

“The Ultimate Gift” Preview Sample Pages #3

Narrator: Filing back into the room for the last inventor's demonstration, the workers of the McIntyre Corporation were tired and ready to go home for the holidays... but CEO Alan McIntyre was determined to find a product for next year's Christmas lineup. The Personal Weather Controller and the Emote Control were judged not feasible, so everything was riding on this next and final presentation. Everyone was surprised by the youth of the next inventor... except for Helen Sawyer, who had commissioned him. Barely out of his teens, the young man was a genius at gaming and programming, already securing several patents on successful inventions. He had applied for a position at the company a year before, but due to the economy he was not hired... instead commissioned to submit ideas for development. Introducing himself, he confidently presented his newest brainstorm... The Muscle Remotivator, which, he enthused, would revolutionize the world. He explained that it allows the user to control the movements of another person, or a user to live out the actions seen onscreen in a video game. It took the video game concept of movement recognition a step further. When he said that he needed a volunteer to demonstrate it on, Alan McIntyre appointed one of his assistants, who nervously approached the cart. As he fitted the reluctant guinea pig with the machine's controlling device, he explained that he would first show how it could be used to control the actions of another via remote control. Switching on the main device, he put the test subject through a series of actions to show his control.

Actions during the music: *When the inventor activates the machine, the subject stands straight with his hands at his side. When the inventor presses various buttons on the joystick controller, the subject raises his arms over his head and puts his hands together while raising up to stand on tip-toe... he is being made to do ballet! He begins to spin around in the pose as he pirouettes. The watching group is amused greatly by this, and encouraged by the reaction, the inventor further demonstrates his control by having the subject leap and bound several times like a ballerina!*

Narrator: So, having established his ability to control the muscles of the subject, the proud inventor changed the setting to tie into a series of games he designed to work with the muscle remotivator. Each one, he pointed out, allowed the user to take on the skills and actions of the game's main character. The first to be demonstrated was titled "Dance Like John Travolta," which put the user in the shoes of the famous actor as he was seen in the movie "Saturday Night Fever."

(NOTE: When the program and music begins, the subject's entire demeanor is changed to one of confidence. They actually seem to become the character, which gives the person doing the scene a chance to really shine in the part. They should have real fun with these scenes. If your actor is not familiar with these movies, find the scenes from the movie on Youtube and let them emulate it.)

Actions during the music and narration: When the program begins, disco-like music begins also, and the actor begins to mimic some of the well-known moves from the movie. This lasts about 20 seconds, and the program is changed. Next the inventor loads the program "Fight Like Bruce Lee," and when the music begins, the actor goes through the familiar moves of Bruce Lee fighting invisible opponents. This too only lasts a few moments, and the last program is announced by the inventor as "Rampage Like Frankenstein's Monster." When the music begins, the actor does the Frankenstein routine, with stiff-legged walk, and hands out in front menacingly. He stomps around the room, mock-threatening the members of the group at the table, as they laugh and duck his attempts to grab them. . He then moves to the CEO, grabbing him by the neck, mock choking him, but after a moment he

begins doing it for real, and won't let go. It becomes apparent that he is being strangled for real. They try to pull off "Frankenstein," but he throws them back and goes back to shaking the man by the neck, causing his tongue to hang out and his eyes to bulge. Jane hurries over to the inventor and demands that he turn off the machine, but he refuses, laughing at the attack. Jane grabs the joystick device and takes control of the "monster," causing him to walk over to the inventor with his hands outstretched to grab him. Fearful for his life, the inventor does switch off the device, and the test subject collapses. The CEO, rubbing his neck, calls security, which hurries in. He points to the inventor, and they drag him away as he protests.

Narrator: Next, the boy-genius loaded the game program "Fight Like Bruce Lee," and the test subject began to display the moves and martial arts prowess of the famed action movie star, fighting a room full of attackers. (The music and sound effects play as the actor performs.) Finally, the program was switched to one based on classic monster movies, "Rampage Like Frankenstein's Monster." Finally realizing that the attack is for real, some of the staff tried to pull off the out-of-control creature, but were no match for his strength. Jane hurried over to the inventor and demanded that he switch off the controller, but he only laughed and said this was payback for not signing him on for a long-term contract with the company. Thinking fast, Jane grabbed the joystick controller and took over, redirecting the monster's fury toward his creator... well, this quickly changed his mind and broke the contact, fearful for his life. Gasping for breath, the CEO called for security and they come rushing in, grabbing the vengeful inventor and taking him away to hold until the police arrived. Thanking Jane for her quick thinking, McIntyre asked her to sit down and share her insight on this latest and last demonstration.

Actions during the next paragraph: *Sitting down, Jake speaks to them about the true meaning of Christmas. Several around the table offer what they think it is. Jane takes out a small Bible and reads a couple of passages.*