

DUCKTALES

"The Cursed Coins of the Ghostly Galleon"

Written by

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ACT I

INT. MCDUCK MANOR - DAY

The entry hall of McDuck Manor stands empty and silent.

The front door is thrown open with a CRASH as Scrooge McDuck triumphantly kicks open the door.

Scrooge walks into the hall followed by Huey, Dewey, Louie, Webby, Launchpad and Della.

Scrooge tightly holds onto a three-hundred year old coin pouch.

SCROOGE

Another adventure, another treasure
for the vault!

DELLA

Wasn't that fun kids? We got to go
on a boat.

HUEY

Uncle Donald lives on a boat.

DELLA

But this one was a haunted pirate
ship.

LOUIE

I don't think you can call it
haunted if there weren't any
ghosts.

DEWEY

Unless it was haunted by invisible
ghosts.

WEBBY

Invisible ghosts! Those are the
best kind.

LAUNCHPAD

Don't worry. Invisible ghosts
aren't real, otherwise I would have
seen them.

Louie picks up the pace to reach Scrooge.

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LOUIE

So what kind of treasure did we find? More importantly: how much of it do I get?

Scrooge turns to the others, brandishing the coin pouch.

SCROOGE

What we found are the eight legendary cursed coins of the ghostly galleon!

Hewey and Louie rush up to join Louie, crowding Scrooge eagerly.

HUEY

Cursed pirate treasure!

LOUIE

Can we see it?

Scrooge holds the pouch away from his nephews.

SCROOGE

Of course not, it's cursed! These perilous pieces are going right into one of my special vaults before yet another pirate curse gets unleashed in my house.

Scrooge turns to exit down one of the many hallways of the manor.

DEWEY

Another?

HUEY

Was the last one our fault?

LOUIE

Probably.

Della gathers the nephews and ushers them away from Scrooge.

DELLA

Come on kids, Uncle Scrooge is just doing the boring part where he catalogues what he found and locks it away. We'll find a non-cursed treasure next time.

INT. SITTING ROOM - DAY

Della, the nephews and Webby walk into one of the manor's sitting rooms, featuring a large couch.

DEWEY

So what treasure are we finding next?

DELLA

First I'm getting the greatest treasure of all.

Della hops onto the couch.

DELLA (CONT'D)

Getting off my feet for a minute. Phew, that was an adventure. Aren't you kids tired?

HUEY, DEWEY & LOUIE

No.

DELLA

I guess it's hard to be tired where there's so much-

Della promptly falls asleep on the couch.

DEWEY

We're going to sneak into Uncle Scrooge's vault and steal that treasure, right?

LOUIE

Of course.

INT. SCROOGE'S OFFICE - DAY

Huey, Dewey, Louie and Webby peer into Scrooge's office door from the hallway to see Scrooge walking to his desk.

Scrooge pulls out a huge binder of papers and begins paging through it.

SCROOGE

Now that cursed treasure is safely in the vault, time to add it to the list.

Scrooge turns a couple of pages, closes the binder and glares at the spine.

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SCROOGE (CONT'D)

Nope, this is the catalogue for possessed treasures. Where's the one for cursed?

Scrooge begins rummaging through his desk drawers.

The kids all sneak past his door.

INT. SCROOGE'S HALL OF VAULTS - DAY

Huey, Dewey, Louie and Webby enter Scrooge's dungeon-like hall of vaults, looking for where the pirate treasure is housed. Webby is pointing out the vaults as she passes.

WEBBY

The amulet in that one turns the holder into a gibbering slug-beast whenever it rains.

HUEY

I'm just saying if Scrooge is keeping the treasure locked away in a specialized vault, maybe he has a good reason. He has experience with this sort of thing.

WEBBY

And that one has a scabbard that curses you so that nobody can hear you no matter how loud you scream.

LOUIE

But why bother collecting treasure if you aren't going to spend it? This one even comes in easily spendable coin form.

WEBBY

Oh, and that vault houses the spoon that makes every drink it stirs taste like mayonnaise.

DEWEY

But we don't know what the curse of this new treasure is.

(pointedly talking towards Webby)

If only we knew someone who knew all the details of Uncle Scrooges vaults.

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Webby struggles to refrain from excitedly talking about her pre-established plans for breaking into any given one of Scrooge's vaults.

DEWEY (CONT'D)

We might be able to see a whole new curse we've never seen before.

Webby looks like she is going to pop.

WEBBY

I've got a plan!

Webby suddenly brandishes several color coded manila folders and hands them to Huey, Dewey and Louie.

WEBBY (CONT'D)

I've made detailed instructions on how to get into each of Mister McDuck's vaults, with variations based on which of us is available and whether my Granny is around. She makes plans a lot more complicated.

The nephews open their folders.

HUEY

This is very detailed.

WEBBY

This is plan "Vault 298 - Full Four - No Gran." You all have your instructions, let's do this!

INT. INSIDE THE VAULT - DAY

The pouch of coins rests on a pedestal in the center of an otherwise empty room while a dozen lasers mounted along the ceilings point directly at it.

A stone on the floor shifts and raises.

Dewey and Louie peek out from under the stone.

Louie pulls out a slingshot, Dewey produces a bag of marbles and hands one to Louie.

Louie loads the marble into the slingshot, and shoots it across the room, through the lasers, bouncing into a corner of the room.

An electronic buzz sounds and the lasers all follow the marble as it moves across the room.

Webby suddenly drops suspended by a cable from the ceiling directly above the pouch of coins, grabbing it from the pedestal and just as suddenly rises up disappearing into the ceiling.

Dewey jumps out of the hole in the ground, placing the bag of marbles on the pedestal.

The lasers return to the bag just as Dewey jumps back into the hole.

The stray marble rolls into the hole, caught by Louie, and the stone drops back into place leaving the room appearing untouched, save for the switched bag.

INT. SCROOGE'S HALL OF VAULTS - DAY

Huey stands alone by a door to one of the vaults, arms crossed, looking perturbed.

Dewey and Louie emerge from a hole in the bottom of one of the walls, replacing a stone to fill it's space. Webby drops from a vent along the ceiling.

WEBBY

Got it!

DEWEY

That was awesome, your plan worked perfectly.

Huey frustratingly holds up his folder to Webby, pointing to what appear to be drawings of him fending off security robots.

HUEY

But none of the stuff in my part of the plan happened. Where are the robots? Where's the security override panel?

WEBBY

That was all fake. Given this is a vault for dangerous treasures I knew you'd object to the actual plan, so your real role was to notice any problems before we started.

HUEY

But I didn't notice anything.

WEBBY

That's because there weren't any problems with the plan.

LOUIE

That's very me of you, Webby.

WEBBY

Thank you.

Dewey takes the pouch from Webby.

DEWEY

Let's see what this curse is!

Louie reaches into the pouch, fishes around a moment, and pulls out a large antique golden coin.

They all wait for something terrible to happen.

Louie pours the other coins into his hand, finding what appear to be eight relatively ordinary coins.

Huey takes one of the coins.

HUEY

What are these, doubloons?

LOUIE

This is a lame curse.

WEBBY

Maybe they're not cursed after all. That's disappointing.

DEWEY

What do we do now?

LOUIE

We've already got the coins, lets spend them.

HUEY

That's a terrible, irresponsible idea.

LOUIE

If we keep them, Uncle Scrooge is bound to find them and we'll get in trouble. If we spend them, there's nothing left to find.

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DEWEY
He's got a point.

HUEY
We could just put them back!

Louie raises his hand.

LOUIE
All in favor of going to the mall
to spend the cursed pirate coins on
an awesome shopping spree.

Dewey and Webby raise their hands.

HUEY
Fine, but only because you outvoted
me and not at all because I want to
go to the mall.

EXT. DUCKBURG SHOPPING CENTER - DAY

At the entrance to a bustling mall, one of Scrooge's fleet of cars screeches up to the curb and stops harshly.

The door opens. Huey, Dewey, Louie and Webby all pile out of the car while Launchpad looks back at them from over the driver seat.

LAUNCHPAD
You kids have fun shopping.

Huey starts divvying the coins between the four of them.

HUEY
There are eight coins, so we each
get two to spend.

LOUIE
I guess that's fair, kinda. It was
my idea though.

DEWEY
Hey, I mentioned it first.

WEBBY
I actually got the coins.

HUEY
It's fair.

Having handed out the last coin, Huey tosses the empty pouch into the back seat of the car.

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HUEY (CONT'D)

Be sure to keep your receipts so we can keep track of everything.

LOUIE

Whatever, boring.

HUEY

It could be a business expense.

LOUIE

Everybody keep your receipts and return them to me when you're done, today you are all buying on behalf of Louie Inc.

They all start into the shopping center to begin their shopping spree.

Unnoticed by anyone, the pouch in the back seat begins glowing with a ghostly aura and rustling lightly.

Webby breaks from the group and returns to the car to shut the back door.

WEBBY

Thanks for the ride, Launchpad.

LAUNCHPAD

No problemo, little lady. I'm just gonna park the car and I'll meet you in the lobby.

WEBBY

Okay, don't hit any of the other cars.

LAUNCHPAD

I make no promises.

The pouch continues to glow in the back seat as Webby firmly shuts the door and runs to catch up with the others.

Launchpad drives off with a screech.

END OF ACT 1

ACT 2

INT. DUCKBURG SHOPPING CENTER LOBBY - DAY

Huey, Dewey, Louie and Webby walk into the lobby of a bustling indoor shopping center. Wide halls lined with shops go in either direction with escalators leading to higher levels with more shops.

Louie is scrolling through his phone, not paying attention to Huey.

Dewey is excitedly looking back and forth, scoping out potential stores to spend his coins.

HUEY

Alright, you've all got your coins.
We're going to split up and use the
buddy system.

Louie, not looking up from his phone, taps Dewey on the arm.

DEWEY

Looks like I've got my shopping
buddy.

Webby hug-squeezes Huey.

WEBBY

Buddies!

HUEY

We're going to meet back here in
forty-five minutes. Everybody
synchronize your timers...

Huey pulls out his cellphone to start a timer.

Webby eagerly follows suit with her cellphone.

Dewey and Louie are not paying attention; Dewey still looking at potential destinations and Louis staring at his phone.

HUEY (CONT'D)

Now!

Huey and Webby start their timers.

WEBBY

Got it!

Dewey and Louie do not react.

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Webby begins pacing in place, eager to explore.

HUEY
Guys, have you got that?

LOUIE
(not looking up)
Mmm-hmmm, yeah.

Dewey looks at Huey.

DEWEY
What?

HUEY
Ugh, just be back here at four o-
clock.

WEBBY
Let's go! Shopping awaits!

Webby drags Huey towards one of the halls leading away from the lobby, disappearing into the shopping center.

Louie looks up from his phone.

LOUIE
Where'd they go?

DEWEY
I dunno. Come on, let's go.

Dewey hops down the hall leading the other direction. Huey puts away his phone and follows along.

INT. DUCKBURG SHOPPING CENTER PARKING GARAGE - DAY

Launchpad is slowly driving through the parking garage to find an open spot, still oblivious to the glowing and rustling pouch in the bag seat.

He finds a parking space, far in the back of the garage.

LAUCHPAD
Aha! Here's a spot.

He looks to the side, and sees someone far off in the distance, near an entrance elevator pull out of a spot and drive away.

LAUCHPAD (CONT'D)
Ooo! Closer spot!

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Launchpad revs the engine loudly.

The car bursts into motion, careening widely around a corner narrowly missing a row of parked cars and skids to a stop just after the now open space. Astonishingly, he has not crashed, and all cars present are undamaged.

Launchpad puts the car in reverse.

Putting his arm behind the passenger seat and looking over his shoulder, he begins sloooooooooowly backing into the space.

INT. DUCKBURG SHOPPING CENTER WEST CORRIDOR - DAY

Huey and Webby walk down one of the halls. Webby excitedly stopping to press her face against the window of nearly every shop they pass.

WEBBY

Stationary store! So many different kinds of paper!

HUEY

Obviously, I'd like to purchase something frivolous and entertaining-

WEBBY

Fashion outlet! I don't even know how most of these clothes work!

HUEY

-but that wouldn't be as personally enriching as getting something more educational but less exciting.

WEBBY

Toy store! Why is everything in that one isle pink?

HUEY

But perhaps I can find something that is both entertaining and educational. And there's no better place to do that than-

Huey stops and stands triumphantly in front of "Think N' Do" an educational toy store with a sign in the window that reads "If you can think it, you can do it."

HUEY (CONT'D)
The Think N' Do store! If you can
think it, you can do it!

Huey looks back to Webby to see her silently transfixed in front of "DuraTAC Tactical Supply Store" with night vision goggles, tactical vests and other supplies prominently displayed in the window.

HUEY (CONT'D)
Webby?

Webby does not respond.

HUEY (CONT'D)
Okay, I'll be right back.

Huey hurries into the "Think N' Do" store.

INT. DUCKBURG SHOPPING CENTER EAST CORRIDOR - DAY

Walking in the opposite direction from the other pair, Dewey and Louie walk through the main hall of the shopping center.

Dewey walks with a confident stride, while Louie is unimpressed by the available options.

LOUIE
These stores are so boring and
ordinary. Where do rich CEOs shop?

DEWEY
I think Uncle Scrooge has other
people shop for him.

LOUIE
Oh yeah.

DEWEY
But what you can't have other
people shop for is the most
important part of your personal
brand, yourself.

LOUIE
Huh?

DEWEY
There's a photo place, right there.
Come on, let's go!

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Dewey points to a glamour photography booth called "Beauty Bomb Photography" with several example photos surrounding it mostly featuring soft focus photos with big hair.

LOUIE

Why would I want photos from there?

DEWEY

Because they're professionals. We can get headshots, perfect for the Louie Inc website or your business brochures.

LOUIE

No, I'm good.

DEWEY

Suit yourself. I'm gonna show the world the beauty that is Dewey.

Dewey heads to the photography booth while Louie pulls out his phone again and sits on a bench.

INT. DUCKBURG SHOPPING CENTER PARKING GARAGE - DAY

Launchpad slowly backs into a parking space an inch at a time, making careful corrections every couple inches and slowly getting closer to the wall behind him.

LAUNCHPAD

Almost there.

Launchpad finally finishes backing up the car. His parking job is perfect.

He is about to put the car in park when he sees a car immediately in front of him pull out of its space and drive away. The new spot is immediately in front of the elevator leading to the shopping center, with only a cement pylon between them.

LAUNCHPAD (CONT'D)

Ooo! Closer spot!

Launchpad slams on the gas, causing the car to back up abruptly slamming into the wall behind him.

He shifts the car into drive and slams the gas again, crashing into the pylon at the far end of the new space.

LAUNCHPAD (CONT'D)

Perfect!

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Launchpad parks the car, opens the door and steps out.

He briefly examines his parking job.

Satisfied, he points his key fob at the car and activates the security with a beep.

Just then, a bright flash of light erupts from the car, quickly followed by 8 pirate ghosts who phase through the car and out into the lot.

PIRATE GHOST 1

The coins!

PIRATE GHOST 2

The cursed coins of the ghostly galleon!

LAUNCHPAD

Uh oh.

The ghosts notice Launchpad and all turn to look at him.

They quickly fly around him, circling him, reaching for him and rummaging through his pockets.

PIRATE GHOST 1

Return us the coins!

PIRATE GHOST 3

We cannot rest until we have the coins!

LAUNCHPAD

Hey, watch out. I'm kinda ticklish.

One of the ghosts, having checked Launchpad's pockets, looks to the others.

PIRATE GHOST 2

He doesn't have them.

The ghosts look around for who else might have the coins, but don't see anyone else present.

PIRATE GHOST 1

Find the coins!

The ghosts all fly away from Launchpad and fly directly into the elevator, passing through the closed door.

A moment later the elevator dings, the indicator lights up and the doors open revealing the pirate ghosts all crammed into the elevator. One of them is repeatedly pushing one of the buttons inside.

PIRATE GHOST 3
Pushing that won't make it go any
faster.

The ghost stops pressing the button and looks up at the one who spoke.

The ghost then resumes repeatedly pushing the button as the elevator closes and ascends leaving Launchpad again alone in the parking lot.

Launchpad reaches for his phone.

LAUNCHPAD
Better call the boss.

Launchpad dials and speaks into the phone.

LAUNCHPAD (CONT'D)
Uh, yeah, Mister McD. Sorry to
bother you, but thought I should
let you know the ghosts you were
keeping in your car got out.

INT. DUCKBURG SHOPPING CENTER LOBBY - INT

Huey and Webby happily return to the shopping center lobby to find Louie sitting on a bench near a rack of multiple gumball machines.

HUEY
We're back, and with five minutes
to spare!

WEBBY
Wanna see what we got?

LOUIE
You're going to show me anyway.

Webby excitedly pulls out a stuffed toy and holds it in front of Louie's face.

WEBBY
A Quacky Patch Doll! Her name is
Swanette, she comes with three
different outfits-

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Webby reaches into the doll's back and pulls out a handheld torch clearly from the tactical supply store.

WEBBY (CONT'D)

-and is the perfect place to hide my new laser cutting torch!

HUEY

And I took one of my coins to the currency exchange for cash to deposit into my personal IRA.

LOUIE

You did that today? But the exchange rate is terrible. And if you put it in an IRA you can't touch it for fifty years; what if you need it now? I think you should consider investing.

HUEY

I'm not giving you my money.

LOUIE

It was worth a shot.

WEBBY

What did you get, Louie?

LOUIE

Eh, you know, stuff. Nothing important.

Huey proudly pulls out a folding cardboard portfolio with empty slots to hold coins.

HUEY

Well, I spent my other coin on this Think N' Do coin collector display folio. This one is for pennies, so whenever I have an extra...

Huey pulls out a penny and makes a show of carefully placing it in the first open space on the portfolio.

Huey proudly shows off the portfolio, now with a single coin inside.

HUEY (CONT'D)

And when it's full, I can get another folio!

LOUIE

That's very interesting, can we go now?

WEBBY

But where's Dewey?

LOUIE

Oh yeah, he's at the salon over there getting a full treatment.

Louie points over to a nearby salon where Dewey is reclining blissfully in a chair with a mud mask and cucumbers on his face while attendants treat his hands and feet.

LOUIE (CONT'D)

He says it's for his personal brand.

HUEY

Oh, that makes sense.

WEBBY

His talk show is due for a bit of a shake up.

Behind them a elevator chimes.

They turn to see the elevator open, revealing a panicked Launchpad who runs up to them. He pauses to brace himself on his knees, clearly out of breath.

LAUNCHPAD

Oh man, I'm so glad you're all okay. I thought the ghosts might have gotten you! Hey, where's Dewey?

Webby points over to the salon.

WEBBY

He's at the salon.

LAUNCHPAD

Oh of course; gotta stay fresh faced for that late night audience.

HUEY

What was that about ghosts?

LAUNCHPAD

Ghosts!? Where!?

LOUIE

We don't know, you brought them up.

LAUNCHPAD

I did? Oh yeah! Some ghosts came out of Mister McD's car looking for change. Which is weird because when I need extra cash from Mister McD, I just check the couches. He keeps lots of coins there.

WEBBY

Those are probably ours.

LAUNCHPAD

That explains the gum.

HUEY

But what about the ghosts!

LAUNCHPAD

Oh, that's them over there.

Launchpad points over to the food court where the pirate ghosts are chasing several people around.

PIRATE GHOST 1

Where be our treasure?

PIRATE GHOST 3

Give us the coins!

WEBBY

Oh no, it's the pirate curse!
They're after the doubloons!

LOUIE

Great, now were haunted by pirate ghosts. Look what you've done, Huey!

HUEY

Me? It was your idea!

LOUIE

But you went along with it. You're supposed to be the one who talks us out of stuff like this.

LAUNCHPAD

Don't worry, I've got this.

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Launchpad knocks over the display of gumball machines, breaking one of them open. He reaches down and grabs a handful of quarters that spilled from the machine.

LAUNCHPAD (CONT'D)
You want coins? Here!

Launchpad runs up to the ghosts and throws the handful of coins at them.

The coins pass through the pirate ghosts ineffectually.

The ghosts turn towards Launchpad and the others sharply and glower.

Launchpad, Webby, Huey and Louie all scream.

END OF ACT 2

ACT 3

INT DUCKBURG SHOPPING CENTER LOBBY - DAY

Launchpad, Huey, Louie and Webby all run from a group of eight pirate ghosts who chase them down the main hallway.

LOUIE

Why are there pirate ghosts in the mall!?

WEBBY

It's the curse of the Ghostly Galleon!

Huey stops running to ponder a moment, the others stop running as well. The pirate ghosts circle the group.

HUEY

Wait, all they want is the coins.
If we can give them back-

LOUIE

We can't, we already spent them!

The ghost pirate captain turns to the other ghosts.

PIRATE GHOST 1

They don't have the coins.

PIRATE GHOST 3

They must be here somewhere.

PIRATE GHOST 1

Alright mateys, lets find those doubloons!

The pirates all dart off in different directions, the sounds of crashing and screaming can be heard not far in the distance.

LAUNCHPAD

Phew. Well, I'm glad that's over.
It's about time to take you boys back home.

WEBBY

How do we get the coins back so we can break the curse?

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HUEY

We're just going to have to return everything we bought.

Huey proudly pulls out a receipt.

HUEY (CONT'D)

It's a good thing we kept our receipts!

Webby pulls out a pair of receipts.

WEBBY

Yup!

Huey and Webby look to Louie.

Louie sweats nervously.

HUEY

You did get a receipt, right?

LOUIE

No.

HUEY

What did you do!?

LOUIE

I put a doubloon in a vending machine and it got stuck. I didn't even get any gum.

HUEY

Why on earth would you use a gold doubloon to buy gum?

LOUIE

Because I wanted some gum.

Webby points to a snack vending machine nearby. One of the pirate ghosts is crouched in front of the machine with it's arm in the dispensing slot in a futile attempt to reach the doubloon inside.

WEBBY

Is that the machine?

LOUIE

Yeah, that's the one.

WEBBY

What about that one over there?

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Webby points to a soda machine which also has a pirate ghost reaching into the dispensing slot.

LOUIE

I also tried to get a Pep. That one got stuck too.

HUEY

You lost both coins in vending machines!?

LOUIE

It's not my fault they don't take doubloons!

Dewey walks up to the group, his hair large and heavily styled.

DEWEY

I feel so refreshed, you guys should really try that sometime.

Dewey looks around to all the commotion around him.

DEWEY (CONT'D)

What's with all the yelling? Are pirate ghosts trying to reclaim their lost treasure?

WEBBY

No, it's the curse of- wait, it's pretty much what you said exactly.

HUEY

We have to return everything we bought and get those coins back!

DEWEY

I can't return a spa treatment!

HUEY

We'll figure that out, come on.

Huey, Dewey, Louie, Webby all run further into the shopping center, leaving behind Launchpad and the ghost pirates still reaching into the vending machines.

Launchpad looks at ghost at the snack machine.

LAUNCHPAD

You know there's a number you can call for that.

PIRATE GHOST 2
I don't have any reception!

INT THINK N' DO STORE - DAY

Huey holds out his coin collector folio to the clerk at the store.

People periodically run past the window of the store screaming, being chased by pirate ghosts.

HUEY
I need to return this, I have the receipt.

The clerk pulls out the gold doubloon, but then notices the coin inside the folio.

THINK N DO CLERK
I can't take this, it's been used.

HUEY
But it's increased in value, there's a penny in there now.

THINK N DO CLERK
Sorry, store policy.

HUEY
What is your store policy about pirate ghosts running amok in the mall?

THINK N DO CLERK
I dunno, I'd have to check the guide.

The clerk sets the doubloon down on the counter, pulls out a pamphlet and begins perusing it.

Huey impatiently grabs the doubloon from the counter.

HUEY
Great, gotta go!

Huey runs out of the store.

The clerk lowers the pamphlet.

THINK N DO CLERK
No, I still don't think I can-

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The clerk looks around at the now empty store.

INT BEAUTY BOMB PHOTOGRAPHY BOOTH - DAY

Dewey and Louie stand at the photo booth, arguing with one of the employees.

DEWEY

I need to get that coin back to stop the pirate ghosts!

BEAUTY BOMB EMPLOYEE

We can't undertake your photos. I'm sorry there's no refunds.

LOUIE

(to Dewey)

Let me handle this.

(to Employee)

We are very dissatisfied with our service and demand our money back.

(to Dewey)

Now you have to get upset and return the pictures.

DEWEY

But they're amazing.

LOUIE

Just do it.

Dewey throws several glossy headshots onto the counter, showing several ridiculous photos of Dewey dressed in extravagant clothes and posing on soft furniture.

DEWEY

Yes, just look at them. They're so... unsatisfying.

BEAUTY BOMB EMPLOYEE

Our policy is very strict.

LOUIE

Look, I'm prepared to post a very negative review on the mall photo booth review app.

BEAUTY BOMB EMPLOYEE

You wouldn't dare. Nobody will care anyway. How many followers do you have?

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LOUIE

How many do you think I have?

The employee looks worried.

LOUIE (CONT'D)

Add a zero.

The employee begins visibly sweating.

LOUIE (CONT'D)

Add another.

BEAUGHTY BOMB EMPLOYEE

Fine! Take the coin, just don't
post that review.

Louie takes the coin and they both run off further into the
mall.

INT DUCKBURG SHOPPING CENTER WEST HALL - DAY

Huey leaves a currency exchange store with another doubloon.

He meets with Webby.

HUEY

Louie was right, the exchange rate
is terrible. It cost me ten dollars
more than I got in the first place
to get it back. Okay, what's next.

Webby points to the nearby toy store.

Another shopping runs by panicked, being chased by one of the
pirate ghosts.

WEBBY

The toy store.

Webby looks tearfully at her Quacky Patch Doll.

WEBBY (CONT'D)

I feel like we never really got a
chance to know each other,
Swanette. Be strong.

Webby starts towards the toy store, but before she can enter
an employee pulls down a metal shutter blocking the store.

WEBBY (CONT'D)

Hey!

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TOY STORE EMPLOYEE
Haven't you noticed, there are
pirate ghosts everywhere! We're
closed!

Another ghost flies by, the toy store employee cowers and
runs further into the store.

HUEY
Now what do we do?

WEBBY
Luckily, Swanette came prepared.

Webby reaches into the doll, and retrieves her laser cutting
torch.

Using the torch, she cuts a circular hole into the metal
shutters blocking the store.

She kicks out the metal circle from the shutter and puts the
torch into one of her pockets.

Webby calmly walks into the store and holds up the Quacky
Patch Doll to the employee.

WEBBY (CONT'D)
Excuse me, I'd like to make a
return.

INT DUCKBURG SHOPPING CENTER SALON - DAY

Dewey and Louie argue with a salon employee at the front desk
of the salon while pirate ghosts continue chasing people
throughout the shopping center.

SALON EMPLOYEE
We can't refund a spa experience
you already enjoyed.

DEWEY
But what if I say I totally didn't
enjoy it.

SALON EMPLOYEE
You recorded a testimonial.

She presses a button causing a video to appear on a nearby
monitor showing Dewey fully enjoying his spa treatment.

DEWEY (ON VIDEO)
I am totally enjoying this.

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Huey and Webby arrive. Huey holds four of the doubloons.

HUEY
We got our coins back.

WEBBY
I'm going to miss that torch.

HUEY
How many did you get?

LOUIE
One.

Louie holds out the coin which Huey takes.

HUEY
One!? We can't break the curse with
only five of eight coins!

Suddenly, the ghost pirates notice Huey holding five of the coins.

PIRATE GHOST 1
He's got our doubloons!

PIRATE GHOST 3
The doubloons!

The kids freeze as the ghosts circle them.

DEWEY
What do we do? Do we give them the
coins we have, or do we have to
wait until we have all of them?

HUEY
How should I know?

LOUIE
Does anyone have a backup plan?

WEBBY
Wait, where's Launchpad?

As if on cue: Launchpad, riding in a tiny buggy shaped like a butterfly, weaves around the ghosts and drives up to the kids and stops abruptly.

LAUNCHPAD
The car wouldn't start, so I found
this buggy. It runs on quarters.

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HUEY
Quick, get in!

All four of the kids quickly pile into the buggy, climbing over Launchpad.

DEWEY
Launchpad, go!

The buggy lurches, then comes to a quick stop.

LAUNCHPAD
I think it needs another quarter.

Launchpad inserts a quarter.

LAUNCHPAD (CONT'D)
There it goes.

The buggy quickly zooms away from the ghosts.

PIRATE GHOST 1
Don't let them get away with our
treasure!

The ghosts begin to chase Launchpad's buggy as it races down the hall.

They pass another tiny buggy, shaped like a frog. The ghosts pile into the buggy, insert a quarter and the buggy takes off after Launchpad and the kids.

Launchpad recklessly swerves between kiosks with the ghost filled buggy close behind them.

LOUIE
Can't this thing go any faster?

WEBBY
They're gaining on us.

Huey looks forward to see they are heading right for the wall with the vending machines.

HUEY
Launchpad, look out!

They crash into the vending machines, causing coins to spill out onto the floor.

DEWEY
Hey look, it's two more of the
coins.

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LOUIE
Those are mine.

Huey scoops up the doubloons from the pile of coins.

HUEY
That makes seven of them.

The ghost filled buggy comes to a stop near the kids and the ghosts file out, looming over them.

PIRATE GHOST 1
Give us back our treasure.

Launchpad stands defensively between the pirate ghosts and the kids.

LAUNCHPAD
Hey pirate ghosts! If you want to get to those kids you'll have to go through me!

The pirate captain flies past Launchpad, travelling right through him, to reach the kids.

LAUNCHPAD (CONT'D)
Woah, that tingled.

The pirate captain looms over Huey as the kids huddle together nervously.

PIRATE GHOST 1
I believe those belong to me.

SCROOGE (O.S.)
What in the blazes have you kids gotten yourself into?

Huey, Dewey, Louie, Webby, Launchpad and all the ghosts turn to look behind them.

Scrooge stands glowering at them in the middle of the hall and holding the empty coin pouch. Della stands beside him also attempting to look stern but not doing nearly as good of a job.

HUEY, DEWEY, LOUIE & WEBBY
Uncle Scrooge!

DELLA
Did you kids unleash a pirate curse without me?

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SCROOGE

Of all of the irresponsible-

The ghost pirate captain flies to Scrooge and takes an intimidating stance.

PIRATE GHOST 1

Give us our gold!

SCROOGE

Hush you, do you want your coins
back or not?

The pirate captain shrinks back.

Scrooge calmly walks over the kids and holds out his hand.

SCROOGE (CONT'D)

Hand them over.

Huey hands Scrooge the seven coins.

SCROOGE (CONT'D)

Where's the other one?

Dewey points to the salon.

DEWEY

At the salon. But they won't give
it back.

SCROOGE

Of course, boy, nobody just gives
money away for free.

Scrooge walks to the salon and slaps a \$1000 bill onto the counter.

SCROOGE (CONT'D)

Can I get change for a thousand?

SALON EMPLOYEE

Scrooge McDuck!

SCROOGE

I'll take that in eight hundreds
and one pirate doubloon.

The employee opens the register to get the appropriate change.

SALON EMPLOYEE

Yes of course Mister McDuck.

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Scrooge, now brandishing all eight coins, holds them up in one hand and faces the pirate ghosts.

SCROOGE

You want your doubloons?

He pours the coins into the coin pouch.

SCROOGE (CONT'D)

Come and get them.

All eight of the ghosts are quickly sucked back into the pouch.

Scrooge tightens the drawstring on the pouch.

DELLA

Okay, that was pretty cool.

Scrooge hands the pouch to Della.

SCROOGE

Hold this.

He approaches the kids.

SCROOGE (CONT'D)

What on earth were you thinking?
You could've gotten people hurt,
and you certainly caused your fair
share of property damage.

LOUIE

It was Dewey's idea.

DEWEY

Webby stole them.

WEBBY

Yeah, but Louie talked me into it.

HUEY

I wanted to talk them out of it,
but knew they wouldn't listen so I
just went along with it.

SCROOGE

We'll discuss this on the way home.

INT. MCDUCK MANOR - INT

Scrooge opens the main entrance to the manor and walks inside followed closely by Della, holding the pouch of pirate coins.

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Huey, Dewey, Louie and Webby file in behind them, looking guilty.

Della continues into the manor as Scrooge turns to face the kids.

SCROOGE

I hope you've learned that you can't just play with cursed artifacts like some sort of toy.

LOUIE

Next time we unleash a curse, do it somewhere safer.

SCROOGE

Well, yes, but no!

WEBBY

Only enact plans to break into your vaults in real emergencies.

SCROOGE

Plans to what now?

WEBBY

What? Nothing, hehehehe.

SCROOGE

Look, it'll cost me money to clean this all up, and you are all going to work to pay me back. I expect Mrs. Beakly can find the appropriate chores for each of you.

The kids all groan.

Suddenly, there is a crash from further inside the manor.

Scrooge looks to find Della standing at the base of the stairs, while the pirate ghosts dart between entrances behind her.

DELLA

Hey kids, I've hidden the cursed doubloons all through the house. Let's see if you can find them before the pirate ghosts do!

Scrooge lets out a defeated sigh as the kids run to search the house.

END OF ACT 3

The Cursed Coins of the Ghostly Galleon