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*GENERAL NOTE: I have yet to find a standard 'audiodrama' format that I'm happy with. In this script, I'll use the following conventions:*

*"SFX:" indicates a sound effect.*

*"MUSIC:" indicates a music cue.*

*"SCENE:" starts a new scene. The background SFX from one scene should go silent at the start of the next one.*

*"CROWD:" means everyone available should make this noise.*

*Everything else is a "NOTE:", in italics.*

## ACT ONE

SCENE: INTRO

MUSIC: Intro music.

NARRATOR

Get ready for adventures around the globe and beyond the mind! It's time for "Raoul and Dave Confuse the World!" Episode 1: "The Symphony of San Murnau!"

MUSIC: Fade out.

SCENE: RAOUL & DAVE PERFORM

CROWD: Murmuring conversation.

NARRATOR

In a small, black-box theater, the lights go down.

CROWD: Goes silent.

RAOUL

Behold!

SFX: Zzzzt!

NARRATOR

Suddenly, multicolored lasers crisscross the room!

RAOUL  
The searing light of unwanted  
truth!

NARRATOR  
Into the light steps Raoul. Raoul  
has wild hair and eyes that have  
clearly seen beyond the veil of  
everyday life.

MUSIC: Rhythmic drums play.

NARRATOR  
And as Raoul begins to dance on  
stage, Dave mans the tech booth.

MUSIC: Suddenly muted.

DAVE  
(to himself)  
So far, so not-bad. Hello, smoke  
machines.

SFX: Click.

DAVE  
Hello, ocean backdrop.

SFX: Click.

RAOUL  
(a bit muted)  
Adrift in waves of confusion, the  
soul grapples for its guiding star!

SFX: Squeaky noises.

NARRATOR  
Then, a motorized device resembling  
a tennis-ball launcher rolls itself  
onstage and aims itself at Raoul.

DAVE  
Uh-oh. Hello, paint cannon?

SFX: Repeated clicks.

DAVE  
Off. Off. Turn off!

NARRATOR

Meanwhile, Raoul blithely produces colorful scarves from thin air with expert sleight-of-hand.

Music: back to full volume.

RAOUL

See it tossed and turned, until --

NARRATOR

Suddenly, Raoul looks down the barrel of the paint cannon.

RAOUL

Oh, man.

SFX: FOOM!

RAOUL

Aah! Paint! Paint!

MUSIC: stops.

NARRATOR

Raoul staggers back, blinded with green paint, and then --

SFX: BAM!

RAOUL

Wow, was that the backdrop?

CROWD: Laughs, murmurs.

JADED AUDIENCE MEMBER

This is incompetent.

JADED AUDIENCE MEMBER #2

We're done here. Let's go.

NARRATOR

Only one audience member stays in his seat: a middle-aged man in a black suit with a military haircut. He hasn't even cracked a smile.

SCENE: AFTER THE SHOW

SFX: Traffic noise.

NARRATOR

Later, Raoul and Dave sit outside the theater.

DAVE

The one time I don't check the paint cannon, and it gets all spontaneous.

RAOUL

But we can't lose the concept! The paint covers the backdrop the way that society covers the individual, and --

COLONEL JACK RICHTER

Pardon me.

NARRATOR

Raoul looks up to see -- that same mysterious man in the black suit, holding out his hand.

RAOUL

Are you lost?

COLONEL JACK RICHTER

Colonel Jack Richter. Big fan.

RAOUL

I'm --

COLONEL JACK RICHTER

Raoul Digby? A government non-entity 'til five years ago, when you showed up in Metro and got arrested for trying to paint the Culp Tower fluorescent green. Graduate-level background in philosophy and history, but no one knows where you learned it.

DAVE

How detailed and also creepy.

COLONEL JACK RICHTER

And you... Dave Caspershak. Boy genius who made his first million at age fourteen, then lost every penny of it in the dot-com bust.

COLONEL JACK RICHTER(cont'd)

Retired from tech, taught English in Venezuela, and now makes ends meet as a theater electrician slash performance artist.

RAOUL

Why do you know these facts?

COLONEL JACK RICHTER

Because, Raoul, the government has taken a keen interest in you two.

RAOUL

Is that so? Is someone going to data-enter us into a list? That just means our message is hitting home!

COLONEL JACK RICHTER

No, no. Raoul. We're offering you a job.

DAVE

A job? What kind of job?

NARRATOR

He hands Dave a slip of paper.

COLONEL JACK RICHTER

Saving the world.

NARRATOR

And with that, Colonel Jack Richter disappears into the night.

DAVE

It's just an address and a date: next week.

RAOUL

We will see him sooner.

DAVE

Wait, what did you do?

RAOUL

I snuck one of your GPS trackers into his pocket.

SCENE: AT THE FRONT OFFICE

NARRATOR

In the wee hours of the morning,  
Raoul- and Dave-shaped shadows  
stand at the window of a darkened  
office.

DAVE

It's an electronic lock. It's  
tricky.

RAOUL

Trust me, David, meditation will  
help here.

DAVE

No, I -- okay, I got it --

SFX: Fzzt!

SFX: The door opens.

DAVE

Huh. Little underwhelming.

SFX: Click!

NARRATOR

Then, a lamp clicks on revealing --  
Colonel Jack Richter, sitting in an  
easy chair, holding a glass of  
cognac in one hand and the small,  
blinking tracker in the other.

COLONEL JACK RICHTER

Looking for your X-Trak GPS beacon?

DAVE

Yes-ish. We're in trouble, right?

COLONEL JACK RICHTER

Ha! This was a sort of test -- one  
that you passed decisively.

RAOUL

But that appointment --

COLONEL JACK RICHTER  
-- was fake. Had you gone there,  
you would have gotten an offer to  
work for the post office, because  
you weren't resourceful enough to  
find out about the real job.

RAOUL  
What job?

SFX: Door opens.

COLONEL JACK RICHTER  
Follow me.

NARRATOR  
Colonel Jack Richter disappears  
through the doorway.

DAVE  
This is the part where we follow  
him, Raoul.

RAOUL  
No, David, this is when we get  
disappeared into some government  
installation.

NARRATOR  
But Dave is already bounding  
through the door. Raoul grudgingly  
follows.

SCENE: THE ELEVATOR

Music: Muzak.

NARRATOR  
Moments later, the three men stand  
in a spacious elevator, going down.  
Dave studies the posters on the  
walls.

DAVE  
This says Andy Kaufman "won the  
Cold War"?

COLONEL JACK RICHTER  
Almost single-handedly.

SFX: Bing!

SCENE: THE WAREHOUSE

SFX: Elevator door opens.

SFX: Walking feet.

COLONEL JACK RICHTER  
John Q. Public doesn't know the  
important role performance artists  
have played in world history. Have  
a look in here.

DAVE  
What's in there?

COLONEL JACK RICHTER  
It's a supply closet.

SFX: Massive door slides open.

DAVE  
It's so beautiful!

NARRATOR  
Dave staggers forward into an  
underground warehouse the size of a  
football stadium. Shelves upon  
shelves of theatrical equipment.  
Huge boxes labeled "close-up magic"  
and "chemistry". Racks of  
elaborate costumes. A large  
inflatable pig floats serenely  
overhead.

COLONEL JACK RICHTER  
Not bad, huh?

SCENE: TALKING IT OVER AT THE CAFÉ

CROWD: Background murmuring.

SFX: Clinking sounds of flatware, etc.

NARRATOR  
The following evening, Raoul and  
Dave sit at an outdoor café.

DAVE  
But -- a floating pig, Raoul!  
Imagine what we could do with a  
floating pig!

RAOUL  
 Performance art is never about  
 technology. It's about freeing  
 mankind from the mental limits set  
 by people like Colonel Richter.

DAVE  
 Right, and you know that how?

RAOUL  
 Just look at him!

DAVE  
 Oh, and what is it that you say  
 about open-mindedness?

RAOUL  
 "Open-mindedness is a debt the soul  
 owes the universe," but --

DAVE  
 So maybe give the guy a chance.  
 What could go wrong?

SCENE: ON THE NEARBY BUILDING

NARRATOR  
 Meanwhile, atop a nearby building,  
 hidden in shadows, a lady in black  
 watches them through a high-powered  
 scope and listens through an  
 earpiece.

*NOTE: The lady in black has an exotic, hard-to-place accent.*

LADY IN BLACK  
 What, indeed?

*She chuckles.*

SCENE: EXPLAINING THE MISSION

CROWD: Various computer-y bleeps and bloops.

NARRATOR  
 The next day, at a meeting room in  
 headquarters, Raoul and Dave watch  
 Colonel Richter spin around a  
 holographic map of a tropical  
 island.

COLONEL JACK RICHTER  
 Your mission takes place in San Murnau, an island nation founded by mad scientists in the 40s. These days, it's a dictatorship.

NARRATOR  
 The holoivid changes to an old man with a giant moustache, giving a speech.

*NOTE: the leader's speech is a tinny recording in the background that runs beneath the next minute or so.*

LEADER  
 -- and all schedules will be precisely maintained. Remember: identity is rebellion! conformity is peace! Attend to your tasks strictly. Time wasted is a crime against San Murnau!

COLONEL JACK RICHTER  
 The dictator in question calls himself The Great Leader. Keeps the whole island on strict timetables -- we suspect, for producing doomsday weapons.

RAOUL  
 If you think a true performance artist will deliver your pro-American propaganda, then --

COLONEL JACK RICHTER  
 Raoul, your dogs are barking up the wrong tree.

RAOUL  
 I am not a political advertiser.

COLONEL JACK RICHTER  
 Dangit, Raoul. Look. Do you think democracy has been spreading on its own? Of course not! It's happened because we've sent people like you to far-flung locations on a mission to expand people's horizons.

DAVE  
 So you want us to --

COLONEL JACK RICHTER  
A closed mind is fascism's best  
friend, Dave. So we want you to go  
to San Murnau and stage the most  
mind-blowing happening you can  
imagine.

RAOUL  
Wow. Hey, we could do the  
electronics one!

DAVE  
The electronics one? The  
electronics one is just crazy.

NARRATOR  
Colonel Richter steeples his  
fingers and, for the first time,  
cracks a smile.

COLONEL JACK RICHTER  
'Just crazy' is our specialty.

SCENE: THE PONTOON BOAT

SFX: Crashing waves.

SFX: A motor whirs.

NARRATOR  
Days later, a pontoon boat makes  
its way through the dead of night  
to the forbidding coastline of San  
Murnau. A grizzled soldier steers  
the ship while talking to Raoul and  
Dave.

SOLDIER  
We have already planted the  
devices. You two will accompany me  
to the power station, and to access  
hallway 24-B. David, you will turn  
on the remote activator. Raoul,  
you will access the video feed  
and... give your little speech.

RAOUL  
What about the --

SOLDIER  
Do not wander off. Do not talk to  
the locals.

SOLDIER(cont'd)

Do reach the Whispering Caves by exactly 2100 for extraction.

RAOUL

I'm sensing hostility. I would suggest meditation.

SFX: The motor dies down.

NARRATOR

And just then, the boat reaches Crunchsand Beach, the most isolated stretch of San Murnau.

SOLDIER

Look. I may not like babysitting hippies, but I will do my job.

SFX: Everyone steps onto the beach.

SOLDIER

Just stick with me, and you'll stay alive.

NARRATOR

And at that very moment --

SFX: Whoosh!

SOLDIER

Ugh!

SFX: Thud.

NARRATOR

-- the soldier drops to the beach, felled by a tranquilizer dart.

RAOUL

Whoa. Irony.

LADY IN BLACK

Hello.

SFX: Footsteps.

DAVE

Who's that?

NARRATOR

The lady in black emerges from the darkness with an enigmatic smile and a chrome tranquilizer pistol.

LADY IN BLACK  
Let's just say I'm a big fan.

NARRATOR  
Two more shots --

SFX: Two more tranq darts hit.

NARRATOR  
-- and Raoul and Dave drop like  
sacks of potatoes.

SFX: Raoul and Dave hit the sand.

*NOTE: The lady in black laughs villainously.*

MUSIC: Dramatic 'cliffhanger' music.

NARRATOR  
We'll return after these messages.

END OF ACT ONE

## ACT TWO

SCENE: IN THE LAIR

CROWD: Science-y machine noises.

NARRATOR

When we left off, the government had sent performance artists Raoul and Dave to stage a momentous happening on the fascist island of San Murnau. But a mysterious lady in black took them out with tranquilizer darts!

DAVE

Ungh. Where am-- oh this is bad. Raoul, wake up!

RAOUL

Mmmsleepy.

NARRATOR

So Dave takes in his surroundings alone: he and Raoul are handcuffed to chairs in a featureless metal room, and there's a huge, futuristic weapon pointed at them.

SFX: Little computer beeps.

SFX: A door open and shuts.

RAOUL

Hello?

LADY IN BLACK

Good. You're both awake.

DAVE

Hey! I was thinking, maybe Raoul and I leave San Murnau, and it'll be like we never showed up.

LADY IN BLACK

San Murnau. Bah! You think I work for this piddling speck of dirt?

DAVE

Then why the -- this?

LADY IN BLACK  
 You work for a large agency that  
 expands people's consciousness with  
 performance art, yes?

RAOUL  
 Yup.

DAVE  
 Raoul!

RAOUL  
 What?

LADY IN BLACK  
 Let's just say I work for... the  
 other side.

NARRATOR  
 She strides over to the weapon and  
 flips a switch.

SFX: Click!

CROWD: Eerie sci-fi noises as the device powers up.

DAVE  
 What's that?!

LADY IN BLACK  
 It is called 'the Hypnotron'. We  
 use it to put troublemakers like  
 you in line. Remember Wang Reilly?

RAOUL  
 Wang Reilly? One of the great art-  
 rock provocateurs of the 80s?

LADY IN BLACK  
 He had an encounter with this  
 machine. He manages an accounting  
 firm in Iowa now.

DAVE  
 No! People just get old and lose  
 their edge! It's not because of  
 some hypnotic mind-control device!

LADY IN BLACK  
 Ah, poor, naïve Dave.

DAVE  
 Please stop playing with my hair.

NARRATOR  
She flicks another switch --

SFX: Click!

CROWD: The sci-fi noises suddenly increase in intensity.

NARRATOR  
-- and a bright beam of blue light  
envelops Raoul and Dave.

LADY IN BLACK  
Forgive me if I don't stick around.

NARRATOR  
She types a code on a numeric  
keypad by the door, and exits.

SFX: Computer chirp, door opens, door shuts.

RAOUL  
David, can you hack that lock?

DAVE  
(already a bit woozy)  
Who cares? We're handcuffed!

NARRATOR  
But no! Raoul is somehow out of  
the handcuffs!

DAVE  
How did you --

RAOUL  
It's magic. Telling you the secret  
would deprive you of your natural  
sense of wonder.

NARRATOR  
Moments later, Dave is uncuffed  
too.

DAVE  
(woozy)  
I... I think I want to open a bank  
account, Raoul.

SFX: SLAP!

*NOTE: The actor playing Raoul should just clap his hands by  
the mic.*

DAVE  
Ow. Thanks.

SCENE: ESCAPING THROUGH SAN MURNAU

SFX: City noise.

NARRATOR  
Soon, Raoul and Dave emerge into the bustling central thoroughfare of San Murnau. Square formations of men in gray uniforms march past.

CROWD: Chatter, with occasional chants of "Hut, hut, hut."

NARRATOR  
Gray buildings reach up to the sky. And on every outer wall of every structure, massive viewscreens show the stern visage of the Great Leader looking down on the neatly-ordered city. Loudspeakers play prerecorded messages.

RECORDED VOICE  
Order is security.

*NOTE: This cheery voice repeats irregularly through the scene.*

RAOUL  
This is a nightmare of oppressive blandness.

DAVE  
Let's not stop to sightsee.

SFX: Whirr.

NARRATOR  
At that moment, a small robot rolls up to Raoul and Dave.

ROBOT  
Alert. Please walk in an approved formation. Loitering is inefficient.

RAOUL  
Where are you going?

DAVE  
To the extraction point!

RAOUL  
We have to go to the power station  
to finish the mission!

DAVE  
We have to escape! We're just  
performance artists, Raoul! There  
are soldiers with guns after us!

ROBOT  
Alert. You are speaking out of  
turn. Please speak only at  
approved times by the Great Leader.

DAVE  
We could die! Aren't you scared?

RAOUL  
Yes! But David, look at this  
place!

NARRATOR  
Dave takes it in: the gray  
buildings, the flickering sodium  
lamps, the stale air... and the  
people: sad, bored, and  
downtrodden, as far as the eye can  
see.

RAOUL  
Leave if you want to leave.  
They'll probably catch you anyway.  
But I'm going down doing what I was  
born to do, for a place that direly  
needs it. Not just running.

ROBOT  
Alert. Your actions a--

DAVE  
Oh, for --

SFX: CLUNK!

DAVE  
OW! Punching a robot hurts! Okay,  
I'll go to the power plant.

NARRATOR

They dart past the robot and into  
the city streets.

ROBOT

(a bit woozy)

Alert! Harming a civic-enforcement  
robot is an affront to the Great  
Leader!

SCENE: POWER STATION ENTRYWAY

SFX: Electrical hum.

NARRATOR

Two hours later, a guard sees two  
strangers enter the power plant.

GUARD

Glory to the Great Leader.

RAOUL

Yeah -- we're here to repair the,  
uh. generator... reflux... valve.

NARRATOR

The guard waves them in, but  
suddenly his viewscreen lights up  
with pictures of Raoul and Dave!

GUARD

Wait! This says you two are wanted  
fugitives!

RAOUL

Yes we are!

GUARD

Um... right.

RAOUL

... or are we, really?

GUARD

What?

RAOUL

Is the truth of who I am the same  
as an image on a screen?

NARRATOR

Dave begins a beatbox accompaniment to Raoul's spoken-word poetry.

*NOTE: Yes, Dave starts beatboxing.*

RAOUL

Or even moment to moment, is the heron that flies through the morning dawn the same one that alights on the beach at night?

GUARD

Stop that!

RAOUL

Or does the world just try to apply labels -- guard, fugitive, leader -- to tame the unknowable mystery of human nature!

GUARD

This is too confusing!

RAOUL

In the end, are we all just fugitives... from ourselves?

GUARD

(shouting)

I don't even know who I am any more!

NARRATOR

The guard curls up in the fetal position on the floor, and Raoul and Dave quickly make their way inside --

SCENE: ACCESS HALL 24B

SFX: Electrical hum + various machine noises.

SFX: Door opens, shuts.

NARRATOR

-- finding their way to a dimly-lit hallway in the depths of the power plant.

DAVE  
Feast your eyes on Access Hallway  
24-B! There's the activator.

NARRATOR  
Dave walks up to a device with a  
big red button. He presses it.

RAOUL  
That's it? Did it work?

SCENE: THE DEVICES ACTIVATE

SFX: The same "city noises" from earlier.

NARRATOR  
At that very moment, a San Murnauan  
soldier marches down a busy street.

SAN MURNAUAN  
Hut hut hut hut hu--

SFX: A theremin plays faintly.

*NOTE: One of the actors should imitate this sound vocally.*

NARRATOR  
Suddenly, the soldier stops cold at  
a faint, ghostly sound.

SFX: It gets louder.

NARRATOR  
He turns his head.

SFX: It changes pitch, stays at the new pitch for a bit.

SFX: It continues playing with more variation.

NARRATOR  
Slowly, he realizes that the sound  
changes every time he moves. In  
fact, it's a giant theremin,  
resonating the entire outer wall of  
an adjacent building, turning  
nearby motion into sound.

SAN MURNAUAN  
Wow.

SFX: It begins playing musically.

NARRATOR

And suddenly, similar devices  
activate all across San Murnau! In  
the city throughfares! In the  
hilltop villas! Outside the  
doomsday-weapon labs!

CROWD: Everyone imitates theremins.

NARRATOR

The entire island is filled with  
unearthly music!

SCENE: BACK IN THE ACCESS HALLWAY

SFX: Electrical hum + various machine noises.

NARRATOR

Meanwhile, back at the power  
station, the activator flashes a  
green light.

DAVE

The music is a go.

RAOUL

Beautiful!

NARRATOR

Dave opens a small metal box  
affixed to the wall, revealing a  
video camera.

DAVE

Your turn, Raoul.

SCENE: BACK IN THE CITY

SFX: "City noises" as before.

CROWD: As many theremins as possible.

NARRATOR

Across San Murnau, pandemonium!  
San Murnauans contort and jump and  
twirl, producing a glorious  
cacophony of electronic noise.

SFX: Television static.

NARRATOR

But everyone stops when, for the first time in forty years, the massive viewscreens go to static.

CROWD: All the theremins play at a soft, low, steady pitch.

SFX: The television static fades.

NARRATOR

The static fades to reveal a face, but not the Great Leader the people of San Murnau know and love and fear, but... Raoul Digby!

RAOUL (FILTERED)

Citizens! Joyous dancers! Know from this day forth that no leader can deny you your expression! No government can stop the great flow of being from one person to another! Your every motion is a melody you share with the world!

DAVE (FILTERED)

They're beating on the door!

RAOUL (FILTERED)

Your lives are music!

CROWD: CHEER!

CROWD: Theremins resume all sorts of busy variation.

NARRATOR

With a mighty cheer, the crowd resumes their play -- while onscreen, a soldier tackles Raoul out of frame.

RAOUL (FILTERED)

Oof!

SCENE: THE LEADER'S PALACE

NARRATOR

Meanwhile, the Great Leader paces in a cavernous antechamber of his hilltop palace.

LEADER

You let Raoul and Dave get away!

NARRATOR

The lady in black gives him an indolent look.

LADY IN BLACK

Your soldiers already recaptured Raoul and Dave.

LEADER

They did?

LADY IN BLACK

But the two men escaped when the soldiers started... dancing.

LEADER

Dancing? DANCING?!

LADY IN BLACK

Calm yourself. I've immobilized Raoul and Dave's extraction team and sent your men right to them.

LEADER

So no one will rescue them?

LADY IN BLACK

Indeed. Raoul and Dave are waiting for agents who will never arrive.

SCENE: AT THE WHISTLING CAVES

CROWD: Faint, wind-like whistling.

SFX: Faint sound of waves crashing.

NARRATOR

At that same moment, in the Whistling Caves of San Murnau, Raoul and Dave sit in a cavern that overlooks a fifty-foot drop to the ocean.

DAVE

The extraction team should have been here half an hour ago. Mean soldier-dude assured us that these guys were punctual.

RAOUL

Look, in case we don't get rescued -

-

DAVE  
No. They'll be here.

RAOUL  
I'm sorry I talked you into  
finishing this.

DAVE  
Don't be. We did good.

SOLDIER #1  
They're in here!

SOLDIER #2  
I've sealed the exits.

SOLDIER #1  
Great, I'll start piping in the  
nerve gas.

DAVE  
Wait, what?

NARRATOR  
Dave runs back the way they came  
in.

SFX: Banging on metal.

DAVE  
We're trapped!

SFX: Gas!

NARRATOR  
A noxious-looking red cloud begins  
billowing into the cavern. Raoul  
and Dave back towards the ledge.

DAVE  
Raoul... (MORE)

RAOUL  
I'm really sorry. Did I say,  
"really sorry"?

SFX: Helicopter blades!

NARRATOR  
Suddenly, a helicopter appears just  
outside the cave and shines a  
bright light on Raoul and Dave.

NARRATOR(cont'd)

They toss a long rope into the cave; the end lands at their feet.

RAOUL

Thank you, universe!

DAVE

Grab on!

*NOTE: Raoul and Dave scream.*

NARRATOR

Instantly the rope carries them out into the sky, moments before the nerve gas fills the cave.

SCENE: IN THE HELICOPTER

SFX: Rotor blades, more muted.

NARRATOR

Safely inside, Raoul and Dave glimpse cheering, dancing crowds in the city squares just before the helicopter banks out over the ocean.

RAOUL

Wow.

DAVE

We did it.

*NOTE: Helicopter guy is old, and has an Italian accent.*

HELICOPTER GUY

You are rescued. A miracle!

DAVE

You have my extreme thanks.

RAOUL

Where's Colonel Richter?

HELICOPTER GUY

We don't work for Richter. But we would greatly enjoy your temporary services.

DAVE

Who are you guys?

HELICOPTER GUY  
We're with the Pope.

SCENE: OUTRO

MUSIC: Musical sting, dramatic outro music.

NARRATOR  
What does the Vatican have in mind  
for our avant-garde heroes? Who  
does the lady in black work for?  
Will Raoul and Dave ever find their  
way back home? Find out in the  
next exciting installment of "Raoul  
and Dave Confuse the World"!

MUSIC: FADE OUT.