(Name of Project)

by (Name of First Writer)

(Based on, If Any)

Revisions by (Names of Subsequent Writers, in Order of Work Performed)

Current Revisions by (Current Writer, date)

Name (of company, if applicable) Address Phone Number 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 paper-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 thirty 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 this... 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

Yes, 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. 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 MORE 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!