

BILL & TED'S HEINOUS ODYSSEY  
(aka PLANET BILL & TED)  
Jason Nutt - Pitch (5/21/07)

- INTRODUCTORY REMARKS

- BILL & TED'S EXCELLENT ADVENTURE and BOGUS JOURNEY hold up surprisingly well. The lingo may be a bit outdated but essentially the characters are as fun and relatable as they were in 1989 and 1991. One problem with creating a third movie is that by the end of BOGUS JOURNEY, Bill and Ted's story effectively comes to a close. The characters complete their arc from amiable knuckleheads to amiable knuckleheads who change the world. On the other hand, a full-on remake feels completely unnecessary. How do we make a new installment that updates and rejuvenates the franchise without negating the two movies that old school fans grew up on?

- ACT I

- Bill and Ted are would-be rock stars from San Dimas. These are clearly the guys we know from the first two movies... but slightly different: their fashion style is modern, and their lingo is slightly updated from "bogus" and "bodacious." They haven't gone through time, they have no idea what's in store for them... but this isn't a remake. As our story begins, Bill and Ted have convinced Bill's stepmother Missy to let their band, Wyld Stallyns, play her upcoming 21<sup>st</sup> birthday party, which will take place in their back yard – this is their "gift" to her. Trouble is, there is no band at the moment -- our heroes have been going through scores of drummers and bassists as they try to get the group together in time for the party, which is now only a few days away. So far their efforts have failed miserably. In the first scene, we watch yet another ill-fated audition in progress. The biggest problem is that Bill and Ted suck as musicians.
- So our heroes are trying to get their band together and barely hanging on at school. We see them in English class, where they're arguing over the design of their Wyld Stallyns logo while their teacher discusses Homer's ODYSSEY. The teacher asks Bill and Ted to explain their interpretation of the sequence involving Odysseus and the Sirens and Bill and Ted babble on about "Oddi-Seuss." The teacher throws them out.
- When the guys aren't practicing or sleeping through classes, they're working at the local Circle K. And every night they're working there, two girls from school stop by to buy stuff. The girls' names are Penny and Penny, or, as Bill and Ted call them, the Pennies. These girls are total rock chicks, but Bill and Ted are too nervous to ask them out.
- Ted's parents are out of town for a week and Bill comes over to hang out. That night, a guy suddenly materializes in the living room and reveals himself as a historian whose life's work is to document every single incarnation of Bill and Ted

in existence. Bill and Ted learn that they are actually one pair of an almost infinite number of Bills and Teds out there in parallel universes, each one slightly different from the others. The historian travels the space-time continuum via a navigation device that looks suspiciously like an iPod, one that enables him to jump from parallel universe to parallel universe as easily as you would skip from one album to another, with time periods for each world divided up like songs. His iPod is programmed with nothing but “albums” of Bill and Ted, who we learn are two of the most important figures in human history for reasons that the historian refuses to explain, saying, “You’ll find out soon enough.” (With this in mind, the first two Bill and Ted movies depicted only one possible future for these characters. This new movie is another “thread.”)

- After hearing about all this, Bill and Ted suddenly get an idea – they’re going to find two of their alternate selves and get them to join Wyld Stallyns. As Ted puts it, “Who’s gonna want to play with us... except us?”
- The guys get the historian drunk, and after he passes out, they steal his iPod, which they refer to as the “space-time thingamabob.” They then consult his notes and travel to an alternate universe in which they play bass and drums, and convince their alternate selves to join their band. The guys agree, and the four of them return to our Earth at the end of Act I.
- A note on the alternate universe Bills and Teds: throughout the story, they are actually all played by different actors who sort of look like our leads but have the exact same hair. Other characters in the movie notice that Bill and Ted look slightly different from the last time they saw them, and the clones just respond with, “Hey, we’re going through puberty. Changes, dude.”
- ACT II – FIRST HALF
  - So as Act II begins, Bill and Ted play with their new rhythm section – call them Bill and Ted 2 -- and find out that their alternate selves are way better musicians than they are. Bill and Ted 2 tell our heroes that that they need to practice if they’re going to get good by Missy’s birthday party, then volunteer to cover for them at school and work while they work on their riffage all day: “You dudes totally need it.” Bill and Ted agree that this is a most excellent plan.
  - Bill and Ted 2 go to school. We find out that not only are they super-talented musicians, they’re actually geniuses who are good at everything they do... but they’re also extremely arrogant and manage to alienate everybody, including the Pennies. They soon become bored of school and work and consequently steal the historian’s iPod and recruit MORE alternate universe Bills and Teds to take on the tasks instead. These new alternates soon also get bored and walk off the job, screw up at school and generally ruin Bill and Ted’s lives without our heroes knowing it.

- Meanwhile, the historian finds out about the multiple Bills and Teds and confronts Bill and Ted 2, thinking that they're our heroes. These guys play along and outwit the historian, taking his iPod and stranding him in a parallel universe.
- Bill and Ted go to band practice and find a new Bill and Ted playing bass and drums with Bill and Ted 2, who have switched to guitars and vocals – they're such great musicians that they can play any instrument, and now they've taken over the group. Bill and Ted finally realize that Bill and Ted 2 are total assholes. Our heroes' alternate selves have kicked them out of their own band.
- Bill and Ted find the other alternate universe Bills and Teds sitting around Ted's house, playing video games ("Guitar Hero" in particular) and wasting time. Pretty soon our Bill and Ted start to find out how their alternates are messing up their lives by getting been fired, getting detention, etc. Their former friends are now egging their houses. They ask the alternates to leave, but the alternates refuse – they're having a great time, and it's not like this is THEIR universe so they're happy to run riot.
- Bill and Ted realize that they've got to get this situation under control. They can't find the historian anywhere but after learning that Bill and Ted 2 have the iPod, they figure that something's happened to him. They decide that they need to get the iPod so they can find a Bill and Ted who's smarter than them to sort out the mess.
- Bill and Ted try to steal the iPod from Bill and Ted 2 and a fight breaks out. Our Bill and Ted get the iPod, not realizing that it's been damaged, and zap to another dimension, where they end up meeting a giant one-eyed robot that they manage to piss off. The robot tries to kill them and they escape to another world, but the robot follows them. It turns out that this thing can also cross space and time. Bill and Ted manage to outwit the robot and jump to another world, but discover that they can't actually control where they're going. The iPod is stuck in "shuffle" mode, and as we reach the midpoint of the story, they realize that they can't get home.
- ACT II – SECOND HALF
  - So as the second half of Act II begins, our heroes start zapping through a series of worlds as they try to get home. We get a quick glimpse of a bunch of weird parallel universes – for example, in one of them, it's like Planet of the Apes – we see Bill and Ted as gorillas, jamming in their garage as our Bill and Ted drop in, freak out and then disappear. In another world, they find out about "Presidents Bill and Ted" and the civil war that's going on around them. In another, Bill and Ted front a children's band called Wyld Pönys, and in yet another parallel universe, Bill and Ted catch a glimpse of themselves as straight-laced office workers wearing ties and sipping lattes. And they still can't find their way back to our earth.

- Meanwhile, Bill and Ted 2 and the other guys in the band realize that they have to advertise for their upcoming debut concert, but they need more manpower to do it. Bill and Ted 2 say, “We’ve got a most excellent idea” and announce that they need more Bills and Teds. Bill and Ted 2 then take a trip to the local Apple Store, buy a normal iPod and (since, as they remind their alternate selves, they’re “totally super geniuses”) modify the device into a space-time navigator that they can now use.
- We cut back to Bill and Ted, who stop shuffling through alternate worlds and try to think logically about their dilemma. They realize that they’ve basically got a broken iPod on their hands, so what do you do with a broken iPod? Answer: They head over to the nearest Apple Store and see if they can get it repaired. The guy behind the counter (the alternate universe version of the Apple Store employee who sells Bill and Ted 2 their iPod in the previous sequence) says that he can do it in an hour, so they wander around the shopping mall to kill time. All of the sudden, the one-eyed robot that chased them earlier suddenly materializes in the shopping center and starts wreaking havoc as it chases them through the shopping mall. They guys elude the robot and make it back to the Apple Store, where they haggle with the guy over the repair charge. The robot bursts in, Bill and Ted grab the iPod and zap out of there at the last second.
- Bill and Ted end up back in their world, in the middle of a freeway. They make it to the side of the road and watch as the robot appears and gets creamed by a tractor-trailer. End of robot. They make their way back to town, which they discover is literally covered in flyers advertise the upcoming Wyld Stallyns show at Missy’s birthday party that night. The town is now overrun with Bills and Teds from hundreds of different alternate universes who have been putting up these flyers and trashing San Dimas like it’s a basement during a keg party.
- Bill and Ted are spotted by a couple of cops, who pull up in a squad car literally covered in Wyld Stallyns flyers. The cops don’t believe our heroes when they insist that there are hundreds of their alternate selves running around San Dimas, causing the trouble that they’re being blamed for. The cops take the iPod from our heroes and break it, then arrest them for papering the town.
- ACT III
  - Cut to Bill and Ted stuck in their jail cell, trying to figure out how to escape. Suddenly a phone booth drops into their cell... and the Classic Bill and Ted (dressed exactly like they did in EXCELLENT ADVENTURE) step out, announcing themselves as the “real” Bill and Ted. Our heroes beg to differ, and the two sets of Bill and Ted argue and try to settle the matter with rock-scissors-paper, to no avail. Classic Bill and Ted give our heroes the copy of THE ODYSSEY that they were reading in English class and some Cliffs Notes, urge them to reread the section on the Sirens and take off. Our Bill and Ted wonder why they just didn’t help them escape when the phone booth reappears and Classic Ted steps out to give them a key to the cell, then moves aside. The

historian steps out of the booth; Classic Bill and Ted happened to find him earlier and decided to give him a hand. Then Classic Ted tells out heroes to party on and splits.

- Meanwhile, Missy's party is just beginning – the Pennies are there, working as caterers. Missy can't figure out why tons of people who weren't invited to the party are showing up, but then somebody shows them the Wyld Stallyns flyer that she's somehow managed to miss. The partygoers are stunned to see Bill and Ted stroll into the back yard... followed by another Bill and Ted... then another. Cut to the Bill and Ted army swarming down Bill's street for the Wyld Stallyns concert, which is about to begin.
- Bill and Ted and the historian escape the jail and try to figure out how to defeat the army of multiple Bills and Teds. They retrieve the body of the dead robot and use the components from its inter-dimensional drive to create a wormhole generator that should theoretically suck in the Bills and Teds and rid them from our world. (The historian was originally an engineering major in college, and Bill and Ted pitch in with skills learned in metal shop.) They try to decide how to lure the Bill and Ted army to one place, and while flipping through THE ODYSSEY, Bill and Ted get an idea: "Sirens... Music...Excellent!"
- Cut to Bill and Ted "borrowing" the drums, amps and other gear owned by two of the musicians that blew them off at the beginning of the movie – the guys run outside as Bill and Ted drive away in a flatbed truck, waving and yelling: "We'll give it all back, honest!"
- Back at Bill's house: Bill's dad literally pulls the plug on the performance and the Bills and Teds riot. The Pennies flee into the street and are almost run over by the flatbed truck driven by the historian – Bill and Ted are in back, urging them to climb in. They freak out until the guys prove to the girls that they're the real Bill and Ted by listing the precise items that they purchase at the Circle K every night. Thus convinced, the girls climb on.
- The truck pulls up at the end of Bill's street. Bill and Ted stand up in back, holding guitars and playing the riff to "Smoke on the Water" through cranked amps. The sound of the classic riff causes the legions of Bills and Teds to stop rioting and swarm into the street, drawn out by the music. The Pennies climb into the back of the truck; much to our heroes' surprise, one Penny gets behind the drum kit and the other straps on the bass. Turns out that the girls are actually aspiring rockers, something that Bill and Ted never realized until now.
- The alternate universe Bills and Teds playing in Wyld Stallyns become jealous – they drag their gear into the street, plug in again and start playing. The scores of Bills and Teds stand in the middle of the street, caught between the two bands as our heroes have a "rock-off" with their alternate selves, trying to out-wicked one another. Bill and Ted 2 play total Eddie Van Halen guitar hero tricks, while our

Bill and Ted pound out dumb riffs like “Louie, Louie” and “Iron Man,” winning the crowd over with their simplicity.

- The historian has trouble making the wormhole generator work. To buy him more time, the Pennies flash the legion of guys, luring the army closer. The historian finally turns on his device and opens the wormhole, which the Bills and Teds initially think is just a totally awesome light show. The wormhole sucks in the alternate universe Bills and Teds, and our heroes also retrieve the iPod that Bill and Ted 2 made. As Bill exclaims to Ted, “Dude, we totally bested ourselves!”
- Even though Bill and Ted have saved the day, everybody is angry with them. Missy is upset, saying, “This is the worst birthday party ever!” The people of San Dimas are pissed now that their town has been trashed, and the girls no longer want to go out with the guys because of what’s happened. Bill and Ted ask, “You mean you actually liked us?” The girls reply, “What are you, retarded? Why do you think we went to the Circle K every night? For the fine dining?” With the historian’s blessing, Bill and Ted go back in time to talk to themselves during their shift at the Circle K at the beginning of the story, making their past selves promise that they won’t visit parallel universes to recruit other Bills and Teds to play in their band. They also run into the Pennies in the parking lot and ask them if they want to jam and then get something to eat afterward – “Like, pizza or something. We won’t even ask you to pay.” Having not yet gone through the ordeal with the multiple Bills and Teds, the girls instantly agree to go out with them.
- The historian bids Bill and Ted farewell, and tells them that he’ll see see them again: it turns out that he originally arrived a little too early to see the true birth of Wyld Stallyns in this universe, but that event will happen soon. Just then, somebody else drops from the sky: Rufus (the same character from the original movies), clutching an iPod. He tells Bill and Ted about a mission already in progress and how they have to get going. They respond, “Who the hell are you?” Rufus realizes that he’s visited the wrong Bill and Ted and complains about how hard it is to work the newfangled space-time devices. Then he asks if they want to help him anyway. They agree to join him and ask if the historian can come along. Rufus says, “Whatever. The more, the merrier.” All four take hold of one another and they zap out of the Circle K parking lot. Fade out.