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BIG DOG PUBLISHING

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P.O. Box 1400  
TALLEVAST, FL 34270

## The Vampires on Vacation

**COMEDY.** In this *biting* comedy, Demonica and her fellow vampires need a relaxing vacation. In the past, they've hung out in Kentucky at Mammoth Cave, toured haunted cemeteries in New Orleans, and even took an international flight to Transylvania to spend time with relatives. But this year the vampires decide to take a more leisurely vacation at Castle Gloom, a haunted castle on Devil's Food Island. Everyone's invited including Gastly, a vampire who doesn't have fangs and has to drink blood from a straw, and Garlic, a vampire who has horrible breath because he eats too much garlic. Excited, the vampires gleefully hop inside their coffins and ship themselves via United Coffin Service to Castle Gloom. It is a dark and stormy night when the vampires are delivered to Castle Gloom where they discover to their horror that they are not alone in the castle. There are annoying ghost-hunting college students, howling werewolves, ghosts and zombies in the attic, and even witches and bats in the belfry!

**Performance Time:** Approximately 100-120 minutes.

## Characters

(4 M, 8 F, 14 flexible, opt. extras)

(With doubling: 4 M, 8 F, 12 flexible)

**DEMONICA/DAMON:** Head vampire; has vampire fangs and a pale face with black surrounding her eyes; wears black clothes; flexible.

**GASTLY:** Vampire who doesn't have fangs and has to drink blood through a straw; has a distorted and discolored face and ugly teeth instead of fangs (see special effects) and wears a brown paper bag over her head with holes for her eyes; wears black clothes; flexible.

**GARLIC:** Vampire who loves to eat garlic with every meal and prefers to drink AB-negative blood; has vampire fangs and a pale face with black surrounding her eyes; wears black clothes; flexible.

**BEATRIX:** Vampire who has a crush on Lamont; has vampire fangs and a pale face with black surrounding her eyes; wears black clothes; female.

**ZOLONA/ZIX:** Vampire; has vampire fangs and a pale face with black surrounding her eyes; wears black clothes; flexible.

**CURR:** Werewolf who has a crush on Lamont; resembles a wolf with a black nose, big ears atop her head, and dog whiskers; female. (Note: Her name sounds like a growl with guttural "R's.")

**WUFF-WUFF:** Jovial werewolf; resembles a wolf with a black nose, big ears atop his head, and dog whiskers; male. (Note: Name is pronounced like a dog's bark.)

**LADY HAHA:** Proprietress of Castle Gloom who always thinks people are laughing at her; Goth-looking with pale skin, long dark hair, dark eyes, and wears a long dark dress; female.

**IGOR:** Lady Haha's humpbacked servant who grunts and shuffles about gnawing on a turkey leg; he is half-human, half-monster, and looks fierce; male.

**UCS MAN/WOMAN:** Delivery person for United Coffin Service who becomes a zombie; as a human, wears a delivery uniform with "UCS" on it; as a zombie, wears a tattered, soiled uniform and is missing one arm; flexible.

**SNOOKI:** Ghost-hunting college student; dressed like a typical college student; wears a backpack and big plastic-rimmed glasses in a color different from Igor 2 and Lamont and always has a camera or camera phone hanging around her neck; female.

**IGOR 2:** Ghost-hunting college student; dressed like a typical college student; wears a backpack and big plastic-rimmed glasses in a color different from Snooki and Lamont; female.

**LAMONT:** Ghost-hunting college student who has a tendency to fall down stairs that don't exist; dressed like a typical college student; wears a backpack and big plastic-rimmed glasses in a color different from Igor 2 and Snooki; male.

**MAMA WITCH:** Witch who thinks her daughter is too young to ride her own broom and can't afford the insurance; female.

**YOUNG WITCH:** Mama Witch's daughter; rides a vacuum because Mama Witch won't let her have her own broom; female.

**ANNIE OAKLEY:** Best shooter west of the Mississippi and performer in Buffalo Bill's Wild West Show; dressed as a western sideshow cowgirl and carries a six-shooter; female.

**PROFESSOR DOCTOR FRANKENHICKENSTOOPER, THE THIRD:** Would like to give Gastly a fang implant; looks like a mummy who has been partially wrapped in dirty strips of cloth and looks like he has just been dug up; wears a carpenter's belt with assorted tools; male.

**GHOSTS 1-3:** Happy ghosts who reside at Castle Gloom and like to sing “Itsy-Bitsy Spider”; flexible. (See Special Effects for costume.)

**ZOMBIES 1-3:** Reside at Castle Gloom; walk stiffly and occasionally grunt; flexible.

**SCARY VOICE:** Voice only; flexible.

**PUMPKINHEAD 1, 2:** Grim jack-o’-lanterns that reside at Castle Gloom; flexible. (See special effects.)

**EXTRAS (opt.):** As Zombies and Ghosts.

**NOTE:** For flexible roles, change the script accordingly. Please feel free to adapt or simplify the script to suit your local situation, including adding or subtracting lines, characters, physical actions, and/or special effects.

## Options for Doubling

**PUMPKINHEAD 1/SCARY VOICE** (flexible)

**PUMPKINHEAD 2/GHOST 2** (flexible)

(Note: It is possible to use only one Ghost instead of three if need be.)

## Setting

Castle Gloom, an officially registered 15-star severely haunted castle on Devil's Food Island.

## Set

**Interior of Castle Gloom.** An old shabby haunted castle, the interior is in disrepair. The wallpaper is peeling, there are spider webs with large spiders on them, and old paintings of monster-like animals or humans on the walls. The furniture is old, ragged, and covered with sheets and layers of dust (baby powder). At USL and USR, there are two tables with black tablecloths that reach to the floor. Large, fierce-looking jack-o'-lanterns are perched atop each table. There is at least one armchair. Doors leading to other rooms are USL, USR, and DSR. The door to outside is DSL.

## Synopsis of Scenes

### ACT I

**Scene 1:** Movie screen in front of the curtain.

**Scene 2:** Interior of Castle Gloom

### Intermission

### ACT II

**Scene 1:** Movie screen in front of the curtain.

**Scene 2:** Interior of Castle Gloom.

## Props

- Movie screen, projector,  
remote control (or  
anything that makes a  
clicking sound for each  
photo)
- Slides or Power Point  
presentation: Photo of  
four vampires; Beatrix is  
absent, and Gastly has a  
paper bag over her head
- Photo of four bats in flight,  
one with a paper bag over  
its head (These may be  
drawn on paper and  
photographed or scanned  
to a computer)
- Close-up of Gastly with  
ugly teeth but no fangs  
(see special effects)
- Small purse on strap  
containing a hand mirror  
and lipstick, for Beatrix
- Paper bag with holes cut  
out for the eyes, for  
Gastly
- Big cobweb
- Large plastic or paper  
spiders
- Turkey leg
- Lightweight coffin that is  
carried by UCS man (opt.)
- Clipboard
- Pen
- Luggage
- Sealed boxes
- 3 backpacks
- Camera or camera phone on  
a neck strap
- 3 pair of large plastic-  
rimmed eyeglasses
- Blood (catsup)
- Beverage straw
- Pamphlet or piece of paper
- Sheet
- Dust (baby powder)
- Bandage for Lamont's face
- Watch, for Zolona
- Several magazines with  
unseen covers
- Watch, for Wuff-Wuff
- Witch's broom
- Toy six-shooter pistol in a  
holster
- Shovel with mud/dirt on  
the blade
- Second Power Point  
presentation: Totally  
black; a blur of colors;  
close-up of Lamont with  
his thumbs in his ears,  
palms of his hands facing  
forward, and his tongue  
sticking out.
- Big black bat
- Coffin on wheels or a  
rolling bed or table



Carpenter's saw	Asparagus
Carpenter's tool belt	Banana
holding a hammer, chisel,	Garlic (can use a substitute
pliers, monkey wrench,	that looks similar to
dental floss, screwdriver,	garlic)
etc.	Whistle
Ashes	Bag
Sledgehammer	Large dog chew bone
Large wooden stake	Dog bone with a big red
2 Flashlights	ribbon tied around it
Vacuum cleaner	Fangs, for Gastly
Chains	Ugly teeth, for Gastly
Hammer	Fake stun gun
Brussels sprouts	

## Sound Effects

Clap of thunder	Screams
Lightning	Scary moaning
Gong or another suitable sound for the doorbell at Castle Gloom	Chains clanging
Wind (optional; a fan offstage blowing toward the DL door when opened could provide a strong breeze)	Bells ringing
Crash	Low rumble of laughter
	Gunshot
	Splash
	Hiss or rumbling from a microphone
	Eerie music

**NOTE:** Sound effects may be performed live or from recordings. Many sound effects are available online for free. Search "Sound effect: thunder," or "Sound effect: Loud crash," etc.

## Special Effects

**Vampire fangs:** At Halloween, fangs are available in large “box” stores and in most places that sell costumes. At other times, they can be purchased in party stores or online at magic or clown shops. Fangs come in many varieties, so select ones that will allow you to speak clearly. Please note that speech may be slurred if you place fangs on the two canines (third teeth to right and left). Instead, you may choose to place fangs on your two incisors (second to right and left, next to the big front teeth), so that your speech is clear. Adhesives are necessary to keep the teeth in place for the length of a performance. Some directions that come with the teeth require mixtures and a warning that the adhesive may harm caps, veneers, and plates. Instead of using these adhesives, you may choose to use a commercially available denture adhesive cream. It holds well and can be used more than once a day. It may leave some residue on your teeth but this is easily removed with a toothbrush. You may wish to consult your dentist before using either as an adhesive to ensure that your dental work is not harmed.

**Gastly’s teeth:** Using the same system of purchase and application noted above for fangs, you can find and use ugly, crooked teeth.

**Pumpkinheads:** You may purchase large plastic jack-o’-lanterns or you may make your own from papier-mâché or a related product. The jack-o’-lanterns should have grotesque faces and will be placed on top of long black tablecloths. To move the Pumpkinheads, someone wearing black sleeves and gloves should be positioned behind the tables to turn and bounce them up and down and make eerie sounds. The effect should be mysterious and scary. To move the Pumpkinheads from the table, two actors will slip the pumpkins over their heads and allow the black tablecloths to cover them from their shoulders to the floor.

**Falling spider:** When Annie shoots a spider, it falls to the floor. To accomplish this, place a large black spider on a cobweb. The spider must have weights attached to it such as nuts and bolts, etc. Tie a fishing line to the spider. The fishing line will be positioned upward and then backward to backstage. When Annie shoots the spider, the fishing line is released backstage, and the weights will pull the spider to the floor.

**Ghost Costumes:** The ghosts are happy, pleasant souls. They can have large round heads made of papier-mâché or another product that can slip over the actors' heads. Paint the heads white and draw big smiles on their faces. A white cloth will hang from the actor's shoulders to the floor.

“You used a straw?!  
How pedestrian!  
How unvampirish!”

—Demonica

# ACT I

## Scene 1

*(AT RISE: In front of the curtain, present. A movie screen. Dim lights rise on the SL side of the screen, where five Vampires are standing facing the audience as if posing for a photo. Demonica is closest to the screen at SLC. SL to Demonica in order are Beatrix, Garlic, Zolona, and Gastly. All are traditional vampires with black clothes, fangs, pale faces, and eyes surrounded by blackness. Demonica is wearing a large black cape and holding a remote control. The other Vampires may or may not have capes. Gastly is dressed the same but has a brown paper bag covering her head. The sack has holes for her eyes. Their expressions are severe and forbidding.)*

DEMONICA: *(Facing front. To audience.)* We have fought the werewolves, the ghosts and goblins, the zombies, and the pumpkinheads for eons now. The latest battles have been fatiguing exercises, so I have decided that we shall take a small vacation to rest our lifeless bodies. But, first, I thought we might recall some of the joys we have experienced in the past by observing photos from previous holidays. A thousand years ago, we had a “beach-y” time at the seashore, where we buried a number of people under the sand...completely under the sand. *(Clicks the remote and Photo 1 appears on the screen. Photo 1: All the Vampires except Beatrix are standing in the exact same positions they now hold, including Gastly with a sack over her head.)* The sea was off to the left. *(When Beatrix sees the others applauding soulfully, she imitates them but she’s a beat behind.)* Five hundred years ago, we traveled to Transylvania, where we were thrilled to meet our great-great-great-great...great-great-great-great-great-grandfather, Count Dracula the 99<sup>th</sup>, and our great-great-great-great...great-great-great-great-great-grandmother, the Countess. *(Clicks the remote and Photo 2 appears on the screen. Photo 2: It is the same as Photo 1.)* Gramps and Granny were

off to the left. *(Others applaud soulfully. Beatrix follows suit.)* Three hundred years ago, we flew to Mammoth Cave in Kentucky. *(Clicks the remote, and Photo 3 appears on the screen. Photo 3: It is a photo of four bats in flight. One of the bats has a brown paper bag over its head.)* The cave was below us. *(Others applaud soulfully. By now Beatrix anticipates the applause and is in unison with the others.)* Just a minute. *(Quickly counts the Vampires.)* One, two, three, four, five. Five of us. *(Quickly counts the bats.)* One, two, three, four. Four bats. Where's the other bat?

ZOLONA: Lost?

DEMONICA: *(Shrugs.)* Lost? Maybe. *(Pause. To audience.)* A hundred and fifty years ago, we had lots of ups and downs on the Space Mountain roller coaster at Disney World. For a greatly increased fee, we were allowed inside a hundred years before it opened to the public. While there, we grew thirsty and attacked Mickey Mouse...but he was saved by the arrival of Donald Duck, the Seven Dwarves, and Orca the whale. The riot squad escorted us from the premises. *(Clicks the remote and Photo 4 appears on the screen. Photo 4: It is the same as Photo 1.)* Disney World was off to the left. *(Others applaud soulfully.)* Forty years ago, we had our most grave adventure. We toured the ghostly cemeteries of New Orleans, where we schmoosed with the living dead—and so they would not feel left out—with the dead-dead as well. *(Clicks the remote and Photo 5 appears on the screen. Photo 5: It is a close-up photo of Gastly's distorted and discolored face, revealing he has ugly teeth instead of fangs. In shock.)* What?!

*(Quickly clicks the remote and Photo 5 disappears and is replaced by a blank screen. Horrified, Zolona quickly and grandly covers Gastly with her body or cape.)*

GARLIC/ZOLONA: Ohhhh! Gastly!

*(Beatrix applauds before she realizes the others are moaning.)*

BEATRIX: (*Imitates them.*) Ohhhh!

DEMONICA: How did that get in there? (*Gastly raises her hand.*) Put your hand down, Gastly. We'll deal with you later. (*Vampires move to their original positions. To audience.*) As I was saying, we delighted in our cemetery vacation. (*She clicks the remote, and Photo 6 appears on the screen. PHOTO 6: It is the same as Photo 1.*) The living dead were off to the left. (*Pause.*) And the dead-dead were beneath us. (*Others applaud soulfully. Beatrix pulls out a hand mirror, looks at herself in it, and primps.*) And so now we come to the present when we— (*Sees the mirror. To Beatrix.*) You...what are you doing?

BEATRIX: I'm admiring myself in the mirror.

GARLIC/DEMONICA/GASTLY/ZOLONA: (*Turn only their heads toward her and gasp.*) Whaaaat?!

GARLIC: (*To Beatrix.*) Vampires can't see their reflections in mirrors.

BEATRIX: Oh, I didn't know that.

DEMONICA: What?!

BEATRIX: I mean, I, uh, forgot?

DEMONICA: I don't remember you. Who are you?

BEATRIX: Bessie. Uhhh...I mean, Beatrix.

DEMONICA: Beatrix! Where did you come from, Beatrix?

BEATRIX: Uhhh, the grave?

ZOLONA: The grave? We don't come from the grave. Zombies come from the grave.

GARLIC: After a vampire drains the blood from our human bodies, we are reborn as dead people. We skip the grave part. Creepo the Clown taught me that.

DEMONICA: That is correct. And *most* of us grow fangs.

(*Other Vampires look at Gastly and she cowers in shame.*)

GASTLY: Soooooorry.

BEATRIX: Well, I have fangs. See? (*Smiles and points to fangs. Smiles into her mirror.*)



DEMONICA: Put the mirror away, Beatrix.

BEATRIX: (*Chagrined.*) Yes, Demonica. (*Starts to put the mirror away but pulls it back out for one last look.*)

GARLIC/DEMONICA/GASTLY/ZOLONA: Beatrix!

(*Beatrix quickly puts the mirror away. Vampires face forward again.*)

DEMONICA: (*To audience.*) As I was saying... (*Slight pause.*)

And now we come to the present. Where do you think we should vacation this year? Beatrix?

BEATRIX: Uhhh, Six Flags over Transylvania?

DEMONICA: No. Garlic?

GARLIC: The underground catacombs of Rome.

DEMONICA: Been there, done that. Zolona?

ZOLONA: The autopsy room of a [major metropolitan city].

[*Or list the name of a local hospital or morgue.*]

(*Demonica starts to say no to this suggestion but pauses.*)

DEMONICA: Uhhh, nice thought! But, no. (*Gastly raises her hand.*) Put your hand down, Gastly. Until you have sucked the blood directly from the veins of a real, live human person, who would then be dead, you have no vote. (*Gastly lowers her hand and head in shame.*) No, my fellow vampires, this year...this year we shall gather at—

GARLIC: The river?

DEMONICA: No. Not at the river. At a...haunted...castle!

BEATRIX/GARLIC/ZOLONA/GASTLY: (*Mildly excited.*)  
Ooohhhh!

DEMONICA: In fact, it's the most infamous haunted place on the planet—Castle Gloom on Devil's Food Island!

GASTLY: (*Excited.*) Hey! All right! Cool! (*Other Vampires look at her with disapproval.*) Sorry.

GARLIC: *(To Demonica.)* Can we leave Gastly behind? I mean, she's so...well, ghastly, that she has an unfair advantage over the rest of us.

ZOLONA: *(To Demonica.)* She looks so intimidating, it makes us appear almost friendly.

BEATRIX: Except we have fangs, and she doesn't.

GARLIC: Which is terribly embarrassing for a vampire. *(Turns to Zolona.)* Don't you agree, Zolona?

ZOLONA: Yes, Garlic, I do. *(Waves her hand in front of her face as if pushing away smoke.)* Do you have to eat garlic with every meal? Your breath would kill me...if I weren't already dead.

BEATRIX: *(To Garlic.)* Besides, isn't garlic supposed to be a vampire repellent?

ZOLONA: Well, it certainly repels me. *(Again waves the smell away.)*

GARLIC: It's filled with vitamins E-I-E-I and O, which allows me to digest any type of blood.

DEMONICA: Vampires can already digest any blood type.

GARLIC: Oh.

DEMONICA: Though some taste better than others.

GARLIC: Well, I like mine with garlic.

DEMONICA: Despite Garlic and Gastly's minor defects –

ZOLONA: Minor?! Demonica, please.

DEMONICA: Both will accompany us on our replenishing vacation.

BEATRIX: We all need a break. *(Others look at her.)* Well, I mean...well, don't we?

DEMONICA: Exactly. So pack your coffins and climb in. The UCS man will be picking us up at midnight.

GARLIC: UCS?

DEMONICA: The United Coffin Service.

BEATRIX/GARLIC/ZOLONA/GASTLY: *(Understand.)* Ahh.

GARLIC: *(To Demonica.)* Do we get to drink his blood after the delivery?

DEMONICA: Depends on what flavor it is.

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*(Lights fade to black. Vampires exit and the screen is removed. Behind the curtain, Curr, a werewolf, howls loudly, followed by the howls of Wuff-Wuff. The two werewolves then present a medley of howling.)*

## Scene 2

(AT RISE: Castle Gloom, one week later. The room is in disrepair.: peeling wallpaper, spider webs everywhere complete with one or more big black spiders, and old paintings (opt.) of monster-like people or animals. The furniture is old, ragged, and covered with sheets and layers of dust. There are two tables, USL and USR. The tables have black tablecloths that reach to the floor and large, fierce-looking pumpkins [jack-o'-lanterns] perched atop each one. There is at least one armchair. Doors leading to other rooms are at USL, USR, and DSR. The door to outside is at DSL. Curr and Wuff-Wuff enter DSL and close the door behind them. Curr resembles a wolf with her black nose, big ears atop her head, and dog whiskers. Wuff-Wuff, a jovial werewolf, looks similar. The name "Wuff-Wuff" is pronounced like a dog's bark.)

CURR: (To Wuff-Wuff, nervously.) Did you hear that awful howling...like the wrenching screams of werewolves?

WUFF-WUFF: That was you.

CURR: (Startled.) Me? I didn't howl.

WUFF-WUFF: You did.

CURR: But there were two wolves howling.

WUFF-WUFF: You seemed to be enjoying yourself, so I joined the fun.

CURR: You were howling?

WUFF-WUFF: You howled. I howled. We made beautiful music together.

(Curr and Wuff-Wuff howl loudly, ending in harmony.)

CURR: I guess I was howling.

WUFF-WUFF: Oh, yeah.

CURR: Still, it was wrenching.

WUFF-WUFF: And melodious.

CUFF: Must be a full moon tonight.

WUFF-WUFF: Which brings out the howling in us.

CURR: True, Wuff-Wuff. As does the scent of...vampires!  
*(They look around the room, sniffing and snarling.)* I smell them now. They're close by.

WUFF-WUFF: I smell something, too. It's blueberry pie!  
*(Starts toward USSR.)* I think it went this way.

CURR: No, Wuff-Wuff! *(Stops.)* We're not here for the blueberry pie.

WUFF-WUFF: Maybe *you're* not.

CURR: Wuff-Wuff, stay! Stay! *(Wuff-Wuff crouches, holds his paws in front of his chest, palms out, fingers bent over, and makes slurping noises.)* And stop drooling. *(Wuff-Wuff stops the noises.)* You can feast on the vampires...when we find them.

WUFF-WUFF: But, Curr, we've been trailing them for weeks. We may never find them.

CURR: I tell you, they're here—here in this disgustingly creepy old castle. We have them cornered.

WUFF-WUFF: Or they have us cornered, depending on which way you look at it.

*(Curr rubs Wuff-Wuff behind his ears. Wuff-Wuff smiles and coos.)*

CURR: There, there. Good boy, good boy. We're tired of chasing balls, chasing sticks, and chasing rabbits.

WUFF-WUFF: I'm not.

CURR: We're tired of leaping for Frisbees.

WUFF-WUFF: I'm not.

CURR: We're ready to face the vicious vampires!

WUFF-WUFF: Wow! I'm really, really not! *(Scrambles to SL.)*

CURR: We have to get rid of them, Wuff-Wuff, before they overwhelm us. They drink human blood and turn their victims into more vampires. Then their victims do the same thing to more victims. Soon, there won't be any humans left for us to feast on.

WUFF-WUFF: So? They want the blood; we want the bones.

CURR: Yes, but I refuse to eat the vampires' leftovers.

WUFF-WUFF: There's still [Purina Dog Chow]. [*Or insert another brand of dog food.*]

CURR: Good choice. But, no. No, thanks. Right now, I want vampire...and nothing else.

WUFF-WUFF: Well, I could eat an arm and a leg, especially if they had catsup on top.

CURR: And this hideous inn is the ideal place for our showdown, situated as it is miles from anyone or anything. (*Howls. Wuff-Wuff howls. Lady Haha appears USR. When Curr sees Lady Haha, she stops howling but Wuff-Wuff continues.*) Wuff-Wuff, stop! Sit! Sit! (*Wuff-Wuff stops and sits on his haunches and pants like a dog.*)

LADY HAHA: (*Sternly.*) Howling is not permitted here.

WUFF-WUFF: (*Suspicious, growls.*) Grrrr!

LADY HAHA: And neither is growling!

WUFF-WUFF: No howling and no growling? What kind of a place is this? (*Growls again.*) Grrrr!

LADY HAHA: (*Calls off USR.*) Igor!

(*Wuff-Wuff stops snarling.*)

WUFF-WUFF: Igor? I've heard that name before.

CURR: Yes. Every haunted house has an evil servant named Igor.

WUFF-WUFF: (*As if saying, "I see."*) Ahhh.

(*Igor enters USR. He is half-human, half-monster, humpbacked, and looks fierce. He grunts and gnaws on a big turkey leg as he shuffles along.*)

IGOR: (*To Lady Haha, impatiently, gruffly.*) What?!

LADY HAHA: I need your help.

IGOR: (*Gruffly.*) I'm eating.

LADY HAHA: Put that turkey leg down and get me two leashes!

IGOR: Must wait till finish food.

LADY HAHA: Make that three leashes!

IGOR: Three leashes?

LADY HAHA: Two for them...and one for you.

IGOR: (*Frightened.*) Oh, no, no...please! No leash! Anything but a leash!

LADY HAHA: How about a heavy chain?

(*Pause.*)

IGOR: Maybe leash not so bad. (*Turns away and then back to her.*) You mean *now*? In middle of meal?

LADY HAHA: You're always in the middle of a meal. (*Angrily.*) Now, Igor!

(*Igor turns USR but pauses when Curr speaks.*)

CURR: Leashes and chains won't be necessary. We don't want any trouble. We're here for, ummm, a little R and R. Isn't that right, Wuff-Wuff?

WUFF-WUFF: But I thought we were here for –

(*Curr punches Wuff-Wuff to shut him up.*)

CURR: (*To Lady Haha.*) You see? Rest and relaxation.

LADY HAHA: Ahhhh, in that case, you can forget the leashes, Igor.

IGOR: (*Grunts.*) Hunh.

LADY HAHA: (*To Curr and Wuff-Wuff.*) Welcome to my charming little inn.

CURR: (*Looks around.*) Charming?

LADY HAHA: I find it delightfully so.

CURR: I find it frightfully not so. It's more like my worst nightmare.

LADY HAHA: (*Proudly.*) Yes...that, too. So quaint...creaking floors, sticky cobwebs, the smell of mold and mildew. The

most anyone could ask of a haunted castle. By the way, I am Lady Haha, the proprietress.

CURR: Haha?

HAHA: What?

CURR: Haha?

HAHA: (*Sternly.*) Are you laughing at me?

CURR: No, no. I thought you said that was your name.

LADY HAHA: It is.

CURR: Well, then...

WUFF-WUFF: (*Laughs.*) If we want to laugh at someone, we can laugh at him. (*Indicates Igor, giggles.*) What an ugly costume he's wearing.

LADY HAHA: That is not a costume.

WUFF-WUFF: Of course, it is! No human being could be that disgustingly ugly.

IGOR: (*Angrily.*) You call me "ugly"?

WUFF-WUFF: No, I called you "disgustingly ugly."

(*Igor snarls, raises his turkey leg like a weapon, and steps toward Wuff-Wuff.*)

LADY HAHA: Igor, control yourself! He was paying you a compliment.

WUFF-WUFF: No, I wasn't. (*Igor growls at him.*) Well, maybe I was.

LADY HAHA: (*Indicating Igor.*) That is not a costume. That is the real Igor. Be proud, Igor...proud.

IGOR: (*Standing proudly and pounding his chest with the turkey leg.*) Arggh!

LADY HAHA: Not that proud. (*Igor has hurt his chest, so he coughs. Then he moves back behind Lady Haha. To Wuff-Wuff.*) I would say that you qualify as a monster as well.

WUFF-WUFF: (*Smiles.*) Yes, thank you. I'm not quite as monster-y as he is, but I've been told I'm a horror. I'm... (*Barks his name.*) ...Wuff...Wuff.



LADY HAHA: Oh. Is that one... *(Barks it.)* ..."wuff" you said twice, or two... *(Barks.)* ..."wuff-wuffs" you said once?

WUFF-WUFF: Two "wuff-wuffs."

LADY HAHA: I see.

CURR: And I'm...Curr. *(Makes her name sound like a growl, with guttural "R's.")*

LADY HAHA: Hmm, Werewolves, I presume.

CURR: *(Hisses the answer.)* Yesssss!

WUFF-WUFF: *(To Lady Haha.)* Fearsome werewolves! *(Growl-barks a few times. Proudly.)* What do you think? That would scare the pants off a human, don't you think?

LADY HAHA: Most humans prefer to keep their pants on.

WUFF-WUFF: Yeah, but—

LADY HAHA: You picked a good time to visit Castle Gloom, for it's a dark and stormy night.

CURR: Stormy? It's not stormy. *(Clap of thunder.)* Well, maybe a little stormy.

*(A loud gong or another unusual noise is heard. It is Castle Gloom's doorbell.)*

LADY HAHA: Ahhh, the doorbell. Igor, please escort these two young werewolves to their...doghouses of horrors...

CURR: We're not dogs. We're wolves.

LADY HAHA: Very well. Igor, show them to the kennels.

**[END OF FREEVIEW]**