

Transcript | Black Pulse

Episode 13 - High speeds and hidden truths



<intro>

NAR: In the rocky desert, where every beat counts and there is no room for error, the chase is on. Our daring duo, on the run with precious cargo, faces off against a ruthless gang of ravagers. With engines roaring and lasers flying, the machines will be pushed to their limits. Telneck, ever the tactical robot, has a few tricks up his sleeve, but will it be enough to shake off their relentless pursuers?

<Scene 1 - The desert chase>

[Engines roaring] [Bumpy sounds]

PLT: Faster faster, they're right behind us!

BOT: This relic is already at its maximum speed capacity.

PLT: And still try to drive steadily, we don't want to damage the ship parts too much or this will all be for nothing, this road is super bumpy

BOT: Which road?

PLT: Good point. How are we on fuel by the way?

BOT: About a quarter of the tank left

RAV1: (in distance) Surrender the vehicle back to us and we will only tear off one arm

BOT: Not a chance. You call that driving? I've seen malfunctioning eggboilers move faster!

RAV1: I ain't losing to some *glorified kitchen appliance!*" "I'll *melt you down* and use you for spare parts, *you clanking bucket!*"

PLT: Focus more on driving and less on taunting them

BOT: It's part of the strategy, anger makes people reckless

[Laser shots]

PLT: Damned! they are shooting at our wheels

BOT: Luckily they have the aim of a stormtrooper

PLT: I'll return fire to hold them off

[Gunshot exchange]

PLT: Haha it works, they are slowing down

BOT: I hate to disappoint you but I see more bikers coming from the side

PLT: Dang? I hope this wasn't an organized gang

BOT: And one of them seems to have a rocket launcher

PLT: They wouldn't blow up their own truck would they?

[Big RPG shot + Explosion]

BOT: I think that you have your answer right here.

PLT: That's it, we are going to die. Should I convert to the cult of Vadoora for salvation?

BOT: Do not worry, I still have an ace up my robotical sleeve

PLT: You better have a whole deck of tricks at this point

BOT: Take the wheel whilst I prepare for the next surprise

PLT: I hope you know what you are doing

BOT: "Deploying holographic decoys. Let them guess which one is real."

[Beaming sound]

NAR: Using his holographic projector, Telneck creates several additional replica's of the truck around them. Creating the illusion of multiple targets to chase.

PLT: Smart move, that way they could be aiming for the wrong ones. But will this be enough?

BOT: I also have a classic trick

PLT: Whatever it is, go for it, the back ones are catching up again

BOT: Exactly, they are in the correct position for my next surprise

[Latch opening + Slime/Liquid sounds]

BOT: Dispensing my spare lubricant oil behind us.

PLT: That reminds me of mariokart 262, such a great game when I was a kid.

[Slipping sound + Crash + scream]

BOT: Got one of the pursuers but the other one managed to avoid the oil spill

RAV1: Don't even think you can get away with your cheap party tricks, tin can. We will get you very soon. Hahah

PLT: Euh Telneck?

BOT: Yes, What is it?

PLT: I hate to live up to the desert chasing cliché, but there is a ravine straight ahead of us

RAV1: We'll have them cornered in no time. Boys, let's encircle them!

BOT: Let me think of a solution

PLT: Can you boost your processor to accelerate finding your solution?

BOT: Negative, generating these holograms is taking a huge chunk of my computing capacity

BOT: "Ravine ahead, multiple pursuers... calculating trajectory. I have a plan."

PLT: "Please tell me it doesn't involve us flying off a cliff."

BOT: "Not exactly."

NAR: As they approach the ravine, Telneck quickly scans the terrain and notices a narrow, concealed path along the ravine wall—barely wide enough for their vehicle but too narrow for the ravagers' bikes to drive next to them.

BOT: "There's a narrow passage along the ravine wall. We can make it through, but their hoverbikes won't fit next to us."

PLT: "Wait—you can drive through that?!"

BOT: "I am a highly calibrated machine, capable of precision maneuvers. You, however, may want to hold on. Deactivating the holograms"

[Zoom sound]

NAR: Telneck takes back the wheel and veers sharply toward the cliffside just before the edge, entering the narrow passage. The vehicle scrapes along the walls, but Telneck's

calculated driving keeps them from going over the edge. Meanwhile, the ravagers, unprepared for such a sharp turn, zoom past the ravine's edge, forced to either slam on the brakes or risk going over the cliff.

[Scraping sound + falling rocks and gravel]

[Bikes slowing down]

RAV1: "What the—!? They just vanished! You idiots, turn around!"

RAV2: "They took that narrow, steep path downward. We can't follow them in there! It's too tight!"

RAV1: "I don't care, find another way around!"

RAV2: yes boss

BOT: (coolly) "Let's see THEM attempt *precision navigation*."

PLT: Looks like your plan worked, they don't dare to go down the path. You are a genius Telneck.

NAR: While the ravagers are slowed down by having to regroup, Telneck and Thomas make their escape through the narrow path, safely avoiding capture. However, they were soon going to face another challenge to overcome...

NAR: Meanwhile, the second trial continues. Only 2 candidates remain in the running and both are skilled in their own right. But in this twisted game of toxins, only one can prevail. Who will outlast the other in this duel of deadly drinks? The stakes couldn't be higher, and the poisons are as unpredictable as the contestants themselves.

<Scene 2 - The poison duel>

ANCR: Sooo we have a duel amongst our 2 finalists in the Poisonous gambit. Who will be the victorious one? Will it be Rose the Ruthless or Neurotic Doctor Neurotoxin?

LDR: I like her odds. That Dr Neurotoxin doesn't seem like the most calculated opponent.

PRG: Looks can be deceiving, and he still has a medical background afterall.

EVE: Exactly, and with all his experiments, he must have built quite the tolerance to God knows what.

HST: He's still no match for Rose

LDR: Exactly, the black pulse is one tight team of winners

PRG: Speaking of the team, have you heard anything from Thomas and Telneck recently? According to the ship status they have been away for a while.

LDR: Ah don't worry about them, they have it easy. Just shopping for some ship parts, I bet they are window licking right now.

PRG: I hope you are right

ANCR: Dr. have you made your choice yet? Which vial to down next?

NEUR: Yez of course

HST: Hmm he seems to have regained his composure

NEUR: I want this one aaaaand this one

ANCR: As said before, only one drink at a time. Although because you are so persistent, let me check up with the judges, if we cannot make an exception.

[Crowd cheering]

EVE: A truly curious tactic, why go for 2 potions and risk more than you have to?

LDR: Some people just get a kick from danger, baby

HST: Or are coo-coo in the head

PRG: This is in Rose's advantage, so let's hope the judges allow it

ANCR: And it's a green light from the Judges, drink up to your hearts content

[Crowd gasps]

NEUR: Ach excellent, this will be a feast

[Drinking noises]

ANCR: And down went the first vial, now the other

[Drinking noise]

NEUR: Thizz is truly refrezhing Aaaah

[Burp]

PRG: That cannot be healthy

EVE: I'm curious to see the combined effects.

LDR: It's already showing, he's ballooning up

[Balloon squeeze sounds]

ANCR: Looks like you gained some cosmic mass, dear Doctor. You might need some exercise after this.

[buttons shooting off]

[Laughing noise]

HST: And that maniac can't stop laughing either

EVE: That could be the effect of the second potion

LDR: So he became fat and giggly? I expected something a bit more... lethal

[Crowd laughing]

ANCR: More entertaining side effects. Are you alright Doctor? Sounds like you had the good old Balloon Bloat and Giggle Elixir mixed together.

NEUR: Yezz hahaha yezzz, let me enjoy thizz

[Bouncing noises]

ANCR: Very well, in that case, your turn again Rose

MED: Hmm the amount of potions remaining is shrinking. It's getting more difficult to pick something that looks safe. And I don't recognize the ingredients on most that are left.

PRG: I can tell she is hesitating more and more

HST: She just needs to outlast mr Crazytoxin over there

MED: Ok, I will take this one

NEUR: Hahaah, but wait, now it iz mai turn to do a swapperoo hihi

[Slams seat]

LDR: Dangit, of course he still had to use that rule

ANCR: Interesting! Very well, Rose, you know the rule all too well. Which vial will it be?

NEUR: That one! And I want her vial next turn hehe

MED: So be it.

[Gulping sound]

HST: Please please let her still be alive

EVE: Calm down, she has made it this far

LDR: She looks like she's about to throw up

PRG: She's fighting it. They stated it's against the rules to spit out the vial's content

LDR: Oh? Must have missed that.

EVE: Wait, Draven who missed a crucial rule? How surprising.

LDR: At least I don't have a puky green skin colour, miss know-it-all!

EVE: And now you're just being rude again. I get many compliments on my natural-looking skin.

ANCR: Are you okay Rose? You look a bit pale. Do you need another drink?

MED: (*giggles*) "You know... it's funny how people see you, right? Just what you let them see... this quiet, little medic... all careful and kind. But masks... we all wear masks, don't we? Some are just... better at hiding in the shadows. My father always said... you survive by being two people—one in the light, one in the dark. He knew the game well... until they...

MED: Until they played him. Sent him to—"

NAR: Rose stops herself for a second, a distant look crossing her face.

ANCR: Aha, the feared tattle potion! Sometimes even more dangerous than poison. Come on, spill us your secrets!

[Punches table]

MED: "I hate them, you know? The ones who think they own everything... the ones who pull the strings. Always telling people what to do, how to live... like they're better than the rest of us. They use people... chew them up, spit them out. But one day... One day, they'll pay. You can only play with fire for so long before you get burned..."

MED: "And here I am... pretending. All part of the game. Sometimes... I forget which part of me is real. The one who patches wounds... or the one who—"

NEUR: "Oh, for the love of... enough of this nonsense! If you're done spilling your life story, can we get on with it? I'm ready to down the next vial already."

NAR: Slowly coming back to her senses, Rose uses her hands to prevent her from blurting out any more sensitive information. But has she already spilled too much?

HST: Wait, what did... did she just say? The ones who pull the strings? That doesn't sound like Rose at all."

PRG: "Yeah, that was... strange. Rose barely says two words unless it's about bandages or medicine. Now she's rambling about masks and... fire?"

EVE: "Wait... did she mention her father? I don't think she's ever talked about her family before. And what was that about being 'two people'?"

LDR: "You think she's had too much sun on this desert planet? Maybe she's just... hallucinating or something. You know how sensitive she can be."

PRG: "No... there was something real behind those words. We actually know very little about Rose's past."

HST: "Well, she's definitely not just the 'shy medic' we all thought. But I'm sure she is still a good guy, right?"

EVE: "If this is all just a slip from the Tattle potion... what else has she been hiding?"

PRG: "I don't know. But I intend to find out. This could also explain some weird situations that I haven't told you guys about."

LDR: What the devil is going on? When we are back I will want a full explanation. I don't like being kept in the dark. By my own crew nonetheless!

ANCR: Looks like the effects wore off for both candidates. Let's continue the fun shall we?

NEUR: Finally, I've been waiting!

ANCR: The vial you swapped is all yours.

[Gulping sounds]

[Rock hardening sounds + crackling sounds]

HST: He's turning into a stone statue? Wait, he looks exactly like the other creepy statues I saw at the entrance.

PRG: And he has the same terrified look on his face as them

EVE: A petrifying potion. This could have been Rose if he didn't swap the vials.

LDR: He sealed his own fate. At least that leaves Rose alive, ready for our questioning later.

ANCR: And the toxic gambit claimed its last victim of the day! Dr Neurotoxin is permanently turned into a beautiful stone statue. To be added to Korzan's collection of misfortune participants.

HST: Hey but this means Rose has won and survived the second trial!

ANCR: And this mean we have a winner! Rose from the Black Pulse! Give it up for this amazing contestant!

[Crowd cheering]

LDR: If that is even her real name.

EVE: Come on, cheer up. I'm sure we can clarify what all that was about later on. We are still a team, remember?

LDR: Hmmm I guess you are right

ANCR: Rose, any words for our spectators?

MED: I... I need to throw up, let me through!

ANCR: Wow, not the speech I was expecting, but she is still full of emotions. Make some room for the lady.

LDR: I have a bad feeling about this. Last time someone went to the toilets it was to escape.

PRG: I didn't try to...

HST: I told you, I was just trying to get some fresh air

LDR: I'm going after her, don't try to stop me

[Running noises + Bathroom door opening]

LDR: Rose, are you in there? We just want to talk.

[Flush sounds + Bathroom door opens]

LADY: How rude of you to be in the women's bathroom, this is a scandal

LDR: Oh sorry m'am, I thought... Wait, where is she? Rose? Roooooooooooooooooooooosssseeeeeee
(echo-ed)

[transition]

NAR : And with that, the curtain falls on the second twisted trial. Rose, the quiet medic with hidden depths, has managed to outlast the deadliest trial yet, but her victory is shadowed by secrets no one of the crew could have predicted. Did her mask slip too far, revealing the darkness she's kept so carefully hidden? Will she reveal more, or vanish into the shadows?