

(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, RKO 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".

ANDALIB
Besides, according this, their
'ultimate weapon' would have to be
huge, capable of wiping out entire
cities in one shot.

FX: Outside, something big is wheeled into place.

ANDALIB
How could they possibly come up
with something like that?

SADIRA
Uh-oh.

ANDLAIB
How could -- what?

SADIRA
Look at *that.*

FX: Dramatic tremolo.

ANDALIB
Oh... my... god!

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

ANNOUNCER

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

SADIRA

It looks like it's from another planet!

ANDALIB

A planet where they specialize in killing things.

SADIRA

Wait a minute....

ANDALIB

What?

SADIRA

Do you see that?

FX: Musical phrase.

NAZI #2

How do we operate it?

THROAT

You would 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 #1

Yipes!

THROAT

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

Beat.

NAZI #1
Kaboom?

THROAT
Yes.

FX: Footsteps approach.

THROAT
Quite.

FX: Footsteps come to an abrupt halt.

GUARD #1
Testing is almost complete, sir.

THROAT
Excellent. Prepare to deploy.

GUARD #1
Ay, sir.

SADIRA
I'm telling you, it's there!

ANDALIB
Well, we'll have a better vantage
point from up here.

SADIRA
See -- the diamond! 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)
I'm telling you: it's the diamond!

ANDALIB
They've loaded it into the weapon?

SADIRA

It makes sense! You remember that beam gun that Dr. Vellnit tried to use on us -- well *that's* the *giant* version!

GUARD #1

(distant)

Nah, I don't see anything.

FX: Door closes.

SADIRA

Now! Look!

ANDALIB

Okay. You're right.

SADIRA

Hmm.

ANDALIB

We go in. We get the diamond. We get out again.

SADIRA

Well, I -

ANDALIB

Sadira! You've got the information that you wanted. Now we have to get back to the palace. We made a *promise* to retrieve the Hassid Diamond.

SADIRA

Okay. Let's go.

ANDALIB

No.

SADIRA

What?

ANDALIB

You stay here.

SADIRA

Why?

ANDALIB

It's too dangerous.

SADIRA
You're kidding! I -- hey --

FX: A few clattering sounds.

SADIRA
(whispering)
COME BACK HERE!
(disappointed)
Oh.
(mockingly)
"It's too dangerous."
(sighs)
I oughtta --

GUARD #1
Seal this one off next.

Sadira gasps.

GUARD #2
Right --

FX: Clang!

GUARD #2
Are the personnel gone?

As GUARD #1 says this he fades out.

GUARD #1
We seal the room, then...

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 do we clear out?

GUARD #1

Yeah. We get the last one, and
finish them off when the Throat
gives us the word, got it?

GUARD #2

Okay, okay....

He fades out again.

FX: Musical phrase.

ANDALIB

Huh.

Beat.

ANDALIB

Anybody home?

Beat.

ANDALIB

Should be easy... just dart out...
grab it...

SADIRA

(whispered)

Andalib!

ANDALIB

... and then dart away again....

SADIRA

(whispered)

Andalib!

ANDALIB

Wh -- 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 getting it, and
I don't want you getting in the
way!

SADIRA

(angry)

You --

FX: Loud motor; Sadira pauses

SADIRA

They're closing the main door!

ANDALIB

What?

SADIRA

We have to get through that door!
Before it shuts!

ANDALIB

Back *into* the complex? No. We get
the diamond, we slip out through
one of the exterior doors, and then
back to the palace.

SADIRA

They've got something *planned!*

We've got to get *out* of here!

ANDALIB

What are they going to do?

SADIRA

I don't know exactly -

ANDALIB

You don't know.

SADIRA

Andalib!

FX: Ching. (The main door closes.)

SADIRA

Oh no.

ANDALIB

If you'll excuse me.

Beat.

FX: Quick footsteps, fading out.

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

FX: Clattering.

FX: Quick footsteps, fading in.

ANDALIB

Look!

FX: The usual diamond 'glittery' sound.

ANDALIB

The diamond!

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

(very serious)

But first, Luxo Linaments presents
to you this week's coded message.

ANNOUNCER(cont'd)

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.

The signal fades.

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

(groans)

My head. What? Sadira, wake up -

SADIRA

(gasps)

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

One of my many inventions. The
concave floor makes it perfect for
its purpose.

SADIRA

And what purpose is that, you
sadistic fiend?!

VELLNIT

Sir, can't we just kill them now!

THROAT

Not yet. Besides, they've caused me quite a bit of pain, Doctor Vellnit, and I think it's appropriate... to return the favor.

FX: Horses neigh.

GUARD #1

The horses are here, sir!

THROAT

Yes. Thanks.

FX: Wheels start squeaking.

ANNOUNCERS

Horses, tethered to the mighty weapon, begin dragging it towards one wall of the cavernous room.

THROAT

You've sought the Hassid Diamond so diligently, ninjas, it seems only appropriate that you see... its apotheosis!

ANDALIB

What do you mean?!

THROAT

I have sunglasses -- ahh -- but you two may want to shield your eyes.

ANNOUNCER

And suddenly, the wall is revealed to be two massive, metal doors.

FX: Doors creaking open.

FX: Faint sound of wind in background.

ANNOUNCER

They swing open, revealing the desert's blinding sunlight. Slowly, Andalib makes out the skyline she sees in the distance.

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 things
slowly rising in pitch and volume.

GUARD #1
Sir, the firing sequence is
initiated.

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

VELLNIT
Ha. At last.

FX: Creaking sound.

SADIRA
Wh- What does that lever do?

ANDALIB
Hmm. I think -- Look out!

SADIRA
Oof!

FX: Clang!

FX: Light thump. Another light thump.

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

ANDALIB
Aaah!

SADIRA
It's okay.

ANDALIB
(clearly panicked)
No it's not!

THROAT

I knew they were your favorite,
Andalib.

(MORE)

VELLNIT

And, 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!

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 a
cage that slowly fills with 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!