

DIANNE

DIANNE IS ON THE PHONE.

DIANNE

Well I'm not talking to his assistant
if he's not talking to my assistant.

DIANE HANGS UP. RILEY WALKS IN THE ROOM.

RILEY

Is this a bad time for you?

DIANNE

I don't have bad times, I only give
bad times to others.

RILEY

Okay. Just wanted to say good luck
tonight before your first show here.

DIANNE

Luck has nothing to do with it.

RILEY

Alright.

DIANNE

Would you like a little advice?

RILEY

Sure.

DIANNE

2:14.

RILEY

2:14?

DIANNE

2:14. All of my pieces run exactly 2
minutes, 14 seconds. So should yours.

TV - "IN THE GAME"

1/3

RILEY

All of them?

DIANNE

All of them. It's long enough to make the audience say "Hey, I've just made a new friend." But short enough so they're not thinking "Okay, I get it, he's got the cancer. Move on." It's a fine line. But I've found that 2:14 walks it best.

RILEY

But what if you have more material that-

DIANNE

2:14.

RILEY

Okay, got the 2:14. Anyway, I'll see you--

DIANNE

Michael Caine was right you know.

RILEY

Michael Caine?

DIANNE

Don't blink when you're on camera.

RILEY

Is this more advice?

2/3

DIANNE

Just hold it hold it hold it. See how
it conveys power? See how I'm in
control? And then the 2:14 is over
and I segue right into the banter for
exactly 9 seconds.

RILEY

9 seconds.

DIANNE

9 seconds. (AS IF ON THE AIR) But
then we learned the rest of the
story...

(TURNS TOWARDS ANOTHER CAMERA ANGLE)

That this little boy who grew up to
play a man's game, was still... a
little boy. Back to you TJ.

RILEY

Wow.

DIANNE

Exactly.