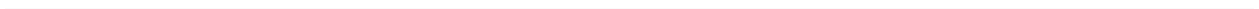


By Ori, Age 12 VPL

MISADVENTURE AT THE LIGHTHOUSE



SCENE 21: JERRY'S SCOOTER SHOP

Bob 1 and Bob 2 open the door to Jerry's Scooter Shop and walk in.

BOB 2
(To the man behind the
counter)
Hey, Jerry.

JERRY
Hello.

BOB 1
So, we completed the scavenger
hunt. . .

JERRY
Ok, you here to buy a scooter?

BOB 1
Uh. . . Yeah, once you give us our
reward.

JERRY
Oh right. Here is your 500 dollars!

He hands them a cheque.

BOB 2
We did it!

BOB 1
Yay!

BOB 2
Now we can get our scooters!

They hi-five.

SCENE 22: ANNIE'S HOUSE

Charlotte, Kim, Charlotte's Mom, Annie's Mom, and the Constable are talking inside Annie's house.

CONSTABLE
Did he ever come to his
appointment?

ANNIE'S MOM
No. I thought he just couldn't come
for some reason, maybe because he
wasn't feeling well or something.

CHORLOETTE'S MOM
(Shaking head)
He never even came in the first
place. I can't believe he'd do
that.

CONSTABLE
There must be some explanation for
it.

TRANSITION SFX: THUNDER

SCENE 23: LIGHTHOUSE

Stevie and Old Man walk through the lighthouse.

STEVIE
Thanks for helping me.

OLD MAN
You're welcome.
(He leads Stevie)
Through this hall, I think.

Suddenly, the floor opens up below Stevie and Old Man, and they fall through a trapdoor.

STEVIE
Help!

TRANSITION: BREEZE ON DRAPES

SCENE 24: LIGHTHOUSE - THE HIDDEN ROOM

Rooster, Annie, and Devon hear the cry for help.

DEVON
What was that?

ANNIE
It sounded like Stevie!

Rooster is already running toward the sound.

ANNIE
Stevie! Steevie!

They approach the trapdoor, not looking down.

STEVIE
I'm here!

ANNIE
Where?

STEVIE

Here - Watch out!

Annie, Devon, and Rooster fall through the trapdoor.

DEVON

Ouch.

ANNIE

Stevie! There you are!

Annie goes to give him a tight squeeze.

ANNIE (CONT'D)

(looks at Old Man)

Hey! You're Charlotte's grandpa!
They've been looking everywhere for
you.

DEVON

Where are we?

They look around the room. There is a desk with a telegraph on it, and three drawers in it, and a door on the other side of the room. Next to the door is a keypad. Devon goes over to the door and tries to open it.

DEVON

Locked. We must need to find a code
for the keypad.

Annie goes to the desk and tries to open the desk drawers.

ANNIE

These are also locked. But there is
a strange machine--

OLD MAN

That's a telegraph.

ANNIE

--A telegraph here with a Morse
Code translator to one side, and a
piece of paper that says
'LIGHTHOUSE'.

DEVON

(To Annie)

We must have to translate
'LIGHTHOUSE' into Morse Code, and
put it into the telegraph.

ANNIE

Okay. . .

Annie enters it into the telegraph. As soon as she finishes it, one of the drawers opens.

STEVIE

Whoah!

ROOSTER

Woof!

Annie looks into the drawer. Inside is a small keypad, and a piece of paper.

STEVIE

What does it say?

ANNIE

'If $2+2=44$, $3+3=96$, $4+4=168$, and $5+5=2510$, then what does $6+6$ equal?'

DEVON

Hmm. . . I don't get it.

ANNIE

Me niether.

MR. MORESBY

Think of it this way: what is $2+2$?

DEVON

Four.

MR. MORESBY

And what is 2 times 2?

ANNIE

Four. Hey, I get it! Then 3 times 3 is 9, and $3+3$ is 6, so it's 96. And 4 times 4 is 16, and 4 plus 4 is 8, so 168, and so on!

DEVON

So that means that $6+6$ equals 3612!

Annie types it in. Another drawer pops open.

STEVIE

It worked!

In the next drawer are five different colour buttons. Red, Orange, Yellow, Blue, and Black. Beside them is another piece of paper.

ANNIE

'The correct one is Primary, but cannot help create the Secondary. Which one is correct?'

STEVIE

Hey! We just learned about colours in school! It's primary, so it can't be black or orange. And it can't help create the secondary, which is orange, so it can't be red or yellow. The correct one is blue!

Stevie presses the blue button, and the next drawer opens. Inside is a single piece of paper.

ANNIE

' $Z=A+1$, $Y=Z+B$, $V=2$ times Z , $B=V$ minus A , and $A=3$. Insert the code in order.' Hmm. . .

DEVON

Well, $Z=A+1$, A is three, so Z is four.

ANNIE

$Y=Z$ plus B , B is V minus A , V is 2 times Z . Z is 4, times 2, is 8.

DEVON

B is V minus A , V is 8, minus three, is 5. So B is 5.

ANNIE

So Y is Z plus B . Z is 4, B is 5. So Y is 9.

DEVON

And it says enter it in order. Enter it where?

ANNIE

Must be the keypad to the door!

DEVON

Right! And enter it in order. . . That means the code is 4 9 8 5 3!

Devon goes to input the code. It doesn't work. He tries again.

DEVON

It isn't working.

ANNIE

Hmm. It says input it in order.
Maybe it means a different order.

STEVIE

Maybe it is alphabetical order!

ANNIE

No. Why would it be alphabetical
order?

DEVON

Well, there are letters. I say we
give it a try.

ANNIE

OK. Then the code would be, uh, 3 5
8 9 4.

Annie inputs the code. The door slides open.

ANNIE

It worked!

STEVIE

Hooray!

They run out the door and out of the lighthouse.

ANNIE

We should go to my house.

SCENE 25: ANNIE'S HOUSE

They arrive at Annie's House.

ANNIE'S MOM

Annie! Stevie! Devon! What are you
doing here?

CHARLOTTE

Grandpa? What are you doing here?

MR. MORESBY

Umm, I heard this young man
calling for help in the lighthouse.
(Points to Stevie)

STEVIE

Yeah. He rescued me.

ANNIE'S MOM
Why were you in the lighthouse?

CHORLOETTE'S MOM
Why didn't you go to your
appointment?

MR. MORESBY
Uh, I had better things to do. . .?

CHORLOETTE'S MOM
We had to call the police!

MR. MORESBY
Umm. . .

ANNIE'S MOM
What happened in the Lighthouse?

ANNIE
(Talking fast)
Oh, we'll tell you all about it.
There was this, like, escape room
thing, and we had to input this
code to this thing, and then a
drawer opened, and we had do this
colour thing, and then this math
thing, and then this door opened...

SCENE 26: ISLAND PARK - THE ANNOUNCEMENT

The mayor stands in front of a crowd.

MAYOR
We have our winner for the Annual
Island Festival Scavenger Hunt!
Give it up for the winners Bob and
Bob!

SFX: CROWD CLAPPING

Bob and Bob go up to the mayor holding their scooters.

BOB 1
Thanks Mr. Mayor.

BOB 2
Yeah. Now we got our scooters!

Annie, Devon, Kim, and Charlotte are in the crowd.

ANNIE
Well, I guess winning isn't the
only thing.
(MORE)

ANNIE (CONT'D)
We had to rescue Stevie. Some
things are more important than just
winning. Although I wonder how the
two Bobs won...?

SCENE 27: THE LIGHTHOUSE - GHOSTS

*Two ghosts are looking around the room Annie, Devon, Stevie,
and Old Salt escaped from.*

GHOST 1
Nobody has ever escaped from this
room before.

GHOST 2
Then make it harder. The humans are
getting smarter.

GHOST 1
It will be done.

THE END