

"Warlock Games 3: The Last Round"

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"WARLOCK GAMES 3: THE LAST ROUND" BY DOMINIC DOVE

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Recap events from before. End with ADAM and ZEPP running from the WARLOCK, who stays, sneering.

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CUT TO BLACK.

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FADE IN:

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EXT. FOREST - OPEN PLAINS

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Wide shot of open heath, accompanied by ambient wind sounds. ADAM, JEFF and ZEPP run towards the camera from the far distance. Zepp is wearing his bloody jumper.

Interspersed here are clips of BENEDICT's fight with the WARLOCK, in which he meets multiple copies of the warlock.

WARLOCK (V.O.)

The figures there are sleeping.
Their eyes stay open wide.
The life within has left them,
The late young fiends have died.
And all because the six of you
Would not obey the rules. What
have you done
To earn a punishment so cruel?
The hiding pack of meek young
cubs
Would venture through the growth -
'Stick to the path!' Their
mothers warned,
As if a hand was not enough,
(Slower)
As if their safe friend meant the
end,
As if all was now expired,
And only when the troubled task
was through
Did they discover the six would
drop to few.

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By the end of this, Adam and Zepp have reached the camera, which turns with them, and continues to spin.

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FADE TO:

EXT. FOREST - 'CORRIDOR'

Camera spins into the location of the warlock, who walks over to his dead self. He twists over his dead self's head with his foot, sighing as he does so.

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WARLOCK
 ARISE, senile old fool!
 Your end is near, but his is
 too...

The dead warlock's eyes snap open. Spin transition:

FADE TO:

EXT. HILLS - DAY

Adam and Zepp are running over the hills, frantic.

ADAM
 We HAVE to get the HELL out of
 here! He killed them! He killed
 BENEDICT - and JEFF! That FREAK
 bloody KILLED them! And now he's
 after YOU!

ZEPP
 But why?! What on earth could he
 possibly want from ME?!

ADAM
 Who cares?! The TWO of us HAVE to
 get the HELL -

ZEPP
 Listen, you go on ahead, just
 check beyond those trees, I'll
 stay here and keep a lookout
 behind us. If we stick together,
 there's a greater chance he'll
 sneak up on us and kill us both
 at once.

ADAM
 Fine, sensible idea. Just shout
 if there's a problem, or if you
 see anything. But right now -
 it's every man for himself!

Zepp nods. Adam goes in one direction, Zepp in the other.
 Zepp approaches the camera, facing towards it, while Adam
 ventures off in the background.

ZEPP
 (Shouting)
 Y'know what? My stump's getting
 really itchy! Do you reckon I can
 get this fixed?
 (Holds up arm, peels
 away sleeve to reveal
 bloody stump)
 Or does this mean I have to write
 with my left hand?
 (MORE)

ZEPP (CONT'D)

We've got exams soon, do you
think I could get out of them?
And how about tennis?

During this, Adam, in the background, **is** attacked by **both** copies of the warlock. Adam flies backwards off a hill, before getting up again, repeatedly being attacked by the warlock. Cuts to close up off them all.

WARLOCK (TO ADAM)

DEATH! I - only - want - DEATH!
But - now - you've - **all** - pissed
- me - off -

Camera spins to other warlock.

WARLOCK (TO **ADAM**) (CONT'D)

- so - you'll - **both** - be -
killed - if - you - have - to -
be! Call - it - a - FREAK -
accident! I'll - get - your -
damn - friend - mark - my -
words! He - will - DIE!

Adam and his warlock slowly move to Zepp's right. The camera also moves. **The other warlock approaches Zepp from behind, slowly.**

ZEPP

(Looking at arm)

How am I supposed to serve
properly? I guess I could get a
robotic hand - though even then
it could be tricky...

Warlock has smashed Adam off a hill, **as the other warlock reaches Zepp.** He spins him round, facing him.

WARLOCK

(**Looking at the stump**)

WHY aren't you out COLD yet?!

He smashes Zepp's nose in, blood spurts everywhere.

CUT TO BLACK.

FADE IN:

EXT. FOREST FLOOR

Zepp slowly wakes up. His POV.

BENEDICT

Zepp, wake up.

ZEPP

What? Who is that?

We see Zepp's face (he is tied to the same tree as Ernie was) as he looks around to find the source of the voice.

BENEDICT
I'm over here, Zepp.

Zepp turns and stops, eyes wide open as he stares. It is the ghost of Benedict.

ZEPP
Benedict!

CUT TO:

EXT. FOREST CAR PARK

In the car park, Adam suddenly appears out of nowhere with a bang. Dazed, he immediately runs to the road, and a smile appears on his face. *

ADAM
Freedom! He's sent us to the road! We can go! Zepp, let's - *

Zepp is nowhere to be seen. *

ADAM (CONT'D) *
ZEPP! We have GOT to go! *

He pauses, looking distraught. He runs around some bushes for a better look. He looks around, but sees no one. Silence for a moment, before his brow furrows, and he mutters under his breath: *

ADAM (CONT'D) *
(Quietly) *
Every man for himself. *

Adam turns around and leaves. *

CUT TO:

EXT. FOREST FLOOR

Zepp is still on the floor, with Benedict's ghost opposite him.

ZEPP
Ben, you're - a ghost?

BENEDICT
(Warm smile eroding)
No, I'm just feeling a bit under the weather.

ZEPP
 (Catching on)
 Ahh - you're just kidding!
 Benedict, I've always been able
 to see right through you!

Benedict looks exactly the way you look every time your dad has just told the worst pun imaginable. This is because Zepp has just told the worst pun imaginable. What's more, he doesn't even realise it.

BENEDICT
 (Bitterly)
 Meheheh. Funny. Definitely one
 for parties. Anyway, I'm here to
 help -

ZEPP
 Well, you're a bit late!

Benedict puts on that same look again.

BENEDICT
 Noted, look, do you want to live
 or not?

Zepp stays quiet.

BENEDICT (CONT'D)
 Good. Now, I want you to listen
 to me, because this is important.

During this following speech, we see a shot of Adam arrive home, **rush in front of the mirror, and wash off all the blood, looking distraught**; sitting on a sun lounger and look dissatisfied and guilty, before getting up and leaving; bursting through some wooden gates to find DARREN in his back garden, **sawing some wood**, before looking at Adam, who says 'I need your help!'; Adam and Darren approaching the forest. Interspersed are relevant clips of Ben and the warlock's fight, the death of the young boy, and the warlock's temporary defeat from the first film.

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BENEDICT (V.O.) (CONT'D)
 There might only be one way to
 kill the warlock, as far as I
 know...you've seen he makes
 copies of himself, right? I saw
 it, right before I died. I also
 saw something else. The further
 away from each other the copies
 were, the weaker they became.
 He's pathetic, he can only fight
 one-on-one. Remember when we
 fought him in the trees, when you
 lost your hand? And later, after
 I was gone? He's so weak against
 too many.
 (MORE)

BENEDICT (V.O.) (CONT'D)
 Stretch him, find the others and
 stretch him to his utmost limits.
 Together you can rip him apart,
 limb from limb.

Cuts back to Benedict's ghost, looking confident.

ZEPP
 Great, so just untie me!

BENEDICT
 I can live beyond the grave and
 make wise assumptions, but I am
 no poltergeist. Your friends will
 not leave you.

Elf music is heard. Benedict and Zepp look into the trees,
 where a shadow can be seen. *

BENEDICT (CONT'D) *

Here comes help now. *

Winks, and gets up. He floats away into the sky. Zepp looks
 back towards the trees, from which the ELF appears. The elf
 merely blinks. Zepp gestures towards him with his head. *

ZEPP *

Are you going to-? *

ELF *

(At pace) *

A noble quest you seek to stage, *

To fend the warlock's 'tack, *

Apologies for my slight delay, *

Don't let me hold you back! *

The time has come for us to go *

And stop a deadly killer, *

The writers are so damn inept, *

This line is mostly filler! *

ZEPP *

(Inquisitively) *

What do you know about the *

warlock? *

CUT TO:

EXT. FOREST *

Adam and Darren are walking through the forest together. *

ADAM

Zepp told us you guys met the
 warlock once, and that he held
 you hostage somewhere. He said
 you escaped after knocking the
 warlock out.

Darren looks a little guilty. Adam doesn't notice.

ADAM (CONT'D)
Where was this? We have to get
him back!

DARREN
Come on, I'll show you. I was
hoping I wouldn't have to go back
there again, but you're obviously
determined to help your friend.

Adam now looks a little guilty.

ADAM
(Guiltily)
Yeah...

They walk on.

CUT TO:

EXT. FOREST FLOOR

They are at the tree Zepp was tied to. He is now gone, but
a note is attached to the tree that Adam picks up and
reads.

ADAM
"Bill for one rescue mission.
Courtesy your friendly,
neighbourhood....elf."

Darren looks crestfallen.

DARREN
Aw, dammit. I was honest-to-God
hoping you were going to say
Spider-Man.

ADAM
This is SERIOUS, Darren! Now
someone else has Zepp, and we
have no idea who-

ZEPP
Adam?! Darren??

Zepp suddenly appears through the trees.

*

ZEPP (CONT'D)
Thought I could hear your voices.

ADAM
Zepp, what are you doing back
here?

ZEPP

The elf rescued me literally just thirty seconds ago, before vanishing into thin air. I walked off, and then I heard your voices.

*
*

ADAM

Wait, elf? What elf?

ZEPP

The magical elf of the forest, of course.

*

DARREN

¿Repeto, tu hombre loco?

ZEPP

(Affronted)

The yin to the warlock's yan. The Dumbledore to the warlock's Voldemort. The Pepsi to the warlock's Coca-Cola. The magical, friendly, helpful elf! I didn't believe my eyes at first, but I'm definitely a convert now.

The others look dubious.

ZEPP (CONT'D)

Anyway, here's how we kill the warlock...

Push in to Zepp's mouth, and then pull out a few minutes later.

ZEPP (CONT'D)

Sound like a plan?

ADAM

And the....elf....told you this?

ZEPP

No, Benedict's ghost.

The others definitely look dubious now.

ADAM

Right. Personally, the plan sounds good enough to overcome any deep desires to question your sanity I have right now. I say let's go. But how do we find the warlock?

ZEPP

Ahh, the elf already told me that.

*
*

CUT TO:

EXT. FOREST - ROAD'S EDGE

The four creep up in the trees behind the warlocks, who are standing in an open clearing, looking around.

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DARREN

Men, you've fought bravely. It's cost you a hand and a friend...or two...but you're here now, and you're ready to take on the final challenge. It's not going to be easy, and you're not going to like it, but you're damn well going to do it.

*
*

ADAM

(Having been staring at Darren's ear)

Wait, Darren, if the warlock tortured you and ripped off your ear and tongue, how did you get them back?

*
*

DARREN

(Looking shifty)

They grew back when I left the forest borders of course. Now, you know your positions, and you know how we're going to send correspondence.

*
*
*

ZEPP

(Hopefully)

The trees!

ADAM

For the last time, trees don't bloody talk, Zepp. No, we're just gonna shout.

During this, the Biggles hat and scarf have reappeared on Darren.

DARREN

Very good, men.

(Shouting)

OI! MIDGET!

The warlocks turns around, and sees the group.

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WARLOCK
 (Sneering)
 Right on cue.

The other warlock whips his staff around towards nearby ground. Explosion, and another warlock appears. The group splits up, each going in different directions. Zepp stays with the first warlock. As each of the others runs away, a copy of the warlock follows them. Fights take place around the forest: Adam on the hills and Darren on the big sand hill. They fight for a while, before each warlock shows signs of weariness and worry, before shaking. The main one begins to fade away.

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WARLOCK (TO ZEPP AND DARREN)
 (CONT'D)
 Must - get - others - back -
 here!

ZEPP
 You can't have the others!

Shots of the other fights take place.

WARLOCK (V.O.)
 Not your others - MY others!

Each of the other warlocks begin to fade.

DARREN
 (Comically)
 You bastard, return whence you
 came!

Cut.

ADAM
 YES! DIE, MOTHERFU-

*

Adam stops short as he looks at his hands, which are fading away.

ADAM (CONT'D)
 NO! What are you-

Adam and his warlock jump into the sky and fade away. The same happen to Darren and Jeff, who rolls down his hill, fading.

The three others land back in front of the main warlock, Zepp and Darren. The main warlock steadies himself, and replenishes his opacity, before falling to the ground.

WARLOCK
 (With a tone of
 disbelief.)
 It's over. You've won. Game oh-
 oh, oh, oh wait a minute.

Spots Darren and Zepp.

WARLOCK (CONT'D)
 There's still time for the
 epilogue, I think. Revelations
 and a drop in expectations.

He gets up.

WARLOCK (TO DARREN) (CONT'D)
 You didn't tell him. You cold
 bastards. Where is Earnest Ernest
 anyway?

DARREN
 (Scared)
 Rugby.

*

Warlock looks unconcerned, turns to Zepp.

*

WARLOCK
 Zepp, what you need to know is
 that-

DARREN
 (Shocked)
 NO! Zepp, I'm sorry, we had to!
 We just thought that-

WARLOCK
 Thought what?! Zepp, to save
 their lives your dear cousins,
 Tweedle-Dee and Tweedle-Dum, made
 a bargain with me. Gave me a
 prize, a little bribe, if you
 will. They gave me you.

ZEPP
 What? Impossible, they told me
 they knocked you out cold, and
 that they escaped from torture
 and never finished your sick
 game.

WARLOCK
 They didn't tell you about The
 Last Round, then.

ZEPP
 The Last Round?

Shots of last round flashbacks.

WARLOCK
 There was no torture - that's too
 easy for me, simple sport.
 (MORE)

WARLOCK (CONT'D)

The Last Round is instead a test of character, and Zepp, you were Set Up.

Flashback of the last round, with Ernie tied to tree and Darren on floor. The warlock asks 'Who might I have instead of you?' and Ernie quickly replies, 'ZEPP!'

DARREN

Zepp, I'm so sorry, yours was just the first name that he thought of! I told you about the warlock as soon as we escaped though! I thought you'd help me, help us get rid of him!

WARLOCK

(Thundering echoey voice)

TOO LATE! THE LAST ROUND IS AT AN END! ZEPP, YOUR TIME IS UP! GAME OVER!

Warlock casts his staff at Zepp, but stops short, turning to show the audience the elf behind him, holding a glowing sword through his chest. The elf looks very happy with himself, and walks towards the others. *

ELF

Greetings, children. Now that our adversary is WELL AND TRULY DEAD, and there is NO WAY AT ALL HE CAN HARM YOU NOW, I shall proceed to explain wha-

From afar, we see the warlock's body explode, and everyone disappears. Ominous music plays out.

CUT TO BLACK.

THE END.