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Episode 4: "Engines of Destruction"
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 four -- "Engines of
Destruction".

Music resumes.

ANNOUNCER

In our last episode, deep in the
Throat's secret underground lair,
Sadira had found plans to take over
the world, using a mysterious
"Ultimate Weapon".

SADIRA

They have an 'ultimate weapon' that
can destroy whole cities! From
miles away!

FX: More flipping.

ANDALIB

That's impossible! Nothing could
wipe out an entire city with one
shot.

FX: Outside, something big is wheeled into place.

SADIRA

Uh-oh.

ANDLAIB

How could -- what?

SADIRA

Look at *that.*

FX: Dramatic tremelo.

ANDALIB

Oh... my... god!

FX: A low electrical hum. Occasional squeaking/scraping noises.

ANNOUNCER

Our heroes stare in amazement at the Throat's 'ultimate weapon': seamless, curved steel, three stories tall, with a gun barrel twenty feet long.

ANDALIB

It looks like it's from another planet!

SADIRA

The planet where they specialize in killing things.

NARRATOR

Just then, a glint of light in the weapon's inner workings catches Sadira's eye.

SADIRA

We're going to need a closer look at the weapon.

FX: Musical phrase.

NARRATOR

But just at that moment, the Throat brings a group of German soldiers to see the machine.

NAZI #1

So. How does one operate the La-zo-tron?

THROAT

You just sit in the chair...

FX: Squeak.

THROAT

... like so, aim the weapon using these levers...

FX: very loud noise, like servo motors

THROAT
Watch your head.

NAZI #2
Yipes!

THROAT
And then you flip this little red
switch. That powers up the firing
unit, and four minutes later...

NAZI #1
Kaboom?

THROAT
Exactly.

FX: Footsteps approach.

GUARD #1
Testing is almost complete, sir.

THROAT
Perfect. Prepare to deploy.

GUARD #1
Ay, sir.

NARRATOR
Meanwhile, Sadira and Andalib
furtively approach the La-zo-tron
for a closer look.

SADIRA
Look! It's right there!

ANDALIB
I don't see it.

SADIRA
I'm telling you, the diamond is
right in the middle of that
machine! Look, I'm pointing right
at it!

ANDALIB
Stop! They'll see you!

GUARD #1
(distant)
Did you see something there?

GUARD #2
(distant)
What?

SADIRA
(whispered)
It's the Hassid Diamond!

ANDALIB
They've loaded it into the weapon?

SADIRA
It makes sense! Remember that beam
gun that Dr. Vellnit tried to use
on us? -- well, *that's* the *full-
size* version!

GUARD #1
(distant)
Nah, I don't see anything.

ANDALIB
Oh, there it is!

SADIRA
Finally.

ANDALIB
Okay. I'll go in and get the
diamond. You stay here.

SADIRA
What?

ANDALIB
It's too dangerous.

SADIRA
You're kidding! Hey -- COME BACK
HERE! "Too dangerous." I oughtta -
-

GUARD #1
Okay, seal off this exit next.

FX: Clang!

GUARD #2
Are you sure?

GUARD #1
We've cleared the area.

As GUARD #1 says this he fades out.

SADIRA
What are they...?

ANNOUNCER
With catlike agility, Sadira climbs
up a stack of equipment crates to
spy on the guards!

GUARD #2
Okay, this one is padlocked.

GUARD #1
And the air vent?

FX: Squeak.

GUARD #2
There. Now can we clear out?

GUARD #1
Yeah. Lock the last exit behind
us, and finish off the ninjas when
the Throat gives us the word, got
it?

GUARD #2
Okay, okay....

NARRATOR
Meanwhile, Andalib finds it
surprisingly easy to get to the La-
Zo-Tron.

ANDALIB
Huh. Any guards there? Anybody
home?

SADIRA
(whispered)
Andalib!

ANDALIB
Should be easy.

SADIRA
(whispered)
Andalib!

ANDALIB
Sadira! I told you to stay put!

SADIRA
Andalib! They're about to seal --

ANDALIB

Just stay there while I get the diamond!

SADIRA

But --

ANDALIB

We're this close to finishing Prince Nabeen's mission! Don't get in the way!

FX: Loud motor, as the main door rolls shut.

SADIRA

They're closing off the route back into the complex!

ANDALIB

So? We'll get the diamond, we slip out through one of the exterior doors, and then head back to Nabeen's palace.

SADIRA

We've got to get *out* of here! They've got something *planned!*

ANDALIB

What's their plan?

SADIRA

I don't know exactly -

ANDALIB

You don't know.

FX: Clang! as the main door closes.

SADIRA

Oh no.

ANDALIB

If you'll excuse me.

FX: Quick footsteps, fading out.

FX: Metallic clattering.

FX: Quick footsteps, fading in.

ANDALIB

Look!

FX: The usual diamond 'glittery' sound.

ANDALIB
We have the diamond.

FX: Steady 'pfft' sound of gas being piped into the room.

SADIRA
Quick! Climb something!

ANDALIB
(coughing)
What is this green gas?

Both Andalib and Sadira continue to cough throughout the following lines.

SADIRA
Climb... above... buy us...
time....

ANDALIB
The doors!

SADIRA
No way... out.

Andalib groans.

FX: Thump.

SADIRA
Andalib... wake... up....

FX: Thump.

ANNOUNCER
We'll return to Bellydancing Ninjas
in just a moment.

FX: Suspenseful music.

ANNOUNCER
But first, Luxo Linaments presents
to you this week's coded message.
Kids, get out your Luxo Decoder
Rings -- and we are now tuning in
the radio message from Marrakesh.

VOICE (FILTERED)
34... 13... 5... 78... 3... 0...
19... 41... 4... 2... 2.

ANNOUNCER
 Have you got that, kids? Good
 work, and remember: live on the
 Luxo side of life!

FX: Suspenseful music finishes.

ANNOUNCER
 And now, back to our program.

FX: Musical phrase.

FX: Various sounds of machine activity; background
 conversations; footsteps, etc.

ANDALIB
 My head. What? Sadira, wake up -

SADIRA
 What? Ow. Ow. Where are we?

ANDALIB
 We're still in the same room, but
 now we're some kind of... of...

VELLNIT
 Cage, Miss Andalib?

SADIRA
 Doctor Vellnit!

VELLNIT
 This cage is one of my many
 inventions. It is perfectly
 conceived for its purpose.

SADIRA
 And what purpose is that, you
 sadistic fiend?!

VELLNIT
 Why can't I just kill them now?

THROAT
 Not yet, Herr Doktor. Besides,
 these ninjas caused me quite a bit
 of pain, and I think it's
 appropriate to return the favor.

FX: Horses neigh.

GUARD #1
 The horses are here, sir!

THROAT

Excellent. Move out the La-Zo-Tron!

FX: Wheels start squeaking.

ANNOUNCERS

Horses, tethered to the mighty weapon, begin dragging the giant weapon across the cavernous room.

THROAT

You've sought the Hassid Diamond so diligently, ninjas, it seems only appropriate that you see it in action!

ANDALIB

What do you mean?!

NARRATOR

The Throat puts on a pair of dark glasses.

THROAT

You two may want to shield your eyes.

ANNOUNCER

And suddenly, the far wall of the cavernous room splits apart as two massive doors creak open --

FX: Doors creaking open.

FX: Faint sound of wind in background.

ANNOUNCER

-- revealing the blinding sunlight of the African desert, and in the distance: the skyline of Marrakesh.

ANDALIB

No!

THROAT

Yes, Andalib.

SADIRA

You're a madman!

THROAT

No, Sadira. Just a good
businessman.

ANNOUNCER

The horses drag the weapon up to a
rocky promontory, and stop.

FX: A click. Various retro mechanical sounds. Lots of
noises slowly rise in pitch and volume.

GUARD #1

Sir, I've initiated the firing
sequence.

THROAT

Excellent. Doctor Vellnit, now you
may have your fun now.

VELLNIT

Ha. At last.

SADIRA

What have you got up your sleeve,
Vellnit?

FX: Creaking sound.

VELLNIT

I just pull this lever...

FX: Clang!

FX: Thump. Skitter skitter skitter.

VELLNIT

What you see dropping into the
center of your cell are Black Fang
scorpions.

ANDALIB

Aaah!

SADIRA

It's okay.

ANDALIB

IT'S NOT OKAY!

THROAT

Scorpions are your favorite, right,
Andalib?

VELLNIT

Their sting is exquisitely lethal.
Within one minute, you will be
paralyzed -- within ten, you will
suffer one of the most painful
deaths known to man!

THROAT

But! Not before you see the
destruction of your beloved
Marrakesh!

The Throat laughs fiendishly.

FX: Dramatic music.

Vellnit joins in with her own fiendish laughter.

FX: Opening theme plays again.

ANNOUNCER

Can Andalib and Sadira escape the
cage and its deadly Black Fang
scorpions? Will Marrakesh become
the first victim of the deadly La-
Zo-Tron? Find out in the next
installment of....

Musical stab.

ANNOUNCER

Bellydancing Ninjas!

(MORE)