

"Aura through the Wringer!"

By

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DareDoll Aura works out in the dressing room with a blue rubber ball.

CRIMEBASE

Aura, it's me: Norman! Put away that big blue ball. Come in!

AURA

Norman! How dare you electronically surveil this dressing room?!

CRIMEBASE

Oh, I could never put a bug in your dressing room....

AURA

Well, that's good to hear.

CRIMEBASE

Yeah, I'd drill a hole in your wall or floor. That's much cheaper.

AURA

Oh, very cost-effective!

CRIMEBASE

Never mind my presumed perversity, Aura. Let's just talk about today's mission. As always, you are to infiltrate the old, abandoned Magic Factory and stop the Peeker brothers in their tracks. And if you see anything strange, give me a ring.

AURA

Okay.

Aura exits.

Aura enters the Factory and is almost immediately stopped in her own tracks by a Peeker, who appears from behind her to call out. He wields a ring, aiming it at her as though it were a gun.

PEEPEER

Hey, golden girl! With this ring, I thee hypnotize. You are helpless in its power!

AURA

That's nothing but fool's gold!
Stop...in the name of me! And

justice.

The Peeker's ring seems to have momentarily lost its power.

PEEPEER

Damn it! Chad forgot the batteries!

AURA

I'm going to ring your neck.

PEEPEER

Yeah, well, come a little closer, then. There's just enough juice left in this thing to suck you dry.

Aura begins suddenly to swoon. Her body is no longer her own! She slowly spirals to the floor, as though acting out the old "snake charmer" trick in reverse.

We cut to another corner of the Factory. Aura now stands before the Peeker, who ties her by the wrists and wraps her snugly with clear plastic wrap. The Peeker waves his ring once again in her seemingly spellbound face and then scans it along her entire body.

PEEPEER

Wake up, Aura. I've modified the frequency in this ring just enough to let you know you're in big, big trouble. Oh, but you're still completely helpless. I've not only captured your mind, but your body. You're paralyzed, and I've neutralized all of the gadgets in your DareDoll uniform with this ring. Oh, there's nothing you can do. Nothing.

AURA

You'll never do me in.

PEEPEER

You're already done!

AURA

You never said I'd be dead from the neck down.

PEEPEER

From the neck down, yes. And now I'm going to finish you off. This cellophane should not only seal

your fate, but your doom.

AURA

Whatever happened to simple human decency? You monster.

PEEPER

That's hot. Are you done yet? Well, then. Let's wrap this thing.

AURA

You creep. You'll never undo me.

PEEPER

We're almost done with you.

AURA

You're never going to get me.

PEEPER

I've already got ya.

AURA

Your game is sordid and sad.

The Peeker completely wraps her, and then shakes his ring.

PEEPER

Ah, I need a new battery!

He exits. Aura seizes the opportunity to wriggle free from the plastic wrap.

Aura heads in a different direction, but is overtaken with chloroform by the Peeker, who seems to already know her every move. He conveys her sleeping beauty by cart to a conveyor, which leads in turn to a buzz-saw! This one is set up to bisect her across her torso.

PEEPER

Here comes your big break.

AURA

You're never gonna get away with this!

PEEPER

It's time to cut the cake. And you ain't goin' nowhere!

AURA

No!

Aura is pushed along with great suspense until our usual ambiguous ending, which finds the Peeper suddenly turning on his wheels to exit just as the buzz-saw sound effect indicates that blade has hit...something!