

GAMER BOYS

Written by

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INT. ARCADE ROOM-DAYTIME

One boy is playing the ball drop game with two friends standing behind him, sounds of arcade in background. The boys are 15 years old and the arcade is noisy because of all of the arcade games.

TUCKER

I only need 50 more tickets until
I'm at 150,000.

JIMMY

Then you'll finally have enough
tickets to win the scooter.

CHARLIE

I can't believe you've held out
this long, I mean there's only one
more week until they give it away
in the raffle.

TUCKER staring intensely at the game spinning, hand hovering over the button. Mutters to himself.

TUCKER

I know. This is it, Tucker, you can
do it. Just 50 more Tucker, come on
Tucker, come on.

Tucker presses the button and the ball falls into the 100 ticket slot. Winner sound goes off and tickets start coming out of the machine. The boys are jumping up and down rejoicing and squealing.

JIMMY

Zoinkers! Tucker you did it!

The three boys jump up and down and begin cheering and high fiving.

The three boys fast-walk over to the counter and get in line. DEX is helping a SMALL BOY at the counter and yells at him.

DEX

You don't have enough tickets, kid!
Get out of line.

The small boy whimpers, puts his head down, and gets out of the line.

Tucker, Jimmy, and Charlie all exchange a worried glance with each other and step up towards the counter.

DEX (CONT'D)

Well, well, well, what do we have here?

Before Tucker can say anything QUINN walks up to a phone that is on the wall behind Dex. Her hair starts blowing back in slow motion. She is wearing an arcade uniform and picks up the phone. Tucker is staring at Quinn with his mouth wide open. Quinn is standing holding the phone.

QUINN

Hey Dex can I please do the announcements on the intercom today? I just want to try it once. I have been practicing, you know.

DEX

No Quinn!

Dex grabs the phone out of Quinn's hand.

DEX (CONT'D)

Why do you think you can do the announcements? I'm the only one around here allowed to speak over the intercom. The only voice you're gonna hear coming out of those speakers is mine!

Dex points to outside of the arcade where speakers are located while he is talking.

Quinn's face falls and her cheeks flush.

Tucker and Quinn lock eyes. Tucker tries to smile at Quinn in hopes of making her feel better, but the smile is terrifying instead. Quinn half smiles back and she sits on a stool that is behind the prize counter with her shoulders slumped and her face looking at her feet.

Dex turns back to looking at the boys with a fresh smile on his face.

Tucker comes back to reality and looks back at Dex.

DEX (CONT'D)

What do you want?

TUCKER

I'm here for the scooter!

An older man dressed in slacks and a button down shirt walks behind the counter and behind Dex.

The man stops behind the counter and is going through some papers. Dex looks over his shoulder at the man and then back at the boys and smiles.

DEX

Wow that's a lot of tickets you got there! Bet you've been working on this for a while!

The three boys look at each other with raised eyebrows and then Tucker looks back at Dex and puts the bag on the table.

The MANAGER takes his papers and turns around. He takes a look at the bag of tickets, the boys, and Dex.

MANAGER

Going for the scooter huh? It's been up for grabs for so long which is why we're raffling it off Friday. Good luck though, boys!

He pats Dex on the back and does a quick nod and then walks away.

Dex exhales and rolls his eyes.

DEX

I'll count your tickets, but there's absolutely no way you're gonna win that scooter.

Charlie and Jimmy both look at each other with wide eyes and Tucker stares at Dex with pursed lips and he crosses his arms. Dex unzips the bag and starts counting.

DEX (V.O.)

1,2,3....

The boys are staring at tickets and Tucker looks up at a poster of the scooter. The poster is sitting behind the counter and the scooter is literally glowing off the paper. Tucker's eyes widen and look to the right. Quinn glances up at Dex as he is counting and raises an eyebrow. Tucker's eyes quickly look back to Dex counting the tickets.

DEX

140,000, 140,001, 140,002...

Dex looks at the pile he has counted and then looks at the pile he still has to count. His eyes widen and then he squints and purses his lips. Dex grabs multiple handfuls of tickets and shoves them into his front pockets and throws some behind him.

The boys all look at each other and then look back at Dex and all of their jaws drop. Quinn's jaw drops. Dex shrugs.

DEX (CONT'D)

Sorry boys, looks like you don't have enough tickets.

TUCKER

You Buttface! You can't do that! I earned those tickets! That scooter is mine!

JIMMY

Stupidface! Give him the scooter!

DEX

A scooter that beautiful isn't going to you three. It deserves to be in the hands of someone much more worthy.

Tucker tries to reach over the counter and grab back some of the tickets that Dex put in his pockets. As Tucker's hand reaches his pocket, Dex pushes Tucker's arm to the side and walks out from behind the counter. He grabs Tucker and drags him out of the arcade.

On the way out of the arcade they all pass Quinn. Quinn stands up from the stool.

Jimmy and Charlie follow them out. At the door of the arcade Dex throws Tucker forward.

DEX (CONT'D)

You're all banned from this arcade!
I better never see you here again!
Don't come back!

EXT OUTSIDE ARCADE

Dex watches the boys walk away. Boys look at Dex re-enter the arcade and Jimmy and Charlie look at each other and stop walking. Tucker keeps walking away from the arcade dragging his feet, looking at the ground, and slouching. Charlie and Jimmy look over to Tucker.

JIMMY

You can't let him defeat you like that.

Charlie looks at Tucker and nods.

JIMMY (CONT'D)

You know what you should do, you should steal it, right out from under him.

Charlie points at Jimmy and taps his own nose while looking at Tucker.

Tucker looks at both of them with raised eyebrows.

TUCKER

Are you guys crazy? I could never do something like that. Just let it go.

JIMMY

No I really think you could. Charlie and I will even help you.

Charlie nods.

Quinn opens the doors of the arcade and runs over to the boys.

QUINN

Hey guys!

The boys stop walking and turn to Quinn.

QUINN (CONT'D)

I'm sorry about what happened in there. Dex is the worst. I wish someone would teach that guy a lesson.

Tucker perks up at that comment and his eyebrow raise slightly. Charlie and Jimmy look at each other.

TUCKER

Th-thanks Quinn!

Dex throws open the arcade door and looks at Quinn and the boys.

DEX

Hey Quinn, you better get back in here right this second before you're fired!

Quinn turns back around to look at the three boys standing there and gives a worried look.

QUINN

Ugh. It sucks that people like that
always seem to win. I gotta go.

Quinn runs back inside with her hair blowing in the wind in
slow motion.

Quinn jogs back inside the arcade. The three boys all turn to
each other.

Tucker looks at the arcade as the doors close again and Quinn
slips in. His face lights up as he looks over at Jimmy and
Charlie. He puts his shoulders back.

TUCKER

You know what, you're right. That
guy does need to be taught a
lesson.

Tucker looks at a poster advertising the scooter raffle.

INT. BEDROOM-NIGHT

MONTAGE - BEDROOM

The same poster that is advertising the scooter raffle is on
the wall of the bedroom.

A) The three boys gather around a desk and clear it off. They
roll out a piece of paper and start drawing a map of the
arcade.

B) They bring out figures and mark them as themselves and Dex
and play out scenarios that could happen within the arcade.

C) Three boys sitting in a circle with their eyes closed
mumbling to themselves.

D) Start training by doing workouts, boxing, and doing
jumping jacks.

E) Bringing out cameras, walkie talkies, and snacks and
filling backpacks with those supplies.

F) Tucker uses pointer to walkthrough the plan that is laid
out on a whiteboard.

Black screen

EXT. STREET-DAY

Fades in from black screen to a wide shot of a neighborhood

EXT. ARCADE-DAY

Tucker unzips his backpack to reveal 4 cameras and a walkie talkie along with a bunch of wires and a bunch of random stuff. Tucker looks ahead as he puts on eye black under his eyes. He grabs the walkie talkie and presses the button.

TUCKER

Charizard? Slim Jim? Are you there?
Come in!

EXT. CASTLE HEADQUARTERS-DAY

Charlie is outside of the castle on the golf course with headphones around his neck and carrying a computer. He looks around and walks into the castle. Charlie picks up his walkie talkie.

CHARLIE

Setting up headquarters now Tuck n
Roll.

Over the walkie talkie

TUCKER

Slim Jim?

EXT. MANAGERS HOUSE-DAY

Jimmy is sitting on his bicycle on the opposite side of the street from a house. He looks over at the house and he picks up his walkie talkie.

JIMMY

In position Tuck n Roll, I've got
eyes on the Boss' house right now.
You're ready to roll.

EXT. ARCADE-DAY

TUCKER

Perfect boys, operation time to get
the scooter I've had my eye on for
years and as a byproduct also teach
a mean guy a thing or two about
double crossing me and my friends
is a go.

Tucker clips his walkie talkie onto his belt and zips up the backpack and throws it on his back. Tucker creeps around to the arcade doors, slowly opens them an inch and peeks his one eye into it. Tucker opens the doors and slips inside. The doors close behind him.

INT. ARCADE-DAY

Tucker looks around and rolls on the ground in a ninja like way across to a corner of the arcade. He takes the backpack off of his back and unzips it, then grabs one of the cameras and places it on a shelf.

EXT. MANAGERS HOUSE-DAY

Jimmy is sitting on a patch of grass near his bicycle making a daisy chain. A garage door opens and Jimmy tries to hide himself by ducking behind a bush. Jimmy looks across the street to see the manager walking out of the garage into his car. As the car backs out of the driveway, Jimmy looks through the open back window and sees a glimpse of the scooter which is literally glowing. Jimmy's jaw drops as he stares in awe, almost drooling at the sight of the scooter as the car drives off. Jimmy runs over to his bike and gets on it very fast. He picks up the walkie talkie.

JIMMY

The eagle is in flight! I repeat,
the eagle is in flight. The package
is on the move.

INT. CASTLE HEADQUARTERS-DAY

Charlie is set up with all of his equipment typing on his computer. The screen is divided up into four sections. Two camera views are seen on the computer, and a third one flickers on and we see Tucker very close to the camera.

CHARLIE

Tuck n Roll, hurry and get that fourth camera set up, it's almost time for phase 2, the boss is ahead of schedule.

INT. ARCADE-DAY

TUCKER

Roger that Charizard, I'm about to set up the last camera.

Tucker rolls on the ground over to the last corner of the arcade room as he unzips his backpack and reaches for the last camera.

INT. CASTLE HEADQUARTERS-DAY

Charlie is on his computer and 3 cameras are on the screen and the fourth one flickers on. Charlie notices in one of the screens that Dex is walking towards Tucker and has a worried look on his face. He reaches for his walkie talkie.

CHARLIE

Tuck n Roll! Dex is coming your way right now! Hurry and get out of there.

INT. ARCADE-DAY

Tucker turns around to look at the door and sees Dex is walking right in front of it blocking the door. He panics and quickly runs into the car racing game.

TUCKER

Guys, we've got a little bit of a problem. Dex is blocking the door, I'm going to be stuck in here for a while. Jimmy, I'm going to need you to stall the Boss.

EXT. STREET-DAY

Jimmy is riding his bike following the same car which left the garage. He hears Tucker over the walkie talkie and has a worried look on his face.

JIMMY

Uhhhh, yeah sure.

Jimmy looks over to the side of the road and sees a set of cones and orange vests sitting there. He turns his bike away from the car he was following and bikes towards the cones.

JIMMY (CONT'D)

I'm on it.

INT. CASTLE HEADQUARTERS-DAY

Charlie is sitting at his computer with a very blank look on his face, twiddling his thumbs. He is glancing at the screen every few seconds.

INT. ARCADE-DAY

Tucker is completely spread out with his legs hanging over the car racing game.

Behind Tucker, a row of games away Dex is trying to unjam a machine and begins hitting the game and yelling.

EXT. STREET-DAY

Jimmy is dressed in an orange vest and setting up orange cones in a line which is blocking off the second half of a street. He places down the last cone in line and he sees the Boss' car coming towards him. Jimmy waves his arms and points down an alternative street.

The manager is in his car and squints and furrows his eyebrows, moving his head around. He does a U turn and begins driving in the opposite direction he turns on a street.

INT. CASTLE HEADQUARTERS-DAY

Out of the corner of his eye Charlie sees movement on one of the camera screens on the computer. Charlie instantly perks up and moves his face closer to the screen. He picks up the walkie talkie.

INT. ARCADE-DAY

Tucker is completely still spread out with his legs hanging over the car racing game. Over the walkie talkie he hears Charlie which startles him.

CHARLIE

Tuck n Roll! The coast is clear!
Dex is walking to the back of the
arcade right now, get out of there!

Tucker instantly jumps up and his eyes widen and he falls out of the chair in the game to the ground of the arcade. He quickly jumps up, dusts himself off, and looks around to see if anyone saw him.

TUCKER

Copy that Charizard

Tucker begins tip toeing towards the exit.

INT. CASTLE HEADQUARTERS-DAY

Charlie is staring at the computer screen and breathes a sigh of relief as he sees Tucker exit the arcade. He picks up his walkie talkie.

CHARLIE

SlimJim, come in. You're going to
need to keep stalling him. He can't
get here yet, there's still a lot
of prep to do.

EXT. STREET-DAY

Jimmy is riding his bike and holding his walkie talkie. He nods.

JIMMY

Got it Charizard. This man will
stay stalled.

EXT. ARCADE-DAY

Tucker is crouched over, holding a roll of wire and duct tape and is laying the wire down along the side of the arcade building. He is taping it to the ground. He is constantly looking over his shoulder as he is doing this. He reaches a grassy area while running this wire and stops. He puts down the wire and duct tape next to him and gets on his knees and pulls a mini shovel out of his pocket. He sighs deeply and is about to start digging.

EXT. STREET-DAY

The same car that the manager is driving pulls up to a stop sign. Jimmy is at that same stop sign where the crosswalk is. The manager motions for Jimmy to walk across, but Jimmy motions for the car to go. The manager shakes his head and once again motions for Jimmy to cross the street. Jimmy crosses his arms and stays in place. The manager sighs starts to slowly inch forward. Right as the car starts to move Jimmy walks forward and throws himself on the hood of the car. The rolls off the hood onto the street in front of the car and closes his eyes.

The manager gasps and puts his car in park. He opens the door and runs towards Jimmy.

Jimmy is laying on the ground and opens one eye to see if the manager is coming.

The manager crouches to Jimmy's level.

MANAGER

Hey kid are you alright? I'm so
sorry if I hit you back there I
really didn't mean to.

Jimmy squirms on the ground, grabs his side and groans a little.

MANAGER (CONT'D)

Oh my goodness I'm so sorry. You
must be really hurt. I should get
help shouldn't I? Just stay right
here and I'll call someone.

The manager gets up and walks to his car to grab his phone. Jimmy opens his eyes wide and looks to either side of him. He quickly gets up and fast-walks over to his bike. He yells back to the manager.

JIMMY

I think I'll be alright, sir.
Thanks so much for your help!

Jimmy hops on his bike and peddles fast to get away from the area quickly.

The manager puts his phone down and furrows his eyebrows and squints as he watches Jimmy bike away. He opens his mouth to say something, but then turns back to his car and gets in. He shakes his head and starts the engine.

EXT. ARCADE-DAY

Tucker is collecting a bunch of plastic balls from the ground and putting them into a bag. He then walks over to the side of the arcade building and grabs a small stool. He then picks up the stool and walks it over and places it next to the arcade building in front of the doors. Tucker then grabs the bag of balls and reaches into his backpack and pulls out duct tape. He steps up onto the stool and lifts the bag of balls over his head above the arcade doors and begins taping the bag so it is hanging right over the doors.

EXT. ARCADE PARKING LOT-DAY

Jimmy is riding his bike and gets to the arcade parking lot. He stops his bike and picks up his walkie talkie.

JIMMY

Guys, I just got to the arcade the manager will be here soon. How close are you?

INT. CASTLE HEADQUARTERS-DAY

Charlie is sitting down looking at his computer and sees Tucker still working outside the arcade. His eyes bulge and he picks up the walkie talkie.

CHARLIE

Tucker's almost to the podium, you need to stall a little longer.

Over the walkie talkie Charlie hears Jimmy.

JIMMY

Alrighty you got it!

EXT. ARCADE PARKING LOT-DAY

Jimmy is placing an orange cone into the middle of a parking space, and after he places it he looks around to see every parking space without a car in it has a cone in the middle of it. He looks over to the street and sees the managers car coming towards him. Jimmy runs and hides behind a bush as the managers car pulls into the parking lot. The manager is furrowing his eyebrows and squinting as he looks around at the parking lot. The manager drives all the way to the very last spot of the parking lot, farthest away from the arcade, and parks his car. He gets out, grabs a briefcase, the scooter, and he begins to walk to the arcade. Jimmy's eyebrows raise as he sees the manager walking to the arcade.

He jumps up really quickly and begins running after the manager.

INT. ARCADE-DAY

Tucker is holding a screwdriver and working on a wooden stand which has a sign on the front of it which says 'scooter raffle.' His walkie talkie is set on the ground in the distance away from him.

INT. CASTLE HEADQUARTERS-DAY

Charlie is looking at the computer screen and sees Dex walking towards Tucker. His eyes widen and he picks up his walkie talkie and begins to talk.

CHARLIE

Tuck n Roll hurry Dex is coming
your way!

Charlie pauses and waits for a response but he looks on the computer screen and sees that Tucker's walkie talkie is not close to him.

He looks around and quickly throws everything in his backpack, puts it on his shoulder, and darts out of the castle.

INT. ARCADE-DAY

Tucker is now working on the opposite side of the stand with his screwdriver in a different position.

DEX

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

Tucker instantly looks over to his right and his eyes widen as he sees Dex standing over him. Dex is holding a bag.

Tucker quickly stands up and begins walking backwards until he backs into a pole and he stops walking looking at Dex.

He looks over to see Quinn standing behind the prize counter next to the intercom. She inches closer to the intercom.

Tucker turns back to Dex.

TUCKER

What do I think I'm doing? What do
you think you're doing?

(MORE)

TUCKER (CONT'D)

I've worked for years saving up my tickets. I watched my friends walk out of here with candy and stuffed animals and bouncy balls as I left with nothing. So what am I doing? I'm making sure there's no way you get that scooter.

EXT. ARCADE-DAY

Jimmy is running after the manager and he has his eyes squinted and his face is jiggling from running.

Charlie is running to the arcade and his eyes are squinted along with his eyebrows lifted.

The manager is walking and he is right in front of the arcade and both Jimmy and Charlie are running up to the manager and once Jimmy and Charlie reach the manager, the manager turns his head and stops walking and holds up both of his hands. Both Jimmy and Charlie have their hands on the manager and they begin to open their mouths.

The intercom crackles and they hear Dex. They all look up to the speakers and their eyebrows raise. The manager's eyes squint and his eyebrow furrow while Jimmy and Tucker's mouths both drop.

DEX

If you think you're going to get this scooter, think again. Ever since the first day I've worked here, I've had my eyes on that scooter.

INT. ARCADE-DAY

DEX

I've done everything in my power to make sure nobody got this scooter. I ripped up tickets, I've scared little kids away, and I'm minutes away from making sure I win this raffle. So whatever you've got going on, it's going to stop now.

The arcade doors burst open as the Manager walks through the doors followed by Charlie and Jimmy walking behind him.

MANAGER

Dex! What is going on!

Dex and Tucker both turn their heads to look at the Manager whose eyebrows are furrowed. Tuckers eyes bulge and Dex's jaw drops and he moves the bag he's holding behind his back.

DEX

Nothing Sir! This kid here is messing with the stand, I'm making sure he's not doing anything he's not supposed to.

The manager stops walking and is looking right at Dex.

MANAGER

Oh really? By ripping up tickets and driving people away from the arcade?

Dex furrows his eyebrows and looks around. He looks over to the prize counter and sees Quinn standing there with the phone in her hand as she is smirking and waving at him.

The manager walks over to Dex and grabs the bag from his hands.

MANAGER (CONT'D)

And what's this?

The manager opens the bag and pulls out a handful of raffle tickets with Dex's name on them. He looks over to the raffle box, then back to the tickets in his hands.

DEX

It's not what it looks like, I can explain.

MANAGER

I've heard everything I need to hear. You're fired from this arcade. Collect all of your things and don't come back. You're banned.

Dex storms out of the room.

The manager walks over to Tucker, with the scooter in his hands and gives it to Tucker.

MANAGER (CONT'D)

I understand you've been saving for this scooter for some time now. Congratulations.

Tuckers eyes bulge and his eyebrows raise. He smiles and looks over to Jimmy and Charlie who are beaming.

The manager walks out of the room. The boys all run up to each other and begin hugging each other jumping up and down. Tucker hands Jimmy and Charlie the scooter to admire and walks over to Quinn.

TUCKER

Hey Quinn, that was amazing what you did back there. I can't thank you enough.

QUINN

It's nothing really, he had it coming. And besides, his voice is the only one that's allowed on the intercom anyways.

Tucker and Quinn both smile at each other, blushing. Tucker smiles awkwardly and they stand there for a moment. Jimmy and Charlie call to Tucker.

JIMMY AND CHARLIE

Tucker c'mon, we gotta try this thing out! Lets take it for a test drive!

Tucker looks back at Quinn,

TUCKER

I guess I'd better go.

Tucker turns and starts to walk towards his friends. He stops and turns back to Quinn.

TUCKER (CONT'D)

Hey, so...do you want to come with me?

Quinn smiles and blushes

EXT. ARCADE-DAY

Quinn is riding on the scooter behind Tucker. She wraps her arms around him. Jimmy is riding his bike next to them and Charlie is sitting on his handlebars.

As they are leaving the arcade property, Dex walks out around the corner holding a box filled with random things. They pass him and Dex's jaw drops as he sees Tucker. Tucker winks at Dex and rides away on his scooter with Quinn holding onto him and Jimmy and Charlie riding next to them.

END