



House Rules

Story and Audioplay by James C. Taylor

Episode Summary

Wealthy entrepreneurs are committing suicide all over town, and the IMWAN 4 team needs to uncover what the connection is to a local playboy millionaire.

Starring

Beth Dixon / Mrs. Wonderful

Anne Michaels

Ace Princeton

Justin Bills

Investigator / Wayne Turman

Erick Greeva

Nereid / Marilyn Jones

Haley Whiting

Featuring

Dave Hewitt

Doug Zeitlin

Wayne Shapiro

Ken Hallaron

Billy

Andy Greeva

Billy's Dad

Sam Smyth

Colonel Princeton

Steve Cain

John Redmond

Ryan Gilbert

Daphne

Joan Hallaron

Simon Lauro

Pete Nottit

The Replicator

Jim Caswell

Narrator

James C. Taylor

PROLOGUE

SCENE 1 – *ENTER INT.: Redmond House – Replicator Room*

SOUND: Heavy wooden door closing.

DAVE

Wayne! Redmond closed the door!

WAYNE

What was your first clue, Dave?

SOUND: Banging on the door.

WAYNE

Very funny, John. Now open the door.

SOUND: Floor starts inclining mechanically.

DAVE

Wayne, I think the floor is moving.

WAYNE

You didn't have *that* much to drink at dinner.... Hey! Grab onto something, Dave; we're going to fall!

DAVE (yelling)

There's nothing to grab!

SOUND: Floor stops moving. Two bodies hit the floor.

WAYNE

Dave, are you all right?

SOUND: Ceiling starts being replaced mechanically.

DAVE

Yeah, I guess. Not the Hewitt family's finest moment. How about you, Shapiro?

SOUND: Ceiling stops.

WAYNE

I think I'm okay. I'd know for sure if I could, you know, see,

DAVE

What do you think Redmond is doing?

WAYNE
Ticking me off.

DAVE
Beside that.

SOUND: Replicator slowly rolling up to the men. When at full volume, should sound menacing, with like a dentist's drill or chain saw sound in addition to locomotion.

WAYNE
Do you hear something?

DAVE
Something's moving. It's over by me. It's coming toward me.

WAYNE
Dave?

DAVE
Wayne, it's got me!

WAYNE
Keep talking; I'll find you.

DAVE
What is thing doing? Wayne! Help me!

SOUND: DAVE screams. Fades into IMWAN 4 theme.

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 these members of the Incredible Missions World Agent Network battle the most fantastic menaces the world has ever seen as...the IMWAN Four! Today's adventure from the IMWAN Four casebook: House Rules.

ACT I

SCENE 1 – *ENTER EXT.: Beach – Early Morning*

SOUND: Seaside ambience.

BILLY

I'm going to catch one *this* big, Dad.

DAD (chuckling)

I hope you're right, Billy. Good morning, Dave.

BILLY

Hey Mr. Hewitt.

DAD

Dave, Billy said "hi." Dave?

BILLY

What's wrong with Mr. Hewitt, Dad?

DAD

I don't know, son. Dave, are you all right?

BILLY

Is he sleepwalking?

DAD

I don't think sleepwalkers can untie their boats and start their outboards.

SOUND: Outboard motor starts running.

BILLY

It's not like Mr. Hewitt not to say "hi."

DAD

I don't think he's himself today, Billy.

BILLY

Dad! Mr. Hewitt is heading toward the breakwall!

DAD

Dave, turn starboard! Turn hard! Now!

BILLY

He's going to hit it!

DAD

Don't look, Billy!

SOUND: Boat crashes and explodes. Transition music.

SCENE 2 – CUT TO INT.: IMWAN 4 Lair

SOUND: IMWAN Lair background sounds (sonar and computer bleeps)

NARRATOR

Later, at the IMWAN 4 Lair.

NEREID

Investigator, you're already here. Good. There's something I wanted to talk to you about before the Colonel and the others arrive.

INVESTIGATOR

What is it, Nereid?

NEREID

Why do you do it?

INVESTIGATOR

Do what?

NEREID

Investigate weird happenings. Fight crime. Rescue people. All of this.

INVESTIGATOR

Because it's the right thing to do.

NEREID

That's why you put coins in the parking meter. This is a lot more dangerous. I understand why Mrs. Wonderful does it; it's a way to validate herself and to keep alive the memory of her husband. And Ace is a thrill junkie.

INVESTIGATOR

I see that correspondence course in psychology has paid off.

NEREID

Scoff all you want, but you know I'm right. I do it for adventure. But you don't seem to enjoy it in any way. You always seem so.... I don't know, depressed I guess.

SOUND: Transporter beam underlying INVESTIGATOR's line.

INVESTIGATOR

I'm not depressed. You spend enough time around Ace, you start to think everyone should make wisecracks.

ACE

I resemble that remark! So, Nereid, are you telling I-man about that mad crush you have for me?

NEREID

I'll crush your larynx if you try to fondle me again.

MRS. WONDERFUL

Leave him alone. He can't help it. Girls mature much faster than boys.

ACE

Thanks, Wondy. Hey, wait a minute!

SOUND: Transporter beam.

INVESTIGATOR

Here comes the Colonel.

COLONEL

Investigator, Ace, Nereid, Mrs. Wonderful. Glad you're all here. There is something peculiar going on.

MRS. WONDERFUL

We're experts on peculiar. That's why we have Ace.

ACE

Did they call "Everyone Pick On Ace" Day and forget to tell me?

COLONEL

Well, anyway, we've had a rash of strange millionaire deaths. Linda Cherry was the first.

INVESTIGATOR

Of Cherry Imaginings, the ones that make life-like animations for amusement parks and such?

COLONEL

Yes. Her private plane crashed at sea. Then Frank Wirtz's ultra-light aircraft crashed in the desert.

ACE

And since his company builds some of the military's stealth equipment, that's where you come in.

COLONEL

Right. And now, Dave Hewitt and Wayne Shapiro have both died under suspicious circumstances as well.

NEREID

So why aren't these just all tragic accidents?

COLONEL

Officially, they are. But they all have one strange thing in common: John Redmond.

INVESTIGATOR

The software developer?

COLONEL

Yes. Cherry had just broken up with Redmond when her plane crashed and all the other accidents happened after they attended one of his infamous cocktail parties.

MRS. WONDERFUL

I get his invitations all the time, but no one I know seems to enjoy going so much as making fun of them after they go.

INVESTIGATOR

I was invited once too. Oddly, it was after I called the efficacy claims of his new algorithm "flapdoodle."

ACE

You can say "flapdoodle" with a straight face?

COLONEL

At any rate, I believe this is something you should look into.

INVESTIGATOR

As do I. Nereid, get one of your evening gowns; we're going to a cocktail party.

ACE

What about me?

MRS. WONDERFUL

You can be my guest, Ace.

NEREID

Or were you asking for one of my evening gowns?

SOUND: Transition music.

SCENE 3 – CUT TO INT.: *Redmond House Ballroom*

SOUND: Fade up cocktail party voice ambience simultaneously with the cocktail piano or jazz trio music.

REDMOND

So good of you to come, Dr. Turman.

INVESTIGATOR

Thank you for having me. And just call me Wayne.

REDMOND

And you're Marilyn Jones, the fashion model. You look lovely.

NEREID

Thank you. You're kind.

DAPHNE (pouty)

But what about me, Johnny?

REDMOND

You always look lovely, Daphne, my dear; that's your job.

INVESTIGATOR

Pardon me for noticing, John, but your date looks an awful lot like your old girlfriend, at least in the face.

SOUND: Footfalls approach under dialog.

REDMOND

It's to be expected, doc.... er, Wayne. Humans imprint certain proclivities early on in their development, then seek to match these in the selection of a consort. As my friend, Klaus Voorhees, theorized in his paper...

MRS. WONDERFUL

Excuse me, Johnny, but I just *had* to say "hello."

REDMOND

Beth! How did I ever let Ben Dixon steal you away? And why didn't you call after he died?

MRS. WONDERFUL

Well, I was in mourning, John. By the way, I'd like to introduce you to Ace Princeton.

ACE

Nice to meet you.

REDMOND (dismissive)

I'm sure it is.

DAPHNE

I'm very glad to meet you.

REDMOND

If you four will excuse me, I have to greet the other guests.

SOUND: Takes a couple of steps, then stops.

DAPHNE

Is that a service academy ring, Ace?

ACE

Why, yes, it is.

REDMOND (somewhat sharply)

Daphne.

DAPHNE

I'll find you later, Ace.

SOUND: Footfalls walk away.

NEREID

You dated him, Beth?

MRS. WONDERFUL

One time. Before I met Ben, okay?

INVESTIGATOR

I still find the girlfriend thing kind of creepy.

ACE

I'm finding her many things, and creepy ain't one of them.

INVESTIGATOR

Good. Then you can pump her.

ACE

Huh?

INVESTIGATOR

For information.

ACE

Ahh.

LAURO (loudly, from afar)

Now see here, Redmond. I didn't come here to be humiliated!

SOUND: Glass breaks. Crowd noise stops abruptly. Music stops.

NEREID

Let's go over.

SOUND: Four sets of footfalls under argument.

REDMOND

I assure you, my intent is not to humiliate you, Dr. Lauro. Your theories do that for you.

SOUND: Crowd laughs nervously.

INVESTIGATOR

Actually, Simon, I think they have some merit. Call my office in the morning and we'll see if your research goals match what Turman Enterprises is working on.

REDMOND

Offering shelter to the indigent, Wayne?

INVESTIGATOR

One never knows where the next great idea will come from. Like Redmond's LightningTax software.

REDMOND

Speaking of which, have any of you tried version 6?

ACE

I did, but your old one was better.

REDMOND

Well, we didn't think so; otherwise we wouldn't have changed it.
Music, please.

SOUND: Music and background conversation restarts.

REDMOND

Lauro, I'd like to make amends as well. I'd like you to see my private gallery of Ian Cordier artwork.

LAURO

I don't think....

REDMOND

I insist. Right this way.

SOUND: Two footfalls move away.

NEREID

He invites people over to his house and then insults them? And then he acts like it never happened? And you *dated* him?

MRS. WONDERFUL (perturbed)

It was *one* time, okay?

ACE

So far, other than Redmond being annoying, I haven't seen anything particularly unusual.

NEREID

We've also just started looking, and not very deeply.

INVESTIGATOR

Let's rectify that. While Redmond's out of the room, Ace, go see what you can get from Daphne.

ACE

I'm on it.

NEREID

Information, studly.

ACE

Ha.

SOUND: Footfalls moving away.

INVESTIGATOR

Ladies, mingle with the guests. See if you can find any that were here when Shapiro and Hewitt were here and see if they noticed anything unusual.

MRS. WONDERFUL

What will you be doing?

INVESTIGATOR

Me? I'm going to go see what I can hear from that back room.

MRS. WONDERFUL

Wait, look.

SOUND: Door opens. Footfalls come forward and move past.

NEREID

It's Dr. Lauro.

MRS. WONDERFUL

He's walking rather oddly.

NEREID

And straight out the door.

SOUND: Door opens. Footfalls exit room. Door closes.

INVESTIGATOR

New plan. Beth, follow him while I look for Redmond.
Communicate back to Marilyn via your IMWAN transmitter.

MRS. WONDERFUL

Got it.

SOUND: High heeled footfalls move away. Male footfalls start in other direction.

INVESTIGATOR

Let's see. I think it's this way.

REDMOND

What's this way?

SOUND: Male footfalls stop.

INVESTIGATOR

Redmond. I didn't see you. The men's room. I think it's this way.

REDMOND

I don't see how you could, Turman; you've never been here before.

INVESTIGATOR

Just guessing from the layout.

REDMOND

Well, it's this way. Follow me.

SOUND: Transition music.

SCENE 4 – CUT TO EXT.: High Cliff Road

SOUND: Flying with speeding car in the background.

MRS. WONDERFUL

I'm following Dr. Lauro's car from the air, Nereid, although I feel strange flying without my costume on.

NEREID

Just keep Dr. Lauro in sight.

MRS. WONDERFUL

Of course. He's headed north on High Cliff Road, driving pretty quickly. And he's heading right for the cliff!

SOUND: Crash through guardrail. Transition music.

ACT II

SCENE 1 – ENTER EXT.: High Cliff Road

SOUND: Flying with car revving in background.

MRS. WONDERFUL

I've got to catch that car before it hits the water.

NEREID

I'm on my way to help.

SOUND: Catching car and lifting metal.

MRS. WONDERFUL (grunting)

Got it. Lauro, sit tight until I get this car back on the road.

SOUND: Car door opening.

MRS. WONDERFUL

Getting out is not my definition of sitting tight. What are you doing? We're not on land yet! *<gasps>* Why did you jump?

SOUND: Body splashes in water. Fast swimming approaches.

NEREID (from a distance)

It's okay, Mrs. Wonderful, I can get to him.

SOUND: Swimming stops once close.

NEREID

I've got him!

MRS. WONDERFUL

Is he alive, Nereid?

NEREID

That depends on your definition. Meet me and the boys in front of Redmond's house.

SOUND: Transition music.

SCENE 2 – CUT TO EXT.: Redmond's house – Front lawn

SOUND: Night-time outdoor sounds. Party sounds in the distance.

MRS. WONDERFUL

Dr. Lauro's a robot?

NEREID

I don't know if Dr. Lauro is a robot, but the 'person' that jumped out of the car was a simulacrum.

INVESTIGATOR

A lifelike automaton.

ACE

Anyone want to translate that into normal?

MRS. WONDERFUL

A look alike robot.

INVESTIGATOR

A look alike. Just as Daphne looks a lot like Linda Cherry. Ace, what have you learned from Daphne?

ACE

Not very much; Redmond keeps shooping her away from me.

INVESTIGATOR

Well try harder.

MRS. WONDERFUL

Actually, I can help you, Ace. I'll <ick factor> flirt with Redmond while you talk to Daphne.

INVESTIGATOR

I don't think you'll need to do that. I'm going to get a look at that back room the only way I can think of: Get Redmond into an argument.

NEREID

How's that supposed to work?

INVESTIGATOR

Think about it. Lauro and he got into an argument and then, inexplicably, Redmond was chummy and inviting Lauro into the back. I believe that's when the switch took place. And the way to prove it is to get invited into the back.

NEREID

That's dangerous!

INVESTIGATOR

But it may be our only chance. I'll set off my emergency signal on my Cryptoanalyzer should I need you all.

SOUND: Transition music.

SCENE 3 – CUT TO INT.: *Redmond House - Ballroom*

SOUND: Fade up cocktail party voice ambience simultaneously with the cocktail piano or jazz trio music.

INVESTIGATOR

Excuse me, Redmond. I'd like to ask you about something.

REDMOND

One moment, Daphne. Okay, Turman, go ahead.

INVESTIGATOR

These people here, they're you're guests. Why do you treat them like this?

REDMOND

It's my house and my rules.

INVESTIGATOR

Rex Stout said "A guest is a jewel on the cushion of hospitality."

REDMOND

Well, he's not here, is he? And I'm surprised at you, a man of your academic background reading –never mind quoting– detective fiction.

INVESTIGATOR

You act as if the rest of humanity is beneath you.

REDMOND

I don't have to act for that to be the case.

INVESTIGATOR

So is that why your firm totally missed the growth in social network computer programming, because you have no use for society?

REDMOND

I'm bored now, Turman.

INVESTIGATOR

Is it true they've stopped calling you Jack the Hacker and just started calling you Jack the Hack?

REDMOND (angry, but hiding it)

You know, Turman, you wanted to see my art collection in the back.

SOUND: Two sets of footfalls move away.

MRS. WONDERFUL

Now's your chance!

ACE

So Daphne, tell me a little about yourself.

DAPHNE

I am exactly 168 centimeters tall.

SOUND: Silence – 1 beat.

ACE

Well, I guess that's a little about yourself.

SOUND: Transition music.

SCENE 4 – CUT TO INT.: Redmond House – Art Room

SOUND: Footfalls.

REDMOND

These, Turman, are the more common works, but if you go through that door right there, you'll see my special private gallery, the one only a select few are allowed to see.

INVESTIGATOR

After you, John.

REDMOND

No, you first. I insist.

INVESTIGATOR

I think I've changed my mind.

REDMOND

Too late for that.

SOUND: Body shoved forward. Door slams shut.

REDMOND

Enjoy your tour, Turman.

SOUND: Pounding on the door. Starts on outside, and then transitions to inside.

INVESTIGATOR

Let me out! Let me out! <*beat*> That should have sold it, guys.
Let's see what we have here. The floor seems to meet the wall
oddly.

SOUND: Floor starts inclining mechanically.

INVESTIGATOR

And now I know why. I guess I'm "inclined" to go with it. See,
Nereid, I can make jokes, too.

SOUND: Transition music.

ACT III

SCENE 1 – CUT TO INT.: Redmond House - Ballroom

SOUND: Fade up cocktail party voice ambience simultaneously with the cocktail piano or jazz trio music.

ACE

So, Daphne, where were you born?

DAPHNE

I do not have an answer to that question.

ACE

Okay. Where did you grow up?

DAPHNE

I do not have an answer to that question.

ACE

Okay, is there a question you do have an answer to?

DAPHNE

Yes.

SOUND: Silence – One beat.

ACE

Oh, brother. I might as well have asked what pi was to ten digits.

DAPHNE

3.1415926536

MRS. WONDERFUL

Holy cow!

ACE

The square root of two to ten digits.

DAPHNE

1.4142135624

NEREID

Is that right?

ACE

Like I would know.

MRS. WONDERFUL

She's like Rain Man.

ACE

Only if Rain Man is a robot. A girl that looks that good and knows stuff like that has to be a simmle-crim.

NEREID

You mean simulacrum. And what you really mean is automaton.

MRS. WONDERFUL (stage whisper)

Redmond is coming back!

REDMOND

Excuse me. Daphne, come along.

SOUND: Footsteps moving away.

REDMOND

Whatever have you been talking about?

DAPHNE

Simulacra and automatons, John.

REDMOND

Oh, really? <loudly> Guests, I'd like you to go out to the front lawn where shortly there will be a special, private fireworks presentation.

SOUND: Music and background crowd noise stops. Crowd starts to leave.

REDMOND (quietly)

But not for you three. Waiters, seize them.

SOUND: Struggling.

MRS. WONDERFUL

Hey, let go.

NEREID

What is the meaning of this?

REDMOND

I'm afraid you get to see my art collection as well.

MRS. WONDERFUL

I don't think so.

SOUND: Punch. Body falls across room.

REDMOND

You're pretty strong there, Beth. Two of you, on her now.

SOUND: Struggling.

NEREID

Beth's not that strong.

ACE

It was a lucky shot. Not like she's Mrs. Wonderful or anything.

MRS. WONDERFUL (dawning on her)

Yeah. Right.

REDMOND

Take them to the back room, now!

SOUND: Everyone tramped out. Transition music.

SCENE 2 – CUT TO INT.: *Redmond House – Replicator Room*

SOUND: Replicator slowly rolling up to Investigator. When at full volume, should sound menacing, with like a dentist's drill or chain saw sound in addition to locomotion.

THE REPLICATOR

Prepare to be processed.

SOUND: Stabbing, drill like noise

INVESTIGATOR

I think I'll take a pass.

THE REPLICATOR

You must be processed.

SOUND: Stabbing, drill like noise

INVESTIGATOR

Neither processed or homogenized

THE REPLICATOR

Please do not move until processing is complete

SOUND: Stabbing, drill like noise

INVESTIGATOR

No, thanks. Let's see. Not that pocket.

SOUND: Rustling through pockets.

THE REPLICATOR

Processing must begin.

SOUND: Stabbing, drill like noise

INVESTIGATOR

Not that pocket. I hate wearing suits.

THE REPLICATOR

Please stand by for processing.

SOUND: Stabbing, drill like noise

INVESTIGATOR

A ha!

THE REPLICATOR

Prepare to be processed.

SOUND: Stabbing, drill like noise

INVESTIGATOR

Prepare to be disabled.

SOUND: Electronic pulse bomb.

INVESTIGATOR

That ought to scramble your circuits for a while. Now let's see what you're built for.

SOUND: Transition music.

SCENE 3 – CUT TO INT.: *Redmond House – Replicator Room*

SOUND: Floor being mechanically inclined. Three bodies hit the floor.

ACE

With that sliding floor, you could call this a fun house; only I'm not having much fun in it.

MRS. WONDERFUL

Neither am I. I could have beaten those waiters with one hand tied behind my back! Darned secret identity.

NEREID

Man is it dark down here. Do you have a light, Ace?

ACE

No, I don't. Come over to my voice and then put your left hand on the wall and we'll try to find our way out.

SOUND: Three people walking.

INVESTIGATOR (at a distance)

Over here.

ACE

That sounds like the Investigator.

NEREID

That is the Investigator.

INVESTIGATOR

Here. Let me turn on the light in my cryptoanalyzer.

SOUND: Flashlight click. Footfalls stop.

MRS. WONDERFUL

What is that machine?

ACE

Scary looking is what it is.

INVESTIGATOR

From my examining it, it seems to sedate people, then gather tissue samples and take extensive biometric readings.

NEREID

Tissue samples? Why would Redmond need a machine that takes tissue samples?

INVESTIGATOR

If you wanted to create a life-like duplicate that would pass close inspection, at least for a short time, you'd want tissue samples I'd imagine.

ACE

It's like a factory down here. Do you have any idea what that does?

INVESTIGATOR

That appears to be the machinery for creating replicas, like the one of Dr. Lauro.

MRS. WONDERFUL

Do you hear that?

ACE

Hear what?

MRS. WONDERFUL

That.

INVESTIGATOR

We don't have enhanced hearing like you, Beth. What are you hearing?

MRS. WONDERFUL

It sounds like Daphne.

ACE

But we left her upstairs.

INVESTIGATOR

Which way, Beth?

MRS. WONDERFUL

This way.

SOUND: Footfalls move forward.

NEREID

There's a door up ahead, with some sort of electronic lock.

MRS. WONDERFUL

Step aside.

SOUND: Door being ripped off

NEREID

Or you could do that.

SOUND: Alarm claxon

ACE

It's Daphne! And a bunch of guys.

INVESTIGATOR

It's Linda Cherry. And the other missing millionaires.

MRS. WONDERFUL

What's wrong with her?

INVESTIGATOR

She's drugged. They're all drugged.

SOUND: Footsteps approach quickly.

ACE

Let's get them out of here and back upstairs.

REDMOND

No. You won't.

INVESTIGATOR

Step aside, Redmond. Whatever this was all about, it's over now.

REDMOND

Robots, attack!

SOUND: Fighting starts.

INVESTIGATOR

Remember to keep the fight away from the captives.

ACE

Right after they stop hitting me, dude.

NERIED

This would be easier if we could use our, er, talents.

MRS. WONDERFUL

Enough of this!

SOUND: Flying, then crashing into the horde. Fighting stops.

INVESTIGATOR

Beth!

ACE

Hey, she kept the fight away from the captives.

MRS. WONDERFUL

I have this ring for a reason, Wayne and ...

SOUND: Metal ripping.

MRS. WONDERFUL

Eek! His arm! What did I do to John's arm?

REDMOND (slightly robotic)

System damaged. Secret discovered. Initiating shut down sequence.

SOUND: Electronic shut down noise

NEREID

Stop it from shutting down!

INVESTIGATOR

I can't! I used my electronic pulse deactivator earlier.

REDMOND

Termination sequence complete in five. Four. Three. Two. One.

SOUND: Silence – 1 beat.

ACE

No kaboom? I thought there would be an earth shattering kaboom.

NEREID

You watch way to much television.

INVESTIGATOR

Beth, take "Redmond" upstairs while we bring up the prisoners.

SOUND: Transition music.

EPILOGUE

SCENE 1 – ENTER INT.: IMWAN 4 Lair

SOUND: IMWAN Lair background sounds (sonar and computer bleeps)

INVESTIGATOR

So Colonel, were the lab boys able to recover anything useful from the Redmond replica.

COLONEL

Nothing that appeared to be helpful, no. We learned a little bit from debriefing Linda Cherry, though. It seems she was the one who first built the Redmond duplicate, at his insistence. She did it to humor him, but then when he asked for one of her, she balked. That's what started him on capturing and then replacing people.

MRS. WONDERFUL

Maybe she can recover something.

COLONEL

Redmond modified the memory system. She's as clueless as my staff.

NEREID

Are the missing millionaires okay?

COLONEL

They're recovering. The doctors say it will take some time.

ACE

So Redmond is still out there somewhere, uncle?

COLONEL

Yes. And all we can do is wait.

CUT: Ending music and credits.

ENDING CREDITS

SOUND: Ending music.

NARRATOR

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

This presentation also featured Doug Zeitlin as Dave Hewitt, Ken Hallaron as Wayne Shapiro, Andy Greeva as Billy, Sam Smyth as Billy's Dad, Steve Cain as Colonel Princeton, Ryan Gilbert as John Redmond, Joan Hallaron as Daphne, Pete Nottit as Simon Lauro, Jim Caswell as the voice of the Replicator, and James C. Taylor as your Narrator.

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