

"Introducing Sweets, or When Blu Met Dusk!"

By

Don Cortier

PO Box 2901
South Bend, IN 46680
dynahunk@dyna-flix.com

DareDolls Blu and Dusk enter the old, abandoned Magic Factory via ladder. Dusk finds a pair of staple guns and decides to play "gunslinger" with Blu. With a gun on each hip, she comes out shooting:

DUSK

Hey, Blu! Look what I found! I'm a gunslinger!

Dusk shoots at Blu, recklessly. Blu is soon pinned to the wall! Dusk comes forward to help, shocked and sorry.

DUSK

Ohmigod, I'm so sorry! Don't worry: I'll get you out of this. How embarrassing. This is my second day on the job! We're going to have to cut you out of this and that means a new uniform. Wait! I think I've got something in my belt!

Dusk pulls an expandable suitcase from her utility belt; it contains a new DareDoll suit, albeit pink. Dusk helps Blu out of her old costume and into this new one.

DUSK

Well, I hope you like pink. In fact, you can't be Blu anymore. You'll have to be Candy...or DareDoll Sweets or something. Yeah, "Sweets" sounds good. What do you think?

SWEETS

But I don't wanna be Sweets. Why can't I be Blu?

DUSK

Uh, d'uh: Because who ever heard of a pink Blu? Are you serious?

They continue to investigate the Factory, but soon a Peeper blocks their path. He brandishes a gun, which he waves almost in rhythm. The DareDolls assume the classic hands-on-hips, legs spread wide stance.

PEEPER

Oh, girls! I can never get tired of that pose. You know the one I mean: With your hands on your hips and your legs spread just the right distance. You gotta love that! And you've gotta love my new toy this

morning. This is my new Bubble-Wrap Gun! But it also loosens up tight butts!

The Peeper sets his gun to a variation of "stun," and the girls soon find themselves involuntarily swaying at the hips and their buttocks tense and release in sexy sync.

The Peeper then fires his gun. Blobs of molten plastic shoot out of it and bind the DareDolls together in a kinky version of a three-legged race. He leads them away.

We find Sweets and Dusk next strapped to a couple of pillars. Like clockwork, they are to be ground together, with each rotation of the pillars finding themselves ever closer together. Their bodies press into each other.

Sweets pulls a rather large wrench from Dusk's sleeve, and drops it into the works....

Free of the Doll Press, they almost immediately stumble upon a strobing ball, which transfixes them. They bounce it off of the floor and find that it seems to thrive on their energy. Dusk and Sweets play catch with this glowing orb from opposite ends of the Factory. Sweets grows impatient and calls CrimeBase to report in. CrimeBase cautions Sweets to keep an eye on Dusk, because a single bump on the head could force her to revert back to the Crystal Seductress, an arch-villainess!

Dusk is of course soon stymied by a sandbag that falls from the ceiling (apparently a booby trap, or perhaps the orb knocked it loose). She becomes the Crystal Seductress before our very eyes, by helping herself to accessories conspicuously lain all around, including black leather gloves and a shiny medallion. Even her make-up seems darker.

Dusk motions to Sweets that she is to come hither.

Sweets follows Dusk/the Seductress to a gong.

Dusk/Seductress mallets the gong and its vibrations course through Sweets's vulnerable little body. Dusk leads her away....

What are the Crystal Seductress's intentions? Stay tuned!