

WADSWORTH. Nothing in that room either.

WHITE. Shall we search the Ballroom?

[MUSIC CUE #24]

WADSWORTH. (Gesturing for her to go first.) After you.

(WHITE and WADSWORTH's stylized movement lead them into an elaborate tango as they exit.)

(As the Hall wall flies out, The GUESTS crisscross the entry Hall causing each other to startle.)

(MUSTARD and SCARLET meet in the middle, each holding a notebook and and tiny golf pencil [from the CLUE board game]. They compare their notes and each exit separately as the Library module slides into place.)

(Focus shifts to: PEACOCK and PLUM in the Library.)

PLUM. (Seated in an arm chair.) This is quite an impressive Library.

(PEACOCK puts a book back in the bookshelf, triggering an elaborate, FBI-style secret panel labeled "EVIDENCE," plastered with headshots [in the style of the CLUE game cards] and notes detailing the guests' crimes, to flip and appear in the wall directly behind them. They do not see it.)

PEACOCK. (Her back now to the secret panel.) How can I find anything if I don't even know what I'm looking for!

PLUM. (Reading from a book.) "Civilized society is perpetually menaced with disintegration through this primary hostility of men towards one another."

PEACOCK. Your fancy words don't intimidate me, Professor!

PLUM. I take no credit, Mrs. Peacock.

(Re: the book.)

Freud. I think he's on to something.

PEACOCK. Now is not the time for academic pursuits! We're supposed to find the evidence!

PLUM. It's a fruitless search, if you ask me. I mean, it's not like we're just gonna walk into a room and find the evidence plastered on the wall.

PEACOCK. I suppose you're right.

PLUM. C'mon, let's go upstairs. Maybe we'll be excited by something in a bedroom.

PEACOCK. I haven't been excited by something in a bedroom for years.

**END**

(They exit the Library as the module retreats.)

(The GUESTS crisscross once more, featuring an unexpected, split-second connection between YVETTE and WADSWORTH.)

(Then, MUSTARD, solo, crosses the Hall studying an enlarged map of Boddy Manor [looking identical to the CLUE board game].)

(To the music, each GUEST round-robins through every door in choreographed mayhem. The group ends with ALL their heads poking out of one door, which WADSWORTH shuts.)

[MUSIC CUE #25]

(The music shifts to sinister, as the Lounge module opens and we find the MOTORIST on the phone.)

MOTORIST. I'm a little nervous. I'm at that big house on the hill, and I've been locked in the Lounge. I didn't expect there'd be a whole group of people here—I think they're having some sort of party; and the funny thing is, I think one of them is my customer.

(As he's talking, the portrait behind him opens and a gloved hand appears behind him with a raised Wrench...)

MOTORIST. Yeah, my regular Tuesday night passenger...

(The Wrench comes down on the MOTORIST'S head. BLACK-OUT. The Lounge retreats.)

[MUSIC CUE #26]

(Search music continues as the Conservatory wall flies in and the lights shift to find SCARLET and MUSTARD in the Conservatory.)

Scene 10

(The Conservatory.)

(MUSTARD searches the Conservatory floor. SCARLET enters shyly, holding Plum's pipe.)

SCARLET. (Whispering conspiratorially.) Psst!

MUSTARD. Oh, there you are.

SCARLET. You'll never believe what I found in the hallway.

(Showing.)