

TRUNCATED SAMPLE SCRIPT

Two thirds of this radio play has been deleted. The full play runs 23 pages--about 26 minutes of air time.

If you wish to secure the royalties to the play and the recorded orchestral score, contact Palermo@RuyaSonic.com

RADIO RANGER

"Invaders From Earth!"

An original radio drama

by

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PRODUCTION SCRIPT

November 25, 1999

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RADIO RANGER

"Invaders From Earth!"

Prod. #99

CAST

ANNOUNCER	The announcer
MARK O'NEILL	
/RADIO RANGER	Radio engineer/Super hero
BETSY BLAKE	Mark's brilliant scientist friend
DR. HOWARD	Nervous scientist
ZORG	Subterranean warlord.
MAC	Chatty subway construction foreman
WORKMAN	Tough subway construction worker
NEWSCASTER	Radio newscaster
KIM KIMSON	Radio reporter
MOLEESH	Mole-ite captain
JACOBS	British "Martian" warrior
CRUZ	Spanish "Martian" warrior
MURGATROYD	Silly "Martian" warrior

NOTE:

The above list is for a cast of 13. A smaller cast of 10 can be used if the following roles are combined for one actor:

DR. HOWARD/MAC
 NEWSCASTER/WORKMAN
 KIM KIMSON/MURGATROYD

Five sound effects artists are also required as well as several Walla-Walla artists--but the cast can do most of the walla.

SCRIPT NOTE: Asterisks besides a cue number (for example: 3*) indicate that the performer of that cue wait for music or a sound effect to establish itself and in some cases, await a signal from the director to begin. It is recommended that the master script be marked with a hand-lettered "Q" to the left of these special cues, so they stand out better.

Visit Tony Palermo's Radio Drama Resources web site www.RuyaSonic.com

Invaders From Earth!

1. MUSIC: [A-1] RADIO RANGER THEME--(BED)--LET IT FADE.

2. ANNOUNCER: It's time to tune in for the exciting adventures of... Radio Ranger! (PAUSE) A mysterious jolt of radio-active energy turned mild mannered engineer, Mark O'Neill, into the super-hero known as Radio Ranger! He's able to fly through the air, turn invisible and has a powerful sonic ray! Together with the brilliant scientist, Betsy Blake, he battles the forces of evil. Radio Ranger! (PAUSE) Today's story: "Invaders... From Earth!"

3. MUSIC: RADIO RANGER THEME--UP, THEN FADE.

4. ANNOUNCER: At the Griffith Park Observatory, high above Los Angeles, Dr. Howard has intercepted strange signals from outer space! Visiting Dr. Howard at his lab is his niece, Betsy Blake and her friend, the Radio Ranger, in his guise as Mark O'Neill.

SCENE ONE: INT. GRIFFITH OBSERVATORY - NIGHT
(DR. HOWARD, BETSY, MARK)

1. SOUND: STATIC. BEEPING ALIEN RADIO SIGNALS.

2. DR. HOWARD: Maybe you two geniuses can figure this out?
These radio signals are coming from the moon--
but when we pipe them into this crypto-graphic
decoder here... I get a series of numbers and
letters. Take a look, Betsy.

3. BETSY: Hmm. 30, 35, N, 117, 18, W. (PAUSE) Why,
they're some sort of coordinates, Mark!

4. MARK: Maybe landing coordinates!

5. BETSY: Yes. Thirty degrees...35 minutes... According
to this map it's...Downtown Los Angeles!

6. DR. HOWARD: A landing? From--from outer space? In L.A.? Oh,
my! It-it must be an alien invasion!

7. BETSY: Wait, Uncle. Who said anything about aliens?

8. DR. HOWARD: Who else? Oh, my! I'd better notify the Air
Force! The Marines! Carl! Sound the alarm!
We're being invaded! Invaders! Invaders!

9. SOUND: ALARM BUZZER-CONTINUE. WALLA--EXCITED VOICES.

1. BETSY: Mark, this doesn't make sense. Invaders from outer space wouldn't use Earth-style landing coordinates...would they?
2. MARK: Hmm, you're right, Betsy. My radio-geonic sense indicates the signals are actually being bounced off the moon...
3. BETSY: Bounced off the moon? Then they're really coming from Earth. Who'd be doing this, Mark?
4. MARK: I don't know, but if a space ship is landing in L.A., I'd better investigate...as Radio Ranger!
5. MUSIC: [A-2] FLYING THEME--(BED)--FADE AS NEEDED.

SCENE TWO: EXT. SKIES OVER LOS ANGELES - MOMENTS LATER
(ANNOUNCER, RADIO RANGER, MAC)

6. SOUND: WIND MACHINE--CONTINUE UNDER.
7. ANNOUNCER: And so, using his levi-metric powers, Radio Ranger quickly flies to Downtown L.A. in search of the alien landing site.
8. SOUND: RADIO-DETECTOR BLEEP, UNDER, THEN STOP.
9. RADIO RANGER: My radio-geo-detector points to that work site below for the Metro-rail subway. I'll land on that elevator and check it out.

1. **SOUND:** LANDING SOUND. TUNNELING MACHINE--CONTINUE.
2. **MAC:** Geez, Radio Ranger! What can I do for you?
3. **RADIO RANGER:** We've received signals indicating this as a spaceship landing zone.
4. **MAC:** Space ships? But this is a subway tunnel!
5. **RADIO RANGER:** Hmmm. Well, I need to look around. Can you take me down into the shaft?
6. **MAC:** Sure thing, Radio Ranger. This elevator goes straight down to the tunnel site. C'mon!
- PRODUCTION NOTE:**
Both dialogue and sound effects will go through a reverb for this scene. Make the dialogue microphone "wetter" as they go lower into the tunnel.
7. **SOUND:** ELEVATOR STARTUP & DESCENDING--CONTINUE.
8. **RADIO RANGER:** How deep does this shaft go?
9. **MAC:** About half a mile. We got 500 guys working down here now. We've tunneled through to the San Fernando Valley. We found some dinosaur bones, but other than that, nothing. Y'know, I said to the wife, if I could just find me some...
10. **SOUND:** SMALL CRASH. ELEVATOR STOPS.

1. RADIO RANGER: Hey! The elevator! It just stopped!
2. MUSIC: [A-3] ROBOT SPIDER ATTACK-(BED)--FADE AT SCREAM.
3. WORKMAN: (DISTANT) Hey! Something busted through down here. Take a look.
4. SOUND: ROBOT SPIDER SQUEAL. WALLA--PANICKED VOICES.

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THIS POINT
(SEVERAL SCENES LATER...)**

1. SOUND: HORSE GALLOPING--UNDER.
2. BETSY: With every car in the city immobilized, this horse is the only way to get to that alien landing zone. Let's see... a mile west... It should be around here, somewhere. Maybe this meadow up ahead? (TO HORSE) Whoa! Whoa!
3. SOUND: HORSE SLOWS DOWN. STOPS.
4. BETSY: Hmmmm. No space ships here and not a thing in the sky. I wonder where that Radio Ranger...
5. SOUND: SAWING EARTH. CRASHING--BOTH CONTINUE.
6. BETSY: Hey! What is this? An Earthquake? No!
Something's digging itself out of the ground!

7. SOUND: EARTH-SHIP ROTOR--BOTH CONTINUE.
8. BETSY: It's a huge space ship with a giant drill for a nose! Space ship? I should say Earth-ship!
9. SOUND: HATCH CREAKING OPEN.
10. BETSY: The top hatch is opening. Hello? Hello?
1. SOUND: RAY GUN BLAST.
2. BETSY: (SCREAMS) Ahhhhh!
3. SOUND: BODY DROPS.
4. MUSIC: [A-6] ZORG'S EARTHSHIP-(BRIDGE)--LET IT FINISH.

SCENE FIVE: INT. EARTHSHIP - NIGHT

(ANNOUNCER, RADIO RANGER, BETSY, ZORG, MOLEESH)

5. ANNOUNCER: Betsy awoke within the giant Earth-ship to find Radio Ranger--a prisoner, like herself.
6. SOUND: EARTH-SHIP ROTOR--CONTINUE UNDER.
7. RADIO RANGER: Wake up. Wake up, Betsy! Are you all right? I see Zorg and his Mole-ites got you too.
8. BETSY: I'm OK, but where...? What are... Mole-ites?
9. RADIO RANGER: Creatures from deep within the Earth, led by an evil warlord called Zorg. They've burrowed up to the surface... to take over!

10. BETSY: So they're not space attackers... they're invaders... from Earth? Can't you stop them?
1. RADIO RANGER: No. My radio powers don't work underground. The Earth blocks my signals down here. We have to find a way to get them to the surface and...
Shhh! They're coming.
2. SOUND: MOLE-STEPS. DOOR OPENS.
3. MOLEESH: Ahh, the surface female has recovered, sire!
4. ZORG: Very well, Moleesh. You have done well.
5. BETSY: (REPULSED) Oh! How awful! They're half-men, half-rats, with huge ears and bulging eyes!

**SCRIPT HAS BEEN TRUNCATED AT
THIS POINT
(SEVERAL SCENES LATER...)**

4. MUSIC: [A-7] GETTY PALACE-(BED)--LET IT FADE.
5. ANNOUNCER: Zorg and his crew of Mole-ites take Radio Ranger and Betsy into the now underground Getty Center. As they head for the main power-house, Zorg is very impressed with his new home...

SCENE SIX: INT. UNDERGROUND GETTY CENTER - NIGHT
(ZORG, MOLEESH, RADIO RANGER, BETSY)

PRODUCTION NOTE:

ALL CHARACTERS AND SOUND EFFECTS WILL BE RUN THROUGH A REVERB TO SIMULATE AN UNDERGROUND CITY. THE ANNOUNCER REMAINS DRY.

6. SOUND: [REVERB] MOLE-STEPS.
7. ZORG: [REVERB] This will do perfectly as my underworld palace! (EVIL LAUGH) Ha-ha-ha-ha!
8. BETSY: [REVERB] And over here is the main power panel. It provides the lights and electricity for the entire complex... Of course, the art galleries are the real attraction here and...
1. ZORG: Enough, surface female! My Mole-ites will empty these "galleries" as you call them, of all this old junk.
2. BETSY: That's not junk, it's art! (TO RANGER) We've gotta stop him, Ranger!
3. RADIO RANGER: All right, Zorg! Try my sonic blaster!
4. SOUND: BAD BUZZER--SPUTTERS, DIES.
5. BETSY: What? Radio Ranger! Nothing happened!
6. ZORG: That's right Radio Ranger! Your radio waves won't work here beneath the Earth! But my army of Mole-ites will. Get them, Mole-ites!
7. SOUND: WALLA--MOLE-ITES ROAR.

**SCRIPT HAS BEEN TRUNCATED AT
THIS POINT
(SEVERAL SCENES LATER...)**

9. MUSIC: [A-8] HIDEAWAY-(BRIDGE)--LET IT FADE.

SCENE SEVEN - INT. GETTY GALLERY - MINUTES LATER.

(ANNOUNCER, RADIO RANGER, BETSY, CRUZ, JACOBS, MURGATROYD)

10. ANNOUNCER: [NO REVERB] And so, Radio Ranger and Betsy manage to outrun the temporarily blinded Mole-ites and head into one of the Getty Center's many art galleries...
1. BETSY: [NO REVERB] This is the medieval gallery, Ranger, but... something's wrong!
2. RADIO RANGER: What do you mean, Betsy?
3. BETSY: Well, the.... (SCREAMS) Ahhhh. Look! Metal men!
4. SOUND: METAL CLANGING. WALLA--SWORDSMEN ADVANCING.
5. CRUZ: Halt! Who goes there? Seize them!
6. RADIO RANGER: Wait! I'm Radio Ranger! And this is Betsy Blake, a scientist. We mean no harm!
7. JACOBS: Radio Ranger?

8. BETSY: Yes. We're fleeing Zorg and his mole-ites. But, who are you?
9. CRUZ: We're from MARS!
10. RADIO RANGER: MARS? Are you the alien invaders?
11. BETSY: MARS? You mean, you're... Martians?

**SCRIPT HAS BEEN TRUNCATED AT
THIS POINT
(SEVERAL SCENES LATER...)**

3. MUSIC: [A-11] RADIO RANGER OUTRO-(BED)--DUCK AS NEEDED.

4. ANNOUNCER: Join us again next week for another exciting episode of Radio Ranger! (PAUSE) Today's program was written and scored by Tony Palermo.

5. MUSIC: RADIO RANGER OUTRO-(BED)--UP. LET IT FINISH.

[CREDIT SEQUENCE FOLLOWS ON NEXT PAGE]

1* ANNOUNCER:

(PAUSE) Our program starred:

_____ as the Radio Ranger

_____ as Betsy Blake

_____ as Dr. Howard

_____ as Mac

_____ as Zorg

_____ as the Newscaster

_____ as Kim Kimson

_____ as Moleesh

_____ as Jacobs

_____ as Cruz

_____ as the Workman AND...

_____ as Murgatroyd

Our sound effects artists were:

_____, _____,

_____, _____,

_____, _____,

_____, _____,

Our director was _____.

Engineering by _____. I'm _____,

(PAUSE) "Radio Ranger" is a production of the

_____ Radio Network.

THE END.

CASTING MONOLOGUES: "Invaders from Earth!"

Everyone participating in our radio workshop is asked to read some lines aloud for an acting audition. The director will cast the roles in our production based upon these "lukewarm readings." Please take a moment to read the lines below several times, both silently and aloud. These monologues provide a bit of a "back story" giving an idea of who the characters are. Since radio actors often play several parts, we encourage the use of different voices or accents for the different roles. Good luck!

ANNOUNCER: My job is to excite the audience about our modern day super hero, Radio Ranger! He's able to fly through the air, turn invisible and has a powerful sonic ray! Today's episode: "Invaders...from Earth!"

RADIO RANGER: Hello, I'm Radio Ranger! I'm really mild mannered radio engineer, Mark O'Neill, but a mysterious jolt of radio-active energy turned me into the super-hero known as Radio Ranger! But I must beware because just like radio waves, my powers fade when I go under a bridge or in a tunnel.

BETSY BLAKE: Hi, I'm Betsy Blake a brilliant scientist who uses my wits to aid my friend and co-hort, Radio Ranger. My uncle, Dr. Howard works at Griffith Park observatory and he's asked Mark and I to help him analyze some strange signals from outer space. He thinks it could be about an alien invasion, but I'm not sure.

KIM KIMSON:

I'm Kim Kimson, a news reporter for station KMTR. I'm covering a rash of strange happenings here in Los Angeles. We've had reports of giant spider-robots sucking people up and mysterious traffic jams. I've even heard the Getty Center complex sank into the ground. I'll be flying to the scene in News-Chopper 9-90 to get the story. Wish me luck!

ZORG:

I am Zorg, supreme war-lord of the underworld. My army of rat-like creatures, the mole-ites and I have been tunneling up through the Earth for years. Now we will take over the surface. And no force on Earth can stop us! Not even Radio Ranger!

SOUND EFFECT ROLES: "Invaders From Earth!"

NOTE: For info on how to make/buy sound effects, see:
http://ruyasonic.com/rdr_sfx.htm

SOUND EFFECT ARTIST #1:

STATIC

ELEVATOR STARTUP & DESCENDING - ELEVATOR STOPS

GENERATORS ON

BENDING METAL

RADIO CLICK

HATCH CREAKING OPEN

CART ROLLS

HIGH PITCHED WHISTLE GOING UP

SOUND EFFECT ARTIST #2:

BEEPING ALIEN RADIO SIGNALS, BEEPING - MOLE RADIO BEEPS - RADIO BEEP

SUCKING SHOOPS

HORSE GALLOPING - SLOWS DOWN - STOPS

DOOR OPENS

METAL CLANGING - SWORDS

SOUND EFFECT ARTIST #3:

ALARM BUZZER

ROBOT SPIDER SQUEAL

SAWING EARTH

BODY DROPS

MOLE-STEPS

SWORDS

SOUND EFFECT ARTIST #4:

WIND MACHINE

TUNNELING MACHINE

BAD BUZZER - DIVE BUZZER

HELICOPTER

EARTH-SHIP ROTOR

LIGHT BEAMS

SOUND EFFECT ARTIST #5:

LANDING SOUND

SMALL CRASH - CRASHING

RAY GUN BLAST - DE-ELEVATOR - SONIC RAY

RUMBLE

WALLA WALLA ARTISTS:

EXCITED VOICES. PANICKED VOICES. SCREAMS. OBSERVATORY CHATTER.

MOLE-ITE ROARS, SQUEALS, COMMOTION, SNIFFS, MOLE-ITE CHATTER

SWORDSMEN ADVANCING. AGREEMENT LAUGHTER. BATTLE GRUNTS

COMMOTION. CHEER. HURRAH

SOUND EFFECT HOW TO: "Invaders From Earth!"

NOTE: For info on how to make/buy sound effects, see:
http://ruyasonic.com/rdr_sfx.htm

STATIC:

Crinkle a stiff plastic bag.

ELEVATOR STARTUP & DESCENDING - ELEVATOR STOPS:**GENERATORS ON:**

Turn on electric motor.

BENDING METAL:

Scrape screwdriver against a tensed screen door spring.

RADIO CLICK:

Loudly click circuit breaker switch.

HATCH CREAKING OPEN:

Turn glass scratch SFX device. (Finger nails on chalk board)

CART ROLLS:

Roll wooden cart across table.

HIGH PITCHED WHISTLE GOING UP:

Blow on slide whistle and push in plunger.

BEEPING ALIEN RADIO SIGNALS, BEEPING - MOLE RADIO BEEPS - RADIO BEEP:

Push buttons on toy telephone.

SUCKING SHOOPS:

Mouth sounds. "Shoop" "Shuup"

HORSE GALLOPING - SLOWS DOWN - STOPS:

Use coconut shells in gravel box. Three (or four) beat.

DOOR OPENS:

Jiggle handle and open door SFX device.

METAL CLANGING - SWORDS:

Bang cooking spoons on metal tray.

ALARM BUZZER:

Ring buzzer SFX device regularly. "Buzz - Buzz - Buzz - Buzz"

ROBOT SPIDER SQUEAL:

Wind toy ratchet.

SAWING EARTH:

Rub threaded plastic plumbing pipe tube against a cardboard box.

BODY DROPS:

Drop plastic caveman clubs on walk board. "Fa-LUMP"

MOLE-STEPS:

Walk on walk board—experiment to get a claw sound.

WIND MACHINE:

Crank wind machine SFX device or use mouth sounds. "Whoosh"

TUNNELING MACHINE:

Crank wind machine without canvas and insert drummers brush against slats.

BAD BUZZER - DIVE BUZZER:

Ring electric buzzer SFX device

HELICOPTER:

Insert stiff card into slats of wind machine and crank it.

EARTH-SHIP ROTOR:

Wind metal ratchet wrench.

LIGHT BEAMS:

Long buzz.

LANDING SOUND:

Drop plastic caveman clubs on walk board.

SMALL CRASH - CRASHING:

Shake crash box SFX device.

RAY GUN BLAST - DE-ELEVATOR - SONIC RAY:

Fire toy ray guns.

RUMBLE:

Shake Thunder sheet. (2'x4' 1/16" sheet of hi-impact polystyrene.)

WALLA WALLA:

EXCITED VOICES: "Invaders?" "Oh, No!" / "We're doomed!" / "Yow!"

PANICKED VOICES: "Stay away!" / "It's moving" / "A spider?"

SCREAMS: "Ahhh!", "It's got me!" , "Yaaaah!"

OBSERVATORY CHATTER: "Any news?" / "No sightings." "Scan again."

SWORDSMEN ADVANCING: "Haaaaaah"

AGREEMENT: "Yeah!" / "Here here"

LAUGHTER: "Ha ha ha" / "Mole-axe?" / "Good joke, Cruz"

COMMOTION: "Hey!" / "What's going on?"

CHEER / HURRAH & CHEERS: "Hurrah"

ENGINEER'S NOTES: Invaders From Earth!"**EQUIPMENT REQUIREMENT:**

This show requires the use of a filter for radio voice effects. Please set up a microphone using a filter device for use by several actors. A reverb should be on the same line-- be prepared to vary the amount of reverb (Wet/Dry) as the director signals for it. Also, run the Sound Effects microphone through a reverb.

MUSIC CUES:

Radio Ranger uses short bridges, beds and stings.

1. Radio Ranger Intro [BED] (1:00) [A-1]
2. Flying Theme #1 [BED] (0:52) [A-2]
3. Robot Spider Attack 1 [BED] (0:55) [A-3]
4. Observatory [BRIDGE] (0:10) [A-4]
5. Betsy's Ride [BED] (0:27) [A-5]
6. Zorg's Earth-ship [BRIDGE] (0:17) [A-6]
7. Getty Palace [BED] (0:29) [A-7]
8. Hideaway [BED] (0:23) [A-8]
9. The Plan [BED] (0:29) [A-9]
10. Flying Theme #2 [BED] (0:37) [A-10]
11. Radio Ranger Outro [BED] (0:23) [A-11]

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