



What's Happening

Story and Audioplay by James C. Taylor

Episode Summary

The IMWAN 4 team is forced into competitive combat by omnipotent observers from another dimension.

Starring

Beth Dixon / Mrs. Wonderful	Anne Michaels
Ace Princeton	Justin Bills
Investigator / Wayne Turman	Erick Greeva
Nereid / Marilyn Jones	Haley Whiting
Alexandria	Betsy LaPolla
Narrator	James C. Taylor

Featuring

Doctor Soames	Pete Nottit
Mayor Giovanni	Johnathen Michaels
Jenna Gilette / Brickhouse	Cinnamon Leigh
Hamma	Jim Caswell
Seekel	Betsy LaPolla
Submarine Sailor	Jim Caswell
Bosun	Doug Zeitlin
Iron Admiral	Ken Hallaron
Villager	Sam Smyth
Airline Pilot	Pete Nottit
Co-Pilot Steve	Sam Smyth
Yo-Yo	April Sadowski
Airline Attendant	Sarah Noble
Persuader	Steve Cain
Teeka	April Sadowski

PROLOGUE

ENTER INT.: Mystic Beauty Cosmetics

SOUND: Two men and a woman walking on a hard floor.

SOAMES

We know you're very busy Mr. Mayor and Mrs. Dixon, so Mystic Beauty Cosmetics would like to thank you for taking the time to tour our brand new facilities. We appreciate being part of the Spire City community.

MAYOR

And we appreciate having your company here, Dr. Soames.

DIXON

And by that, Dr. Soames, he means your income tax revenue, right Mr. Mayor?

MAYOR

Mrs. Dixon--

DIXON

Relax, Mayor Giovanni. It's too late for them to build somewhere else. Besides Dr. Soames has to stay in town; after all, I'm his best customer.

SOAMES

Mrs. Dixon, you're far too beautiful to need anything we sell.

DIXON

You already have your property tax abatement, Dr. Soames. Save the soft soap for your outlet stores.

SOAMES (chuckles)

Now, up ahead is where we--

SOUND: Thud, like a wrecking ball into a building

MAYOR

What was that?

SOAMES

I don't know

SOUND: Thud, like a wrecking ball into a building

DIXON

Look at that wall!

MAYOR

It's cracking, buckling.

SOAMES

It's going to cave in.

SOUND: Thud, like a wrecking ball into a building

DIXON

I'm going to go get help!

SOUND: Woman running in heels.

MAYOR

Mrs. Dixon!

SOAMES

Never mind her, Mr. Mayor. Get away from the wall!

SOUND: Thud and crashing as the wall comes down.

INTRO

SOUND: Cue Intro music.

NARRATOR

The Investigator: Wayne Turman, a brilliant detective and expert hand to hand combatant armed with wondrous technology. Mrs. Wonderful: Beth Dixon, who through the Wonder Power has amazing abilities and can perform astounding feats. Ace, Ace Princeton, whose arsenal of special playing cards makes him a one man army. The Nereid, Marilyn Jones, a siren of the sea who commands the power of the oceans themselves. Together they battle the most fantastic menaces the world has ever seen as...the IMWAN Four! Today's adventure from the IMWAN Four casebook: What's Happening?

ACT I

SCENE 1 – *ENTER INT.: Mystic Beauty Cosmetics*

SOUND: A woman's heeled footsteps through the rubble

BRICKHOUSE

Do you like how I knock before making an entrance?

MAYOR

You're Jenna Gilette, the actress!

BRICKHOUSE

Not any more I'm not!

SOAMES

You look like you're made out of brick! What happened to you?

SOUND: Fade up flying noise.

BRICKHOUSE

What happened to me? Faulty experimental cosmetics happened to me, that's what! I'm living masonry now but I'm still well-built, so call me Brickhouse! Now, excuse me while I destroy your cosmetics plant!

MRS. WONDERFUL

Not today, Brickhouse!

MAYOR

Mrs. Wonderful!

SOUND: Crash!

BRICKHOUSE

You got lucky when we fought before, Mrs. Wonderful, but this time your luck has run out! You look like a wallflower, so here's a chunk of wall! Hnnh!

SOUND: Crash!

MRS. WONDERFUL

You forget; I'm just as tough as you, only without the complexion problem!

BRICKHOUSE

You witch! I'm going to rip every last blonde hair out of your scalp!

SOUND: Woman in heels running

MRS. WONDERFUL

And I just had my hair done.

SOUND: Inter-dimensional vortex opens

MAYOR

What is that, Dr. Soames?

SOAMES

I don't know, Mr. Mayor, but it has both of them!

SOUND: Inter-dimensional vortex closes

MAYOR

They're gone!

SCENE 2 – CUT TO INT.: *Happening Dimension*

SOUND: Something tinkly, maybe even musical, representing the dimension of the Happenings.

ACE

Investigator, have you figured out what this thing is?

INVESTIGATOR

Other than a force bubble, no Ace, I haven't. Neither have I figured out how we each have arrived here, nor more importantly how to escape.

NEREID

My water jets don't seem to have any effect except to make the floor wet.

ACE

So could you absorb the water back, Nereid, before we catch a cold.

SOUND: Water absorption.

NEREID

Done.

SOUND: Inter-dimensional vortex opens

NEREID

Mrs. Wonderful!

SOUND: Inter-dimensional vortex closes.

MRS. WONDERFUL

Wait. What happened to Brickhouse? I was right in the middle of a fight.

ACE

Join the club, Mrs. Wonderful. I was just about to catch that stretchy girl thief, Yo-Yo, when some crazy thing zaps me here.

NERIED

I had just boarded the Iron Admiral's submarine when the same thing happened to me.

INVESTIGATOR

And I had tracked down the Persuader and his hypnotic eyepiece when the field captured me.

ACE

Do you think they planned this, Investigator?

INVESTIGATOR

This is beyond any of their abilities, Ace.

HAMMA

But not beyond ours.

INVESTIGATOR

Where did you come from and who are you?

SEEKEL

We are the Happenings. I am Seekel. And this is my other, Hamma.

HAMMA

We are inter-dimensional beings who can observe and make things happen on many different planes of existence.

NEREID

Look! Next to them. It's the villains we were fighting!

ACE

They're in a bubble just like us!

MRS. WONDERFUL

Are we part of some sort of collection?

SEEKEL

No. Hamma and I have been observing this struggle between what you call heroes and villains or good and evil and we have a question that you can solve for us.

HAMMA

We wish to know which is the superior position, good or evil. So we have arranged a contest. We have planted these glowing spheres in four places on your world.

SEEKEL

We will release you the same distance from the spheres. You will be able to sense innately where they are.

HAMMA

Whichever team retrieves the most spheres will decide the answer for us.

SOUND: Inter-dimensional vortex opens.

SEEKEL

Good luck.

SOUND: Inter-dimensional vortex closes.

HAMMA

Why did you say that?

SEEKEL

Say what?

HAMMA

Good luck. You wished them good luck.

SEEKEL

I believe it is their custom.

HAMMA

Of the good, perhaps. We shall see who prevails.

SOUND: Transition music.

ACT II

SCENE 1 – *ENTER INT.: Iron Admiral's Submarine*

SOUND: submarine interior background.

NARRATOR

Miles offshore of the island nation of Tongolia...

SAILOR

Sir, we've searched the submarine fore and aft and there's no sign of the admiral.

BOSUN

Keep searching. The admiral must be found.

SOUND: Inter-dimensional vortex opens, and then closes again.

BOSUN

Admiral! Where did you go?

IRON ADMIRAL

Never mind. Lay in a course 37 degrees starboard and go ahead full.

SAILOR

Admiral, scanners indicate that Nereid is swimming that same course, and swimming faster than our engines!

IRON ADMIRAL

I will not lose this race! Tongolia is ahead of both of us. Boatswain, is the village of Poa within the reach of our rockets?

BOSUN

Aye, it is sir.

IRON ADMIRAL

Fire all the incendiary rockets at the village! I want a bonfire that can be seen from the moon!

SAILOR

But, sir--

IRON ADMIRAL

Now!

BOSUN

Firing, sir.

SOUND: Rockets firing.

CUT TO EXT.: Poa Village – Tongolia

NARRATOR

At the coastal village of Poa...

SOUND: Roaring fire.

VILLAGER

Help us! The village is on fire!

NEREID

That fiend! He bombed them with incendiary rockets!

VILLAGER

Help us, Nereid, please! We have no fire equipment!

NEREID

The others will have to retrieve the spheres. I'll put out these fires.

VILLAGER

But how?

NEREID

I can't put the fires out individually, so, (shouting) everyone, evacuate now! I'm bringing in a big wave. Cowabunga, dudes.

SOUND: Tidal wave.

CUT TO INT.: Iron Admiral's Submarine

SOUND: submarine interior.

BOSUN

She's put the fires out with a tsunami, sir.

IRON ADMIRAL

How long before she reaches this position?

BOSUN

Two minutes, sir.

SAILOR

Sir, we've found the sphere!

IRON ADMIRAL

Forget her, then. Sailor, use the grapple to pull that sphere aboard!

SAILOR

Aye, sir.

BOSUN

Admiral, what is this about?

IRON ADMIRAL

You wouldn't believe me if I told you, Boatswain.

SAILOR

We have it now!

SOUND: Inter-dimensional vortex opens, and then closes.

BOSUN

He's gone again!

SAILOR

And the sphere has disappeared from the grapple.

BOSUN

What's happening?

SCENE 2 – CUT TO EXT.: Volcano – Tongolian Archipelago

SOUND: Rumbling volcano.

NARRATOR

Meanwhile, on another island in the Tongolian archipelago...

MRS. WONDERFUL

They picked a beautiful island to hide it on, Brickhouse.

BRICKHOUSE

I was beautiful once.

MRS. WONDERFUL

Give it a rest, already.

BRICKHOUSE

What could you know about tragedy?

MRS. WONDERFUL

Besides my husband being killed by a super villain? You know, I don't see the sphere anywhere around the lip of this volcano.

BRICKHOUSE

I know! It's in the volcano!

MRS. WONDERFUL

They hid it in an active volcano? You have got to be kidding me.

BRICKHOUSE

They know the molten lava won't hurt either of us. But now that I think about it, I'll bet it will hurt those villagers down there!

MRS. WONDERFUL

You wouldn't!

BRICKHOUSE

Watch me!

SOUND: Three thuds, like wrecking balls into a building, then add flowing lava to ambience

BRICKHOUSE

Looks like you have to clean up my mess, Blondie! See you in the funny papers!

MRS. WONDERFUL

Oh, poo. First up in the air.

SOUND: Flying noise.

MRS. WONDERFUL

Now to dig a trench!

SOUND: Thud, then digging.

MRS. WONDERFUL

There. That should be deep enough to hold the lava till the volcano seals itself. Now into the mouth of this thing. Hopefully I can get to the sphere before she does!

SOUND: Flying noise.

BRICKHOUSE

The sphere! Come to Mama!

MRS. WONDERFUL
No!

BRICKHOUSE
Ha ha. Look what I have! See you later, Peroxide Patty!

SOUND: Inter-dimensional vortex opens, and then closes.

MRS. WONDERFUL
Hey, I'm a natural blonde!

SOUND: Inter-dimensional vortex opens, and then closes.

SCENE 3 – CUT TO INT.: *Happening Dimension*

SOUND: Ambient sounds of the dimension of the Happenings.

NARRATOR
Back in the dimension of the Happenings...

NEREID
Mrs. Wonderful!

MRS. WONDERFUL
I don't feel so wonderful right now, Nereid.

NEREID
What's wrong?

MRS. WONDERFUL
I didn't get my sphere. I saved an island full of people from a lava slide, but that wasn't part of the contest.

NEREID
Oh, dear. I didn't get my sphere, either. I had to put out a huge fire in Tongolia.

MRS. WONDERFUL
So, we're already down two spheres.

NEREID
That means the best we can do is tie.

MRS. WONDERFUL
That means it's all up to the Investigator and Ace.

NEREID
It's all up to Ace? Now we're really in trouble.

SEEKEL
The contest, ladies, is not yet over.

HAMMA
Seekel, a private counsel.

SOUND: Inter-dimensional vortex opens, and then closes.

HAMMA
Are you now coaching, Seekel?

SEEKEL
Just pointing out a fact, Hamma. Is that what you wished to discuss with me?

HAMMA
No. I was wondering if we should tell them what is at stake in this contest.

SEEKEL
No. We need them to behave as naturally as possible if the results are to be valid. If we told them, their behavior might change in response.

HAMMA
I'm surprised it hasn't. Surely they realize this is more than just an amusement for you and me. I would have thought that at least the Investigator would have deduced that the fate of their entire world rests on the outcome of these challenges.

SOUND: Transition music.

ACT III

SCENE 1 – *ENTER INT.: Airplane – Passenger Area*

SOUND: Jet airliner background noise.

PILOT (over speaker)

This is your captain speaking. We'll be moving into a landing pattern in just a few minutes, folks. Those of you on the left side of the plane can see the lovely island nation of Tongolia, which seems to be having unusual weather today.

SOUND: Inter-dimensional vortex opens, and then closes.

ACE

We're on an airliner. But where would they hide a sphere on an airliner?

YO-YO

A ha! It's in the cockpit! See you later, Ace!

SOUND: Stretching noise.

ACE

Yo-Yo, wait! Let the plane land, so as not to endanger the passengers!

YO-YO

Who cares about passengers? All I care about is getting that sphere before you!

SOUND: Squishing noise.

ATTENDANT

That girl, she's squishing herself under the cockpit door! That's creepy!

ACE

Miss, you have to let me in the cockpit to stop her.

ATTENDANT

Gladly!

SOUND: Door unlocking and opening.

ATTENDANT

Get that creepy girl!

PILOT

As we bank the plane, those of you on the right will see--a girl with pink hair and goggles?

YO-YO

Give me that sphere on top of the instrument panel!

PILOT

Steve, where did that come from?

CO-PILOT STEVE

I don't know, Captain. Where did she come from?

ACE

It doesn't matter; don't give it to her!

YO-YO

I'll reach over and get it myself!

SOUND: Stretching noise.

PILOT

Your arm's tangled in my controls. We're diving.

SOUND: Screaming jet engine.

ACE

You two, put on your oxygen masks!

SOUND: Card whizzing through air, striking, releasing gas.

YO-YO (coughing)

Your knock out gas card!

SOUND: Girl falling to the floor.

ACE

I'll pull her out of your stick. Get this bird level.

PILOT

Roger.

CO-PILOT STEVE

Here, take this stupid ball out of our way.

ACE

Thanks.

PILOT

Come on, baby.

ACE

She's leveling off! You did it!

SOUND: Stop screaming jet engine.

PILOT

Ace, what's this all about?

SOUND: Inter-dimensional vortex opens, and then closes.

PILOT

Where did they go? What's happening here?

SCENE 2 – CUT TO INT.: *Happening Dimension*

SOUND: Ambient sounds of the dimension of the Happenings.

NARRATOR

Back in the dimension of the Happenings...

SOUND: Inter-dimensional vortex opens, and then closes.

NEREID

Look, Mrs. Wonderful. It's Ace!

MRS. WONDERFUL

Did you get your sphere?

ACE

Yeah. I did.

NEREID

I take back everything bad I have ever said about you.

SOUND: Kissing.

ACE

Take back some more, Nereid.

MRS. WONDERFUL

Knock it off, you two. It's a good thing you got your sphere, because we didn't get ours.

ACE

I almost didn't get mine. I had to save an airliner full of people first.

MRS. WONDERFUL

They're cheating.

ACE

Not really. These Happenings didn't actually give us any rules. They also didn't give us much idea what this is about. I wonder what their real game is, anyway.

NEREID

I'm sure we'll soon find out. It's all in the Investigator's hands now.

SCENE 3 – CUT TO EXT.: *Bridge Overpass – Mansfield Mountains*

SOUND: A creaky bridge sways in the wind. Inter-dimensional vortex opens, and then closes.

PERSUADER

Where the devil are we, Investigator?

INVESTIGATOR

From the looks of it, Persuader, on a bridge between two peaks in a mountain range.

PERSUADER

I could actually see that. I was looking more for which mountain range.

INVESTIGATOR

Judging by the flora and temperature, I'd guess possibly the Mansfield Mountains in Tongolia. But let's not guess.

SOUND: Computer activation noise.

INVESTIGATOR

Alexandria, confirm position.

ALEXANDRIA

Satellite tracking coordinates say you are in the Mansfield Mountains in Tongolia. Alexandria out.

SOUND: Computer deactivation noise.

PERSUADER

Why do you even have that computer?

INVESTIGATOR

Video games. And if this sense in my head is correct, the sphere is on the other side of this bridge.

PERSUADER

I was afraid you'd say that.

INVESTIGATOR

The zoom on my Spectragoggles confirms it.

PERSUADER

Well, how about you be a good chap and teleport over there and get it. I'll just wait right here.

INVESTIGATOR

Are you up to something?

PERSUADER

Yes. I am up several feet higher than I am comfortable with.

INVESTIGATOR (laughing)

A fear of heights.

PERSUADER

Watch it, or I'll give you a case of vertigo like you've never seen.

INVESTIGATOR

Your hypnotic eyepiece is blocked by my Spectragoggles, remember?

PERSUADER

Oh. Right. Say, what's that?

INVESTIGATOR

There's a woman on that bridge. And it looks like she's getting ready to jump off. I'm going out there after her.

SOUND: Running footsteps on bridge.

PERSUADER

You do that. I'll wait here and not fall.

INVESTIGATOR

Hold on there, miss!

TEEKA

Let go!

INVESTIGATOR

Not until you promise not to jump.

TEEKA

Let me go! Oku has left me and I have nothing to live for.

INVESTIGATOR

There are other things in life than men and other men in life than Oku.

PERSUADER (from afar)

Like me, for instance.

INVESTIGATOR

Don't look!

SOUND: Hypnotic eyebeam.

PERSUADER (from afar)

What is your name, my love?

TEEKA

Teeka.

PERSUADER (from afar)

Teeka, luv, that fellow holding you. That's really old Oku in disguise. So be a dear and give him the beating he deserves.

SOUND: Scuffling feet on bridge.

INVESTIGATOR (struggling)

Teeka, stop. I don't want to hurt you.

PERSUADER (from afar)

But I want her to hurt you, and that's what counts.

TEEKA (struggling)

You should be the one to die, not me.

PERSUADER (from afar)

Now she has something to live for!

INVESTIGATOR (struggling)

That's it! If I can just get my elastic belt off.

PERSUADER (from afar)

What are you doing?

INVESTIGATOR

Goodbye, cruel world!

TEEKA

No, Oku! Don't jump!

SOUND: Scuffling stops. Stretching noise, and then rebound. Clambering onto a bridge

INVESTIGATOR

I'm back!

PERSUADER (from afar)

You used your belt as a bungee cord! Quick, Teeka! Toss me the ball!

SOUND: Sphere landing on bridge.

PERSUADER (from afar)

You throw like a girl!

TEEKA

I am a girl!

SOUND: Running footsteps on bridge.

INVESTIGATOR

I'm going to get to it before you do.

PERSUADER (from afar)

No you won't.

SOUND: Inter-dimensional vortex opens, and then closes.

SCENE 4 – CUT TO INT.: Happenings Dimension

SOUND: Ambient sounds of the dimension of the Happenings.

SEEKEL

It is a tie.

MRS. WONDERFUL

Ties go to the good guys, right Ace?

ACE

I think ties go to the runner, Mrs. Wonderful.

NEREID

That's baseball, Ace.

INVESTIGATOR

It doesn't matter, Nereid. I don't think Seekel was saying that the teams tied. I think she was saying that the Persuader and I tied.

SEEKEL

That is correct. The team of heroes collected one and a half spheres. The team of villains collected two and a half spheres. The villains win, Hamma.

HAMMA

I was right! It is more powerful to take whatever you want and do whatever you want. This is how we should be, Seekel. And I will start by absorbing all of the energy of their dimension to sustain us!

IRON ADMIRAL

All the energy of our dimension? But what will happen to us?

HAMMA

You'll die, of course.

BRICKHOUSE

Wait. We were fighting for the right to be eaten?

PERSUADER

I wish someone had said something. I might have actually let him have the blasted ball.

HAMMA

Now to begin the assimilation of energies.

SEEKEL

No.

SOUND: Inter-dimensional plasma bolt.

HAMMA

You oppose me?

SEEKEL

The heroes have proven to me something more important than efficiency; that oblivious self-interest is destructive and chaotic. Yes, Hamma, I oppose you!

SOUND: Inter-dimensional plasma bolt.

HAMMA

Then defend yourself!

SOUND: Inter-dimensional plasma bolt war.

INVESTIGATOR

Let us out of this bubble, Seekel, and we'll help you any way we can.

ACE

Yeah. Let me pop him one in his cosmic face.

NEREID

A blast from the waters of Triton might change his mind.

MRS. WONDERFUL

The Wonder Power might have an effect on him, too.

HAMMA

Your side allies themselves with you Seekel, but mine does not. Why?

YO-YO

Maybe it's the whole "I'm going to eat your dimension thing."

INVESTIGATOR

Seekel, let us help you!

SEEKEL

Then do as I ask: take the villains through the inter-dimensional vortex.

SOUND: Inter-dimensional vortex opens.

SEEKEL

Without their energies here as a conduit to your dimension, we are equally powerful and I can hold Hamma off for eternity.

MRS. WONDERFUL

Eternity? But that's forever.

NEREID

Let us fight with you!

ACE

We can't just leave you here.

SEEKEL

And what would you do if our positions were reversed?

INVESTIGATOR

We'll do it.

SEEKEL

When I release you, push their sphere into the vortex, then all will be as it was.

ACE

Seekel?

SEEKEL

Yes?

ACE

Good luck

SEEKEL

And--

SOUND: Bubble dissolves.

SEEKEL

Now you're free.

INVESTIGATOR

Push team!

MRS. WONDERFUL

It's moving.

NEREID

Almost there.

SOUND: Inter-dimensional vortex closes.

SEEKEL

Good luck.

EPILOGUE

ENTER INT.: Mystic Beauty Cosmetics

SOUND: Inter-dimensional vortex opens, and then closes.

SOAMES

Look, Mayor! They're back.

MAYOR

Find cover, Dr. Soames. This could get dangerous.

BRICKHOUSE

Mrs. Wonderful, I give up.

SOAMES

What?

SOUND: Woman walking in heels.

BRICKHOUSE

I'm sorry about the volcano.

MAYOR

Volcano?

BRICKHOUSE

I didn't realize...

MRS. WONDERFUL

It's okay. None of us did.

MAYOR

Us? Who's us?

BRICKHOUSE

And do you think that maybe Dr. Soames and his people could look into changing me back.

MRS. WONDERFUL

Doctor?

SOAMES

Uh, yes. Sure. I guess.

MRS. WONDERFUL

Then let me fly you to jail.

SOUND: Flying noise.

SOAMES

Mr. Mayor, what just happened?

MAYOR

I don't think we'll ever know.

ENDING CREDITS

SOUND: Ending music.

NARRATOR

You have been listening to the adventures of the IMWAN Four, starring (in order of appearance) Anne Michaels as Mrs. Wonderful, Justin Bills as Ace, Erick Greeva as the Investigator, Haley Whiting as the Nereid and Betsy LaPolla as Alexandria and Seekel.

This presentation also featured Pete Nottit as Doctor Soames and the Pilot, Johnathen Michaels as Mayor Giovanni, Cinnamon Leigh as Brickhouse, Jim Caswell as Hamma and the Sailor, Doug Zeitlin as Bosun, Ken Hallaron as the Iron Admiral, Sam Smyth as the Villager and Co-Pilot Steve, April Sadowski as Yo-Yo and Teeka, Sarah Noble as the Flight Attendant, Steve Cain as the Persuader, and James C. Taylor as the Narrator.

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