

THE CHAIR

by

Chunky Milk Productions

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FADE IN:

EXT. HOUSE DAY

It's morning in the suburbs.

A wristwatch alarm begins beeping.

INT. BEDROOM DAY

ERIC DRAFTON sleepily grabs and hushes the alarm.

MONTAGE - VARIOUS

- INT. BATHROOM - DAY - Eric quickly showers and dries off.

- INT. KITCHEN - DAY - Eric enjoys his morning coffee.

- EXT. CAR - DAY - Eric drives to work.

PAUSE MONTAGE

INT. OFFICE DAY

ERIC
Yeah? Uh-huh. Uh-huh, yeah.
No.

RESUME MONTAGE

- EXT. CAR - DAY - Eric drives home.

- INT. LIVING ROOM - NIGHT - Eric watches television.

- INT. BATHROOM - NIGHT - Eric gets ready for bed.

- INT. BEDROOM - NIGHT - Eric falls asleep.

- EXT. HOUSE - NIGHT - A new day.

- INT. BEDROOM - DAY - Eric groggily wakes up.

- INT. KITCHEN - DAY - Eric enjoys his morning coffee.

- INT. KITCHEN - DAY - Different morning - new clothes+mug.

- INT. KITCHEN - DAY - Again; routine morning coffee.

- EXT. CAR - DAY - Eric drives to work.

- EXT. CAR - DAY - Different morning - new clothes+weather.

- EXT. CAR - DAY - Again; routine morning commute.

- INT. OFFICE - DAY - Eric speaks on the phone to clients.

- INT. OFFICE - DAY - Different day, different phone call.

- INT. OFFICE - DAY - Again; routine daily conversations.
- INT. LIVING ROOM - NIGHT - Eric watches television.
- INT. LIVING ROOM - NIGHT - Different night, different show.
- INT. LIVING ROOM - NIGHT - Again; routine daily unwinding.
- INT. BEDROOM - NIGHT - Eric falls asleep.

END OF MONTAGE

EXT. BEDROOM DAY

A new day. The same wristwatch alarm beeps.

INT. BEDROOM DAY

Eric sleepily grabs and hushes the alarm. He puts the watch down and slowly sits up. Everything is as usual until he notices a chair, inexplicably and conspicuously sitting in his bedroom doorway.

Confused, he looks at the mystery chair and gets up to investigate. It makes no sense, but since it's in his way, he picks it up and takes it downstairs.

Eric checks the front door; it was locked. No harm seems to have been done. With a shrug, he resumes his morning routine. After a quick shower he sets the chair where he can study it during his morning coffee. He's at a loss for where it came from or what to do with it.

EXT. DRIVEWAY DAY

The chair sits at the end of the driveway, a large sign marked ``FREE`` resting on it.

Eric watches out the window as a passerby takes notice, and is happy when they carry the chair away. He is satisfied that the nuisance has been dealt with.

EXT. HOUSE DAY

Day becomes night. Another new day begins.

INT. BEDROOM DAY

Eric wakes and notices that, somehow, the chair has returned. With more trepidation he again approaches it, perplexed.

INT. KITCHEN DAY

Eric ponders the situation over his morning coffee, and comes to a decision.

EXT. YARD DAY

Eric hacks up the chair with a hatchet. He hops around, yelling and swinging, and chops it into kindling.

INT. BEDROOM DAY

A new day. Eric wakes up again, and is shocked to find that the chair has appeared yet again, fully intact!

EXT. GARAGE DAY

Eric loads the chair into his car and drives. Mild annoyance at his situation has become resentful malice. He glances back in irritation at his unwelcome payload.

EXT. RIVER DAY

Eric runs up to the edge of a river, hurls the chair in, and gleefully runs away as the chair floats downstream.

INT. BEDROOM DAY

A new day. Eric awakes and is less surprised than disappointed to see that once again the chair has returned.

INT. KITCHEN DAY

Eric sits across from the chair, his enemy, and dials his phone.

ERIC
 Hey, hon'! How's it going?
 How's vacation?
 ...
 Oh great! I'm glad you're
 having a fun time. -- OK? Yeah?
 ... You gotta go-? I
 understand, but babe, before you
 go, one quick -- one thing...
 Have you ever seen a chair
 materialize in the house out of
 nowhere?
 ...
 No? Hah! Yeah, no, me neither!
 Yeah, totally. Yeah! OK, no, I
 understand, I'll talk to you
 later. ... All right, bye-bye.

Eric hangs up, and gives the chair a frustrated kick.

EXT. YARD NIGHT

Eric looks on as flames consume the chair. Fire will succeed, it must, where his previous attempts failed. He can't help but smile at the sight of the accursed chair burning.

INT. HOUSE DAY

Eric wakes up abruptly to find the chair once again awaiting him in his bedroom doorway. Once again he carries it downstairs and moves to open the front door. It won't work. Whatever he tries, it won't work. Defeated and out of ideas, he sets down the chair in the front room and sits down on it.

M. JUGGY

(appearing out of
nowhere)

Today is my lucky day!

Googly-eyed puppets made of junk have appeared before Eric. I. Cork is made of underwear and cork stoppers, M. Juggy is made from a gallon milk jug, and the Pine Tree-O are three large pine cones with mouths and eyes. Eric lets out a startled shriek and topples backwards, tipping the chair over.

As he picks himself up from the floor, so too does the chair!

Eric stands back and stares. There are no puppets. The chair remains still. He circles and slowly approaches it, gathers himself and sits again.

Eric lets out a small, timid scream as the junk puppets materialize again. All at once they begin talking at him.

I. CORK

Woah woah woah! It's OK, it's OK!

M. JUGGY

No no, calm down, it's gonna be -- it's OK!

I. CORK

Don't go anywhere -- don't stand up! Can you see us?

ERIC

(bewildered)

...Yeah, I can see you guys...
What are you? What--

M. JUGGY

(interrupting)

We're the Junk Puppets!

I. CORK

Yeah! We were thrown away, for some reason, before we ever got to do our show! ...So, we have taken to haunting this chair.

ERIC

...OK, so... What do you want?

I. CORK
 Somebody has to build us a
 stage, to do our show!

M. JUGGY
 Yeah! A puppet stage, for
 puppet shows!

The junk puppets all nod in agreement and look eagerly at Eric.

ERIC
 (cautious)
 OK... So if I build you a
 stage, then what?

I. CORK
 Well, we wouldn't need to haunt
 the chair anymore!

M. JUGGY
 Yeah, we'll leave you alone!

Eric, doubting his sanity and at the end of his rope, doesn't take long to arrive at a decision.

ERIC
 All right. I'll do it. I'll
 build you a stage!

All the junk puppets celebrate, mouths agape and appendages flailing.

INT. WORKSHOP DAY - MONTAGE

- Clamping wood in a vise.
- Drilling holes.
- Hammering nails.
- Sawing boards.
- Sanding edges.
- Measuring and marking.
- Stapling.
- Gluing and dusting with glitter.

END OF MONTAGE

Eric stands up to admire his work. He's satisfied that his puppet stage is ready.

EXT. GARAGE DAY

Eric sets the chair down behind his puppet stage. He sits and the junk puppets appear around him.

ERIC
(pleased/proud)
Hey guys! Eh? What do you
think? I finished it!

The puppets look around them, revealing the very shoddy and cobbled-together puppet stage. They are thoroughly unimpressed.

I. CORK
(to Eric)
We're gonna haunt you *forever*.

ERIC
No!! I did exactly what you
guys told me! I just ... made
it out of junk -- just like you!

I. Cork gasps, offended, and slaps Eric in the face with his little felt hand.

Eric cries out in pain, then begins sulking.

The Pine Tree-O shake their heads in disappointment. M. Juggy tisks at Eric for a job poorly done. I. Cork gently touches the stage, and it falls over.

THE END

As the credits roll, the Pine Tree-O sings:

It's a great day...	(great day!)
...to be a pine tree!	(pine tree!)
It's a great day...	(great day!)
...indeed!	(indeed!)
It's a great day...	(great day!)
...to be a pine tree, so...	(pine tree-o!)
...won't you be a pine tree with me!	
Pine trees...	(trees!)
...make lots of awesome stuff...	(stuff!)
...and they make it...	(make it!)
...in the woods!	(in woods!)
Pine trees...	(trees!)
...are delicious...	(delicious!)
...if you like to eat pine!	(and sap!)