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Episode 5: "A Desperate Counterattack"
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 five -- "A Desperate
Counterattack".

Music resumes.

ANNOUNCER

We last saw our heroes trapped in a
locked cage that was slowly filling
with deadly Black Fang scorpions!
Meanwhile, the deadly La-Zo-Tron
has begun its firing sequence,
aimed directly at Marrakesh!

VELLNIT

... their sting is quite lethal.
You will be paralyzed within one
minute, and within ten minutes,
suffer one of the most painful
deaths known to man!

THROAT

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

Fiendish laughter.

FX: dramatic music.

VELLNIT joins in with her own fiendish laughter.

THROAT

Well. I want front-row seats for
this little demonstration.

VELLNIT

Excellent.

Throughout this exchange, ANDALIB gasps for breath.

SADIRA

My god! That La-Zo-Thingy is going to blow up the whole city!

ANDALIB

Scorpions!

SADIRA

We gotta get out of here!

ANDALIB

Yeah. Yipe! Lots of scorpions!

SADIRA

I just need to grab one of them -- ha! Got it!

ANDALIB

Are you crazy?

SADIRA

Now, we just need to get Vellnit close enough.

ANDALIB

Um... "Look! The scorpions are getting out of the cage!

FX: Footsteps.

VELLNIT

Nonsense! My design guards against that perfe-- AAAGH!

SADIRA

Listen Vellnit, you let us out of this monkey cage, quiet-like, or this Blank Fang scorpion stinger is going straight into your throat, got it?

VELLNIT

Ach, mein Ggggglurr...

FX: Thud.

ANDALIB

Sadira!

SADIRA

It's not my fault!

ANDALIB
The scorpions are getting closer!

SADIRA
The doctor just got really scared
and passed out!

ANDALIB
Vellnit has the keys!

FX: Keys jingling.

FX: Unlocking the cage door.

FX: Cage door creaks open.

FX: Footsteps.

Andalib shudders.

SADIRA
We're okay now.

ANDALIB
Wait! Shut the cage!

FX: Door creaks shut with a solid bang/click.

ANDALIB
Too many scorpions. Definitely too
many scorpions.

NAZI #1
Halt!

NAZI #2
What are you... strange ladies
doing in the testing --

ANDALIB
Simple. We represent...

SADIRA
... the bank. Once the money
reaches the Throat, we take it in,
and wire it to the Throat's account
in... Zürich.

NAZI #1
Ha! This story is ludicrous.

SADIRA
Well, it was worth a shot --

NAZI #1

You bankers! For the price your Mr. Throat is demanding, we could furnish entire armies with phenomenal firepower!

SADIRA

You can always call off the deal.

NAZI #2

Reverse psychology, eh? Clever. We shall see what this 'La-Zo-Tron' has to offer.

FX: Footsteps.

ANDALIB

That was close.

SADIRA

I have a question.

ANDALIB

Sadira, we don't have time --

SADIRA

The Throat is planning world domination. So why is he selling the one weapon that's instrumental for his plans?

ANDALIB

Good question, but we have two minutes to stop that weapon from wiping Marrakseh off the face of the earth. We have to get the Hassid diamond!

SADIRA

What are we up against?

ANDALIB

Between us and the weapon? Two dozen heavies with scimitars, and those two Germans have guns.

SADIRA

So, we get past all of them in two minutes?

ANDALIB

Or we die trying.

SADIRA
Wait here and I'll have the diamond
in no time!

ANDALIB
But -

SADIRA
Be right back!

ANDALIB
What's the plan?!

SADIRA
You'll see!

FX: Brief musical phrase.

NARRATOR
Next to the La-Zo-Tron, the Throat
confronts the two Nazi officers.

THROAT
What 'bank representatives?!

NAZI #2
The ones who will handle the cash
transfer.

NAZI #1
They directed us over here.

THROAT
Wait... both women?

NAZI #1
Yes!

NAZI #2
And oddly-dressed, for bankers.

THROAT
Bah! Those were no bankers. Those
were ninjas!

NAZI #1
They must be hiding back that way.

THROAT
Fine. I'll just send my men back
there, and -

NAZI #2
No need. We are both excellent
marksmen.

FX: Dramatic music.

FX: Gun cocks, fires.

ANDALIB
That was too close for comfort!

FX: Footsteps.

NAZI #2
There she is!

NAZI #1
Aha. Good-bye, Miss Ninja....

FX: Gun cocks.

FX: "Shing!". (A zill hits the gun.)

FX: "Th-Thunk." (A zill hits the guard's hand.)

NAZI #1
Gaaahhhh!

NAZI #2
Those are....

THROAT
Andalib's zills. One in his gun,
and one in his hand.

NAZI #2
My colleague is incapacitated!

THROAT
And Andalib is now unarmed. Now we
settle this my way. Men!

GUARDS
Ay!

THROAT
Tear this room apart! The ninjas
must be found!

GUARDS
Ay!

FX: Sounds of bashing things, tearing things up, and so on.

ANDALIB

(strained)

If I can just get to one of the
catwalks....

GUARD #1

Sir, we've looked everywhere. They
must have gotten out.

THROAT

They're nowhere on the floor?

GUARD #2

We'll search again, sir.

THROAT

Then... wait, who's climbing up
that pile of boxes? Pull it down!

FX: A pile of crates clatters to the floor.

Andalib SCREAMS.

FX: She lands on the floor with a thud.

THROAT

Andalib Hassan! Not so tough
without our little friend, are we!

Andalib is obviously winded from the climb and fall.

ANDALIB

Fine. Fine. Let's just see how
tough you are, you fat, stupid --

FX: Gun cocks.

NAZI #2

You ruined my friend's gun,
Fräulein... but you did not
incapacitate *mine.*

FX: Dramatic chords!

ANNOUNCER

We'll return to our program in just
a moment.

FX: Beep! Whirr....

HOUSEWIFE

Wowzers! I just press a button,
and it's like the dishes just wash
themselves!

ANNOUNCER

Ma'am, you've certainly luxuriated
your fine home.

HOUSEWIFE

Why, thank you!

ANNOUNCER

But haven't you forgotten
something?

HOUSEWIFE

Ha, I don't think so! This house
has the best modern appliances that
money can buy!

ANNOUNCER

But... what about luxuriating your
skin?

HOUSEWIFE

My *skin?*

FX: Quick, ascending glissando on glockenspiel.

HOUSEWIFE

Luxo luxuriating cream?

ANNOUNCER

That's right! Luxo luxuriates your
skin like no other linament can!

HOUSEWIFE

Wow, it feels so luxurious....

ANNOUNCER

That's 'cause it was invented by
scientists!

HOUSEWIFE

Golly, those scientists are clever!

ANNOUNCER

Ha! Aren't they ever!

HOUSEWIFE

Thanks, Luxo!

FX: Background singers sing, "Luxo! It lu-xu-ri-ates your skin!"

ANNOUNCER

And now, back to our program.

NAZI #2

Apparently you have been a source of great vexation to the Throat. Killing you shall be a great honor.

ANDALIB

So that's it, Throat? You bump us out of the way, and continue your plan for world domination?

NAZI #2

What plan for world domination?

THROAT

Yes, what plan for world domination?!

ANDALIB

You know... using your 'ultimate weapon' to take over North Africa, and then Europe, and then the WORLD!!

THROAT

Andalib... you silly girl. I am a businessman. I will sell this to the Führer, and he will pay me quite handsomely for it, and *he* will use the weapon as he pleases.

ANDALIB

You're lying!

THROAT

I never lie to people I'm about to kill. Good-bye, Andalib Hassan. Pull the trigger, Helmut.

NAZI #2

Of course.

FX: Distant whinny.

NAZI #2

Did you hear a... er... what is the word

THROAT

A what?

NAZI #2

Eh... "Pferde."

FX: Distant galloping.

THROAT

I don't speak German, you -- Feh-duh? Feta?

NAZI #2

No, "Pferde," it means, em...

FX: Louder galloping -- accompanied by faint ululating sounds from Sadira.

ANDALIB

"Horses."

THROAT

What?

FX: CRASH! of wood being splintered apart, crates scattering.

FX: Loud horse sounds.

Loud ululating from Sadira.

Throat and Nazi #2 scream.

FX: Horse neighs.

NAZI #2

Ach!

FX: Loud thump.

NAZI #2

Oof!

FX: Nazi #2 crashes into the crates.

SADIRA

Miss me?

ANDALIB

I was at a disadvantage. Is there an extra for me?

FX: Horse neighs.

SADIRA

Take your pick -- I brought 'em all.

ANDALIB

Hold on -

NAZI #2

Nee --

FX: A punch lands.

NAZI #2

Ach, meine Nase....

FX: Metallic scrape.

ANDALIB

I'll take the six-shooter, thank
you very much. Hup!

FX: Horse neighs.

SADIRA

Let's go!

FX: Horse hoofbeats fade slightly.

THROAT

Wait!

FX: Throat starts running

THROAT

Stop them! Men! Close ranks!
Don't...

FX: Horses neigh, various guards scream, running sounds.

THROAT

Don't scatter!

FX: Musical phrase.

FX: Various machine noises, including a once-per-second
periodic beep.

ANNOUNCER

Sadira and Andalib approach the
deadly La-Zo-Tron.

GUARD

Yipes! Um, don't come any closer!

SADIRA
You're the only person guarding
this weapon, aren't you?

GUARD
Yes.

SADIRA
You should probably just run away.

GUARD
Thank you!

FX: The guard runs off.

ANDALIB
Quick! Aim the laser someplace
else!

SADIRA
It won't budge!

ANDALIB
How much time do we have?

SADIRA
I don't know!

ANDALIB
Check the readout!

SADIRA
Ten seconds!

ANDALIB
I hope this works!

FX: Sound of exertion.

FX: Dramatic music.

ANDALIB
Gah!

FX: Glittery-diamond sounds.

ANDALIB
I got the diamond out!

SADIRA
Can the weapon fire without it?

FX: The once-per-second beep halts with a protracted beep.

FX: Sputtering sound. Stalling sound.

ANDALIB

We did it! Marrakesh is saved!
Sadira?

SADIRA

Uh oh.

ANDALIB

Wha -

SADIRA

Company.

FX: Various evil chortles and swishes of scimitars.

ANNOUNCER

From inside the compound, the two
dozen guards with scimitars slowly
approach, with a look of cold
menace in their eyes.

SADIRA

Gentlemen, this battle is over.

ANDALIB

We are returning this jewel to
Prince Nabeen.

GUARD #2

Oh, you think you will escape to
your precious palace alive?!

SADIRA

We're on horses. You're on foot.

ANDALIB

Hyah!

VOICE

Not so fast, ninjas.

ANDALIB

Wait!

SADIRA

Prince Nabeen?!

FX: Triumphant music.

NABEEN

Indeed.

ANDALIB

Wow, is it great to see you!

SADIRA

Hold on. How --

NABEEN

Deploy the net... NOW!

FX: WHOOSH! as they throw the net.

FX: Horses neigh.

Andalib and Sadira scream.

FX: They thump down in the sand.

FX: Dramatic chords.

NABEEN

And with that simple effort, we
have captured the ninjas at last.

ANDALIB

What?!

NABEEN

Take them away!

ANDALIB

Get back, all of you!

FX: Gun cocks.

GUARD #3

She's got a gun!

FX: Gun fires.

General murmuring.

NAZI #2

Ha! You all have nothing to fear
from this slip of a girl.

ANDALIB

And why is that?

NAZI #2

Because that warning shot, miss
ninja, was your last bullet.

FX: Gun clicks. Clicks. Clicks.

Nazi #2 laughs fiendishly. Nabeen joins in.

FX: Big jarring chords.

FX: Opening theme plays again.

ANNOUNCER

What web of deceit has entangled
our heroes? What hope do they have
of escaping danger and saving the
day? Find out in the last exciting
installment of....

FX: Musical stab.

ANNOUNCER

Bellydancing Ninjas!

(MORE)