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CHARACTER & PLOT SYNOPSIS

The most gruesome pantomime of them all!

Follow Boris and Bertha as they investigate creepy goings on in Cemeteria, a mountain top village in the heart of Transylvania, where dark secrets and mad scientists dwell side by side.

Dracula, Dr Frank N Stein and Igor as well as the Werewolf all play their part. All the elements of traditional family entertainment are here: Songs, laughter and unspeakable violence.

A brand new script full of fun, slapstick and things that go bump in the night!

CHARACTER NOTES

Dame Bloodengutz *Male*

The landlady of the local Inn “The Amputee’s Arms” in Cemeteria, a mountain village in the heart of Transylvania. Pantomime dame.

Ophelia Bloodengutz *Female*

Our heroine. Daughter to the Dame and she also works at the “Amputee’s Arms”. Young, pretty and great with offal!

Dr Frank N Stein *Male / Female (If wanting a ‘Principal Boy’)*.

A visiting Doctor with a keen interest in raising the dead.

Igor *Male / Female*

Sidekick creature to Dr Frank N Stein. Horribly deformed and misshapen! (Originally played by the bits left over from Michael Jackson’s and Cher’s plastic surgery).

The Monster *Male*

A man of many parts! The creation of Dr Frank N Stein.

Boris Van Rental *Male*

Special investigator into the paranormal, having taken up the family business. Secretly in love with...

Bertha Tidfyl *Female*

Teutonic, seemingly unemotional colleague of Boris. An efficient ice maiden, she speaks in a controlled manner with an Austrian accent.

Vlad Dracula *Male*

A vampire with hopes of power but little drive to get it. He would like to rule the world but only if it isn’t too much hassle and there is a plentiful supply of warm necks.

The Bride of Dracula *Female*

A very ambitious wannabe WAG. Always pushing Vlad Dracula to “over achieve”.

Werewolf / Hairy Godmother *Female*

Starts life as the family pet of the Draculas but is later revealed as the Hairy Godmother.

Chorus x 2

Written for 2 actors (but could be played by more if available) – Villagers and zombies!

THE PLOT

ACT ONE

Prologue

Front of cloth

Featuring: *Dracula, Boris, Bertha*

Dracula enters, cackling away and making the audience despise him from the off. He is looking for a suitable village for experimenting with his world domination plans – and he's just found it! Cemeteria, a mountain-top village in the Transylvania. His evil ramblings are interrupted by the arrival of Boris Van Rental and Bertha Tidfyl, a ghost-busting duo who have picked up traces of vampire activity and are on Dracula's trail. Dracula leaves and the pair introduce themselves to the audience. They head off to the town.

Scene One – The Amputee's Arms

Main stage

Featuring: *The Chorus, Dame Bloodengutz, Ophelia, Boris, Bertha, Dr Frankenstein and Igor*

Ophelia and Dame Bloodengutz are introduced. The Dame then makes an announcement about the fact that she is utterly fed up with all the scientific experimentation going on and the fact that the streets are not safe. She is holding a Mad Scientist Competition to discover once and for all who is the maddest scientist and win an exclusive contract for mad science in the area.

Boris and Bertha enter, there is a little banter about recent supernatural exploits. Then there is the arrival of Dr Frankenstein and his assistant Igor. They have come to enter the contest with their scientific experiment to give life to dead tissue! Boris and Bertha are deeply suspicious of Igor and quiz him as to whether he is a monster himself. They take him off for some intense 'questioning'.

In the meantime Dr Frankenstein meets Ophelia and there is an instant attraction! The scene ends with them going off to discuss his work in more detail and Igor limping on having been extensively tested!

Scene Two – A nearby street

Front of cloth

Featuring: *Dracula, Bride of Dracula, Werewolf, Dr Frankenstein, Igor, Ophelia and the Chorus*

Dracula enters with his Bride (an overbearing bully) and is holding a competition leaflet. His wife is making him enter the competition as the best way to grasp power and use the experiment to unleash his zombicator (a device designed to create an army of zombies from the innocent villagers). They need to enter in disguise as they are known and do not qualify as mad scientists, so when they hear Frankenstein coming they need to hide until they have their disguises.

Dr Frankenstein enters with Igor and Ophelia. They talk about the Doctor's plan to create his creature and Igor is sent to get the appropriate parts for the task. Then Frankenstein and Ophelia exit, hand in hand.

Dracula and his Bride re-enter, realise the Doctor is a threat to their victory and call their werewolf in to follow him and keep abreast of developments. There is a bit of business with the werewolf, who then sets off after Frankenstein. Dracula and his Bride exit to blackout.

Scene Three – The Amputee's Arms

Main stage

Featuring: *Dr Frankenstein, Igor, Ophelia, the Monster, Dame Bloodengutz, Werewolf, Dracula, Bride of Dracula, Boris, Bertha and the Chorus*

Igor is doing various tasks working on the monster creature. Igor doesn't notice the werewolf enter and hide in the corner of the stage. Dr Frankenstein and Ophelia enter and talk about the experiment. With Ophelia assistance they finish off the work on the monster and bring him to life!

The monster performs some simple tests, and then Dame Bloodengutz enters. She clearly fancies the creature and although the creature can do nothing but groan she has a really good conversation with him. The Dame steps on the werewolf's tail, who leaps up and attempts to get out. The Dame assumes the werewolf is Frankenstein's pet and takes him off for some grooming and attention!

The creature is put back on the slab while Dr Frankenstein, Igor and Ophelia leave to prepare for dinner.

Whilst the creature is left alone Dracula enters with his Bride, and meet the well-groomed werewolf. They then sabotage the creature's brain and exit

Frankenstein, Ophelia, Igor, Dame Bloodengutz all come back on stage. The area needs to be cleared for the evening meal, so the creature is reactivated to move him out of the way. Unfortunately, with the sabotage the creature goes berserk.

Boris and Bertha are called to help, but cannot subdue the rampaging monster. The scene ends with the monster rampaging off, clearly on a spree of terror and carnage!

ACT TWO

Scene One – The Amputee's Arms

Main stage

Featuring: *Dr Frankenstein, Igor, Ophelia, Dame Bloodengutz, Boris, Bertha, Dracula and the Bride of Dracula*

The Dame and Ophelia have locked themselves in the tavern and are trying to persuade Dr Frankenstein and Igor to go and subdue the creature. Boris and Bertha stress the

seriousness of the situation, and that if the creature is not caught and repaired it must be destroyed. They go off on their monster hunt.

Dracula and his Bride enter in disguise as scientists, and announce they will also enter the competition with their new “lovely gun”, a ray designed to make everyone in Cemeteria happy. Dame Bloodengutz is delighted at this and states that Dracula will almost certainly win the prize!

Dr Frankenstein and Igor are suspicious however and after Dracula and his Bride exit to fetch their ray gun, they decide to head off too to find the monster. Dame Bloodengutz leaves to go to market to pick up cookery supplies.

Scene Two – A nearby street

Front of cloth

Featuring: *Dr Frankenstein, Igor, the Monster, Ophelia, Dame Bloodengutz, the Werewolf, Boris and Bertha*

There is a lot of crossing over in this scene, as different parties keep crossing the stage and not quite meeting each other:

Party 1: Boris and Bertha, looking for the creature.

Party 2: Dr Frankenstein, Ophelia and Igor, also looking for the creature.

Party 3: The creature, rampaging through the streets.

Party 4: Dame Bloodengutz, out buying the groceries.

After lots of crossing over, and opportunities for ‘its behind you’ interaction, Dr Frankenstein realises that to soothe and attract the monster, music should be played. The music attracts the monster and calms him down, allowing them to net the monster and drag him offstage. The werewolf tries to stop them but is foiled.

Scene Three – The Amputee’s Arms

Main stage

Featuring: *Everyone!*

Frank, Ophelia and Igor operate on the monster and it is repaired and reanimated. Dame Bloodengutz is delighted that her hunk is back once more. Boris and Bertha however break the news that they have a warrant to destroy the creature but with a bit of help from the audience they are dissuaded! Surely Frank has won the competition now?

Dracula and his Bride enter and ask to demonstrate their ray for their chance to win the prize. Dracula says too much as he triggers the gun and the evil pair are unmasked. But the gun cannot be switched off! The Village is zapped and the villagers become Zombies. No-one is strong enough to deactivate the machine until the monster steps in and the day is saved

Dracula and his Bride are not defeated yet and call on the werewolf to savage the goodies but the werewolf begins to transform (off stage – so no huge special effect issues there!) and is revealed as a Fairy with a beard – the celebrated and mythical Hairy Godmother!

The Fairy sorts out everything in rhyming couplets, Dr Frank wins the competition and can get married to Ophelia, Dame Bloodengutz gets her hunk, and Boris and Bertha are also paired off. The baddies are led away for their punishment and the village is saved!

Scene Four - Song Sheet

Front of cloth

Featuring: *Boris and Bertha*

Song sheet and final business

Scene Five – The Finale

Main stage

Featuring: *Everyone*

Finale / walk down and final couplets