

(Name of Project)

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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, Art Institute  
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. Sadira was thrown off a high  
rooftop, and Andalib was engulfed  
in a massive 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.

FX: 'Glittering' diamond noises.

ANDALIB

Here. Take the diamond.

THROAT

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

SADIRA

Noooo!

The scream ends abruptly in:

FX: Squish!

BAKRAJ  
My precious fruit stand!

SADIRA  
Ow.

FX: EXPLOSION!

BAKRAJ  
The roof exploded!

FX: Panic in the market.

SADIRA  
Andalib! No!

ANNOUNCER  
Moments before, in the attic just  
below the roof of the munitions  
building, a trapdoor in the ceiling  
rattles.

FX: A door rattles.

THROAT  
(muffled)  
And you, Andalib --

FX: Andalib stomps her foot a few times.

FX: The door keeps rattling.

THROAT  
(muffled)  
-- are foolish enough to stand  
beside a giant box of gunpowder!

FX: One last 'stomp', and the door bangs open.

ANDALIB  
Aaaagh!

FX: She 'thuds' on the ground.

FX: Explosion!

ANDALIB  
That was close.

ANNOUNCER  
Alas, in that building full of  
weapons and high explosives, that  
single explosion has already set  
off a chain reaction!

FX: More explosions!

FX: The building starts to collapse.

ANNOUNCER  
As the building begins collapsing  
around her, Andalib runs for an  
open window.

FX: Running feet, then --

ANDALIB  
If I can just jump across to --

FX: Explosion!

ANDALIB  
Okay, one... two... threeee!!

FX: Sound of rushing wind.

ANDALIB  
Aaagh!

FX: Sound not unlike shaking out a bedsheet.

ANDALIB  
There. Made it to the awning.

FX: Ripping canvas.

FX: Thud.

ANDALIB  
Whew.

SADIRA  
Andalib!

FX: Approaching, running footsteps.

ANDALIB  
Sadira?

SADIRA  
I thought you were dead!

ANDALIB  
Sadira! You're covered in...

SADIRA  
Oh. Pomegranate, mostly.

ANDALIB  
Look out!

PROTECTORS  
Hut! Hut! Hut! Hut!

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  
'Have died.'

SADIRA  
Not so fast, Throat! He didn't hear  
me. Hey, come back!

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.

SADIRA  
It's just a rock wall.

FX: Rock scraping against rock in some echoey space.

SADIRA  
Ooh.

FX: Footsteps.

FX: Fade in the faint sounds of machinery.

SADIRA  
The Throat is hiding out in a  
narrow hallway?

ANDALIB  
Shhh!

GUARD  
Halt! You two ladies are -

SADIRA  
-- beautiful?

GUARD  
Trespassing!

FX: Punch. Thud.

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

FX: Door opens.

FX: Sound of voices and machinery, echoing in a large space.

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

ANDALIB  
Oh my.

SADIRA  
That place is huge!

ANDALIB  
So many machines --

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

ANDALIB  
Very quietly.

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.

SADIRA  
Okay.

ANDALIB  
One...

GUARD #2  
What are you doing here?!

SADIRA  
Two...

BAKRAJ  
Sorry!

GUARD #2  
Bakraj!

ANDALIB & SADIRA  
What?

GUARD #2  
You're supposed to stay on the  
surface!

BAKRAJ  
But! But! I have information!

SADIRA  
Why that little --

ANDALIB  
Shhh!

GUARD #2  
Rules are rules, Bakraj --

BAKRAJ  
I simply must see the Throat!

GUARD #2  
Fine -- Doctor Vellnit is in the  
main hall. Try and convince her  
that this is worth the Throat's  
time.

SADIRA  
On three --

ANDALIB  
Wait!

SADIRA  
One...

ANDALIB  
We can follow him to the Throat!

SADIRA  
Two...

ANDALIB  
And the Throat has the diamond!

SADIRA  
Ohhh.

ANDALIB  
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  
Apparently they are.

FX: Lots of guns cocking.

BAKRAJ  
Why are you pointing... guns... I  
am just a humble... fruit....

THROAT  
They're not aiming at you, Bakraj.  
Step out of the way.

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 #3  
Wh -- where are they?

GUARD #4  
There's just bits of fabric.

THROAT  
Ha. An old ninja trick. They snuck out.

GUARD #3  
But how?

THROAT  
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 #3  
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, one moment! Come back! I just wanted to -- you!

FX: Shing!

ANDALIB

Say nothing.

BAKRAJ

(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 laboratory machinery. (This 50s B-movie: electrical zaps, bubbling liquids, etc.)

ANDALIB

The diamond has to be in this lab somewhere.

BAKRAJ

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

FX: Punch!

BAKRAJ

Oh... getting... sleepy.

FX: Thump.

ANDALIB  
That should buy us a few minutes.

SADIRA  
Andalib -- look! Up by that  
catwalk!

FX: 'Glittery' diamond sounds.

SADIRA  
The Hassid diamond!

ANDALIB  
Nothing fancy. We find our way up  
there, pick up the diamond, sneak  
it out, and this mission is over.

FX: Steps on a catwalk.

VELLNIT  
Not so fast, ninjas!

FX: Jarring chord.

ANNOUNCER  
A tall, thin blonde in a lab coat  
and goggles appears on the catwalk.

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?

SADIRA  
Yes.

VELLNIT  
Excellent!

SADIRA  
Sounds good.

VELLNIT  
You shall die as its first VICTIMS!

SADIRA

What?

FX: Ker-chunk!

ANDALIB

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

FX: Door rattles.

SADIRA

The door is locked behind us!  
We're trapped!

FX: Switch is thrown.

VELLNIT

Ha!

FX: The machine emits a 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! That bright light! 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

NooooO!!!!

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' diamond noises.

VOICE  
It's even more beautiful than I  
imagined.

THROAT  
And with the weapon, you will be...  
most formidable.

Andalib and Sadira speak in whispers.

SADIRA  
Who \*is\* that?

ANDALIB  
Shh!

FX: Scoot scoot scoot.

ANDALIB  
My god!

Beat.

SADIRA  
What? Who is it?

ANDALIB  
It's... it's....

FX: Opening theme plays again.

ANNOUNCER  
What evil mastermind is in cahoots  
with 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!