

# cradle of quest 3 The Next Generation

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**Date Started:** 9/3/96

**Completion Date:** ?

**The Cast:**

**Double O Bo:** The Hero

**Kelvin:** Youth in Distress

**Dolf:** The Evil One

**The Mom:** The Mom

**Narrator:** The mouthy one

## Act 1(The Intro)

### Scene 1(The Plot)

**The Scene:** Kelvin sitting on the couch starring at the TV

**The Time:** Morning

**Nar:** This is the story of Kelvin Button, a very happy child...

**Kel:** No, I'm NOT!

**Nar:** Yes you are, it's in the script on page one right here, "Narrator says: This is the story of Kelvin Button, a very happy child..."

**Kel:** I am supposed to be watching "Muscular Changing Energy Fighters" which is why I would be happy. But that "mom" you hired won't let me!

**Nar:** Would the "mom" person please let Kelvin watch his show?... Thank You. (clearing throat) Where was I... Oh, yes, Kelvin Button is now a VERY happy child...

**Kel:** Go GREEN THINGIE NUMBER ONE!!!

**TV:** Go GO Energy Fighter!!(BAM! BAM! BAM! BOOOOOOOM! ZAP! BISH! BAP!)

**Kel:** Yeah! Cut his head off!! Look at that BLOOD!!!...

**Nar:** Please turn that crap off...(Kelvin walks over and turns TV off) Thank you.

**Kel:** Jerk.(sits sulking on couch)

**Nar:** (Clearing Throat)This is the story of Kelvin Button a normally happy child... (Kelvin sticks tongue out at Narrator) but today seems a bit cranky. Unknown to Kelvin, he would become even crankier when he is kidnapped.(under his breath) On the other hand I will be cheerier.

**Kel:** Hold on! Kidnapped! There is no WAY...

**Nar:** Just then a hooded masked man grabs Kelvin.

**Kel:** (Kicking and screaming)I WANT MY AGENT!

### **Scene 2(The Phone Call)**

**Setting:** Mom sitting on couch watching TV. The telephone rings and she picks it up.

**Time:** Two hours later.

**Dolf:** I kidnapped your son and if you want to see him alive again you better call Double O Bo!

**Mom:** You mean Bob.

**Dolf:** I MEAN BO!(hangs up and so does mom)

**Mom:** I just know he meant Bob. (Calls Bob) Hello!

**Dolf:** (having tapped in) I MEANT BO. Now get over to his house! Your son is about to DIE!

**Mom:** (hangs up) I just know he meant Bob.

### **Scene 3 (Bob's House)**

**Setting:** Mom is at Bob's house and knocks on door Bo answers

**Time:** Ten minutes later

**Mom:** Is Bob here.

**Bo:** He meant me ma'am. Look at the TV.

**Both go inside**

**Mom:** What movie is this? why is the man holding that kid over the edge?

**Bo:** That's not a movie and that is your kid.

**Mom:** Oh, MY GOSH!!!

**Dolf:** (Holding doll to camera) This is your son!

**Mom:** Doesn't look like my son. Have him say something.

**Dolf:** (Stammering) Say something you brat!

**Doll:** (after Dolf pulls string) Mom-ma! mom-ma!

**Mom:** IT IS HIM! KELVIN!!

**Dolf:** Told you to call Bo!

**Mom:** Your mouth said BO but your eyes said Bob.

**Dolf:** (smacks forehead)Doh!! Say good-bye to your son! (chucks doll over edge)

**Mom:** KELVIN!!

**Doll:** (after hitting)mom-ma! mom-ma! mom-ach!

**Mom:** But you meant BOB!

#### **Scene 4 (Kelvin's House)**

**Setting:** Mom and Bo are sitting on couch

**Time:** 10 minutes later

**Bo:** It doesn't matter who he meant. Your son, however plastic looking, is dead. We must figure out who the killer is and where he is hiding.

**Mom:** The killer is Dolf.

**Bo:** (dumbfounded) How do you know that?

**Mom:** It's in the script.

**Bo:** Can you tell me where he is hiding.

**Mom:** If I did this wouldn't be much of a game would it?

**Bo:** Can I have some chocolate milk? Shaken, not stirred.

# The Pizzaplace

**Required:** Wallet, translator

**Backgrounds:** With kid, kid on floor, no kid

**Pick up:** note from toy, toy, tickets, kid, tokens

## Change Machine (no wallet)

**Bo:** I think it wants money.

## Change Machine (wallet, first time)

*Bo walks over and takes crumpled up dollar bill out of his pocket and crams it into the machine. The machine spits it out.*

**Bo:** What?!

*Bo smooths bill out a little and crams it back in. Machine spits it out.*

**Bo:** What?!

*Bo smooths bill out a little more and crams it back in. Machine spits it out.*

**Bo:** Get in there!!

*Bo smooths out bill a little more and crams it in. He then places his hand over the slot. The machine spits it out through his fingers.*

**Bo:** Fine!

*Bo kicks the machine and tokens fall out.*

## Change Machine (Wallet, second time)

*Bo sticks tongue out at machine. Machine spits out coins.*

**Bo:** That thing is evil.

## See Ball (no tokens)

**Bo:** I think it wants tokens.

## See Ball (tokens)

*Bo plays see ball.*

**Bo:** I won't get many tickets doing this.

## Hit the Crook (no tokens)

**Bo:** It calling to me....More tokens, MORE tokens!  
**Hit the crook (tokens, no help)**

*Bo plays Hit the Crook*

**Bo:** I can do better than this.

**Hit the Crook (tokens, help)**

*Bo and kid play Hit the Crook*

**Bo:** Look at all these tickets.

**Kid:** Speaks French

**Hit the Crook (tokens, help, miss kid)**

*Bo tries to grab kid but the kid runs out the door*

**Bo:** Get back here!

**Hit the Crook (tokens, help, hit kid)**

*Bo grabs Crook Bopper and hits kid on head*

**Bo:** Take that!

*Kid falls to floor and an "Adolf is my hero" pin falls out.*

**Bo:** A henchman!

**Search Kid (first time)**

*Bo searches kid and finds a note*

**Bo:** A note!

**Search Kid (second time)**

**Bo:** There's nothing left.

**Talk to Kid (No translator)**

*Bo walks over to kid*

**Bo:** Hello!

**Kid:** Babbles in French

**Bo:** What ever.

**Talk to Kid (Translator, First time)**

**Bo:** Hello!

**Kid:** Hi

**Bo:** Can you help me with this game?

**Kid:** Sure!

**Talk to Kid (Second time, Translator)**

**Bo:** Thanks for the help!

**Kid:** You're welcome.

**Bo:** Where do you live?

**Kid:** 6523 Silicon Park Geoville Rd

*Kid then says something in English but the translator repeats it to Bo in French*

**Bo:** You're not French, your Scumdinavian! Do you have any idea what this translator cost?!

*Kid starts to back away*

**Kiddi game (no tokens)**

**Bo:** I even need tokens for that cheesy thing.

**Kiddi game (tokens)**

*Bo plays game*

**Bo:** Yah, this reeeeeeeal cool. Sure got plenty of tickets though.

*Look at toys*

**Bo:** Look at all this... ah... cool stuff. Eh, yah!

**Pick up wanted toy (no tickets)**

**Bo:** I don't have enough tickets.

**Pick up wanted toy (tickets)**

**Bo:** This might come in handy. *To clerk* I have this unexplainable urge to get this thing.

**Clerk:** Okay. *Hands toy to Bo*

**Bo:** Thanks.

# The Grand Canyon

## Top of canyon

(First scene when he arrives)

*Bo walks into view*

**Bo:** What a view!

(look at foot-prints)

*Bo walks over and bends down to look at foot prints*

**Bo:** That's odd...there are only one set of prints here... hmm...

(throw rock over the edge)

*Bo looks for the biggest rock he can find*

**Bo:** Let's test Gallileo's theory...

*Bo spits and throws the rock over at the same time*

**Bo:** Coooooooool.

**Bystander:** Hey you jerk you might kill a hiker down there!

**Bo:** No I won't, The spit went first so if there is somebody down there He will be hit by the loogie and look up to see the rock coming down so he has time to get out of the way.

**Bystander:** What about air resistance?

*Bo looks around and blinks*

**Bo panics and runs to edge**

**Bo:** YOU BETTER RUN MISTER!!!!

**Hiker:** Huh?

*Rocks smacks hiker on the head and he falls to the ground*

*Loogie hits hiker on head a few seconds later*

**Hiker:** (Weakly) Didn't he know Galileo's theory?

*Hiker Becomes unconscious*

(Throw second rock)

*Bo picks up another rock and chucks it over*

**Bystander:** Don't you know you can start a landslide doing that?

**Bo:** You know, you're really beginning to...

*Low rumbling*

**Bo:** Ya know...I'm gonna start listening to you.

*Cut to hiker*

*Hiker is beginning to wake up*

*More rumbling*

**Hiker:** Doesn't that kid know anything?

*Rocks begin to rain down*

**Hiker:** I think I'll begin to move now...

*Cut to wide shot*

**Whole side collapses**

*Cut to hiker*

**Hiker:** Oh my body!

*Cut back to Bo*

**Bo:** I think I should go now...

**(throw rock at bystander)**

*Bo picks up rock and throws it at the bystander*

**Bo:** I don't like your tone!

**(walk too close to edge)**

*Bo walks over to edge*

**Bo:** Gee.... That's a long way DOOOOOOOOooooooooowwwwwwwwnnnnnnnn!!!!

*Bo ends his bungee with out a bungee with a thud*

**(go to bottom of canyon)**

**Bo:** Yeah, good idea... let's wreak havoc at the bottom too!

*Bo walks off screen*

**(Go to bottom of canyon, landslide)**

**Bo:** I just started a landslide...I don't think this is the best time to go down there.

## **Bottom of Canyon**

**(Bottom with no hiker)**

**Bo:** Incredibly sublime.

**(Bottom of canyon with unconscious hiker)**

**Bo:** Well, WHAT do you know, I did hit a hiker!

**(Bottom of canyon with unconscious hiker, search him)**

*Bo searches the hiker*

**Bo:** Hey, a note!

# The Electronics Store

(Translator)

*Bo walks over and picks up translator and examines it*

**Bo:** This is a neat toy, I want it

*Bo puts it in his pocket*

(note)

*Bo walks over and picks up electronic kit*

*Bo opens it up and flips through manual*

**Bo:** Neat projects... hey what's this... Everybody now!

**All:** Gee, it's another note!

**Bo:** What is it with notes any way?

*Bo puts every thing back in the box and pockets the note*

(Walk out, haven't paid, first time)

**Bo:** What are you!? Some kinda thief!! In case you haven't noticed I'M a GOOD guy!!! Try that again and I won't play with you any more!

(Walk out, haven't paid, second time)

**Bo:** Fine! I warned you! I quit!!

*Bo walks over and sits down*

(Talk to Bo, first time)

**Bo:** What!?

(Talk to Bo, second time)

**Bo:** I don't want to talk to you!

(Talk to Bo, third time)

**Bo:** Go away!

(Talk to Bo, fourth time)

**Bo:** Do I have to wound you?

**(Give Bo cookie from floor)**

**Bo:** Gee, aren't you generous. Giving me some cookie that more than likely was slobbered on by some kid who has a constant drooling problem! But since you're apologizing, fine... I'll play with you!

**(Pay, no translator)**

**Owner:** I take your money but what are you going to buy.

**(Pay, translator)**

*Bo hands clerk the money*

**Owner:** Thank you!

**(Pick up unwanted object)**

**Bo:** Some incredible urge is making me put that back.

# K e I V i N [ ] S H o u S e

**(look at foot prints)**

**Bo:** These prints are pretty vague, but they look like a size 9 and a size 6.

**(Dig through couch)**

*Bo digs through the couch*

**Bo:** A WALLET! I pay them back when I'm done... (chech!)

*Bo falls over laughing hysterically*

*Camera fades out*

*camera fades in*

*Bo straightens out*

**(Use Computer)**

*Bo flips switch and loads up CQ2*

**Bo:** This game is sooooo great I'm gonna go out RIGHT now and BUY it!

**(Watch TV)**

*Bo walks over and turns on TV*

**Bo:** WOW the soaps are on! Yoy!

*Bo walks to the couch and sits down*

**Bo:** Ouch!

*Bo leaps up*

**Bo:** Hey the remote!

*Bo picks it up and tries to change the channel*

**Bo:** Hey, it doesn't work. I guess I'll have to keep it.

*Bo slips it into his pocket*

*Bo sits down and stretches out*

**Nar:** Bo...

**Bo:** hmm...

**Nar:** Bo...

**Bo:** hmm....

**Nar:** Bo, please remove your behind from that couch... you have work to do.

**Bo:** hmm...

**Nar:** NOW!!!

*Bo leaps up*

**Bo:** Geesh.

*Bo walks over and turns off the TV*

# S a f e W a y

**(Inside, Missing cat)**

*Lady walks up to Bo*

**Lady:** Excuse me, my cat has run away and I wonder if you might have seen him out in the parking lot.

**Bo:** Well what does it look like

*Lady pulls out a picture of a cat laying on it's back looking like it's dead*

**Bo:** Ma'am, I wouldn't do around showing that to people.

**Lady:** Are you saying that my cat's ugly!

**Bo:** No, it's just that...

**Lady:** Well I NEVER!

*Lady storms off dropping picture into a bag*

**Bo:** Maybe I look for that cat later on.

**(Inside, Missing cat, Pick up picture)**

*Bo looks into the bag*

**Bo:** Hey, that lady dropped that picture in my bag, good.

**(Inside, missing cat, walk away without picking up picture)**

*Bagger walks over and notices picture*

**Bagger:** Hey Bo, did you lose this picture of a dead cat?

**Lady:** IT'S NOT DEAD!!!

**Bo:** Yes, may I have it. It may come in handy later.

**(Inside, Pipe Bomb)**

*Man walks to each checker and tells them something*

**Bo:** What was that about?

**Checker:** Oh, there's some bomb threat.

**Bo:** A BA...

**Check smacks Bo**

**Checker:** Shut up! Do you want to scare the customers?!

**(Inside, Pipe Bomb, warn customers)**

*Bo picks up intercom*

**Bo:** Hey everybody! It seems as though some jerk planted a bomb outside. You better all panic and run out side!

*Cut to overhead shot of Safeway*

*Show people streaming out of the store*

*Cut back to previous view*

**Checker:** Man, you're an idiot.

**(Inside, Pipe Bomb, Check it out)**

**Bo:** Ya know, I'm gonna go see for myself if that pipebomb's real.

*Bo walks out side*

*Camera pauses*

**Bo:** How come everything is all of a sudden so quiet?

**Bo:** This is bad isn't it.

**Bo:** The pipe bomb is real isn't it?

**Bo:** I'm toast aren't I?

**Bo:** You answered 'yes' to all of these questions right?

**Bo:** Right.

*Huge explosion as Bo comes flying back through the door*

**(Inside, Pipe Bomb, wait)**

**Bo:** I think I'll wait for the police to come.

*Undercover police officer comes through door. (Another way of saying we can't afford a real officer so we use some kid that will also play another part.)*

*Officer walks up to service counter and says something*

*Officer walks away dropping a slip of paper*

*Man walks to each checker and tells them something*

**Bo:** What now?

**Checker:** There really wasn't anything.

**(Inside, Pipe Bomb, wait, pick up slip)**

*Bo walks over and picks up slip of paper*

**Bo:** Another note!

**(Inside, have seen cat, use intercom)**

*Bo picks up intercom*

**Bo:** I need a clean-up in the parking lot! Bring a spatula.

*Person walks to Bo with a spatula and bag.*

**Person:** Another cat, huh.

**Bo:** Yup.

*Both walk outside*

**Cut to outside view**

*Both walk up to cat*

*Person scraps poopsie off the pavement*

*Person then begins to place it in the bag*

**Lady:** Oh, you found my cat!

**Bo:** It's dead ma'am, let it go.

**Lady:** What!?

**(Outside, got cat, lady upset, be kind)**

**Bo:** If you want ma'am you can have him and bury him in your back yard so the next people who move in who have a dog can find it and save on dog food.

**Lady:** You're too kind.

*Lady takes cat and walks away*

*Lady throws it into a trash can*

**(outside, got cat, lady upset, be kind, get cat out of trash can)**

*Bo reaches into trash can and digs out cat*

**(Outside, got cat, lady upset, be truthful)**

**Bo:** Ma'am your cat's dead.

**Lady:** No he's not! He has looked like that ever since I backed over him with the steam roller. He's fine.

**Bo:** He's dead.

**Lady:** Since you're so insistent you can have it. He hasn't been very playful since the accident. Maybe it's time I got a new cat.

*Lady hands Bo the cat*

*Bo Screams and drops it*

**Bo:** Gross!

**Lady:** Well how rude! Do I come to your house and beat up your animals?! Well I never!

*Lady storms off*

*Bo bends down and carefully picks up the cat*

**(Outside, look at cat, no picture)**

*Bo walks over to cat and looks at it*

**Bo:** I don't think that's the one.

**(Outside, look at cat, picture)**

*Bo walks over to cat and looks at it*

**Bo:** That's it!

**(Outside, pick up cat)**

**Bo:** There's no way I'm touching that thing

# T h e F i r s t P e r s o n

(First show up)

*Bo knocks on door*

*Person opens up door*

**Person:** What do you want?

**Bo:** Excuse...

**Person:** Excuse this!

*Person belches*

**Bo:** You're excused. Now, have you heard anything regarding a Kelvin Button?

**Person:** Who wants to know you little brat?

(You don't have time for this)

**Bo:** I do, and so does this little thing I call...a gun.

**Person:** oh...OH...OHHHHH...darn...

*Bo shoots the person*

(You don't have time for this, search person)

*Bo searches person*

**Bo:** There's the person's script. That's odd, seems as though Kelvin was laughing with a couple of guys. That was AFTER the kidnapping too. Strange.

(Put up with it)

**Bo:** I want to know, besides I have a license...

**Person:** For what?

**Bo:** To carry a concealed weapon.

*Bo pulls out his gun*

**Person:** Sooo, buddy ol' pal, what do you want to know?

**Bo:** Have you seen Kelvin?

**Person:** Yes, I believe I have. I saw Kelvin with a couple...

**Bo:** Kelvin, you must have the wrong script, it's Kelvin. By the way, Cradle Quest 2 is a good game.

**Person:** I know, I have it. Wanna play?

**Bo:** I'd love to but I have a job to do. I'll pick up a copy later.

**Person:** Anyway, I saw Kelvin with a couple of guys laughing.

**Bo:** Laughing?

**Person:** Yup, sure didn't look like he was kidnapped to me.

**Bo:** Strange...

*Person goes back inside*

**(Look at box)**

*Bo walks over to the box and opens it up*

**Bo:** Wowzers! A red polo shirt, black pants, socks, a clean white pair of shoes, a scan card, and a name tag! This is probably junk but I'll take it.

# A t S c h o o l

**Nar:** I thought this game was over now but I guess I was wrong wasn't I? What can he possibly do here?

**Bo:** School, why didn't I think of that before? Let's see here... my first class...

*Short clips of each class*

## Lunch

**Bo:** I can't believe I have to work at the snack bar. Can't just I shoot myself? Well, here goes...

*Bo walks into the snack bar area*

**St Wrkr:** Hey, get your visor on!

**Bo:** I suppose you want me to wear bowling shoes to, huh?

**St Wrkr:** No, but I do, wanna see?

**Bo:** I'm sure they're lovely. I been reduced to this, why? Why, why. Why?

*Serve customers*

## Final Customer

**Bo:** This lines closed

*Bo begins closing the window*

*Student sticks his arm inside to hold it up*

**Student:** No, it's not!

**Bo:** Let me guess...Dolf, right?

**Dolf:** So, what's to ya? Serve me food!

**Bo:** I don't have to take this!

**Dolf:** Why not, shrimp?

*Bo reaches out and grabs Dolf*

*Bo yanks Dolf towards him*

**Dolf:** Tough guy huh? Ever played CQ1?

**Bo:** Yeah, why?

**Dolf:** Ever wonder how Adolf turned Calvin into a rabbit?

**Bo:** Yeah, how?

**Dolf:** Same way I'm gonna turn you into a toy!

**Bo:** I had to wait for two sequels to figure that out! I WANT TO KNOW HOW HE DOES IT!

**Dolf:** So we'll waste some script... Adolf is a warlock...

**Bo:** Really!?

**Dolf:** Yes.

**Bo:** How? There's no such thing?

**Dolf:** Don't you get it? This isn't real, this is some fantasy some loser wasted 4 years creating.

**Bo:** That makes sense, the fantasy part anyway...Why four years?

**Dolf:** No one but the Great Wally Loser knows, and I don't think he knows either.

**Bo:** So what's the real plot?

**Dolf:** Actually, the Great Wally Loser, actually Ben Kucenski, is in a coma. At least that's what they say, why else would someone spend 4 years on some game series.

**Bo:** That makes a lot of sense...

**Dolf:** So, where were we, oh, yeah, I'm turning you into a toy!

**Bo:** A toy huh? I have a feeling that this is going to be a VERY cool ending sequence...

# SECOND PERSON HOUSE

## (Intro)

*Bo walks up to door and knocks*

*Low Growling*

*Bo looks over and sees a dog*

## (Run)

**Bo:** Running is good...

*Bo dashes off*

## (Growl back)

*Bo growls back*

*Dog attacks Bo*

*Bo loses*

## (Cat)

*Bo Throws the cat to the dog*

*Dog goes away*

**Bo:** That was close!

*Person opens door*

*Person is holding a double barrel shotgun aimed at Bo's face*

## (Have a Duel)

*Bo reaches for gun*

*Person reaches for trigger*

*Bo Loses*

## (Get Mad)

*Bo grabs the gun and pushes it out of the way*

**Bo:** What a minute...That gun is PLASTIC!

*Bo grabs gun*

*Bo holds barrel of gun and starts hitting person with the end of it*

**Bo:** What kind of sick-o are you!

**Person:** OWWW! Stop it hurts!

**Bo:** Serves you right!

*Bo throws the gun*

*Dog from off camera yelps*

**Person:** Scared you didn't it?

**Bo:** Sir...

**Person:** Yeah?

**(You idiot)**

**Bo:** You know I hate idiots like you.

**Person:** Yeah... so.

**Bo:** Soo I don't feel like dealing with you

**Person:** Yeah... so

**Bo:** So I'm gonna dispose of you!

**Person:** Yeah... OHHHHhhh.... oh.

*Bo pulls out gun and shoots person*

**(Search body)**

*Bo searhes the body and finds the script*

**(Live with it)**

**Bo:** Anyway...You wouldn't happen to know anything about Kelvin Button would you?

**Person:** Sure! I saw him eating and talking with a couple of guys at Buger King

**Bo:** You mean screaming right?

**Person:** No.

*Person goes back inside*

*Person drops paper*

**(Pick up paper)**

*Bo picks up paper*

# Third Person's House

## (Intro, First Encounter)

*Bo walks up to door and knocks*

*Person opens door*

**Bo:** Hello! You wouldn't happen to have...

**Person:** PIE!! IS THAT WHAT YOU WANT! I SLAVE OVER A HOT STOVE AND WHAT HAPPENS? SOME STUPID KID TAKES IT!

**Bo:** That wouldn't be me ma'am.

*Person glares at Bo*

*Bo glares back*

*Person goes back inside slamming the door*

**Bo:** What was THAT all about?

*Person comes back out-side with broom*

**Person:** WHAT'S ALL ABOUT? THIS!! IS WHAT IT'S ABOUT!

*Person starts smacking Bo with broom*

*Person goes back inside slamming the door*

**Person:** NOW I HAVE TO GO TO SAFEWAY AGAIN!!

*Bo cringes*

**Bo:** That was interesting...

## (Intro, Second encounter)

*Bo puts on football helmet and walks up to door*

*Before Bo can know Person whips open the door revealing that a double barrel shotgun is in her possession and pointing at Bo*

**Bo:** (shaking) Can we be reasonable here?

**Person:** Reasonable?! All I want is a pie! Is that too much to ask!

*Person rests gun on Bo's nose*

**Person:** Tell you what... You find whoever stole my pies and I'll let you live.

**Bo:** There's an offer I can't refuse.

*Person glares*

**Bo:** Hee hee.

*Bo runs fast*

**Person:** RUN FOREST, RUN!

*Person fires into the air and starts cracking up*

**(Intro, Third encounter)**

*Bo walks up and knocks on door*

*Bo dashes to the side of the door and draws his gun*

*Bo waits*

*Person walks up from behind*

*Bo spins around shaking violently*

**Bo:** Ahhh!

*Person raises gun to Bo's eye-level*

**Person:** You better have my pie...or else!

**(Have a duel)**

*Bo draws gun and before person reacts pulls the trigger*

*Bo faints*

**(Search Person)**

*Bo takes person's gun and throws it*

*Bo searches person and finds the script*

**(No Pie)**

**Bo:** I don't have a pie...

**Person:** That's too bad... I'll have to give you something else to eat

**Bo:** If I had known you were going to give it to me I would have searched harder...

**Person:** Lead...

**Bo:** Oh...

*Person pulls trigger*

*Bo dies*

**(Got Pie)**

**Bo:** Here's your pie!

**Person:** Good thing!

*Person lowers gun*

*Bo loosens up*

*Person gets casual*

**Person:** So, what did you want to know.

**Bo:** (high pitched) I just wanted to know if you know anything about Kelvin Bunton.

**Person:** Yeah, I saw him with a couple of guys playing together

**Bo:** You mean fighting

**Person:** No.

**Bo:** That's odd

*Person walks inside dropping note*

**(Pick up note)**

*Bo walks over and picks up note*

# NEWTHIRDPERSON'SHOUSE

## (First Encounter)

*Bo walks up to house and knocks*

*Person opens door*

**Bo:** Excuse me ma'am...

**Person:** My, what a strapping young man. And so polite, too!

**Nar:** Nice?! Ha ha ha

*Bo glares at the narrator*

**Nar:** Havn't you read the script?

**Person:** Well, no. I guess I will.

*Person goes back inside*

*Bo continues to glare at the narrator*

**Bo:** Do you mind?! This is none of your business! Did you read your description?

**Nar:** I did, and I'm living up to it.

**Bo:** Yeah, the mouthy one! Now knock it off! I'm trying to do my job here!

**Nar:** You know you really shouldn't talk like that to me...

**Bo:** And why is that?

**Nar:** Because I dictate what happens to you!

**Bo:** I'm scared.

**Nar:** Just then Bo was drenched

**Bo:** Wardrobe!

**Nar:** You don't have wardrobe. This is not exactly a high priced production is it now, huh?

**Bo:** You got lucky.

**Nar:** Luck! I think not. You know with rain comes thunder...

*Low rumbling*

**Bo:** I remember that rumbling from somewhere before...oh, yeah, I wonder if that hiker's okay

**Nar:** Are you mocking me? Well, just then a bolt of lightning struck Bo

*Bo just looks at the narrator*

*Bo goes flying back*

**Bo:** Knock that off! Here she comes!

*Person comes out the door.*

**Person:** You're washed up, and by the looks of it, in more ways than one.

*Bo glares at the narrator*

**Person:** I just finished reading the script and you're not a very nice person. Shooting people. Good heavens!

**(shoot person)**

*Bo pulls out gun*

**Person:** Well I never, but also am prepared!

*Person pulls out shot gun and pulls trigger*

*Bo dies*

**Nar:** Ha Ha!!!

**Person:** Oh...I read about you too!

*Person shoots narrator*

**(Be nice)**

**Bo:** I do not, shoot people. The script isn't linear. You can't read it straight through. I had had an option to shoot you, too.

**Person:** Why didn't you?

**Bo:** I can't tell you, it's a surprise for the player.

**Person:** Tell me later, please!

**Bo:** Anyway, I need some information.

**Person:** And I need some pie.

**Bo:** Huh?

**Person:** Some jerk has been stealing my pies!

*Person glares at Bo*

**Bo:** No...

**Person:** Prove it!

**Bo:** How?

**Person:** Find the real thief! I'm going to Safeway

**Bo:** O.K.

**(Second intro)**

*Bo knocks on door*

*Person opens door*

**Person:** I hope you have my pie...

**(No pie)**

*Bo gulps*

**Person:** I take that as a no. Am I correct?

*Bo starts to back off*

**Bo:** no...

*Person grabs Bo and drags him inside*

*Sun goes down*

**Nar:** I don't think he's coming out.

*Sun comes up*

**Nar:** Wonder what happened.

*Shot goes off*

**Nar:** Oh...

*Person walks outside*

**Person:** He sure knew how to make pies, too bad I had to kill him.

**(have pie)**

*Bo hands person the pie*

**Person:** Good thing!

**Bo:** Now could you tell me anything you know about the Kelvin Kidnapping?

**Person:** Sure, I saw him with some of his friends playing.

**Bo:** You mean with his enemies fighting.

**Person:** No.

**Bo:** Odd.

*Person walks inside dropping note*

**(Pick up note)**

*Bo picks up note*

# BURGER KING

(intro)

*Bo Walks into Burger King and sees Kelvin with two people*

*Bo ducks to avoid being seen*

(Show yourself)

**Bo:** Hey! Arn't you supposed to be kidnapped?

**Kelvin:** My Hero! Get 'em!

*Kelvin and the henchmen take care of Bo*

(evesdrop)

*Bo sneaks behind Kelvin and listens in*

**Kelvin:** Everyone got?

**Hench1:** No...

**Kelvin:** Why not?!

**Hench1:** That stupid detective hit me and it still hurts!

**Kelvin:** You doofus!

**Hench1:** Sorry...

**Kelvin:** Now...do you want the "Muscular Changing Energy Fighter" toy or not?

**Both:** Of course!

**Kelvin:** That ranson for my return will pay for it easily. That is, IF we get the ranson. You morons better do what your supposed to do!

**Both:** Of course!

**Kelvin:** Now, you better meet me in five minutes at the park or you WILL be sorry!

*Bo stands up*

**Bo:** So you had this scheme going the whole time? Gee, who would have guessed it

*Kelvin and the henchmen glare at him*

**Bo:** I sure wouldn't...

**Kelvin:** boo

*Bo dashes out the door*

*Henchmen start to chase but Kelvin holds them back*

**Kelvin:** Later...

# Park

**(intro)**

*Bo walks to park and sees a henchman eating pie*

*Henchman looks at his watch*

*Henchman looks around*

*Henchman walks up to sign and smacks his forehead*

**Hench1:** Oh MAN! Wrong Park!

**(walk to henchman)**

**Bo:** Gee, you look puzzled can I help you?

**Hench1:** Yeah, can you...YOU!

**Bo:** Where did you get that pie?

*Henchman musters up some courage*

**Hench1:** I...I...I stole it, hee hee. Uhh...COME ON...Punk what are you gonna do.

**Bo:** Let's see here...

**(Pull gun)**

**Bo:** You're one violent player aren't you?

**Hench1:** Huh?!

*Bo reaches for gun and lifts it*

*Henchman kicks it out of his hands*

*Fight*

**(Peaceful Talk)**

**Bo:** Can't we just...get along? Is that too much to ask?

**Hench1:** Yes!

*Hench throws first punch but Bo casually blocks it*

*Fight*

**(fight)**

**(Get pie)**

*Bo walks over and picks up the pie*

# DOLFGSHOUSE

**(Intro)**

*Bo walks up to the house*

**Bo:** This is so cool!

**(look at toys)**

*Bo looks around*

**Bo:** There are "Muscular Changing Energy Fighters" everywhere!

*(ring door bell)*

**Bo:** Ring door bell? What kind of idiot are you! But, if you insist...

*Cut to inside*

*MCEF music playing*

**Hench1:** I'll get it!

*Hench1 opens door and quickly slams it*

*Hench presses his back to the door and looks around*

*Hench notices a double barrel shot gun and picks it up*

*Hench opens the door and aims the gun at Bo*

**Bo:** You have ABOSULUTLY no idea how sick I am of seeing that kind of gun

*Bo tosses Hench his gun*

**Bo:** Use that!

*Bo faces player*

**Bo:** Hey I'm gonna die, might as well die with a decent gun!

*Hench begins to pull the trigger*

**Bo:** HOLD ON!

**Hench1:** What the?

**Bo:** There is just too much violence these days...I'd just like to say that well...Kids, guns hurt people. And here's the ONLY commercial in this game...

*show "guns kill" video*

**Bo:** Wasn't that lovely?

**Hench1:** I can't do it...

**Bo:** Do it!

**Hench1:** I can't...

**Bo:** Do it!

**Hench1:** Fine...

*Bo dies*

**(sneak in)**

*Bo checks the door to see if it's locked*

**Bo:** It's open!

*Bo goes inside*

*MCEF music is heard playing*

**Hench1:** WOW! LOOK AT ALL THAT BLOOD!!!

**Hench2:** I WANNA WATCH BARFY!

**Hench1:** Shut up, oh look here he comes now!

**Hench2:** He's on your show?

**Hench1:** Yeah he's making a special appearance!

**Hench2:** I wanna see!

**MCEF:** Look kids it Barfy! Parents have complained so much about violence that we had to show kids some educational stuff as well.

**Hench2:** OH BOY!!

**MCEF:** Today's educational topic is internal organs

**Hench2:** cooOOOLL!

**MCEF:** Hey Barfy! What internal organs do you have?

**Barfy:** Duh, I don't know? I need an x-ray! Hey kids, do you know what an X-ray is?

**Hench2:** What?

**MCEF:** It's where you can see bones, not organs Barfy!

**Barfy:** If that true then how DO we see organs?

**MCEF:** Like this!

*MCEF opens fire on Barfy*

**MCEF:** Oh Look! His heart! See that red stuff kids? That's blood.  
You need blood to survive. Barfy is running out of it.

*Hench2 squeals with fright*

**Hench2:** OH MY GOSH BARFY!!

*Hench2 starts crying*

**Hench1:** SHUT UP!

**(walk into room)**

**Bo:** Hey guys what are you watching?

**Both:** MCEF...hold on!

**Bo:** It's me and I want some answers!

**Hench1:** About what Double O Boob!

**Bo:** That good, I like a sense of originality...

**Hench1:** Thanks!

*Bo whips out his gun*

*Bo fires at the ceiling*

**Hench2:** Sir, uh...

*Bo fires at the ceiling again*

**Bo:** What?!

**Hench2:** Can I change my pants quick, they seem to be moist...

**Bo:** Why not? You!

**Hench1:** Me?

**Bo:** No! Mister pee in my pants! Yeah you! I want some answers! Where's Kelvin and Dolf?

**Hench1:** Dolf? Who's Dolf?

**Bo:** Duh, he only kidnapped Kelvin.

**Hench1:** You think, ha ha, you think...

**Bo:** Yeah I think!

*Bo fires at the ceiling again*

**Bo:** What do you know?

**Hench1:** Kelvin IS Dolf!

**Bo:** What?!

**Hench1:** Kelvin is Dolf. Kelvin just wanted some money to buy the new MCEF toy so he kidnapped himself and blammed it on Dolf. Dolf is Adolf's son so he made a logical choice.

**Bo:** So where is Kelvin?

**Hench1:** Notice the "new" kid at school?

**Bo:** Yeah, so?

**Hench1:** That's Kelvin.

**Bo:** That's too much.

**Hench1:** Yup, keeps all of his studies up. But now that his plan is ruined...

**Bo:** What?

**Hench1:** Just go to school and you'll see.

# T a r g e t

**(Intro)**

*Bo walks into store*

**Bo:** We could go to Better Buy but noooo, we gotta gotta go to some lammo  
Pamida wanna be...

**(Any other section)**

**Bo:** I don't think so!

**(go to toy section)**

*Bo starts walking to toy section*

*Bo sees electronic section*

**Bo:** Ohhhh...

**Nar:** Move along Bo, this is business!

**Bo:** Shut up!

**(anything but Yak Back)**

**Bo:** You know that looks neat but I don't need it.

**(yak back)**

*Bo starts playing with yak backs*

*Little kid comes by and picks one up*

*Kid pushes play button*

**Yak:** This is Dolf! I am a god! Visit this god at...

*Kid stops it*

*Kid starts to push record button*

**(No toy)**

**Bo:** Don't push that button!

**Kid:** Why not?

**Bo:** Because well...

**Kid:** You're a dork

*Kid pushes button and says something*

*Bo chases him out of the store*

*Bo is hit by car*

*Bo dies*

**(Toy)**

**Bo:** I'll trade you!

**Kid:** What?

**Bo:** I give you this cheap plastic toy that you can KEEP for that toy that isn't anybody's.

*Kid glances around*

**Kid:** Serious?

**Bo:** Absolutely, here.

*Bo gives toy in exchange for the Yak Back*

*Bo plays message and get's Dolf address*