

FRANKENSTEIN, TOGETHER AGAIN

A Comedy

by Pat Cook

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PUBLISHED BY

ELDRIDGE PUBLISHING COMPANY

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STORY OF THE PLAY

Remember those old movies such as “Bride of Frankenstein” and “Son of Frankenstein”? Well, come on in, pardner, and meet the whole family! And where would they all be found? Why, in a dude ranch in Transylvania, of course! Helga Frankenstein figures the best way to get rid of all those nasty stories about the family castle and her relatives is to turn the place into a tourist resort.

And her very first guests are vacationing Americans Chandler and Lindsey Page. Lindsey just loves the place but Chandler keeps seeing all sorts of odd things, such as some of Junior Frankenstein’s “experiments.”

“I’ll try to relax,” he tells his wife. “I’ll believe that when pigs fly!” Lindsey shoots back. “Odd you’d say that,” Chandler says as he looks out the front door.

And the old ranch has just everything: werewolves, mad scientists, sooth-saying gypsies and the usual angry mob of villagers who storm the castle from time to time, just to break up the monotony. Then, as if this weren’t enough, all the electricity blows and the “monster” gets set free!

This fast-paced, wise-cracking farce will keep you laughing and at the same time wondering just what IS the mystery behind it all. From the author of “Barbecuing Hamlet.”

CAST OF CHARACTERS

(5 m, 5 w)

CLOTHILDA: A maid who knows more than she's telling.

WOLFMAN: A werewolf who lives in the dungeon.

HELGA: Madam Frankenstein who owns and runs the place.

JEROME: Right-hand man to Helga, boning up on his Western jargon.

CHANDLER PAGE: American tourist who's not the bravest man around, nor pretends to be.

LINDSEY PAGE: Chandler's brave wife, a woman with a secret.

JUNIOR: Something of a mad scientist.

POP: A woman from the village who's a bit of an alarmist.

RUDOLPH: Leader of the angry villagers.

The MONSTER: Actually her name is Lily and quite attractive.

Time

The present.

Place

Castle Frankenstein.

SETTING

The setting for this gothic farce is the Castle Frankenstein. The lobby of the onetime ancient home has now been updated with various rawhide wall hangings, horseshoes and cactus plants.

There are three doors utilized in this floor plan. The first door, located SR, leads to the outside, moat, drawbridge, etc. The second door, located near USC, leads to the kitchen, pantry and outside. The third door, situated on the SL wall, leads down to the dungeon and laboratory. There are also stairs, located USR, which lead to the rooms and other floors. A large bookcase, overflowing with old books and tomes, is situated near the stairs.

The furniture in the room is quite old and uncomfortable but has been "freshened" with bright rodeo-styled pillows. A large couch is located near CS which has a semi-matching chair next to it. There is a desk, for welcoming guests, near the SR door, on which rests several books, a register and a telephone. There is a sofa table on which rests an old-fashioned radio. Around the rest of the room are odd chairs, tables, and plants, as if trying to make the whole area more hospitable.

ACT ONE
Scene 1

(Before the LIGHTS come up, we hear a commercial. Western MUSIC sounds.)

ANNOUNCER: Yee-HA! Howdy, pard'ners! You ever miss the great outdoors? Ever want to go on a roundup? Ever feel the need to brand something? Well, buckaroos, have we got just the place for you! El Rancho Frankenstein! So, grab your chaps and head on up for a camp out! That's El Rancho Frankenstein. The only dude ranch in Transylvania! You never know who you'll meet there ...

(LIGHTS come up in the room. There is a large canvas over the settee. There is a stand-up vacuum cleaner near it. CLOTHILDA is straightening the room. She stops and looks around as if hearing something. She then shrugs and goes on about her work. Just then the HOWL of a werewolf sounds. She stiffens and looks around again. WOLFMAN suddenly appears in the SL door, growling.)

CLOTHILDA: *(Thick German accent.)* No ... NO! You stay away from me! *(The WOLFMAN ambles nearer HER, growling.)* Don't! I ... I don't want to do dis! *(HE moves closer.)* I can make you stop, you KNOW dat! Stop it! *(HE gets closer.)* Okay, bub, you asked for dis!

(In one quick move, SHE grabs the vacuum cleaner and turns it on. The WOLFMAN gets on all fours and "dances" around in front of the on-coming cleaner as she moves it toward him. He makes a couple of brave moves toward the vacuum but always retreats again. Finally, he disappears back through the SL door. CLOTHILDA shuts off the vacuum.)

CLOTHILDA: Gets 'im ever'time.

(HELGA enters through the US door.)

Frankenstein, Together Again

- 6 -

HELGA: Clothilda, what's all the noise in here?

CLOTHILDA: Nut'in. Just getting rid of a hairball.

HELGA: Have you finished getting the rooms ready?

CLOTHILDA: Yah, Mrs. Helga. Just about.

HELGA: Good. Those Americans are due here in a few minutes. *(SHE looks at her watch.)* Where's Jerome? He's supposed to be here.

CLOTHILDA: Haven't seen him. *(SHE leans in.)* You don't t'ink dat Junior has got him, do you?

HELGA: Now, you stop saying that kind of stuff right now! I don't want you bringing up Junior with the paying guests. We can finally get some of that big American money in here to save this old place and the LAST thing we need is a lot of wild stories about monsters in the rumpus room going around.

CLOTHILDA: Yes, mum. *(Moves to the couch.)*

HELGA: And find Jerome!

CLOTHILDA: He must be here someplaze! *(SHE uncovers the settee and JEROME, who is dozing. Clothilda looks at HELGA.)* For my NEXT magic trick –

HELGA: *(Seeing JEROME.)* Jerome!

(JEROME jumps up.)

JEROME: No, I haven't been into de vine cellar!

HELGA: *(Moves to HIM.)* I didn't ASK about the wine cellar.

JEROME: Sorry. Got ahead of myself dere.

HELGA: Achtung!

(JEROME and CLOTHILDA, next to each other, come to attention, clicking their heels as they do. HELGA paces in front of them like a drill sergeant.)

HELGA: Now, I want you two to pay strict attention. Chandler and Lindsey Page will be checking in here and I want everything to run like clockwork. I want them to think they are at a real dude ranch. Lindsey Page wants everything to go smoothly. This is her show, remember. Now. Are the rooms ready?

Frankenstein, Together Again

- 7 -

CLOTHILDA: Yah. I haf put in cactus in ever' room and
chaps in ever' closet.

HELGA: And Jerome, have you been practicing?

JEROME: Yah!

HELGA: *(Leans in.)* What was that?

(JEROME pulls out a paperback book from his back pocket.)

JEROME: I mean – *(HE looks at the book.)* shore 'nuff,
pod'nah! Y'all iss right welcome to dis here spread.
(Holds up the book.) Dis book has all sorts of Western
stuff and I been up nights studying.

HELGA: That's better.

JEROME: *(Pockets the book.)* What about Junior?

HELGA: I'll take care of Junior. *(SHE moves to the SL door,
opens it and looks in.)*

CLOTHILDA: He's down dere, doin' some more of his
laboratory experiments. I ran one of dem off just a minute
ago.

HELGA: He likes to tinker a little, that's all.

JEROME: Dat's all, she says. Dere ain't an animal for 10
kilometers whut ain't been operated on. We got some
what's part cow and part mule. Goats what spend all dere
time in de lake.

CLOTHILDA: Goats can't swim!

JEROME: Doesn't matter, they got gills! We got an animal
out dere dats a cat on one end and a cat on the other.
(HELGA looks at HIM.) But it ain't the SAME cat! He's
DIS high *(HE indicates a height.)* in the front and DIS high
(Indicates a lower height.) in the back.

CLOTHILDA: Poor t'ing, goin' uphill all day.

JEROME: And last year Junior put dose false teeth in dat
horse. I go outside and de horse looks at me – *(HE
makes a face showing all his teeth.)* like he t'inks you're
going to take his picture or sump'in.

HELGA: *(Moves back to THEM.)* Just do your jobs, that's
all I ask. *(There is a KNOCK at the SR door.)* There they
are! Places! *(SHE moves to the kitchen door and opens
it. CLOTHILDA exits.)* Think Clint Eastwood!

End of Freeview

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