



A newly-blended family decides to start fresh and move to the small, not-at-all spooky farming village of Marigold Junction.

They find the family intimacy they were hoping for.

And more...

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Welcome to Marigold Junction!

Life is hectic. As a modern citizen, we know there are tons of demands on your attention. Work. Hobbies. A social life. Social media. Staying informed. Being connected, plugged in and tuned to a hundred different channels simultaneously blaring at you. DO THIS. PAY ATTENTION TO THAT. It's too much. Sometimes you just wanna turn it all off and... unplug.

Marigold Junction is the perfect place for that!

We're a small farming village that prides ourselves on our tight community and obsessively friendly atmosphere. When you decide to move to Marigold Junction, you join a supportive community full of people that know what's really important in life: genuine human connection.

Come. Be one of us. :)

Marigold Junction. It's just... nice!

THEME

Marigold Junction is about the importance of connection. Which can mean connecting with your family... or nature... or with the residents of a small farming town perched precariously on a hellmouth and under constant threat of being devoured by unspeakable Eldritch horrors.

You know. Kid-relatable stuff.

MARIGOLD JUNCTION THE SHOW

It starts with an accomplished but disconnected-from-each-other family: the Waldings. They move to Marigold Junction to start over. They wanna find a new, intimate adventure. Connect. Build themselves a sustenance farm that'll let them live the kind of simple small-town lives people dream about. And they're gonna do it the way they've done everything: by charging in with expectations of how things already work. "If the simple people of Marigold Junction can figure it out, there can't be much to farming!" they think.

Turns out, there's a lot to it.

They're not total fools. They know that seed + water + sun = plants. They just don't know that soil needs to be tilled before planting things in it. Or that plants take months to grow. Or that, like, weather is a thing you have to plan for. Their usual method of "we'll figure it out as we go" doesn't work here in Marigold Junction. They'll have to learn to rely on help from their community to achieve their goal of self-sustenance. And that's where things get spooky.

The residents of Marigold Junction are a tight-knit, friendly bunch. A little too tight-knit. A little too friendly. A little too helpful. Any time the Waldings are in trouble, it seems Marigold Junction comes together in the most over-the-top way possible to help solve whatever problem the Waldings are having. Whether it's a leaky roof (all the village's handymen show up and build a new one), a tractor that won't start (the local whiz kid mechanic rewires it completely), or running out of syrup on Waffle Fridays (someone shows up with a cow that produces maple syrup instead of milk), the community of Marigold Junction always rushes to the aid of the Waldings. Don't get me wrong, it's great! It's just... a little weird... Something's up with that...

MARIGOLD JUNCTION is like SCHITT'S CREEK and GREEN ACRES and TWIN PEAKS and GRAVITY FALLS had a funny spooky baby. And then the baby died and they buried it in the center of town and from it a willow tree sprouted that grew more spooky babies and the babies wandered around town stealing everyone's Converse. Or something like that.

It's an 11-minute spooky comedy that would make a perfect companion to ARE YOU AFRAID OF THE DARK.

CHARACTERS

Mitch Walding – He’s a high-priced New York City lawyer raising a 15-year old son by himself. He’s accomplished a lot, but he’s starting to think there’s more to life than career. For the last few years, he’s been daydreaming about becoming a sustenance farmer. He hasn’t taken any steps toward it, mind you. Nor has he done any research. But when an opportunity comes up (through a random internet friend) to buy a plot of land in a small farming village, Mitch jumps on it. It must be a sign that the universe wants him to be a farmer! He’s never picked up a hoe in his life, but how hard can farming be? Turns out, it’s pretty hard. But like any self-driven, headstrong adult, Mitch has trouble asking for help. He believes that he’ll figure out how to run a sustenance farm the same way he put himself through law school; alone, through sheer grit, determination, and a relentless commitment to a lack of preparation or planning. Mitch can’t imagine that starting a farm really takes the help of a village. He’ll eventually have to admit that he doesn’t know what he’s doing. And he’ll learn how to reach out to the community of Marigold Junction. But for now, his family’s sizeable nest egg keeps him from having to admit his cluelessness.

Tyler Walding AKA “Slider” – Tyler (15) is a typical Gen Z-er, having grown up in a world of social media and internet stardom. He orders everything on Amazon, posts selfies on Instagram, and livestreams his life on Twitch. But not in an annoying way. Tyler is a likeable charmer who has built his 100k audience just by being silly and playing kind-hearted pranks on people (think Improv Everywhere type skits). He wants to make the world a slightly better place and feels a genuine love for his audience. Through his internet work, he’s connected with millions of people! But he can’t connect with the one person he desperately wants to reach: his dad... (AWWWWWWWWWWW!)

Heather McCormick – Heather is the Chair of the Economics Department at Hunter University, an Ivy League-caliber school in the heart of New York City. She’s battled her way to the top of a male-dominated research field by out-publishing her peers. Determined and strong-willed, she demands the best of herself and those around her. But Heather’s demanding nature has caused her to become distant from her friends, colleagues, and even her daughter Emma. When Heather met Mitch, she had a real awakening. She started to notice how relationships around her had crumbled. Especially her daughter. Heather decided to try to reconnect with Emma. And the move to Marigold Junction provided just that opportunity. It’s going to take a while for Heather to learn to slow down. To learn that not everything has to be a fight. To realize that forgiving people for their faults can be more rewarding than demanding they fix them. But she especially has to learn how to forgive herself and relax.

Emma McCormick – Emma is a 13-year old goth girl that loves skulls, Poe, and talking about death. She’s half Lilo half Trent Reznor, and has a solo thrash-metal project as a creative outlet. But she’s not morose or angry. Emma is a well-adjusted, smiling, happy kid that just happens to have built a shrine to Cannibal Corpse in her closet. Emma can be a little off-putting to other kids her age. But they eventually realize that she’s not trying to be provocative or shut people out. She just loves the goth aesthetic. Emma is happy being macabre, and the kids that accept

her for who she is discover that she's a loving person underneath all that mascara. As far as her relationship with mom goes, Emma has always felt a little distance between them. She understands her Mom, but her mom doesn't really understand her. It's not for lack of trying, it's just that something hasn't...clicked. Emma hopes that, by moving to Marigold Junction and spending more time together, they will finally connect.

POV

Emma and Tyler are emotional window through which we watch The Walding family. We'll laugh as Tyler tries to convince his father that bulls can't give milk. We'll cringe with Emma as her mother tries to relate to her using dope kid lingo. Our hearts will soar as we witness Emma and Tyler make genuine friends with the residents of Marigold Junction. And those same hearts will sink as we realize those friendships are not as genuine as we thought...

SOME MEMBERS OF THE MARIGOLD JUNCTION COMMUNITY:

Mayor Flip - Older guy that looks like Wilford Brimley. Juggles one-handed everywhere he walks. Saunters around like the Sheriff of Nottingham swinging his arms. Wants to make sure everyone is having a good time. Used to have a farm, gave it over to his children who run it. They love him so much. He also is extremely rich.

Scuttle - Grandson of Mayor Flip. Is a weird kid. Unblinking. Observant. Just stares at you with big eyes. Scuttles away when you get close. Walks on all fours like a crab but with chest down. Collects banana peels and orange rinds and peach pits and other discarded inedible bits of food. Has been known to appear in weird places. Like your bathroom.

The Elders - A trio of ladies who speak "in the round" (completing each other sentences like a perfect exquisite corpse) and seem to know everything about what's going on in Marigold Junction. They are basically the Town Council. They establish all policies and laws in Marigold Junction. They seem creepy, but they are able to complete each others' sentences cause they hang out so often. They play Bridge together every Thursday with a rotating fourth player. It's their way of getting to know new residents of Marigold Junction. But for the uninitiated it's a harrowing experience.

Jonesey the Draw and her horse Truthers - Jonesey's an intense sort. Speaks about the most trivial thing with a life or death gravity. "I see you're eating an honeycrisp apple. Huh. *squints eyes* Bold move..." Huh? What's...uhh... is something wrong with honey crisp? "*beat* It's an extremely delicious variety of apple. "*beat* *walks away* ... She comes off as deadly serious about absolutely everything.

Truthers (pronounced TRUH-TH-RRRS) - A horse that can sense when you're telling the truth and when you're lying. Has a big beard and big eyebrows. Pretty silly looking. A strong contrast with Jonesey

Caruso the Mailman - Takes a full day to deliver the mail because he sits down for tea with absolutely everyone in town. Caruso: "I can't just leave a package at someone's doorstep without knocking on their door and offering them some handmade scones I baked the night before and asking about how Frankie is doing at Dartmouth with her Sociology Degree and helping them heal some long-held trauma that allows them to become a fully self-actualized and healed human being." Mitch Walding: "But that's your job! To just leave packages at the doorstep!" Caruso: "(beat) I don't follow."

The Board - A nebulous, infrequently talked-about collective that seems to be pulling all the strings in Marigold Junction. People talk about them in hushed whispers. Are they an HOA? Are they a corporation? Are they just some kids in facemasks that meet every Thursday in the general store parking lot? No one seems to know...

THE BIGGER MYSTERY...

What's really going on in Marigold Junction...?

Why is everyone so nice...?

...and why do people randomly disappear,
never to be talked about or mentioned again...?

It's simple.

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED] the locals

[REDACTED]

[REDACTED] methods [REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED] families, [REDACTED]

[REDACTED] local business

[REDACTED]

[REDACTED]

[REDACTED].)

[REDACTED]

[REDACTED] natural [REDACTED]

Simple!

EPISODES

1. Welcome to Marigold Junction

The Waldings arrive at their plot of land in Marigold Junction, expecting there to be some sort of shelter. Did they actually check before they started moving? Naw. But there has to be a house or something there, right? There isn't. Whoops. There's just a weird kid sitting there, watching them. The weird kid walks up to Mitch and, weirdly, asks Mitch if he needs any help. Mitch declines, asks where the nearest hotel is. The weird kid scampers away. Well, alright. The moving vans aren't due to arrive for a couple more days, but that's not a problem for The Waldings. They'll just rough it! Mitch claims he knows how to build an improvised shelter using furniture they have in the trailer! He doesn't. The weird kid watches them as their furniture-shelter falls apart. Mitch waves at the weird kid, saying "Don't worry, we're fine!". They'll build a tent with their clothes and some fishing poles (again, the weird kid watches them). The tent sinks into the ground. Huh. Okay, they'll spend the night in the car. They get in, the weird kid watching from a distance. It starts raining and there's a leak in the car's roof and the car starts filling up with water. GAH. The Walden's are fed up with this stupid plot of land and this stupid village and this stupid weather AND THIS STUPID WEIRD KID. Mitch walks up to the weird kid and demands that he tell them where the nearest hotel is so they can leave this stupid Marigold Junction. Unblinking, the kid stares at him. Then, over a hill, a number of dark figures start approaching. It's... all the other residents of Marigold Junction? They walk to the Walden's plot and build them a house in one night. WHOA! The Mayor walks up to Mitch, puts his arm around his shoulders and says "Welcome to Marigold Junction". It's amazing! But... weird...