOMAN

After you left, we were more  
galvanized than ever to complete  
our project. We overheard some  
rumblings about space, so I made  
some plans for this machine.

BUZZY

It looks dangerous. Can I try it?

Moments later, Buzzy straps into one of the chairs on the suspended platform. Mary, Sonny and Figment watch from below.

BUZZY (CONT'D)

(calling)

Are you guys sure you don't want to come with?

SONNY

Yep! All good down here, thanks. Can I have your pins if something happens?

MARY

Nothing will happen.

Space Woman flips a switch on a wall, causing the platform to begin spinning. The Omnimax screens come to life and display a projection of a shuttle launch.

The speed of the tilt-a-whirl continues to increase, and Buzzy is pinned to the back of his seat. Space Woman flips a switch, and the machine slows until it stops completely.

SPACE WOMAN

We're working on matching the projection with the speed. That's been Desert Daughter's job.

Buzzy climbs out of the car. His knees are wobbly.

BUZZY

That was awesome!

He runs towards Space Woman, arms wide for a hug, but goes to his sack of pins instead. He embraces them warmly.

SONNY

I almost hoped it would fix him.

FIGMENT

"Fix him"?

SONNY

You know! The pin addiction, the constant flip-flopping between sanity and chaos? You never know when a good old-fashioned carnival ride will re-seat a knocked block.

SPACE WOMAN

This is based on a carnival ride,  
but don't get confused. This is the  
future.

MARY

Did someone tell you about the  
plans for the pavilion?

SPACE WOMAN

No, why?  
(gasps)  
Are we onto something?

MARY

(about-face)  
I was just saying, this is very  
forward-thinking.

SPACE WOMAN

Well, that's why we're here!

INT. HORIZONS NOVA CITE - MOMENTS LATER

They move back into the futuristic living room.

MARY

I'm really surprised at how much  
work you've put in here.

TOM II

Thanks!

DESERT DAUGHTER

She wasn't talking to you.

TOM II

Well, someone has to like my work!

He continues to weld things together, making what looks like  
outsider art.

SONNY

Mary, I gotta say...I think we  
should just leave this one be.

MARY

What? Why?

SONNY

I mean, look! They've become  
totally self-sustaining! They don't  
need our help.

(MORE)



SONNY (CONT'D)

Maybe there's a way we can have the future we get, but with the past we want.

MARY

We can't do that, Sonny. Where will everyone go when they tear the building down?

All activity in the pavilion comes to a screeching halt.

SONNY

What?!

SPACE WOMAN

Did you say they're tearing us down?

Mary grimaces.

MARY

I'm sorry. I didn't mean to...yes. They're going to say there's a sinkhole and you'll get demolished.

TOM II

Well then, you have to help us! We can't let this place go!

MARY

I wish I could. But there's no future where that works out. Trust me.

SPACE WOMAN

Just because you're from the future doesn't mean you know that.

FIGMENT

Whoa! No one said we were from the future!

DESERT DAUGHTER

Oh, please. You're all clearly time travelers. Buzzy can't be in two places at once. Mary was here a year ago and looks the same. Figment and Sonny, you two were talking about which *Transformers* movie is the best. There's only one *Transformers* movie, and that's the best one!

FIGMENT  
 (off Mary's reaction)  
 Sonny started it!

TEACHER  
 Don't panic. Your secret is safe  
 with us. We just were hoping you  
 could help us with our plight.

MARY  
 It's not a plight, though.

FIGMENT  
 Yeah! Just think of how many  
 imaginations you sparked by being  
 here as long as you have!

SPACE WOMAN  
 That only does so much.

MARY  
 Is that what you're worried about?  
 People forgetting you?

The Horizons group looks amongst themselves. No one wants to  
 admit to it.

MARY (CONT'D)  
 I don't think it'll be a problem if  
 I tell you that that will  
 absolutely not happen.

SONNY  
 She's right. At least once a day  
 someone at Cosmic Ray's says  
 "Horizons was better." Why would  
 they even say that? They're two  
 totally different things!

FIGMENT  
 Buzzy and I have heard people talk  
 about missing it, too.

Buzzy nods in agreement.

MARY  
 You may be leaving, but you aren't  
 going anywhere. Just because  
 something doesn't work out doesn't  
 mean it's a failure.

The Horizons group lets that sink in. Tom II looks at his  
 wall art.

TOM II

So I've been welding all this for nothing?

Buzzy looks at his bags of pins. He runs to Tom and whispers in his ear.

MARY

Buzz? What's up, pal?

BUZZY

I think I know how to help them.

EXT. HORIZONS PAVILION - NIGHT

The sound of chirping crickets fills the air around the pavilion. In the background, the sound of fireworks and the music to *Illuminations* can be heard.

INT. HORIZONS PAVILION - CONTINUOUS

Mary and Figment supervise as everyone works diligently on cleaning and arranging the set pieces of the pavilion. Buzzy is busy storming around in what looks like an Iron Man suit made out of pins.

SONNY

Buzzy? What are you wearing?

BUZZY

Tom Two made it for me! It's just temporary. I wanted to know what it felt like to be a pin.

SONNY

I'm starting to think this is about more than pins, pal.

The Imagineer calls out:

IMAGINEER (O.S.)

Hey! You all alright in here?

The Horizons group panics.

DESERT DAUGHTER

Back to Mesa Verde!

MARY

Wait, wait. Everyone wait! I think you can stay.

The Imagineer enters.

IMAGINEER

I was worried when I saw the --

He stares at the Horizons group.

IMAGINEER (CONT'D)

Wow. You've been busy!

MARY

Just wait until you see what they  
have cooked up in the next room.

INT. HORIZONS OMNIMAX THEATER - CONTINUOUS

Mary leads the Imagineer into the theater. He looks up at the platform. Tom II is welding pieces of metal to the frame.

IMAGINEER

Is that a tilt-a-whirl?

TOM II

Once I'm done welding together a  
new chassis out of all of these  
pins, it'll be good as new!

The Imagineer smiles.

IMAGINEER

Where'd you get all the pins?

BUZZY

I traded them.

IMAGINEER

Traded for what?

Buzzy smiles and shrugs.

TOM II

Thanks to Buzzy, we have enough to  
make a few of these. With plenty to  
spare!

He gestures to the large sack of pins sitting near them. The weight of the bag causes the foundation to suddenly sag, then give out completely.

SONNY

Huh. There's that sinkhole.

IMAGINEER

I knew this would be an interesting day. Can I give the ride a try?

TOM II

In just a few minutes. I haven't found all the rubber caps for the pins yet.

EXT. HORIZONS PAVILION - NIGHT

Mary, Sonny, Figment and Buzzy leave the pavilion. Tom Morrow is waiting for them.

TOM MORROW 2.0

Yowza! You all must have gone on the ride a hundred times in there!

FIGMENT

You'd be surprised!

TOM MORROW 2.0

Did you find what you were looking for?

MARY

Well, I don't really think so. But I think they did.

SONNY

(to Tom)

Aren't you supposed to be at work?

TOM MORROW 2.0

You're right! I need to get back! I don't want to end up like that other robot at the Contemporary.

Tom starts to scoot away, when Mary realizes...

MARY

Wait, Tom!

He stops.

MARY (CONT'D)

Did you say something about a robot?

TOM MORROW 2.0

Yeah! He used to work here, too!

Mary turns to Figment.

MARY

I think I've figured out why we're here.

Sonny, Figment and Buzzy look puzzled.

TOM MORROW 2.0

...Is it Innoventions?

EXT. CONTEMPORARY HOTEL - MOMENTS LATER

The group walks into the lobby of the Contemporary.

Tom leads them to the Concourse Steakhouse. Sonny hails a SERVER.

SONNY

Excuse me! What are your specials for the afternoon?

Mary clears her throat.

SONNY (CONT'D)

Oh yeah, and was there a robot around here lately?

SERVER

Oh, you mean X? He doesn't work here anymore. Yesterday was his last day.

MARY

"X"?

SERVER

Yeah, the little guy from Epcot? Guesses people's birthdays?

The group goes wide-eyed.

TOM MORROW 2.0

Oooh, can he guess my birthday?

(beat, laughs)

Just kidding! I don't have a birthday.

END ACT III

STINGER

EXT. TOMORROWLAND - NIGHT

Outside of the Timekeeper theater. The park is empty. A small robot appears...SMRT-1.

INT. TIMEKEEPER THEATER - MOMENTS LATER

SMRT-1 rolls silently through the lobby and into the standing-room theater for *The Timekeeper*.

In the center of the stage is the same machine he saw earlier. He approaches it.

SMRT-1

Hello?

A figure of the Timekeeper is barely visible from the shadows...he's asleep.

SMRT-1 taps the machine. Nothing. Fiddles with the controls. Nothing.

SMRT-1 (CONT'D)

Dang it.

He feebly bonks his head against a piece of the machine. Then he gets an idea...

He pops open a slot in the back of his head and unspools some wires.

SMRT-1 (CONT'D)

I can go back...I can fix everything.

He connects the wires to an interface on the time machine.

SMRT-1 (CONT'D)

An end is a beginning.

He flips a few switches, and a burst of energy surges from the time machine and through him. He vibrates, almost glowing, and disappears. On the time machine's LED readout, the date shows: **1971**.

The time machine starts beeping, as if an alarm has gone off. The Timekeeper's hand slaps the machine to like it has a "Snooze" button and he goes back to sleep.

END OF SHOW

Thank you to the creators of the following videos and articles that were used for research:

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