

## HAUNTINGS

Jim Robbie and the Wanderers - Episode 6: Hauntings

1 MUSIC: PODCAST INTRO

Scene 1: Ext, On the path to  
Hauntsfield

2 SOUND: WHEELS TURNING, A CLAP OF DISTANT THUNDER. FOOTSTEPS.

3 CHARLIE:

Aw, jeez. It looks like rain's coming, guys!

4 JIM ROBBIE:

(WITH INTENSE DISGUST)

Egh, rain. I hate it.

5 SOUND: PLUCKING AT A BANJO

6 TANGO:

Don't you hate everything, though?

7 JIM ROBBIE:

Pffbt. (*glitch*) More more more than anything, I hate you and (*glitch*) your your your your dumb banjo the most.

8 CHARLIE:

Hey! It's not dumb, you junk!

9 JIM ROBBIE:

Well, she's playing it terribly!

10 TANGO:

(FRUSTRATED GROWLING)

Jim Robbie, you've been being such a, a-

11 JIM ROBBIE:

A what, hm? An honest robot?

12 TANGO:

No! A stupid, rusty JUNKPILE!

13 JIM ROBBIE:

(GLITCH)

WELL WELL WELL, I'M YOUR RUSTY JUNKPILE!

14 CHARLIE:

(BEAT)

Should we take a break?

- 15 TANGO:  
    (FORCEFULLY)  
    No, we're fine.
- 16 SOUND: FOOTSTEPS, LOW BANJO CHORDS
- 17 TANGO: (cont'd)  
    We just gotta make it before it starts pouring rain.  
    There's something on the map, yeah?
- 18 CHARLIE:  
    Yeah, a market town called Hauntsfield.
- 19 JIM ROBBIE:  
    Stupid (*glitch*)name name name name.
- 20 TANGO:  
    (IRRITATED)  
    I think it's charming!
- 21 JIM ROBBIE:  
    I bet there's noooo fields! Just a big, stupid city!
- 22 TANGO:  
    (BREATHES HARD)  
    Dumb junk.
- 23 CHARLIE:  
    Look, should we talk to each other about this?
- 24 TANGO:  
    I will if he does.
- 25 JIM ROBBIE:  
    (WORRIEDLY)  
    HEY! What, what, what are you talking about? Don't talk  
    about me like I'm not here, you meatclods!
- 26 TANGO:  
    We're just checking up on the map, alright?
- 27 JIM ROBBIE:  
    (CALMLY) (*GLITCH*)  
    Yeah yeah yeah, okay.
- 28 CHARLIE:  
    (SIGHS)
- 29 TANGO:  
    (PLAYING SLIGHTLY OMINOUS/SOMBER BANJO MUSIC)  
    Let's get to it, guys. Gotta beat the rain.

30 JIM ROBBIE:  
(WITH SLIGHT DISTASTE)  
Aw man, rain! Rain's (*glitch*) terrible terrible  
terrible.

31 SOUND: MUSIC PLAYS OVER FOOTSTEPS.

(END SCENE)

40 minutes later Scene 2: Ext, Edge of Hauntsfield,

32 SOUND: FOOTSTEPS, WAGON WHEELS, TANGO HUMMING.

33 TANGO:  
(WAY MORE CALMLY)  
Oh hey. Hauntsfield is just a city.

34 JIM ROBBIE:  
Told you so!

35 CHARLIE:  
It's all (beat) stony.

36 TANGO:  
Yeah, it's really old.

37 CHARLIE:  
I mean, look at those towers above the gate! They're  
all broken and crumbling, you'd think this place was  
full of (over) ghosts.

38 GATEKEEPER:  
(UNDER, FEARFULLY SHOUTING)  
GHOSTS! GH-GHOSTS! BEGONE, RESTLESS SPIRITS!

39 TANGO:  
I, uh. Ghosts?

40 JIM ROBBIE:  
(*GLITCH*)  
Wait wait wait wait, does he mean us?

41 CHARLIE:  
Did we die and just forget about it?

42 GATEKEEPER:  
OOHHH, LEAVE, YOU FOUL SPECTERS! LEAVE US BE!

43 TANGO:  
(TO CHARLIE)  
Well, the gatekeeper seems to think so.

- 44 JIM ROBBIE:  
I say let him continue, this is kinda fun.
- 45 TANGO:  
Oh, come on, the poor man's scared to death of us.
- 46 SOUND: SLOW FOOTSTEPS
- 47 TANGO: (cont'd)  
Hey, look, sir, we're not ghosts or anything, alright?
- 48 GATEKEEPER:  
EH, AHH, AH-AHH! DON'T TOUCH ME!
- 49 SOUND: FOOTSTEPS RETREATING
- 50 GATEKEEPER: (cont'd)  
(OFF-MIC)  
THEY'RE GONNA KILL MEEEE!
- 51 CHARLIE:  
(BEAT)  
So, should we maybe try and find some other town?
- 52 TANGO:  
Not unless you wanna be walking around in the rain.
- 53 CHARLIE:  
Alright, then, lets head into town. Maybe that guy's  
just got a few loose wires.
- 54 JIM ROBBIE:  
Aw, I (*glitch*) was was was looking forward to being a  
spooky ghost.
- (END SCENE)

Scene 3: Ext, Hauntsfield Town  
Square, 25 minutes later

- 55 SOUND: BUSTLING MARKETPLACE, CHATTER, LAUGHTER. OFF IN THE  
DISTANCE, A STREET MAGICIAN PERFORMS
- 56 TANGO:  
Aah, this is much better! Look, everyone seems nice  
enough.
- 57 CHARLIE:  
Wow, they have a lot of bread. Mm, it smells so good!
- 58 JIM ROBBIE:  
Bread makes you fat, you especially should avoid that  
stuff, Charlie!

- 59 CHARLIE:  
(CONFIDENTLY)  
Pffbt. I know how I look, junkstuff!
- 60 TANGO:  
We gotta stock up. Charlie, go and pick up some sewing supplies.
- 61 CHARLIE:  
Why?
- 62 TANGO:  
Because your coat is more holes than coat. C'mon, you can't just wear it until it's nothing. Green thread, and more sewing needles.
- 63 CHARLIE:  
Alright, alright, I'll see if I can make some fixes to it.
- 64 SOUND: FOOTSTEPS RETREATING
- 65 TANGO:  
And some buttons! We'll meet up by that street magician, alright? The guy with the white hat!
- 66 CHARLIE:  
Will do!
- 67 JIM ROBBIE:  
What's the whole deal with magicians?
- 68 TANGO:  
What'd you mean? Like, why they're not wizards or something?
- 69 JIM ROBBIE:  
Well, I guess. what's so magical about coin tricks and floating bananas and pulling rabbits out of gloves?
- 70 TANGO:  
No, hats.
- 71 JIM ROBBIE:  
Hats out of gloves, see, it's all dumb tricks. That's not magic, that's just stupid.
- 72 TANGO:  
What's got you up on these sorta tracks, you grampus?
- 73 JIM ROBBIE:  
I'm just saying, if you want magic, go hang out with us.

- 74 TOWNSPERSON 1:  
(SLIGHTLY OFF-MIC)  
Hey, Marque, isn't that-?
- 75 MARQUE:  
Oh, lord, Mitch, I think you're right, the ghosts are back!
- 76 SOUND: SOME GASPING
- 77 MITCH:  
GHOSTS!
- 78 MARQUE:  
THE GHOSTS ARE BACK!
- 79 SOUND: CROWD STARTS SCREAMING AND PANICKING
- 80 JIM ROBBIE:  
Oh, boy, wait, this gives me an idea!
- 81 TANGO:  
Whatever it is; don't.
- 82 JIM ROBBIE:  
(STATIC SOUNDS, DISTORTED VOICE, *GLITCH*)  
BOO BOO BOO BOO BOO! I AM HERE TO EAT YOUR GROSS MEAT BODIES.
- 83 SOUND: SCREAMING GETS EVEN LOUDER, FOOTSTEPS RUNNING AWAY AND THINGS CLATTERING.
- 84 TANGO:  
Wow, you actually were able to terrify an entire town with just two sentences.
- 85 JIM ROBBIE:  
It's (*glitch*) a a a a a gift.
- 86 TANGO:  
(GETTING STEADILY MORE IRRITATED WITH EACH WORD)  
Well, it's one you shouldn't ever use!
- 87 CHARLIE:  
(OFF-MIC)  
So, I got the sewing stuff, but I'm, uh-hh. I'm gonna go steal as much as I can!
- 88 TANGO:  
(ANNOYED)  
At least leave a note or something! (beat) Oh, fine.
- (END SCENE)

Scene 4: Ext, Still in the town square, moments later

- 89 SOUND: RUSTLING, BOTTLES CLINKING
- 90 TANGO:  
Ooh, hey, wine! Urrgh! Can't reach it!
- 91 SOUND: FOOTSTEPS, SOMEONE'S THROAT BEING CLEARED
- 92 MAGICIAN:  
E-excuse me, miss? You're not a ghost are you?
- 93 JIM ROBBIE:  
I imagine we'd be all floaty and see-through if we were.
- 94 MAGICIAN:  
(ALARMED)  
AH!
- 95 JIM ROBBIE:  
Hey, all that white you've got is (*glitch*) scary scary scary too - you sure you're not a ghost?
- 96 MAGICIAN:  
I don't -
- 97 SOUND: CLATTERING, WINE BOTTLE FALLING
- 98 TANGO:  
Oh, jeez!
- 99 SOUND: GLASS BREAKING, WINE SPLATTERING
- 100 MAGICIAN:  
AHH!
- 101 TANGO:  
Oh, jeez! I'm sorry!
- 102 MAGICIAN:  
(LIGHT-HEARTEDLY)  
That's alright, I was thinking red was more of my color anyways. You're a very clumsy not-ghost, you know that, yeah?
- 103 TANGO:  
Gotta get used to the whole not-afterlife thing, I guess. Hey there!
- 104 SOUND: STEPPING DOWN

105 MAGICIAN:  
Hello.

106 SOUND: FOOTSTEPS APPROACHING

107 CHARLIE:  
(MUFFLED FROM CHEESE)  
Who's this guy? You got red on your suit.

108 MAGICIAN:  
My name's Harold! Harold Walter! Perhaps we should get  
inside, I'm certain it's going to rain.

109 CHARLIE:  
(CHEESE EATING SOUNDS)

110 HAROLD:  
I insist, we should head to my house!

111 TANGO:  
Well, alright. Some dinner would be nice.

112 CHARLIE:  
(MORE CHEESE EATING SOUNDS)

113 SOUND: FOOTSTEPS

114 TANGO:  
Leave some cheese for me!

Scene 5: Ext, Daley Lake in the  
middle of Hauntsfield Forest, half an hour later

115 HAROLD:  
I'm really sorry about all the clutter!

116 SOUND: FIRE, WOOD CRACKLING

117 CHARLIE:  
Nah, it's fine, I'm used to sharing cramped rooms.

118 TANGO:  
Charlie, you're practically on my lap.

119 CHARLIE:  
Yes, and I'm feeding you bits of cheese, that's how the  
system works.

120 HAROLD:  
I'm making pasta!



- 121 CHARLIE:  
Yeah! Without cheese, you monster!
- 122 TANGO:  
I should've never introduced you to cheese.
- 123 CHARLIE:  
You made my life so much better.
- 124 SOUND: STRAINING PASTA
- 125 HAROLD:  
So, these ghosts, they look like you, you know that? I mean, really, honestly, just like you.
- 126 TANGO:  
What, just like us?
- 127 CHARLIE:  
How could they look exactly like us?
- 128 HAROLD:  
I don't know. That's the thing. They resemble you three. One looks like you with the guitar, Miss Tango, and one has Miss Charlie's hat, and there's a little floaty one with you know, spoons. Speaking of which, he's been very quiet.
- 129 CHARLIE:  
He's dealing with some issues.
- 130 TANGO:  
Why would there be ghost versions of us in a town we've never been to?
- 131 SOUND: PASTA BEING SCOOPED INTO BOWLS
- 132 CHARLIE:  
Are they really ghosts, then, since we're still alive?
- 133 HAROLD:  
Mm, the plot thickens.
- 134 CHARLIE:  
(OFF-MIC, TO TANGO)  
I thought we were having pasta.
- 135 HAROLD:  
So, that's why I came here. Ghosts messing about with the people, either mean A, they are actual ghosts, meaning there's more to life than we understand it, or B, it's someone playing a nasty trick on people. Can't abide that.

- 136 TANGO:  
So, you didn't come here to perform magic?
- 137 HAROLD:  
Mmm, well, call it a bit of both. Ah, sorry, I don't particularly have any cutlery, ladies.
- 138 SOUND: PASSING BOWLS TO THEM
- 139 TANGO:  
Eh, I don't mind slurping it up.
- 140 CHARLIE:  
Is it just noodles?
- 141 HAROLD:  
(BASHFUL)  
Well. I mean. Being a magician doesn't pay well, really. That's why I've got this shack that I've built.
- 142 SOUND: CHAIR SCRAPING
- 143 HAROLD: (cont'd)  
So, some time tonight, I'm going to figure out how these things come into the town and mess with people - they've actually been able to move things, like the buckets people collect freshwater with. Magic shouldn't be used to scare people.
- 144 CHARLIE:  
Do you want us to come with you on the stakeout?
- 145 HAROLD:  
It's all up to you; I mean, they do look like you.
- 146 TANGO:  
Well then, later tonight we'll all go together, the four of us.
- 147 SOUND: SLURPING NOODLES
- 148 CHARLIE:  
Still could use some cheese or something.
- (END SCENE)

Scene 6: Ext, Western side of Daley Lake, a few hours later

- 149 SOUND: CRICKETS, A TEENY BIT OF WIND RUSTLING, THEN, TAPPING HANDS

- 150 TANGO:  
    (humming)
- 151 JIM ROBBIE:  
    Shh!
- 152 TANGO:  
    Oh, back from the dead, huh?
- 153 JIM ROBBIE:  
    (GRUMPY)(GLITCH)  
    Fell fell fell fell asleep.
- 154 HAROLD:  
    Perhaps this isn't the best of times to break that  
    quiet spell?
- 155 JIM ROBBIE:  
    Pffbt. Always a good time to mention how dumb things  
    are.
- 156 CHARLIE:  
    Hey, hey, hush up with that.
- 157 JIM ROBBIE:  
    I will not be (under) silenced.
- 158 CHARLIE:  
    (OVER)  
    No, really, shut up! There's light over there!
- 159 HAROLD:  
    Is it one or two lights?
- 160 CHARLIE:  
    I think it's two. Yeah, look, it's splitting off.
- 161 TANGO:  
    Maybe we should too?
- 162 HAROLD:  
    Yeah.
- 163 JIM ROBBIE:  
    Bad (*glitch*) idea idea idea.
- 164 HAROLD:  
    We'll cover more ground that way - look, we've got no  
    time to argue before they try and mess with this place  
    again. Miss Charlie, if you could come with me, then  
    you, Mr. Robbie can search with Miss Tango.

165 JIM ROBBIE:  
Oh, alright. Gonna go spook some ghosts. But I got a bad feeling about this.

166 TANGO:  
At least it's something.

(END SCENE)

Scene 7: Ext, Eastern side of Daley  
Lake, At the same time

167 SOUND: FOOTSTEPS WALKING, CRUNCHING ON LEAVES AND GENERALLY MAKING LOUD NOISES IN THE STILLNESS OF THE NIGH

168 TANGO:  
Do you see anything Jim Robbie? (Beat.) Man for something that glowed as bright as those lights did, it sure is hard finding them.

169 JIM ROBBIE:  
No, but if you don't (*glitch*) stop stop stop stomping around like that, *it* will definitely find us.

170 TANGO:  
Why don't you try carrying me then? It's not my fault that tin cans and spoons and forks clang together a lot.

171 JIM ROBBIE:  
And whose fault is it for my creation?

172 TANGO:  
...Do you not like being the way you are?

173 JIM ROBBIE:  
No, but it would have been nice if there had been a little consideration into what I would've looked like.

174 TANGO:  
Sorry Jim, breakdowns aren't exactly the time of careful planning and good judgment

175 JIM ROBBIE:  
When do you have those times then? I want to make sure I'm actually around to witness one.

176 SOUND:TANGO BREATHE CAREFULLY AND REMINDS HERSELF THAT STRANGLING A ROBOT WON'T DO ANYTHING TO HURT IT.

- 177 TANGO:  
I hate these stupid ghosts. Maybe we should just turn back.
- 178 SOUND: FAINT SOUND OF HOLOGRAM STARTING UP, LIKE WHEN YOU START UP YOUR COMPUTER BUT SHORTER AND FAINTER.
- 179 JIM ROBBIE:  
(GLITCH)  
Or or or or maybe not.
- 180 TANGO:  
What?
- 181 JIM ROBBIE:  
There's someone behind you. To be specific, it is (glitch) you you you you you.
- 182 GHOST!TANGO:  
(IRI VOICES G!T BUT THE VOICE IS ALTERED TO SOUND ARTIFICIAL AND FALSE)  
Hello Tango.
- 183 TANGO:  
(SWALLOWS AUDIBLY) (OFF MIKE)  
Wow, when Harold said the ghosts looked like us, I never realized that he meant... that they looked exactly like us.
- 184 GHOST!TANGO:  
Such a sweet compliment! Then, surely you know what I want
- 185 TANGO:  
Um, no? I don't?
- 186 GHOST!TANGO:  
Can't you figure out? You know what I want.
- 187 TANGO:  
Maybe you could just tell me yourself.
- 188 GHOST!TANGO:  
(FLATLY)  
I want to stop being you.
- 189 TANGO:  
(NERVOUSLY)  
And how do you do that?
- 190 GHOST!TANGO:  
It's simple. You just need to give it up. Everything. The band. The wagon. The radio. The other girl. The  
(MORE)

- GHOST!TANGO: (cont'd)  
 radio. Give up on your life, and your terrible dreams  
 and I will be freed from this existence.
- 191 TANGO:  
 That's kind of a difficult thing for me to do you see..
- 192 GHOST!TANGO:  
 Give up. Let go of your... theoretical obligations.  
 Stop doing what you like and realize you're harming  
 people.
- 193 TANGO:  
 I'm hurting people? What? No. When?
- 194 GHOST!TANGO:  
 Give up your friend. Give up the wagon. Give up the  
 radio. (Ghostly wail-like) Set me freeeee.
- 195 TANGO:  
 The radio? That's right, Jim!
- 196 SOUND: TANGO SHAKES JIM ROBBIE SLIGHTLY.
- 197 TANGO: (cont'd)  
 Jim Robbie, I need your help! Why aren't you talking  
 like you usually are?
- 198 JIM ROBBIE:  
 (GLITCH)  
 It's it's it's it's not not not not I I I I I I I
- 199 TANGO:  
 Oh, okay. Well, I think I've had enough of this. Ghost  
 self, I think that I really can't help you. Goodbye.
- 200 GHOST!TANGO:  
 (ANGRY) )  
 CAN'T LEAVE!
- 201 TANGO:  
 I'd like to see you try that. You're a ghost, what can  
 you do?
- 202 GHOST!TANGO:  
 Set me free or I will set you free!
- 203 TANGO:  
 (NERVOUS LAUGHTER)  
 I don't like the sound of that. So if you excuse me,  
 I'll - Ah, Jim! Stop flying away!
- 204 SOUND: JIM ROBBIE AND SEVERAL MANY METAL BUCKETS RISE FROM  
 THE GROUND AND FLOAT IN THE AIR.

- 205 TANGO: (cont'd)  
Wow, that is a lot of buckets. How are you making them fly, anyways? And how're you doing that for Jim Robbie?
- 206 GHOST!TANGO:  
I'll set you free!
- 207 TANGO:  
Whoa, those are some neat patterns you're making those buckets fly in, but I'm gonna take my leave. Right now. With Jim Robbie. Ugh, come here Jim, don't struggle! Hnggh!
- 208 SOUND: TANGO FALLS OVER.
- 209 TANGO:  
Man whatever she used to make you float, it was like super strong! Oh, hey look a rock! Take this!
- 210 SOUND: TANGO THROWS THE ROCK. THE HOLOGRAM MOMENTARILY CUTS OUT AND ALL THE BUCKETS AND JIM ROBBIE FALL TO THE GROUND.
- 211 TANGO: (cont'd)  
Hah! How's that for 'set you free'? How're you feeling Jim Robbie?
- 212 JIM ROBBIE:  
(High pitched robot screaming, which is technically a glitch but hard to tell. This screaming continues as long as Jim Robbie's on screen until he is dropped in scene 8)
- 213 TANGO:  
Good to see you're just as freaked out about this as I am.
- 214 GHOST!TANGO:  
Set you free!
- 215 TANGO:  
Yeah, yeah, you said that already. What do you mean - AHHHHHHH!
- 216 SOUND: METAL BUCKETS ARE BROUGHT INTO THE AIR AGAIN. THEY ARE BEING THROWN AT TANGO'S HEAD. THEY MISS AND BOUNCE OFF OF TREES AND STUFF, LANDING WITH MUFFLED DINGS.
- 217 TANGO: (cont'd)  
Watch where you throw those metal buckets! You could kill somebody if you threw those buckets in the wrong direction.

218 GHOST!TANGO:

I will set you free if it's the last thing I do

219 TANGO:

Oh, so you're doing that on purpose. In that case -  
AHHHHH!

220 SOUND: TANGO RUNS AWAY SCREAMING, CLUTCHING JIM ROBBIE TO  
HER CHEST AS METAL BUCKETS CONTINUE TO BE LOBBED AT HER  
SKULL.

Scene 8: Ext, Original Stakeout  
location or thereabouts, 14 minutes later

221 SOUND: FOOTSTEPS WALKING, CRUNCHING ON LEAVES AND GENERALLY  
MAKING LOUD NOISES IN THE STILLNESS OF THE NIGHT

222 CHARLIE:

You see anything Harold?

223 HAROLD:

No, but I am keeping my eyes peeled. I wish I had brought some of the equipment with me. Or even a few items for my tricks? They could be useful in other circumstances too.

224 CHARLIE:

Nah, it would be easier to just go by ourselves. All we're doing is oboe-serving, we're not planning on talking to it or anything. Plus, how useful could magic tricks be? Do they double as weapons of torture?

225 HAROLD:

I have not specifically used them for that purpose, no, but I did make them with the intention to harm human beings.

226 CHARLIE:

Are you telling me you're some kinda murderous magician?

227 HAROLD:

Murderous implies that I **want** to murder people. I simply wished to be prepared, for both the best... and for the worst.

228 CHARLIE:

Oh sweet, what kind of modifications did you do for your tricks? Could I see them when I get back?

229 HAROLD:

And here's the part where I say that magicians don't reveal their tricks, but...



- 230 CHARLIE:  
But?
- 231 HAROLD:  
But it would be nice to have someone else with better technical expertise look at them. Maybe I'll let you, if you prove yourself tonight.
- 232 CHARLIE:  
Prove myself? I'm already going to fight ghosts to try and get better treatment from the townsfolks! What else do I have to do?
- 233 HAROLD:  
I don't know yet, but I'm sure the opportunity will present itself.
- 234 GHOST!JIM ROBBIE:  
Maybe it already has!
- 235 CHARLIE:  
(IN A RUSH OF SURPRISE)  
Oh dear mechanic it's just Jim Robbie... and he's floating!
- 236 HAROLD:  
Charlie, remember when I told that I'm unarmed? I don't think it's quite fair for you to hide behind me in that case.
- 237 CHARLIE:  
I'm not hiding! I'm just...you know, taking cover.
- 238 HAROLD:  
From a ghost?
- 239 GHOST!JIM ROBBIE:  
That's not unreasonable!
- 240 HAROLD:  
You're a rather polite ghost, aren't you?
- 241 CHARLIE:  
Whoever did this got you entirely wrong. Jim Robbie isn't nice.
- 242 GHOST!JIM ROBBIE:  
I'm sure I'm nice sometimes.
- 243 CHARLIE:  
Wrong. You aren't a ghost. You're the complete opposite of Jim Robbie's ghost. Maybe you're where all his niceness went to die?

244 GHOST!JIM ROBBIE:

That's kind of rude, isn't it?

245 CHARLIE:

How did the villagers get frightened because of you?  
What'd you do to them?

246 GHOST!JIM ROBBIE:

I just played a few tricks here and there. All completely harmless of course, I wouldn't want to do anything really bad to them.

247 CHARLIE:

(UNDER)

It's a bit too late for that, isn't it?

248 HAROLD:

(TOP)

That's /so/ interesting! Please, continue talking about your pranks!

249 GHOST!JIM ROBBIE:

(AT A LOW BACKGROUND TONE, WITH HAROLD AND CHARLIE'S DIALOG BEING LOUDER AND CLEARER. FEEL FREE TO EDIT LENGTH.)

Well, sometimes I like to mess with their heads. They're such simple folks you know? They don't really know how technology works that well, they've really cut down to the basics in this place. For example, do you know they have no running water in this village? Haha, it would probably be pretty awful to spend the night here. Every single person has to come down here to the lake with these huge metal buckets and gather water, just to take it back and heat it up for everything! Whether it's cooking or bathing or drinking, they have to come here all the time! Though recently they've stopped coming, but that might have been because of me. See, I got some nifty powers. They allow me to control metal and levitate it! I'm really lucky that most of the villagers use metal buckets and wooden ones with metal wire handles on them, because then I can swing them up in the air and fly them and totally freak the villagers out. Sometimes they go badly though and the villagers die. I'm not really interested in killing people (that's more Charlie's thing - the other Charlie, that is, not you) rather I like to watch them run around in circles. I'm so glad I'm able to move because I can continue to chase them down where in the forest they go! Though my creator told me and the others to stay near the lake, he doesn't mind if we go out into the forest. We just have to stay here, so we can lure some people over or something? They have something my creator wants, but they won't give it to

(MORE)

GHOST!JIM ROBBIE: (cont'd)  
him. I think it's a listening device or something? Some  
kinda radio-communications object I heard.

250 HAROLD:  
(UNDER)  
This thing isn't a ghost.

251 CHARLIE:  
Well duh!

252 HAROLD:  
(UNDER)  
Shh! Keep quiet! I don't want it to notice us not  
paying attention.

253 CHARLIE:  
(UNDER)  
Why? What does it matter, this is the worst ghost I've  
ever seen.

254 HAROLD:  
(UNDER)  
It matters precisely because it's not a ghost! It's a  
hologram, a projection of some sort.

255 CHARLIE:  
(UNDER, CONFUSED)  
What are you talking about?

256 HAROLD:  
(UNDER)  
It seems to be coming from over there.

257 CHARLIE:  
(UNDER)  
I can't see in the dark.

258 HAROLD:  
(UNDER)  
Me neither, but I can see a source of light in the  
dark. Watch carefully as I toss this rock.

259 SOUND: HAROLD THROWS A ROCK, WHICH HITS THE PROJECTOR WITH A  
THUNK SOUND. THERE IS AN ELECTRIC BUZZ AS THE JIM ROBBIE  
GHOST IS TEMPORARILY DISRUPTED. THE JIM ROBBIE GHOST  
CONTINUES CHATTERING ON AS THOUGH NOTHING HAPPENED, ONLY  
WITH A SHORT PAUSE DURING THE BUZZ.

260 CHARLIE:  
(REGULAR VOLUME)  
Holy wrench, that ghost just flickered like a dying  
lightbulb!

- 261 HAROLD:  
Exactly. You keep talking to him and I'll go see what's up with that.
- 262 CHARLIE:  
I don't know Harold. It's not exactly safe and we're not armed at all -
- 263 GHOST!JIM ROBBIE:  
You're not paying attention to me! Why aren't you listening?
- 264 CHARLIE:  
Well, you're kinda boring. I didn't even hear half of what you were talking about.
- 265 GHOST!JIM ROBBIE:  
You are being incredibly rude. I will make you listen then.
- 266 SOUND: GHOST!JIM ROBBIE RAISES ALL OF THE METAL BUCKETS AND ITS VERY MENACING.
- 267 CHARLIE:  
Uh, Jim, what're you doing...
- 268 HAROLD:  
Gotcha!
- 269 SOUND: HAROLD TACKLES THE PROJECTION DEVICE AND THE ELECTRONIC BUZZ SOUNDS AGAIN, LOUDLY, AS THE DEVICE IS BROKEN.
- 270 CHARLIE:  
You did it Harold! You made him disappear!
- 271 HAROLD:  
That's a magic trick I wasn't aiming for, but I sure am glad that happened.
- 272 SOUND: HAROLD GETS UP AND PICKS UP THE LARGE PROJECTOR WHICH IS KINDA BROKEN.
- 273 HAROLD: (cont'd)  
(TRIUMPHANT)  
This thing... I can't make heads or tails of it, but at least it proves that the ghosts were fake! Not at all real. Simply computer illusions.
- 274 CHARLIE:  
Let me see that! But why would someone do this? Who hates us that much?

- 275 HAROLD:  
Have you made any enemies?
- 276 CHARLIE:  
I don't know. A few maybe?
- 277 GHOST!CHARLIE:  
Oh, I think you have more than a few.
- 278 CHARLIE:  
(Yelps)
- 279 GHOST!CHARLIE:  
And I really gotta thank you for getting rid of that annoying radio for me. If I had to listen to his cheerful nonsense one more time, I swear I would be bludgeoning **him** with buckets.
- 280 HAROLD:  
Bludgeoning... with buckets?
- 281 GHOST!CHARLIE:  
Oh yeah. I enjoy throwing them at villagers heads and watching them run in fear. Sometimes they're too slow, and I get to watch the red bleed from their shattered skulls! It's fun.
- 282 HAROLD:  
(SHAKILY)  
I assure you Miss Charlie, you don't have to throw buckets at us.
- 283 CHARLIE:  
It wouldn't be fun. For us.
- 284 GHOST!CHARLIE:  
Then it really is too bad... I enjoy making my own fun.
- 285 SOUND: BUCKETS BEING THROWN.
- 286 CHARLIE:  
Run!
- 287 HAROLD:  
I'm trying, but the projector's heavy!
- 288 CHARLIE:  
Just get rid of it!
- 289 HAROLD:  
No! It's proof that this isn't real!

290 CHARLIE:  
I don't know about you, but that bucket that just  
brushed my ear feels pretty real to me! Let's go!

291 SOUND: CHARLIE AND HAROLD RUNNING AS THE BUCKETS ARE THROWN.

Scene 9: Ext, 7 meters (23 feet)  
away from stakeout location, 19 minutes later

292 SOUND: RUNNING FOOTSTEPS FROM TWO DIFFERENT DIRECTIONS,  
FOLLOWED BY THE SOUND OF BUCKETS BEING THROWN AT THEM. JIM  
ROBBIE IS STILL SCREAMING IN THE BACKGROUND.

293 TANGO:  
Charlie! Harold!

294 HAROLD:  
Tango!

295 CHARLIE:  
I see you've also met a ghost.

296 TANGO:  
No time for sarcasm! Just run!

297 CHARLIE:  
But why is Jim screaming?

298 TANGO:  
I think the better question is: why aren't we  
screaming?

299 HAROLD:  
I would but I can either run and hold onto this or I  
can stop and scream and possibly die!

300 TANGO:  
We're not going to die!

301 CHARLIE:  
So you say, but the buckets aren't stopping!

302 TANGO:  
Then keep going! Don't stop for anything until we're  
safe - Ahhh!

303 SOUND: TANGO TRIPS OVER A TREE ROOT AND FALLS.

304 HAROLD:  
Tango!

- 305 CHARLIE:
- 306 SHE TOLD US TO KEEP GOING, SHE'LL BE OKAY. WE NEED TO GET TO SAFETY.
- 307 SOUND: CHARLIE AND HAROLD RUN AWAY.
- 308 TANGO:  
Oh dang it! I dropped Jim Robbie. Don't worry buddy, I got you!
- 309 GHOST!TANGO:  
(SCREAMING)  
I'll set you free!
- 310 GHOST!CHARLIE:  
(SCREAMING)  
No, let me have my fun first! My fun!
- 311 SOUND: JIM ROBBIE STOPS SCREAMING.
- 312 TANGO:  
They are getting too close for comfort. Nice to see you've stopped screaming Jim. Let's just go!
- 313 GHOST!TANGO:  
I'll set you free!
- 314 GHOST!CHARLIE:  
My fun!
- 315 SOUND: THE GHOSTS GO BY, SCREAMING AND LAUGHING LOUDLY. EVERYTHING FADES UNTIL ALL THAT'S LEFT IS THE SOUND OF CRICKETS AND A QUIET, QUIET FOREST.
- 316 JIM ROBBIE:  
(GLITCH) (WEAK VOICE, STEREOTYPICAL ROBOT SHUT DOWN NOISES)  
Ta Ta Ta Ta (finally he manages to get the word out)Tango...

Scene 10: Ext, same location, 15

minutes later

- 317 SOUND: NICOLETTA WALKS IN, CARRYING A METAL CASE.
- 318 NICOLETTA:  
Ha. Look at that. It seems they up and just left you. How awful. I can't say I blame them too much for running the way they did though. The artificial intelligence I programmed into those holograms has really... strayed from what I originally intended.
- 319 SOUND: NICOLETTA OPENS THE CASE AND PUTS JIM ROBBIE IN.

320 NICOLETTA:

No matter. I have managed to get what I need. Sorry about the case Jim, but I need to be discrete about this. But don't worry, you won't be locked up for long. You're too important to keep locked away. I look forward to having a pleasant conversation with you Jim Robbie, and I look forward to your help in changing the world.

321 SOUND: NICOLETTA LEAVES.

Scene 10: Ext, Edge of Hauntsfield

Forest, moments later

322 SOUND: ALL GASPING, PANTING

323 CHARLIE:

Why am I so bad at running but I'm always running? I hate running!

324 HAROLD:

How can you \*gasp\* hate what saves you? Though \*wheeze\* I know I could use a breather or two. Or five.

325 CHARLIE:

Did you manage to carry the projector all the way here?

326 HAROLD:

Yes... how could I let go of the proof? We need it.

327 TANGO:

We're fine. Everything's fine, everybody's fine. We made it. Charlie's here, Harold's here, I'm here, Jim Robbie's here.

328 CHARLIE:

Hate to break it to you Tango, but Jim Robbie.

329 HAROLD:

Oh! I see now. When did you pick up those buckets?

330 SOUND: TANGO DROPS BUCKETS.

331 TANGO:

(SLOWLY GETTING MORE AND MORE HORRIFIED AS SHE SPEAKS)  
I didn't... this bucket, I... when I fell down, I dropped Jim Robbie, but I picked him up, I did! Sure I was looking over my shoulder to make sure I didn't get brained by a bucket, but I couldn't have picked another one up... I thought it was Jim Robbie.



332 CHARLIE:

So then, where's Jim Robbie?

333 SOUND: LONG, LONG BEAT.

334 TANGO:

(ALL NOISE CUT OUT EXCEPT FOR THIS, ONE TINY TINY QUIET VOICE)

... I lost him.

END

335 MUSIC: OMINOUS

336 ANNOUNCER:

Happy holidays everyone, this December I'd like to remind you all to not go outside. Ever. The Yeti will find you, you won't be able to run, you won't be able to hide.

337 MUSIC: THEME SONG

338 ANNOUNCER:

Anyway, tonight's episode was written by Achitha Sanganeethy and Jack Pevyhouse. Starring Ileana Sheremet at Tango, Ghost!Tango, Marque, Producer, Director, etc, Mako Horikoshi as Charlie and Ghost!Charlie, Tamales Caliente con plantanos con Frijole as Jim Robbie and Ghost!Robbie, Jake Song as Nicoletta and the Gatekeeper, Alexander Wilde as Harold, Gavin waters (That's me) as Mitch, and our sound editor for apparently every single episode so far, Laura Bramblette. We'd also like to give a special thank you to Nazeeh Tarsha, or as you may better know him, Carlos Jorge Enrique de Jesus de Sevice con Flan, Ticola Nesla, You did not guess his name, your soul shall be cast down to the lowest pits of the abyss and

339 SOUND: CHOIR SOUND

340 ANNOUNCER: (cont'd)

and Avogadro's Number, or as you may better know him, Jim Robbie. Good luck Nazeeh, best of luck in Atlanta.