

**THE BROTHERS DIM**

written by

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FADE IN:

EXT. NERDKINGDOM - DAY

Two nerdy teenage boys wait in front of a closed suburban garage door. A sign reads "NERDKINGDOM". They are JIM, a fearless kid with his head stuck in the clouds, and ANDREW, a thoughtful kid with his feet stuck in the ground.

JIM

Any minute now.

The garage door finally opens with a screech, revealing NerdKingdom— a shabby hobby store run as a garage business. It's as if the gates of heaven have opened.

JIM (CONT'D)

So, Andrew, what do you say?  
Divide and conquer?

ANDREW

You take the left side, I'll  
browse the right.

JIM

Let's do it.

INT. NERDKINGDOM - CONTINUOUS

The two boys run up to the store and begin browsing excitedly. DERRICK, a disgruntled teenage employee, peers over a comic book from his seat and glares at them. He's clearly dealt with these two before.

Jim erratically bumps into items, while Andrew meticulously examines them with care. Andrew holds up a deck of cards.

JIM (O.S.)

Andrew! Hey, Andrew!

Andrew lowers the deck, revealing Jim, wearing a mile-long grin across his face.

JIM

Come here!

Andrew sets the cards down and walks over to Jim.

Jim gestures up to a shelf above. Andrew's eyes widen with delight, as if the Holy Grail had revealed itself.

JIM (CONT'D)  
Isn't that the most beautiful  
thing you've ever seen?

ANDREW  
(reading off the tag)  
"The Dark Blade of Jawforger..."

The object is revealed atop the shelf, high above their  
heads: a shiny prop sword, gleaming brilliantly on its stand.

JIM  
"... The Slayer of Oryx".

Jim reaches up to the sword to remove it from the shelf.

ANDREW  
You're gonna break it, you klutz.

JIM  
(struggling)  
I got it, don't worry.

ANDREW  
That's what you said last time.  
You know... when you were wrong.

JIM  
That was in December, Andrew,  
I've changed my evil ways.

ANDREW  
We should really ask for help.  
Vector's pretty strict about his  
top shelf protocol.

JIM  
Well, I don't hear you calling  
for help.

ANDREW  
You're the one who needs it, not  
me.

JIM  
(still struggling)  
I told you, I don't need it.

ANDREW  
You'll never admit you need help,  
will you?

JIM

And you'll never ask for it, will you?

Jim pulls the sword halfway off the shelf haphazardly. Just as it is about to fall, Andrew grabs it and pushes it back up, making a slight din. Jim looks back at him innocently.

JIM (CONT'D)

See? We're fine.

DERRICK (O.S.)

Well, well, well. If it isn't The Brothers Dim.

Andrew and Jim turn around and see DERRICK, a nerdy and arrogant teenage employee, at the end of the aisle. His patience vanishes as he recognizes them. The boys cower at his looming presence.

DERRICK

You boys need help?

JIM

No sir, we're fine.

ANDREW

Well, we actually...

DERRICK

Whoa, whoa, whoa! Get away from there, you mouth breathers!

Derrick steams in front of the two urgently.

DERRICK (CONT'D)

You foolish mortals almost broke the Dark Blade of Jawforger, the Slayer of Oryx!

JIM

Sir, well, I was just getting it down from the shelf—

DERRICK

This is an extremely valuable and delicate item! Why do you think we put it on the top shelf?

Derrick grabs an unstable chair and steps up on it to grab the sword.

JIM  
(proudly)  
Because it's an extremely  
valuable and delicate item.

DERRICK  
(unable to match this  
level of stupidity)  
Yes!

Derrick lifts the sword with ease and turns around, standing on the chair like a podium.

DERRICK (CONT'D)  
Leave it to the professionals to  
handle instead, because we're not  
stupid.

As Derrick steps off the chair, he accidentally drops the sword, which hits the ground with an audible smash, breaking into shards on impact. The three stand, shell-shocked.

DERRICK (CONT'D)  
Must be defective.

VECTOR (O.S.)  
Derrick, what was that?

Derrick's expression changes to abject horror. He then snaps to attention, kicks the chair, and dons a charming smile.

VECTOR, the intimidating, serious store owner rounds the corner with a look of concern on his face.

VECTOR  
What happened here?

Derrick immediately points at the two boys.

DERRICK  
(without hesitation)  
These fools broke The Dark Blade  
of Jawforger, the Slayer of Oryx.

VECTOR  
Andrew, Jim... you boys know the  
top shelf protocol.

Derrick slithers around to Vector's side of the aisle, hanging behind his shoulder. Jim, out of panic, begins speaking without thinking.

JIM

Yes, we're regulars. We know all about it.

VECTOR

But you didn't ask for help.

JIM

Well, no, you're right, I didn't. But my friend did! Or, he was going to. Before I grabbed it, or tried to... right, Andrew?...

Andrew stands frozen, smiling at the ground inexplicably.

DERRICK

Like I said, Vector.

VECTOR

Is this true, young man?

ANDREW

(anxiously oblivious)

Who?

Vector hangs his head in disappointment.

VECTOR

I'm sorry boys, but you are hereby banned from NerdKingdom.

Andrew looks down solemnly. Jim's eyes open as if he's just received a death sentence. Derrick smirks ever-so-slightly.

JIM

Sir, please, anything but that!

VECTOR

I'm sorry, Jim, but I warned you last time.

JIM

But, sir, we didn't do it! It wasn't us!

VECTOR

Then who was it?

Jim turns to Andrew, gesturing for him to add on; he doesn't.

JIM

Andrew?...

Jim and Andrew simultaneously turn to Derrick.

VECTOR

I hope you're not insinuating  
that it was Derrick that did it.

Derrick's eyes turn to icicles, scaring Jim into silence.  
Vector's disappointment evolves into disgust and anger.

VECTOR (CONT'D)

Derrick, man the register while I  
clean up this mess. And boys,  
please leave. Now.

Derrick walks away as Vector bends down to begin picking up  
the sword's shards. He then calls over his shoulder:

VECTOR (CONT'D)

Oh and Derrick, please shut the  
gates behind them.

CUT TO:

EXT. NERDKINGDOM - CONTINUOUS

Jim and Andrew stare longingly as the "gates" to NerdKingdom  
close. After a brief moment of silence, Jim speaks up.

JIM

Thanks for having my back there,  
Andrew. I really appreciate it.

ANDREW

Are you really trying to blame  
this on me? You didn't have to  
sound so damn guilty. Think  
before you speak, man.

JIM

I don't think, Andrew. That's  
your thing.

ANDREW

What about your lengthy rant last  
night about my fatal misplay in  
Strongholds and Serpents?

JIM

That's different.

ANDREW

Sure it is.

JIM

I didn't do anything wrong. I was telling the truth!

ANDREW

And look where it's gotten us. You dug us into this hole.

JIM

Well, I didn't hear you helping to dig me out!

ANDREW

Well, you had the shovel!

JIM

Well, you're good at digging!

ANDREW

(avoiding the  
extended metaphor)

I just can't talk sometimes, Jim!

JIM

Then what the hell are you doing right now?

ANDREW

That's different.

JIM

Sure it is.

A moment of uncomfortable silence as the two continue to stare at the garage door. The two seem as if they are slowly accepting their own deaths.

JIM

Well, I guess we're never going to see NerdKingdom again.

ANDREW

Nope. Unless one of us happens to come up with some brilliant idea.

JIM

(coincidentally)

Hey, Andrew! I just had a brilliant idea!



The two boys hear the sound of scraping and turn around to see Derrick pop his head up from behind the sideyard gate.

DERRICK

What are you doing? Go away,  
you've been excommunicated!

Jim and Andrew stare stupidly at him for a moment.

DERRICK (CONT'D)

Shoo! Shoo!

Derrick awkwardly pops his head back down. After a few seconds, Jim runs up to the door and darts to the recycling bin in the sideyard. He pulls the map out and goes to Andrew.

JIM

We follow this quest... and we  
can find the sword ourselves and  
replace the one we broke!

ANDREW

What? Jim, this is—

JIM

Brilliant, I know. I'll meet you  
at your house at seven tomorrow.

ANDREW

Jim—

Jim waves the map as he begins running down the driveway.

JIM

I gotta get home, but I'll see  
you tomorrow! Remember— seven.

Andrew stares in confusion as Jim walks away.

ANDREW

You're kidding, right?

FADE TO:

EXT. ANDREW'S HOUSE - DAY

Jim is standing at the door to Andrew's house, knocking furiously, breaking periodically only to check his watch. He wears an oversized backpack.

Andrew opens the door with tired rings under his eyes, holding a cup of coffee. Jim steps back a foot innocently.

ANDREW  
You weren't kidding.

Jim whips out the map and holds it in front of his face as he walks down the path, grabbing a pencil and gesturing to it.

JIM  
Okay, first on the map— "Follow the Raging Devils River."

ANDREW  
(sleepy and somewhat irritable)  
Why?

JIM  
To find the Wasteland Waterfall.

ANDREW  
No, Jim, why are we doing this? Aren't we a little old to be going on a "quest"?

JIM  
Then let our final quest be for NerdKingdom.

ANDREW  
Jim, you really expect?...

JIM  
You'll never know if you just stand there sipping your coffee.

Andrew defensively stops mid-sip to shake his head.

ANDREW  
You need to grow up, man.

JIM  
Just this one quest. We can grow up after.

Andrew sighs begrudgingly.

JIM  
(disregarding Andrew)  
Well? Divide and conquer?

Jim walks down the driveway as Andrew stares in disbelief.

ANDREW

Look, I know it's fun to pretend you're on a quest and all, but imagination only gets you so far.

JIM

Don't be such a pessimist, Andrew!

ANDREW

I'm not a pessimist, I'm just being a realist.

JIM

You're not a realist, Andrew, you're a blaphemist! Now come over here and help me look for the Raging Devils River!

ANDREW

Would you just admit that I'm right this time? You're never gonna find that river.

Jim, on his hands and knees in the gutter, turns and shouts:

JIM

Andrew, look! I found the river!

Jim beckons to Andrew, who walks over reluctantly. A narrow yet defined stream of runoff water stretches off like the Yellow Brick Road.

Jim points at the icon on the map, which appears to match up almost perfectly with the pebbles and leaves in the gutter. Andrew stares at the map, defeated— almost as if he can't stand the fact that Jim might be right this time.

JIM (CONT'D)

Shall we?

The Brothers Dim walk off. They have begun their great quest.

FADE TO:

MONTAGE SEQUENCE 1.

FADE TO:

EXT. PARK BATHROOMS - LATER

Jim excitably marches over the hill, with Andrew tailing awkwardly. By the restrooms, Jim stops to examine the map.

ANDREW  
(reluctantly)  
What now?

JIM  
"Behold the sign! A leap between sharp cliffs that line the Deep Ravine."

ANDREW  
That's awful.

Jim points over at the restrooms sign.

JIM  
There's the sign. Now the ravine.

ANDREW  
(slightly annoyed)  
I don't see it, Jim.

JIM  
Aha! There it is!

Jim points down at a meager little crevice— a crack in the ground. Andrew stares at it, dubious.

ANDREW  
(moderately snarky)  
I still don't see it.

JIM  
Come on, Andrew, let's go.

Andrew walks up to the "crevice" and stands awkwardly.

ANDREW  
Uh... what do we do?

JIM  
Leap across it.

Andrew steps over it nonchalantly.

JIM (CONT'D)

No, Andrew, you have to LEAP over it! Not step. Come back here, you dumbass.

Andrew rolls his eyes and steps back. Jim, now practically in a trance, poises to leap across. He stares down intently, then bends into a lunge.

JIM (CONT'D)

Don't fall in!

He dramatically soars across the "ravine". He turns back to Andrew expectantly, who looks around to see if anyone is watching, and steps over it with the slightest hint of a hop.

JIM (CONT'D)

No, Andrew, go back.

Andrew steps back, rolling his eyes again.

ANDREW

Jim, it's just a little crack.

JIM

No, Andrew, it's the Deep Ravine!

Andrew laughs to himself and sighs.

JIM (CONT'D)

You can do it! Don't be afraid!

Andrew continues to stand still uncomfortably on the other "cliff", in total disbelief to even be dealing with this.

ANDREW

I'm not afraid, I just don't want to look stupid.

JIM

You're afraid to look stupid?

ANDREW

Well, I just don't want to be stupid.

JIM

Are you calling me stupid?

ANDREW

No, it's just... this just looks kinda stupid.

JIM

Well, from my point of view, what you're doing right now looks kinda stupid.

ANDREW

Well, maybe you're just not seeing this from a realistic point of view.

JIM

Maybe you're just stupid.

Andrew chuckles, but almost seems to take it to heart as he looks down at the ground.

JIM (CONT'D)

Go on, then!

Without hesitation, Andrew leaps across with an elegance that puts Jim to shame. He lands, smiling, with only a slight hint of the cynicism remaining. A grin breaks across Jim's face.

ANDREW

So what was it next, Jim?

FADE TO:

MONTAGE SEQUENCE 2.

FADE TO:

EXT. EPIC PLACE WITH EPIC TREE - LATER

Walking out the edge of a wooded area, Andrew holds and reads from the map, while Jim looks over his shoulder.

ANDREW

"At last! The powers, the All-Knowing Eye, the beast it cowers, and beneath riches lie."

JIM

This is it, buddy!

The two stand in place, looking around and finding nothing. There is a brief silence. Then:

JIM (CONT'D)

Are you sure we're in the right place?

ANDREW

Yeah, the "All-Knowing Eye of Oryx" is supposed to be up on that tree, and the Dark Blade of Jawforger, Slayer of Oryx on the ground.

Beat. Then:

JIM

Well, Andrew, it's been fun, but I suppose you're right. It's finally time to grow up.

ANDREW

What, after all that?

JIM

I'm sorry I got us into this mess in the first place.

ANDREW

It's okay, it's my fault we got kicked out at all.

JIM

Well, no, actually, it's Derrick's fault.

Andrew seems to consider this possibility for the first time.

ANDREW

Huh. I never thought of it that way.

JIM

I suppose we could always just, y'know, explain to Vector that Derrick broke the sword.

ANDREW

And you expect him to just believe that?

JIM

Not really. It's a shame nobody was watching the whole thing unravel.

Andrew begins to have an epiphany.

JIM (CONT'D)

Oh well. I suppose that's the end of NerdKingdom for us. Unless one of us happens to come up with some brilliant idea.

ANDREW

Hey, Jim... I just had a brilliant idea.

Andrew turns to Jim with a confident look in his eyes.

CUT TO:

EXT. NERDKINGDOM - NIGHT

Jim and Andrew walk up the driveway to NerdKingdom. The garage door is closed, and Derrick pops up over the fence after a moment to flip the sign from "OPEN" to "CLOSED". Before he can, he spots the two walking up towards him.

DERRICK

Well, won't you look at that. The Brothers Dim are back for more.

JIM

We'd like to speak to your manager about an injustice.

DERRICK

Sorry. We're closed. Go away.

Derrick gestures to the "CLOSED" sign, which is upside down.

ANDREW

We'd like to inform him about a hooligan who broke his Dark Blade of Jawforger, Slayer of Oryx.

DERRICK

Said hooligans were kicked out yesterday. Maybe I should inform him that they are back to harass and intimidate his poor employee.

JIM

We've got evidence, Derrick. It was right under our noses the entire time. Or, should I say... well above them.



Derrick figures out what Jim is implying, and his demeanor changes to that of a fearful criminal. Jim turns to walk towards the garage door.

JIM (CONT'D)

Anyway, I'm just going to go knock on the door.

DERRICK

No, you're not. You're not getting anywhere near him.

Derrick climbs down and opens the sideyard gate quickly, hurrying towards Jim. In his rush, he fails to spot Andrew hiding behind the sideyard door. Andrew uses this moment to sneak past him and through the sideyard.

INT. NERDKINGDOM - MOMENTS LATER

Andrew pops into the garage through the back door, much to Vector's utter dismay.

VECTOR

What the hell are you doing here?

ANDREW

Reclaiming what is rightfully ours. For you see, Vector, it was Derrick who broke the Dark Blade of Jawforger, Slayer of Oryx in the first place. He came over to help us, dropped the damn thing, and framed us as a couple of reckless poltroons.

Vector appears a little caught off-guard by hearing Andrew speak so decidedly, but he is still not fully convinced.

VECTOR

And you expect me to just believe that?

ANDREW

(like a proud detective)

No. But running such an expensive business as you do, it occurred to me that you'd probably have one of those somewhere.

Andrew gestures over to a security camera mounted in the corner. Derrick then bursts in the back door, with Jim tagging along behind.

DERRICK

Vector, don't listen to these fools!

VECTOR

Well, there's no harm in just checking the security footage, Derrick... right?

Vector pulls out a laptop and opens the footage.

DERRICK

Sir, these two delinquents aren't to be taken seriously, surely—

VECTOR

I suppose we're about to find out, aren't we?

Jim and Andrew watch the footage over each of Vector's shoulders as Derrick stands facing them blankly.

The three watch the screen as the sword shatters on the floor. In the footage, Derrick almost immediately looks up and right into the eye of the security camera. Vector pauses the playback on this frame, then turns the phone to face Derrick in person.

DERRICK

Vector— I mean, I can explain, sir—

VECTOR

Get out, Derrick. You're fired.

DERRICK

Sir, please! I can explain!

VECTOR

No, I don't think you can. Get out of here and don't even think about coming back.

Derrick storms off to grab his backpack from the registers. Vector turns to the two boys warmly.

VECTOR (CONT'D)

Boys, I apologize for coming down so hard on you and not thinking to check the security footage. I appreciate your honesty.

ANDREW

Thank you, sir.

VECTOR

Please, call me Vector.

JIM

Thank you, Sir Vector.

ANDREW

Thanks, Vector.

VECTOR

You are hereby de-banished from NerdKingdom. Though we are closed for the night so please don't stay too long.

Vector walks off to the back of the store. On his way out, Derrick comes storming over with his backpack on. He points his finger in their faces menacingly, but Jim and Andrew don't flinch.

DERRICK

If I ever see you two little ungrateful twerps again...

JIM

Oh, please, Derrick. You can call us "The Brothers Dim".

As Derrick stomps out the door, Jim and Andrew turn to each other and fist bump with matching smirks of just satisfaction.

FADE OUT.

THE END