

Date:
MED 583
Project: Co-Op
Title: Episode 1
TRT 30:00

Writer: Bartel
Producers: Bartel
Director: Nelson
Subject: Western
Set:

VIDEO	AUDIO
	<p>Instruction</p> <ol style="list-style-type: none"> 1. <u>Host Intro:</u> Oh boy howdy! Welcome to Co-Op, trainees. I'm plumb excited to have you here today. Today you'll be working toward securing the famous vest of Jesse James by completing a series of puzzles specific to the Western time period. You'll need to make sure it's the real one at the end of your mission. Lots of fakes out there. If you find yourself stumped on a challenge, remember that you have three hints that you can use throughout your mission. Without further ado, get ready to water your crops, saddle up your horses, and dust off your ten gallon hats. Your time begins... now. Giddyup partners! 2. <u>Host First Challenge:</u> For your first challenge, use the darts to hit the inner ring on the dart boards in each of your rooms.

	<p>Stand behind the line and throw the darts.</p> <p>Don't you dare think about scooting forward either. Not even a smidge. Once you hit the inner ring, take the dart board down and you'll find some useful items that will help each of you for future challenges. Y'all gotta figure out the rest on your own for this challenge. Be sure that if you get any written instructions or scribbles, read them aloud so I know that you know what you're talkin about. But don't go showing those secret messages to your partner. They're for your eyes ONLY. You show anyone and I'll hog tie you myself.</p> <p>3. <u>Host Second Challenge:</u> For your second challenge, only the partner occupying the room with the rope can open the black box. You have all the tools you need at your disposal. But remember, you can't go over or under, so you gotta go through. And before you get all tuckered out, remember you got lifelines! Vamoos!</p>
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4. **Host Third Challenge:** Your third and final challenge is all about gettin your message across. Not in words, but in signals. The only thing I'll say is that that box with the lock on it looks awfully secure. Good luck opening it without TALKING TO EACH OTHER! That's right. NO talking. Talk, and the outlaws will find you! Talk, and a minute will be subtracted from your final time score, so yeah. Don't do it.

Host Prompts

5. **Host Vest Reminder:** Remember, you gotta make sure that vest is the real one. Use the cards. As soon as you know the answer, tell me so I can confirm it is in fact the vest we're looking for.

Lifelines

6. **Host Phone a Friend:** You have thirty seconds. Time starts when you see your friend's face.
7. **Host Room Swap:** Go on, git! Swap rooms with your partner, partner.

Add-Ons

40. **Host:** OOOOOOOO sorry, that's wrong.

41. **Host:** What are you doing right now?!

Move on.

42. **Host:** Good luck with that! It's kind of a tough one.

43. **Host:** That was actually really smart of you, I'm impressed.

44. **Host:** Ah, just go for it! What's the worst that could happen. Well, you could get burned, charred, basically anything involving fire. You signed the liability agreement, right?

45. **Host:** Stop that right now, that's not what you need to be working on.

46. **Host:** Uh oh, that's not good.

47. **Host:** You should probably try that again.

48. **Host:** That's really important. You should
go back to that thing you were just doing.

49. **Host:** Hey! Hurry up.

50. **Host:** Time's a tickin!

51. **Host:** Go! Go! GO!

52. **Host:** I just want to remind you that you are
in fact being timed.

53. **Host:** Ummmmmmm you should hurry up.

54. **Host:** WHOA! Don't forget to complete
that before you move on.

55. **Host:** If you don't complete this challenge
first, you can't move on to the next one, just
thought I'd let you know.

56. **Host:** Maybe consider using a lifeline?

57. **Host:** Use a lifeline if you need it! And I think you might need it.

58. **Host:** You're all out of lifelines, so be careful and HURRY UP!

59. **Host:** C'mon now, you're better than that!

60. **Host:** Faster, faster!

61. **Host:** I can't believe you're still not done yet.

62. **Host:** I just talked to my supervisors and they're wanting you to move faster. Oh wait. I'm the supervisor. Move faster.

63. **Host:** Here's your friendly reminder to hurry.

64. **Host:** FREEZE! You broke a rule. You're not allowed to move until I tell you to.

65. **Host:** Alright, you can move now!

(NOTE: 4 variations of the following dialogue are needed so that each is fresh per episode.)

66. **Host:** You've got five minutes remaining! I repeat just five minutes left on your challenge!

67. **Host:** Team! One minute left! One. Minute. Leeeeeeeft!

68. **Host:** STOP! Put anything you have in your hands down. Sit down, stand up, sit down, roll over. Just kidding. Don't do that. Go to the warp zone and we'll beam you out. I'm generally impressed by your performance.

69. **Host:** Next week we'll have two more teams competing in a new time period with new challenges and new artifacts. See ya next time!

70. **Host:** That thing I told you to put down before, use that now.

71. **Host:** Warmer, warmer!

72. **Host:** Colder, colder!

73. **Host:** There ya go! You're on the right
track now!

Challenge Completed

74. **Host:** Ok, ok, good job!

75. **Host:** Yeah! You got it!

76. **Host:** You did that fast! What are you, an
astrophysicist?!

77. **Host:** Cool. Good work. Moving on.

78. **Host:** Alright, you got that one. Keep
impressing me.

Endings

19. **Host Successful Mission:** Congratulations
trainees, you successfully recovered the
vest. If you completed the mission faster

	<p>than the competing team, you will be hired into the Co-Op Corporation's artifact recovery department. Now return to the warp point and we'll beam you out.</p> <p>20. <u>Host Failed Mission:</u> Unfortunately, you were unable to complete the mission in the allotted time. The success of this mission rode on your ability to recover the vest before time ran out by completing various challenges appropriate to the Wild West. However, if you made it further than the competing team, you may just make great additions to Co-Op after all.</p> <p>21. <u>Host if Both Teams Fail:</u> It seems that neither team was able to recover the artifact within the allotted time. I will now review the completion and progress of each challenge and announce a winner.</p> <p>22. <u>Host Winner:</u> Congratulations team! You've won! You'll make brilliant additions to the Co-Op Corporation.</p>
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	<p>23. <u>Host Loser:</u> Oooooooooo so sorry. You've lost. You do not have what it takes to be a part of the Co-Op Corporation.</p> <p>24. <u>Host Warp Point:</u> Now return to your warp point and we'll beam you out.</p>
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