The Ned and Stanley Show Written by Chris Hecox

THE NED AND STANLEY SHOW

MUSIC: THE NED AND STANLEY THEME

NARRATOR

It's that time of week again, and you are listening to The Ned and Stanley Show, the show that brings out the nerd in you. For you new listeners, the Ned and Stanley Show is about two best friends named Ned and Stanley. They love video games but most of all, they always get into trouble. They are accompanied by a girl named Taylor, who is a newspaper reporter for the city they live in. Their rival is the evil 38-year-old Carlton, who plots his dark schemes of destroying Ned and Stanley from his mother's basement! This week, Ned and Stanley have received tickets to the biggest Video Game Convention ever! Let's check in, and see what happens!

MUSIC: THE NED AND STANLEY THEME FADES OUT

Scene 1: NED AND STANLEY'S

APARTMENT

(AT THE SOUND OF GUNFIRE, WE FIND OURSELVES IN THE MIDDLE OF A LIFE OR DEATH CONFLICT, WITH GUNS SPRAYING LEFT AND RIGHT, FOLLOWED BY EXPLOSIONS)

SOUND: VIDEO GAME SOUNDS AND SHOOTING

NED

(COLD)

Get owned, you noob.

(WE QUICKLY REALIZE IT WAS A SHAM. THE SOUND EFFECTS BELONG TO A TELEVISION SET, AND WE ARE ACTUALLY IN A SMALL APARTMENT)

SOUND: EXPLOSIONS FROM TV, SHOOTING EFFECTS, DOOR OPENS, FOOTSTEPS

NED

New friend request, I'm so popular!

STANLEY

Greetings, Ned.

NED

Not, now, I'm busy owning some noobs.

STANLEY

(BEAT)

Do you remember what today is?

2. CONTINUED:

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NED
     (QUICK)
     The day that I captured the flag twice, and ended the
     game with a 3.2 k/d ratio?
STANLEY
     That too...
     (BEAT)
     But today is also the commencement day of the big
     gaming convention!
NED
     What the haxxors! I completely forgot! How did I
     forget?
STANLEY
     Well you've logged 30 hours into a game that came out
     yesterday...
     (BEAT)
     Which doesn't even make logical sense--
NED
     Stop talking. I'm so excited right now! You should ask
     Taylor to come.
STANLEY
     (DISCOURAGED)
     She wouldn't want to though.
NED
     Maybe you can impress her by playing Dance, Dance,
     Dance your Face-Off.
STANLEY
     Ned, she doesn't care about those things. I'll never
     get her to like me--
SOUND: DOOR OPENING
TAYLOR
     Hey, guys!
STANLEY
     (NERVOUSLY)
     Oh hey, Taylor! Wasn't talking about--
NED
     (NERVOUSLY)
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TAYLOR Weird.

SOUND: VIDEO GAME SOUNDS CONTINUE

--Yeah! I don't even know who that is.

CONTINUED: 3.

TAYLOR

Anyway, I'm writing a story for my newspaper editor on the gaming convention that's in town this week. Obviously video games are a waste of time and precious life, but I'm fully aware that you two can educate me on what's new and what's to check out.

STANLEY

(RAPID)

The convention has only the newest games and consoles on the market, featuring 4-d accelerators, trivulum processors and quad core Intel packages for memory chip upgrades. Not to mention...

NED

Stanley. Stanley!

TAYLOR

(WEIRDED OUT)

I see...

NED

What he's trying to say is that we can take you. We have tickets.

TAYLOR

Wonderful, I'll be out in the car then.

SOUND: FOOTSTEPS LEAVING AND TV TURNING OFF

STANLEY

Why do I do that?

NED

Fail at talking to Taylor?

STANLEY

Yeah.

NED

Well maybe you shouldn't say stupid things she doesn't care about. You should probably just tell her how you feel...

MUSIC: NED AND STANLEY TRANSITION THEME

NARRATOR

Meanwhile, in the vile Carlton's lair...

SCENE 2: CARLTON'S LAIR

(A DARK ROOM, FILLED WITH EVIL MACHINERY, PROBABLY ASSEMBLED FOR THE SOLE PURPOSE OF DESTROYING OUR HEROES, NED AND STANLEY.)

SOUND: MACHINERY AND ELECTRONIC BEEPS, GRUNTING

CARLTON

Welcome, my paid convicts. I am the evil Carlton. Yes, I have paid all six of your collective bail and brought you here for a reason. I need fearless evil goons who are willing to assist me in crashing and destroying the huge video game convention this week.

GOON 1

Do we get to play any?

CARLTON

No, idiot. You are going to break them into pieces, and then, we will ruin Ned and Stanley!

GOON 1

That's fun too I quess.

GOON 2

I heard they have the new Great Theft Auto, and Call of Obligation 2!

CARLTON

Shut up, and listen to me!

GOON 3

Why are we in a basement dude?

(THE GOONS MUMBLE TOGETHER, IGNORING CARLTON, WHO GRUMBLES IN ANGER.)

SOUND: A DOOR CREAKS OPEN, MACHINERY STOPS

(THE OPEN DOOR SHINES LIGHT IN THE ROOM, AND WE QUICKLY DISCOVER CARLTON'S "LAIR" IS ACTUALLY THE BASEMENT OF HIS MOTHER)

CARLTON'S MOM

Hey, Carl honey! Would you and your friends like some bagel bites? I know how you like them so; I put a batch in the oven--

CARLTON

(EMBARRASSED; ANGRY)

Curses mother! We do not want any bagel bites!

CONTINUED: 5.

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GOON 1
     Actually, I could really go for a couple--
GOON 2
     --Bagel bites? Yes!
CARLTON'S MOM
     Like I said, I'm cooking them right now!
CARLTON
     By the power of Greyskull, mom! Go away!
CARLTON'S MOM
     (AFFECTIONATELY)
     Love you, sweetie pie!
SOUND: GOONS LAUGHING
CARLTON
     Stop laughing! Listen... I have a variety of weaponry
     here to choose from, for as I click this button, you
     will see...
SOUND: BUTTON CLICK, ROBOTIC SOUND, WHIRRING
     Behold the M16 with holographic sights. Become
     empowered by the P90 equipped with an ACOG, and FMJ
     bullets. Feast your eyes on the ability to dual-wield
     desert eagles, with extra mags!
SOUND: GUNS RELOADING, GUN CLICKS
CARLTON
     (OUICKLY)
     Any questions? No? Good! Let's go!
GOON 2
     Wait.
CARLTON
     (FLUSTERED)
     WHAT!
GOON 2
     Can we grab some bagel bites first?
GOON 1
     Yeah, your mom seems really nice.
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Aren't you 42? Why do you still live here?

GOON 3

CONTINUED: 6.

CARLTON

(EXPLODING)
SHUT UP!
(BEAT; RESERVED)
Yes, you can all meet my mom...

GOON 2

And have some bagel bites.

CARLTON

(QUICK AND MEANINGLESS)
Yes, and have some bagel bites-(LOUD)
--THEN WE WILL GO!

GOONS

Yeah!

SOUND: FOOTSTEPS AND SHOUTING

MUSIC: NED AND STANLEY TRANSITION THEME

NARRATOR

Now, we rejoin Ned and Stanley at the video game convention!

SCENE 3: CONVENTION ENTRANCE

(AN ENORMOUS ROOM. WALLS PLASTERED WITH TELEVISION MONITORS, WITH EVERY BRAND NEW GAME AVAILABLE. GIANT SPEAKERS BLAST SOUND EFFECTS ACROSS THE VIRTUAL ARENA.)

STANLEY

(AMAZED)
Oh my gosh.

MUSIC: HEAVENLY AURA THEME

SOUND: OLD AND NED VIDEO GAME SOUNDS, VIRTUAL GUNFIRE

NED

(SLOWLY)

This is incredible.

STANLEY

Unbelievable. Look at the graphics on that game. Look at those replica swords from World of Battlecraft Online!

TAYLOR

This... is...

MUSIC: HEAVENLY AURA THEME CUTS OUT

(CONTINUED)

CONTINUED: 7.

TAYLOR

Stupid, why am I even here right now?

NED

(AS A MATTER-OF-FACTLY)
Because your editor has taste.

TAYLOR

More like, it's the only exciting thing happening in the city right now.

STANLEY

More like the most exciting thing ever!

NED AND STANLEY

Lol!

TAYLOR

Did you guys just say "lol"? L. O. L, as in "laugh out loud"?

NED AND STANLEY

Did you see the ad for Ninja Blade 12? That game looks phenomenal! The cell-shading is based on an MW-64 bit processor! They remade that old Nintendork game? Legend of Doofus: Steel Drums of Time? The teaser trailer for it was really bad. Gameplace.com gave that a 2 out of 10, saying that Happy Pony Horse Adventures through Time was better!

TAYLOR

Okay, that red-headed, freckled creep over there who looks like he's wearing three different pairs of glasses has been staring at me ever since we came in, so I'm just going to grab a few quotes and I'm leaving.

SOUND: FOOTSTEPS WALKING AWAY

STANLEY

Taylor? Where did she go?

NED

Something about gettin' quotes, and some guy was staring at her.

STANLEY

(FRUSTRATED)

What? Was it Josiah McFerron? I hate that creep! He looks like he's wearing three different pairs of glasses! I have no idea how I'm going to get her to talk to me or anything--

CONTINUED: 8.

NED

Hey, broski, snap out of it. We needs to locate ourselves a bathroom, pronto! There aren't too many people in line for that game, so let's hurry!

STANLEY

(DEJECTEDLY) Okay...

MUSIC: NED AND STANLEY TRANSITION THEME

NARRATOR

Meanwhile, at the entrance to the convention...

SCENE 4: CONVENTION ENTRANCE

(CARLTON AND THE BOYS STEP THROUGH THE MAIN DOOR)

SOUND: CROWDS OF PEOPLE TALKING

MUSIC: CARLTON'S THEME

CARLTON

This is it boys, let's do it!

SOUND: GOONS CHARGING, EXPLOSIONS, THINGS FALLING OVER AND BREAKING, WOMEN SCREAMING, GLASS BREAKING, CARLTON LAUGHING

CARLTON

Woah!

SOUND: TWO PEOPLE BUMPING INTO EACH OTHER

TAYLOR

Carlton?

CARLTON

Taylor! Perfect timing! Come with me! I wouldn't want you to miss the game of the century!

SOUND: TAYLOR SCREAMING, CARLTON'S MANIACAL LAUGHTER

SOUND: EXPLOSION TRANSITIONS, ECHOES, AND FADES, A TOILET FLUSHES

NARRATOR

Back in the bathroom...

SCENE 5: BATHROOM

(OUR HEROES ARE IN A BATHROOM, FINISHING UP, UNKNOWN TO THE CHAOS OUTSIDE.)

STANLEY

Do you hear something?

NED

Nope.

SOUND: SINK POURS WATER

SOUND: FOOTSTEPS, DOOR OPENING, IMMEDIATE SCREAMS AND YELLING

STANLEY

What is going on?

NED

It can't be...

STANLEY

What?

NED

Could this be the live-action game I read about on Nerdforce.com? They take a normal situation and set loose fake terrorists and monsters!

STANLEY

But we don't have any weapons or armor! And I don't see any monsters--

NED

(IMPATIENT)

They had them by the reception desk! You said you saw replica weapons from World of Battlecraft! Let's go!

STANLEY

Are you sure this isn't real? That guy over there looks badly bruised.

NED

Acting, Stanley. Acting, and makeup, now let's go!

STANLEY

Okay.

MUSIC: NED AND STANLEY TRANSITION THEME

CONTINUED: 10.

NARRATOR

But are they too late? Have Carlton's goons already wreaked too much havoc?

SCENE 6: THE SHOWDOWN

(A GOON STANDS, HOLDING A POOR NERD BY THE NECK. DESTRUCTION IS ABOUND.)

GOON 3

End of the line for you, buddy!

NERD

(HELPLESS)

But I didn't do anything, your majesty!

GOON 2

What is he babbling about?

GOON 3

Wait a second, who's that over there?

MUSIC: EPIC THEME

GOON 3

That's a pretty big sword.

GOON 2

Looks like it's made of plastic.

NERD

It's Ninja Blade! He really exists!

GOON 3

Shut up, nerd!

NED

Place him on the ground!

GOON 2

What an awful way to command someone--

STANLEY

MEGA PUNCH!

MUSIC: EPIC THEME STOPS

SOUND: PUNCHING SOUND, ALL IS QUIET

STANLEY

OW!

CONTINUED: 11.

NED

Are you kidding me Stanley?

GOON 2

Did you just slap me?

NERD

(CONFIDENT)

Clearly, your unarmed skill is obviously not very high!

NED

Who needs fists when you have long swords!

MUSIC: EPIC THEME

SOUND: DULL PLASTIC SWORD BEATING NOISES, IMPACTING ON GOONS

GOON 2 AND GOON 3

Ow! That hurts! Oh!

SOUND: TWO BODIES FALL

NERD

Wow, you saved me! Just like in Ninja Blade 3: Dawn of the Genji Assassin!

CARLTON

There you are!

SOUND: NERD SCREAMS A WOMANLY SCREAM, FOOTSTEPS RUNNING AWAY

MUSIC: CARLTON'S THEME

TAYLOR

Stanley!

STANLEY

Taylor!

SOUND: GOON 1 LAUGHING

STANLEY

(ATTEMPTING HEROIC TONE)
Carlton, leave her alone!

CARLTON

Oh, you mean this lovely lady here? Now, why would I do a thing like that?

NED

(VICIOUS)

You're a jerk, Carlton!

CONTINUED: 12.

GOON 1

(DEFENSIVE)

Hey! Be nice to Carl!

CARLTON

It's Carl-TON! Noob.

STANLEY

I said leave her alone, Carlton!

SOUND: STANLEY'S FOOTSTEPS, A RUNNING CHARGE, THEN GRUNT

NED

Stanley! Look out for the--

SOUND: STANLEY TRIPPING AND FALLING, STANLEY GRUNT

NED

--Cord.

TAYLOR

Stanley! Carlton, let me go you creep!

CARLTON

So impatient, aren't we?

NED

Try this on for size! Sword toss!

SOUND: SWORD THROWN, LANDS HARMLESSLY ON GROUND

GOON 1

Wow, that was a really good throw, it went like what, four feet?

CARLTON

Something like that.
(BEAT; THEN ANGRY)
Enough! You, go take care of them!

MUSIC: BATTLE THEME

GOON 1

Oh, I'm gonna have fun with this one!

STANLEY

No!

SOUND: AN EXTREMELY HEAVY PUNCH, STANLEY FALLS INTO A WALL

CONTINUED: 13.

TAYLOR AND NED

No!

SOUND: GOON 1 LAUGHING

NED

Get super punched, noob!

SOUND: AN EVEN HEAVIER PUNCH LANDING ON NED, NED FLYING THROUGH AIR, NED SCREAMING

STANLEY

Ned!

CARLTON

The end of the line is here!

SOUND: STANLEY STANDING UP, HITTING HEAD ON TV

STANLEY

Ow! My head! Stupid TV!

SOUND: STANLEY GRUNTING, PUNCHING TV GLASS IN ANGER, ELECTRICITY SPARK, TV FALLING, DEFEANING CRACK

STANLEY

Ow! Uh oh...

SOUND: GIGANTIC METAL MOVEMENT SOUND

NED

Don't hit me again! I think you smooshed my liver!

GOON 1

This time I'm gonna smoosh your spleen!

SOUND: CARLTON LAUGHS, METAL GROANING

STANLEY

Uh, guys?

NED

Stanley, what did you do?

STANLEY

(OUICK)

I punched a TV and it fell, and it broke the supports for the pillar--

TAYLOR

Is that the ceiling?

SOUND: PILLAR FALLING, DUST SCATTERING, CEMENT SMASHING, EXPLOSIONS

(CONTINUED)

CONTINUED: 14.

STANLEY

I DIDN'T MEAN TO!

CARLTON

OMG, THAT'S A HUGE PILLAR!

GOON 1

What's a pillar--OH MY GOSH!

SOUND: ALL SCREAMING, EXPLOSIONS, ERUPTIONS OF METAL, CEMENT, AND GLASS, THEN SILENCE

SCENE 7: AFTERMATH

(THE BUILDING LIES IN RUINS, EVERYTHING HAS BEEN COMPLETELY DESTROYED)

NARRATOR

Half of the building lies in ruins because of the destroyed support holding up the ceiling, but are our accidental heroes okay?

SOUND: RUBBLE MOVING AROUND, POLICE SIRENS

STANLEY

Taylor, are you alright?

NED

Yeah, I'm great, thanks for asking...

TAYLOR

Yeah, I'm fine. It looks like Carlton is stuck under a piece of the roof.

CARLTON

(DEFEATED)

Ow... I was winning too.

NED

(SEEMINGLY GENUINE) Hey, Carlton?

CARLTON

(GROANING)

What?

NED

(CLEARLY NOT GENUINE) Sucks to be you!

SOUND: CARLTON GROANS IN DEFEAT

CONTINUED: 15.

COP

What happened here?

NED

This noob over here attacked the convention and he started--

STANLEY

--Office, let me explain. We were fighting, trying to save...

MUSIC: VICTORY THEME

SCENE 8: COP CAR

(NED, STANLEY, AND TAYLOR, CRAMMED INTO THE BACK SEAT OF A COP CAR, HOLD A DISCUSSION TOGETHER ABOUT THE DAY)

NED

We aren't under arrest or anything are we, officer?

COP

(ANNOYED)

No, I've told you seven times already. I'm just driving you to the station to get a few statements, that's it.

TAYLOR

So, Stanley, I need a good quote for this story. Why did you feel the urge to run up and try to save me?

STANLEY

(BASHFUL)

Well, I didn't want you get--because, he was a bad guy, and you are a good girl-- and I, uh--

NED

--He was in the heat of the moment.

TAYLOR

I don't understand--

STANLEY

(HEATED)

It was more than that, Ned!

NED

Then what was it, Stanley?

COP

Could you folks keep it down please? It's been a long day.

CONTINUED: 16.

STANLEY

(A FULL BEAT)

I don't know if it's too soon, but I have tickets to a comic convention in Nevada, if you guys are interested--

ALL EXCEPT STANLEY NO!

MUSIC: THE NED AND STANLEY THEME

SOUND: CAR DRIVES AWAY

NARRATOR

As our unlikely heroes save the day on accident, once again, they leave the world a better, slightly more electronically focused place! Tune in next week, when Ned creates a video game that comes to life, and starts eating people!