

JRATW 3.06 - Radio Runaround

DJ'd by

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Scene: 1

1 NARRATOR:

As the sun rises over the dilapidated and abandoned mail outpost the Wanderers wake to first light and begin readying the wagon. Although they have faced a most frightening danger which would cause anyone to tremble and freeze they cannot linger, distance is their greatest ally

2 SOUND: EVERYONE WALKING AROUND. BOXES THUMPING AS THE WANDERERS MOVE THEM. THINGS SHUFFLING AND CLINKING AS THEY DIG AROUND IN BOXES.

3 NICO:

Okay. I think I have everything.

4 JIM ROBBIE:

(With Annoyance) I'm ready to go as soon as you guys decide it's time to go.

5 TANGO:

You got the peanut butter, right?

6 NICO:

(Quickly) And the preserves. Halfway to a sandwich.

7 SOUND: GLASS AGAINST METAL AS NICO PUTS THE JELLY JARS INTO THE WAGON.

8 FREY:

(Also leisurely) Just grab a spoon. It's good enough just on its own. Do we have any more room?

9 TANGO:

What're you thinking?

10 FREY:

Quilts. One's really nice.

11 NICO:

(Getting Annoyed at the hold up) That's kind of bulky. I say leave it.

12 TANGO:

Yeah, probably.

13 FREY:

I mean, do you think I could keep it if I strapped it to my back like a turtle?

- 14 NICO:  
    Let me see.
- 15 SOUND: NICO WALKING OVER TO FREY.
- 16 JIM ROBBIE:  
    Shouldn't we get moving?!
- 17 TANGO:  
    That shouldn't be too bad.
- 18 NICO:  
    Not if you can fold it up small enough.
- 19 FREY:  
    Great!
- 20 JIM ROBBIE:  
    All right, we're bringing the blanket. Can we get going? Before we see any of those weird kids Julie was talking about? Shouldn't you have packed while we were on watch?
- 21 NICO:  
    I didn't know what everyone wanted to bring. You could have mentioned it.
- 22 JIM ROBBIE:  
    I didn't think about it! I can't do any packing myself!
- 23 NICO:  
    Then give us a minute. We're almost done.
- 24 JIM ROBBIE:  
    That'll be so comforting when kids with those creepy black eyes show up.
- 25 FREY:  
    Turtle mode activated!
- 26 NICO:  
    I'm ready to go.
- 27 TANGO:  
    Okay, let's get out of here.
- 28 JIM ROBBIE:  
    Finally!

Scene: 2

29 NARRATOR:

As night falls over the world the Wanderers find themselves in a dilemma a dangerous turn of events. Though they are being perused by an unknown enemy, they cannot find a safe place to rest.

30 SOUND: WAGON, LOADED TO THE BRIM AND THINGS PROBABLY BUMPING AGAINST EACH OTHER INSIDE, ROLLING ALONG AS EVERYONE WALKS.

31 TANGO:

(Excitedly) I think I see something!

32 JIM ROBBIE:

Care to elaborate Tango?

33 TANGO:

It's a building.

34 NICO:

Just one?

35 TANGO:

Yeah, it's up on that hill over there.

36 NICO:

You're probably going to have to wait a little while before you can see it Jim.

37 FREY:

A hill though? That doesn't sound like the best idea.

38 NICO:

Yeah, especially if it's the only one around. Anyone looking for us would go straight there.

39 JIM ROBBIE:

Well if it's the best thing we've seen we have to go with that right? I'd much rather be in a building if those creepy kids showed up than out in the open.

40 TANGO:

Yeah, exactly. At least we can hide in the building. We can't exactly hide out here.

41 FREY:

Yeah, no, I think I agree with them. A building has walls and doors and they're really good at keeping creepy children out. There's really nothing we can do out here in the open.

42 NICO:  
Okay, we'll head that way then. But, Tango, I can't see in the dark, so, let us know if you see anything weird with your special bear eyes.

43 TANGO:  
Can do!

Scene: 3

44 NICO:  
Okay, almost there. Everybody ready?

45 JIM ROBBIE:  
Just to be clear, I don't think this is a good idea.

46 NICO:  
Duly noted. Have any better ones?  
(PAUSE. NICO'S WAITING FOR JIM TO SAY SOMETHING, HE DOESN'T.)  
Alright. 'Til you come up with something this is going to have to do. Tango?

47 TANGO:  
Nothing. Absolutely nothing.

48 JIM ROBBIE:  
The question is whether that's a good or bad thing.

49 FREY:  
I'd say good. I mean, it's not like they have anyplace to hide. I mean, we'll see them coming if they do and have time to prepare.

50 NICO:  
Exactly.

51 TANGO:  
Okay.

52 SOUND: THERE'S A SOFT SOUND AS THE DOOR OPENS. FOOTSTEPS AS EVERYONE HURRIES INSIDE. TANGO LOCKING THE DOOR FIRMLY BEHIND THEM.

53 TANGO: (cont'd)  
There, locked up.

54 FREY:  
Good. It's not like kids can go through walls, right?

55 JIM ROBBIE:  
Why would you say that?

56 SOUND: JUST AS JIM SAYS THAT THERE IS A CLICK AND THE  
BEGINNING OF THE BUZZ YOU SOMETIMES HEAR WHEN LIGHTS TURN  
ON.

57 FREY/TANGO/NICO/JIM: (STARTLED SCREAMING)

58 TANGO: ABSOLUTELY NOT!

59 SOUND: TANGO HASTILY UNLOCKS & OPENS THE DOOR

60 JIM ROBBIE: GET OUT THE WAY VERY IMPORTANT PERSON COMING  
THROUGH!

61 NICO: NOPE! TO CREEPY! WE'RE OUT!

62 SOUND: THE GANG RUSHES THROUGH THE DOOR

63 TANGO: BCLOSE THE DOOR! CLOSE THE DOOR!

64 SOUND: THE DOOR IS SLAMMED CLOSED AND THE GANG CONTINUES TO  
RUN

65 FREY:  
    (SLIGHTLY BREATHLESS.)  
    What the emperor was that?

66 JIM ROBBIE:  
    I said that this was a bad idea.

67 NICO:  
    (SLIGHTLY BREATHLESS. WHISPERING.)  
    Are they in there?

68 TANGO:  
    (ALSO WHISPERING)  
    I don't know. The lights just-

69 SOUND: THE LIGHTS POWER DOWN AUDIBLY

70 TANGO: (cont'd)  
    (BEAT.)  
    They turned off again.

71 FREY:  
    Maybe it's automatic?

72 NICO:  
    Maybe?

73 JIM ROBBIE:  
    Wouldn't that waste electricity? Turning everything on  
    and off?

- 74 NICO:  
Not really. The difference is so small it would be negligible.
- 75 TANGO:  
Negla-what?
- 76 FREY:  
(UNDER)  
Negligible.
- 77 NICO:  
It doesn't make a difference.
- 78 TANGO:  
Oh.  
(BEAT.)  
Should we go back inside?
- 79 FREY:  
You haven't spotted anything wacky, have you?
- 80 TANGO:  
No.
- 81 JIM ROBBIE:  
Except the lights turning on on their own.
- 82 FREY:  
Well, then it's probably nothing, right?
- 83 TANGO:  
Sure.
- 84 SOUND: SLIGHT WOOSH AS TANGO OPENS THE DOOR AGAIN.
- 85 TANGO: (cont'd)  
You first.
- 86 NICO:  
Sure. It's probably nothing anyway.
- 87 SOUND: NICO STEPS INSIDE, FOLLOWED BY FREY, AND THEN TANGO AND JIM. THEY ARE SILENT FOR A FEW MOMENTS UNTIL-
- 88 SOUND: THE LIGHTS CLICK, BUZZ BACK ON.
- 89 TANGO:  
Okay, the lights are back on, so that probably just means that the lights are just automatic, right?

- 90 FREY:  
I have a distinct desire that that be true.
- 91 NICO:  
I mean most likely. I don't see any light switches on the walls, do you?
- 92 FREY:  
No.
- 93 JIM ROBBIE:  
Not that I can see.
- 94 TANGO:  
Me either. We should keep going then, right?
- 95 NICO:  
Yeah, let's at least try to find out what this place is before we decide if we wanted to stay.
- 96 SOUND: FLORESCENT LIGHTS FLICKER ON AND OFF
- Scene: 4
- 97 SOUND: EVERYONE WALKING.
- 98 TANGO:  
Do you think that we should check some of the rooms?
- 99 JIM ROBBIE:  
You can do that if all of you want to, but leave me out of this, it's already a little too weird for my liking.
- 100 FREY:  
Jim's right. Better not to go looking for trouble; you guys could get hurt. Maybe if there is an open door then we can look in that room.
- 101 SOUND: THE WANDERERS PAUSE, TURN DOWN A DIFFERENT HALLWAY, AND THE CLICK, BUZZ OF THE LIGHTS TURNING ON AS THEY CONTINUE WALKING
- 102 NICO:  
All of the doors have been shut though.
- 103 TANGO:  
Exactly, and other than the lights everything looks the same. Besides there's got to be some place where we can figure out how the lights work.
- 104 NICO:  
Uhh, Motion detectors, probably. They register that there's movement in one hallway and no movement in another and turn the lights on and off accordingly.



- 105 TANGO:  
But it takes a couple seconds, are you sure?
- 106 NICO:  
I'm relatively certain. I would need to actually check whatever room that this place uses for all of their technological stuff, but what else could it be?
- 107 TANGO:  
I mean watch.
- 108 SOUND: THERE'S A SOUND OF TANGO JUMPING FROM ONE HALLWAY TO THE NEXT.
- 109 TANGO: (HUFFING AND JUMPING NOISES)
- 110 JIM ROBBIE:  
(deadpan) What are you doing?
- 111 TANGO:  
Testing something.
- 112 FREY:  
By jumping like a crazed rabbit?
- 113 TANGO:  
Why not? it might be the best way to suddenly move from one hallway to the next.
- 114 SOUND: THERE'S A SLIGHT CLICK AS THE LIGHTS IN THE HALLWAY THAT TANGO IS NOW IN FLICK ON (THE TIME THAT IT TAKES FOR THE LIGHTS TO CLICK ON IS UNIFORM). TANGO JUMPS BACK.
- 115 TANGO: (cont'd)  
See couldn't it be someone turning it on manually?
- 116 NICO:  
I still think it's motion sensors, they just don't have the best set up, it just takes a few seconds before the lights click off.
- 117 SOUND: THE LIGHTS CLICK OFF AND TANGO JUMPS BACK INTO THAT HALLWAY.
- (QUICK NOTE AGAIN THE CLICKING IS HAPPENING AT UNIFORM TIMES, TANGOS COUNTING IS WHAT FLUCTUATES, MORE OR LESS TIME BETWEEN NUMBERS, DRAWING THE NUMBERS OUT, ECT.)
- 118 TANGO:  
One... Two... Three... Four...

119 FREY:  
What's she doing?

120 TANGO:  
Shh... I'm trying to concentrate and see how-

121 SOUND: THE LIGHTS CLICK ON. TANGO JUMPS BACK.

122 TANGO: (cont'd)  
One... Two... Three...

123 NICO:  
How long?

124 TANGO:  
(GETTING LOUDER.)  
Shh! Four... Five... Six...

125 SOUND: THE LIGHTS CLICK ON. TANGO JUMPS.

126 TANGO: (cont'd)  
One... Two...

127 NICO:  
What exactly is this going to prove?

128 SOUND: THE LIGHTS CLICK ON, TANGO JUMPS.

129 TANGO:  
One... Two... Three... Four...

130 VOICE: TANGO CONTINUES COUNTING, BUT IN THE BACK ROUND, WE  
MORE CLEARLY HEAR FREY AND JIM.

131 FREY:  
How long do you think she can keep this up?

132 JIM ROBBIE:  
Knowing her? All day.

133 FREY:  
Okay, just checking.

134 SOUND: LIGHTS CLICK, TANGO JUMPS.

135 TANGO:  
One... Two...

136 NICO:  
I think you can stop now Tango.

- 137 TANGO:  
     (LOUDER.)  
     Like I said, how long it takes before the lights switch  
     off.
- 138 SOUND: UNDER EVERYTHING ELSE A DOOR OPENING QUIETLY. A  
 SLIGHT SOUND OF SOMETHING RATTLING.
- 139 TANGO: (cont'd)  
     (LOUDEST.)  
     ONE! TWO! THREE!
- 140 SOUND: AND THE LIGHTS CLICK.
- 141 SOUND: SCARY SPOOPY SKELETONS STUMBLE INTO THE HALL ANGRILY  
 AND LOUDLY.
- 142 TANGO/NICO/FREY/JIM: (SCREAMZ)(
- Scene: 5
- (SMALL NOTE AND I'LL MAKE A SOUND NOTE BEFORE  
 EVERY BUNCH OF SKELETON LINES TOO, BUT THE  
 SKELETONS SOUND LIKE ROBOTS. COULD WE HAVE A  
 STANDARD VOICE FOR THEM AND HAVE ONE PERSON PLAY  
 ALL OF THEM?)
- 143 TANGO:  
     What?  
     (TANGO TURNS AROUND. AND THEN SCREAMS AS WELL.)  
     Skeleton!
- 144 SOUND: ROBOT-IFY SKELETONS' VOICES.
- 145 SKELETON 1:  
     (TOTALLY CALM.)  
     Could you please be quiet?
- 146 VOICE: THE WANDERERS ARE STILL SCREAMING, ESPECIALLY AS A  
 FEW DOORS OPEN AND MORE SKELETONS COME OUT.
- 147 SKELETON 2:  
     (TOTALLY CALM.)  
     Yes, please be quiet.
- 148 SKELETON 3:  
     We're trying to get work done if you could just-
- 149 SKELETON 1:  
     Please stop screaming.
- 150 SOUND: ALL OF THE WANDERERS SCRAMBLE AWAY FROM THE SKELETONS  
 AND START RUNNING AWAY, THE SKELETONS FOLLOWING.

- 151 JIM ROBBIE:  
Run, run, run! Run faster!
- 152 NARRATOR:  
What followed was a chase. Of sorts. Our wanderers  
running from the skeletons, doubling back without  
meaning too and hiding behind walls.
- 153 NCIO: (YELPS)
- 154 NARRATOR:  
As if the skeletons wouldn't be able to tell where they  
were from what lights had activated. But that abruptly  
stopped when all four of them managed to get to the  
door at the same time. But before they can open it...
- 155 SOUND: EVERYONE, ALL OF THE WANDERERS COLLIDING.
- 156 TANGO/NICO/FREY: (VARIOUS GRUNTS OF PAIN)
- 157 JIM ROBBIE:  
Ow
- 158 FREY:  
Ow my knee. Jim why are you so heavy.
- 159 TANGO:  
It hurts.
- 160 TANGO: (cont'd)  
(REALLY FREAKED OUT.)  
Uh, guys...
- 161 NICO:  
What're you pointing...  
(BEAT. SUDDENLY UNDERSTANDING AND JUST AS SCARED.)  
Oh.
- 162 FREY:  
Okay... uhh, I'm, Im gonna move the door.
- 163 SOUND: THE DOOR CREEKS CLOSED
- 164 FREY: (cont'd)  
Was it just me or did those freaky kids have those  
freaky black eyes.
- 165 TANGO:  
Yep. At least they're out there and we're in here.
- 166 JIM ROBBIE:  
We should go.

167 TANGO:  
No, I don't think they've seen us. Maybe if we stay  
really, really quiet.

168 FREY:  
Mhm...

169 SOUND: ROBOT-Y SKELETON.

170 SKELETON 1:  
Who are they?

171 TANGO:  
\*yelps\*

172 SOUND: TANGO DROPS JIM WITH A BIG CLATTER.

173 JIM ROBBIE:  
You dropped me!

174 NICO:  
I think they see us now.

175 SOUND: THERE'S A SURGE AND A THUMP AS THE BLACK-EYED  
CHILDREN HIT THE DOOR.

176 FREY:  
They're trying to get in!

177 TANGO:  
Run!

178 SOUND: THE WANDERERS TALK OFF RUNNING SHUFFLING THE  
SKELETONS WITH THEM.

Scene 6: INT, in the depths of the  
radio station.

179 NICO:  
So what do we do now?

180 TANGO:  
What do you mean? We just keep doing what we've been  
doing all evening!

181 NICO:  
Well, we can't run forever!

182 TANGO:  
Yeah, well... maybe we can find a way out!

- 183 JIM ROBBIE:  
And run right into the arms of those black eyed children? No thanks.
- 184 FREY:  
But we still need to find a way out. If we survive the night, we'll still have to deal with the skeletons.
- 185 JIM ROBBIE:  
How do we know that the skeletons aren't working with the black eyed children, anyway?
- 186 NICO:  
We don't.
- 187 TANGO:  
Which is why we are running! Hurry, you're slowing us down!
- 188 NICO:  
Sorry, running is tiring!
- 189 FREY:  
So, anybody see any exits?
- 190 JIM ROBBIE:  
We're surrounded by nothing but doors.
- 191 TANGO:  
Okay great so we just dodge the skeletons and wait out the black eyed kids and escape! Easy peasy!
- 192 NICO:  
Wait, where do we go now?
- 193 SKELETON:  
(ANNOUNCEMENT OVER A PA SYSTEM THAT OUR HEROES TALK OVER AFTER THEY HEAR THE FIRST TWO SENTENCES.)  
My apologies for interrupting your work, but may I have your attention. There are disturbances in the maintenance area. Again, they are located in the maintenance area. If you see them, please be careful. They are very excitable.
- 194 TANGO:  
Oh no they know where we are!
- 195 FREY:  
This doesn't look like much of a maintenance area.
- 196 NICO:  
Yeah it's pretty well kept -
- 197 SOUND: LIGHTS CLICK ON AND FOOTSTEPS FOLLOW.

198 SKELETON 2:  
Oh my goodness.

199 NICO:  
Another skeleton!

200 TANGO:  
Everybody Run!

201 FREY:  
Oh no, there's more behind us!

202 JIM ROBBIE:  
Go through the doors!

203 SOUND: TWO DOORS OPEN, ONE AFTER THE OTHER. THEN THEY SLAM,  
AGAIN ONE AFTER THE OTHER.

204 TANGO:  
Oh good there are more doors in here.

205 NICO:  
Wait, what was your plan going to be if there weren't  
more doors in here?

206 JIM ROBBIE:  
It doesn't matter now, there are more places to go.

207 NICO:  
(Sigh) Whatever. All this equipment looks useful. Maybe  
we should check it out before we leave? A lot of it  
looks like some of the stuff I used back in Aspen  
Hill...

208 TANGO:  
No! There are skeletons chasing us, we don't have time  
to... to...

209 JIM ROBBIE:  
Tango?

210 TANGO:  
Where'd Frey go?

211 NICO:  
She was right behind us... she must have gone through  
another door!

212 TANGO:  
We gotta get to her!

213 JIM ROBBIE:  
How? The skeletons will get us if we go back out there!

214 TANGO:  
We have to! They're gonna get her!

215 NICO:  
No wait, we could try going through another one of these doors! Maybe they'll lead us back to the hallway, and we can check the other doors.

216 JIM ROBBIE:  
That's a big maybe.

217 TANGO:  
It's better than nothing. Eeny, Meany, Minny... That one!

218 SOUND: ANOTHER DOOR OPENS AND SLAMS SHUT.

Scene 7: INT, inside a soundproof room where recording would usually be done.

219 SOUND: ANOTHER DOOR OPENS AND SLAMS SHUT.

220 FREY:  
Fudgesickles! Where's the exit? Is this building made entirely of doors that go nowhere?!?!?

221 SOUND: DOOR OPENS.

222 SKELETON 4:  
(IN THE MIDDLE OF SPEAKING.)  
And I've been trying to find the words to express the emotions that I feel for you.

223 SKELETON 5:  
Simply express it in the most straightforward manner you can do so.

224 SKELETON 4:  
The truth is, I...

225 FREY:  
(GASP)  
SKELE-WHOA!

226 SKELETON 4:  
What in the name of the programmer?

227 SKELETON 5:  
Honestly, can't we find a moment of peace and quiet anywhere in this building? Everywhere we go, everyone  
(MORE)



SKELETON 5: (cont'd)  
just wants to hack our interfaces. I can't take another  
second of this! Come on, let's get out of here!

228 SOUND: THE SKELETONS GET UP AND WALK AWAY QUICKLY.

229 FREY:  
They just... did I just... were they? They walked  
away... I'm confused...

230 SOUND: DOOR OPENS LOUDLY.

231 FREY: (cont'd)  
(Panicked) I knew it was too good to be true!

232 TANGO:  
Wait Frey, don't run!

233 FREY:  
Tango!

234 TANGO:  
Come on, Frey! We've got to get out of here before the  
skeletons come back!

235 FREY:  
Wait, there's something weird going on here.

236 JIM ROBBIE:  
Yeah, of course there's something weird going on, we're  
in a building full of skeletons!

237 FREY:  
But - !

238 TANGO:  
There's no time, we gotta go!

239 SOUND: RUNNING AWAY NOISES.

Scene 8: INT, hallwaySOUND:

240 NARRATOR:  
Our heroes have managed to escape from the maze of  
rooms, but find themselves pursued at every end by the  
uncompromising and quite spooky scary skeletons.

241 JIM ROBBIE:  
Hurry up you guys, they're right behind us!

242 SKELETON 1:  
Stop! We've had enough!

- 243 NICO:  
And they're ahead of us! It looks like the same guys as before!
- 244 JIM ROBBIE:  
You can tell them apart?
- 245 NICO:  
Sort of? There are some chips and cracks in the bone that -
- 246 SKELETON 2:  
You have disrupted our work for the last time!
- 247 FREY:  
More are coming from the rooms!
- 248 SKELETON 3 :  
Listen to us.
- 249 TANGO:  
So where do we go?!
- 250 NICO:  
There's nowhere else to go!
- 251 TANGO:  
(THREATENINGLY, LOW GROWL)  
Then I'll make a place to go.
- 252 FREY:  
It's been a while since I had to fight skeletons, but I swear if it comes down to it, I'm not afraid to start snapping your tibias. There are only 5 of you, I can take youit!
- 253 NICO:  
Wait what?
- 254 TANGO:  
Glad to have you on our side.
- 255 JIM ROBBIE:  
This one time, I'm going to allow you to throw me at them, but only, ONLY, if there is literally nothing else left.
- 256 SKELETON 1:  
Nobody wants to fight you!
- 257 TANGO:  
(SCOFFS)  
Yeah. Of course not.

- 258 SKELETON 2:  
It is true! We only want you to stop.
- 259 NICO:  
That's what they all want us to do! But we're not going down without a fight. Whether it's against you or your black eyed friends!
- 260 SKELETON 3:  
What did you just say?
- 261 JIM ROBBIE:  
You know what we're talking about. The black eyed kids, right outside those doors!
- 262 SKELETON 1:  
You called them our friends?
- 263 FREY:  
...They're not?
- 264 SKELETON 2:  
No, of course not. They're frantic with their mission to disrupt our work. (Beat.) The consensus around here was that you were associated with them.
- 265 TANGO:  
What? No!
- 266 FREY:  
We've been trying to dodge their sticky fingers for days.
- 267 JIM ROBBIE:  
So if you're not friends with them, and we're not friends with them, then what are we doing right now?
- 268 SKELETON 3:  
We are simply trying to calm you down.
- 269 NICO:  
(HUFFS)  
Well maybe if you had said something before, you wouldn't have to corner us like this.
- 270 SKELETON 1:  
We tried. Several times. You need to listen to people before running away screaming because of their appearance.
- 271 NICO:  
...Point taken.

- 272 FREY:  
So what are you all doing in here?
- 273 SKELETON 2:  
This is a radio station. You've been wandering through  
1010.15 FM, your number 1 source of miscellaneous  
radio.
- 274 JIM ROBBIE:  
Oh yeah, I think I've heard of you guys before...
- 275 SKELETON 1:  
Thank you!
- 276 FREY:  
So you guys don't talk about, like, programming or  
something?
- 277 SKELETON 2:  
If the topic comes up, we discuss it, but we are not  
specifically only about it.
- 278 FREY:  
'Cause I overheard these two skeletons... talking about  
having their interfaces hacked or something? And the  
other one said something about in the name of the  
programmer...
- 279 SKELETON 3:  
That is because we have a tendency to sprinkle in  
programming language in our speech. If you were  
artificial intelligences housed in advanced robots, you  
would as well.
- 280 NICO:  
(VERY EXCITED OH MY GOD) You're robots? All of you?
- 281 ALL SKELETONS:  
Yes.
- 282 NICO:  
(BABBLING, EXCITED)  
OoOoOoh! That's incredible. You're movements are so  
fluid and natural! I thought for sure you were a  
product of magic or something... if you wouldn't mind,  
could I possibly ask you about your motor functions? It  
would be really helpful for me, since I'm working on  
this design to get -
- 283 TANGO:  
(INTERRUPTING)  
Wait, wait! What about the black eyed kids?

- 284 SKELETON 2:  
What about them?
- 285 TANGO:  
If we go outside, we'll get attacked by them. I know that you've been chasing us down, and we've ruined your work but...can we stay here, just for the night? We really didn't know that you weren't going to hurt us, or we wouldn't've done what we did.
- 286 SKELETON 1:  
If you promise no more interruptions... then of course.
- 287 TANGO:  
I promise! All of us do, we promise not to interrupt you guys! Right everyone?
- 288 NICO:  
If any of you wouldn't mind answering some of my questions, I would really appreciate it.
- 289 SKELETON 2:  
Sure. I'll be free in 10 hours to answer your questions for you.
- 290 FREY:  
Won't we have to leave before then?
- 291 SKELETON 3:  
You're welcome to stay for more than one night if you need to. Certainly, it will be difficult to evade the black eyed children without ample strength and endurance, and you four have spent the last two hours screaming and running from us, which I imagine won't help with that.
- 292 JIM ROBBIE:  
Nice! An actual safe shelter to hang out in for a while!
- 293 TANGO:  
Does this mean (yawns) we can go to sleep now? Now that I'm not scared to death, I'm tired.
- 294 SKELETON 3:  
Feel free to take up residence in one of our storage rooms. There is plenty of empty space; we only ask that you do not get in our way.
- 295 NICO:  
Yeah, thank you. Let's go to one of them before they just pass out here in the middle of the hallway.

296 TANGO:

(YAWNS)  
Okay.

297 FREY:

It'll be good to get some time to rest.

298 SOUND: THE WANDERERS WALK AWAY.

Scene 9: EXT, In the bright  
sunlight

299 TANGO:

Thanks again for letting us stay here these last few days!

300 FREY:

Yeah, we can't thank you enough.

301 JIM ROBBIE:

Especially with that nerd over there bugging you guys nonstop.

302 SKELETON 2:

(IN THE MIDDLE OF TALKING)

...And that's our understanding of how our knee joints work.

303 NICO:

It's just all so incredible. It was a pity you guys didn't have your original blueprints, but the information you've given me will be incredibly useful.

304 TANGO:

What are you even going to do with all those scribbly notes, Nico?

305 JIM ROBBIE:

Who cares.

306 NICO:

Who cares? Why I bet you would care, if you knew that I'm (Pause for drama) going to help you!

307 JIM ROBBIE:

(FLATLY)

What.

308 NICO:

Yeah! I've been trying to figure out how to get you to move (or at least be awake) on your own without Tango! It's been nagging at me for a while. I bet it'd be easier for you if you didn't conk out every time she

(MORE)

NICO: (cont'd)  
went a little too far from you, right? With this, I  
might be able to actually get started on making it  
happen!

309 JIM ROBBIE:  
Wait, what? Really? Seriously?

310 NICO:  
Yep. Seriously.

311 TANGO:  
Wow. Hope it works out!

312 FREY:  
Sounds good and all, but you know what we can work on  
right now? Getting out of here.

313 TANGO:  
You're right. We're all packed up and good to go, so I  
guess this is goodbye!

314 ALL SKELETONS:  
Goodbye!

315 NARRATOR:  
And so our heroes wander off into the sunset, sorry, I  
mean the bright rising sun as they continue on their  
wandering adventures!

Scene 10: EXT, Just outside the  
radio station

316 SOUND: HEY YOU DON'T HAVE TO DO THIS BUT COULD YOU POSSIBLY  
BEGIN TO PLAY THE ENDING THEME AND THEN FADE BACK TO THESE  
SKELETONS TALKING BEFORE RESUMING THE ENDING THEME? IF IT'S  
TOO MUCH WORK, DON'T WORRY ABOUT IT.

317 SKELETON 1:  
Well that certainly was an interesting end to the week.  
Between the two of us, I am glad to see them go.

318 SKELETON 2:  
I'm not.

319 SKELETON 1:  
Why is that?

320 SKELETON 2:  
Those black-eyed children... they're still out there.  
And from what our listeners have been reporting,  
they've been more frequently sighted. And they've been  
causing more trouble.

321 SKELETON 1:

No matter to us. We will not be harmed by it.

322 SKELETON 2:

Of course. But I hope that those four don't get too badly hurt because of it.

323 NARRATOR:

Some people say that necromancy is immoral, or abhorrent, or a crime against nature. But I prefer to think of it as an efficient use for corpses. Jim Robbie and the Wanderers was created by Iri Alexander, with tonight's episode Radio Runaround being written by Achitha Sanganeethy and Kesley Leigh. With directing by Zoe von Embler, editing by Laura Bramblette, the theme by Tom Rory Parsons, and music by Rosemary Derocher. Starring Gavin Waters as the Narrator, Jake Song as Nico, Iri Alexander as Tango, Zoe von Embler as Frey, Aleksandr Wilde as Jim Robbie, and Daniel Lehen as the skeletons. If you would like to support the show please visit our website at [jimrobbieandthewanderers.com](http://jimrobbieandthewanderers.com), or visit our Patreon at [patreon.com/jimrobbieandthewanderers](https://patreon.com/jimrobbieandthewanderers). And please remember to subscribe rate and review our episodes on the podcasting platform of your choice.

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