

(Name of Project)

by
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(Based on, If Any)

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Episode 2: "The Lair of the Throat"
A mysterious, dramatic, Middle Eastern melody plays.

ANNOUNCER

From the mysterious east, from the
not-so-distant past, RKO Radio and
Luxo Linaments are proud to
present...

Musical stab.

ANNOUNCER

Bellydancing Ninjas!

Musical stab.

ANNOUNCER

Episode two -- "The Lair of the
Throat."

Music resumes.

ANNOUNCER

In our last episode, Andalib's plan
to steal the Hassid Diamond had
ended in disaster, and Sadira's
rescue attempt had ended in certain
death, as Sadira was hurled from a
rooftop, and Andalib engulfed in an
explosion!

Fade in audio from episode 1.

THROAT

So now you must choose, ninja: the
diamond, or the girl.

SADIRA

No! Don't do it! Mmph!

FX: Clunk.

ANDALIB

Here.

THROAT

You gullible fool!

SADIRA

Noooo!!!!

This time the scream does not fade away, but ends abruptly
with:

FX: Squish.

BAKRAJ
My precious fruit stand!

SADIRA
Ow.

FX: EXPLOSION!

BAKRAJ
The roof!

FX: Panic in the market.

SADIRA
Andalib! No!

ANNOUNCER
Just moments before, in the attic
of the munitions building...

THROAT
(muffled)
And only you, Andalib --

FX: Wood scrapes abruptly against wood.

FX: Something bangs loose

THROAT
(slightly more audible)
-- would stand next to a box of
explosives.

FX: Slight scraping noise. Explosion.

ANDALIB
Aaaagh!

FX: She 'thuds' on the ground.

ANDALIB
Thank goodness for trapdoors.

FX: More explosions.

THROAT
My god! The whole place is coming
apart!

FX: Glass breaking.

ANDALIB
 (convincing herself)
 I can jump to that rooftop.

FX: Explosion!

ANDALIB
 One... two... threeee!!

FX: Another explosion; sound of rushing wind.

ANDALIB
 Noooo!!!

FX: Sound not unlike shaking out a bedsheet.

Beat.

ANDALIB
 The awning. Close enough.

FX: Ripping canvas.

FX: Thud.

Beat.

ANDALIB
 Okay.

SADIRA
 Andalib!

FX: Approaching, running footsteps.

ANDALIB
 Sadira?

SADIRA
 (louder with the approach)
 I thought you were dead!

The Throat et al bicker as they hurry past.

ANDALIB
 Sadira! You're covered in...

SADIRA
 Oh. Pomegranate, mostly.

THROAT
 Hurry!

PROTECTOR #1
But, Throat, the injured --

THROAT
Leave them. We must transfer the
diamond immediately!

PROTECTOR #1
They'll die!

FX: Huge explosion.

THROAT
(beat)
'Have died.'

SADIRA
Not so fast, Throat!
(beat)
Eh, he didn't hear me.

ANDALIB
Quick! They've gone into that shop!

MERCHANT
The finest Persian rugs for --
ladies, would you like to try --

SADIRA
We're following that big bald guy
in the suit. Where did he go?

MERCHANT
Oh, I'm sure I know noth --

FX: Zil rings.

MERCHANT
Waagh! Through here.

ANDALIB
Good.

FX: Rock scraping against rock in some echoey space.

SADIRA
(whispering)
Well, he *said* it was just through
here!

ANDALIB
(whispering)
Okay.

FX: Footsteps. Very soft, but gradually louder, sounds of marching footsteps and various machinery

SADIRA
 (whispering)
 And sure, it looks like a dead end,
 but I know -

GUARD
 Halt! You two ladies are -

SADIRA
 -- beautiful?

GUARD
 Trespassing!

FX: Whap. Thud.

SADIRA
 Well, that's one down, and...

FX: Door opens -- sound of voices and machinery, echoing in a large space.

SADIRA
 ... a few... more... to go....

ANDALIB
 Oh my.

FX: Door closes.

SADIRA
 That room is huge!

ANDALIB
 So many machines --

SADIRA
 How are we going to get past all of
 those people?

FX: Door opens.

ANDALIB
 Very quietly.

FX: Footsteps.

SADIRA
 Huh. Just that easy?

ANNOUNCER

Yes, beneath the streets of Marrakesh, the Throat had built an underground headquarters for his nefarious crime empire! Our heroes step into the cavernous central room, staring dumbfounded at the huge excavating machines, the rafters high above the floor, and the troops of guards, until suddenly --

GUARD #2

You there!

SADIRA

No!

ANDALIB

On three. One...

GUARD #2

What are you doing here?!

SADIRA

Two...

BAKRAJ

Sorry!

GUARD #2

Bakraj, you're supposed to stay on the surface!

BAKRAJ

But! But! I have information!

SADIRA

Why that little --

ANDALIB

Shhh!

GUARD #2

Yeah, just --

BAKRAJ

I must see the Throat!

GUARD #2

Fine -- he's in the main hall. Try and convince Doctor Vellnit it's worth the Throat's time.

ANDALIB
On three --

SADIRA
Wait!

ANDALIB
One...

SADIRA
We can follow him to the Throat!

ANDALIB
Two...

SADIRA
And the Throat has the diamond!

ANDALIB
Th -- oh! Hey!

SADIRA
We're losing him!

BAKRAJ
Make way!

GUARD #3
Hey!

SADIRA
(lowering her voice;
gruffly)
'Scuse us!

ANDALIB
(doing the same)
Comin' through!

GUARD #3
Wha?

SADIRA
There! Down that hallway!

THROAT
(muffled)
And why, Bakraj, must you interrupt
me...

SADIRA
Through this door!

FX: Door opens, shuts.

THROAT
... when I am meeting my troops?

SADIRA
Uh oh.

BAKRAJ
The ninjas, sir! They are alive!

THROAT
Hmm. You don't say?

FX: Lots of guns cocking.

BAKRAJ
Wh -- but... I am just a humble...
fruit....

THROAT
Step out of the way, Bakraj.

BAKRAJ
Gladly. Oh, hello ladies.

SADIRA
Bakraj! You little --

THROAT
Never mind our little friend, Miss
Sadira. It is time to be rid of
you, once and for all. Gentlemen...
fire!

FX: Musical stab.

Gunshots.

Upbeat production music.

ANNOUNCER
Luxo Luxuriating Cream -- sure, the
wife loves it, but remember: the
cool, luxuriating comfort of Luxo
is great for the fellas, too!

BACKUP SINGERS
Lu-xo!

ANNOUNCER
Isn't that right, Bakraj?

BAKRAJ
Oh, it's so smooth and creamy!

BACKUP SINGERS

Lu-xo! It lu-xu-ri-ates your skin!

ANNOUNCER

And now... back to our program.

FX: Gunshots.

THROAT

Cease!

GUARD #4

Wh -- where are they?

GUARD #5

There's just bits of fabric.

THROAT

Ha. An old ninja trick. They snuck out.

GUARD #4

But we'd have seen --

THROAT

And they tossed veils into the air, and that's what you ended up shooting.

GUARD #4

They could be anywhere!

THROAT

Exactly. All of you! Scatter! Search the complex!

GUARD #5

Yes sir!

THROAT

Bring them back dead.

GUARD #4

Move out!

FX: Lots of bootsteps.

MESSENGER

Throat, the Hassid Diamond is in Dr. Vellnit's lab. She wants you there for the demonstration.

THROAT

Wonderful. I'll be there shortly.

FX: Footsteps down a hallway.

SADIRA
Did you hear that, Andalib? The
diamond! We can still get --

BAKRAJ
Throat, I just wanted to also meh--
you!

FX: Shing!

ANDALIB
Say nothing.

BAKRAJ
(jittery & nervous)
Oh, of course, my old friends, I
was just going to --

ANDALIB
You were going to lead us to Dr.
Vellnit's laboratory, without
saying a word to anyone about us.

BAKRAJ
Of course! This way!

FX: Musical phrase.

FX: Sounds of humming machinery, including a few oscillating
noises, a bubbling sound, and some sort of periodic, steam-
powered device.

ANDALIB
It has to be in this lab somewhere.

BAKRAJ
Well... I'll just be going then,
and...

FX: Clomp!

BAKRAJ
Oh... getting... sleepy.

FX: Thump.

ANDALIB
That should buy us a few minutes.

SADIRA
Andalib -- look!

FX: Glittery diamond sounds.

SADIRA
The Hassid diamond!

ANDALIB
Nothing fancy. We pick it up, we
sneak it out, and the quest is
over.

VELLNIT
Not so fast, ninjas!

FX: Jarring chord.

VELLNIT
I am Doktor Dachtmund Vellnit, and
you are trespassing in my
scientific laboratory.

ANDALIB
This diamond is stolen property,
Vellnit!

VELLNIT
You want the diamond? Excellent!

SADIRA
Sounds good.

VELLNIT
You shall die as its first VICTIMS!

SADIRA
What?

FX: Clatter clatter.

ANDALIB
She's putting the diamond into
that... machine....

FX: Switch is thrown.

VELLNIT
Ha!

FX: machine emits steadily rising pitch

VELLNIT
"That machine!" You will soon see
what "that machine" is capable of,
Frau Ninja.

FX: 'Laser blast' sound blends into wildly oscillating
Theremin.

VELLNIT
And this is just the prototype!

ANDALIB
Gah! We're trapped! It's some kind
of --

VELLNIT
"Death ray," is the correct term.

SADIRA
Got to... get to... my zil.
(sounds of exertion)
Got it!

FX: Wildly different pitch.

VELLNIT
NoooooO!!!!

FX: Machine overloads and breaks down; Theremin noises cease.

FX: Vellnit falls to the ground.

ANDALIB
Reflected it back at her.

SADIRA
Yes.

THROAT
(from outside)
The laboratory is just through
here, sir.

ANDALIB
(whispered)
Quick! Hide!

FX: Clattering.

FX: Door opens, closes.

THROAT
And, as you see, we have the
diamond.

VOICE
Excellent.

FX: Click.

FX: Glittery noises.

VOICE

It's even more beautiful than I
imagined. (MORE)

THROAT

And with it, you are... most
formidable.

SADIRA

(whispered)
whispered Who *is* that?

ANDALIB

(whispered)
Sh.

FX: Scoot scoot scoot.

ANDALIB

(whispered)
My god!

Beat.

SADIRA

(whispered)
What? beat Who is it?

ANDALIB

(whispered)
My god! It's... it's....

FX: Opening theme plays again.

ANNOUNCER

Who is the evil mastermind behind
the nefarious Throat? What shall
they do with the Hassid Diamond?
Will our heroes stay alive long
enough to find out? Stay tuned for
the next intriguing installment
of...

Musical stab.

ANNOUNCER

Bellydancing Ninjas!