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Angel Between the Lines Season 1
Episode 4- Geekgasm
Written by Kim Butler and Heidi Jenkins

CHARACTERS:

I Fight Dragons- David Nabbit's gaming pals

David Nabbit

Enoch Boone

Dante- your average smartass vamp, second in charge of a demon/vamp gang

Jonas- David's butler, British

Mrs. Lovett- David's cook, from the south

Christina- David's housekeeper

Terrence- David's limo driver, New York accent

Timothy- David's financial adviser

Fred

Gunn

Connor

Lorne

Bruno- typical thug

Carlos- typical thug

Lilah

Linwood

Mindy- Lilah's secretary, mid-20s

Demon 1- average run of the mill demon

Demon 2- same as demon 1

Demon 3- same as demon 1 and 2- redshirt demons

004_001 Setting: Some Dark Alley

	(SFX: EERIE DRIPPING, DISTANT CARS, EVERYTHING SLIGHTLY ECHOS, 7 SETS OF FOOTSTEPS APPROACH)
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DAVID:	(AWED WHISPER) Here we are guys. I promise you are gonna LOVE this. It's just like the virtual one, well as close as I could get given the physical parameters. I just need a few more live calibrations before we can actually test the game.
HARI:	David, this is so cool! Are we gonna get to fight anything?
DAVID:	Uh. Yeah Hari... I think there are a couple of boxing dummies around here somewhere... Where did I stash those? Wait right here.
	(SFX: DAVID WANDERS OFF IN SEARCH OF THEM)

BILL:	Awww, just dummies? I wanted them to fight back!
ENOCH:	Well now, how can we resist such a sweet invitation? Dante? Lets help the nice folk out.
DANTE:	(GRINNING) My Pleasure!
BRIAN:	Oh DUDE! David, this is awesome! Did you hire actors or something? (ASIDE) You guys are very convincing.
ENOCH:	(VAMP FACE) Oh I love it when they are eager. Come on superman, let's see what you got.
DAVE:	Wow, that makeup effect is very cool. Can you show me how you do it?

PACKY:	Don't encourage them Dave... these are just lame vampires, I wanna fight dragons!
ENOCH:	If you'd like I can have Orlock bring a lighter...But I'm not sure you'll like the result either way.
DANTE:	Boss, all this banter is well and good, but... When do we get to eat?
LAURA:	(GULP) Eat? Um you guys are really taking this seriously.
	(SFX: FOOTSTEPS GETTING CLOSER ALONG WITH DAVID'S VOICE)
DAVID:	I found them guys! Now I know the costumes are a little chees- (AWKWARD) Erm. Hello?

LAURA:	(ALARMED) Wait, you don't know these guys David?
BRIAN:	(TOTALLY FREAKED OUT) And the makeup... Its... Uh guys? Maybe we should leave now.
DAVID:	Vampires! RUN!
	(SFX: HOKEY POOF! SOUND AS HE THROWS A SMOKE BOMB (THINK JONATHAN WHEN HE'S DISGUISED AS A DEMON AND TRYING TO TRICK BUFFY) 7 RUNNING PAIRS OF FEET AS THEY BOOK IT.)
DANTE:	(COUGHING) What was that? Where did they go?

<p>ENOCH:</p>	<p>(COUGHING, BUT NOT AS MUCH) Gone as Ichabod Crane in front of the headless horseman.. (SIGH) Well, I still have some scouting to do, why don't you go back to settling in the new place. Keep the others with you. If anyone else shows up, just kill them.</p>
	<p>(MUSIC: ABTL THEME)</p>

004_002 Setting: David Nabbit's mansion

	<p>(SFX: PINBALL MACHINE)</p>
<p>DAVID:</p>	<p>T-t-take that, you alien scum! (MAKES SHOOTING SOUNDS)</p>

	(SFX: BALL FALLING IN HOLE, GAME OVER SOUND)
DAVID:	(SIGH) Game over. I was only 50 thousand points away from my high score. That took me two hours. (SIGH) I guess I'll go see what Jonas is doing.
	(SFX: WALKING DOWN HALLWAY)
DAVID:	Hey, Jonas.
JONAS:	Hello, Master Nabbit.

DAVID:	What are you up to? I was wondering if you'd like to play a game- maybe some chess or something. (HOPEFUL) That's what British people play right?
JONAS:	I really can't, sir. I have things to get done before your dinner party on Friday. (PAUSE) What's wrong, sir?
DAVID:	(GROAN) Bored.
JONAS:	Isn't that Superman show you like so well on tonight?

DAVID:	Yes, but it's a rerun, and one that I've seen at least 20 times. You can only watch the bug boy episode so many times before you start considering you may be an insect as well. I don't think it's healthy.
JONAS:	Is there nothing else on TV tonight? What happened to your friends?
DAVID:	It's summer, it's all reruns and reality shows. And they all said they needed a break after... Well anyhow. The only reality show I'd watch would be about becoming a superhero. (PAUSE) Hey, there's an idea. Someone could make a killing off something like this.

JONAS:	(NOT REALLY PAYING ATTENTION) If you say so, sir. I really must be off. I have to phone the caterer.
DAVID:	(DISAPPOINTED) Oh, right...
	(SFX: FOOTSTEPS WALKING AWAY)
DAVID:	(HUMMING A BORED AIMLESS TUNE) Snacks... Kitchen...
	(SFX: WALKING, KITCHEN DOOR OPENS) (SFX: KITCHEN SOUNDS, FOOD BEING PREPARED)

DAVID:	Good evening, Mrs. Lovett. Is there anything to snack on around here?
MRS LOVETT:	There's some fresh pineapple and bananas, just in from Hawaii this morning. The pineapple is cut up in the fridge.
DAVID:	All right, I'll have some of that. How are you today?
	(SFX: OPENING FRIDGE, TAKING OUT BOWL)
MRS LOVETT:	Just fine, David. (CASUALLY) What are you up to?

DAVID:

(SWALLOWING A BITE OF FOOD)
(A BIT DISCOURAGED)
Absolutely nothing. (SIGH)
I was actually just wondering if you might want to play a game. Maybe one of those board games you like so well. I'd even play Jenga at this point. Or you could try to teach me how to make Jell-O again?

MRS LOVETT:

(LAUGHS) The last time I tried to teach you to make Jell-O, you nearly blew up the kitchen. (MORE SERIOUS) Now David, I don't have time for games today. I have dinner to cook and I have desserts to bake for your get-together on Friday.

DAVID:	(SMALL SIGH) That's ok, Mrs. Lovett. Mmm, this cake looks delicious.
MRS LOVETT:	(STERNLY) David Nabbit, don't you dare touch that cake. I just finished icing it.
DAVID:	Don't worry, Mrs. Lovett. (SINCERELY) I wouldn't dream of ruining your masterpiece. I'll see you later.
	(SFX: KITCHEN DOOR, WALKING) (SFX: VACUUM)
DAVID:	(YELLS OVER VACUUM) Hey, Christina.

	(SFX: VACUUM SHUTS OFF)
DAVID:	(CLEARS THROAT) Hey, Christina. How're you?
CHRISTINA:	(SHY, A BIT INTIMIDATED) Oh, Mr. Nabbit, hello, sir. I am fine, sir, thank you.
DAVID:	I see you're doing some vacuuming. You probably don't have time for a game, then. (HOPEFUL) Do you? I could teach you to play some D&D.

CHRISTINA:	(TIMIDLY) Oh, I'm so sorry, Mr. Nabbit, but I really do have many, many things to do. I'm really very sorry, sir.
DAVID:	It's really ok, Christina. I'll let you get back to work.
	(SFX: VACUUM STARTS BACK UP) (SFX: OUTSIDE DOOR OPENS)
DAVID:	Hey, Terrence. What's up?
TERRENCE:	Hey, Dave. Nothing much, man.
DAVID:	You want to give that car racing game another try? I almost beat you last time.

TERRENCE:	Oh, I'd totally love to, man, but I have a mechanic coming to look at the limo. It's making a funky noise and we wouldn't want to get stranded somewhere. Sorry, dude.
DAVID:	No problem, Terrence. Maybe another time.
TERRENCE:	Oh, absolutely dude, I'll see you later.
	(SFX: OUTSIDE DOOR OPENS AND CLOSES) (SFX: WALKING DOWN HALLWAY)

DAVID:	I can't wait until cars can fix themselves, (THOUGHTFUL) although that might mean that machines are taking over. Maybe we should keep the mechanic. Well, I guess I'll go give that pinball record another try.
	(SFX: FOOTSTEPS RUNNING)
TIMOTHY:	(OUT OF BREATH) Mr. Nabbit, there's something I need to (CUT OFF)
DAVID:	Hey, Timothy. Do you want to play some Nintendo?

TIMOTHY:	(OUT OF BREATH) Sorry, Mr. Nabbit. I have urgent news.
DAVID:	What is it, Timothy?
TIMOTHY:	The Hyperion Hotel is having some financial trouble, sir.
DAVID:	Timothy, have Terrence bring the car around. Also, I'll need my cape.

004_003 Setting: Hyperion Hotel

	(SFX: PAPERS RUSTLING)
FRED:	Oh, this isn't good at all.

GUNN:	What is it, baby?
FRED:	Money, Charles! We haven't even paid the bills for June and it's almost time to pay for July. We have almost no money coming in. No, make that less than no money coming in.
GUNN:	Yeah, I know. I keep thinking maybe we have a job coming, but when the phone rings it's just guys askin' <i>us</i> for money.
FRED:	I don't know what we're going to do. How did Angel use to pay the bills?

GUNN:	I dunno. He always just got it done. We did use to make <i>some</i> money, but I think word has gotten around that Angel isn't here.
FRED:	Yeah, we haven't had a call all week. And the one we had last week was someone asking if we did psychic readings.
	(SFX: DOOR OPENS)
DAVID:	(VERY BIG AND SAVE THE DAYISH) Never fear, fellow demon hunters, I'm here to rescue you!
FRED:	David, hello! How are you?
GUNN:	Good to see you, man. It's been a while.

DAVID:	(GLOOMILY) Yes, it has. The shareholders seem to think I should be in the office and not engaging in demon activity.
	(SFX: DOOR OPENS, WALKING DOWN STAIRS AND ACROSS LOBBY)
CONNOR:	Who's this guy?
GUNN:	Connor, this is David Nabbit, an old friend of ours. David, this is Connor, Angel's son.
DAVID:	Angel has a son? Why didn't he ever mention him?

FRED:	Well, he wasn't exactly born the last time we talked.
DAVID:	(CONFUSED) Okaaay, you're going to have to explain that one later. (VERY BACK TO BUSINESS) But right now, we have some business to attend to.
GUNN:	Yeah, what'd you mean when you came in? (INCREDUOUSLY) You're here to <i>rescue</i> us?

DAVID:

(GRAVELY, TAKING HIMSELF VERY SERIOUSLY) Yes, I am, my friend. I got word of your financial situation, and I want to help. But first, you must do something for me.

004_004 Setting: Las Vegas Lounge

LORNE:

(SINGING)
*Luck let a gentleman see
Just how nice a dame you
can be
Luck if you've ever been a
lady to begin with
Luck be a lady with me*

(SFX: SCATTERED APPLAUSE)

LORNE:	Thank you, thank you. You've been a wonderful audience. Small, but wonderful nonetheless. Tell your friends, I have a show every day at two.
	(SFX: CROWD DISPERSING, FOOTSTEPS LEAVING STAGE)
LORNE:	Nice to see you. Hope you enjoyed the show, ma'am. Hey, Bruno. Carlos. Back again, eh? You love my show that much? Could you tell the manager? Maybe I'll get a raise.
BRUNO:	(FAKE ENTHUSIASM) Yeah, sure, Mr. Lorne. We just love your show.

LORNE:	<p>Well, maybe I'll see you again tomorrow.</p> <p>(LORNE TALKING TO PEOPLE IN THE BACKGROUND) Hey, didn't I see you singing karaoke the other night? You really should go after that girl who left you. I just know. She still loves you.</p>
CARLOS:	<p>(MOCKING) "We just love the show," eh, Bruno?</p>
BRUNO:	<p>Well, what did you want me to say? We're supposed to keep an eye on him. This is the best way.</p>

LORNE:

(STILL IN THE BACKGROUND) Yeah, you should absolutely finish law school, cupcake. You've got a great future ahead of you.

004_005 Setting: Hyperion Hotel

FRED:

Oh my God! Are you in trouble? Are things okay? Not... another... Demon brothel...?

DAVID:

You heard about that? Oh man. (WHISPER) Gunn! I told you about that in confidence! (NORMAL VOICE, BUT STAMMERING) Um, that was just...I... (CLEARSTHROAT) No, I mean you must go on a quest to achieve your treasure!

GUNN:

Look, David...We really appreciate the thought, and I know it's been a while since we had a chance to have one of our monthly dinners... But we don't exactly have the time to play your games with you.

DAVID:

Oh, it's not really a game, well it is, but it's a job. I know you are all in need of some money and to tell you the truth, my money guy won't let me make any large contributions to anything that can't be written off. So I've decided to hire you to beta test my latest design.

GUNN:

As cool as that sounds man, I'm not sure we are the right people to help test software.

DAVID:	No, no, it's perfect, YOU'RE perfect. It's a virtual roleplaying system. I've rigged up a dungeon to help get all the actions and activities calculated. Who better to test a demon-riddled dwelling than actual demon hunters?
CONNOR:	Um, yeah. I really don't think we should be goofing off with games when we have people to find.

GUNN:	Connor's right, we have more pressing matters to deal with right now. We can't go gallivanting off to every demon packed playground every time slappy here decides to snap his fingers. No offense man.
DAVID:	None taken. I just don't think you understand what I'm trying to do here. I am not just looking for you all to hang with me, although you know I love that, I'm more than willing to pay-
CONNOR:	(SNARLING) We don't want your money.

FRED:	Connor! David is our friend. He's just trying to help. David, I'm sorry. We're all just stressed and worried.
DAVID:	No, no I get it. I really just thought that this would be a great chance to fix some of your problems. You know me, I just wanted to... It's just money, you know? You guys are my <i>friends</i> . Here, forget my tax guy. I'll write you a check-
FRED:	NO! I mean, no. David, thank you, we really could use the money, but maybe we could take a little bit of time to help you out in exchange. For a friend. Charles?

GUNN:	(BEGRUDGINGLY) Yeah ok, I guess we could spare an afternoon. Connor, apologize to our friend.
CONNOR:	Fine. I'm sorry.
DAVID:	This is so great! I can't wait! I'll have Terrence bring the car around. I think I've got some costumes in the trunk, and the weapons are in the back. (GIDDY) So great!

004_006 Setting: Same Dark Alley as Before

	(SFX: EERIE DRIPPING, DISTANT CARS, EVERYTHING SLIGHTLY ECHOS, FOOTSTEPS APPROACH)
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DAVID:	Ok so this is where we start and finish. I've taken the liberty of designing your character sheets, just to save some time.
FRED:	Character sheets? Oh my.
DAVID:	Well they take a little bit of time to roll up and I figured since I only had you for the afternoon and not the normal 3 day session... But you'll love them, promise.
GUNN:	What is this.... THACO thing? And why does mine say Terdak Evilcutter at the top?

DAVID:

(EXACTLY AS IF MEMORIZED FROM A TEXTBOOK) THACO: To Hit Armor Class Zero. According to your class and level, your THACO will differ. THACO is used when your character makes an attack. If your opponent's armor class is 0 then you need to roll your character's THACO or higher on 1D20 to make a successful hit on his opponent. So, if you have a 3rd level fighter, his THACO is 18 and you must roll an 18 or higher on 1D20 for your fighter to hit his opponent. If the monster you are battling has an armor class of 4 then your THACO will be lowered by 4 points, and you need to roll a 14 or higher on 1D20. If your roll is successful, then your

FRED:	Dwarf? (GIGGLE) (PAUSE) Ethern Windsigh? Oh. And... I think there's a mistake here. Mine says thief?
DAVID:	Elven name, and thief just means that you are quick and lithe. Connor, I have a generic character sheet for you that should work, since we only just met.
CONNOR:	(HALF DISGUSTED, HALF THRILLED) Wolfe Lonearm...

DAVID:

I tried to pick stats that reflect who you actually are, since this is live action and I don't exactly have the ability to enhance much. I'm working on a prototype of a device that will enhance speed and strength for live action versions later, but it's still in the very early stages and prone to too many bugs. Anyhow, really the character sheets are just dressing for today, what I really want you to do is-

GUNN:

Dwarf? Ok this is going too far...

DAVID:

Dwarves are strong and stout, not all of them are short. That's just a myth. Here's the box of costumes and armor, we'll use your weapons... And we just need to head down this alley for (EXCITED) THE ADVENTURE TO BEGIN!

(SFX: WALKING AND RUSTLING)

DAVID:	Ok, it just starts over here. Oh, and my name is Alexander the Obsidian Knife. Alex for short. The course goes through this passageway and over to that door. And then we need to make some choices at that point. Terdak, you should take the lead since you are our main fighter. Terdak? Terdak?
GUNN:	Call me that one more time and I'll...
FRED:	Charles! Wait- don't hurt him! Just take us to the door over there, please?
CONNOR:	(SARCASTIC) Yeah Terdak, lead away.

DAVID:	So if it works properly, we just need to open the door there and we will be presented with some choices.
	(SFX: DOOR CHEESILY CREAKING OPEN)
DANTE:	Well, well, well, who ordered delivery? I love it when humans make things this easy. Heh, come back for more?
GUNN:	So David... Is this some sort of choice? Because so far I'm not loving this adventure.

DAVID:	(NERVOUS, ABOUT TO PEE HIMSELF) Um... This is not a part of my programmed adventure.
DANTE:	So it's you we have to thank for these cushy digs? This place is great, I love the crazy mazes, is there really a treasure somewhere in here like the stuff on the wall says? Never mind, I don't really care. Thanks for the snacks though! Hey gang! Dinner came to visit us! Dig in.
	(SFX: SEVERAL VAMPY FACE SOUNDS)

DANTE:	(NOW IN VAMP FACE) Now little adventurers, think you can take on 6 vampires and our demon fiends, er friends, or maybe we should just make it easier for all involved and-
	(SFX: VAMP DUST SOUND)
CONNOR:	Yeah, I think we can handle it. Who's next?
	(SFX: FIGHTING SOUNDS FADE OUT)

004_007 Setting: Hyperion Lobby

GUNN:	What was going on in your head? You KNOW how dangerous it is out there. Demon brothel or not, you know that there are REAL monsters that WILL kill you.
DAVID:	I had some my security team check it out, and clear it out after the first time. They said it was safe.
GUNN:	Sure, safe from muggers maybe, but did you really think that's all there is to worry about in the dark corners of LA? For someone who seems obsessed with monsters, you sure do a lousy job of understanding them.

DAVID:	Look, I'm so sorry. I really thought they were gone. If we just go back out, I'm sure it will all be fine. You guys cleared the area, it's just the adventure in there now. I promise, no more problems.
FRED:	This just doesn't sound like a good idea David, isn't there some other way we can help you?
DAVID:	I know, I know it seems like this is a bad idea, but if you just trust me I'm sure you will have a great time.
CONNOR:	Trust <i>you</i> ? Ha.

FRED:	He just means... (PAUSE) David, we have a lot to worry about right now.
DAVID:	I know, I really do, but I think you all could use a break from your troubles, and I really want to help you out with your financial problems. Just give it a chance.
GUNN:	Oh don't do the puppydog eyes... Grrr. Fine. We can try again.
DAVID:	Awesome! Thanks guys! You won't regret it.
GUNN:	On one condition.
DAVID:	Anything.

GUNN:	My character gets renamed to Gorgon the Flayer.
FRED:	(FAKE DAMSEL IN DISTRESS BIT) Oh Gorgon, my hero!
CONNOR:	(SMILING) Oh please, can we get going now?
DAVID:	Ok so let's get back to the alley, once we open the door, we should find a map....
	(SFX: ALL OF THEM WALKING AND DOOR SHUTS)

004_008 Setting: Demon Bar

	(SFX: BAR NOISES THROUGHOUT SCENE: CUPS CLINKING, MUSIC PLAYING, PEOPLE TALKING, ETC.)
	(SFX: DOOR OPENS)
GUNN	(LAUGHING) That was actually a lot of fun, David. You guys sit down. I'll get the drinks.
FRED	Yes, David, that really was great. I think it really helped to get our minds off of things, even if it was only for a while.
DAVID	I told you. A quest really is the best way to spend an afternoon.

	(SFX: SITTING DOWN AT TABLE)
CONNOR	Except for the <i>real</i> demons. (GRUMBLING)
FRED	Come on, Connor. I think even you had fun.
GUNN	I think so too. I even saw you smile once, kid. Here's your drinks.
DAVID	Thanks. (CHANGING THE SUBJECT) Hey, I have an idea to run by you guys. Wouldn't it be great if someone came up with a reality show about people becoming superheroes? What do you think?

GUNN	I think it's ridiculous.
FRED	Charles. (SCOLDING)
GUNN	What? I do think it's ridiculous... but (THINKING) if I were a superhero, I would want to be Hawkeye.
DAVID	(SURPRISED) Really? Not the Green Arrow?
GUNN	(KNOWS WHAT HE'S TALKING ABOUT) Naw, the money would get in the way. Plus, Hawkeye was trained by Captain America. You can't get any cooler than that. (SILENCE) What? I read comics as a kid.

DAVID	Interesting. How about you, Fred?
FRED	Oh, I don't know. I guess it would be fun to have invisibility powers, like Wonder Woman.
GUNN	Wonder Woman doesn't have invisibility powers.
DAVID	She has an invisible jet.
FRED	Oh, hmm. Well, how did she ever <i>find</i> an invisible jet?
CONNOR	This is stupid. I'll be over here when you guys are done talking about this... (TRYING TO THINK OF A WORD) NONSENSE!

	(SFX: PUSHES CHAIR OUT, WALKS AWAY)
DAVID	Wow, that kid has no sense of imagination, does he?
FRED	Well, he did grow up in a hell dimension. I guess that <i>would</i> make you a bit of a realist. I only spent a few years in one and I still have nightmares.

DAVID

I'm sure if Angel had raised him he'd have known about all the important stuff. He would have made sure he saw all the action movies, played sports, and knew how to fight. (REALIZING AS HE'S TALKING) Ok, so he'd just know different violent things. (SILENCE) What have you been doing to find Angel and Cordelia?

GUNN

We've looked everywhere, asked around. Can't find anyone who knows anything.

We even called for help in Sunnydale, but all we got was some excuse about a witch and "dealing with stuff."

FRED	Cordelia's car was just left in the middle of the freeway. That's the only lead we have.
DAVID	Cordelia was always so nice to me. She loved to talk about my business and money.

GUNN

The cops were no help about Cordelia, not that we could tell 'em everything. They told us to file a missing persons, and we can't really go to the cops about Angel. What are we gonna say? "We're missing our boss, a vampire with a soul and our half demon secretary who has visions." I really don't think they'd buy it. Plus, I don't think we have much cred with the cops since Kate left.

DAVID

We could try some other venues. I have satellite feed that we could look at. Maybe something registered from the air that night.

FRED	Really? That would be great.
DAVID	Yeah, we can go back to my place right now.
GUNN	Let's do it. Connor, come on. We're going.
	(SFX: CHAIRS PUSHING OUT) (FOOTSTEPS) (SFX: DOOR OPENS)

004_009 Setting: Wolfram and Hart

	(SFX: OFFICE SOUNDS: PHONES RINGING, LAWYERS TALKING)
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LILAH	Can you explain to me why am I being put on this demon ritual sacrifice murder case when I should be looking for Angel or capturing his son?
LINWOOD	All in good time, Lilah. Gavin is working with the psychics to locate Angel. That seems to be our best lead for the time being. As for the boy, I have people watching him. That's all we need to do right now. And you should really just do what I tell you. You're on thin ice already. This is an important case and it needs to be dealt with.
LILAH	If you say so, Mr. Linwood.

	(SFX: LILAH WALKING AWAY, OPENS OFFICE DOOR, SITS AT DESK PICKS UP PHONE)
LILAH	Yes, I'd like to speak to Mr. Miaghan (MEE-UH-GAN). (LISTENING) No calls at all, really? (LISTENING) Well, how about Mr. Suvarta? (LISTENING) Oh, trust me. Your boss wants to speak to me. (LISTENING) Yes, I'll leave a message. Tell him Lilah Morgan would like a call back. I have important information about things going on in the Los Angeles branch. (LISTENING) Yes, thank you.
	(SFX: HANGS UP PHONE, PHONE RINGS)

LILAH	Well, that was fast (CUTS OFF) Oh, hello Dr. Moretti. (LISTENING) Wait, what? (LISTENING) Yes, I'll be there right away. I'll take the first flight out. Goodbye.
	(SFX: HANGS UP PHONE WITH FINGER, PUSHES BUTTON, BEEPS TO SECRETARY)
MINDY	(THROUGH INTERCOM) Yes, Miss Morgan.

LILAH	Mindy, I have to go out of town for a few days. I want you to take messages for me, but give them to no one except me. If anyone asks, I'm too busy working on the Halifan murder case to see or talk to anyone.
MINDY	(THROUGH INTERCOM) Absolutely, Miss Morgan.
	(SFX: HANGS UP PHONE)

004_010 Setting: David's mansion

	(SFX: FOOTSTEPS FADE IN AND AN ELECTRONIC SOUNDING DOOR OPENS AND CLOSES)
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DAVID:	So the satellite data is over there, and we've got several GPS devices in that corner. Oh! Here's something that may help. It's a prototype but you just point it at the sky and it'll tell you what stars and planets are there. Maybe we could go to where they found Cordy's car and try it out! See you just point it and...
	(SFX: THE SMALL DEVICE HAS A SMALL EXPLOSION)
DAVID:	Well I did say it was a prototype.
	(SFX: TOSSES DEVICE ASIDE)

FRED:	Look at all this stuff.... Do you suppose you have some other things that could help us find Angel and Cordy? Oh! A particle injector! I've always wanted to play around with one of these!
DAVID:	Oh, another prototype, don't-
	(SFX: ANOTHER SMALL EXPLOSION)
DAVID:	Push the plunger...

GUNN:	(IMPATIENT) Yeah yeah, goodie goodie, you know I'm one for gadgets, although my taste tends toward the kind that will slice and dice. But it doesn't really look like you have much that will help us find our missing people here.
FRED:	(RELUCTANTLY) Good point. David, where is that satellite data again?
DAVID:	Over there. Gunn, I do have something you might get a kick out of. Take a look at this office chair. All you need to do is have your enemy sit in it and
	(SFX: SLICING SOUND)

DAVID:	They will lose their head.
GUNN:	Pretty cool, pretty cool. Although I don't know when I'll be inviting my next Bar-Igura demon to tea.
FRED:	Bad news... There's nothing to suggest anything unusual for the night they went missing. Just a normal night. Hey David, can you get pictures of the spot where we found Cordy's car from that night? Here are the coordinates.
DAVID:	Sure, let me send a quick email to my friend at the DOD.

CONNOR:	Oh cool! Is this a virtual reality game? Do you have something like boxing or golf?
DAVID:	Well it is... and I don't. Actually, this is the virtual counterpart to the quest we went on this afternoon. It's what I will use all the data we gathered for. I mean it's not the same quest really, but it is the same idea...
CONNOR:	(CLEARLY DISAPPOINTED) Oh. (KID IN A CANDY STORE DISTRACTED) Is that an Xbox? Do you have any GTA?
DAVID:	In the cabinet.

GUNN:	Wait, if you have the same quest stuff in virtual reality, why did you make us dress up like morons and traipse through the alleys of Los Angeles?
DAVID:	(STAMMERING) Well, this is a prototype and I didn't think you'd be willing or interested in something like this... Plus I needed the field test data.
GUNN:	Gorgon is definitely up for a rematch. Can we give it a try?
DAVID:	Sure, just remember it's still in the beta stages, so it may not be as cool looking as it will in the end.

FRED:	Oh, this looks like fun! But is it safe?
DAVID:	Well, you won't actually be leaving your chair, but there is a failsafe button built in to end the adventure at any time. You can use it from within the game or externally, we call it the girlfriend saver. So just put on the helmets.... And gloves... and have a seat in the chair, I have a couple more over there...
FRED:	This could be fun! Connor, you going to join us?
CONNOR:	(COMPLETELY DISTRACTED) Uh, you go ahead, I'll just hang out here.

DAVID:	Actually that'll work out, I only have 3 chairs. Connor, if you need us, just hit the big fuzzy pink button over there, and it will pause our adventure. Ready?
FRED/GUNN:	Ready.
DAVID:	And off to the land of Quindor!
CONNOR:	Damn! Lost again... I really should get one of these for the hotel so I can practice. Oh. I guess you all are busy now. Fine, this place is getting stuffy anyways. I need some air. Nice... Balcony.

	(SFX: DOOR OPENS, LA NIGHT SOUNDS AT A DISTANCE, VAMP GROWLS AND HOWLING FADE IN AND GET LOUDER AND LOUDER, TONS OF THEM)
CONNOR:	Oh great! Monsters on a roll.
	(SFX: DOOR CLOSES AS HE RUSHES BACK IN)

004_011 Setting: Nabbit's Mansion

CONNOR	(REALLY ANNOYED, AS ONLY CONNOR CAN BE) This is just perfect. You guys better wake up now.
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	(SFX: PUSHES BUTTON)
CONNOR	(WAITS, BUT NOTHING HAPPENS) Uh, guys. Come on. Wake up!
	(SFX: Pushes button again and again, getting more forceful each time)
CONNOR	Oh, this is just great! You guys <i>had</i> to go play with fake demons! Don't we see enough <i>real</i> demons?
JONAS	(YELLING WHILE RUNNING) Aaaaahhhh! Master Nabbit, Master Nabbit!
	(SFX: RUNNING, SLAMMING DOOR BEHIND HIM)

JONAS	(PANICKING) Master Nabbit, I need your help.
CONNOR	Don't bother. They won't wake up. Something must be wrong with the machine. I'm Connor.
JONAS	Jonas, Mister Nabbit's butler. There are monsters approaching the mansion.
CONNOR	Yeah, I saw 'em. Help me look for some weapons-real ones, not these toys.
	(SFX: throwing things around)
CONNOR	Here's a knife! Nevermind, it's a steak knife. Ugh, how can someone not have weapons?

JONAS	Master Nabbit owns some wonderful replicates, but they're on the other side of the mansion. I don't think we could make it. What about the surveillance system?
	(SFX: hum of computer monitors)
CONNOR	Let's have a look. Uh oh, they're at the front door already.
	(SFX: bang on the front door- not too loud, as the front door is on the other side of the house)

CONNOR	They're trying to bust their way in. They'll break that wooden door down in no time. What does this button do?
	(SFX: pushes button, metal grinds, heavy door clicks into place)
JONAS	(IN AWE) Excellent idea, sir. You've sealed us in.
CONNOR	Perfect! This place is like a fortress now. This'll give us some time at least. The demons <i>will</i> get through eventually. Maybe there are some other surprises around here.

004_012 Setting: Land of Quindor

	(SFX: TOTAL COMPLETE UTTER SILENCE)
FRED:	Wow, it's so dark.
	(SFX: LOW GROWLING)
GUNN:	What was that?
DAVID:	QUICK! Look in your adventurers packs! See who has the lamp!

	(SFX: MORE GROWLING, RUSTLING THROUGH PACKS AND THEN A SWITCH GETS FLIPPED, GROWLING INSTANTLY STOPS, WE VERY SUDDENLY HEAR A TRICKLING STREAM, BIRDS CHIRPING, PLEASANT OUTDOORSY SOUNDS)
FRED:	Ah, that's so much better. What was making the growling sound? I don't see any monsters...
DAVID:	Erm... Nothing I can mention without copyright issues... We need to find a map so we can learn our mission.

GUNN:	Map, map, map.... Wait, what's that by that tree? Got it!
	(SFX: RUSTLING OF MAP)
DAVID:	One side should have our goal and the other should have the map of where we've been and where we can go.
FRED:	Where we've been? We haven't been anywhere.
DAVID:	Let's take a look and see what it says.
GUNN:	FMC Inc... What does that mean?

DAVID:	Just the company who made the map. It's magical.
FRED:	It says our mission is to... Retrieve the bathrobe of Bosbo? What?
DAVID:	It's just a mission, just go with it.
GUNN:	And according to this map we can go south, west, or northeast from this tree.
DAVID:	Let's try south for now, and see what we get.

FRED:	Wow David, this is incredible! The detail and the color! And oh my Charles... You look... Amazing.
GUNN:	Yeah? Hey, there a mirror around?
DAVID:	Check your pack. It's standard in these virtual worlds, people want to see what they look like.
GUNN:	Aw yeah! I'm an adventuring god. Wow Dave, you've got quite the six pack goin' there yourself! Woah hot mama!
DAVID:	(BLUSHING) Breeches and Chain mail are a good look for you... Milady.

FRED:	(FLUSTERED) So shall we get going? South should be this way...
DAVID:	Questing adventurers off!

004_013 Setting: Land of Quindor, Some time Later

	(SFX: RUSHING WATER, DISTANT BIRDS)
FRED:	Ok so we've collected the leaves of empowerment, the Frobozz (fro-boz) magical bucket, the Obsidian Amulet of Odin, the jeweled knife-
GUNN:	No, the orc swiped the jeweled knife, remember?

FRED:	Oh yeah! Damn. How do we get that back again?
DAVID:	We have to find the borfeeian (bore-fee-eyan) ham and offer it to him in trade.
GUNN:	And where will we find this ham?
DAVID:	I think it's in the diluted swamp. Either that or the bog of eternal stench, but they're right next to each other, just off to the southwest from here.
FRED:	Ohhhh I'm NOT going back into that bog! That was awful!

GUNN:	Yeah gotta agree with the damsel on that one, I'd like to avoid going back there if we can help it.
DAVID:	Well, I'm not actually sure we even really need the jeweled knife anyway. I think we really just need to find the liquid of impure metals and put it in the bucket with the leaves and the gem of swirly colors. Then we can get the key that will open the door that leads to the bridge over the almost-endless pit and I think the bathrobe is on the platform at the end of that.
FRED:	And the amulet?

GUNN:	I think that just helps us to cross the bridge. Okay, so where do we find the liquid and the gem?
DAVID:	The gem is buried in the forest of damnation, we need to find the pig to sniff it out.
FRED:	Oh! I saw the pig! He was munching on the carrots we had earlier.
DAVID:	Great! Let's go back to the plain plane and see if we can track him down.
GUNN:	Great! Dave, I'm having a great time. Who knew this geeky crap could be so much fun?

FRED:	(CLEARS THROAT)
GUNN:	I mean... Um, did I forget to mention how fine you look?
FRED:	Actually you did, but that's better. Honestly David, I'm really having a good time too. It's nice to take a break from all the worry and stress back home.
DAVID:	Well, that's sort of the point of this thing. So I'm glad to hear it's working. Now, off to the east to find that pig!

004_014 Setting: Land of Quindor, Even Later

	(SFX: PIG SQUEALING FADES OUT, HAPPY FORESTY SOUNDS)
GUNN:	Wow, that was one determined pig. We almost lost the gem.
FRED:	I'm glad you remembered that booklet where we read that Quindorian piglets like to chew on anything with multiple colors!
DAVID:	Well done by all! Now to mix the stuff into the bucket and...
	(SFX: SOME CHEESY MAGICAL SOUND)

DAVID:	Key!
FRED:	(EXCITED) Great! The door we need is off to the northeast from here.
	(SFX: THE THREE OF THEM WALKING NE)
GUNN:	I can't believe how much we've gotten done! And we're almost there.
DAVID:	Here we are! Gorgon, would you like to do the honors?
GUNN:	My pleasure.

	(SFX: KEY IN LOCK AND CREAKY DOOR OPENING)
FRED:	Wow, it's awfully dark in there.
	(SFX: LOW GROWLING -- AGAIN)
DAVID:	Oh no, I just realized what we need the jeweled knife for.
GUNN:	To kill the growling thing? No problem, I'll just hit it with my elvish sword.
DAVID:	That won't work. We need light to make it go away.

FRED:	Well here! Take the lamp, try that.
DAVID:	It's not working, I think we need the torch of dal trilógia.
GUNN:	(SUSPICIOUS) And we get the torch by...
DAVID:	Using the jeweled knife to pop the hot air balloon over the torch of dal trilógia.
FRED:	(TIRED) Can't we just use the elvish sword?
GUNN:	Not MY elvish sword!

DAVID:	It won't work anyhow, it's too big. We need that knife. I think we're going to have to go back to the bog...
FRED:	Oh I can't believe we have to go back and do all that other stuff! (SIGH) David, Charles, I'm getting tired, I think I need to call it quits. You said there's a button we could push to end this early?
DAVID:	Oh, yes. It's inside your pack, if you really want to end it, just check there. It'll pop you out of here. Gunn, if you want, you and I can keep going.

GUNN:	I'm not sure that's the best plan. If Fred's ready to call it, I'm good.
DAVID:	(DEJECTED) Ok, I understand. Go ahead, I'll be right there.
FRED:	Um guys? There's a slight problem...
GUNN/DAVID:	Yeah?
FRED:	Yeah, I pushed the button already. I think we're stuck.

004_015 Setting: Nabbit's Mansion

	(SFX: METAL SCREECHING, WOODEN DOOR BREAKING)
CONNOR:	They've made it through, but I think we're ready for them now.
JONAS:	I think they're in the hallway, sir.
CONNOR:	Ok, Jonas, earplugs in. (TALKING LOUDER) Push the button (PAUSE, WAITING FOR RIGHT MOMENT)...NOW!
	(SFX: ANNOYING TONE)
DEMONS (ALL):	SCREAMS
DEMON 1:	(IN EXTREME PAIN) My ears, ow, my ears!

CONNOR	(TALKING LOUDLY SINCE HE STILL HAS EAR PLUGS IN) Haha, take that, demon scum! How does it feel to bleed from your ears?
JONAS	(TALKING LOUDLY) It's a good thing you found the earplugs, sir.
CONNOR	(TALKING LOUDLY) Well, Fred is always telling me to read directions.
JONAS	(TALKING LOUDLY) I don't think it will last much longer, it's only a prototype.
	(SFX: MACHINERY POWERING DOWN, TONE STOPS)

CONNOR	Ok, on to plan B. They're almost here. Is the doorknob rigged, Jonas?
JONAS	Yes, sir. It's ready.
CONNOR	(GETTING REALLY CONFIDENT) Good, then let them come.
	(SFX: ELECTRICITY BUZZING)
DEMON 2	(SCREAMING) My hand! Ow!
	(SFX: ELECTRICITY STOPS)
DEMON 3	I'll get them! They'll pay for what they did to Dante and the others.

DEMON 2	No, don't touch the...
	(SFX: ELECTRICITY BUZZING)
DEMON 3	Aaaahhh, owwwwwwww!
DEMON 2	...door. Kick that door down, NOW!
	(SFX: ELECTRICITY STOPS, KICKING DOOR)
CONNOR	(MUCH LESS CONFIDENT) I might need that steak knife after all, Jonas.

004_016 Setting: Land of Quindor, MUCH Later

	(SFX: HAPPY FORESTY SOUNDS)
GUNN:	DAVID! I'm going to-
FRED:	Charles!
DAVID:	(NERVOUS) I did mention this was still in the beta stage, right?
GUNN:	Now what? How are we supposed to get out of here?

DAVID:	Well, the game is set to automatically end once we've accomplished the task at hand. So if we continue on our quest I think we will manage to get out once we've retrieved the bathrobe.
GUNN:	Fine, let's just do it then. What was it we needed next?
DAVID:	We need the borfeeian (bore-fee-eyan) ham. Then we need to trade it with the orc for the knife. Then we need to use the knife on the hot air balloon and get the torch. Once we've done that it's just a simple matter of getting back here and crossing the bridge.

FRED:	(GRUMPY) Fine, but we're trying the diluted swamp first.
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****PROMO****

004_017 Setting: Land of Quindor, STILL

	(SFX: HAPPY FORESTY SOUNDS)
GUNN:	Ok, here we are, back at the door. You got the torch ready?
FRED:	Check!
	(SFX: KEY IN LOCK AND CREAKY DOOR OPENING. THEN SILENCE.)

DAVID:	It worked! Now we just need to cross over the nearly endless chasm (CAH-ZEM) and get the robe!
GUNN:	Did you bring the hanky of speed Fred?
FRED:	I think I have it here... Yes. Got it.
GUNN:	All right! Let's get that thing!
	(SFX: WALKING ACROSS WOODEN BRIDGE)
DAVID:	I can see the platform! I think the end is in sight!

FRED:	Wow, that is one ugly bathrobe.
GUNN:	Who cares how ugly it is, if it gets us outta here, I'll wear it to dinner.
DAVID:	Ok, once we get to the platform we all need to touch it at once and then the game should be over.
FRED:	Right.
FRED/DAVID/GUNN:	3....2....1!
	(SFX: VR WORLD FADES FADE INTO BANGING AND DEMONY HOWLING)

DEMONS (ALL):	(HOWLING THEN SCREAMING) We're coming for you!/We know you're in there!/You can't get away from us!
FRED:	Connor? Connor! Oh my god! Are you ok?
CONNOR:	About time! We've been able to hold them back, but there's just too many for me to take myself. Here, help me move this file cabinet, Gunn!
	(SFX: SOMETHING HEAVY MOVING ACROSS THE FLOOR, UNDER THE GUYS LINES)

GUNN:	(STRAINING AS THOUGH MOVING SOMETHING HEAVY) What on earth happened here?
CONNOR:	(STRAINING AS THOUGH MOVING SOMETHING HEAVY) I think these guys were friends with that vamp we killed earlier today. Jonas and I found some things to help hold them back, but they've managed to get through all of it. Jonas? I think you can come out now.
JONAS:	Are you sure sir? The underside of this desk is quite comfy.
DAVID:	Wait, hang on, I have just the thing for this...

	(SFX: OPENING CABINET AND THROWING BIG SWITCH)
DEMONS (ALL):	SCREAM IN PAIN AND AGONY AND DEATH
GUNN:	That was impressive. What happened?
DAVID:	Oh, I had it built into the house; it's a giant vat of boiling oil.
FRED:	How medieval.
DAVID:	Sometimes the classics are the best! I think we should probably head out now. I'll get Terrence to bring the car around.

004_018 Setting: Nabbit's Limo

	(SFX: HUM OF CAR IN THE BACKGROUND)
GUNN	That was really quick thinking, Connor.
CONNOR	Yeah, it was nothing.
FRED	Sure it was. You saved our lives. We were helpless while stuck in that game.
DAVID	Yeah, my stockholders would be very upset if I didn't show up for that party next week. Well, they probably wouldn't notice, except that the party would be cancelled.

CONNOR	(HESITANTLY AND CHANGING THE SUBJECT) You know, I was thinking. I, uh, I think that if I were a superhero I would want to fly like Batman.
GUNN	Dude, Batman doesn't fly. That's Superman. And how do you know who Batman is anyway?
CONNOR	I, uh, found some books under your bed. And if he doesn't fly, then why does he have the cape?
GUNN	Well, the cape doesn't have anything to do with flying. He uses it to glide... never mind.

FRED	You used to read comics as a <i>kid</i> , huh?
GUNN	Well, uh...
	(SFX: LIMO WINDOW ROLLS DOWN)
TERRENCE	Mr. Nabbit, we're here.
GUNN	(GLAD FOR THE CHANGE OF SUBJECT) Oh, look, we're here.
DAVID	Thank you, Terrence. Thank you guys so much for hanging out with me. I had so much fun. I'm sorry we couldn't find something about Angel and Cordelia.

	(SFX: SMALL ELECTRONIC BEEP)
DAVID:	Oh! Here's an email from my pal. (READS TO HIMSELF A MOMENT) It looks like there was some sort of solar flare that affected the equipment in that location at that time. There were no images. The data's useless.
FRED	Well, we'll just have to keep looking. And we had fun too, David.
GUNN	When we weren't fighting for our lives.
CONNOR	No, that part was fun too. (SHORT LAUGH)

DAVID	Well, great. We'll have to do it again sometime. Ah, yes, and here's your check. Hope it helps.
FRED	Oh, I'm sure it will. Thank you. We'll definitely have to do it again, although, maybe we could do something different, safer, like go to a movie? (SMALL LAUGH)
	THE END