

The Three Investigators – Fright Night

Based on the radio play “Die drei ??? - Nacht in Angst” released by Europa in 1999.

Translation by supersonic

| Actor / Noise | Spoken Text |
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| Music “Theme T3I”. Rolls Royce doors are being slammed. T3I are moaning and get into the Rolls Royce. Rolls Royce is driving off. | |
| Jupe | Thank you for waiting on us here at the Chinese Theater, Worthington. |
| Worthington (laughing) | My pleasure, Master Jones. |
| Pete | This stupid security guard could have winked the eye and let us pass. But no way, he just wouldn’t change his mind. The premiere of new Star Wars! With all the celebrities! |
| Bob | Hmm. |
| Pete | This time we really missed out on it. |
| Bob | Calm down, Pete. After all we didn’t have any tickets. |
| Pete | Yeah, guess you’re right. |
| Jupe | It was a venture worth trying. |
| The phone of the Rolls is ringing | |
| Worthington | Just a minute! |
| Worthington picks up the phone | |
| Worthington | Worthington speaking. Oh, Mr. Peacock... Excuse me? Of course. I understand. (clearing his throat) Gentlemen, even though it is not |

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| | common practise to interrupt a client’s journey, would you mind if we did? I do have an emergency here... |
| Bob | What happened? |
| Worthington | Would you mind making a detour and pick up another customer? |
| Jupe | No problem, Worthington. Since it is an emergency, go ahead! |
| Worthington (laughs relieved) | Splendid! Thank you, Master Jones. (clearing his throat). Mr. Peacock? I will arrive at your residence in only a couple of minutes. Good evening, Sir. |
| Worthington hangs up the phone | |
| Worthington | Mr. Peacock is the director of the Steadman Museum and one of my regular clients. |
| Pete | Ah. |
| Worthington | I do not know the occasion, but Mr. Peacock said it was a matter of urgency. |
| Pete | I sure hope it is. |
| Jupe | The Steadman Museum? They have an exhibition coming up there, starting just tomorrow, don’t they? |
| Worthington | Exactly! |
| Jupe | People will be able to see one of the most expensive gemstones in the world! It is sparkling blue, and it’s called “The Moonfire Diamond”. |
| Worthington | I assume our emergency is related to that. Maybe there are some last-minute preparations that need to be accomplished. |
| Jupe | Hmm. |
| Music | |
| Narrator | Worthington left downtown and headed for a quiet, suburban area. He stopped the Rolls in front of a large property. Most of the house was hidden behind overgrown trees and weeds. A short man in an expensive suit came running to the limousine and yanked the rear passenger door open before Worthington had a chance to assist him. |

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| Shutting of a car door | |
| Peacock (breathing heavily) | Don't bother, Worthington. Let's go! To the Steadman Museum, please. |
| Jupe | Good evening, Sir! |
| Bob | Nice to meet you. |
| Pete | Yeah, nice to meet you. |
| Peacock | Hi fellows. Listen, I'm sorry for interrupting your trip... |
| Jupe | No big deal. |
| Bob | Not at all. |
| Peacock | But I have to ... dang it! ... where is this ... |
| Bob | What are you doing? |
| Peacock | Where is it ... I can't believe... |
| Bob | Excuse me? Can we help you? |
| Peacock | Well, I lost my day planer, my personal organizer. Shoot! Worthington, did you find my day planer? Here in the backseats of the car? |
| Worthington | I'm afraid I did not, Sir. |
| Peter | Hmm. |
| Peacock | Then I left it in my office. Without my day timer, I'm only half a man. My whole life depends on it. All the appointments, contacts, phone numbers, ... |
| Bob | I see. |
| Peacock | I have to make a couple of calls tonight. We have an exhibition coming up... It will start tomorrow morning. |
| Pete | Okay. |
| Peacock | Gosh! I totally forgot to introduce myself. I'm Mr. Peacock. James R. Peacock. I am the director of the Steadman Museum. |
| Jupe | We're pleased to meet you, Mr. Peacock. My name is Jupiter Jones |

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| |this is Peter Crenshaw. |
| Pete | Hello. |
| Jupe | ... and this Bob Andrews. |
| Bob | Nice to meet you. |
| Peacock | I'm glad to meet you guys, so glad. |
| Bob | I don't mind making a detour to the Steadman. I'd love to have a peek at the exhibition. Would you mind showing us some of the artifacts? |
| Peacock | Not at all! |
| Bob | Great! That's awesome! |
| Peacock | Tomorrow the museum will be crowded.. |
| Pete laughs | |
| Peacock | Everyone is waiting to see "Moonfire", our main attraction. This diamond is one of the biggest in the world, it weighs 437 karat. |
| Bob | Really? |
| Pete laughs surprised | |
| Peacock | Would you like to see it? |
| Pete | Are you serious? |
| Peacock | Well, it's kind of illegal. But since I am the director ... That would be a premiere just for you! You will be the first to see "Moonfire" in the display case. |
| Bob | We'd love to! |
| Pete | Finally a premiere where we're welcome! |
| T3I are laughing | |
| Music | |
| Narrator | 20 minutes later, Worthington stopped the Rolls Royce on the empty parking lot of the Steadman Museum. Then he opened the doors for his clients. |

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| Car doors opening, Peacock coughing | |
| Peacock | Worthington, why don't you join us? Do you have an interest in diamonds? |
| Worthington | I would be very pleased to accompany you, but you will have to choose a very slow pace. I am recovering from a recent polo accident which put my left leg in a cast. If you don't mind that... |
| Peacock | We will be watching out for you, Worthington. Come on, now. |
| Worthington laughs | |
| Footsteps | |
| Peacock | Here, that's the way to the side entrance. (Sound of a key ring opening a door) All right, now. I've got 30 seconds to disable the alarm. I have to enter a secret code at this keypad. |
| Bob | Ah. |
| T3I laughing | |
| Peacock | This is the only number I can recall without using my day-timer. It took me a while to memorize it, but now I've really got it down. Otherwise, the police would be here in just a couple of minutes. Okay, this way. |
| Noise of a door opening. Echo in this room. Footsteps. | |
| Peacock | The "Moonfire diamond" exhibition is on the 4 th floor. |
| Jupe | I'm so excited. |
| Peacock | We have to go up there to get into my office, anyway. |
| Worthington | Mr. Peacock, I am afraid, I will not be able to come with you. |
| Peacock (disappointed) | What? Why not? |
| Worthington | Since my leg was put into this cast, climbing stairwells is not an |

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| | activity I excel in. |
| Peacock | An activity you don't excel in. No big deal! Let's take the elevator then! |
| Worthington (laughing) | I'm impressed! |
| Peacock | What about you guys? Would you like to see some other priceless items on the way? |
| Pete | Sounds great! |
| Bob | I'd be glad to go on a little tour here. |
| Pete | Yes, me too. |
| Peacock | All right. We take the stairs and I show you some of the artifacts on the way, and Worthington can take the elevator and wait for us upstairs. |
| Pete | Yes. |
| Bob | Super, let's go. |
| Peacock | 4 th floor, Worthington. Just wait for us at the elevator. |
| Jupe | I'm coming with you, Worthington. |
| Pete | Don't you wanna have a look around? |
| Jupe | Of course. But I prefer doing so on my way down. That is so much easier. |
| Pete (mocking) | Jupe, you'll never lose any weight this way! |
| Bob laughs | |
| Peacock | Follow me, fellows. Make sure you don't touch anything. The alarm I disabled was only for that entrance. The artifacts have their own security system. |
| Jupe | See you later, colleagues. |
| Pete | We won't touch anything, Mr. Peacock. |
| Bob (laughing) | See you upstairs! |
| Steps on the stairs, Mr. | |

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| Peacock breathing heavily. Music. Peacock holding his breath in shock | |
| Peacock | What... What is going on here? |
| Bob | Hey, I can't see anything |
| Peacock | What happened to the lights? |
| Pete | Is that related in some way to the security system ... |
| Bob | Mr. ... Mr. Peacock? |
| Pete | Hey! |
| Bob | Why are you not answering? |
| whispering from here on | |
| Peacock | Be quiet! |
| Bob | What's the matter? |
| Peacock | Shhh! |
| Bob | What? |
| Peacock | Someone is here inside of this museum. |
| Bob | Inside the museum? |
| Pete | But how? |
| Peacock | I don't know. We have to go into Security Office and put the power back on. |
| Pete | "Moonfire"! |
| Bob | What? |
| Pete | Someone's here to steal the blue diamond! |
| Bob | Shoot! |

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| Peacock | I have to get into the office! |
| Bob | Yeah. |
| Peacock | One of you has to guard “Moonfire”. |
| Pete | That’s me. Bob, you stick with Mr. Peacock, I’m going upstairs! |
| Bob | Okay. Stop! Wait a minute! Do you know your way around? |
| Pete | Sure. There are signs leading to the diamond exhibition. See you later! |
| fast footsteps | |
| Peacock | Come on, faster! |
| Bob | I’m coming! Shhh! Why are we stopping? |
| Peacock | The security office is at the end of this corridor. There we can find out what happened to the power. |
| Bob | Great! But if someone managed to switch the power off, wouldn’t this be right in this office? |
| Peacock | Sshhh! I’ll check it out. No. There’s no one in there. |
| Bob | No one? |
| Peacock | No one. |
| Noise of a key ring and a door being opened, Conversation continues in regular volume | |
| Bob | Hmm. Everything seems to be alright, doesn’t it? |
| Peacock | The cameras and the computers should be running right now... |
| Bob | Yeah. But what.. |
| Peacock | Nothing is working! Nothing! |
| Hammering on a keyboard | |

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| Peacock | No power! Nowhere! |
| Bob | What about the emergency backup? |
| Peacock | I don't know! Either it didn't turn on or the connections have been cut. |
| Bob | Hmm. Here's a phone. That should be working. Let's call the police, Mr. Peacock. |
| Peacock | That phone here is just for internal calls. |
| Bob | Oh. |
| Peacock | Unfortunately, our phone system is totally obsolete. If we make a call from here, someone has to forward it from the receptionist's desk. But since no one is working there right now, we can't call the cops from here. |
| Bob | Well, let's head for the receptionist's desk then. You've got the keys, don't you? |
| Peacock | Sure. |
| Bob | Good. |
| Peacock | Yeah, let's go. The office's is on the 1 st floor. Too bad we can't take the elevator. |
| Bob (alarmed) | The elevator? What about it? Is it stuck? |
| Peacock | I'm pretty sure it is. But we can take care of that as soon as... |
| Bob | I'm glad we can. |
| Noise of a door opening. Footsteps. | |
| Peacock | Quite! |
| Bob (whispering) | What's happening? |
| Peacock (whispering) | Back there! Quick! |
| Bob | Yeah. |
| Heavy breathing and footsteps. | |

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| Music. Alpha's voices is coming closer while he's talking | |
| Alpha | Ceewee, shut this door. We don't want any attention. |
| Ceewee | OK, Boss. |
| Footsteps | |
| Bob (whispering) | Five Men. What the heck... |
| Peacock (whispering) | Quiet! |
| Alpha | Flashlights on. |
| Doug | Flashlights are on. |
| Ceewee | The power is gone. |
| Alpha | It was easier than I thought it would. The "Voice" was right. If you know how, it's a piece of cake to cut the power lines. Come on, the "Moonfire Diamond" is waiting for us. |
| Doug | Alright then. |
| Alpha (roaming) | Here're the stairs. We need to go up to the 4 th floor. Come on guys, this way. |
| Steps on the stairs. Bob and Peacock are whispering | |
| Bob | Man that was close. They almost got us. |
| Peacock | They want the diamond. Your friend is still up there! |
| Bob | He knows how to take care of himself. We need to call for help! |
| Peacock | The cops! Quick! We need to call the cops! |
| Bob | Yeah, yeah. Where is this receptionist's desk? |
| Footsteps on the stairs | |
| Peacock | Someone's coming. Quickly, in that niche over there! |

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| Beth is breathing heavily | |
| Beth (shouting) | Alpha! Alpha! |
| Alpha | Are you crazy? Why are you screaming like this? |
| Beth (shyly) | The diamond! It's gone! |
| Alpha | Excuse me? |
| Beth | We heard some glass breaking. Someone was faster than us. |
| Alpha | Someone was faster? There's no one here but us! |
| Beth | No Alpha! We saw him run off. |
| Alpha | You saw what? |
| Beth | He got away. |
| Alpha | Someone is sneaking around here, steals the "Moonfire" diamond before your face and you let him get away? (Shouting) Find him! Ceewee, you stay here and guard the exits. He may not get away! |
| Ceewee | 10-4, Boss. |
| Alpha | Why do I have to put up with amateurs like you? I ... Wait a minute. |
| Clicking of a weapon. Music. | |
| Ceewee | What do you need the gun for? |
| Alpha | Come out! Both of you! |
| Footsteps | |
| Bob | Mmmm. |
| Alpha | Over there! And don't move! |
| Bob | Yeah! But... |
| Alpha | Not you! Come on fatty! |
| Peacock breathing heavily | |
| Alpha | Over there! |

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| Peacock | Please... Please don't hurt us! |
| Ceewee (laughing) | Look at them. Some visitors mistook the opening hours of the museum. Who are you? |
| Peacock | I am James R. Peacock. I'm the director. |
| Ceewee | And you? |
| Bob (stuttering) | I'm Bob Andrews. |
| Alpha | The director himself! What an honor! What are you doing here? |
| Peacock | I was going to show the museum to my young friend here. |
| Alpha | What a coincidence. That's just what we had in mind. And then you just decided to steal the "Moonfire" diamond, huh? Where is it? |
| Bob | We don't have it! |
| Alpha | Beth, search them! |
| Beth | Okay. |
| Touching of clothes | |
| Beth | He's right. They don't have the diamond. The thief has to be still upstairs. |
| Alpha | Ah. You have company. Who is that guy up there? Who?! |
| Bob (moaning) | I don't know. No... no idea. |
| Alpha | I warn you: don't you play games with me! |
| Peacock | Leave him alone! Leave him alone. We don't know who's up there. We didn't expect you here, either. |
| Alpha | You want me to believe this? That that guy up there does not belong to you? |
| Peacock | Believe whatever you want. It's the truth. |
| Alpha (threatening) | Who is it? Where is he? |
| Heavy breathing | |
| Beth | Leave him alone, Alpha. |

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| Ernie (mumbling) | Yes. |
| Alpha | I'm the one in charge here! |
| Ernie (mumbling) | Alright, alright. |
| Alpha | Ceewee? |
| Ceewee | Yeah? |
| Alpha | Stay here and guard the exits! |
| Ceewee | Okay, Boss! |
| Alpha | Beth, Doug and Ernie, you find that intruder! |
| Doug | Okay, Boss. |
| Alpha | I am going to take our two guests here to the security office and keep an eye on them. Got it? |
| Beth | Yeah, yeah. |
| Doug | Yeah, yeah, Boss. |
| Ernie | We're on our way. |
| Ceewee | Yes, Boss. |
| Alpha | Move it. |
| Footsteps | |
| Bob | Yes. |
| Alpha | Move on, move on. |
| Footsteps. Door opening | |
| Alpha | Get in there! |
| Door closing | |
| Bob | What are you going to do now? |
| Alpha | I'm waiting for them to come back. |
| Bob | What are you going to do to us? |
| Peacock | You are never going to get away with that. Never. |

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| Alpha | With what? |
| Peacock | Stealing the “Moonfire” diamond. The cops are going to get you. No matter how clever you are! |
| Bob | That’s right. |
| Alpha | Nobody knows we’re here. Nobody knows who I am and where I’m going. We’re going find this mysterious intruder, kill him, take the diamond and leave without a trace. |
| Bob (scared) | ...kill him? |
| Alpha | Ah, you know who he is! |
| Bob | No. no. I have no idea. We have, we have... |
| Peacock | I’m going to call the cops! |
| Bob | Stay here, stay here, Mr. Peacock! |
| Alpha | Stay where you are! |
| Music. Footsteps. A knock. A body falling on the ground. Mr. Peacock is moaning. | |
| Bob (scared) | You knocked him out! He’s unconscious! |
| Alpha | Shut up! |
| Bob | But... |
| Alpha | Be glad he’s still alive. |
| Bob | But... |
| Alpha | I hope you learn from his mistakes. Pull him away from the door. I don’t want to get my hands dirty. What are you waiting for? |
| Bob | Okay, okay. |
| Heavy breathing, something is being pulled over the ground. | |

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| Music | |
| Narrator | Bob pulled the unconscious man to the side of the room. Then he took off Mr. Peacock’s jacket, folded it up and put it under the director’s head. Suddenly, he saw Mr. Peacock’s shiny key ring. Quickly he grabbed it and put it in his pocket. Fortunately, Alpha had not seen him. |
| Little noise of a key ring | |
| Alpha | What are you doing down there? Sit on this chair and shut up! I have to think. |
| Bob | Yeah, yeah. Don’t freak out. |
| Narrator | Bob sat down on the chair behind the desk, always keeping an eye on the gang leader. But Alpha didn’t seem to take any notice of him. The third Investigator’s eyes were wandering over the desk. He saw black screens, keyboards, dozens of switches and indicator lights. His guess was that they were part of the different security systems. Some of them were labeled: Camera 1, AC 1, Elevator Intercom, Lights and Foyer... Bob paused. Elevator Intercom? Below the switch he saw a small speaker and a tiny microphone. The intercom to the elevator cab for emergencies! Would this system work without electricity? He was not convinced. But wasn’t this kind of system designed to work when the power failed? Maybe it was battery operated.... Bob’s mind went like crazy. Then he saw another button: Talk. (Tearing of paper) With a bored look on his face he ripped off a small piece of paper off the desk’s calendar. Then he folded it in the shape of a wedge. While Alpha was looking the other direction, Bob pressed the “Talk” button and squeezed the paper wedge in, leaving the button stuck in the “talk” position. |
| Bob humming | |
| Alpha | Hey! What do you think you’re doing? |
| Bob | Nothing. I didn’t... |
| Alpha | Keep your hands off! |
| Pause Alpha whistling | |
| Bob | Ah, tell me, how did you manage to get into this museum? |
| Alpha | Through the entrance doors. |

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| Bob | OK. But how did you do that without triggering the alarm? |
| Alpha (suspicious) | Why so curios, punk? |
| Bob | Ah, I'm just interested how you managed to get in here. |
| Alpha | You've got your own plans of breaking into a museum, huh? (laughing) |
| Bob | That's right. (laughing) |
| Alpha | Alright. While my men are hunting down that thief, I'll teach you a lesson. A museum like this has different security systems. If one of them fails, another one takes over and the incident is being reported to the police. |
| Bob | Hmm. |
| Alpha | This museum here has 5 power lines. |
| Bob | OK. |
| Alpha | And you have to cut all of them at the same time to avoid triggering the alarm that calls the cops. |
| Bob | Five power lines? |
| Alpha | Hmm. |
| Bob | Ah, that's the reason that there are five of you? |
| Alpha | Yeah. (laughing) |
| Bob | But... how... How did you know where to find the power lines? I would have no clue where... |
| Alpha | That was the job of our boss. |
| Bob | You have a boss? I thought, you wanted "Moonfire" for yourself. |
| Alpha (amused) | Me? The diamond? No way! It's way too difficult to sell. |
| Bob | Aha. |
| Alpha | No, no. I leave that trouble to him. |
| Bob | Your boss? |
| Alpha | Exactly. |

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| Bob | Who is he? |
| Alpha | You're funny, kid. I feel like I'm being interrogated. You want his name? Even if I wanted to, I couldn't tell you. |
| Bob | You don't know who your boss is? |
| Alpha | I don't even know his face. He gave us all his instructions over the phone. We just call him "The Voice". |
| Bob | "The Voice"? |
| Alpha | Yeah, I've never met him. He told us how to get around the security systems. |
| Bob | But how does he know? |
| Alpha | No idea. And I don't care as long as the information is accurate. |
| Bob | Hmm, if "The Voice" knows all these things, why doesn't he steal the diamond himself? |
| Alpha | As you can clearly see, there's always some risk left. |
| Door slams. Music. Doug, Ernie & Beth are breathing heavily. | |
| Ernie | Alpha. |
| Doug | Boss. |
| Beth | Alpha. Hey, what's going on here? |
| Alpha | The director tried to escape. So I had to cancel his plans. Where is he? (impatiently) |
| Beth | "Moonfire"? |
| Alpha | No! The thief! Where is he? |
| Doug | Ah. I think he got away. |
| Alpha | I don't think I heard your well... |
| Ernie | He got away. But he's still inside the museum. |
| Doug | For sure. |

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| Ernie | We almost caught him, but he is very fast. Then he hid somewhere. |
| Alpha | Somewhere, Somewhere! (angry) You Idiots! You Losers! Now I'm going to take charge here! Ernie! |
| Ernie | Yes boss? |
| Alpha | You stay here and watch our director, just in case he wakes up. |
| Ernie | Ok boss. |
| Alpha | Doug, Beth, you follow me! |
| Doug | Yes Alpha. |
| Beth | 10-4 Alpha. |
| Alpha | And you... you my pal are going to be my hostage. |
| Bob is breathing heavily. | |
| Alpha | If your friend understands that you will be dead if he does not cooperate, he will come out and give up. |
| Bob (stuttering) | But... I don't know this guy... |
| Beth | He's right, Alpha. It's not his fault. |
| Alpha | He knows him! Are you blind?! Did you believe his story? |
| Bob | I really don't... |
| Alpha | Shut up kid or you'll regret it! Stick your hands up and move. Or I'll shoot. |
| A gun is clicking | |
| Alpha | Move! Now! |
| Bob is breathing heavily. Footsteps. Music. | |
| Narrator | Everything was silent around Pete's hiding place. Over and over the gangsters had passed by and searched every spot, but they had not discovered him. The Second Investigator had kept quiet for a while but now he was ready to leave. Suddenly he heard a voice. |

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| Alpha (from far away) | I know you are hiding somewhere! Your friend Bob and the director are our hostages. Come out and no one gets hurt! You have ten minutes. If you're not in the security office by then, you won't see your friends alive! |
| Music. | |
| Knocks on a door. | |
| Alpha (behind the door) | Come in! |
| Pete | Hi. |
| Alpha | Come closer. |
| Pete (scarred) | What happened to Mr. Peacock? Is he...? |
| Alpha | He's just unconscious. Welcome to our humble gathering. |
| Pete | Hmm. |
| Alpha | I am Alpha, and I'm so glad to finally be able to meet our unknown guest. Lock the door, Beth! |
| Beth | Alright. |
| Alpha | You are the one that kept Beth, Doug and Ernie so busy. And made them look like fools. Another teenager. My compliments. But now the game is over. I'm glad you finally got that. |
| A punch. Pete screams and hits the ground. | |
| Bob (shocked) | You can't... |
| Alpha (demanding) | Where is the diamond? |
| Pete (in pain) | I...I don't have it. |
| Alpha | Of course you do! Give it to me! Where is it? |
| Pete (fearful) | It's the truth! I gave it to someone else! |
| Alpha | Someone else? There's no one here but us! |
| Pete | There is! The night watchman! |

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| Alpha (laughing in disbelief) | The night watchman? |
| Pete | I didn't know there was one, either. But suddenly he appeared and took the diamond off me. He said he would hide it in a safe place, where you wouldn't be able to find it. |
| Alpha | Liar! |
| Pete (in panic) | No! After I gave him the diamond he disappeared, because your men were after me. I don't know where he is. I couldn't see his face, cause ... because the lights were off! It's pitch-dark out there! |
| Alpha (calmly) | You've got three seconds. Tell me the truth or I'll blow your damn head off! |
| weapon is clicking Pete is breathing heavily | |
| Bob (scared) | Oh my God! |
| Alpha | One... |
| Pete | I'm telling the truth! |
| Alpha | Two... |
| Bob | Believe it, Alpha! Pete wouldn't dare lying to you. |
| Pete | Really, Mr. ... Mr. ... Mr. Alpha I don't... |
| Alpha | Three. You had your chance, little punk! |
| Pete (screaming) | No! |
| Weapon is clicking | |
| Alpha | You told the truth. For cases like this I remove a bullet form the cylinder. |
| Pete sighs with relief | |

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| Alpha | I warn you. The next shot will hit. Why did nobody tell us about a night watchman? |
| Doug | No clue, Alpha. "The Voice" didn't mention him, did he? |
| Alpha (angry) | "The Voice" said there was none. Damn it! Dozens of people are running around here and we have no clue! Already four of them! Who else is running around in here? Find him, search every corner! What are you waiting for? |
| Ernie | Yes ... |
| Doug | Ok Alpha. |
| Noise of a key ring | |
| Alpha | Wait. I'm coming with you. Doug, stay here and watch our friends. And don't take your eyes off them, or ... |
| Doug | No. |
| Alpha | These guys are smarter than they look. |
| A door is being opened | |
| Alpha | Let's go! |
| Ernie | Ok, Alpha. |
| Doug | Roger. |
| Footsteps | |
| Pete (afraid) | Bob, what did they do to Mr. Peacock? |
| Bob | He tried to escape. Alpha knocked him out. But be careful... |
| Doug | Shut up or I'll pull that damn trigger! |
| Bob | Alright, alright. |

The Three Investigators – Fright Night

| | |
|---------------------------------|--|
| Narrator | Bob knelt down next to Mr. Peacock and checked his heart rate. The director, even though unconscious seemed to be in good condition. Doug was wandering around nervously. Then he checked his watch. |
| Doug | I've got to pee. Don't move, I'll be back right away. |
| door is being shut and rumbling | |
| Pete | Can you hear that? |
| Bob | Doug has blocked the door. Probably with a chair. |
| Pete | We're by ourselves, Bob! We have to take advantage of that. |
| Bob | I know. But how? |
| Background music | |
| Bob | The door is blocked, bars on the window... we can't get out of here. |
| Pete sighs | |
| Bob | Wait a minute! |
| Pete | Hmm? |
| Bob | Over there! The intercom! Yes! |
| Pete | What... What are you doing? |
| Bob | Jupe? Jupe? Can you hear me? |
| Jupe | Loud and clear. |
| Bob | We're by ourselves, but not for very long... Did ..., did you hear what has been going on in here? |
| Jupe | Every word. But what do you expect of me now? |

The Three Investigators – Fright Night

| | |
|--|---|
| Bob | A plan of escape! |
| Jupe | Ha ha ha. We're stuck here in the elevator. Is there no way for you to open that door? |
| Bob | Even if there was, Doug would hear us. |
| Just | This building seems up-to-date. Are there any air vents? |
| Pete | Air... (excited) Hey Jupe, you're a genius! There is an air vent. Too tight for you, but we should fit in! |
| Bob | Ok, ok, but we have to hurry. Doug can be back any minute. I'll set the intercom so you can hear what's happening in here. We are trying to get out of here. See you later! |
| music | |
| Bob and Peter talk very quietly, almost whispering | |
| Pete | Ok, with this chair I can reach the air vent. |
| Bob | Can you reach it? |
| Pete | Yes, hey give me the scissors from that table. |
| Bob | Here. |
| Pete | I have to remove the screws from the cover. |
| Bob | Does it work? Does it work? |
| Pete | Yeah, yeah. So. |
| Bob | Doug can be back any minute. I would have been back long ago. |
| Rattling | |
| Bob | What's happening? Hurry up, Pete! |

The Three Investigators – Fright Night

| | |
|----------------------|---|
| Pete | Yeah, yeah, yeah. We need more time, Bob. (sighs) Can we block the door or something? |
| Bob | Oh, I'm such an idiot. |
| Pete | What? |
| Bob | Such an idiot. |
| Pete | What? |
| Bob (laughing) | I've got Mr. Peacock's keys. |
| Noises of keys | |
| Bob | If I'd only knew which one was the right one... |
| Pete | Hurry! |
| Bob | This was the wrong one, I wonder if this one... |
| Pete | Bob! |
| Bob | Yes! That's it! |
| Door is being locked | |
| Bob (laughing) | Doug will have a hard time getting into back in here. Are you ready, Pete? We need to leave and we'd better be quick! |
| Pete | I'm finished, the cover's gone. |
| Bob | Great. |
| Rattling. Music | |
| Pete | So. |
| Bob | You go first, Second! |

The Three Investigators – Fright Night

| | |
|---|--|
| Pete is breathing heavily | |
| Bob | Hold it. I'll put the chair back. |
| Rumbling | |
| Bob | Ok. Pull me up. |
| Pete and Bob are breathing heavily | |
| Bob | Pull Pete, pull! |
| Pete (pressed) | Tell me, what did you have for dinner? |
| Bob | Goofball! Ok, I'll put the cover back on. |
| Rattling. | |
| Bob | Ok. Ok. Ok. Ok. Man. Move on Pete! |
| Pete | Yeah, it sure is tight in here. Ah! My head! |
| Pete and Bob are breathing heavily, scratching on metal | |
| Pete | Tell me, where are we heading? |
| Bob | I don't know. Let's just get far away from the office, so Doug can't hear us. |
| Knocking from far away | |
| Pete | If you speak of the devil... I guess he just realized we locked him out. Move, Bob, come on! |
| Bob | Shhhh! Be quiet! |

The Three Investigators – Fright Night

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|------------------------------------|---|
| Pete | (mumbling) Oh God... (nervous) Bob, help me look for an exit! |
| Bob | I am. Nothing. Wait. Hey, it's looking pretty good over there. Yes, that's an office. |
| Pete | Yeah? |
| Bob | (frustrated) Gosh! Damn it! |
| Pete | What's up? |
| Bob | We are so stupid! |
| Pete | Huh? Why? |
| Bob | There are covers on the air vent in every room. |
| Pete sighs disappointed | |
| Bob | Our only chance now is brute force. |
| Bob is breathing heavily. Rattling | |
| Pete (scarred) | Are you crazy? That can be heard for miles! Especially through this air vent! |
| Shot from far away | |
| Bob | What was that? Ah, Doug shot to open the door. Now he's in the office and trying to figure out how we escaped... One more time! |
| Rattling | |
| Pete | Go! |
| Bob | Finally. |
| Pete | Let's get out of here. |
| Pete and Bob | |

The Three Investigators – Fright Night

| | |
|--|---|
| are breathing heavily and climbing out of the air vent | |
| Bob | I'm glad this door isn't locked! |
| Pete | What if Alpha and his man are right out there waiting for us? |
| Bob | I don't think so. I bet they all heard Doug shooting and they're on the way to the security office. Then they are going to figure out how we managed to escape. And then they'll make a plan to capture us. |
| Pete | Hmm. You're right. |
| Bob | So we have some time to move around. |
| Pete | Yeah... So... |
| Bob | Hold it! Shhht! Anyone out there? |
| Pete | No one, let's go! |
| Bob | Hey! Where do you think you're going? |
| Pete | To the elevator, of course! I was able to open the doors and talk to Jupe. The elevator is stuck between the 3 rd and the 4 th floor. |
| Bob | My compliments. Tell me Pete, did you bluff when you told them about the... this night watchman? |
| Pete | No, are you nuts? |
| Bob | Really? |
| Pete | No. This guy appeared out of the dark and took the diamond. Right here. Morton and Jupe were able to listen to the whole conversation. I was so surprised, that... |
| Bob | Ok, ok I do believe you. Here we are - the elevator. |
| Pete | It is possible to pull the doors a little apart. |

The Three Investigators – Fright Night

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|---|--|
| Pete and Bob are breathing heavily. Sliding of metal. | |
| Pete | Jupe! Morton! |
| Jupe | (relieved) Pete! Bob! I'm glad you've made it. I've got news for you. There is no night watchman. |
| Bob | What? |
| Jupe | Doug! He pretended to be the night watchman! |
| Bob | I can't believe it! |
| Pete | How do you know? |
| Jupe | I recognized his voice, when I heard him through the intercom. |
| Pete | But... but then they already do have the diamond! |
| Jupe | Wrong! Doug has it. He wants to betray the others and keep it to himself! He pretended to be the night watchman so you couldn't tell the others. The darkness kept you from recognizing him. But that's not all. I think I know where he hid it. |
| Pete | Where... where it is? I thought Doug's got it! |
| Jupe | No, Pete. It would be foolish of him to carry it around in his pocket. I think he hid it and will come back as an ordinary visitor to pick it up. So he hid it in a place where he could easily access it. |
| Bob | Where? |
| Pete | Where would that be? |
| Jupe | The restroom. |
| Bob | Ah! |
| Jupe | That's the reason he went there. Not to relieve himself, but to hide the diamond. Maybe under one of the sinks with some scotch tape |

The Three Investigators – Fright Night

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|---|--|
| | or... maybe he dropped it in one of the water tanks. |
| Bob | Great reasoning, First, but what are we going to do now? |
| Pete | What are you waiting for? We'll go there and take the "Moonfire" diamond. |
| Bob | Alright. |
| Pete | The restrooms are right over there. |
| Jupe | Make sure you shut the elevator doors. If Alpha finds us in here, we're in big trouble. Take the diamond, get out of here and call the cops! |
| Bob | Yes. |
| Pete | Ok. |
| Worthington | Good luck, gentlemen. |
| Pete and Bob are breathing heavily. Noise of doors sliding. | |
| Bob | That's it. Come on, Second! |
| Footsteps. | |
| Pete | Right here? |
| Bob | Yeah, let's go inside. |
| Door shuts. | |
| Pete | The door. |
| Bob | Here are the sinks. Can you see anything? |
| Pete | Nope. |

The Three Investigators – Fright Night

| | |
|--|--|
| Bob | What about the water tanks? |
| Noise of water tank being opened. | |
| Pete | You want me to put my hand in there? |
| Bob | Come on! It's plain tap water. The ugly part is further down. Go for it! |
| Pete (laughing embarrassed) | Ok. Al... right. |
| Water splashing | |
| Bob (pushy) | Hurry up! |
| Pete (annoyed) | Yeah. |
| Bob (curious) | Anything? |
| Pete | Yes, there's something in here. |
| Bob | Really? What... |
| Pete | Look! It's the diamond! I've got it! I've got it! |
| Bob | Great! Put the lid back on. |
| Pete | Okay. |
| Small rumbling. | |
| Pete (excited) | Wow! Look Bob! Moonfire! |
| Bob | Yes! Let's get out of here. |
| Rumbling at the door. Pete and Bob hold their breath, scarred. | |

The Three Investigators – Fright Night

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| Music. Bob and Peter stop whispering. | |
| Alpha | Look what we've got here. Don't you move! You two have fooled me for the last time! |
| Bob (stuttering) | What...what are you going to do now? |
| Alpha | What am I going to do? |
| Bob | Yeah. |
| Alpha | What am I going to do with you two? |
| Bob | Hmm. |
| Alpha | Nothing. Except that I'll shoot you if you don't help me. |
| Bob | But... |
| Pete | Help? How can we help you? |
| Alpha | I want that diamond! And the thief! |
| Bob | Yes, but... |
| Pete | We don't know where the night watchman is! |
| Bob | We have no clue! |
| Alpha | There is no night watchman! And you know that! I'm convinced that you know better than anybody else what's going on in here! But I'm no moron, either. One of my men is a traitor. He pretended to be the night watchman and took the diamond off you. I'll bet you know exactly whom I'm talking about! |
| Bob | It's... it's Doug! Pete recognized his voice. |
| Alpha | Doug? |

The Three Investigators – Fright Night

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| Bob | Yes. |
| Alpha | I knew it! That liar! We will all go into the security office now. And don't you play tricks on me! Put your hands up and move! |
| Pete and Bob are breathing heavily. Footsteps. Door is opening. | |
| Ernie | Alpha! You got 'em! |
| Doug | What are we going to do about them? |
| Alpha | Nothing, Doug. These guys are real troublemakers, but that night watchman is way more important. |
| Ernie | Did you find him? |
| Alpha | Not yet, but I'm on my way. Doug, give me your gun! |
| Doug | What... |
| Alpha | Don't ask. (pause) Thank you. And now... give me the diamond, you dirty rat! |
| Music | |
| Beth | Alpha! What is that all about? |
| Alpha | Doug is the night watchman. He's a traitor! |
| Doug | What? What are you talking about? |
| Alpha | Why did you do that? Did you really think you could get away with that? Did you really believe that? |
| Doug | I...I had an offer. Someone promised me twice the money you did. |
| Alpha (laughing) | Who? Who told you to betray us? |
| Doug | "The Voice". It was "The Voice"! |

The Three Investigators – Fright Night

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| Alpha | Say that again. |
| Doug | “The Voice” told me to steal “Moonfire”. |
| Alpha | You know who “The Voice” is? Tell me! |
| Doug | I don’t know who he is! “The Voice” gave me a call, just as he did with you. |
| Alpha | Why does “The Voice” try to fool his own team? |
| Bob | Well... Five burglars cost five times more money. |
| Ernie | But... we have an appointment with him. |
| Doug | Me too. One day earlier. He told me to steal the diamond and meet him before you guys would. After that, he would have never shown up. |
| Alpha | Where did you hide the diamond? |
| Bob | Ah, we have it. ... Here... |
| Alpha | Ahhhh. |
| Bob | You would have found out anyway. |
| Alpha (laughing) | Of course. Who else could have it? Where did you find it? |
| Bob | Hmm, we figured that Doug had more than one reason to go to the restroom... And then we checked it out. |
| Alpha | Beth, your flashlight! |
| Beth | What ...? |
| Alpha | <i>Pause.</i> Hmmmmm. This object here is not the “Moonfire” diamond! |
| Doug | What? |
| Alpha | Fake! This is nothing but a piece of glass. It’s a fake! |

The Three Investigators – Fright Night

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| Doug | I don't know anything about a fake! |
| Alpha | Hmm. I believe you Doug, even though you are a lousy rat. Someone is playing a dirty game here and once again I have the strong feeling that you two here know more than I do. |
| Pete | Us? No! |
| Bob | No! |
| Alpha | Is this the stone that you picked up upstairs?! |
| Pete | Yes, yes. I think so. I was wondering why it looked so boring. I thought it was because of the darkness in here. I don't know anything about a fake! |
| Alpha | Hmm. Then there is only one person here that really knows what's going on. Our director here! |
| Bob | Yes, and you knocked him out! |
| Alpha | Shut up! Beth, go to the restroom and bring a bucket of water! We'll find a way to wake up Peacock! |
| Beth | Ok. Just a minute. |
| Footsteps. Music. | |
| Narrator | Five minutes later, Beth returned, carrying a bucket full of water. Alpha grabbed it and poured it over Mr. Peacock's face. |
| Water is splashing. Peacock is coughing. | |
| Alpha (laughing) | My dear Mr. Peacock! I'm so glad that I am able to welcome you back into this world. We've made quite some progress for the last two hours. Look, here! |
| Peacock | The "Moonfire" diamond! You've got it. What else do you want? |
| Alpha | No, we don't! And you know that! Everybody who has just a little knowledge of jewelry can tell that this here is a cheap imitation! |

The Three Investigators – Fright Night

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| Peacock (laughing in disbelief) | An imitation? No way! Look, the blue coloring makes the diamond look less valuable than it really is. This is the real “Moonfire” diamond. |
| Alpha | It’s a fake! Watch this! |
| Smashing glass. Heavy breathing. | |
| Peacock | Are you insane? |
| Alpha | Quit playing games with me, Peacock! You know that a real diamond would never break like this piece of glass. Where is the real thing? |
| Peacock (laughing shyly) | That’s impossible! The prince delivered the diamond himself. |
| Alpha | I don’t believe a word. You know exactly what’s going on here. Here, have a look at my gun. I would hate to mess up your suit, but I’m afraid that’s going to happen if you don’t tell me the truth right now! You have three seconds. One... |
| Clicking of a weapon. | |
| Peacock (sighing) | I exchanged the diamond for an imitation. |
| Alpha | Why? |
| Peacock | Why? Well, this museum is not as safe as most people believe it is. Our alarm system is obsolete and so I was worried about the diamond. “Moonfire” is one of the most expensive artifacts ever exhibited at the Steadman Museum. And it’s small enough to be stolen easily. To avoid any risks, I exchanged it for an imitation. |
| Beth | All this time we’ve been chasing after an imitation? “The Voice” won’t believe us. Damn it, we need to have the real diamond! |
| Alpha | You’re right, Beth darling. Come on, Peacock. You have three seconds. (angry) Where is it?! |
| Peacock | Alright, alright, alright. I’ll tell you. It is not ... here. |
| Alpha (impatient) | Where? |

The Three Investigators – Fright Night

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| Peacock | It is ... in the safe at my residence. |
| Alpha | Ok, let's go right now! |
| Peacock | You... you want to go to my house? |
| Alpha | What do you expect? That I'll give up and just go home? |
| Bob (worried) | What... about us? |
| Alpha | We'll take you with us. |
| Peter is breathing heavily. | |
| Alpha | Let's go! Come on! Move it! |
| Peacock | I still have to pick my day planner from my office... |
| Alpha | Don't be silly Peacock. Your schedule tomorrow will be very different, anyway. |
| Peacock | But it's important to me! Very important! Terribly important! |
| Alpha | You are terribly lucky if you get out of this alive! Come on! |
| Heavy breathing. Footsteps. Doors opening and shutting. | |
| Bob | Aren't you going to turn the power back on? |
| Alpha (laughing) | What for? We're not coming back. |
| Bob (whispering) | Maybe the police will notice that the lights are off... |
| Alpha | Shut up, kid! Ernie? Switch the power back on before someone finds out that the emergency lights are off. |
| Ernie | Yeah, that's much better. Let's get out of here. Peacock, move your |

The Three Investigators – Fright Night

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| | fat butt! |
| Music | |
| Narrator | The trip in the van took about 20 minutes. Nobody was talking. Then the gang of burglars, Mr. Peacock and the two investigators arrived at Mr. Peacock's solitary residence in the Beverly Hills area. Nobody saw the blue van driving up to the dark house. |
| Sound of a motor. | |
| Alpha | Get out. And be quiet or I'll shoot you! |
| Bob | Yeah. |
| Cars doors slamming. Footsteps on gravel. | |
| Alpha | Come on, Peacock, open the door! |
| Peacock (mumbling) | What the...? Where...? ... My keys! They're gone! |
| Alpha | Of course they're gone! You've got them! |
| Bob | (stuttering) Me? Ah, ah, ah,(checking his pockets) I can't find them. I must have lost them when I fell down at the museum. |
| Alpha | I don't believe a word you're saying. It makes no difference, anyway. |
| Metal rattling. | |
| Peter | A silencer! |
| Alpha | Shut up, stand back! |
| Silenced gunshots. | |
| Alpha | Go inside! All of you! |

The Three Investigators – Fright Night

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| Bob Peter and Peacock are breathing heavily. | |
| Alpha | Where is the safe? |
| Peacock | Over there. Inside my office. |
| Footsteps. | |
| Beth | I bet the safe's behind that painting. Just a ... Ha! Any idiot could find that... |
| Ernie | A dial... |
| Alpha | Open the safe! Now! |
| Peacock | I can't. I can't. I don't know the code. |
| Alpha | This is your safe, isn't it? |
| Peacock | Yes, but I have a hard time recalling numbers. The world is full of numbers! The only number I've been able to memorize after long practice is the security code for the Steadman Museum. |
| Alpha (grumbling) | Open this safe! And if you are as bad with numbers as you say, I'm sure you've somewhere written the code down. Get your notes and open it! |
| Peacock (timid) | Yes, but... |
| Alpha | Get your notes! |
| Peacock | That's impossible! Totally impossible! The code is in my day planner, and the day planner is in my office in the museum! |
| Alpha | I don't believe it! |
| Beth | We've got to go back! |
| Alpha | (screaming) You all shut up! We can take the whole safe with us. We only have to break it out of the wall. Nobody knows we're here. |

The Three Investigators – Fright Night

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|---------------------|---|
| | We have hours before anybody will find out what's going on. We have enough time to smash this wall into pieces! |
| Door opening | |
| Jupe | That won't be necessary! I've got what you're looking. |
| Pete (surprised) | Jupe! |
| Peacock (surprised) | My day planner! |
| Alpha | Who the heck are you? Stick your hands up, fatty! What are you doing here? How come you know these two lads here? |
| Jupe | Which question do you want me to answer first? May give you my business card? |
| Alpha (reading) | The Three Investigators... |
| Pete | Hmm... |
| Alpha (reading) | Three Question Marks. "We investigate anything." First Investigator Jupiter Jones... |
| Jupe | Yes. |
| Alpha (reading) | Second Investigator Peter Crenshaw... |
| Pete | That's me. |
| Alpha | Records and Research: Bob Andrews. |
| Bob | Yup. |
| Alpha | What's going on here? Are you working with Doug? |
| Doug | That's not... |
| Alpha (screaming) | Shut up! |
| Jupe | We only got involved in this by accident, but there's much more to |

The Three Investigators – Fright Night

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| | this story than all of you know. |
| Beth (impatient) | Stop quacking and give us the notebook! |
| Jupe | You won't find the code in there. I took the page and destroyed it! |
| Peacock | Oh... |
| Alpha | You did what? |
| Jupe | Don't panic! I memorized the code. But I won't tell it to you until you listen to what I have to say. |
| Alpha (angry) | Listen, fatty... |
| Jupe (confident) | I know your game, Alpha. One, two, three and so on. But I won't fall for it. First you will listen! I was stuck in the museum's elevator and able to listen to all of your conversations in the security office through the intercom! |
| Alpha | What...? |
| Jupe | Every word. And I had plenty of time to think about it. I was able to figure out why the diamond was exchanged for a fake, why Doug tried to betray you and who's the mind behind of all. ... It was you, Mr. Peacock! |
| Peacock | (laughing in disbelief) Me? (laughing) Jupiter, what are you talking about? |
| Jupe (firm) | You were "The Voice" that gave orders for to steal the "Moonfire" diamond. |
| Pete | What? |
| Jupe | First I noticed that an outsider knew all the details of the museum's security system. It was obvious that the brain behind the operation was someone that knew a great deal about the museum. |
| Pete | Hmm. |
| Jupe | Most likely someone of the staff, who has access to the secret files. |

The Three Investigators – Fright Night

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| Peacock | And you're suspecting me? (laughing) Over the years dozens of employees have left the Steadman Museum... |
| Jupe | First time I really suspected <i>you</i> , was when you made a major mistake. |
| Peacock | Mistake? |
| Jupe | When you were leaving the museum you insisted on picking up your day planner. It makes some to me sense that after you had forgotten your day planner in your office you made an extra trip to the museum to pick it up. But after being a prisoner of these criminals for several hours, you had no reason to think of it. |
| Pete | That's true! |
| Jupe | It seemed to me you were afraid of leaving evidence behind. After the power came back I went into your office to find proof for that. I found your day planner and while we were driving over here I read it - all of it. |
| Peacock (scarred) | You... you did what? |
| Pete (curious) | And...? |
| Jupe | You do have a bad memory for events and phone numbers, don't you? |
| Peacock | Yes. |
| Jupe | I could tell that while I was reading your day planner. You scheduled the meetings with Doug and Alpha, and you wrote down their phone numbers in there. And that was the reason you wanted the day planner back so badly! |
| Alpha | Show me! |
| Turning of pages. | |
| Alpha | He's right. But why did he... |
| Jupe | Because Mr. Peacock had already stolen the diamond. |

The Three Investigators – Fright Night

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| Alpha | What? |
| Jupe | It wouldn't have been possible for him just to exchange the "Moonfire" diamond and get away with it. Sooner or later someone would have recognized the diamond in the museum was a fake. |
| Alpha | Yes. |
| Jupe | And after further investigation, he would have been found out. |
| Alpha | Ah. |
| Jupe | If there was a professional break-in, however, nobody would have suspected him. Everybody would have been chasing the burglars, and not Mr. Peacock. And he would have been able to make a double profit! |
| Peacock | Double profit? |
| Jupe | Not only would he have stolen the "Moonfire" diamond, but I'm sure he also would have found a way to put some of the insurance money into his own pocket! |
| Peacock (laughing) | No way! I'm too honest to do that! |
| Jupe | Hah! You and your gang, Alpha were only the bait for the police so nobody would suspect Mr. Peacock. The police would have never believed that you had only stolen the imitation. And nobody would have paid you for that piece of glass here. "The Voice", alias Mr. Peacock, would have never shown up at the meeting he scheduled with you. |
| Alpha | We would have found him out! Somehow we would have found out who he is and then he then would have been in great trouble. |
| Jupe | Wrong! For that case, Peacock had covered his butt by ordering Doug to deceive you! |
| Pete | Hum. |
| Jupe | If everything would have worked out, Doug would have stolen the fake diamond. You would have been chasing after Doug, believing he was in possession of the real one. Doug would have been trying to find "The Voice", which deceived him. And the police would have |

The Three Investigators – Fright Night

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| | been after all of you. |
| Peacock (moaning) | |
| Jupe | A brilliant plan. It only failed, because you, Mr. Alpha, recognized the imitation too early! |
| Pete (laughing admiringly) | Jupe! |
| Peacock | Well...how could I know that he knew about jewelry... I figured he was just a burglar, not an expert in jewels... |
| Alpha | You dirty stinking rotten... |
| Jupe | Oh! I forgot to mention that the police are on their way. They will be here any moment! |
| Beth (screaming hysterically) | Alpha! We've got to get out of here! Right now! |
| Alpha | Not without the diamond! |
| Clicking of a weapon | |
| Alpha | You know the game, fatty. One, two, three. Tell me the code! |
| Jupe | You won't get away with this! |
| Alpha | The code! |
| Music | |
| Jupe | Twelve. (Alpha repeats the numbers and turns the mechanism of the safe) Twenty-three. Two. Fifty-nine. |
| Door of the safe is opening | |
| Alpha | "Moonfire"! We've got it! |
| Peacock | No! |

The Three Investigators – Fright Night

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|---|--|
| Alpha | Now, let's get out of here! Move it, guys! |
| Fast footsteps | |
| Ernie | Hurry! |
| Beth | Here! |
| Doug | Faster! |
| Pete (angry) | Jupe! Why did you tell them the code? |
| Bob (angry) | Are you nuts? |
| Jupe | He had a gun! And the police will be here any moment, anyway. Worthington called them from the Rolls Royce. They should have been here by now. They won't get far. |
| Pete (grumpy) | Yeah. |
| Bob | Come on! After them! |
| Jupe | Yes! |
| Music. T3I are breathing heavily | |
| Pete | Oh no! They're about to escape! |
| Bob | Look! Worthington has blocked the road with the Rolls! |
| Jupe | Oh my gosh! They're trying to squeeze through! |
| Bob | Impossible! |
| Smashing of metal. Scarred breathing of T3I | |
| Jupe | Oh! |

The Three Investigators – Fright Night

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| Pete (angry) | Look! They wrecked the Rolls! |
| Shutting of car doors. Voices of policemen. Noises of police radios. Sirens. | |
| Policeman | Put your hands up and come out! |
| Pete (shouting) | Arrest them! All of them! |
| Bob (shouting) | Yes, all of them! |
| Pete (shouting) | There's one more inside the house. Don't let him escape! |
| Alpha (from the background) | Jackass! Damn! |
| Ernie (from the background) | We surrender! |
| Policemen (from the background) | Here. Here are your handcuffs. Give up! It's over. Move, over there, to the car! |
| Footsteps on gravel | |
| Worthington | The automobile! It's ruined! After driving for all those years for Mr. Gilbert and now look - it's ruined! |
| Bob (calm) | Don't worry, Worthington. It's just a car! And it shouldn't be very difficult to fix it! |
| Jupe | Mr. Peacock? |
| Peacock (disappointed) | What do you want? |
| Jupe | Why did you go back into the museum in the first place? You knew that Alpha and his men would be there, didn't you? |
| Peacock | No, I did not. I told them to break in exactly at midnight. But those idiots came earlier...Ah! So I had to pretend that I had no idea what was going on... |

The Three Investigators – Fright Night

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| Jupe (laughing) | Ah. |
| Peacock | I had no choice. |
| Bob | Hard to believe! |
| Policeman | That's enough. Take him to the car! |
| Mr. Peacock is moaning. Car doors are shutting. Motors are starting. | |
| Policeman | Guys, I expect you tomorrow morning at the police station so we can finish our report. Ok? |
| Jupe (happy) | Yes, Sir! |
| Sirens. Music "Theme T3!" sets in. | |
| Pete (sighing) | Oh my gosh.... .all we had in mind was going to the movies! |