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Cast of Characters

In order of appearance:

DON, the student director, businesslike and precise

TERRY, the stage manager, flakey

CLYDE, plays Victor, the hero

BONNIE, plays Starr, the heroine

CLAUDE DERT, plays the Voice

GENE, the understudy, pessimistic and suspicious

SANDY DERT, Claude's sister, the techie, a geek

BART, plays Mel Evolent, the villain

CHRIS, plays the Monster

PAT, plays the Townspeople

LADY BURLINGTON, a ghost

Character Notes

Don (or Dawn), Terry, Gene (or Jean), Chris, and Pat may be played by males or females.

Setting

The theater at Melvin Calvin Middle School, in the present.

Scene 1: First Rehearsal, empty stage with table and chairs

Scene 2: Dress Rehearsal, empty stage with Welcome sign

Scene 3: Opening Night, Mel's laboratory

Props / Costumes

- Don: Clipboard, pen, notes
- Terry: 10 fake scripts of *The Monster Who Clocked Out*
- Bonnie: Rope
- Sandy: Half-finished “WELCOME TO TOWNVILLE” sign that reads “WE COME TO ILL”
- Bart: All black clothes
- Chris: Bizarre monster costume made of paper tubes, duct tape, etc.; reversible, with “Department Manager, Mega Super Colossal Mart” sign on inside
- Pat: Half-male/half-female costume, hugely bandaged hand
- Burlington: Olden clothes, stuffed black cat

Acknowledgments

Stage Fright was first produced at Christ the King Catholic School in Denver, Colorado on January 20-23, 2005. The show was directed by Melissa Brandl with the following cast:

DAWN / DONJackie Langdon, Connor O’Shea
TERRY Alyssa Kucera, Kali Malone
CLYDEMitch Micelli
BONNIE Kate Anderson, Brianna O’Shea
CLAUDE DERT Trevor Cassidy, Charlie Feher-Peiker
POLLY / PAUL Molly Dignan, Alex Langdon
SANDY DERTNicole Batkis, Emma Brace
BARTLouie James Feher-Peiker, Paul Savage
CHRISSarah Dignan, Chelsea Wiederaenders
PAT Alie Brandl, Stevie Brandl
LADY BURLINGTON Donna Batkis, Kyrie O’Shea

STAGE FRIGHT

by Dave Brandl and Melissa Brandl

Scene 1

(The empty stage at Melvin Calvin Middle School. There are several chairs around the stage and a single table with three chairs around it. Many scripts are on the table. DON and TERRY stand by the table. CLYDE, BONNIE, BART, CHRIS, CLAUDE, SANDY, and GENE are sprawled out in the other chairs.)

DON. Thank you all for coming. All of you will play some part in our production of *The Monster Who Clocked Out*, by Saul Ventt. Some of these parts are big, and others are not as big. But they're all very important. Terry will give you scripts as I call your names.

TERRY. Sure, Don.

DON. Clyde, you'll be playing the part of Victor, the hero.

CLYDE. All right!

(TERRY hands CLYDE a script.)

DON. Bonnie, you'll be Starr, the heroine.

BONNIE. Cool!

(TERRY hands BONNIE a script.)

DON. Next...

(ALL stop to watch a black cat [unseen] cross the stage from one side to the other.)

CLAUDE. Who's cat is that, anyway?

TERRY. I dunno. But I only see it when I'm on stage.

GENE. Black cats are bad luck!

SANDY. You don't believe that old superstition, do you Gene?

(There is a loud crash offstage where the cat exited.)

GENE. If I didn't before, I do now.

DON. Never mind the cat. I'm sure that can be explained. Bart, you'll be playing Mel, the villain.

BART. *(Evil laugh and rubs his hands together.)* Mwoo hoo hoo hoo hoo haw haw haw haw...

(TERRY hands BART a script.)

DON. That's enough. We know you can do it; that's why you got the part. Chris, you're the monster.

(TERRY hands CHRIS a script.)

CHRIS. Thanks.

DON. And then... *(Looks around.)* Where's everybody else?

PAT. *(Enters, running:)* Sorry I'm late. *(Stops and catches breath.)* I...was...trying...to find...the...others.

(ALL look at PAT. A beat.)

DON. Well?

PAT. *(Looks around.)* Me?

DON. Yeah. Where are they?

PAT. Oh, they're not coming.

DON. None of them?

(PAT shakes head.)

TERRY. Why not?

PAT. Cheerleading.

GENE. Cheerleading?

PAT. Yeah. And sports. Since they started having sports at this school, all these people seem to think it's important. But maybe they'll come to another rehearsal.

TERRY. We have sports?

SANDY. Yes. Just this year.

CLAUDE. What's our team name?

TERRY. What's our school name?

GENE. You don't know the name of our school?

TERRY. Uh...it's...uh...it's got a "v" in it, right?

SANDY. It's Melvin Calvin Middle School

TERRY. Oh, yeah. *(A beat.)* Who's he?

DON. I don't know.

GENE. Probably some dead guy.

SANDY. Actually, he received the 1961 Nobel Prize in Chemistry.

TERRY. Is that like the Oscars?

SANDY. Yeah, but for important things. Like he identified the path of carbon in photosynthesis.

CHRIS. Who did?

SANDY. Melvin Calvin.

TERRY. You can get a prize for taking pictures of paths?

(SANDY rolls her eyes and shakes her head.)

GENE. But who's our mascot? The cougars? The lions?

SANDY. No. It's the Fighting Phospho-Glycerates.

DON. The What?

TERRY. The Who?

SANDY. The Fighting Phospho-Glycerates. It's an enzyme.

GENE. You're kidding!

CLAUDE. *(Stands and does a cheer:)* That's gotta be a good cheer! "Two, four, six, eight. What's a phospho-glycerate?"

GENE. *(Stands and does a cheer:)* "Gimme a P. Gimme an H. Gimme an O. Gimme a...where was I?" By the time they get to the end of the cheer, the game'll be over.

DON. All right. Enough! Back to work.

GENE. So what do we do about the townspeople? There are nine of them. *(Looks at his script.)* Barry, Cary, Gary, Harry, Jerry, Larry, Mary, Perry, and...Mortimer.

PAT. Mortimer?

DON. We'll just make do for now and look for some others. Pat, you read some of their parts.

(TERRY gives PAT a script.)

PAT. Which ones?

DON. *(Looks at script.)* Uh...Barry, Cary, Gary...

PAT. Uh huh.

DON. Harry, Jerry, Larry, Mary, and Perry.

CLAUDE. Who came up with those names?

GENE. What about me?

DON. Oh, Gene. You're the understudy.

GENE. You mean I have to learn lines but probably won't ever be on stage?

DON. No. Well...yeah. I mean, who knows?

GENE. Thanks a heap!

DON. It's still very important. Terry, give him a script please.

(TERRY gives GENE a script.)

DON. And for today, why don't you read the rest of the townspeople...uh... *(Looks at his script.)* Mortimer.

GENE. Okay.

DON. Is that everybody?

CLAUDE. What about us? *(Indicates himself and SANDY.)*

DON. Oh, yeah. I forgot you two. The new kids. Brother and sister, right? Let's have a look at your forms. *(Consults his list.)* Uh...Dirt... Clod. Dirt clod? That can't be your name!

CLAUDE. No, it's Claude Dert. D-E-R-T. I thought we were supposed to put last name first.

DON. Right. You're a very important part. You're "the Voice."

CLAUDE. The what?

DON. You'll see as we read the script. And Sandy Dert?

SANDY. Here.

DON. You wanted to do the tech work. Okay? Everybody set now? Good. Let's start. Bonnie and Clyde, you're...

CHRIS. That's kind of funny, isn't it? Bonnie and Clyde.

TERRY. I don't get it.

CHRIS. Bonnie and Clyde were bank robbers about a hundred years ago. There've been a bunch of movies about 'em.

TERRY. Oh.

DON. Anyway, you two are the hero and heroine. You like adventures and solving mysteries.

BONNIE. Cool.

CLYDE. All right.

DON. And Bart, as Mel... (*Looks at script.*) Evolent, you'll be the mad scientist that...

BART. As who?

DON. Mel. Mel Evolent.

GENE. What kind of name is that?

DON. It's a pun. A play on words. Malevolent means...uh...

SANDY. Mean, evil, wicked, bad, and nasty.

DON. Thanks, Sandy. So his name is "Mel" Evolent. And that's the character. Mean. Evil.

SANDY. Wicked, bad, and nasty.

DON. Right. Start reading. Terry will read the stage directions. Go.

TERRY. *(Reading:)* “Starr and Victor enter. They are typical, yet fashionable kids.”

BONNIE. *(Reading:)* “Starr. Hi Victor...”

DON. Cut! No. Starr is your character’s name. The character name is always centered above your speech. But you don’t read that part.

BONNIE. Oh. Sorry. *(Reading:)* “Hi, Victor. Looks like there’s nothing going on in our sleepy little village of Townville.”

CLYDE. *(Reading:)* “I think you’re right, Starr. Too bad, too. I could really use a mystery adventure. How about you?”

BONNIE. *(Reading:)* “You bet, Victor. Have you seen anything suspicious today?”

CLYDE. *(Reading:)* “Naw. Same as usual. You know, if Townville was any more normal, it’d be...uh...”

BONNIE. *(Reading:)* “Extra-normal?”

CLYDE. *(Reading:)* “Yeah, I guess.”

BONNIE. *(Reading:)* “Makes sense. If something can be extra ordinary, then why can’t something else be extra-normal?”

CLYDE. *(Reading:)* “Don’t you mean, ‘extraordinary’?”

BONNIE. *(Reading:)* “It’s actually the same word, Victor.”

CLYDE. *(Reading:)* “Good point, Starr.”

(The cat again walks across the stage from one side to the other. ALL stop and watch the cat.)

GENE. Oh, no!

SANDY. Aw, that’s just a silly superstition.

(The lights flicker on and off a few times.)

GENE. That’s not superstition.

CLAUDE. No, probably not.

GENE. That’s Klutzey.

TERRY. Who?

GENE. Klutzey...McFutzell.

DON. Who?

GENE. The ghost.

(No response.)

That lives here.

(No response.)

Didn't you know this theater is haunted?

SANDY. What are you talking about?

GENE. This theater. It's haunted. Didn't anybody know that?

(No response.)

CHRIS. Aw, come on. There's no such thing as a ghost.

(The lights flicker off and on again.)

GENE. Oh, yeah?

TERRY. Tell me more about this Klutzey.

GENE. Well, that's not her real name, for one thing. It's really Lady Flat-chula Burpington. She used to live in this town and built a theater here. Then she died one mysteriously dark and stormy night. And now she haunts this theater.

CHRIS. Sure. And I'm Melvin Calvin.

SANDY. Stranger things have happened.

DON. Whatever. Let's get back to reading. Terry, start at the last point.

TERRY. *(Reading:)* "Mel enters. He's dressed all in black. He moves suspiciously."

CLYDE. *(Reading:)* "Say, Starr, there's something new."

BONNIE. *(Reading:)* "Okay. 'Starr, there's something new.'"

CLYDE. *(Reading:)* "No, Starr. I mean over there. I think that man is a stranger to Townville."

BONNIE. *(Reading:)* “Hmm. I think you’re right, Victor. I haven’t seen him before.”

CLYDE. *(Reading:)* “Doesn’t he look odd to you?”

BONNIE. *(Reading:)* “No.”

CLYDE. *(Reading:)* “No?”

BONNIE. *(Reading:)* “I’d say he looks strange.”

CLYDE. *(Reading:)* “Odd.”

BONNIE. *(Reading:)* “Strange.”

CLYDE. *(Reading:)* “Odd.”

BONNIE. *(Reading:)* “Strange.”

CLYDE. *(Reading:)* “Can he be divided by two?”

BONNIE. *(Reading:)* “No. Of course not.”

CLAUDE. *(Reading. With a deep, booming voice:)* “It is time.”

CLYDE. What?

BONNIE. I don’t see that.

CLAUDE. It’s in my script. Right after the line, “Of course not.” I say, “It is time.” See? *(Points to his script.)*

DON. No, no. That’s a different place in the play.

CLAUDE. Oh. Sorry.

DON. Go back, Clyde.

CLYDE. *(Reading:)* “Can he be divided by two?”

BONNIE. *(Reading:)* “No. Of course not.”

CLYDE. *(Reading:)* “Then he’s not ‘even,’ so he must be ‘odd.’”

BONNIE. *(Reading:)* “Good point, Victor, but I still think he’s strange, too.”

CLYDE. *(Reading:)* “Ssh. He’s coming over here.”

BART. *(Reading:)* “Hello, kids.”

CLYDE. *(Reading:)* “Hi, mister.”

BONNIE. *(Reading:)* “Hello.”

BART. *(Reading:)* “I’m new here in Townville. I just moved into the big house up the hill.”

BONNIE. *(Reading:)* “You mean...the haunted mansion?”

BART. *(Reading:)* “What?”

CLYDE. *(Reading:)* “She means that it’s...uh...supposed to be haunted. But nobody’s ever actually seen a ghost there.”

BART. *(Reading:)* “A ghost? Surely you can’t be serious.”

CLYDE. *(Reading:)* “Oh, we’re serious, mister. But her name’s not Shirley. It’s Starr.”

BART. *(Reading:)* “Nice to meet you, Starr. My name’s Melvin. Melvin Evolent. But my friends call me Mel.”

CLYDE. *(Reading:)* “My name’s Victor.”

TERRY. *(Reading:)* “They shake hands.”

CLYDE. *(Reading:)* “Nice to meet you, Mel Evolent.”

TERRY. *(Reading:)* “Starr and Victor look at each other, then look at the audience.”

BONNIE. *(Reading:)* “Malevolent?”

CLYDE. *(Reading:)* “Malevolent. It’s an adjective. It means ‘mean, evil, wicked, bad, and nasty.’”

BONNIE. *(Reading:)* “I know what it means. I was just surprised that his name is so descriptive.”

BART. *(Reading:)* “Aside. Yeah. And they don’t know how much.”

DON. No. Cut. That’s directions for the actor. An “aside” means you talk directly to the audience. But you don’t say the word.

BART. Oh. Okay.

DON. Bonnie, take it from your last line.

BONNIE. (*Reading:*) “I know what it means. I was just surprised that his name is so descriptive.”

BART. (*Reading:*) “Yeah. And they don’t know how much.” (*To DON:*) What does main-ee-ack-ally mean?

SANDY. It’s man-eye-acally.

BART. Oh. What does it mean?

DON. It means that evil laugh you did a while ago.

BART. Like this? (*Evil laugh and rubs his hands together.*) Mwoo hoo hoo hoo hoo haw haw haw haw...

DON. Yes. Go on, Bart.

BART. (*Reading:*) “Anyway, kids...it was nice meeting you, but I must get back to my laboratory. I mean, my office. Yeah, that’s it, my office. Yeah.”

BONNIE. (*Reading:*) “Okay. Whatever you say.”

BART. (*Reading:*) “Well, gotta go. See ya.”

TERRY. (*Reading:*) “He exits.”

CLYDE. (*Reading:*) “You’re right. He was strange.”

BONNIE. (*Reading:*) “And odd. And I don’t mean just mathematically.”

CLYDE. (*Reading:*) “Maybe we should keep an eye on him.”

BONNIE. (*Reading:*) “Right. It may be just the mystery adventure we’re looking for.”

TERRY. (*Reading:*) “End of scene.”

DON. All right. Good work, everybody. Let’s take a short break. Ten minutes.

(End of scene.)

Scene 2

(The same. Dress rehearsal. There is a half-finished sign on stage that should read, "WELCOME TO TOWNVILLE," but instead reads, "WE COME TO ILL." DON, SANDY, and TERRY are onstage.)

DON. You're kidding!

SANDY. No. Pat sprained her wrist.

DON. And Bart has stomach flu! This is no way to have a dress rehearsal. Where's Gene? Where's our understudy?

TERRY. He was here a minute ago.

DON. Go find him. Okay, the rest of you, let's get started. Beginning of scene two. Let's go. Start, Bonnie.

(BONNIE and CLYDE enter and take their places center stage. The others exit to the sides.)

BONNIE. *(As Starr:)* Hi, Victor. Or should I say, 'Good morning.'

CLYDE. *(As Victor:)* What?

BONNIE. *(As Starr:)* It's tomorrow now.

CLYDE. *(As Victor:)* What?

BONNIE. *(As Starr:)* I mean, it's today, but it's yesterday's tomorrow.

CLYDE. *(As Victor:)* Okay...

BONNIE. *(As Starr:)* You know what I mean.

CLYDE. *(As Victor:)* Yeah, time sure flies.

BONNIE. *(As Starr:)* Oh, my! I was so busy thinking about that odd and strange man, that I forgot to change my clothes.

CLYDE. *(As Victor:)* Me, too. But it looks like it's too late for that now.

BONNIE. *(As Starr:)* That's right. We'll just have to deal with things as they come.

CLYDE. *(As Victor:)* And it looks like they're coming right now.

BONNIE. *(As Starr:)* Oh! The townspeople. And they look like they're in a big hurry.

(Sounds of many feet thundering onstage. After a beat, PAT enters with an outrageously bandage-wrapped arm. PAT may be costumed as half-male/half-female, with one side a pair of pants, half a tie, and a mustache, and the other side as a half skirt and long hair.)

CLYDE. *(As Victor:)* What's happening?

DON. *(Enters.)* Cut! What's going on? Pat, where are the rest of the townspeople?

PAT. Remember? They're cheerleaders. Today's a pep rally. Tomorrow's the big game. I'm afraid they won't make it.

DON. So you're all the townspeople?

PAT. Looks that way.

DON. Can you do it?

PAT. Sure. I memorized all of their lines.

DON. All of them?

PAT. Yep. Barry, Cary, Gary, Harry, Jerry, Larry, Mary, Perry...

DON. Even Mortimer?

PAT. Yep. Mortimer, too.

DON. What about your arm?

PAT. It should be okay. Just a sprain.

DON. I guess we don't have a choice now. All right. Go with your line again, Clyde. *(Exits.)*

CLYDE. *(As Victor:)* What's happening?

PAT. *(As Cary:)* It's awful.

PAT. *(As Barry:)* It's after us.

PAT. *(As Gary:)* It's coming this way.

BONNIE. *(As Starr:)* What is? What's coming?

PAT. *(As Harry:)* It's a monster.

PAT. *(As Jerry:)* It's a ghost.

PAT. *(As Larry:)* It's a...a...

(The cat walks across the stage. ALL freeze and watch. A moment after the cat exits, a loud crash is heard, followed by the lights flickering.)

GENE. *(Offstage:)* There's the ghost again.

DON. *(Offstage:)* There is no such thing as a ghost. And where have you been? *(Enters.)*

GENE. *(Enters.)* I...I've been around.

DON. Well get ready, understudy. Clyde, continue, with "Describe it."

(DON and GENE exit.)

CLYDE. *(As Victor:)* Describe it.

PAT. *(As Mary:)* Well, it's got these...uh...arms and legs...

PAT. *(As Perry:)* And a head that's...uh...

PAT. *(As Mortimer:)* And it walks like...uh...

BONNIE. *(As Starr:)* Arms and legs? A head? And it walks? You just described nearly everybody I know.

PAT. *(As Barry:)* No, it's not that.

PAT. *(As Cary:)* It's much different.

PAT. *(As Gary:)* And much scarier.

CLYDE. *(As Victor:)* What do you mean?

PAT. *(As Harry:)* Well, for one thing, the arms and legs.

BONNIE. *(As Starr:)* What about them?

PAT. *(As Jerry:)* It has twelve of each.

CLYDE. *(As Victor:)* Twelve arms?

BONNIE. *(As Starr:)* Twelve legs?

PAT. *(As Larry:)* That's right.

CLYDE. *(As Victor:)* How many heads?

BONNIE. *(As Starr:)* Twelve heads?

PAT. *(As Barry:)* Of course not.

CLAUDE. *(Offstage. Deep, booming voice:)* It is time.

DON. *(Enters.)* Cut. That's not right, Claude.

CLAUDE. *(Enters.)* But the script says...

DON. Yeah, but not here. It's at a different part of the script.

GENE. *(Offstage:)* I don't think he's ever gotten that part right.

DON. *(Exits.)* Keep going from the last line.

(CLAUDE exits.)

PAT. *(As Barry:)* Of course not.

PAT. *(As Mary:)* Just the one head. But it's very ugly.

PAT. *(As Perry:)* And it has three eyes, three ears, and three... nostrils.

PAT. *(As Mortimer:)* And here it comes. Run for your lives!

(PAT runs around the stage, as all of the townspeople, finally runs offstage, screaming.)

BONNIE. *(As Starr:)* Three nostrils? Odd.

(She scratches.)

CLYDE. *(As Victor:)* And strange.

BONNIE. *(As Starr:)* Speaking of odd and strange, look! Here comes the monster.

(She scratches.)

(CHRIS enters, wearing no monster costume.)

DON. *(Enters.)* Cut. Cut!

BONNIE. Now what?

(She scratches.)

DON. Chris. Where's your costume?

CHRIS. I couldn't find it.

DON. Terry? Sandy? Where are the costumes?

TERRY. *(Enters.)* They were there earlier.

SANDY. *(Enters.)* I don't know what happened to them. I put things down and a few seconds later, they're gone.

DON. What's going on here? We have a show to get ready.

GENE. *(Enters.)* It's Klutzey. I tell ya, this place is haunted.

DON. We need you to get ready.

GENE. For what?

DON. Pat's hurt. Bart's sick. You're the understudy. Get ready for the next scene as Mel.

GENE. All right. *(Exits.)*

DON. Continue with the rest of the scene. Enter the monster, even without a costume. And Terry and Sandy, gather whatever you can for a costume. Anything. Anything at all. Okay, Chris, enter.

(DON, SANDY, and TERRY exit. CHRIS enters, with no costume, but acting like a monster. The TOWNSPEOPLE [that is, PAT] run in, out, around, and otherwise, run in chaos, until ultimately, PAT runs center and falls down, unconscious. CHRIS moves and stands over the fallen PAT, looking triumphant.)

CLYDE. *(As Victor:)* Okay, Starr, now what do we do?

BONNIE. *(As Starr:)* I have a bad feeling about this.

(She scratches.)

(They look apprehensive.)

TERRY. *(Enters.)* And...end of scene.

DON. *(Enters.)* Okay, everybody. We got through it. Bonnie, what's the problem? Why are you scratching?

BONNIE. *(She scratches.)* I'm not sure. It just started a while ago.

DON. Okay, let's take a short break. See if we can figure out what's going on. *(Calls offstage:)* Gene? Gene? You may need to play Starr, too.

(ALL exit. After a moment, GENE enters.)

GENE. So now you need my help, huh? Well, take your break. Cause you're gonna need it. My plan is working. You're all walking right into it.

(GENE skulks off stage, laughing and rubbing hands together.)

(After a moment, LADY BURLINGTON enters, dressed in olden clothes.)

BURLINGTON. You will all need a break, young ones. Especially you, Gene. And my name is Lady Fla-Tula Burlington. It isn't your plan, but MY plan that is working. I'll scare you all out of here. I don't want the living in MY theater. Ha ha.

(She laughs and rubs her hands together.)

Ha, ha, ha. ha!

(End of scene.)

Scene 3

(Mel's laboratory. VICTOR, STARR, and the TOWNSPEOPLE [that is, PAT] are tied together in a group, with a rope wrapped around all of them. VICTOR and STARR face the audience.)

CLYDE. *(As Victor:)* What happened?

BONNIE. *(As Starr:)* Well...naw. It's a long story and this is a short play.

CLYDE. *(As Victor:)* Okay. So how'd we end up like this?

BONNIE. *(As Starr:)* The monster wrapped this rope around us and then left.

CLYDE. *(As Victor:)* But not for long. Look.

(CHRIS enters, dressed as the Monster, being a bizarre mixture of costume ideas, duct tape, paper towel tubes, etc.)

CHRIS. *(As Monster:)* Gurgel esnoff glug.

(The TOWNSPEOPLE waken.)

PAT. *(As Barry:)* What happened?

PAT. *(As Cary:)* Where are we?

PAT. *(As Gary:)* Where did this rope come from?

PAT. *(As Harry:)* What happened to the monster?

PAT. *(As Jerry:)* How do we get out of here?

PAT. *(As Larry:)* Is anybody hurt?

PAT. *(As Mary:)* My leg is numb.

PAT. *(As Perry:)* My ear hurts.

PAT. *(As Mortimer:)* I'm hungry.

CLYDE. Uh oh!

(ALL freeze as they watch the black cat walk from one side of the stage to the other. After the cat's crossed the stage, ALL look around apprehensively, waiting for a crash or lights to flicker. Nothing happens. They start to relax.)

PAT. *(As the Townspeople, turns and sees CHRIS. Points.)* Aagh!

BONNIE. *(As Starr:)* Now here's someone with an answer.

BART. *(Enters. As Mel:)* Glu org ump ogle.

CHRIS. *(As Monster:)* Ug nurf meg womble.

BART. *(As Mel:)* Drok onzel gulab?

CHRIS. *(As Monster:)* Glork.

BONNIE. *(As Starr:)* What did he say, Mr. Evolent?

CLYDE. *(As Victor:)* What'd YOU say, Mr. Evolent?

BART. *(As Mel:)* I told him I thought I'd find him here and he said, 'Of course,' since he had work to do.

BONNIE. *(As Starr:)* Meaning us?

BART. *(As Mel:)* I'm afraid so. But it's not what you think. He's supposed to be collecting samples.

CLYDE. *(As Victor:)* Samples of people?

BART. *(As Mel:)* No. Samples of pollen.

PAT. *(As Townspeople:)* Pollen?

BART. *(As Mel:)* Pollen. People. I must've mis-conjugated a verb. My translating isn't so good.

BONNIE. *(As Starr:)* So what happens next?

BART. *(As Mel:)* Don't worry. It'll all be over soon

PAT. *(As Mortimer:)* You mean we're all gonna die? Aaagh!

PAT. *(As Mary, shaking Mortimer:)* Mortimer, you always overreact. *(To BART:)* Are we going to die?

BART. *(As Mel:)* Of course not.

BURLINGTON. *(Offstage. As the Voice. Deep and booming:)* It is time.

PAT. *(As Gary:)* What was that?

CHRIS. *(As Monster:)* Glunk?

BURLINGTON. *(Offstage. As the Voice. Deep and booming:)* It is time.

CHRIS. *(As Monster, angry and frustrated:)* Dob shnorg et!

BART. *(As Mel:)* He has to go.

BURLINGTON. *(Offstage. As the Voice. Deep and booming:)* You must leave this place now. You must return to your rightful place and assume your duties.

CHRIS. *(As Monster, resigned:)* Flom bay.

(He removes part of his costume, reverses it, and puts it back on as a vest.)

BONNIE. *(As Starr:)* What's happening?

BART. *(As Mel:)* He's getting ready.

CLYDE. *(As Victor:)* Ready for what?

(CHRIS turns around, showing the back of his vest, reading, "Department Manager, Mega Super Colossal Mart." He exits.)

BART. *(As Mel:)* His regular job. He only works part-time for me.

BONNIE. *(As Starr:)* A part-time monster?

BART. No. He's more like a monster who clocks out.

CLYDE. *(As Victor:)* So our town isn't threatened?

BART. *(As Mel:)* Only between certain hours, when he's off duty from his fulltime job.

BONNIE. *(As Starr:)* So what do we do during those off hours?

PAT. *(As Townspeople:)* Kill the monster!

BART. *(As Mel:)* No, please! We can work it out. Remember, he's only a monster when he's clocked out of his other job.

CLYDE. *(As Victor:)* You mean, when everybody else is at school or at work?

BART. *(As Mel:)* Precisely. Then he's really not a threat to anyone.

PAT. *(As Mortimer:)* Except, maybe, to a small family dog.

PAT. *(As Gary:)* Why is that, Mortimer?

PAT. *(As Mortimer:)* Because small pets in the yard during the day could be very vulnerable.

BART. *(As Mel:)* All right, so there's still some small problems to be worked out.

BONNIE. *(As Starr:)* Small problems? You consider family pets to be small problems?

BART. *(As Mel:)* The important thing is that you're all free now.

PAT. *(As Perry:)* Free? But we still have this rope around us.

BONNIE. *(As Starr:)* Not really.

(STARR shows she's holding one end of the rope. She circles around everyone and collects the rope. VICTOR is holding the other end.)

CLYDE. *(As Victor:)* So, another adventure completed.

BONNIE. *(As Starr:)* Another case solved.

(They shake hands. CHRIS and BART enter. BONNIE, CLYDE, PAT, CHRIS, and BART bow for applause. They gesture to the sides, and DON, TERRY, and SANDY join them and bow.)

DON. *(After the applause dies:)* Good work, everyone. Even Claude got his line right.

TERRY. First time.

GENE. *(Enters.)* Finally.

SANDY. Where is Claude?

CHRIS. Here he comes.

(CLAUDE enters.)

BART. Congratulations, Claude.

CLAUDE. Thanks. What for?

SANDY. Your line. You finally got it right.

CLAUDE. I did?

GENE. Didn't you?

CLAUDE. I don't think so.

DON. But the lines. You got them all, and the voice sounded great.

CLAUDE. Except...

CHRIS. Except what?

CLAUDE. I wasn't there. I had to...go, you know?

DON. What?

CLAUDE. I couldn't wait, so I went. But I thought I'd be back in time. But the bathroom door got stuck and I couldn't get out until just now.

TERRY. Then who said your lines?

CLAUDE. I dunno. But it wasn't me.

(ALL look at each other, speechless.)

GENE. Klutzey!

DON. Not that again. Are you still trying to creep people out? Are you still mad because everybody got well enough to perform?

BONNIE. Turns out I was just allergic to that brand of talcum powder.

GENE. Naw. I'm not mad, but I'm telling ya. It's the ghost. Even with those props you couldn't find tonight, Sandy.

SANDY. Really?

DON. You couldn't find props again?

SANDY. Yeah, but...I didn't tell anyone about it...yet.

(GENE looks around guiltily and sneaks offstage.)

DON. So how did you know, Gene? Gene?

SANDY. He's gone.

CLAUDE. I saw Gene earlier. When I was coming out of the bathroom. He was sneaking around backstage. He was carrying something and then stuffed it behind some boxes.

SANDY. My props.

DON. So Gene was doing it all. He was Klutzey. He pretended there was a ghost, but there wasn't.

SANDY. Let's go find him.

(Exits.)

CLYDE. And he almost had me believing in that stupid ghost.

(Exits.)

BONNIE. I knew there wasn't any ghost.

(Exits.)

(When the stage is empty, GENE reenters, looking around apprehensively.)

THIS PLAY IS NOT OVER!

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