

LOOSE LIPS

WHO DO YOU THINK YOU ARE KIDDING MR HITLER?



A DENIABLE TREATMENT
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LOOSE LIPS

MODE

“Black Humour”

LOCATION

England

TIME PERIOD

1940, World War II

GENRE

Espionage

THEME

Never trust a man who doesn't drink tea. In fact, dear chap, never trust anyone. Except for the Queen.

THE PITCH

England 1939. A group of retirees have officially tasked themselves with uncovering villainous German intelligence efforts in the Dover Area. It's cold. Rain's on the way. Their joints hurt. But, it's wartime. And they think they know who the enemy is... Officially, they are joining the Local Defence Volunteers. Unofficially, they plan to get one over rival volunteers from that other cricket club in Folkestone...

INSPIRATIONS

Dad's army
Allo Allo
Carry On...

INTRODUCTION

"Come on Harold! Pip pip!"

"Where are we going George?"

"Why to do our bit of course !"

"They aren't going to let us George, we've retired".

"That's where you are wrong Harold, we are going to start our own show".

"But how George, we don't know anything about being soldiers."

"Well we know a damn sight more about it than those twonks from Folkestone Cricket Club."

"Welcome to the Dover Cricket Club Local Defence Volunteers."

FAMILY

(The protagonists employment, network and family).

	1	2	3	4	5	6
1 Still married	perfect couple (to observers)	surrogate parents	to younger partner	with adult 'kids' still at home	to the enemy	because they just won't drop dead
2 Newly remarried	with the one that got away	to someone after your money	to refugee with limited English	married "up" for money	to a missing person's spouse	to the help, and their kids
3 Widow / Widower	and lived alone for many years	with son who is a conscientious objector	with layabout son	With many 'callers'	in a relationship with a married person	and engaged very soon after
4 Never Married	with a 'house guest'	and living with Mum and Dad.	with parishioners to minister	because never got up the nerve to ask him/her	but in demand	and lives with a badger
5. Young adult	living with parents & gramps	living with lone parent	taking care of veteran	in custody of sibling	with imaginary friend	bludging off relative
6. It's complicated	running a fully staffed but empty seaside hotel	new in town, related to the publican	traumatised veteran of the Great War	lives in the lock-up or pub	lives with dozens of cats	son or daughter discharged

THE MISSION DOSSIER

SUSPICIOUS ACTIVITY

(The individual who contacts one or more Protagonists during a drop scene).

	1	2	3	4	5	6
1	Lorries at all hours	People nobody knows	Soldier AWOL	Stranger in the night	Nervous stranger	Anti war sentiments
2	The 'Scotsman'	Foreign Office comes to town	The guy next door	The girl next door	Missing sheep	Missing persons
3	Suave Salesman	Package in the field	Lights off the coast	The man in a long black coat	Organised Crime figure	Rubber boat on the beach
4	How do they get that stuff?	Military Intelligence pays a visit	A 'friend' calls in a debt	The 'Belgian'	Activity around the radar station.	Foreign cigarette butts
5	Something washed up	Body caught in a fishing net	Gunshots in the forest	Folks getting sick	Strange device	Stolen fuel
6	Intercepted report	Unexploded bomb	A bleeding heart	Low flying aircraft	Parachute silk	Overheard

THE OBJECTIVE

(An element of the main mission)

	1	2	3	4	5	6
1	Personal Revenge	Prove your innocence	Prove the innocence of a 'friend'	Plant evidence	Destroy evidence	Retrieve evidence
2	Stop an operation	Scandalise	Expose a scandal	Surveillance	Secure the hostage	Rescue the hostage
3	Blow something up	Steal something	Find someone	Hide someone	Confuse the enemy	Sabotage something
4	Set up a secret radio tower	Protect something	Disrupt communications	Get the town to take this seriously	Teach someone a lesson	Replace something
5	Organise a safe house	Deliver Something	Escort someone	"Prove" something	Frame someone	Expose something
6	Hide a body	Pass on secret plans	Plant a device	Find a device	Destroy something without leaving evidence	Get the town to focus away from something

A LOCATION

(An element of the main mission)

	1	2	3	4	5	6
1	Town historic museum	The White Cliffs	Boat house	Town hall	Military base	Lorry depot
2	Fishing boat	Island	Cave near the cove	Beach	Field	Secret room
3	Under a bridge	Country estate	Local 'race track'	Boardwalk	Sewers	Observation tower
4	Docks	Forest	Duke's grounds	Seaside hotel	Military planning session	Church
5	Graveyard	Restaurant	On the common	Tea shop	Mysterious locked shed	Ammo dump
6	Dart's night at local	Shop opening	Secret govt. facility	Restaurant	Druidic ruins	Local lockup

A COMPLICATION

(An element of the main mission)

	1	2	3	4	5	6
1	Wrong target	Mistaken identity	Twins?	Drunk?	Love intervenes	Blackmail
2	Wrong location	Nazis?	Local police	Military police	Enemy within	Betrayal
3	Timing	Wrong thing	The Italians!	Innocents in the way	Timebomb	Paperwork
4	Followed	Military 'Intelligence'	Family	Friendly fire	It's a trap!	Broke
5	Watched	Bad equipment	Blame Ggame	Temptation	Leak	Drugged
6	Dementia 'What?'	Gout	Gammy knee and rain's coming	Flashbacks	Self medication	Union leader

AN ANTAGONIST

(Need not be the main "target" and in fact doesn't need to be actively working against the Protagonist . Sometimes, they are just in the wrong place at the wrong time)

	1	2	3	4	5	6
1	Local politician	London celebrity	Pesky journalist	Greedy banker	Drunkard	Suspected spy
2	Military police	Yank (American)	Assassin	Double-double agent	Suspected traitor	Scientist
3	American businessman	Greek tycoon	Suspected Mafia boss	Rugby team rivals	Cricket team rivals	Spurned lover
4	Heir / Heiress	AWOL private	General on holiday	Military investigator	Pastor with a past	Town gossip
5	Unwitting instrument of the enemy	poacher	Fisherman with a limp	Travelling salesman	Undertaker	Cafe owner
6	Loudmouth veteran	Housewife with a grudge	Throwback company commander	Disabled veteran	Pilot billeted in the pub	Mayor

GROUP THERAPY

The protagonists are visited by a swagger-stick carrying officer from HQ who is resentful of “pretend soldiers.” The officer gets them all together in the clubhouse/pub/church hall and tells them how a real soldier would have acted.