

Dire Multiverse Episode 4: Dire Mansion
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Kitty, Lime, Ohmega, and Wick

QUICK CHARACTER OVERVIEW

Ohmega doesn't care that it's breaking and entering. She's determined to find out what's going on with Grady Dire. (Angel Leigh McCoy)

Kitty is the cautious member of the team but unwilling to be left behind. (Danielle DeLisle)

Lime's curiosity is catching up to her and overcoming her caution. She's down with a little B&E. (Faith Dincolo)

Wick is joining Kitty, Lime, and Ohmega as they visit Dire Mansion a second time. He was there at the first armadillo attack (Ep1) but hasn't been around since. He is 19 years old, the youngest member of the Puzzler Guzzlers. (M. Yichao)

Bran is in the mansion and steps up to defend it against the intruders. He is in his early 30s, and he is very self-confident. He does not like that people have broken into the mansion. (???)

Dana Lessington makes a brief cameo in this episode, appearing when least expected. (Jennifer Brozek)

Grady Dire shows up again at the mansion. He is still sensitive about having to shoo the group away on their previous visit. (Pete Lutz)

Nomia makes a cameo in this episode, and we learn just how strange and friendly she is. (Jen Page)

IBI Agent Paine is from another dimension, here on a mission to investigate the armadillo. His organization, the Interdimensional Bureau of Investigations, helps protect "innocent" worlds from prematurely discovering the nature of the multiverse. (Paris Crenshaw)

OPENING NARRATIVE (OHMEGA)

Hi. It's Ohmega. I know what you're thinking. *Breaking and entering? Really?* Well, yeah. All the great investigators do it, from Sherlock Holmes to Jim Rockford to Tressa "Calamity" Jayne Turner and everyone in between. It's part and parcel of the detecting profession.

Me, I'm more a sleuth than a detective, since I don't make any money at it, but I take my duties fuhreakin' seriously. Especially after what we've discovered in the past few weeks.

There's something happening at Dire Mansion that isn't kosher. And nobody knows about it except this Grady Dire guy and his cronies. Whatever they're doing is making these insanely scary mutant armadillos that actually attack and kill people, and you know what? I'm not okay with that.

Deputy Mori is awesome and stuff, but let's face it, the cops are way out of their league on this one.

Then there's that I.B.I. Agent Paine? WTF is the I.B.I.? I searched for an hour and couldn't find any reference to it online. Frankly, I've come to the conclusion that it's some sort of secret government agency, maybe part of the C.I.A.

Maybe Agent Paine can be our Smoking Man. He sure seems to know what's going on. As far as conspiracy theories go, this one is a dizzy doozy. I feel like a hound dog who's gotten a whiff of something tasty, and I've got no other choice but to sniff and dig under every rock until I find it. Follow my nose, y'knows?

Anyway, I'm lucky I have the Puzzler Guzzlers. They're the best. I'm not sure I'd have the guts to break into Dire Mansion by myself. Everything is easier when you've got friends to do it with you. Now that's as true as true can be.

ACT 1:

Ext. Outside Dire Mansion, the characters are sneaking around, up to no good.

MUSIC: Fade in background music.

SFX: Car door shutting.

LIME

Damn. That mansion's creepy even in daylight.

KITTY

You can see all the "No trespassing" signs in the daylight. Are we sure we want to be here, Ohm?

OHMEGA

We can't do nothing. Grady Dire knows something about all this. We've got to get him to listen to us before someone else dies.

LIME

So, what do you think, Wick? It's everything we said it was, right?

WICK

It's like something out of a comic book. I can't believe people actually live here.

KITTY

Did you see the hands carved around the chimneys? I think those are chimneys.

WICK

Hard to miss. I bet it's haunted.

LIME

Nice landscaping. Dire must have a gardener or two. It's like being at Disneyland, but the dark version.

WICK

Dire Disneyland.

OHMEGA

(chuckling)

Nice one.

KITTY

But peaceful. Like a well-groomed cemetery.

OHMEGA

C'mon. I wanna get a look around. Let's start on the front porch. You go peek in that window we were looking

in last night. I'm gonna see what's
in this tower over here.

KITTY

So... We're not gonna knock on the
front door?

OHMEGA

(sarcasm)

Um, yeah. Cuz that worked out so well
for us last night. Maybe later.

SFX: footsteps

LIME

If I end up in jail, you're paying my
bail, Wick.

WICK

I got ya.

MUSIC: FADE OUT / IN

SFX: footsteps fade in, ongoing in background

KITTY

You know? This place is probably
surrounded by miles and miles of
forest. If they wanted to murder-ize
us, it wouldn't be hard to hide our
bodies.

OHMEGA

Nobody's going to kill us for
trespassing.

WICK

Doesn't look like anybody's home.

LIME

The lights are all off.

OHMEGA

Holy shit. Is that what I think it is?

WICK

A suit of armor? A dead body? A ghost?

OHMEGA

None of the above. I think...

KITTY

Holy shit. It's the statue. Look!

LIME

Hooooleeee shit.

WICK

Holy shit... Look at all those books. What a library! Now I *really* want to get in and look around.

OHMEGA

Why not? Nobody's home. It's the perfect time to do it.

KITTY

Wait. How did they get the statue? Did the woman from the Crappy Seagull bring it here? Could she and Grady Dire be in on this together?

LIME

You don't think they've got something to do with the armadillos, do you? I mean...

KITTY

Maybe they *are* the armadillos. Like... were-armadillos. They change at the full moon.

OHMEGA

Dire knows what they are, at least. That's for sure.

WICK

So, you're saying that *the* statue is in this tower? Here? Oh, wait! I see it! It's the armadillo!

OHMEGA

We need to get in there. Let's try around the side. Maybe we can find some way in.

MUSIC: FADE OUT / IN

SFX: footsteps fade in, ongoing in background

KITTY
What was that?

OHMEGA
What?

KITTY
I thought I saw something. Like... a shadow moving. In that window there.

WICK
I don't see anything.

LIME
Me either. You must have imagined it, Kitty. We're all jumpy right now.

KITTY
Yeah, I guess you're right.

Wick walks up to the mansion and touches the stone of the facade.

WICK
(going into a vision at the end)
Check out the stone they used to build this place. I've never seen anything like it. It must be hundreds of years old. I wonder where they mined it from. It's so...cold.

PAUSE

LIME
Whoa there, buddy. Easy.

KITTY
Wick? Are you okay?

WICK
Damn. What just happened?

LIME

Your eyes rolled back in your head.
Not an attractive look for you, dude.

WICK

I think I had a Harry Potter moment.
I saw you, Ohmega, back on the front
lawn. That Grady guy was shouting at
you, threatening you. He was pissed.
His face was all red.

KITTY

What was he saying?

WICK

I couldn't hear anything. But then
Ohmega picked up a handful of dirt and
threw it up in the air. It just hung
there--in front of her--and it
spelled out "Dana." Then it fell back
down to the ground.

LIME

What happened next?

WICK

He was yelling again and waving his
arms, kind of like how you shoo away
a bear.

LIME

(sarcastic)

Shoo'd lots of bears, have you?

OHMEGA

(worried)

Are you okay?

WICK

(thinking)

I think so. I've never had anything
like that happen to me before.

KITTY

I've heard people hallucinate when
they're having a stroke.

WICK

I'm 19 years old, Kitty. I didn't have a stroke.

KITTY
Aneurism?

WICK
Am I bleeding out my nose or ears?
Here, check me, Lime.

LIME
No blood. No visible brain matter.
Though that's no surprise.

WICK
Smartass. Yeah, I'm okay. Let's just
keep going. I want to get inside
before someone spots us out here.

OHMEGA
Me too.

KITTY
If you're sure you're all right.

WICK
I'm fine. Let's move.

MUSIC: FADE OUT / IN

SFX: footsteps fade in, ongoing in background

LIME
These french doors are open. We can
get in through here.

WICK
Once more unto the breach, dear
friends, once more.

SFX: Doorknob clicking door open.

OHMEGA
Looks like somebody else came in this
way too.

KITTY

And they didn't wipe their shoes very well. My mother'd be having a fit right about now, if she saw this mess.

LIME

I guess when you're rich, you don't care about wiping your feet. It's somebody else's problem.

SFX: roaming footsteps - make this a general background with occasional footfalls sounding at random intervals.

LIME (CONT'D)

Oh, for the love of god! It's a ballroom. It's a real, freakin' ballroom.

OHMEGA

It's not a real mansion without a ballroom.

KITTY

Look, there's a balcony overlooking the dancefloor. I imagine servants hiding up there, watching the guests and whispering about their fancy dresses and which duke is the most handsome.

LIME

No dukes in America. Only rich douches.

WICK

May I have this dance, miladies?

LIME

I rest my case.

WICK

Did I mention: smartass?

KITTY

(chuckle)

This place is amazing. It should be a museum or something. The fireplace is so big I could walk into it.

LIME

Look at that old-time record player.

OHMEGA

They called it a victrola, I think.

SFX: a couple piano keys plinking

KITTY

Ix-nay on the Iano-pay! What if
somebody's here?

WICK

Sorry. Couldn't resist.

OHMEGA

There's a hallway out here. Nobody
around.

LIME

Let me see.

OHMEGA

Three doors off the hallway. One down
at the far end, and two on the right
wall. I'm going to suggest we take the
closest one. You guys ready?

LIME

That hallway looks pretty run-down.
Check out that rug. It's kinda
disgusting--all tattered and worn.
Maybe they don't have as much money
as I thought.

WICK

I don't think this place has had an
update since Miss Havisham had her
bridal shower.

KITTY

It's like hoarder central too. Look
at all this stuff.

LIME

So many paintings on the walls.

OHMEGA

I want to find the room with the
statue. No more talking. Let's go.

SFX: Footsteps -- everyone sneaking.

SFX: Door opens.

WICK

Looks like the ground floor landing.
This is probably the main stairs of
the house?

KITTY

Can you just imagine Vanessa Dire
coming down those stairs?

LIME

What's through here? Locked.

OHMEGA

There's a closet here. Is that side
a closet too?

WICK

No. It's the basement. Check this
out.

LIME

I'm gonna head upstairs, just for a
quick peek. I'll be right back.

SFX: Mildred's footsteps, maybe clanking of a bucket or
something like that. Distant rock music coming from her phone.

KITTY

Somebody's coming! Go up the stairs,
Lime! Quick!

WICK

Get inside. Quick!

OHMEGA

We should stay together!

WICK

No time. Just go! I'm right behind
you.

SFX: Door shuts quietly.

OHMEGA
(whispered)
Shhh. Let's keep moving. I don't want
to get caught on the basement stairs.

WICK
(whispered)
Besides, you want to see what's down
here.

OHMEGA
(whispered)
Damn tootin' I do.

SFX: slow, quiet footsteps on wooden stairs

WICK
(whispered)
Wow. Looks like this is where all the
renovation money went.

OHMEGA
(whispered)
They're living down here. How weird.

WICK
(whispered)
Look. There's somebody in the
kitchen. Some guy.

OHMEGA
(whispered)
Never seen him before. He looks
native.

WICK
(whispered)
And big. Let's not let him catch us.

OHMEGA
(whispered)
Roger that. I hope Kitty and Lime are
okay.

MUSIC: FADE OUT / FADE IN

KITTY
(whispered)

We should have gone down to the
basement with Ohm and Wick.

LIME

(whispered)

We'll catch up with them soon as that
lady's gone.

KITTY

(whispered)

Looks like she's the housekeeper,
maybe. She's getting something out of
that closet.

LIME

(whispered)

I don't think she's coming up here.

KITTY

(whispered)

Did you see the gargoyles on the
banister?

LIME

(whispered)

Hard to miss. Major creep factor.

SFX: Mildred's footsteps -- distant sound of rock music coming
from her headphones increases in volume

LIME (CONT'D)

Is she listening to Roughshawd?

KITTY

(whispered)

She's coming up here! Go, go, go!
Quietly!

SFX: Quiet shuffling

LIME

(whispered)

Through here.

KITTY

(whispered)

Quiet! Stop moving!

SFX: Rock music approaching, some clicks, door opens, door closes, music silenced.

Add in a couple seconds of silence before next line.

KITTY (CONT'D)
(whispered)
I think she's gone.

LIME
(whispered)
Hey. We're on that balcony over the ballroom. Pretty damn cool.

KITTY
(whispered)
Wow, yeah. I know just how those servants must've felt.

MUSIC: FADE OUT / FADE IN

WICK
(whispered)
Ohmega, let's try this room. We can lay low in here until we think the coast is clear.

OHMEGA
Good idea.

SFX: Door sliding open.

OHMEGA (CONT'D)
(whispered)
What the hell?

WICK
(whispered, impressed)
Oh, damn.

WICK (CONT'D)
(whispered, a bit urgent)
Close that door behind you.

SFX: Door sliding closed. Click of light switch.

OHMEGA
Whoa. Don't touch anything.

WICK
(whispered)
I've never seen so many guns in one
place. And swords.

OHMEGA
(whispered)
And every kind of knife you can
imagine.

WICK
(whispered)
Look, it's Excalibur.

OHMEGA
(whispered)
I'm confused. Is this somebody's
private collection? A lot of these
look like antiques.

WICK
(whispered)
Might explain why they're stashed
away down here.

OHMEGA
(whispered)
You'd think they'd have it locked up
though. I wonder if any of it's
valuable?

WICK
(whispered)
Even the modern stuff would bring a
good payday at your local gun show.
All the more reason to get out of
here. I don't want anyone thinking
we're here to rob them.

OHMEGA
(whispered)
Good point. Let's go find Lime and
Kitty.

MUSIC: FADE OUT / FADE IN

KITTY

(voice low, but not
whispering)
The ballroom looks even more grand
from up here. Check out that
chandelier--oh, crap!

LIME
(voice low, but not
whispering)
What?

KITTY
(whispered)
It's that girl with the awesome hair.
She's down there, by the fireplace.
I think...she sees us.

LIME
(whispered)
Oh, crap!

KITTY
(voice low)
She definitely sees us.

LIME
(voice low)
Yup. She's lookin' right at us.

NOMIA
(gasping)
Help...me...

NOTE: Nomia is from another realm. She looks like an elf,
perfection, with long flowing hair, turquoise-swirls on her
skin (like tattoos), and violet eyes. She has pointy ears. She
also has a slight accent and speaks with a somewhat foreign
cadence.

LIME
What the fuck?

KITTY
Look... I think her hair is caught.
In that box on the fireplace mantel.

LIME

Stuck, yeah, and getting pulled in!
Am I seeing that right?

NOMIA
(afraid)
Please... Help me.

KITTY
Hold on! I'm coming!

LIME
Wait, Kitty! What are you doing? You
can't jump down from here!

KITTY
(grunting, climbing over
the balcony and lowering
herself to jump down)
I got this...

SFX Kitty climbing over the balcony rail, lowering herself.

LIME
Your ankle!

SFX Kitty landing on the floor below. The floor is tile.

KITTY
See? I'm good.

LIME
All right, Wonder Woman. I'm going
around the long way. I'll be right
there.

NOMIA
(some pain, afraid)
Ow! It is pulling my hairs!

SFX Hurried footsteps.

KITTY
(surprised by this)
Holy... moly... What pointy ears you
have.

NOMIA
Hurry! I can't make it to free me.

KITTY
(taking in Nomia's strange
appearance)
What strange tattoos...

NOMIA
(more urgent)
Owwwww...

KITTY
(now in a bit of shock)
What purple eyes...

NOMIA
(urgent)
Please, girl! Please... be quick. If
I can't see it, I can't... owwww...

KITTY
(unsure what she's seeing)
Something inside this box has it
tangled...

NOMIA
(hurried instructions)
Don't open the box! You'll let it out.
Just pull on my hairs! Bang on the
lid, maybe. Shout at it.

KITTY
(confused, scared)
What's in the box? A rat?

NOMIA
Ow, ow, ow...

KITTY
All right, hold on. I don't think I
can free you without opening the box.

NOTE: Nomia's next line overlaps with Kitty's above, cutting
off the last two words.

NOMIA
(hurting now, almost
crying)
No! Don't open it. Pleeeeee... just
pull...

KITTY

Okay, okay. I've got you. But I don't want to hurt you.

NOMIA

I will hurt much more if you don't free me. Just pull!

KITTY

Here goes...

SFX - Clack of the box lid closing, then the sound of Nomia stumbling forward, maybe even falling to the floor.

NOMIA

(effort, grunt or hard exhale as she lands)

KITTY

You okay?

NOMIA

Yes, thank you. Thank you multi-times.

NOTE: "Multi-times" means "very much." It's a colloquialism from her world, translated into English.

KITTY

What's in that box?

NOMIA

(quick)
Don't touch it.

KITTY

Okay. Not touching it.

SFX - Lime arriving - footsteps

LIME

I'm here, I'm here. What's happening? Kitty, are you okay? You look like you've seen a ghost.

KITTY

I'm not sure I didn't.

NOMIA

Thank you, girl!

KITTY

Oof! Okay, hugs. Okay... Mmm, you smell good.

LIME

(to herself, musing)

Wow. That costume looks so real. Even up close. Impressive.

NOMIA

My father would be so angry if I died today.

LIME

Died? What?

NOMIA

Who are you? Friends of Grady?

KITTY

We're just...visiting.

LIME

We were actually just on our way out.

LIME (CONT'D)

C'mon, Kitty. Time to go.

NOMIA

(curious, trying to keep
the conversation going)

I am Nomia. I'm just here to visit also.

LIME

(quiet, still mostly to
herself)

Jesus, look at her eyes. Talk about "uncanny valley."

KITTY

(friendly, but cautious)

I'm Kitty. And this is Lime. We have to go now. Bye, Nomia.

SFX: footsteps/movement underpinning until music fade out

LIME
(whispered, annoyed)
You told her our names!

KITTY
(whispered, annoyed)
They're not our real names. Remember?

LIME
(whispered, remembers)
Oh, yeah.

NOMIA
(calling after them)
Does Grady know that you are here?

LIME
(calling back to Nomia)
Gotta go! Bye.

LIME (CONT'D)
(whispered)
Keep moving, Kitty. Let's go back to the basement door. I'm kinda freakin' out. I mean, did you see her ears?

KITTY
(whispered)
I saw. I saw. And her skin with the turquoise swirls. She looks just like Galadriel, but younger. And shorter. And friendlier.

LIME
Friendly or not, I don't want to stay here any longer. We need to find Ohmega and Wick.

MUSIC: FADE OUT / FADE IN

WICK
(whispered)
C'mon, Ohmega. Let's get the hell out of this basement. Nobody who has this many weapons is somebody I want to piss off.

OHMEGA
(whispered)
Right behind you.

SFX Quiet footsteps going up stairs.

BRAN
(surprised at discovering a
stranger in his house)
Hey! Stop right there.

OHMEGA
(no longer whispering)
Go, quick!

SFX Same footsteps faster, louder, going up stairs.

BRAN
Stop!

SFX Door to basement opens.

KITTY
Here they are. We thought we'd lost-

WICK
Move it! Run! He's right behind--

LIME
Shit!

BRAN
I said Stop!

OHMEGA
(gasp) Hey! Let go of me!

BRAN
(threatening, angry)
Not until you tell me who you are. How
did you get in here?

WICK
Crap. Look, man, we were just
curious.

LIME
Yeah. We didn't steal nothing. We
just wanted to take a look around.

KITTY

We'll go. We don't want any trouble.

BRAN

(relaxing just a bit)

I'm not releasing your friend until you tell me who you are and how you got in.

OHMEGA

(squirming)

You can't do this.

BRAN

(ordering)

Hold still.

NOMIA

(matter-of-fact)

They're with me, Bran.

KITTY

(whispered)

Oh my god. It's her again. The elf.

LIME

(whispered)

What did she just say?

KITTY

(whispered)

She's helping us, I think.

BRAN

With you? Nomia... You know the rules.

NOMIA

(a touch of an eye roll on
Bran's name)

Bran... Yes. But I wanted to show the mansion to them. They're friends from home.

BRAN

(heaves a heavy sigh) Grady's going to be back soon. If he finds them here, Nomia, he'll forbid you to

visit. I suggest you send them back where they belong. Right now.

NOMIA

I will.

BRAN

(emphasizing)

Right now.

NOMIA

Yes, yes. Right now.

BRAN

(grunt)

SFX of basement door closing. Distant footsteps as Bran descends the stairs.

KITTY

(quiet, but not whispered)

Wow, thanks. You didn't have to do that.

NOMIA

(light, friendly)

It's no troubles. You are my new friends. But you do have to go now. Bran will check.

LIME

(an aside)

Ohmega, Wick... You can close your mouths now.

WICK

(awed, quiet)

Wow. She's the real cosplay deal. I think I'm in love.

NOMIA

You must leave the way you came in.

KITTY

We came in through the patio doors in the ballroom.

NOMIA

I will show you how to go. Follow me.

SFX Footsteps underpinning to the door opening.

LIME

(sarcasm)

Back in the ballroom again.

NOMIA

Those are the patio doors you came in through, yes?

OHMEGA

Yes, those are the ones.

KITTY

(aside, almost to herself)

We didn't track that mud in though. Honest.

NOMIA

I will leave you here. You will go, yes? I must make sure Bran is not angry with me.

KITTY

No problem. We've got it from here.

NOMIA

Good-bye, my friends Kitty and Lime. Thank you again, multi-times.

KITTY

Thank you... multi-times... for saving us from that man.

NOMIA

Bran is a guard wolf. More tongue than teeth... usually.

WICK

C'mon, guys. Let's get out of here.

OHMEGA

Right behind you, Wick.

KITTY

Bye, Nomia!

LIME
Bye, creepy girl.

NOMIA
Good-bye. Be excellent to each other.

SFX Ballroom door closes.

KITTY
She was surreal.

LIME
Hey, nobody touch that box on the
mantelpiece. It's got teeth.

WICK
We're getting out of here. Let's go.

PAUSE with just footsteps heard.

SFX Door opening. Moving out onto the patio, OUTDOOR DAY
background.

SFX Door closes.

NOTE: Keep the following three lines tight, almost overlapping.
Do this in editing, not necessarily in recording.

WICK (CONT'D)
(urgent whisper)
Turn around! Go back in. Go back!

LIME
(whisper)
What? Why?

WICK
(urgent whisper)
Someone's coming. Go, go, go!

SFX Shuffle, door open, door close.

LIME
Who was it?

WICK
Some lady with a chainsaw.

OHMEGA

It was a hedge trimmer, not a chainsaw.

WICK
Still lethal.

LIME
Now what?

OHMEGA
Now we find another way out.

KITTY
(whispered)
On your tiptoes, Scooby Gang. I don't want to get Nomia in trouble.

SFX Ballroom door opens slowly.

KITTY (CONT'D)
(singing very quietly)
Doont. Doont. Doont. Doont doont
doont doont doont.

NOTE: She's making a joke, sort of, providing the backdrop for the sneaking. I'll get you an audio file of the tune so you can practice it, Kitty.

MUSIC: Music melds with Kitty's singing and overtakes it. Time footsteps to the beats, irregularly.

MUSIC: Music ends abruptly with the next line.

OHMEGA
(low)
Stop.

KITTY
(whispered)
I think that's the front door. The one Mr. Dire came out of last night.

WICK
(whispered)
Unlock it. Let's go.

LIME
(hushed)
Wait. I thought I heard a car door.

KITTY
(whispered)
Check out the peephole, Ohmega.

[PAUSE]

OHMEGA
Craptamoogie. It's Dire and that
I.B.I. Agent. They're coming up the
walk.

WICK
Quick! We can hide in here!

SFX: Parlor door opens with a doorknob.

KITTY
Hurry!

LIME
Anyone else think that sneaking
around this place was a boner idea?

OHMEGA
Come on! Get in here.

LIME
It's the room we peeped into the other
night.

KITTY
Yeah, where we saw Professor
Widdershins and Nomia.

SFX: Parlor door closes with a soft click.

SFX: Distant - sound of front door locks disengaging (see Ep
#3, near the end)

OHMEGA
Shhh...

KITTY
(whispered)
What if they come in here?

WICK
(whispered)
Everybody hide.

LIME
(whispered)
Where?

KITTY
(whispered)
Get behind the couch, Lime. I think
I can fit between that chair and the
wall.

OHMEGA
(whispered)
I'll be in the drapes.

WICK
(whispered)
I'm over here.

SFX: Grady's footsteps & Paine's footsteps, distant. Front door
shuts again, locks engage. (See ep#3)

More footsteps, fading into the distance. The following
dialogue also fades into the distance and can fade to nothing
somewhere during Grady's last line.

PAINE
This is unacceptable, Dire. You need
to get this situation under control.

GRADY
Look, Paine, it didn't go missing on
my watch.

PAINE
Maybe not, but something did come
through on your watch. Leaving the
problem to these innocents isn't good
enough.

GRADY
You think I don't know that?

PAINE
(searches for the right
word, and it's
'nutfustery')

I know you do. That's part of the problem. Why haven't you cleaned up this... nutfustery yet?

GRADY

I'm doing what I can.

OHMEGA

(whispered)

Okay, they're gone. We got lucky they didn't come in here.

WICK

(whispered)

Time to get the flock out of here.

Lime slowly rises from behind the couch, along with Dana, the art curator of the Crappy Seagull. She has a gun trained on Lime.

LIME

(slow, not whispered, but quiet)

Ummm, guys? We're not alone.

OHMEGA

Dana Lessington? Is that a real gun?

DANA LESSINGTON

You better believe it. Now, get over there. Go on. Everybody together.

SFX: Shuffling, moving.

KITTY

What are you going to do?

DANA LESSINGTON

It's not what *I'm* going to do. It's what *you're* going to do. For *me*.

LIME

As if this day couldn't get any more weird. Jeez Louise!

THE END