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FADE IN.

EXT. DINER - DAY

Three men stand outside a diner. Hank(mid 30s), a southern archaeologist, looks curiously at the formal-looking MAN standing next to himself and BRICK(mid 30s), a confident goofball, planted firmly by Hank's side.

MAN

Hello, fine gentlemen. I was told  
that it was quite important that  
you receive this letter.

The man pulls out a thin letter with a clear red "B" stamp on the front. He hands Hank the letter, who nods. Hank and Brick stare at the letter, noticing symbols and a set of numbers.

BRICK

What the hell...?

Brick looks up from the letter, but the mysterious man has disappeared.

HANK

Brick. Look, it's some sort of  
code.

Hank points at the symbols. One symbol contains a building, another a film strip, another a globe.

BRICK

It seems like it's telling us of a  
place.

Hank nods in agreement. He points at the numbers.

HANK

And these... these are coordinates.

BRICK

Use the watch.

HANK

Oh shit, yeah the compass.

Hank starts to move forward. Brick pauses, surveying their surroundings.

HANK (CONT'D)

You coming?

Brick stops looking around and grins.

BRICK  
Let's go.

CUT TO:

EXT. MUSEUM - AFTERNOON

The two men approach a large ornate-looking museum, it's massive doors towering over the pair. Crowds of tourists wearing bell-bottoms and leather jackets stream in and out of the museum.

HANK  
Let me see the letter again.

Brick hands the letter to Hank.

HANK (CONT'D)  
I wonder what the B stands for?

BRICK  
Probably a name.

Brick rolls his eyes.

HANK  
No shit.

Hank steps over and reads a sign. He checks his watch.

HANK (CONT'D)  
We're bout three hours from closing. Should we go in?

Brick shrugs.

BRICK  
I don't see why not.

Brick and Hank walk into the doors of the museum.

CUT TO:

INT. MUSEUM

Hank and Brick walk to the front of the ticket booth. The attendant looks the two up and down.

TICKET BOOTH ATTENDANT  
Tickets please.

Hank and Brick look quizzically at each other.

HANK

We don't have a ticket?

TICKET BOOTH ATTENDANT

Sir. This is an exclusive museum of some of the most famous props in film history. You kind of need a ticket.

A stocky, bearded man wearing aviators and a tie-dye shirt walks to the booth.

TIE-DYE MAN

They're with me.

The ticket booth attendant shifts in their seat.

TICKET BOOTH ATTENDANT

Ah yes. Of course, Mr. Pasquile.

The three men walk past the ticket booth.

CUT TO:

INT. MUSEUM

The three men begin to walk past various cases of props from different eras. Brick gazes at the various props passing by. Hank narrows his eyes curiously at Mr. Pasquile.

HANK

So, who are you?

Mr. Pasquile shakes his head.

MR. PASQUILE

Do you have the letter?

Hank holds it up, which causes Mr. Pasquile to nod.

MR. PASQUILE (CONT'D)

I'll explain soon.

Hank and Mr. Pasquile continue to walk through the museum. Brick stops in front of an exhibit simply called "Giant Golden Church Cross, The Graduate(1967)".

BRICK

A cross seems a bit much, doesn't it?

Mr. Pasquile stops walking and shakes his head.

MR. PASQUILE  
Did you watch the movie?

BRICK  
Nope.

Mr. Pasquile sighs and beckons Brick to continue walking.

MR. PASQUILE  
If you had, you would know it was quite good. Interesting character study, even if the subject was kinda taboo.

BRICK  
Taboo?

MR. PASQUILE  
Yeah the character of Mrs. Robinson-

Brick interrupts Mr. Pasquile.

BRICK  
-Wait. No way. Cookacho Mrs. Robinson?

Mr. Pasquile looks at Brick in annoyance. Hank shakes his head.

MR. PASQUILE  
Nevermind. We're almost there.

The three men approach a coffee shop connected to the end of the museum named "Basil's" and walk in.

CUT TO:

INT. COFFEE SHOP

The three men sit at a table at the edge of the room. Many employees shift nervously at the sight of the approaching Mr. Pasquile.

MR. PASQUILE  
Alright fellas. The letter, please.

Hank hands over the letter.

MR. PASQUILE (CONT'D)  
First off, proper introductions.

Mr. Pasquile smiles and extends his hand to Hank.

MR. PASQUILE (CONT'D)  
My formal name is Mr. Pasquile, but  
you may call me Basil.

Hank shakes BASIL's hand. Basil then proceeds to lower his  
voice.

BASIL  
As you may have guessed, I provided  
you this letter here.

HANK  
Ah yes. Of course.

Brick nods his head in agreement.

HANK (CONT'D)  
Is this some sort of job?

Basil gives a knowing look.

BASIL  
Precisely. I want you to steal a  
prop from this museum, in fact.

BRICK  
And we accomplish that how? Why  
can't you do it?

Basil lowers his voice once again.

BASIL  
I'm quite too high profile, I need  
people who can help access some  
important things to do this. I've  
heard many stories of your  
archaeological discoveries. I need  
something a little different, but  
perhaps more important than  
anything you all have ever been  
apart of.

HANK  
What do you need us to get?

BASIL  
A muffin.

Brick laughs.

HANK  
A muffin? What's so important 'bout  
that?

Basil scoffs.

BASIL  
It's not just any muffin. It's the  
Golden MacMuffin.

BRICK  
The Golden Macmuffin? What's that?

HANK  
You haven't heard the rumors?  
Apparently, there was a movie  
called "The Golden MacMuffin" that  
was so horrific that the director  
destroyed all evidence of it's  
existence in the first place, as to  
not tarnish his reputation.

BRICK  
But it's just a rumor?

Basil shakes his head.

BASIL  
My friends, it's not. I happen to  
know inside information at this  
museum and they currently hold the  
only known prop of the movie in a  
secret exhibit here - The Golden  
MacMuffin.

HANK  
So the movie's real.

BASIL  
Very real.

HANK  
Did they ever find out who the  
director was?

Basil shakes his head.

BASIL  
Rumors say they want to find this  
last prop and are willing to buy it  
at any price, so that's where we  
come in.

Brick grins.

BRICK  
You have my attention.

Hank shrugs.

HANK  
Yeah, I'm in too.

Basil grins, waving his arms around.

BASIL  
Good. Cause we're talking big bucks  
fellas.

Hank rubs his hands together.

HANK  
So when is this happening?

BASIL  
Tonight.

Hank gulps.

HANK  
Tonight? That's not a lot of time.

Basil nods.

BASIL  
I heard you could do anything, I'm  
ready to see it in action.

HANK  
Well, what's the plan? What's our  
entrance strategy?

BASIL  
You're looking at it.

Basil gestures around the coffee shop.

HANK  
The coffee shop? But how?

BASIL  
Things are easy when you're the  
owner.

Hank gives a conceding nod.

BRICK  
Alright then, what about the  
cameras?

Basil gives a wide smirk.



BASIL  
Already taken care of.

Basil pulls a bag of little microchips out of his pocket.

HANK  
Bugs?

BASIL  
Yes. The cases and cameras will all  
be deactivated, I just need muscle  
to take out the guards.

Brick flexes his muscles.

BRICK  
Should be easy to take care of  
that, boss.

HANK  
Boss?

Brick smirks and shrugs his shoulders.

BRICK  
I mean, he kinda is.

HANK  
Fair enough. So when should we meet  
you?

BASIL  
Closing time, chaps.

Basil gets up, waves casually goodbye to Brick and Hank.

BASIL (CONT'D)  
See you then, fellas.

The employees in the shop begin to ease, much more relaxed  
and chatty than before.

HANK  
Weird.

BRICK  
Yeah, I guess. Let's go.

The two men exit the coffee shop.

CUT TO:

EXT. COFFEE SHOP - NIGHT

Hank and Brick step in front of a door. Hank checks his watch, beginning to pace back and forth.

HANK  
What if he was just pulling our  
leg?

BRICK  
I doubt it.

HANK  
How can you be so sure?

Brick shrugs.

BRICK  
I just am.

Basil shows up from a back alley. He approaches the door, swiftly unlocking it and beckoning the men to enter.

CUT TO:

INT. COFFEE SHOP

The three men move past the counter, finding a side door that covertly and directly leads to a wall pathway to the seemingly front of the museum. They begin to walk through the path to where the light emanates.

CUT TO:

INT. EARLY CINEMA ROOM

The three men find themselves in the front of the museum, quickly cowering behind a exhibit housing a giant angular broomstick.

BASIL  
Take these.

Basil hands Hank and Brick an earpiece. He plants a bug onto the broomstick case, opening the case and the others around them.

A nearby security guard hears the commotion, which causes Brick to instinctively grab the broomstick.

The guard walks to where the men are hiding, but right as he turns the corner, Brick trips him with the broomstick. This causes the guard to fall, hit his head and knock himself out.

BRICK

Well, that was easy.

Basil rolls his eyes, dusting himself off.

BASIL

Just please take care of these  
buffoons, I'm gonna sneak off and  
bug the rooms.

Hank and Brick exchange a nod. Brick, holding the broomstick, splits off to distant footsteps and Hank exits to another exhibit in the hall.

Hank scours the hall, looking at the exhibits for a weapon.

HANK

(whispering to himself)  
Slippers, a hourglass, a sled, a  
piano, a portrait and... a bicycle?  
What the fuck is this shit!

Hank quickly sneaks over to the sled, seeing large letters on the front that spell "ROSEBUD", quickly grabbing the sled and holding it over his head.

HANK (CONT'D)

Surprisingly heavy.

Hank spots a lone security guard, quickly rushing up to him and smacking him over the head with the sled, making the guy collapse to the floor. Hank surveys his surroundings.

HANK (CONT'D)

I gotta find a better weapon.

Hank turns to the next room, running into the next exhibit.

CUT TO:

INT. 50S ROOM

Hank runs into the exhibit, seeing a large robot prop that says Robby on the front.

HANK

A robot? What drugs were they on?

Hank looks out of the corner of his eye, spotting Brick fighting a guard with a large tablet in his hand.

BRICK

Eat the Ten Commandments, bitch!

Brick knocks out the guard with the tablet, then turns, hearing Hank loudly shushing him from across the room.

Hank spots a guard heading towards where he was posted up. Hank desperately looks around him for a weapon, finally spotting a switchblade saying it was from a movie called "A Rebel Without A Cause".

Hank grins in awe at the light blade in his hand.

HANK

A classic.

The guard reaches Hank's spot, who quickly slashes his left leg. The guard jumps on Hank, who stabs him non lethally in the hand, pushing the guard off of him.

Hank hears a loud thump and begins to run towards the sound. He appears at a big wreckage of multiple tablets.

HANK (CONT'D)

Brick?

Brick appears behind Hank.

BRICK

Yeah what's up?

Hank grins.

HANK

You had me worried for a good minute.

Brick gives out a weak chuckle. Brick walks ahead, beckoning behind him to Hank.

BRICK

Let's go, man.

The two men exit the room.

CUT TO:

INT. 60S ROOM

Hank and Brick enter the next exhibit, once again splitting up, to take out the rest of the guards.

Hank runs behind multiple exhibits, seeing various objects such as a tennis racket, a pink diamond, an extremely expensive car, an umbrella, and a robotic eye.

HANK

Why did the movies make nothing  
useful for scenarios like this?

Hank hears a noise. He scans the room for signs of life, finding nothing, he proceeds to move ahead. Hank then stops at a case that says "THE KNIFE - PSYCHO(1960)".

HANK (CONT'D)

Bingo.

Hank grabs the knife from the case, quietly pausing to admire it.

A guard leaps out of a shadowy part of the room, grabbing Hank loudly and smacking him to the ground. The guard begins to hound on Hank, quickly dispatching the knife out of his hand. Hank starts getting punched multiple times, struggling to get out of the guard's grasp.

Hank reaches for the outstretched knife with his hand, but the knife quickly slips from the tips of his fingers.

Hank closes his eyes, bracing for impact.

A loud crack is heard, with Hank opening his eyes, seeing Brick holding the giant golden cross from earlier. The guard stays silently sprawled across the floor, blood quietly leaking from his head.

BRICK

I guess Basil was right, it was  
useful after all.

Hank cracks a wide smile and laughs. Brick stretches his arm out, picking the weary Hank up.

Hank stumbles, slowly regaining his balance. The two quickly walk through the room to the beginning of the next. Brick drops the heavy golden cross.

CUT TO:

INT. CURRENT ERA ROOM

Hank and Brick quietly enter the room, gazing at its relative emptiness. They notice a roped off section at the end of the room. Brick gets mesmerized by a large shark prop, while Hank surveys the room.

HANK  
No guards. Very strange.

BRICK  
Bruce? What kind of name is that  
for a shark?

Hank rolls his eyes.

HANK  
Brick come on, let's go.

Brick snaps his eyes away from the shark prop, moving to the roped off section with Hank. The two men step through the curtain, which then reveals an open door.

CUT TO:

INT. MACMUFFIN EXHIBIT

The men enter the exhibit to find a large case containing a shiny golden muffin in its center. Basil stands next to the case, a frustrated look portrayed across his face.

HANK  
What's wrong, Basil?

BASIL  
The bug won't work. It requires  
something a little more  
substantial.

HANK  
Substantial?

BASIL  
Oh yes, quite substantial. Right,  
Brick?

Hank looks confused at the two men, who proceed to nod to one another. Hank looks behind him to see Brick holding a large Chainsaw above his head.

Brick raises the blunt end and swings at Hank, knocking Hank out.

BRICK (O.S.)  
Sorry Hank.

CUT TO:

INT. MACMUFFIN EXHIBIT

Hank wakes up to his hands being tied and Brick holding him in front of the case holding the golden muffin.

HANK  
What the fuck?

Basil wickedly grins.

BASIL  
Morning, Hanky-poo. Had a nice nap?

Hank turns his head around to face Brick, glaring at him.

HANK  
Why, Brick?

BRICK  
Money, Hank. More of the share and we get a fall guy. I'm sick of being in your stupid shadow.

BASIL  
Ding, Ding, Ding! We have a winner!  
Ah poor Hank, that I just need you to put your hands on this case, so they can see it was all your plan!

Hank struggles with the restraints and Brick's tight grip, who forces Hank's hands to open the case. Brick throws Hank backwards onto the floor, causing the glass of Hank's watch to shatter.

Brick quickly snatches the MacMuffin from the case, grinning from ear to ear and smirking at Hank. An old-fashioned, extremely loud alarm begins to wane over the walls of the museum.

Hank quickly begins to shear at the fabric holding him with the broken glass of his watch, slowly making progress.

BRICK  
You were too slow Hank. Not smart enough to see the hate festering in front of you.

Basil grins.

BASIL  
Oh exactly, Brick.

Basil pulls out a pistol and point blankly shoots Brick three times. Basil snatches the MacMuffin, running towards the doors of the exhibit.

Hank proceeds to cut through the fabric, beginning to sprint after Basil, but before he can catch him, Brick grabs Hank's leg.

HANK  
Please let go, Brick.

BRICK  
I'm sorry, Hank.

HANK  
It's okay. Just let go, buddy.

Brick nods, a single tear leaking down his face, loosening his grip on Hank.

Hank puts his head down in a second of silence.

HANK (CONT'D)  
Thank you, Brick.

Hank dashes out of the room, adrenaline pumping through his veins.

Hank begins sprinting through the mostly empty room, not noticing Basil out of the corner charging at Hank with the Shark prop. It hits Hank, making him fall onto the ground.

Basil uses the diversion to sprint away towards the door.

Hank channels his last energy, spotting the golden cross on the floor from earlier and hurling it straight at Basil, trapping the weak man to the floor. Basil drops the muffin, which splits into a thousand little pieces on the floor.

BASIL  
NOOOOO!

Hank collapses as the sound of police sirens floods in closer and closer.

INT. POLICE STATION - DAY

Hank wakes up with handcuffs on, Basil staring right at him across the cell.

Hank smirks.



BASIL  
You dirty rat.

Hank laughs.

HANK  
The honor's all yours.

A police officer is seen approaching the door.

POLICE OFFICER  
Mr. Jones? You're being released.  
You've been cleared of all charges.

The police officer enters and unlocks Hank's cuffs. Basil scowls, and then proceeds to howl in anger.

Hank widely grins, as he is escorted out of the police station by the police officer.

HANK  
Sorry, Brick.

FADE OUT.

3 PAGE STORY.

Circa 1975. Hank and Brick are approached by a man with a letter scrawling out a few coordinates and words pointing towards the most famous film prop museum in the world, claiming a man named "Basil" has a job for them. They arrive at the museum, three hours before closing, meeting a man who says two words on the piece of parchment within the letter. The man proceeds to beckon the two, and the three enter the museum. Hank asks what the job is, where the man shrugs him off, advising them to observe the surroundings and stay vigilant to spot where security loopholes and cameras would potentially be. The three walk around the somewhat busy museum, where eventually they stop in a little coffee shop, where the three talk in hushed tones. The man reveals himself to be Basil, grabs the parchment and begins to outline the words and depictions set on the paper, including the ultimate quest to steal the Golden MacMuffin, a popular prop with such high demand and value due to the movie never being released. The horrific movie was said to be made by a famous director, but the name was never released, to allow the young director's career to not be tarnished by this piece of work. The plan is explained, and the three leave the shop and the museum to arrive later that night. They infiltrate the building, knocking out some security guards, stealing their uniforms and posing as the guards to get through the building.

The three quietly dispatch the guards in fun and creative ways, encountering their share of sticky situations that lead them to the central prop room of the golden MacMuffin. Brick bugs the cameras and Basil shoots the lights out, which distracts Hank, causing him to lose his balance and get knocked out. Hank wakes up to tightly fastened knots tied around his wrists and legs, getting subsequently dragged in front of the case of the MacMuffin. Hank regains consciousness, seeing Brick holding him, noting his betrayal. Basil steps out, beginning to monologue, describing his bribery of Brick's weakness and how Hank was foolish to trust such a man such as Basil with such a high status. Basil talks about there is a theory that the case of the MacMuffin was built with an extremely sensitive laser that beams whenever someone holds their hand over the handprint on the case, in which he wants Hank to demonstrate to open the case and sacrifice himself. Hank's hand is forced onto the case, but nothing happens. He pleads with Brick, but the case opens, and Brick shoves him back. Hank loosens the wrist restraints with an old pocket watch on his wrist with a jagged piece of glass, caused by the recoil,

poking out, to allow him to escape. He sheaves through the thin fabric, as Basil and Brick hold the MacMuffin in their hands. An old-fashioned alarm is quickly blaring, but Hank frees himself, grabbing onto Brick, who grabs onto Basil. Basil pulls out a pistol and shoots Brick, loosening his grip on him, allowing Basil to escape. Hank lets go of the dead Brick and tackles the conniving Basil, who let's go of the MacMuffin. Hank grabs the artefact, but hearing the distant sound of approaching police, he drops the artefact on Basil's outstretched hands, with it shattering into fake porcelain pieces. Basil, unfortunately inept, does not notice the fake pieces, languishing as the police officers come to arrest the two men. Basil attempts to escape, but is caught by the police officers, who bring the two into the station. The story ends with a man by the name of George Lucas coming to see Hank, thanking him for his work on the job that Lucas hired him for, and talking about how he just got a great idea for a character in his upcoming space odyssey, inspired by Hank's selfless actions.

Hank breaks the MacMuffin, leaving Basil with the broken fragments of his own selfishness. The MacMuffin is then reported as a fake, with Basil and Hank being arrested. The real owner of the MacMuffin is then said to be George Lucas, who willingly hands it over to Hank as thanks for the protection and elimination of his "dirty secret."

#### CHARACTER DESCRIPTIONS

Hank is a 33-year-old adventurer,  
who has golden brown hair,  
chocolate eyes and good, old-  
fashioned Southern charisma.

(MORE)

## CHARACTER DESCRIPTIONS (CONT'D)

His most prized possession is an old pocket watch, given to him by his late father, what he remarks as "a small piece of him that is always there when he's in trouble."

## DESCRIPTIONS

Brick is a friend of Jones and an enforcer of many various obtained artifacts. He has piercing blue eyes, a long scar running across his nose, a three o' clock shadow, black, tightly combed hair and always wears a three-piece suit for every occasion.

## CHARACTER DESCRIPTIONS

Basil is a clean cut, stockier thirty-five-year-old man who has spiked black hair, a full beard and tends to give the outwardly appearance of a "hippie-like figure."

Hair: Mulletts, Shags(MICK JAGGER AND BOWIE), long hair

Outfits: Tops - pantsuits(W), oversized collar shirts(U), tie-dye(U), leather jackets(U), tube tops(W). Bottoms - Bell bottoms(U). Headwear - bucket hats(W), head scarves(U), aviator glasses(U). Shoes - over the knee boots(W), go-go boots(W), two-tone shoes(U), vans(U).

Terminology/slang:

DESCRIBING THINGS: freaky deaky - odd; something that's very strange, good vibes - positive energy, hairy eyeball - a nasty stare, the lowdown - the truth; an overview of facts, the man - law enforcement or establishment authority figures, the skinny - the whole truth; the real story, threads - clothes; apparel

DESCRIBING PEOPLE: brick house - attractive, curvy female, casanova - a ladies' man, closet disco queen - one who dances at home where no one can see but not in public, dork - nerd, dorky - nerdish, dude - a guy; a generic term when speaking to people, foxy mama - a sexy lady, goof - a silly person, jive turkey - one who tries (unsuccessfully) to be cool, putz - klutzy or dorky person, space cadet - airhead, goofy person, spaz - klutzy person; someone who is acting silly, stone fox - a woman who's really hot, youngblood - a young man; boy

DESCRIBING Places - coming and going(crib, I gotta skitty, keep on steppin', later days, "my man, my man", pad, "peace, love, and granola", peace out, say brotha', shaggin' wagon, what's crackin', what it is

Ways to say cool - bomb, far out, funky, groovy, nifty, off the hook, out of sight, radical, slammin', stellar

DESCRIBING EXPERIENCES: bummer - too bad, copacetic - alright; no problem, down with - okay with, fake me out - trick me, flat leaver - ditch someone to hang out with someone cooler, gimme some skin - low five, hertz donut - informal contraction of "hurts, don't it?", jeepers creepers - oh my gosh, rip off - lesser value than expected; poor quality; waste of money, sound as a pound - all is well; everything's fine, that was the joint - an event or party that was awesome, to the max - take something to the extreme

DESCRIBING ACTIVITIES: boogie - dance, boogie down - to dance very enthusiastically, book it - to quickly run away, chill - relax, chillin' at the pad - hanging out at home, chillaxin' - chilling and relaxing, confab - have a conversation; to discuss, do me a solid - help me; do a favor, get your groove on - to dance, gig - temporary work or a job, going around - dating, jive-talking - foolish chatter; saying things that aren't true that don't really expect anyone to believe, make groceries - go food shopping, take a chill pill - calm down

ACTIONS AND REACTIONS: bogart - to be greedy; keeping something for yourself that's meant to be shared, dream on - response to someone who's being unrealistic, buggin' out - freaking out, bugged out - freaked out, freak out - become frightened; be bothered by something, out to lunch - confused; clueless, call you out - point out problems with what someone is saying, in your face - take that!, psych - to trick someone, right on - yes; I agree, snaps - my bad, stoked - excited; thrilled, square biz - we're in agreement, go bananas - go crazy, trippin' - acting crazy

PHRASES AND EXPRESSIONS: You decent? - asking if someone is dressed, You jivin' yet? - asking if someone is enjoying themselves, aww sooky sooky - yeah, baby, Can you dig it? - asking someone if they understand or agree, Catch my drift? - asking if someone understands your meaning, catch you on the flip side - see you later, check ya later - see or talk to you later, close the shades - shut up, Do you copy?

- asking if a person understands your meaning, don't be a bunny - don't be stupid, flower power - choosing peace over war, hey, sunshine - hey, beautiful, keep on truckin' - don't stop now; keep doing what you're doing, mind your potatoes - mind your own business, stop dipping in my Kool-Aid - stay out of my business, ten-four, good buddy - I understand, friend, up your nose with a rubber hose - an expression of anger or irritation, wally wally, blood and dolly - being wild about a person in a way that makes you blind to their faults, what a nightmare - something is very wrong or difficult, What's your 20? - tell me where you are, you ain't just a woofin' - asking if someone really means what they're saying

30s AND 40s:

(1)Ruby Slippers, Wizard of Oz(1939), (2)The Broomstick, Wizard of Oz(1939), (3)The Hourglass, Wizard of Oz(1939), (4)World Balloon, The Great Dictator(1940), (5)Rosebud Sled, Citizen Kane(1941), (6)Snow Globe, Citizen Kane(1941), (7)The Maltese Falcon, The Maltese Falcon(1941), (8)Letter of Transit, Casablanca(1942), (9)Sam's Piano, Casablanca(1942), (10)Aging Painted Portrait of Dorian Gray, The Picture of Dorian Gray(1945), (11)Zuzu's Petals, It's a Wonderful Life(1946), (12)The Bicycle, Bicycle Thieves(1948)

50s:

(1)Gort's Helmet and Laser-Ray, The Day the Earth Stood Still(1951), (2)Marshal's Badge, High Noon(1952), (3)The Umbrella, Singin' in the Rain(1952), (4)Scissors, Dial M For Murder(1954), (5)The Camera, Rear Window(1954), (6)The Glowing Box, Kiss Me Deadly(1955), (7)The Switchblade, Rebel Without A Cause(1955), (8)Robby the Robot, Forbidden Planet(1956), (9)The Red Balloon, The Red Balloon(1956), (10)The Commandment Tablets, The Ten Commandments(1956), (11)Dynamite Plunger, The Bridge on the River Kwai(1957), (12)The Chess Board, The Seventh Seal(1957), (13)Magic Lamp, The 7th Voyage of Sinbad(1958), (14)Carlotta's Ruby Necklace, Vertigo(1958), (15)Crop-Dusting Plane, North by Northwest(1959)

60s:

(1)The Tripod Blade, Peeping Tom(1960), (2)The Knife, Psycho(1960), (3)Tennis Racket, The Apartment(1960), (4)Cigarette Holder, Breakfast at Tiffany's(1961), (5)Burning Match, Lawrence of Arabia(1962), (6)Heart-Shaped Sunglasses, Lolita(1962), (7)Queen of Diamonds, The Manchurian Candidate(1962), (8)Treasure Box, To Kill a Mockingbird(1962), (9)Pink Diamond, The Pink Panther(1963), (10)Aston Martin DB5, Goldfinger(1964), (11)Chimney Sweep Brushes, Mary Poppins(1964), (12)Mary's Flying Umbrella, Mary Poppins(1964), (13)The Jetpack, Thunderball(1965), (14)Bonnie's Poem, Bonnie and Clyde(1967), (15)Giant Golden Church Cross, The Graduate(1967), (16)HAL's Omniscient Red Eye, 2001: A Space Odyssey(1968), (17)The Bone Club, 2001: A Space Odyssey(1968), (18)Half-Submerged Statue of Liberty, Planet of the Apes(1968), (19)Captain America's Harley-Davidson, Easy Rider(1969)

70s:

(1)Antique Metal Eyelid Locks, A Clockwork Orange(1971), (2)Chocolate Bar, Willy Wonka(1971), (3)Golden Ticket, Willy Wonka(1971), (4)The Banjo, Deliverance(1972), (5)Egg Man's Egg Box, Pink Flamingos(1972), (6)The Horse Head, The Godfather(1972), (7)Silver and Black Onyx Crucifix, The Exorcist(1973), (8)Cracked Bifocal Spectacles, Chinatown(1974), (9)The Chainsaw, The Texas Chainsaw Massacre(1974), (10)"Bruce", Jaws(1975)

THE MACMUFFIN: The Golden MacMuffin, Quest for the Macmuffin(1974)

INT. DINER - DAY

Two men, HANK and BRICK sit in two stools at the counter of a flashy diner studying each other. Hank(mid 30s), has combed golden brown hair, chocolate eyes and wears a brown leather jacket with a white shirt saying "Famous Archaeological digs - 1967". Brick(mid 30s), has a large frame and sports a shag haircut, which is coupled with piercing blue eyes, a long scar running across the bridge of his nose, a three o' clock shadow and wears a three-piece suit.

Hank holds a menu in his hand.

HANK

Whaddya say Brick? Sunshine Pancake  
combo?

Brick pauses, then lets out a hearty laugh.

BRICK

I was thinking a nice, little Sunny  
coffee for Le Shag-meister.

Hank rolls his eyes.

HANK

No matter how many times you say  
it, having a Shag and wearing a  
three-piece suit does not make you  
a "Shag-meister".

A blonde waitress in a yellow uniform approaches the two men  
at the counter.

WAITRESS

Hey boys.

HANK

Hey sweetheart, I haven't seen you  
'round here. You new?

WAITRESS

Yeah sweetie, just making a living  
through these weird times, y'know?  
I couldn't help overhearing your  
conversation, and I gotta say, your  
friend looks like a regular Mick  
Jagger with that hair.

Brick grins.

BRICK

I knew it!

Hank adjusts an old watch on his arm.

WAITRESS

If ya don't mind me asking, what's  
the watch about, mister?

Hank stares blankly at the waitress.

WAITRESS (CONT'D)

Oh I'm sorry if I upset ya, mister.

Brick waves his hand in Hank's face.

BRICK

Hello? Earth to Hank?

Brick snaps his fingers. Hank shakes his head.

HANK

Sorry ma'am. Of course you can know  
'bout the watch. It's a family  
heirloom.

WAITRESS  
Important to you?

HANK  
I'd say so. I'd call it my small  
piece of me that's always there  
when I'm in trouble.

A large man, dressed in black, enters the diner. He  
approaches Hank and Brick at the counter.

MAN  
Hi fellas, I'd like to speak you  
please, this is important.

BRICK  
How important?

MAN  
Extremely. No time to waste.

Brick gives a knowing nod. He slaps down a five-dollar bill  
on the counter and gives a wide grin to the waitress.

WAITRESS  
Ya didn't get anything, honey.

BRICK  
We got the chitchat, ma'am. Have a  
nice day.

The three men exit the brightly-colored diner.