

This script was created by Worm Mad. The characters of Zero and Nutter are loosely based on Team17 Forum Users. Fear my wrath!

72 Ways to Die: Episode One: Post-Pilot Syndrome

The screen is black to begin with.

Zero72 (voice-over): My name is Zero72. I am the vampire slayer. My destiny in life is to hunt down and eradicate all known supernatural threats to mankind. But no self-respecting superhero could be without a team. In my case, The Team. We monitor the town and hunt down any evil we can find. Or we will soon enough anyway. I only got here around a week ago and I've already had my fair share of excitement. However I've got a feeling that I'm about to experience a whole lot more...

The screen fades into The Team sleeping quarters. The alarm on Zero's clock goes off. He leans over to turn it off and falls out of the bed. He gets up and turns it off then falls to the floor exhausted.

Zero72: (groaning) Ohhhh, that was some party last night... What time is it?

Nutter: (walking in) 9:30am.

Zero72: (shocked) 9:30am! What crazy lunatic set my alarm to that time?

Nutter: Me, I set all the alarms.

Zero72: (moaning) But why so early?

Nutter: Well, we have to get up early to monitor what evil forces are about and how we can get rid of them. Now that you're here, things are sure to heat up in this town.

Zero72: Why?

Nutter: Well, I've discovered fairly recently that all the major supernatural evil forces are drawn to the same area as the Slayer so conveniently you don't have to keep travelling around. All the bad guys will relocate themselves here eventually, without even knowing why, and all you have to do is pick them off.

Zero72: Hmmm, well that's nice to know. But do I really have to pick off all these bad guys today?

Nutter: No, you'll be doing that tonight. And there are many evil forces so you will never destroy them all.

Zero72: Course, because they only come out at night. (Pause) So, if I'm only going to beat all the bad guys at night then why do I have to get up so early?

Nutter: Finding out what evil doers are in town, training so you can kill them more effectively and such like. (Pause) Well that would be the normal schedule anyway. But as you've only got here recently, today the Count and Pillow are taking you on a tour of the town to get you settled in.

Zero72: (getting up) Sounds good. I'll go get ready. (Pause) What is the name of this town again?

Nutter: Scorched City.

Zero72: But it's a town.

Nutter: Yeah, but the planners thought 'City' sounded better. (Pause) Now get going, you've got a lot to see today. (Zero72 walks into the bathroom and closes the door. below his breath) And not all of it you'll be expecting...

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Title Music Lyrics

*I'll teach you a story about a town called Scorched,
A legend about a team,
Their leader was the Slayer called Zero,
Their history learnt through a dream.*

*There are but 72 ways to die,
The Slayer knows them all,
There are but 72 ways to die,
If you run – you may trip and fall.*

*Evil aplenty came out of the dark,
To challenge the saviours back then,
If you listen to what people say,
Then the legend may live again.*

*There are but 72 ways to die,
The Slayer knows them all,
There are but 72 ways to die,
Be it vampire – werewolf – or ghoul.*

*The strange thing about this tale,
Is that it exists in tomorrow,
The ending is not written yet,
Be it full of joy or of sorrow.*

*There are but 72 ways to die,
The Slayer knows them all,
There are but 72 ways to die,
So don't dive in an empty pool.*

Cast

The Team

Zero72 is the Slayer,
Nutter is the Mentor,
Root is the mysterious one,
Count Ferrell-Envelope is the normal one,
Pillow is the hyperactive annoying one,
Casket is the grumpy half-demon one.

Other Important Characters

Spare-Ribs is the psychotic vampire,
Bracket is the team-member wannabe,
Susan Smiles is the model student.

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Zero, Pillow and Envelope walk along the road.

Count Ferrell-Envelope: The first place to visit on our tour should really be the town bar. (he indicates the bar which is titled "Little Bleeders") It's a friendly free-for all kind of place.

Pillow: I never visit it though. I'm too young to drink.

Count Ferrell-Envelope: No, you're not. You're eighteen.

Pillow: (louder) I'm *too young to drink*.

Zero72: Meh. I've had enough of bars for the time being. What other places are there round here?

Pillow: Well, there's a fancy French restaurant called "Le Petit Singe" just along the street.

Count Ferrell-Envelope: Pfft. The food in there is diabolical. When I went there, my hors-d'oeuvre tried to eat me.

Zero72: Right.

Pillow: There's a little park across the road.

Count Ferrell-Envelope: Why is nobody laughing? Diabolical, geddit?

Zero72: Hmmm, yeah. (Pause) I'd like to see this park, Pillow.

Pillow: Then just follow my lead.

They walk across the road and into the park.

Zero72: Hey, this is a cool park.

Pillow: Yep, It's all cool and fuzzy and stuff.

Zero72: (noticing the fountain, in the park, which is running red) Ewww! Is that blood?

Count Ferrell-Envelope: Yeah, brought in daily from Alaska.

Pillow: (annoyed) No, it isn't. It's Ribena.

Zero72: (tasting it) Mmmm, she's right! Delicious!

Pillow: I suggested that to the park owner and he said 'Yussir' so we always get yummy drinks in the park.

Count Ferrell-Envelope: Oh, it's always you-you-you these days, isn't it, Pillow?

Zero72: (pointing across the lake) Cool! A swan!

Count Ferrell-Envelope: No, that's a demonic rage-bird. They hang around the lake when anybody's pissed off.

Pillow: (annoyed) Envy! (to Zero) Of course it's a swan. (looking through binoculars) Oh wait, he's right. (Pause) But who could be angry in this lovely park?

Count Ferrell-Envelope: (angrily) I don't know! How long are we going to stay here? I feel like a third-wheel here! When are we going to go somewhere cool? This sucks!

Zero72: Okay, Envy, where do you want to go?

Pillow: Only I may call him 'Envy'.

Zero72: Hey, I was only being friendly.

Pillow: Only me.

Cuts to The Team HQ (Nutter's house). Root, Nutter and Casket sit around. Casket is on a laptop.

Casket: Hmmm.

Nutter: Hmmm-what?

Casket: Looks like an influx of supernatural energy around the town hall.

Nutter: Really? (Pause) I wonder what could be causing that.

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Root: It might just be that cursed magical staff you left there.

Nutter: I left that *there*? (Pause) I was wondering where that had gone.

Casket: It looks like it's getting stronger.

Nutter: (getting his coat) I'd best go get it before it causes any trouble. (he puts his coat on) You two can hold the fort here for an hour or so, can't you? (they nod. He leaves)

About a minute after he has left, Casket disappears and reappears with the staff.

Casket: (smiling) He'll be looking for this for ages now.

Root: That's not very nice.

Casket: I'm not a very nice half-demon.

Root: Still...

Casket: Well, he should have remembered that I could teleport, shouldn't he?

Root: I don't think he wanted you to make a scene.

Casket: I didn't. I teleported behind a tree. Anyway he's going to cause more of a scene by saying things like 'Excuse me, has anyone seen a magical staff?' (Root looks coldly at him) Fine, Fine. I'll go. (he disappears)

Root: (moving over to the laptop) He he. Now for a quick game of "Worms World Party" before they get back. (logs online) SargeMcCluck? Who on earth is SargeMcCluck? (clicks buttons) We'll see how good at WWP he is anyway. (pause) Hmm, now what's a ba-zooka?

Cuts to outside AREF building. Zero, Envelope and Pillow are outside.

Zero72: So what is this place?

Count Ferrell-Envelope: This is Scorched City's "All-Round Education Facility". It's a kindergarten.

Pillow: Junior School.

Count Ferrell-Envelope: Middle School.

Pillow: Upper School.

Count Ferrell-Envelope: College.

Pillow: And University. (Pause) All the different years are on different floors. (Pause) Which is probably why it's so tall. (they look up. the building is stupidly tall)

Thankfully the College and University areas are on the lowest floors so it's no big deal for us. But for the younger kids (shakes head).

Zero72: Uh-huh. You realise that this building would never exist in real-life?

Pillow: Thank heavens for imaginaryation!

Count Ferrell-Envelope: Yes... (Pause) Anyway, let's take the tour.

They enter the AREF building. Almost as soon as they are inside, a blonde girl runs up grinning manically.

Blonde Girl: (to Envelope) Ferrel-Envelope! When were you going to introduce me to your new friend? (indicating Zero)

Count-Ferrell Envelope: (embarrassed, slightly annoyed) Uh, Zero. This is Susan. She's the building's brightest pupil (under his breath) apparently.

Susan Smiles: (smiling) So pleased to meet you, Zero. I'm sure Ferrell has told you ALL about me.

Zero72: Er, not really.

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Susan Smiles: (mildly disappointed) Oh. (Pause) Well enough about me, what about you? Where are you from? Are you studying here?

Zero72: Well, I don't know about that. I have a pretty hectic job.

Susan Smiles: Really? What? (Zero looks uneasy) Oh, I don't mean to pry – I'm sure whatever it is, it's pretty darn smashing. Anyway, shall I show you around?

Zero72: Well...

Count Ferrell-Envelope: Actually me and Pillow were showing Zero around.

Susan Smiles: Oh but I know all the best places in this drab old building. (Pause, excited) I could show you my room!

Zero72: Uh...

Pillow: You can show him around later, Suze. For now we're just showing him the ropes.

Susan Smiles: You'll want the PE department then, only place I know with ropes around here. (bursting into laughter) Monkey ropes, ah me, can I help it if I'm so fabulously amusing. (seeing they are not laughing) Hmmph, you're no fun. (Pause) Catch you later, Ferrell. (she leaves)

Pillow: (annoyed) Suzy Smiles with her smiling. Always butting into people's business.

Zero72: (smiling) Mmmm, Suzy Smiles butt. (Quickly) Uh, I mean but – what shall we do now? Yes.

Count Ferrell-Envelope: Well you've still got to see the Death Locker.

Zero72: (shocked) *Death Locker!*?!

Pillow: Ya mean, Nutter didn't tell you about it?

Count Ferrell-Envelope: If Nutter didn't say anything then maybe we shouldn't either.

Zero72: No, no, no, no, no. I want to see this Death Locker.

Count Ferrell-Envelope: Come on then.

They walk down the hall and around the left corner. They come up to a door and enter. They walk through a student's apartment and into the bathroom. Envelope twists the hot and cold taps to the shower simultaneously causing a door to open. They walk inside and close the door. They stand facing a giant black metal locker with lots of chains and padlocks around it.

Zero72: Woah! (Pause) What does it do?

Pillow: Well, when a supernatural force dies... and I mean dies-dies not turns into a ghost-dies, its essence is transported into the Death Locker.

Zero72: So you mean that every bad supernatural force that's ever been vanquished is stored in there?

Count Ferrell-Envelope: And a lot of good ones too.

Zero72: So what would happen if – Glod forbid – someone opened it?

Count Ferrell-Envelope: Well... you'd have a lot of evil on your hands.

Zero72: Uh-huh. So why is it in this place? Who made it?

Pillow: Nobody knows. (Pause) But there is one cool thing about it. (Pause) You can talk to any of the dead things in there as long as you know their name. Just walk up to it and call the presence's name and it will speak to you through the metal.

Zero72: Hmm, sounds fun.

Count Ferrell-Envelope: It's not a toy. You should only ask the forces within that box for advice if it is of absolute importance.

Pillow: Pfft. You asked them for tips on dating.

Count Ferrell-Envelope: That was important and those tips worked too! (Pause) And anyway, that was a long time ago.

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Pillow: It was last week!

Count Ferrell-Envelope: Shut up. (Pause) Okay, you can ask them whatever. Just make sure Nutter doesn't know. He's very particular about not meddling with supernatural forces.

Zero72: Sure.

Pillow: (to Envelope) He gets cooking recipes from them though.

Count Ferrell-Envelope: Okay, he's very particular about *us* not meddling with supernatural forces.

Zero72: Hmm, I wonder what Nutter's up to anyway...

Cut to the Team HQ. Casket and Nutter are playing Scrabble. Root is still on the laptop.

Nutter: I still think that was a mean trick you played on me.

Casket: Oh, get over it. I said 'Sorry' (Pause) Anyway, it was your fault for leaving the staff there in the first place.

Nutter: Hmm, maybe you're right. (Pause, to Root) Found out what it is yet, Root?

Root: Uh, yes.

Nutter: So?

Root: It's a prop from the first "Lord of the Rings" film. Gandalf's staff apparently.

Nutter: But it can't be! I got it from a demon who was terrorising some children with it.

Root: (reading) "Peter Jackson says he was entertaining his nephews dressed in an ork's costume from the second film when a man in his sixties accosted him and stole the staff. The police are currently looking for witnesses in order to follow up this theft"

Nutter: Oops.

Casket: (rearranging letters on the scrabble board) How do you spell "idiot"?

Envelope, Zero and Pillow walk in.

Nutter: Ah, how was the tour?

Zero72: Good. I think I've got the basic plan of the town in my head now so I should be able to deal with any evil guys that cross my path.

Nutter: (to Envelope) And did you show him the (whispering) *Death Locker*?

Count Ferrell-Envelope: Yeah.

Nutter: Excellent. (to Zero) Sorry, I didn't tell you about that before but I thought you ought to see it for yourself.

Zero72: No problem. Pretty impressive stuff though.

Nutter: Hmm, yes.

Zero72: I feel like I could take on an army now! (Pause) Well as long as I only had to fight them one at a time.

They all laugh except Casket who shakes his head. Fade to Black.

Zero72's Creature Feature

Creature Name: Demonic Rage Bird.

Appearance: Looks like an angry swan except it has patches of darker feathers amongst the white ones and has red eyes.

Habitat: Water & Air.

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Come out during: The Day mainly, sometimes at Night (depends on nearby rage levels).

Diet: Human Anger.... And breadcrumbs.

Comes from: Hell Dimension No.5 – the cool one with all the fish-lemurs.

Allegiance: Neutral (non-sentient)

Population: Large, there are lots of the vermin about.

Can be killed by: Outbursts of extreme joy. Also, salmon.

Zero72's Comments: "Crazy birds from hell. Harmless enough though so I've got no problem with them."