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First Draft

Contact information

comedy4cast #760: "Batter Days", Chapter 28, "The KRAWLR Bump"

CHAPTER 28: INTRO

SOUND: COMEDY4CAST STING

MUSIC: STORY MAIN THEME IN AND UNDER.

CLINTON

This is comedy4cast, episode 760, "Batter Days," Chapter 28. Brought to you by the comedy4cast patrons on Patreon.com. Thank you.

You're invited to join Barry, Amy, Krazy Joe Adventures and the fun-loving folks who support the show for as little as a dollar a month.

This year's original 31-chapter story is called "Batter Days" To hear it from the beginning, just go to comedy4cast -- all one word, with the number 4, .com/2022.

Now, here's Chapter 28, "The KRAWLR Bump"

MUSIC: STORY MAIN THEME UP AND OUT.

NARRATOR

Previously in our story, Brax Higgins and Bad Note Billy escaped from a prison work detail and are using the prison S.U.V. to travel into Chasm Valley. Captain Broughha and his elite force, known as the Magenta Fedoras are chasing after Higgins in the KRAWLR, while Kipper and Mulligan are chasing after the KRAWLR on their combination motorcycle and sidecar.

**CHAPTER 28, SCENE 1: INT. BUS - LATE
AFTERNOON (CONTINUOUS)**

NARRATOR

As this chapter opens, Cindy has just put the pedal to the metal and Princess, too, has begun her descent into Chasm Valley. The road is a series of sharp switchbacks along the canyon's North slope. And Cindy is taking it on like a daredevil.

MUSIC: "ARTISTIC PURSUIT" MUSIC IN AND UNDER.

SOUND: SQUEALING TIRES

SOUND: KRULR INTERIOR SOUNDS PLUS TIRES AGAINST THE ROAD.

NARRATOR

As the bus swings around another bend, Haartte looks out at the Valley below. There, in the distance, he spots something in Middling Fair.

HAARTTE

Of course! Why didn't we think of it before! That's where it is! I need to tell Buzz and Kalamity.

SOUND: TIRES SQUEAL AGAIN.

HAARTTE

Ahh!

SOUND: WALKIE TALKIE FALLS ON FLOOR AND SLIDES

HAARTTE

Terrific. The walkie-talkie slid under a bench. Wait. Why am I doing the narrator's job. Gary! Get in here. I have work to do!

HAARTTE grunts as he tries to grab the walkie-talkie.

NARRATOR

Haartte dives to the floor, scrambling to reach the 2-way radio.

HAARTTE

That's better.

Meanwhile, Cindy notices that Kipper and Mulligan have caught up with the KRAWLR and are trying to pass the armored vehicle.

NARRATOR

Haartte grabs the walkie-talkie and stands up.

SOUND: WALKIE-TALKIE CRACKLES ON.

HAARTTE

(with urgency)

Kalamity! Buzz! Are you there? Do you copy? Did somebody cheap out and not get the unlimited plan on this thing?

SOUND: WALKIE-TALKIE CRACKES ON AND OFF.

KALAMITY (OVER SPEAKER)

We ready you, Haartte. Over.

HAARTTE

General. I've figured it out! I know where...Wait.
What's going on out there?

NARRATOR

Haartte looks out the front window and sees the
motorcycle making its attempt to get in front of
the KRAWLR.

HAARTTE

Are those two nuts? Sorry. That's obvious. But
what they're doing is crazy for even them!

NARRATOR

Kipper and Mulligan pull up beside the KRAWLR and
get set to take the lead. Just then, the armored
vehicle swerves, bumping the motorcycle and
sending it over a small embankment.

MUSIC: SONG CRESCENDOS AND ENDS ON AN OMINOUS NOTE.

Momentary silence. And then...

SOUND: A DISTANT CRUMPLE OF METAL.

HAARTTE

The KRAWLR didn't even slow down!

SOUND: TRANSITION SWEEP.

**CHAPTER 28, SCENE 2: INT. KRAWLR - LATE
AFTERNOON (CONTINUOUS)**

SOUND: PING OF KRAWLR RADAR.

SOUND: KRAWLR MOTOR, MUFFLED FROM THE INTERIOR OF THE VEHICLE.

CHIEF

Sir, I think you just hit that motorcycle.

BROUGHHA

Purely by accident, Chief. It was just a tap.

10 TOES

We should see if they're okay.

BROUGHHA

They're fine. Look. They're standing up. We need to keep going. That car the police were chasing is getting away!

CHIEF

But, Captain!

BROUGHHA

Whatever the people in that car are going, we need to be there when they stop. It's about the sphere! I'm sure it is. I need to get it!

CHIEF

(noticing the wording)

You need to get it?

SOUND: KRAWLR ENGINE REVS UP.

NARRATOR

Captain Broughha guns the KRAWLR and it gains speed as the vehicle nears the valley floor.

SOUND: TRANSITION SWEEP.

CHAPTER 28, SCENE 3: INT. BUS - LATE AFTERNOON (CONTINUOUS)

SOUND: WALKIE-TALKIE CRACKLES OFF AND ON.

KALAMITY (OVER SPEAKER)

Haartte! Haartte! What the heck is going on! And what were you trying to tell us?

SOUND: WALKIE-TALKIE CRACKLES OFF AND ON.

HAARTTE

(snapping out of his gaze)

Sorry, General. This is Haartte. Two A's. Two T's...Oh never mind. The Waffle Batter sphere! I know where it is.

CHAPTER 28, SCENE 4: INT. BUZZ'S STUDIO - LATE AFTERNOON (CONTINUOUS)

MUSIC: "MUSIC OF THE SPHERES" AND RENAISSANCE FAIR MUSIC IN DISTANCE.

SOUND: MUMBLING OF REN FAIR ATTENDEES.

HAARTTE (OVER SPEAKER)

It's buried at the old Nuclear Pasta Plant cooling tower, over at One Pasta Place. I saw the tower as
(MORE)

HAARTTE (OVER SPEAKER) (cont'd)

we started down into the valley. It has to be there.

SOUND: WALKIE-TALKIE CRACKLES OFF AND ON.

BUZZ

Great pursuits of Jane Pauley! Are you trying to tell us that the Waffle Batter sphere is right here in Middling Fair? Not Niagara Falls? Not Dayton? That that whole cross country chase was a waste of time?

KALAMITY

If I'm being perfectly honest, we probably all should have seen that one coming.

CHAPTER 28, SCENE 5: INT. BUS - LATE AFTERNOON (CONTINUOUS)

KALAMITY (OVER SPEAKER)

We'll get every available police car over there pronto! Over.

SOUND: WALKIE TALKIE CRACKLES OFF.

SOUND: BUS SLOWS DOWN.

HAARTTE

Cindy, why are we slowing down?

CINDY

Like, to see if Kipper and Mulligan are okay. That was a, like, nasty fall.

HAARTTE

But the sphere! The KRAWLR! The Higgins! The Bad
Note Billy!

SOUND: AIR BRAKES AS BUS STOPS.

CINDY

(almost cold)

Like, what about them?

HAARTTE

Fine. Go ahead. Stop. Take all the time you want.
But hurry!

SOUND: BUS DOOR SWINGS OPEN.

CINDY

(yelling)

Like, hey, are you two all right?

MULLIGAN

(yelling)

A-okay, Cindy Cindy Cindy! But Old Porcupine is
broken. And Kipper Kipper ripped his pants.

KIPPER

No one would have noticed if you didn't say
anything, Mulligan!

MULLIGAN

Sure, Kipper Kipper . As long as you didn't turn
around!

HAARTTE

See? They're fine. Let's go!

CINDY

Like, hop in.

HAARTTE

What!?

CINDY

Like, they need a ride. That's what, like, this bus is for.

SOUND: TWO SETS OF FOOTSTEPS ASCEND BUS STAIRS.

KIPPER

Thanks. Thanks a lot. This is very nice of you both.

MULLIGAN

See, Kipper Kipper Kipper. Nobody cares about your pants.

KIPPER

Oh, Mulligan!

SOUND: BUS DOOR CLOSES.

HAARTTE

All right. All the bozos are on the bus. Can we get going now?

CINDY

Like, okay.

SOUND: BUS ENGINE REVS, THEN CONTINUES TO IDLE.

HAARTTE

Cindy. Going involves going.

CINDY

Like, yeah, but...

SOUND: BUS ENGINE REVS, THEN CONTINUES TO IDLE.

CINDY

Like, Princess doesn't want to move.

MULLIGAN

Maybe, just maybe, she doesn't want to leave Old Porcupine behind.

HAARTTE

Don't be ridiculous.

KIPPER

Have you met Mulligan?

CINDY

Like, it's worth a try.

HAARTTE

(practically crying)

But everyone is getting away!

MUSIC: TRANSITION STING.

**CHAPTER 28, SCENE 6: INT. BUS - A FEW
MINUTES LATER**

NARRATOR

A few minutes later, Cindy, Haartte, Mulligan and Kipper have managed to pull the motorcycle back up to the road and place it on the flatbed trailer that Princess is towing. Everyone gets back on the bus.

HAARTTE

All right. Let's try this again. Punch it!

CINDY

Like, whoa. Easy on the violence.

MULLIGAN

I think he means "go," Cindy Cindy.

CINDY

Like, that's cool.

SOUND: BUS ENGINE REVS, TIRES SPIN AND THE BUS BEGINS TO ROLL.

KIPPER

Once we get down to the bottom, all we have to do is go through Grassssssside Green and into Middling Fair.

HAARTTE

Grassssssside Greene! I forgot that we have to drive through that sand trap of a town again. We were lucky to get through there in one piece on the way out. This isn't going to be pleasant.

CHAPTER 28: OUTRO

MUSIC: THEME IN AND UNDER

NARRATOR

Not pleasant, indeed. Can Princess make it through the misfortune-prone municipality of Grassssssside Greene? To find out, be sure to come back for Chapter 29, "A Passage To Placeholder"

CLINTON

In this episode, the parts of Cindy and Chief were played by Bonnie Kenderdine; 10 Toes was played by Paul Barrie, from the A Window to the Magic podcast (WindowToTheMagic.com); and the Narrator was played by Gary J. Chambers, (GaryJChambersVO.com).

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But for now, that's it. We're done, done, done, done, done. Bye bye!

MUSIC: THEME UP AND OUT.