

Mockery Manor SEASON 2
Episode 11
'Bloodied Hands'
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THEME TUNE, punctuated by...

MARGOT V.O.
Long Cat Media presents Mockery Manor
Season 2, Episode 11: Bloodied Hands.

INT. JJ'S BEDROOM, SCHLOSS

Continuation from the last scene of the last episode.

BETTE
Wait! First, JJ, I want you to bloody
promise you're not selling that
painting.

BOHDANKO
She is not.

That very particular sound of a GUN being... pumped?

GASPS.

BOHDANKO (cont'd)
She is giving it to me. Heh heh heh.

PARKER / GRETCHEN / BETTE
Jesus! Oh shit! Oh! What? Gah!

BOHDANKO
All of you, against the wall. And
move real slow.
Not you. You stay there.

JJ
Oh God.

BOHDANKO
You have caused me a lot of problems,
English Ethel. Or should I say... JJ.

BETTE
English Ethel? Oh God. JJ, is this...

JJ
Yeah. Bohdanko.

PARKER

What do you want?

JJ

Please, don't hurt them.

BOHDANKO

Shut up! All of you, down on the floor. Do it!

GRETCHEN

Are you working for Hilda?

JJ

No. He's not.

Can you let my friends go, please?

This has nothing to do with them.

BOHDANKO

But it does, eh? Because of you, they are involved. Their blood will be on your hands... unless you do as I say.

JJ

You want the painting.

BOHDANKO

No shit. Here - cable ties.

He tosses them on the floor.

BOHDANKO (cont'd)

Pick them up. That's it. Now - bind their wrists and ankles.

JJ

You want me to tie them up??

BOHDANKO

Do it. Now! Or I shoot... this one.

PARKER

Oh bloody hell!

JJ

OK, OK, I'll do it, I'll do it.

BOHDANKO

This one first.

BETTE

Oh brilliant.

BOHDANKO

You two look very similar, anyone
ever tell you that?

BETTE

No, never.

BOHDANKO

Ahhh. You are sisters. Heh heh. Well
now -- (jumps) Ah! What the hell is
that?! There is man lying on bed!
You - get up now or I--
Wait a minute.

He SMACKS Eric.

BOHDANKO (cont'd)

This is dead body!

PARKER

Bloody hell! Why's there a body??

BETTE

That looks like... Eric??

GRETCHEN

He's dead?? JJ, you said he was
unconscious-- ow!

JJ

(whispers) Sssh Gretchen!

BOHDANKO

Shut up, all of you! Yeech, how long
has he been dead? Who is he?

JJ

You don't recognise him? You beat him
up in Amsterdam!

BOHDANKO

Oh! That guy.

JJ

And then you followed him here.

BOHDANKO

Heh heh heh. I did not follow him. I
did not need to. There was little
note on door of refrigerator that
said - 'JJ. Vermeer. Dunkelschloss'.

JJ

Eric, you plum.

BOHDANKO

It did not take a genius to figure out that JJ was English Ethel. But enough chatter. Hurry up with cable ties!

JJ

I... I've never used them before! I don't know how they work!

BOHDANKO

Oh for the love of--

GRETCHEN

--I know how. Let me do it.

BOHDANKO

What?

GRETCHEN

I'm in a band, I use cable ties to bundle guitar leads. I can do it.

BOHDANKO

Hmm. Alright. Give them to her.

JJ

Here.

GRETCHEN

Thank you.

JJ

(quiet) I'm so sorry, Gretchen. This is my fault.

GRETCHEN

It's OK, JJ. *I know what to do.*

BOHDANKO

Hurry up. Make it tight.

The sound of cable-ties being, uh, tied.

GRETCHEN

Put your wrists together.

BETTE

So you're in a band? That's cool--

BOHDANKO

Tight, I said! I am watching you. And you, Ethel, stand there, where I can see you.

JJ

(defiant) Where's the other one?

BOHDANKO

Other what?

JJ

When you came to the club... and when you gave me the suitcase with the painting... there were always two of you. Daniel, or Dan..?

BOHDANKO

I'm sorry, did I give the impression I was inviting questions? Is this, perhaps, 'An Audience with Bohdanko'? No. It is not. I will be asking the questions today. Such as, where is the goddamn painting, little bitch?

JJ

I...I hid it.

BOHDANKO

Where did you hide it?

JJ

In the forest.

BOHDANKO

The forest?

JJ

In a hollow tree. I can take you to it.

BETTE

No, JJ, he'll shoot you as soon as you hand it over!

JJ

Shhh Bette.
It's deep in the woods. You'll never find it alone. Please, let me take you to it.

BOHDANKO

No need to beg. Not yet. Don't worry, I was never going to leave you behind.

JJ WHIMPERS.

GRETCHEN

She's lying. It's not in the forest.

BOHDANKO

Heh?

JJ

What?

GRETCHEN

She's just saying that, to give us time to escape. But I know where it is. *I will take you.*

BOHDANKO

What? What is this?

JJ

Gretchen, what are you doing--

GRETCHEN

This stupid girl, when she first arrived, she asked for my advice, where she should put the painting... because she didn't know the good spots, you know, the *hidden places*... But I did.

JJ

(quiet) Hidden places?

BOHDANKO

If this is some sort of ruse... if you think--

GRETCHEN

--It's not. It's not. It's right here, in the schloss.

BOHDANKO

The painting is here? This is bullshit, you are lying!

GRETCHEN

Why would I lie? If I can't find it, you will just shoot me. And then return to shoot the rest.

PARKER

(mutters) I'm pretty sure he's going to do that anyway.

BETTE

(mutters) Oh my God. He is, isn't he?

GRETCHEN

Think about it: why would anyone leave a painting in the forest, for the mice and rats to nibble? Even this one's not stupid enough to do that!

JJ

Errrrr.

BOHDANKO

Hmmm, yes. Yes. So, JJ, you lied to me?

JJ

No!

GRETCHEN

She did. She's trying to give the others time to escape. But if I show you where it is, you have to promise to let me go. And then, afterwards, you can do what you want to these... these... 'bellends'.

JJ

Gretchen!

PARKER

Bloody hell.

BETTE

That's a bit much.

BOHDANKO

Well well well.

GRETCHEN

I will tie JJ up now. And then you and I, we will go to the painting.

BOHDANKO

Mmm. No.

GRETCHEN

(trepidation) No?

BOHDANKO

You are both coming with me. And whichever one of you is telling the truth, might get to live.

Jangly music plays the scene out.

INT. JJ'S BEDROOM, SCHLOSS - FEW MINS LATER

Only Bette and Parker are left in the room... and Eric's body.

BETTE

What do we do??

PARKER

I don't know, Bette! I don't even know what's going on! That bloke, he's really not got anything to do with Wizzard??

BETTE

No. I'll explain later. Dammit, I can't get my hands free, the cable tie's are too tight!

PARKER

Mine's a bit loose!

BETTE

Oh! Can you free yourself?

PARKER

I'm trying. Unnngh! Unnngh!!!

ERIC

Do you need any help with that?

Bette and Parker SCREAM.

PARKER

Ahhhhhhh! Jesus!

BETTE

Bloody hell!

PARKER

The man! He's not dead!

ERIC

I was just having a kip.

BETTE

Eric! It IS you!

ERIC

Alright, Sticky.

BETTE

Please don't call me that.

PARKER

You know each other?

ERIC / BETTE

Unfortunately.

PARKER

I can't believe you was just asleep.

ERIC

Not the whole time, I wasn't. I felt it prudent to maintain the illusion of eternal slumber, know what I mean? That bloke had already tried to kill me once.

BETTE

Eric, shut up and help us get loose, for God's sake.

ERIC

You're as charming as ever, I see. Alright, give me a moment. I'm a bit slow on me feet, due to the, errr, let's call 'em 'painkillers'.

Eric drags himself around the room.

ERIC (cont'd)

Got a knife here somewhere...

BETTE

Hurry up, Eric! We have to help them.

ERIC

Here it is!

PARKER

How do we help them, Bette?? What do we do??

BETTE

Ouch! Eric, watch what you're doing! One of us should go call the police.

PARKER

You do it, Bette. I'll go help JJ.

BETTE

No! I'm not leaving her here!

ERIC

There ya go, Sticky; you're free.

PARKER
He can do it, then.

ERIC
Do what?

BETTE
Call the police.

ERIC
Me? Absolutely not.

BETTE
JJ's life is at stake, Eric!

ERIC
I'd be happy to, if I could get out of here straight after but the fact is, I'm still wobbly from the let's-call-'em-painkillers. I can't risk getting arrested again.

BETTE
Not even to help someone? You disgust me.

ERIC
Well, I don't feel great about it!

BETTE
Ugh!
Parker, you'll have to call the police - I've seen phones around the park.

PARKER
I can't leave you to deal with this alone!

ERIC
Hold still, mate, or you'll never get free.

BETTE
I'm not discussing this anymore. I'm going after them. Once Eric releases you, go find a phone.

PARKER
Bette! Wait!

BETTE
Parker. There's no time.

A distant GUNSHOT. Bette and Parker GASP.

PARKER
Did you hear that?

ERIC
Shiiiiiiit.

BETTE
Oh no. No. I've got to go!

ERIC
Wait! Bette!

BETTE
WHAT IS IT, ERIC?

ERIC
Do you wanna gun, by any chance?

A WHINE and TINKLE of music.

INT. SCHLOSS

Bohdanko, Gretchen and JJ walk through the schloss.

BOHDANKO
That's it. Walk ahead of me. No sudden moves.
You with the pigtails, why do you limp?

GRETCHEN
I hurt my leg... umm, rollerskating.

BOHDANKO
Yeesh. So we go at snail's pace. At least you won't try to run away.
How far to the painting?

GRETCHEN
Not far.

BOHDANKO
It better not be.

JJ
You in a rush? Why's that? Is the castle freaking you out?

BOHDANKO
Oh yah, totally, Bohdanko is scared of a building. Pah!

JJ

Well. It is haunted. The stories they tell in the village...

GRETCHEN

Uh? Oh! Yah. Such terrible stories. Ohhh. The spirits that live here, they are so crazy-crazy.

BOHDANKO

Then you will have some company after I shoot you, how nice. Now SHUT UP and walk.

They WALK. CREAKY FOOTSTEPS.

BOHDANKO (cont'd)

(mutters) Don't believe in ghosts, what am I, a child? Ridiculous.

JJ

(whispers) Gretchen, do you have a plan?

GRETCHEN

(whisper, scared) Kind of?

BOHDANKO

NO TALKING.

A crow CAWS.

BOHDANKO (cont'd)

(jumpy) What was that??

GRETCHEN

Umm. It sounded like... a voice. A ghostly voice.

JJ

Yeah, yeah. A ghostly voice.

GRETCHEN

Someone calling.

The crow CAWS again.

BOHDANKO

No. No, it is just a bird.

JJ

They say that crows are messengers.

BOHDANKO

That is pigeons. Pigeons carry messages.

JJ

No. No, I meant...
(spooky) They deliver messages from the underworld.

Another spooky CAW CAW. Closer this time.

BOHDANKO

(unnerved) Oh yeah? Then I send it back to underworld.

BOHDANKO SHOOTS into the gloom. BLAM.

The girls SHRIEK.

The crow CAWS.

JJ

You missed! Shoot again!

BOHDANKO

Trying to make me waste bullets,
little bitch? You think I am stupid??
It's just a crow!
Now keep walking!

A THUMP and SKITTER of wood against wood as Bohdanko accidentally kicks something.

BOHDANKO (cont'd)

Ow! My toe. What was that?? What did I just kick?

GRETCHEN

(whisper) JJ, go! While he's distracted!

BOHDANKO

God damn, the floors are covered in crap!

GRETCHEN

(whisper) Run, JJ. Run!

JJ

(whisper) No! I'm not leaving you. Oh Jesus, this is like before.

BOHDANKO

There's nothing like a stubbed toe,
it is just the worst.

JJ

My God this is just like Dreamland...

GRETCHEN

JJ?

JJ

Bette hurt her leg and she couldn't
run and I had to...

GRETCHEN

JJ? What is it? What's wrong?

JJ

Oh my God, I can't believe this is
happening again!

BOHDANKO

If I have to tell you two to shut up
one more time, I make fake Pollock
painting with your brains, hokay?

JJ

(fairly loud) I can't do this again!

CAW CAW.

BOHDANKO

Is she freaking out? I cannot deal
with this, I have no time for this.
Control her, now.

GRETCHEN

JJ. Focus on me. Here. Keep it
together.

JJ

Mmmm. Mmmm.

GRETCHEN

Do you want me to slap you? I could
do that.

JJ

No! Geez. Any excuse.

GRETCHEN

(whisper) Just keep it together! Just
for a moment.

(MORE)

GRETCHEN (cont'd)
 (wooden) Oh look! What is that over there?

BOHDANKO
 What is what?

GRETCHEN
 Look. Over there. In the corner. It's a shadow.

BOHDANKO
 What shadow? It is all shadows!

GRETCHEN
 The shape... is it a painting?

BOHDANKO
 The painting? Is this where you left it?

GRETCHEN
 No. No, no. Maybe someone moved it. Look!

BOHDANKO
 I cannot see.
 You two, stay here. I go check.

Bohdanko WALKS away...

GRETCHEN
 (whisper) OK JJ, quick, look down and to the left - see the darkness? It's a hole.

JJ
 Huh?

BOHDANKO
 (distant) I think it is painting...

GRETCHEN
 (whisper) Be careful, we're at the edge of a section that's collapsed inwards. Go around it. Quick. Now.

JJ
 (whisper) Oh! OK.

BOHDANKO
 (calls) Ach! It is nothing. Just a broken table.

GRETCHEN

Are you sure? It's definitely not the painting? Why don't you just... check under the rubble!

BOHDANKO

Under..?? Why would it be under...

JJ

(whisper) But what's the plan? Hope he falls through the floor??

BOHDANKO

Hey! You moved!

GRETCHEN

Oh! Have we?

BOHDANKO

Don't move! If you try and run...

GRETCHEN

(whisper) He's coming.

BOHDANKO

...you won't get very far.

Fast CREAK CREAK as he walks towards them.

GRETCHEN

Come on, come on.

JJ

If he notices...

GRETCHEN

(whispers) Keep your eyes on us, you bastard.

JJ

(whisper) Please work please work please work.

CAW CAW. The crow is back.

BOHDANKO

You again. Here for target practice, eh?

COCKS GUN.

Another loud CAW CAW.

JJ
(mutters) Oh no.

GRETCHEN
(mutters) No no no. Don't stop.

BLAM! BLAM!

BOHDANKO
Stupid bird! I take you out!

JJ
(mutters) He's stopped! He's stopped!

GRETCHEN
(calls) Let's go get the painting!
Quick! It's not far now!

BOHDANKO
First I shoot this-- gah!

A FLAP of WINGS. A CAW. The bird ATTACKS.

BOHDANKO (cont'd)
What are you doing? What do you want
from me?

JJ
Gretchen, what is he doing? Is he
even near the hole??

GRETCHEN
It's flying at him.

BOHDANKO
I send you back to hell!

GRETCHEN
Yes! Push him into the hole, crow!

BOHDANKO
You think you can take me?? I will
end you! You servant of Baba Yaga!
Back to shit hell where you come
from! Arg!

BLAM! Bohdanko SHOOTS into the gloom.

GRETCHEN
Oh no. Did he hit the crow??

JJ
No. Listen...

Faint CAW CAW.

BOHDANKO
Where... where did it go?

A smaller set of CAWS. Followed by a melange of small CAWS.

BOHDANKO (cont'd)
Ohhhh. Hahaha! It is not damned
spirit! It is a nest! The crow, it is
protecting her babies!

GRETCHEN
(disappointed) There's a nest?

JJ
(whisper) Gretchen.

GRETCHEN
The crow wasn't saving me?

JJ
(whisper) I think the crow led him
away from the hole.

GRETCHEN
No! No, I think he's close enough...
it might still work.

BOHDANKO
Ha! I almost thought... but there is
no such thing. This is my mama's
fault: she used to tell me tales...
of the Boginka... ..of Kikimora Ha.
Ha. But it was just a crow.

Bohdanko WALKS towards them.

GRETCHEN
...if he just goes a little over
there... yes, yes... that's it!

BOHDANKO
Oh! Oh! Look at that. Huge hole in
the floor. Almost fell in.

GRETCHEN
(to self) Oh nooo. It didn't work.

BOHDANKO
(mutters) That was close. Where is my
lighter?

JJ

Oh no. Gretchen, was that your only plan?

GRETCHEN

Yes! Oh no! Shit. Shit shit shit.

Bohdanko CLICKS a lighter.

BOHDANKO

That is better. Ethel! Here. Hold this lighter in front of you as we walk.

OK, that is enough ghosty-whosty bullshit. Let's go. Move it! And any more talk of spirits will not be tolerated.

Scared WHIMPERS from JJ and Gretchen.

Music.

EXT. DUNKELSCHLOSS PARK

Parker is running through the empty park. Park music plays.

PARKER

Phone, phone, where's a bloody phone?? OK, Parker, think. If Dunkelschloss is based on the Mockery lay-out, then there's a phone in each land, and one by the entrance. OK, where am I... aha! There you are, you beauty.

He picks it up.

PARKER (cont'd)

Yesss. Now we're cooking. Oh gawd! What's the bleedin' number for the German police?!

He presses the cradle up and down.

PARKER (cont'd)

Operator? Anyone there? Operator? Oh bollocks, where's the bleedin' operator!? Oh no no no. What do I do now?? This is very bad.

PARKER (cont'd)
 (calls) HELLO? NIGHT STAFF? Anyone
 here? I need some help!

Where is everyone? Oh gawd!
 Another crisis where old Parker's
 flapping around on the sidelines like
 a prize prick!
 No. I will be useful. I will be of
 use.

Starts running.

PARKER (cont'd)
 I'm coming, girls! I'm coming!

INT. SCHLOSS

Footsteps.

BOHDANKO
 We have doubled back on ourselves! We
 have been in this room before!

GRETCHEN
 (v scared) Have we?

BOHDANKO
 You are lost. Is it possible that
 neither of you know where you are
 going!??

GRETCHEN
 (moans) I... I... ohhhhh. Ohhhhh.

JJ
 We know where we're going! We do!
 We're just trying to get our
 bearings...

GRETCHEN
 I can't think... I can't think what
 to do...

BOHDANKO
 Gah! Now this one falls apart! I am
 losing patience. Maybe we dispense
 with pigtails--

Distinct gun cocking noise.

BOHDANKO (cont'd)
 --and YOU take me, Ethel?

Gretchen GROANS.

JJ

Nooo no no no! We need her! Gretchen knows this place! I've only been this way once, my memory, it's fuzzy, we just, look, please, just give us a second, let me calm her down and we can figure it out, I promise, I promise, please!

BOHDANKO

(Russian muttering) Do what you have to do. But quick.

JJ

(loud) Gretchen, it's alright, we'll remember, we just need to think. OK? Hey, isn't the painting in, in, in... (whispers) What the hell are we going to do? Maybe we should tell him it's in the forest? It'll delay him--

GRETCHEN

(falling apart) Delay him killing us?? Ohhh. Why did I try to be the hero? I am not hero.

JJ

You ARE a hero. More than me. Come on, Gretch, think. You're smart, and determined, and you don't let fear run your life. So c'mon. You can figure out how to get us out of here. And so can I. I mean, heh, I've done it before.

BOHDANKO

Well??

JJ

(calls) Just discussing the best route! Be right with you!

GRETCHEN

I am going to die. With you. I don't even like you.

JJ

Right. Charming, thanks. Wait. I've got an idea. Or half an idea. A fraction, really.

GRETCHEN
We are going to dieeeee.

JJ
(calls) It's in the bookcase! Isn't it, Gretch?

GRETCHEN
Huh?

BOHDANKO
Bookcase.

JJ
Yeah. In the library?

GRETCHEN
It is?

BOHDANKO
Why you never mention a library before?

JJ
I dunno. Because... because it's hard to find.

GRETCHEN
And it's getting dark.

JJ
Yeah! Good point! When we were here before, there was a full moon, it, like, shone through the windows, it was so bright you could see everything, but tonight, it's--

BOHDANKO
I do not give a shit about the moon, I don't care what it was like before, I care that you find it now.

JJ
We're close. Aren't we, Gretchen?
(whisper) You need to lead.

GRETCHEN
Oh. Yes.
Come. It is this way.

BOHDANKO
It better be. Or I will--

Bohdanko's phone RINGS. Gretchen SHRIEKS.

GRETCHEN

Oh my God, what is that?? The ghost of a phone!

BOHDANKO

Shit. Shit. Is it 10 o'clock already??

JJ

It's a portable phone, Gretch. Get a grip.

BOHDANKO

You two, don't make a sound while I am on telephone. Or I // shoot you.

JJ

// Shoot us, yeah yeah. We got it.

Bohdanko answers the phone. CLICK. He walks away as he speaks.

BOHDANKO

Bossman. Hellooo! No no no, I did not forget to call, no, I was just... on toilet. Yes, I am all alone, on the toilet. Well no I was on the toilet, now I am in the, in the place, in Amsterdam. Yes, I am still in Amsterdam.

GRETCHEN

(whispers) You have a plan? What is the plan? Tell me!

JJ

(whispers) Sssh. I want to listen.

BOHDANKO

No, no news, I'm afraid. I know, I know. So surprising.

JJ

(whispers) He's lying to his boss. (thinking) Maybe his boss doesn't know... is that why he killed the contact?

GRETCHEN

What are you saying? I know nothing about this.

JJ

I know, sorry, I'm just thinking aloud. Maybe we can use it.

GRETCHEN

You mean we can use it to bargain with him?

JJ

Yes! Yes, exactly!

BOHDANKO

Yep. Yeah, I will let you know. Uh huh. Bye bye. Bye bye now. (click) (quiet) Shit! Speed it up, you two.

GRETCHEN

Wait, my leg...

BOHDANKO

How many shits you think I give? Hmm. Exactly. Now move!

They walk a few paces.

JJ

So your boss doesn't know you're here, then?

BOHDANKO

Huh? My boss? No no that was not my boss, that was--

JJ

You're lying to him. Because you're stealing from him.

BOHDANKO

What the f--

JJ

In Tokyo, you were going to kill me and take the painting for yourself.

BOHDANKO

No, that is, that is not--

Beat.

BOHDANKO (cont'd)

Heh heh heh. You got me. Very good, eh. At least now I can finish the job.

JJ

You're double-crossing your boss. That's a dangerous move. And if I can figure it out - just some bird you found in a strip club - then your boss will find out too. And then you'll be in trouble.

BOHDANKO

He will not find out, because there will be no-one left alive to tell him. Got anything else to say?

JJ

Erm. Yeah, I do actually!

BOHDANKO

OK.

JJ

Errrrr. Errrr! If you let us go, we'll... not tell your boss what you did?

BOHDANKO

Hahaha! OK, you will not tell my boss what I did? That is a very good deal! Oh, I should jump at chance for that deal. That is the stupidest thing I have ever heard in my life. Hahahah!

GRETCHEN

We're here.

BOHDANKO

We are here?

GRETCHEN

This is the door to the library.

BOHDANKO

Oh. Good. Open it.

CREAK.

BOHDANKO (cont'd)

Go in. Both of you. That's it.

CREAKS SHUT.

Footsteps.

BOHDANKO (cont'd)

Behind a bookcase... which one?

GRETCHEN

That one.

BOHDANKO

But this bookcases is built into the wall. How can it be behind?

GRETCHEN

See the book sticking out on the middle shelf?

BOHDANKO

What are you talking about?

GRETCHEN

The illustrated roller coaster compendium.

The bookcase starts to open.

BOHDANKO

The bookcase, it is opening!

GRETCHEN

But... but he didn't pull the book.

JJ

What??

BOHDANKO

Always wanted to find a hidden door behind a bookcase! This is so cool!

JJ

(whisper) Someone must've opened it from the inside! Gretchen! Hide!

GRETCHEN

Where are you going?

BOHDANKO

This is like in cartoon! Cartoon with big stupid dog! Ha!

JJ

Gretchen!

GRETCHEN

JJ, where are you?

JJ

I'm here, behind the sofa! Gretchen!

BOHDANKO

Every time it was always the guy they met in the beginning. (sniffs) Do I smell coffee? Ah! This is kitchen. Where is light switch...

BLAM! BLAM! Bohdanko cries out.

Music

CREDITS

If you're enjoying Mockery Manor, you'll also enjoy another of our podcasts - The Ballad of Anne & Mary. It's an epic, full-cast adventure story inspired by the lives of Anne Bonny and Mary Read, the famous pirates. All five episodes are out now, and feature lots of familiar voices from Mockery Manor. For more information, click the link in the show notes of this episode, or search The Ballad of Anne & Mary wherever you get your podcasts.

Mockery Manor is written and directed by Lindsay Sharman
Music, sound design and editing by Laurence Owen

Hayley Evenett was JJ and Bette,
Laurence Owen was Bohdanko and Parker
Lindsay Sharman was Margot
Abbie Eastwood was Gretchen
and Alasdair Beckett King was Dodgy
Eric