

THE MONSTER MASHED THE MUSICAL



By Debi Irene Wahl

A Dinner Theatre Murder Mystery



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Customer Taster

The Monster Mashed, The Musical

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Doctor Dementia delights in detaining you at his deadly dinner.

A monstrous murder is mandated to materialise!

Aftwards, audacious accusations from the acute audience.

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The Monster Mashed, The Musical

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About the pack

The full pack provides the script and background information needed to produce your very own murder mystery event or stage production. It is designed for either a sit down meal - where the principal characters act out a set of events for, and interact in character with, the guests or on stage - where the characters direct the appropriate remarks directly to the audience.

This show is mostly a **scripted performance**. The cast have set lines to learn, which contain the clues and information the audience need to work out “Whodunit.” There is also opportunity to **interact with the audience** between Acts and encourage audience to sing along to the two musical clues.

Structure

The full pack contains:

- **The Organizer’s Overview** [Extract here]
- **The Script** - [Extract here]
- **The Accusation Form** - for the audience to enter their solutions.

Organizer’s Overview Contents

- **Plot Overview** - a brief synopsis of the play.
- **General Staging Notes** – brief description of each step of the production.
- **Event Guide**
- **Character Overview** – for cast reference, a list of more in-depth character descriptions.
- **Production Notes** – procedures that will make the show easy to produce:-
 - **Props List**
 - **Song Suggestions**

Plot Overview

Doctor Dementia, creator of The Monster, has invited several guests and the audience to a deadly dinner. It took some effort on the doctor’s part to pull his schizophrenic head and jealous shadow together for the event.

The guests include the doctor’s sibling Sister Ghoul, a songstress stuck in the 60s, as well as Emira a sultry, sharp-tongued friend of the doctor - who has flown in for the dinner and her bizarre cousin, Drackie who suffers from deadly lisps. Tink (a prop but also a suspect) is the white-gloved hand that is carried, on two noted occasions, by the female members of the cast. Unfortunately for the doctor’s creation - the Monster, murder was served first.

General Staging Notes

Note that you need to purchase a Performance License from the Murder Mysteries page of the Lazy Bee Scripts web site.

Preparation

Read the **Organizer's Overview, Script and Production Notes** prior to the **First Rehearsal**. This show includes Musical Improvisation and Audience. More information on this is included in the **Production Notes**. Then decide on the winner's prize.

First Rehearsal

The first rehearsal is a Table Read, or Read Through. Distribute copies of the script to the actors. The actors sit around a table, and read the play aloud from beginning to end, according to their characters. Directions (noted in parentheses) are read aloud by the Stage Manager. This allows the cast to get a feel for the script.

Drackie's words are written phonetically in the dialog - to help actor with best way to pronounce with the difficult lisp the character affects. This show has been performed with an actor who spoke with pronounced lisps, as well as a German accent and it was most enjoyable for the audience, as well as the other characters.

At the end of Act 2, distribute a copy of the **Accusation Form** to each cast member to fill out. Collect the Accusation Forms prior to resuming the Table Read.

Once the Table Read is complete, read all of the completed Accusation Forms aloud, to see which cast members were able to correctly guess the murderer's identity. The cast members will then brainstorm on reasons why the last suspect might have had motive for wanting the Monster Mashed. The kookier the motive, with plausible reasons, the better; audience members can also be allowed to give input during performances.

Learn the Script

The Cast members learn their lines, develop their characters and get comfortable with the musical clues.

Rehearsals

The Director schedules practice times for the actors, and 'blocks' the show. Actors learn their entrances and exits.

Improvisation

There are portions of the show in which the actors interact with audience members while remaining in character.

Facilities required for the performers

The performers need a separate private room for their use. They will use this prior to the event to get changed and prepared, and will use the room during the event if necessary. It is best if the performers are not seen prior to the beginning of the show for the full 'ghoul' effect.

Character Overview

All four characters should be in extreme costume and makeup. Sister Ghoul's hair should be teased into a huge pillow of frizz and she should be a most eccentric looking 60s personality. Drackie can be the typical vampire, but with a nerd style, which makes him quite endearing to the audiences.

Doctor Dementia – The Schizophrenic creator of The Monster, has a hard time keeping his own head together, let alone finding out who mashed his Monster. Perhaps the million-dollar payout from the insurance money made the mashing easier?

Sister Ghoul – The doctor's sibling, a real 60s soul sister who twists mentally as well as on the dance floor. Did the affection Doctor Dementia shows his Monster bring out her own green-eyed devil in murderous rage?

Emira – The sultry vixen of the night, her acid tongue more powerful than her simmering potions. Did she bump off the doctor's creation, just for the delicious cruelty of it?

Drackie – The tortured Vampire whose lisp, due to mismatched teeth, is the nightmare of all his bloodsucking friends. But he isn't bright enough to carry out a monstrous mashing, is he?

Event Guide

Playbill

It is recommended that you create a playbill for the show, to be given to guests prior the start of the presentation. The playbill should have an area for guest notes to keep track of the information given. Include the song lyrics in the playbill and invite the guests to sing along!

Act 1

Open the event by acting out the scripted dialogue.

Interrogation

There is no specific interrogation listed in the script, however, this can be done just after Act 2, Scene 2 - **The Crossover** with the characters all seated on stage or around the audience and **Doctor Dementia** (and his shadow) allowing each character, including himself, to be questioned by the audience prior to filling out the accusation forms.

Accusation Form

Doctor Dementia tells the audience when to fill out the **Accusation Form**, which was included in the playbill given to each guest prior to the show. The actors, remaining in character, collect the completed forms before the final scene takes place. An easy way to do this is to announce that the guests will hand their accusation form to the character they feel is guilty. If they have chosen more than one guilty person, either character can collect. This allows for more interaction between the characters and the audience members. Heckling is encouraged by our characters, of course!

Determine the winner

The cast collects the completed Accusation Forms, bring them backstage, and quickly eliminate all incorrect guesses. The person who comes closest to figuring out the actual murder scenario is the winner. The winner is not announced immediately; first, the Solution must be performed.

Solution

Act out the final scene.

Declare the winner

Now that the show is over and the killer revealed, **Doctor Dementia** announces the Winner. If more than one person - or group of people - guessed correctly, place all of the winning Accusation Forms in a hat or other container, and have an audience member select a random winner from the hat. Award the prize.

Show Timing

The script has been written for stage presentation but is easily changed to accommodate a dinner theater setting. And in fact, this show has been performed on numerous dinner trains in the United States with great success.

When performed as a dinner theater event, there is no pre-defined timing for the action and the courses. If this is a restaurant-based event, then timing of the serving of food should be discussed with serving staff and chef - about when to serve the various courses. It should be possible to keep the Chef happy! As a broad guide if presentation is done in dinner theater setting - where guests are seated around a dining area and characters present in and around the tables your event could run:-

7:30 Pre-dinner drinks; guests are seated (Characters are not seen.)

7:50 Meal is served.

8:00 Act 1, Scene 1

8.30 Act 1, Scene 2

8.50 Intermission, coffee and dessert is served.

9.00 Act 2, Scene 1 and Act 2, Scene 2

(At this time, at the director's discretion, question and answer time could be permitted to guests.

Once that Doctor Dementia has allowed a fair Q & A for each character, he then instructs guests to fill out accusation forms.)

10.00 Accusation forms collected, one last chance for interaction with guests.

10.10 Act 3

10.20 Winner announced and prize given.

As a broad guide if presentation is done as a staged performance, all direction is included in the script. At the end of Act 1, Scene 2 – The Crossover, Doctor Dementia will announce that Accusation forms should be filled out, the characters will go into the audience to collect as noted in the Accusation Form section and the show will continue once correct forms have been put aside, for prize awarded after end of Act 3.

Song Suggestions

(These are suggestions. The production may omit them (with appropriate changes to the dialogue), substitute other songs and/or add further songs).

Song 1: Monster Mash - Bobby Pickett and Leonard L. Capizzi. Alternate lyrics by Debi Wahl

Song 2: Witchcraft – Cy Coleman and Carolyn Leigh. Alternate lyrics by Debi Wahl

Script Extract

Act 1

Scene 1 – The Dining Room

(Dining room, table set for a party of five, bizarrely decorated. A large picture of The Monster and Dementia is hanging in the middle of the back wall.)

(Enter Dementia who is muttering to himself. Noticing the audience, he continues to address his comments between his shadow and the audience.)

Dementia: (To audience.) Ah, we have company. Good, good. I'm tired of just talking to my shadow. (To shadow.) Did I say I was tired of you? No, No! I said I was tired of talking to you solely. Don't be so sensitive, sensitive! (To audience.) Don't mind her, she becomes very female at times. (To shadow.) No, that wasn't a sexist remark. Oh forget it, forget it!

(Enter Emira in very clingy, dark dress.)

Emira: Ah, Doctor Dementia, talking to your shadow again? What did she have to say this time, another fortune for you? Or was she just reminding you to take your daily dose of *hair of the dog*?

Dementia: Ah, hello, Emira. No, I haven't taken my tonic but will head out to the kennel shortly. How are you doing my dear? You are looking darkly splendid.

Emira: (Purring) Always the charmer. But I am concerned; do you think this dress makes me look fat? (She turns and vamps for audience.)

Dementia: No my dear, my dear, it does not make you look fat at all, at all. (To shadow.) Of course, I am only saying that to make her happy. Don't be so jealous, jealous!

Emira: (Noticing audience.) Ah, we have company for dinner? Good, which one of you shall be serving dessert? (Moving toward a person in audience, lightly touching their wrist or if not possible, pointing to audience member.) Hmm, yes, I think that vein will do nicely.

Dementia: Emira, please behave yourself. (To audience member.) She was only making small talk, small talk!

(Enter Drackie at a run, stops short at Dementia.)

Drackie: Doctor Dementia, Doctor Dementia! Therth's been a bith of a problem. (Notices audience.) Oh, pardon me, I didn't thee we had company. Thouthand pardonth. (He bows deeply and throws back an arm, almost hitting the doctor in the head.)

Dementia: Good heavens, Drackie!

Emira: (Gasping.) Language, Doctor Dementia!

Dementia: What? Oh, yes, sorry about that my dear, I forgot your sensibilities. (To Drackie.) Get a hold of yourself! What's the problem, problem?

Drackie: The Monther, he'th been mathed!

Emira: The Monster's been mathed? How clever! What fiendishly brilliant person has divided him?

Drackie: No, not mathed... *mathed*!

Emira: (Dripping sarcasm.) Oh yes, I see, that's much clearer.

Dementia: Emira, remember, Drackie has a bit of an issue with his incisors (Dementia clicks his teeth together) which mutilate his speech.

Drackie: That'th right, my teeth make my thpeeth difficult.

Dementia: Perhaps charades would help clear up this debacle?

Drackie: Ooo, ith that thomething you eat?

Emira: It's going to be a *deadly* long day... (Sighs.)

Dementia: No, Drackie charades is a game. A role-playing exercise. You act out what has happened and we (includes audience with a wide gesture) guess.

Drackie: Thoughth like fun, leth do it!

(Just like a real game of charades, this moves quickly, talking over top of hand signals, etc. Do not let this drag.)

Emira: (Sighing deeply but trying to be patient.) All right, how many words?

(Drackie holds up eight fingers.)

Emira: Eight?

(Drackie shakes head no, puts up five fingers.)

Dementia: Five words, five words?
(Drackie shakes his head, counts to six.)
Emira: Six?
(Drackie shakes his head no and recounts to three.)
Emira: **(Dryly to audience.)** I'm going to have to steal Saint John's worts for this ridiculous headache I'm working on!
Dementia: Three?
Drackie: **(Jumps up and down and yells.)** Yeth, yeth ith three!
Dementia: Wonderful! Now we are getting somewhere.
Emira: All right, three words. Go on, act out the first word.
(Drackie walks like the Monster.)
Emira: **(Slyly.)** You have a hemorrhoid?
(Drackie disgustedly waves his hand at her to indicate no)
Emira: **(To audience.)** Made purr-fect sense to me.
Dementia: Emira! **(To Drackie.)** Go on, dear boy, dear boy!
(Drackie again walks like the Monster.)
Dementia: That's how my creature walks, the Monster. Are you trying to tell us something about my monster?
(Drackie nods yes, vigorously.)
Dementia: Wonderful, now we're getting somewhere.
Emira: You said that before and it does not bear repeating!
Dementia: **(Ignoring her.)** Go on, dear boy, dear boy. Monster is the first word.
(Drackie makes a large bin with his hands and pretends to put items in it.)
Emira: The Monster is boiling his laundry? Making soup? Tossing out cockroaches?
(Drackie indicates no and places himself as if going inside and shutting a lid.)
Dementia: **(Concerned.)** Oh dear! Is he playing in the graveyard again? The last time he created such a ruckus by stepping out of the darkness while a burial party was going on!
Emira: Oh I do envy him! I love a good sideshow!
Drackie: **(Frustrated.)** *No, no, no! It's a bin!*
Dementia: Really Drackie, if you are going to play charades you must play by the rules. No speaking! All right, the first two words are Monster... bin...
Emira: **(Interrupting.)** Can we finish this later? I'm going to be late for my nail sharpening!
Dementia: Patience my dear, my dear. **(To Drackie.)** You can use a person out of the audience if it helps you with your visual presentation.
(Drackie picks a person out of audience, pretends to sit on person and mash to the ground.)
Emira: This has something to do with your moon?
Dementia: Dear me! Has the Monster been giving lap dances again?
Drackie: **(Pulling at his hair.)** NO, NO, NO!
(Enter Sister Ghoul, breathless as though she has been running.)
Sister: **(Dramatically.)** The Monster has been mashed!
(Drackie makes a pretend noose and sticks his head in it.)
Emira: **(Clapping her hands delightedly.)** The Monster has been mashed. Wonderful! Let's have another charade!
Dementia: **(Very upset.)** No Emira, Emira! This isn't a time for games. My Monster's been mashed!
Drackie: } **(At the same time as Sister.)** That'th what I thaid!
Sister: } **(At the same time as Drackie.)** That's what I said!
Dementia: This is terrible, terrible! **(He realizes Drackie is still pretend sitting on guest's lap.)** My word, Drackie, get off this poor man. **[Or woman.]** He's beginning to resemble road kill!
Sister: **(Licking her lips and leering at guest.)** Ooo, tasty!
Drackie: **(Matter-of-factly.)** Perthonally, I prefer then thlightly breathing.
Emira: At the very least, pulsating.

[The script continues...]