

(Name of Project)

by
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(Based on, If Any)

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in Order of Work Performed)

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Episode 1: "Diamond of Danger"
A mysterious, dramatic, Middle Eastern melody plays.

ANNOUNCER

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

Musical stab.

ANNOUNCER

Bellydancing Ninjas!

Musical stab.

ANNOUNCER

Episode one -- "Diamond of Danger."

Music resumes.

FX: Fade in sounds of a crowded marketplace.

ANNOUNCER

Marrakesh. 1935. A beautiful woman
makes her way through a crowded
marketplace.

Street hawkers fade in and out.

MERCHANT #1

... treasures! Treasures from the
tombs of...

MERCHANT #2

... will weave a spell to enchant
any man or beast into your...

Bakraj sounds remarkably like Peter Lorre.

BAKRAJ

The finest vegetables! Good fruits,
low prices, for only --

He gasps!

ANDALIB

Surprised to see me alive, Bakraj?

FX: Sound of biting into an apple.

BAKRAJ

Andalib Hassan!

ANDALIB

Take me to the Throat.

BAKRAJ

This is nonsense. I... I am but an innocent fruit-merchant. And besides, the Throat doesn't even exist!

FX: Sounds of a scuffle.

BAKRAJ

Ow! Ow!! No, he would kill me!

ANDALIB

Bakraj, I saved your life back on that Libyan freighter.

BAKRAJ

Yes, but I could never walk into the Throat's mansion accompanied by a... a...

ANDALIB

Jewel merchant. We'll say that I'm a jewel merchant.

Bakraj sighs.

BAKRAJ

All right. This way, 'jewel merchant.'

ANNOUNCER

Together they make their way to the palatial residence of the Throat, criminal mastermind of all of Marrakesh. They meet him in his elegant courtyard.

BAKRAJ

This is --

ANDALIB

Gawharat Al-Hadeera. I represent certain people who... acquire interesting and valuable things.

BAKRAJ

Your majesteriality -- Mr. Throat -- I tried to stop her.

THROAT

Miss Al-Hadeera, I'm a simple farmer. I own nothing more 'interesting and valuable' than an ox or a plow.

ANDALIB

My party would like to buy the Hassid Diamond.

FX: Everyone reacts in shock.

THROAT

Everyone knows that the Hassid Diamond was stolen from Prince Nabeen. Owning it would make me a... criminal.

BAKRAJ

(unctuous)

Sir. No one thinks you're a criminal.

THROAT

Bakraj!

BARKAJ

Sorry, sir.

THROAT

And your interest would make *you* a criminal, too. Or perhaps you were sent by the prince to reclaim his property... right, Gawharat? Or should I say...

(dramatic pause)

... Andalib?

ANDALIB

No!

THROAT

Yes, Miss Hassan. And here it is...

FX: Gleam! "Glittery" sounds follow. (Perhaps rapid wind chimes; these sounds always play when the diamond is seen.)

ANDALIB

The Hassid diamond!

BAKRAJ

It's so beautiful!

THROAT
Please, Andalib -- take it!

ANDALIB
What?

THROAT
Take the diamond. Have a look.

ANDALIB
More the fool you!

FX: Shing!

PROTECTORS
Hut!

ANDALIB
Where did all those guys come from?

THROAT
Those are my protectors. Fifty
swordsmen who would all lay down
their lives for me. All arrayed
against you, a mere slip of a girl.

BAKRAJ
Sir, I don't think --

THROAT
SILENCE!!!

BARKAJ
Yes, sir.

THROAT
I will take the diamond back, thank
you. We'd like you to go on and
tell your precious Prince that we
have his precious jewel. So you
won't give up your life today.
We'll just settle for...

FX: Short blade drawn.

THROAT
... one of those long, pretty
fingers.

Ominous music.

FX: Angry scream, at muffled, soft dynamic, getting louder,
until...

FX: Glass shatters.

ANDALIB

Sadira!

FX: A bit more glass-breakage.

SADIRA

Ow. I said I'd show up in case of trouble, and not to worry, the rescue is in hand.

ANDALIB

Sadira...

SADIRA

The Throat, you face a force more powerful than you can possibly know.

THROAT

(beat)

Right.

SADIRA

Give up now, and we may, uh... spare your miserable life. Yeah.

ANDALIB

Sadira...

THROAT

Protectors!

SADIRA

Huh?

PROTECTORS

Ay!

THROAT

SLAY THEM!!!

PROTECTORS

Ay!

SADIRA

Uh-oh.

FX: Swords being unsheathed.

FX: Advancing footsteps, in sync.

Ominous music.

SADIRA
Uh-huh. I know. Some rescue.

ANDALIB
Wait for it...

SADIRA & ANDALIB
NOW!

ANNOUNCER
We'll continue our story in just a moment.

Upbeat production music.

ANNOUNCER
In the harsh conditions of the unforgiving desert, skin can get dry and irritated. And for *your* skin, nothing soothes like Luxo!

SINGERS
Lu-xo!

ANNOUNCER
In the Middle East or the Northwest, in Persia or Poughkeepsie, remember the name: Luxo Luxuriating Cream! Because you *deserve* the luxury.

SINGERS
Luxo! It lu-xur-i-ates your skin!

ANNOUNCER
And now, back to our program.

ANDALIB
Wait for it...

SADIRA & ANDALIB
NOW!

FX: "Shing!"

BAKRAJ
The Zills of Death!

FX: Zills ringing in rapid succession, intercut with sound of punches and kicks.

ANNOUNCER

Yes, the Zills, ancient Middle Eastern finger cymbals, and in the hands of the Bellydancing Ninjas... deadly weapons.

PROTECTOR #1

Fall back! Fall back!

THROAT

No! Fight!
(gasps)
Andalib!

ANDALIB

Not so tough without all your boys?

THROAT

What?

ANDALIB

Take that!

FX: Punch!

THROAT

Ow!

FX: The diamond clunks onto the floor.

SADIRA

He dropped the diamond!

FX: 'Glittery' sounds.

ANDALIB

I'll take that, thank you.

THROAT

No! Protectors! Help!

PROTECTORS

Ay!

FX: More sounds of fighting.

ANNOUNCER

As the ninjas fight their way to the exit, the Throat and Bakraj regroup under a table.

THROAT

That fighting style can only mean
one thing.

BAKRAJ

Bad Protectors, sir?

FX: Smack!

THROAT

No, you fool.
(bitterly)
Bellydancing ninjas! AFTER THEM!!!

PROTECTORS

Ay!

ANNOUNCER

With the Throat's personal army in
hot pursuit, Andalib and Sadira
escape the palace, but get
separated in the bustling Marrakesh
marketplace.

FX: Exterior marketplace sounds.

FX: Andalib, running.

MERCHANT #1

... treasures! Fine treasures of...

FX: Trip, thump, tumble.

MERCHANT #1

AAGGH!!

ANDALIB

Sadira!

MERCHANT #2

... and *this* fine potion wi --
WHAAGH!!

FX: *Crash!*

PROTECTOR #1

There she is!

PROTECTORS

Ay!

ANDALIB

Aha! This way.

ANNOUNCER

Andalib spies an entrance into the Throat's munitions building, and rushes inside to hide and regroup.

FX: Door opens, shuts.

The Protectors clamor outside the door.

FX: Andalib climbs steps.

PROTECTORS

One, two, three!

ANNOUNCER

Andalib flees up one staircase, then another, and another --

FX: Door busts open.

ANNOUNCER

-- until she reaches the roof of the munitions building, surrounded by boxes of explosives and a fifty-foot drop on all sides. Cornered.

PROTECTOR #1

There she is!

FX: Tromping feet, as the Protectors march into place.

THROAT

Andalib Hassan.

FX: 'Glittery' diamond sound.

ANDALIB

Throat, you make one move I'll throw the Hassid Diamond so far into the city you'll never find it.

THROAT

Ah, the irony. You have something of great value to me... and I have something of great value to you!

SADIRA

Let me go!

ANDALIB

Sadira!

Musical stab.

THROAT

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

SADIRA

No! Don't do it!

ANNOUNCER

Andalib drops the diamond to the ground.

FX: Clunk.

ANDALIB

Here. Take it.

THROAT

You gullible fool. Protectors -- throw Sadira off the roof!

SADIRA

Noooo!

She screams, and her voice fades away.

ANDALIB

Sadira!

FX: Something catches fire.

FX: Andalib stomps her foot a few times.

ANDALIB

Throat. You're foolish enough to light a torch in broad daylight?

THROAT

And you, Andalib, are foolish enough to stand beside a giant box of gunpowder!

FX: Slight whoosh of a torch being thrown, then --

FX: GIANT EXPLOSION.

Opening theme plays again.

ANNOUNCER

Is this the end for Andalib and Sadira? Will the Throat succeed in his nefarious plan to rob the Prince? Find out during our next exciting installment of...

Musical stab.

ANNOUNCER
Bellydancing Ninjas!

(MORE)