

THE ADVENTURES OF ENTER NAME

Written by

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1. PROLOGUE

INT. STAGE

Pre-show mix of fun 8-bit songs

TITLE CARD - start screen for beginning of show/video game projected; the start button flashes.

Lights and music down.

Out steps NINTENDO CONTROLLER, a person dressed as a NINTENDO CONTROLLER.

NINTENDO CONTROLLER

Good evening ladies and gentlemen.
Welcome to the exclusive 8-bit
event of a life time. You are about
to witness the greatest video game
never to be played. That's right!
Our crack team of researchers have
uncovered this previously un-
released gaming cartridge; thought
to have been buried in the
Alamogoro. New Mexico Land fill
along side with Atari's 1982
failure E.T. The Extra-Terrestrial.
It has been unearthed and you all
will be among the first to play
"The Adventures of Enter Name." All
you have to do is press start.

The Controller waits.

NINTENDO CONTROLLER (CONT'D)

Seriously someone should press
start.

Controller points to his start button.

NINTENDO CONTROLLER (CONT'D)

I can't reach it.

He goads an audience member to hit the start button.

As soon as someone hits the start button the stage darkens
and the sound-track begins to play.

V.O.

Many years ago the evil wizard
named Marlin...

LIGHTENING FLASHES as MARLIN the Evil Wizard steps from the shadows. He wears a long flowing cloak.

V.O. (CONT'D)

Stole two of the golden triangles:
the triangle of cleverness and the
triangle of smartness.

Marlin holds up high the two golden triangles and cackles loudly.

V.O. (CONT'D)

But The king quickly hid the last
golden triangle: the triangle of
inteligenceness. The evil wizard
Marlin grew with power, dark power,
and soon a shadow fell over the
land. There were monsters
everywhere.

More LIGHTENING FLASHES and Marlin disappears.

V.O. (CONT'D)

It was foretold that a hero would
arise and set balance to the
darkness. And thus the plot was set
for the adventure game of a life
time. It begins in the quiet elf
village, on a quiet night.

2. THE HERO AWAKENS

INT. ELF HUT - NIGHT

The elf hut has meager offerings with only a chair, a table, and three clay pots.

An ELF BOY quietly naps on the floor of his elf quarters.

A flashlight beam dances around on stage, until a complete BLACKOUT envelopes the stage.

The LIGHTS fade back on GATOR, the ugly brutish man-fairy, whom has arrived on stage.

GATOR
Hey! Listen!

Elf Boy does not stir.

GATOR (CONT'D)
Wake Up!

Elf Boy turns over. Gator shouts in his face.

GATOR (CONT'D)
Hey! Hey you! What's your name,
listen!

Gator hits the Elf Boy with his wand. No results.

GATOR (CONT'D)
Damn it, what's your name again?

Gator freezes on stage and the stage darkens.

The projector blinks with the phrase "ENTER NAME."

Nintendo Controller walks on stage.

NINTENDO CONTROLLER
Pause, what's our hero's name?

Nintendo Controller gets a suggestion from the audience for Elf Boy's name.

NINTENDO CONTROLLER (CONT'D)
Then is shall be. Our hero's name
is _____, un-pause.

*For the purposes of the script our hero will be referred to as ELF BOY.

GATOR
Wake up Elf Boy!

ELF BOY
What? I'm awake! God, what time is it?

GATOR
Hey! Listen! Elf Boy, your quest is beginning.

Elf Boy looks at watch.

ELF BOY
Quit shouting. It's like four o'clock in the morning.

GATOR
The evil wizard Marlin is growing stronger.

ELF BOY
It's four AM. I don't care.

GATOR
But darkness falls over these lands.

ELF BOY
Yeah cause it's night time, you loud pixie jerk.

Gator tears up.

GATOR
You know what? That's uncalled for. Your words hurt. I'm out of here.

Gator exits.

ELF BOY
I'm sorry guy. I take back that jerk stuff.

Gator comes back.

GATOR
Really?

ELF BOY

Come on back. Go ahead tell me what's up, cause now I'm kind of curious why a strange man-fairy is my bedroom tonight.

GATOR

Let me see: evil wizard, darkness. Oh yes, the evil wizard seeks the fabled triangle of inteligenceness. You must collect the three pendants and find the triangle and destroy the power of intelligence. You are the boy foretold to bring balance to the darkness. It is legend.

ELF BOY

Says who?

GATOR

The great tree.

ELF BOY

A tree told you this?

GATOR

He is very old and wise. Listen, he sent me to help you out.

ELF BOY

Okay.

GATOR

Oh, and there's a princess missing as well.

ELF BOY

A princess you say? Do I have to save the princess?

GATOR

Is that a deal breaker?

ELF BOY

Not at all. I can get behind this if there is a fair maiden to be saved. Not much in regards to the dating scene in the elf village. There's like ten people here and I'm pretty sure we're all related.

GATOR

So you're in?

ELF BOY

Sure.

They shake hands.

GATOR

The name is Navigator. But everyone calls me Gator.

ELF BOY

Whatever man.

GATOR

Follow me.

They prepare to exit.

ELF BOY

Hold up a second. I got to do something first.

Elf Boy picks up the CLAY POTS one by one and SMASHES on the ground.

GATOR

What was that about?

ELF BOY

I don't know, kind of just had this compulsion to smash them.

GATOR

They're ruined now!

ELF BOY

I don't know, I kind of figured there would be something in them.

GATOR

But they're YOUR pots.

ELF BOY

You're right, I should smash other peoples pots through out this journey.

GATOR

Let's go damn it.

They Exit.

Black out.

3. THE FORGOTTEN FOREST

EXT. FORGOTTEN FOREST - DAY

Two trees and two bushes adorn the stage and make up the Forgotten Forest. A stone with a sword plunged in it awaits stage left.

The flashlight flashes from stage right as Gator and Elf Boy enter.

GATOR

Hey! Welcome to The Forgotten Forest, for it holds many secrets Elf Boy.

ELF BOY

I can't believe this place was like one hundred feet away from my house.

GATOR

Listen! First you will need to arm yourself. We must find the hidden sword of triumph.

Elf Boy points.

ELF BOY

There it is. Just kind of out in the open here.

GATOR

Of course, the legendary sword of your ancestors. It is prophesied only the true heir can pull the...

Elf Boy ignores Gator and has quickly removed the sword before Gator can finish.

ELF BOY

Got it. Now what?

GATOR

Huh, would have thought it would be a little harder to get that rare, one of a kind, sword.

A slow clap rings out from behind a tree. Elf Boy and Gator spin around prepared to fight. Out walks RIDER: a mysterious figure covered from head to toe, even her face covered by a shroud. Rider speaks in a low voice.

RIDER
Well done Elf Boy.

ELF BOY
Thanks, I am pretty awesome.

RIDER
So it is true that the great tree
has chosen it's hero.

ELF BOY
Yep.

GATOR
Who are you masked stranger?

RIDER
I am the mysterious figure known as
Rider. My origins are unknown, but
I am here to help you defeat the
evil wizard.

ELF BOY
So you're the princess right?

RIDER
Well, you don't know that.

ELF BOY
Okay, but you are a girl.

RIDER
Says who?

ELF BOY
Yeah, it's obvious you're covering
your voice by talking in a deep
tone.

RIDER
No I'm not.

ELF BOY
And I can see your long hair
sticking out the side there.

RIDER
Boys can have long hair.

ELF BOY
You're not covered in dirt like
everyone else around here. And you
clearly have the royal symbol on
your tunic.

RIDER

I'm just a big fan, a supporter
that's all.

ELF BOY

Nah, I get it. You're a strong
female not intent on being rescued
in some stereotypical trite
fashion. You know, trapped in a
castle tower or something. So you
take this adventure into your own
hands, very progressive of you.
It's actually pretty cool. We need
more female role models out there.

GATOR

It does make for a very good twist.

Rider sighs and removes her shroud.

RIDER

Yes, it is I, Heir to throne. Her
royal highness, Princess Grundal.

Elf Boy and Gator are disgusted.

ELF BOY

Grundal?

GATOR

Yuck.

ELF BOY

We'll just call you Rider.

RIDER

I will assist you on your quest.

ELF BOY

And then after I defeat the Wizard,
me and you go on a date, right?

RIDER

I doubt that. I'd rather kiss the
village chicken chaser.

ELF BOY

Well Excuse me, Princess!

GATOR

Listen! Rider are you going to help
us out?

RIDER

You must seek out the three
pedants. Go now, open up your map
and explore the world.

ELF BOY

Alright, lets go to the map.

RIDER

Farewell Elf Boy.

Rider quickly disappears.

ELF BOY

I don't even think she's met the
chicken chaser. Let's go.

GATOR

Hey! Now that you have a sword,
perhaps we should spend five or so
hours fighting in one area. You'll
get marginally stronger and gain an
exponential amount of experience.

ELF BOY

That sounds awful.

GATOR

It's not so bad if you take a break
and every now and then. You can
refuel with a hot pocket.

They exit off stage.

3.5 WORLD MAP

EXT. WORLD MAP

Projected onto a screen is a World Map, an 8-bit image with a few landmarks and points of interest. There is an area labeled "Cave", "Village", and "Dudgeon." Also an area of note is a dark storm cloud that looms on the north west corner of the map.

Nintendo Controller appears on stage.

NINTENDO CONTROLLER

It is up to you all to help Elf Boy
on his Adventure. Where shall he
journey to first? The Village, the
cave, or the Dungeon?

Nintendo Controller reacts to the audience and marks down the decision.

The stage darkens and is set for the audiences choice.

4. THE VILLAGE SHOP

INT. VILLAGE SHOP - DAY

The Village Shop has a counter with its wares behind it: a BOMB, ARROW, POTION, SHIELD, and PENDANT.

A SHOP HAG, in tattered rags and hunched back, patiently waits behind the counter as Elf Boy and Gator enter.

ELF BOY

Is it just me or do all the villagers seem to only speak in one sentence phrases?

GATOR

Hey! They're only trying to be helpful.

They walk up to the counter.

SHOP HAG

What are you buying?

ELF BOY

What are you selling?

Shop Hag Cackles.

SHOP HAG

We got bomb, arrow, potion, shield and pendant.

ELF BOY

Wait, did you say pendant?

SHOP HAG

Perhaps.

GATOR

That's one of the pendants we need. It's right here in this shop.

SHOP HAG

It's going to cost you.

ELF BOY

Will ten dollars do?

Elf Boy pulls out his wallet.

SHOP HAG

Five Hundred Rupees!

ELF BOY
What's a Rupee?

From behind the counter, Shop Hag slams onto the table a heavy green crystal: a Rupee.

ELF BOY (CONT'D)
I need five hundred of those? That doesn't seem very practical. That thing has got to way, like, five pounds.

Shop Hag cackles some more. Elf Boy and Gator have a side bar.

ELF BOY (CONT'D)
Should I just take her out with my sword?

GATOR
I got a better idea: lets spend some time wandering around the village looking in bushes and under rocks for rupees.

ELF BOY
I hate you Gator.

GATOR
Perhaps you'd prefer to gamble on some games of chance?

ELF BOY
That's better.

To Shop Hag.

ELF BOY (CONT'D)
Be right back.

Shop Hag Cackles.

They leave, Shop Hag doesn't move.

After several beats Elf Boy and Gator re-enter.

ELF BOY (CONT'D)
Here you go Shop Hag. You could of just told me I had to find three of the orange colored stones worth two hundred rupees.

GATOR

Who would have thought there was an underground cave in the well, in the middle of town, in which contained three treasure chests.

SHOP HAG

One pendant coming up.

The Shop Hag bags up the pendant and hands over the purchase.

GATOR

Thank you.

SHOP HAG

Don't forget You're change.

Shop Hag cackles uncontrollably as she barely lifts a heavy sack of rupees onto the table.

ELF BOY

Damn, you are weird lady.

(to Gator)

Let's get the hell out of this village.

They exit as Shop Hag continues to cackle.

GATOR

You sure you don't want to stock up on bombs or arrows? You can buy up to ninety-nine of each.

ELF BOY

What if I need one hundred bombs?

GATOR

I never thought of that.

ELF BOY

Screw it, we'll just find some bombs in bushes or something since that's what people seem to do with their items of worth. They leave them poorly hidden outside or in easy to open chests in their unguarded homes.

4.5 WORLD MAP

EXT. WORLD MAP

Projected onto a screen is a World Map, an 8-bit image with a few landmarks and points of interest. There is an area labeled "Cave", "Village", and "Dudgeon." Also an area of note is a dark storm cloud that looms on the north west corner of the map.

Nintendo Controller appears on stage.

NINTENDO CONTROLLER
Wasn't that fun? Where shall Elf
Boy journey to next?

Nintendo Controller reacts to the audience and marks down the decision.

The stage darkens and is set for the audiences choice.

5. THE CAVE OF THE WISE MAN

INT. CAVE - DAY

The cave is dark and murky. Stalagmites shoot up from the ground.

A WISE MAN stands firm on one side of the stage. On each side of him are two small fires.

Elf Boy and Gator enter.

GATOR
Listen! They say an old wise man
lives in these caves.

ELF BOY
He's right there.

Elf Boy Points at the Wise Man. Wise man waves back.

WISE MAN
Hello.

GATOR
Hi.

ELF BOY
Hey there.

GATOR
Hey! Oh wisest of men, we are in
search of three pendants. Will you
help us on our quest?

ELF BOY
Tell us where the pendant is.

WISE MAN
Oh yes, I've waited so long for the
day when a hero would come calling
for the magical, mystical pendant.
But only he who is true and wise
may obtain it.

ELF BOY
Go on, what do you got for us?

WISE MAN
He who can solve the Wise Man's
riddle may receive the pendant.

GATOR
What is the riddle?

Wise man clears his throat.

WISE MAN

What is always hungry, and must
always be fed, but if thy finger
touches, it will soon turn red.

Elf Boy points to one of the fires.

ELF BOY

Is it fire?

GATOR

How did you know?

ELF BOY

He was like staring at it the whole
time. It's fairly obvious anyway.

WISE MAN

Oh, that's correct. Here you go.

The Wise Man hands over the pendant he had hidden under his
cloak.

ELF BOY

Whelp, see you later.

They prepare to exit.

WISE MAN

But wait.

They turn back around.

ELF BOY

Yeah?

Wise Man attempts to stall.

WISE MAN

You want to solve some more
riddles?

ELF BOY

Not really.

WISE MAN

Or we could just talk about stuff.

ELF BOY

No thanks, got a kingdom to save.

Disappointed Wise Man looks at the ground.

WISE MAN

Oh.

Gator and Elf boy have a side bar.

GATOR

I think the Wise Man has waited all his life for this moment. Waiting and tending to those fires. He just hangs out in here all the time. I'm pretty sure if we left and came back hours later he would still be standing there.

They look over to the Wise Man, Wise Man gives a friendly wave.

ELF BOY

Doesn't seem very wise.

GATOR

You ought to say something.

ELF BOY

Ugh.

Elf Boy turns back to Wise Man.

ELF BOY (CONT'D)

Hey Wise Man, so you stand around in this cave all the time?

WISE MAN

Sure do.

ELF BOY

Do you want us to get you a chair or something?

WISE MAN

Oh I like standing here. Standing between the fires is the best.

ELF BOY

What do you do for fun?

WISE MAN

Oh I like coming up with riddles, talking to myself, counting the number of drips of water from the ceiling in an hour.

Elf Boy shrugs at Gator, Gator shrugs back.

ELF BOY

Can we get you something from the store.

WISE MAN

No need to bother.

ELF BOY

Okay, wait a minute, I have just the thing.

Elf Boy reaches into his nap sack and pulls out a flask.

WISE MAN

What matter of potion is this?

ELF BOY

Alcohol, that should make everything better.

Elf Boy hands over the flask to Wise Man.

WISE MAN

Thanks. What will it do?

ELF BOY

Uhhh, make you wiser.

WISE MAN

Cool, Bottoms up!

Wise Man chugs the concoction and coughs.

ELF BOY

Alright, let's go.

GATOR

I do not approve of this one bit.

ELF BOY

Oh and drinking magic potions to recharge my magic and bring me back from the dead is any better.

GATOR

Fair enough.

They Exit.

WISE MAN

Well, those drips of water won't count themselves: one, two, three, four.

5.5 WORLD MAP

EXT. WORLD MAP

Projected onto a screen is a World Map, an 8-bit image with a few landmarks and points of interest. There is an area labeled "Cave", "Village", and "Dudgeon." Also an area of note is a dark storm cloud that looms on the north west corner of the map.

Nintendo Controller appears on stage.

NINTENDO CONTROLLER

Hey! We're back on the world map,
and there's one place left to go.
So sit down and relax.

Nintendo Controller reacts to the audience and marks down the decision.

The stage darkens and is set for the audiences choice.

6. THE DUNGEON OF EYEGORE

INT. DUNGEON - DAY

It's a dungeon with grey stone walls, pillars, chains, and bones. Three mysterious cubes are scattered across the stage.

Elf Boy and Gator enter out of breath.

ELF BOY

How do those skeletons stay together, walking around, swinging swords, and stuff?

GATOR

Magic?

ELF BOY

That's always your answer.

GATOR

Look! The next room is locked, and there is no key hole or door knob. How will we get in?

ELF BOY

Uhh, Just like every other room. We solve some puzzle to unlock the door.

GATOR

What could it be?

ELF BOY

I'm assuming we stack the three cubes together over there in the marked area.

GATOR

Oh yeah.

Elf Boy gathers the cubes and places them in the correct order on the marked spot. The cubes display an animal design.

ELF BOY

Who could possibly mess that up?

The sound of unlocking the door rings out but all of a sudden a monster jumps through. It's EYEGORE! a giant eyeball creature with hands and legs.

EYEGORE

You dare enter my dungeon?

ELF BOY

Yes.

EYEGORE

You can not defeat me.

ELF BOY

Gator, can I defeat him?

GATOR

Listen! This battle maybe be your toughest yet, but he may have a weakness you could exploit.

EYEGORE

I am Eyegore!

ELF BOY

You're kidding right?

Eyegore dances back and fourth.

ELF BOY (CONT'D)

Could it be his giant eyeball?

GATOR

Search Elf Boy he must have an Achilles heel of sorts.

EYEGORE

To fight me is to not want to live anymore.

Eyegore dances more but this time he points directly at his Eye body.

ELF BOY

Ah c'mon, he's even pointing at his eye now.

GATOR

Be careful Elf Boy.

Elf Boy takes one swing of his sword at Eyegore's giant Eye. Eyegore cripples to the floor.

EYEGORE

Nooooooo!

Eyegore is dead.

GATOR

Hey! Look! He dropped the pendant.

Elf Boy reaches over and picks up the pendant.

ELF BOY

Got it.

GATOR

Excellent, now take his heart too.

ELF BOY

What?

GATOR

You defeated a dungeon boss. You should take his heart and you can add it to your heart container.

ELF BOY

I'm suppose to slice open this guy, takes his bloody heart, and then I live longer?

GATOR

Yeah.

ELF BOY

That sounds awful.

GATOR

Listen! It's either this or going on a lot of lengthy side quests just to get pieces of heart.

ELF BOY

Okay.

Elf boy slices open Eyegore and pulls out a disgusting bloody heart.

ELF BOY (CONT'D)

Sick!

He puts it in his satchel. An upgrade sound effect chimes.

GATOR

Do you feel stronger with more life power?

ELF BOY

I feel strongly that carrying around a rotting demon heart is an unsanitary idea.

They exit the dungeon.

6.5 WORLD MAP

EXT. WORLD MAP

Projected onto a screen is a World Map, an 8-bit image with a few landmarks and points of interest. There is an area labeled "Cave", "Village", and "Dudgeon."

BUT what's new is where there once was a storm cloud there is now a large dark castle "The Evil Wizards Evil Lair."

Nintendo Controller appears on stage.

NINTENDO CONTROLLER

With the three pendants in hand,
Elf Boy must travel to the Evil
Wizard's Evil Lair. There he must
confront the Wizard, and destroy
the triangles. We're near the end
folks! Sit back and enjoy!

Lighting Strike, Black out.

7. THE FINAL BATTLE

INT. WIZARD'S LAIR - NIGHT

The Wizard's Evil Lair is much like the other dungeons but with red curtains and a throne as well.

Elf Boy and Gator charge in.

GATOR

Hey! This is it! The final battle.

ELF BOY

About time.

An evil laughs rings over head.

GATOR

What is that?

MARLIN (O.S.)

Did you really think you could stop me?

From the shadows steps MARLIN the Evil Wizard. He wears a long flowing cloak.

GATOR

Gasp.

ELF BOY

Who are you suppose to be?

MARLIN

Foolish boy, I am Marlin the Evil Wizard, yes THAT Evil Wizard.

ELF BOY

Your name is Marlin? Oh wow, don't you think that's just a little too on the nose? Perhaps too close to another famous wizard?

MARLIN

Silence. The pendants led you to my Castle, yes. But I have found the third and final triangle. With all three I can rule this kingdom into darkness.

GATOR

Not if we have anything to say
about it.

Elf Boy withdraws his sword ready for battle.

ELF BOY

You got this sweet castle, evil
minions, nice curtains, do you
really need to darken our world?
What does that mean anyway?

MARLIN

Talk is cheap, you must die now!

Marlin fires off a ball of energy! A stage hand in all black
slowly carries the fireball towards our heroes.

GATOR

Quickly, use your shield to block
the blast.

ELF BOY

But we didn't pick up any shields
on the way.

GATOR

Oh crap, we must have missed that
on level 3!

At that instant the fireball slams into Gator. The stage
lights flicker and Gator falls to the ground. Elf Boy kneels
down at his side.

ELF BOY

Gator, no! Are you alright?

GATOR

Elf Boy, you are the chosen one. I
believe in you. I'm dead now.

Gator falls back to the floor, dead.

ELF BOY

Gator, Listen! I'm sorry, I'm sorry
for being a snotty know it all. I
see now. I should have been the
hero, your hero that I was always
suppose to be. No more games, I
will avenge your defeat.

MARLIN

Are you ready to die?

ELF BOY

Not yet.

Marlin fires of another energy blast. Elf Boy tries to dodge it, but it hits him anyway.

ELF BOY (CONT'D)

What the hell? Wait am I dead? This can't be.

The lights fade out as The Wizard laughs triumphantly.

After a beat, the projector fades on, it shows an 8-bit figure of elf boy with an "x2" next to it. There are some options available: "Continue," "Quit," and "Save Game."

Nintendo Controller walks on stage.

NINTENDO CONTROLLER

Do you wish to continue?

ELF BOY

I got two extra lives? Hell yeah.

NINTENDO CONTROLLER

But do you want to save your game first?

ELF BOY

Uh sure, I guess.

NINTENDO CONTROLLER

SAVING!

Pause.

NINTENDO CONTROLLER (CONT'D)

GAME SAVED!

ELF BOY

Thanks.

The stage brightens again.

MARLIN

Are you ready to die?

ELF BOY

Not again.

The Wizard charges and sends another energy blast. This time Elf Boy swings his sword and deflects the fireball right back at Marlin. It hits him and he electrifies with pain.

MARLIN

It can't be! The prophecies were wrong. When read closely, it spoke of another, a girl would be the one to destroy me.

Rider jumps on stage and rips off her shroud.

RIDER

I am that girl.

ELF BOY

I figured she would come back into this somehow.

Rider shoots an arrow, and another stage hand sends it flying into Marlin's chest. He yells, the stage blacks out, and an explosion reverberates.

The lights fade back on. In Marlin's place are the three triangles.

RIDER

Now it's time for your destiny. The triangles are too much power for one man. Elf Boy, you must destroy the triangles for good.

ELF BOY

Okay.

Elf Boy walks up to the triangles. He picks them up, and smashes them to the ground. They Shatter.

ELF BOY (CONT'D)

Woot! Just like smashing pots at home.

Elf Boy looks to Gator.

ELF BOY (CONT'D)

When does Gator come back alive?

RIDER

No, he's still dead.

ELF BOY

Oh, that stinks.

Elf Boy looks around.

ELF BOY (CONT'D)

Now what? Do we go on that date?

RIDER

Not really, but I'll meet you at
the credits.

ELF BOY

Do we walk off into a sunset or
something?

RIDER

Of course.

ELF BOY

Alright then.

They Exit.

8. CREDITS

INT. STAGE

The projector displays rolling credits as excellent 8-bit music fills the theater. The credits are filled with an ungodly amount of indiscernible Japanese names.

The characters take their bows and exit off stage.

The final image is of the 8-bit Princess and Elf Boy walking hand in hand off into a sunset with Gator flying closely behind.