



THE 1ST OF
NOVEMBER

DIRECTOR: JOSH STIFTER
GENRE: COMEDY/HORROR
RATING: PG-13
STUDIOS: Flush Studios

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STUDIOS

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PARENTS STRONGLY
CAUTIONED
PG-13
RESTRICTED SEQUENCES
OF VIOLENCE AND ACTION, AND
BRIEF STRONG LANGUAGE
Some Material May Be Inappropriate for Children Under 13



THE SYNOPSIS

When four young friends summon the spirit of a local urban legend killer on Halloween night; things go from bad to worse when the murderous spirit possesses a hollowed out jack-o-lantern - who has the power to summon an entire undead pumpkin army. The children must reverse the curse and save their sleepy town from total gory gourd destruction all before the first day of November comes to an end.



THE PITCH

Monster Squad meets Attack of the Killer Tomatoes in this off beat spooktacular about friendship, facing fear, and murder pumpkins. We present to you The 1st of November!



THE STRUCTURE

ACT I

FUN AND HIJINKS

Four friends go on an adventure to figure out the true story of farmer Philip. Are the stories true?

ACT II

HELL BREAKS LOOSE

Too late to change the circumstance, the friends realize they've unleashed a fiendish terror on the town. Everyone is in peril and attempts to survive the monster attack.

IT'S TIME TO SAVE THE DAY

It's time to try to fix the problem they started. The friends hunt for where the creatures are coming from. They do! But this means they'll need to do anything they can to stop the evil.

ACT III

AN ACTION PACKED FINALE

The dreaded Farmer Philip finally reveals himself and the kids showdown with the monster.

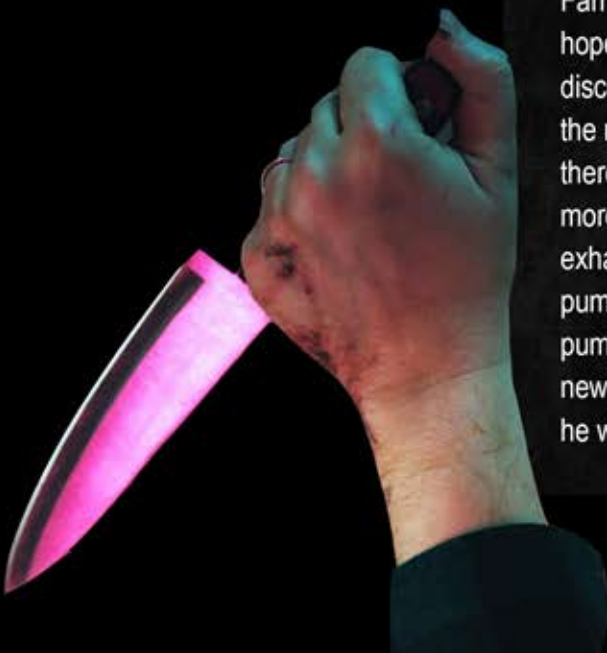


THE STORY

In a quiet suburban town there lies a dark tale of a curmudgeonly old pumpkin patch owner - by the name of Farmer Philip - who was would kidnap kids in his adjacent corn maze and grind their young nutrient dense bones into rich fertilizer. Some say this story is meant to remind us of the evil that lurks in quiet towns, others think it was a tactic to keep teenagers from making out in corn maze; whatever the reason may be the residents can't deny that an dark presence lurks amongst their midst. Every Halloween year the youngsters of the town tell tales of Farmer Phillip sightings in the area, some say he haunts the NEW (non-possessed) pumpkin patch off of 94 North, some say he haunts his OLD pumpkin patch grounds (which is now a Buy n' Save parking lot), and others say he haunts his old home on top the hill. Wherever his spirit lies, four friends were about to find out the wrath of Farmer Philip from beyond the realm of the living.



When four friends - Mitch, Greeves, Sam(antha), and Wheeler – unearth an ancient text (sold to Mitch earlier that day on the schoolyard playground) and summon Farmer Phillips spirit at the OLD pumpkin patch grounds they soon find....that you shouldn't trusty Stevie Jenson's bullshit at the 4-square corner on the schoolyard. As our four disheartened heroes head home after an uneventful séance, they soon find out that unbeknownst to them Philip's spirit rose from a age worn crack in the Buy n' Save parking lot and HURLED itself to the nearest pumpkin patch – to embody an orange gourd host. On their defeated walk home they soon find that town has been held hostage by a barrage of tiny pumpkin ghouls! We see the city overrun in Gremlins-esque mischief and mayhem. The four friends soon devise a plan to put an end to this wreckage and head to the old house on the hill – Farmer Philip's former residence and the rumored source of Farmer Philip's evil power. If they can find the source of the incantation, they hope to find a way to stop Philip once and for all. Once they arrive they soon discover that the old house on the hill is occupied by an eccentric vagrant by the name of Klaus – the second or third cousin of Farmer Philip. He reveals that there are DOZENS of old notebooks filled with Philips chicken scratch and he'd be more than happy to help in any way – he never got along Farmer Philip. In their exhaustive search they uncover Philip's evil master plan to embody multiple pumpkins all at once by sending his spirit through the connected vines of an entire pumpkin patch. They reach the Aha! conclusion of uncovering Philip's spirit at the new pumpkin patch – where he can make as many evil pumpkin copies of himself as he wants! They race down to the new patch in hopes that they aren't out of time yet.



SO HOW DOES IT END?

When they arrive they find a whole myriad of possessed pumpkins ripping from the vine and rolling down the hill into town to cause some carnage. They find from the text that they have to destroy the original possessed pumpkin in order to destroy the entire fleet, but with so many gourds in the garden they have no way knowing which is the original spirit of Farmer Philip... They decide to attempt to lay waste to the entire patch in hopes that defeat the spirit and break the curse. Our pint-sized heroes get a few good licks in as they take down the outer rim pumpkins 1-by-1, but soon the whole possessed patch takes notice of the human invasion. With a quick plan of their own, the pumpkins begin to roll in on one another and form a giant pumpkin monster, rife with vines and gourds and ooze. The cretin looks too big to handle, but the kids hope that a centralized source of these baddies will allow them to take down the original spirit and destroy the whole lot. Thankfully eccentric cousin Klaus supplied the kids with some sticks of dynamite (because of his eccentric nature, of course) and Wheeler was already riding along in his souped up electric wheelchair (Wheeler? Get it?!) . They arm the dynamite and send the chair straight into the heart of the beast. With a glorious explosion of seeds n' guts the entire gourd giant topples over and the curse lifts from their fleshy orange bodies. They took it down, and took it down hard. As they walk back into town, covered in orange goo and seeds, the town takes notice of their victory and begins to run to their aid. Greeves reminds his good buddy Mitch of the simpler things to indulge in on a Halloween night – like trick or treating or egging someone's house. And with a sigh of relief our tiny team agrees to never do anything like that again.



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