

## **“The Cursed Coins of the Ghostly Galleon” spec outline**

### ACT 1

Scrooge, Huey, Dewey, Louie, Webby and Launchpad return home to the mansion having successfully completed another adventure. Scrooge proudly announces that they have successfully obtained the eight legendary cursed pieces of eight. The children want to see the coins but Scrooge insists the treasure must stay safely locked up in one of his special vaults, lest they risk unleashing the pirate curse. Scrooge secures the treasure in a special vault and retires to his offices, satisfied in another completed adventure.

Louie bemoans locking the treasure away, what is the point of treasure if you don't spend it? This one even comes in the form of easily spendable coins!

Huey tries to articulate that Scrooge must have good reason for locking the treasure away, he's got experience in this sort of thing.

Webby excitedly tells of the various curses that are associated with many of Scrooge's treasures initially intending this as a warning, but getting more and more excited about the possible excitement of a terrible curse.

Dewey is disappointed in not being able to even learn what the curse was, perhaps they're not even cursed.

Louie pointedly says that it's a shame they have no way to break into the vault, because if there was they could do so many cool things by spending the treasure or even see a really cool curse. Webby is only very briefly able to resist telling the others that she has already concocted a detailed, illustrated plan to break into the vault; purely a theoretical exercise of course.

The kids successfully enact Webby's plan with minimal incident. They excitedly prepare to take the treasure, ready for whatever might occur when they do. They take the treasure and, anticlimatically, nothing unusual occurs. Huey is relieved while Dewey and Webby are disappointed at the lack of any spectacular supernatural events. After the lack of event sets in, Louie takes the pouch of coins to spend them frivolously. When the others bring up the possibility of the curse, Louise argues that the curse is all the better excuse to not keep the coins at home, and what better way to do this than to spend them?

Launchpad drives the kids to the local shopping center. The kids briefly argue over how to divvy up the eight coins, Louie trying to come up with reasons why he should get a larger portion. They settle on each getting two coins to spend. Huey suggests they should be responsible and keep their receipts, Louie considers this for selfish business write-off reasons, Dewey and Webby ignore this entirely. The kids excitedly run off to spend the treasure leaving Launchpad to park the car unaware of the now empty coin pouch in the back seat glowing with a ghostly aura.

## ACT 2

Huey, Dewey, Louie and Webby exit the elevator to the main mall lobby, excited at the possibilities of what to buy with the pirate coins. They agree to meet back here in one hour and go off to shop.

Webby and Huey head off together, Huey detailing possible plans on how to spend the coins responsibly while Webby excitedly looks at items in every window they pass. Huey decides he will balance his desire for fun distractions and personal enrichment by going to the educational toy store "Think 'N Do" while Webby is enraptured by the window display of a tactical gear store. Huey leaves Webby to enter Think 'N Do.

Dewey and Louie pair off walking the other direction. Louie is unimpressed by the ordinary offerings fully unsuited to a CEO of his stature. Dewey assures Louie the best way to spend the money is on better establishing their personal brand and finds a glamor shot photo booth. Louie is not impressed and stays behind while Dewey assures him he's the one missing out.

Meanwhile, Launchpad, still oblivious to the glowing coin purse, meticulously inches the car backwards into an open parking space, being laboriously careful to not scratch the car or cross the marked lines. After successfully parking, someone pulls out in front of him and he eagerly guns the car to get the slightly closer space, first backing into the wall behind his initial parking space and then shifting into forward and smashing it against a pylon on the other side of the new spot. Launchpad exits the car and inspects his parking job, satisfied he remotely locks the car and a moment later eight angry pirate ghosts erupt from the car declaring they will retrieve their lost treasure. They surround Launchpad and search his pockets, satisfied he does not hold their quarry they leave him and fly through the closed doors of the elevator leading to the mall. The elevator opens, revealing the ghosts crammed into the unit while one of the ghosts pushes buttons and another ghost reprimands him assuring him that it won't make the elevator go faster, the doors close again and the elevator ascends. Launchpad calls Scrooge and lets him know that the ghosts he was keeping in his car got out.

Huey, Louie and Webby meet up at the mall lobby. Webby excitedly shows off her new Quacky Patch Doll, which can be used to hide her new laser torch. Huey explains he took one coin to the currency exchange to get cash to deposit in an IRA, Louie points out the bad exchange rate and that he can't access the money for 50 years, what if he needs it in the meantime? Huey asks what Louie got, Louie is evasive. Huey then shows off his Think 'N Do coin collector display portfolio, excitedly taking a penny out of his pocket to insert into one of the slots. "And when it's full, I can get another folio!" Webby asks where Dewey is, Louie points out that he's in the nearby salon getting a full treatment.

The kids notice a commotion going on nearby and find the pirate ghosts flowing about, harassing the customers. Launchpad runs up to the kids, relieved they are safe and warns them about Scrooge's ghosts. The kids quickly deduce that the ghosts are after the coins they spent and they are going to have to retrieve them to put a stop to the chaos before Scrooge figures out what they did and they all get in trouble.

### ACT 3

Dewey, fully done up from the salon, meets up with Huey, Louie, Webby and Launchpad. The others quickly catch him up on the situation with the ghosts.

The salon refuses to return the coin, you can't return a service.

Louie admits he spent his coins in vending machines and they didn't even work, one of the ghosts has his hand reaching up the dispenser slot of the machine attempting to retrieve it.

Huey returns his coin collector folio to the Think N' Do store, arguing that it has increased in value due to the fact that it now contains a penny.

Webby finds the tactical gear store closed due to the sudden haunting. Using the laser torch she breaks in and leaves the torch back in the store and takes the coin from the safe.

Webby tearfully returns the Quacky Patch Doll to the toy store.

Dewey threatens to write a bad review of the photo booth to blackmail them into returning his coin.

Launchpad takes the kids on a coin operated go kart through the mall, being chased by ghosts also on go karts. This results in them crashing into the vending machines Louie used so the ghosts can get to the coins inside.

Now in possession of most of the coins, the pirate ghosts turn their attention to the kids just as Scrooge arrives. He buys back the remaining coin from the salon and banishes the ghosts back to the coin pouch.

Scrooge scolds the kids and returns them home only for Della to hide the coins around McDuck Manor to see if the kids can find them before the pirate ghosts can.