

<PUT TITLE HERE>
EPISODE: <S1-001>

<A Fountain TEMPLATE for Audio Drama Scripts>

by **Alisha Awen**

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Tags:
#Emergent-Anomalies.com
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#audio-theatre #screenwriting
#2020 #drafts #not-in-ed-cal
#Fountain #Fiction #sci-fi
#templates #Writing-Resources
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PRODUCTION SCRIPT
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<PUT TITLE HERE>

<Episode S1-001>

Add synopsis and other general notes here on second page...

Note: *(This template Loosly conforms to Tony Palermo's radio drama script style guides)*

Reference

Main Fountain website and docs: "**www.fountain.io**"

Tony Palemro's Website: "**www.ruyasonic.com**"

CAST

CHARACTER-#1

Add character description here:
yadda yadda yadda (all about this
character etc.)

CHARACTER-#2

Add character description here:
yadda yadda yadda (all about this
character etc.)

BEGIN EPISODE

MUSIC: [MUS-01] STEAM PUNK STORY THEME "The Ivory Tower"
(ESTABLISH) CONTINUE UNDER

ANNOUNCER:
Welcome to another episode of...
(HOLD BREATH FOR 5 SECONDS
WHILE STING PLAYS)

MUSIC: [MUS-02] THE IVORY TOWER TITLE SUSPENSE CLIP (STING)
(1950s style SPOKEN WORDS ECHOING)

ANNOUNCER:
Yes folks, it's time for another
exiting episode of The Ivory Tower,
a paranormal series by Alisha Awen
Sheppard. Produced by Harmonic
Alchemy Productions on Orcas Island,
in the middle of the enchanted
Salish Sea!

ANNOUNCER:
In this episode, Dr Jeznik and his
assistant Peter are on a path
destined to explore an old
lighthouse with strange anomolous
features... Dr Jesnik knows about
the lighthouse's secrets but Peter
has no idea. Together they are about
to embark on the adventure of of
their lives!

1 EXT. LIGHTHOUSE ISLAND - DAY 1

1

(Dr. Jeznik, Peter)

MUSIC: [MUS-03] MYSTERIOUS EPISODE INTRO THEME (CROSSFADE
AND DUCK UNDER)

SOUND: [SFX-03] (CROSSFADE IN) SEAGULLS, WITH WAVES AND
LIGHT BREEZE IN DISTANCE (CONTINUE SOFTLY AS SCENE BACKGROUND
ENVIRONMENT - LONG AMBIENCE LOOP)

SOUND: [SFX-01] DR. JEZNIK'S FOOT SETPS ALONG ROCKY PATH TO
OLD LIGHTHOUSE, [SFX-02] AIRPLANE PASSES BY FAR DISTANCE,
[SFX-03] SEAGULLS. CONTINUE UNDER

DR. JEZNIK
(DIRECT - DRY - RAISED
VOICE TO CARRY BACK DOWN
THE PATH TO PETER -
OUTSIDE ROCKY ISLAND
ENVIRONMENT)
Come along Peter, we're almost
there.

PETER
(OFF - BACK FURTHER DOWN
THE PATH - RAISED VOICE TO
CARRY OVER SOUND OF
DISTANT WAVES, SEAGULLS,
WIND)
Where Dr. Jeznik? All I can see is
the remains of the old crashed down
lighthouse scattered about the rocky
knoll ahead of you.

DR. JEZNIK
(DIRECT - DRY - LESS
BACKGROUND NOISE DR
JEZNIK'S LOCAL POSITION IN
FRONT OF THE IVORY TOWER)
Well my boy, that's it! Hurry up!
I'm already there...

SOUND: [SFX-04] DR. JEZNIK'S FOOTSTEPS SHIFT FROM ROCKY PATH
TO WOODEN STAIRS [SFX-03] SEAGULLS CONTINUE DUCK MORE

PETER
(OFF - FROM BACK FURTHER
ON THE TRAIL)
What? All I see is you standing
alone next to the remaining chunks
and base of the old lighthouse that
was destroyed by the BIG storm of
2019...

DR. JEZNIK
(DIRECT - ON WOODEN
THRESHOLD IN FRONT OF
HEAVY IRON DOOR)
Just come along boy, I cannot go any
farther or show you until you reach
me...

SOUND: [SFX-05] PETERS FOOTSTEPS GETTING CLOSER ALONG
ROCKY PATH, THEN SHIFT FROM ROCKY PATH TO WOODEN STAIRS
[SFX-03] SEAGULLS. CONTINUE

PETER

(DIRECT - NOW WITH DR.

JEZNIK AT OPEN IRON DOOR)

(GASPS) What's all the fuss about that big old iron hatch which used to open into what used to be the basement access to the Lighthouse? Why are you trying to open it? There's nothing but thick vines and blackberry canes all overgrown over the top of this broken Lighthouse base and it's for sure to be a tangled mess on the other side of that door as well! We can crawl around to the other side where the entire wall is missing and I will show you!

DR. JEZNIK

(TO PETER)

Don't worry Peter, you will see shortly... There are no vines... Now help me open this heavy door!

SOUND: [SFX-06] SHUFFLING FOOTSTEPS ON WOODEN THRESHOLD
(CONTINUE AND FADE) [SFX-07] METAL SQUEAK AND CLANG OF LATCH
HANDLE TWISTING ON IRON DOOR

WALLA

(PETER, DR. JEZNIK - AD

LIB - GROANS - CUE)

Umf! ... Ugh! ... Etc.

(CUT WALLA DIALOG AT SOUND
OF THUD)

[SFX-08] DOOR CREAKING AS IT SLOWLY OPENS, THEN CUT WITH
SHORT THUD [SFX-09] SLIGHT BACKGROUND REVERB ADDED (FROM
WITHIN NOW OPEN CHAMBER) TO ALL DIALOG - MIXED UNDER WITH
OUTSIDE DRY EFFECT WHICH STAYS UP AND PRIMARY (CONTINUE)

PETER

(TO DR. JEZNIK - PARTIALLY
REVERBRATED BY CHAMBER
BEYOND DOOR)

Hey! What's all that mist blocking
the opening? I would call it sea
fog but it looks much thicker and
iridescent cobalt blue? I am also
feeling an uncomfortable prickly
feeling... (PAUSE) ([SFX-06]
FOOTSTEPS AS PETER BACKS AWAY FROM
DOOR)
(NERVOUSLY) Yikes! Dr. J ... Um...
the hair on my arm went all static
electricity like until I let go of
that door! That fog feels tingly
and very thick and sticky! I don't
feel good about this! (GASP) What's
Happening?

DR. JEZNIK

(TO PETER - PARTIALLY
REVERBRATED BY CHAMBER
BEYOND DOOR)

Hold fast to my hand boy! We need
to be grounded before coming in
contact with the event horizon... I
am putting my right hand through
now... Just stay close behind me
and you will be fine...

SOUND: [SFX-13] STATIC ELECTRIC SPARK SNAP SOUND AS DR.
JEZNIK REACHES OUT AND MAKES CONTACT WITH THE EVENT HORIZON
FLUSH WITH THE DOOR OPENING

PETER

(TO DR. JEZNIK - ALARMING
TONE - PARTIALLY
REVERBRATED BY CHAMBER
BEYOND DOOR)

Yikes! Did you just get a shock from
that cloud? Maybe we shouldn't go
any...
(PAUSE - AD LIB RELUCTANCE TO ENTER
CHAMBER - FADE UNDER)

PRODUCTION NOTE:

Peter and Dr. Jeznik enter the chamber, the sound effects of
their footsteps changes dramatically as they enter the door,
and then the sound changes dramatically again as Dr. Jeznik
closes the iron door behind them.

DR. JEZNIK
(TO PETER - FADE WHILE
PASSING THROUGH EVENT
HORIZON)

Just a bit of static discharge at
the threshold between our world and
where we are going... not to worry
my boy, not to worry... Hold tight
to my hand and stay right behind
me... Were almost through...

SOUND: [SFX-11] SHUFFLING FOOTSTEPS CHANGE ABRUPTLY CROSSING
THROUGH THE OPEN CHAMBER DOOR (REVERBERATED BY INSIDE
CHAMBER) [SFX-03] SEAGULLS FADE INTO DISTANCE

DR. JEZNIK
(TO PETER - INSIDE CHAMBER
REVERB)

Ok, we're in... (PAUSE) Peter are
you ok? ... Hold on there a bit and
let your brain recover and
re-organize ... I have to close this
heavy door ...

SOUND: [SFX-14] CREAKING OF CHAMBER DOOR CLOSING, CONTINUE
[SFX-03] SEAGULLS FADE EVEN FARTHER INTO DISTANCE (CUE ON
FIRST AD LIB DIALOG GRUNT BELOW)

DR. JEZNIK
(DIRECT - INSIDE CHAMBER
REVERB - AD LIB)

Now to...
(GRUNTS)
Ugh!... pull... this... heavy...
door... shut!
(AD LIB - SIGH AFTER SOUND
OF DOOR CLANGS SHUT - CUE)

SOUND: [SFX-15] SHARP CLANG AS HEAVY IRON DOOR SHUTS
COMPLETELY (REVERBERATED BY INSIDE CHAMBER), ([SFX-03]
SEAGULLS CUT ABRUPTLY)

2 INT. - INSIDE LIGHTHOUSE - DAY 1**2**

PETER

(DIRECT - INSIDE CHAMBER
REVERB)(RUBBING EYES GASPING AS IF JUST
AWAKENED) Ugh! Er... Hey!... What
happened? Where are we now? Where
did all that creepy fog go? Um... I
feel funny... Did I? uh..... no...
na... NO!!!(BEGIN TO WHISPER AND
LOOSE CONSCIOUSNESS
WAVERING SPEECH)Um... I feel rearllly... dizzy....
(ETC) My ears ringing like crazy...
Ringing! Ringingggggggg! Make it
STOP! Please!!!(LOOSE CONSCIOUSNESS FOR 5
SECOND PAUSE - GAIN
FACULTIES - REGAIN NORMAL
SPEECH)Uh... hmmm.... Oh... Oh My! ... That
was a strange feeling ...
(RECOVERING) like my brain just
dissapeared and reappeared several
times and leapfrogged around all the
while my ears were ringing like
crazy! Faint echos of ringing still
remain... fading in and then going
away...

TO BE CONTINUED