

Frankenteen

By Craig Sodaro

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STORY OF THE PLAY

Victor Goole is the new kid in school, but he's already managed to rub his new classmates the wrong way. Jack and his friends are furious that Victor has unseated Jack by winning the Mathelon. Hoping to humiliate and intimidate Victor, they dub him "Frankenteen"—half human and half mad scientist. (It doesn't help that Victor's new house has been vacant for 15 years and is widely believed to be haunted.) To make matters worse, Victor is forced to work with Jack on an important science contest. Of course, Victor's mom Zinnia is thrilled. She is a scientist who studies insects and reptiles, with an entire menagerie of creepy, crawly specimens in her basement laboratory. Meanwhile, Zoe, Victor's younger sister, delights in Victor's predicament and new nickname. With her sarcastic sense of humor and love of tormenting Victor, she is hoping the name "Frankenteen" sticks!

The kids from school and the adults in town are about to find out even more about "Frankenteen" as Pru and Twink, two civic-minded ladies, show up asking if they can include the Goole house on the upcoming home tour.

Meanwhile, two cat burglars, Roxanne and Monique, meet up with their "boss" Claude and hatch a plan to steal valuables during the home tour. When Jack's rare and valuable baseball card disappears, Victor is immediately named as a suspect, but soon his intelligence and creativity play a role in exposing the real culprits. Not all is what it seems where "Frankenteen" is concerned!

CAST OF CHARACTERS

(5 m, 9 w, extras.)

VICTOR GOOLE: A high school junior.

JACK: A high school junior.

BUDDY: Jack's best friend.

EMMA: A high school junior.

OLIVIA: Emma's best friend.

SOPHIE: A friend of Jack's, a junior.

ZINNIA GOOLE: Victor's scientist mom.

PRUNELLA PRATT: Jack's aunt, an older lady.

TWINK LEDBETTER: Pru's friend.

ZOE GOOLE: Victor's younger sister, a freshman.

ROXANNE: A cat burglar.

MONIQUE: Roxanne's partner.

CLAUDE: Roxanne and Monique's "boss."

MR. PLUM: High school principal.

EXTRAS: Visitors 1 - 5 for the last scene.

SETTING

The Goole living room. Wing entrance left leads to main door, outside, and second floor. Wing entrance right leads to dining room, kitchen, and access to the basement. The room is furnished in old-fashioned, Victorian style with a fireplace right, and a picture of a grim old woman over the fireplace. A couch or settee at center, a couple of wing chairs by the fireplace, and small tables holding odd objects d'art such as bug statues, a skull, an hourglass, and so on. A window, up center, is covered with dark, long curtains, while a bookcase, up left, holds large old volumes and more odd knickknacks. Among other décor is an old sampler reading "Double, double, toil and trouble." The overall effect of the room is funereal.

SYNOPSIS OF SCENES

ACT I

Scene 1: An alley near school, afternoon, played before the curtain.

Scene 2: The Goole living room, shortly after.

Scene 3: A park bench several days later, played before the curtain.

Scene 4: The Goole living room, later that day.

Scene 5: In front of school, the following day, played before the curtain.

Scene 6: The Goole living room, a few minutes later.

Scene 7: A park bench, several days later, played before the curtain.

ACT II

Scene 1: The Goole living room, several days later.

Scene 2: A hallway in school, the next day, played before the curtain.

Scene 3: The Goole living room, Saturday morning.

Scene 4: A sidewalk near the Goole house, immediately after, played before the curtain.

Scene 5: The Goole living room, immediately after.

ACT I
Scene 1

(An alley near school, played before the curtain. AT RISE: JACK enters left, followed by PRU.)

PRU: Are you listening to me, Jack?

JACK: Yes, Aunt Prunella.

PRU: You've been letting your schoolwork slide.

JACK: How lucky can a kid get? You, friends with my blabbing English teacher?

PRU: She's not blabbing. She's concerned. And you should be. If your father hears your grades are slipping, he'll have a fit. You know he wants you to get into a power school. And he'd really like to see a scholarship or two.

JACK: He should get off my back! He doesn't need to pay for a thing! College is in the bag.

PRU: Just because your grandfather made the mistake of giving you that baseball card, you think it'll pay for everything!

JACK: Look, Aunt Pru, I gotta get home. Lots of homework to do.

PRU: I just wanted to let you know we're all concerned. I hope you won the Mathelon. It'll make things easier for you at home. Goodbye, Jack. *(SHE exits.)*

JACK: Yeah.

(JACK breathes a big sigh of relief as VICTOR backs on right.)

VICTOR: *(To himself, looking right.)* Oh, wow! Must have lost 'em! *(Shouting right.)* That'll teach you to chase me! Ha! I'm not named Victor for nothing!

(JACK clears his throat. VICTOR turns to see Jack just as BUDDY, EMMA, OLIVIA, and SOPHIE enter right.)

VICTOR: *(Cont'd.)* Uh-oh. Hi.

JACK: What were you saying, Victor?

VICTOR: How'd you get here before me?

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JACK: Shortcut.

EMMA: We know all the shortcuts.

OLIVIA: So, who's victor now?

VICTOR: I still won the Mathelon!

JACK: That's just what I want to talk to you about.

EMMA: *(To VICTOR.)* You cheated, right?

OLIVIA: *(To VICTOR.)* You stole the test yesterday, right?

VICTOR: No! Honest, guys, I'm just good at numbers.

JACK: Then how about trying these two numbers on for size?
(JACK makes fists.)

VICTOR: *(With bravado.)* Oh, gosh, no. I'd hate to get them
all bruised and bloodied.

BUDDY: Those two numbers will make mincemeat out of you.

SOPHIE: Guys, let's just drop this, okay?

VICTOR: Look, guys, I'm sorry I messed up your scholarship
chances or whatever, but—

BUDDY: Jack doesn't need a scholarship, dimdorf!

JACK: My college fund is hanging on a wall in my room...but
my dad said if I brought home the prize, he'd buy me a Neo-
Geo Video Arcade game console.

VICTOR: Oh, those are pretty lame. Get a Panasonic 3DO.

JACK: Not only did you wreck my chances, you're cutting
down the best game console ever!

VICTOR: Just trying to help.

EMMA: What planet are you from?

VICTOR: Cincinnati. *(Or another city.)*

OLIVIA: Well, if you know what's good for you, you'll catch the
first bus back to Cincinnati.

VICTOR: No can do. We like it here. Mom has already found
238 species of insects.

EMMA: Gross! She counts bugs?

VICTOR: No, she studies them.

OLIVIA: That's even grosser.

VICTOR: You get used to it. And some of them have very
interesting traits. Did you know cockroaches can live for
weeks without a head?

BUDDY: You're a regular...what?

OLIVIA: Wikipedia.

EMMA: Maybe even some kind of a mad scientist.

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JACK: You know what you are, kid? You're Frankenteen!

VICTOR: I am not!

SOPHIE: Cut it out, guys.

JACK: *(Laughing.)* He had a laboratory! And his first name was Victor!

(JACK and BUDDY grab VICTOR who fights back. His books fly out of his backpack.)

SOPHIE: Stop it! Leave him alone!

JACK: *(To VICTOR.)* Go back where you came from, loser!

BUDDY: We don't need a Frankenteen messing everything up.

JACK: Especially my Neo-Geo Video Arcade game! This isn't the end, Frankenteen!

(JACK, BUDDY, OLIVIA, and EMMA exit left. VICTOR starts to pick up his books. SOPHIE helps.)

VICTOR: Thanks.

SOPHIE: Are you okay?

VICTOR: I wish I was a beetle.

SOPHIE: My grandparents loved the Beatles.

VICTOR: Not those Beatles. The bugs.

SOPHIE: Why'd you want to be a beetle?

VICTOR: Then I could hibernate.

(VICTOR exits right without his backpack. SOPHIE hesitates, picks the backpack up, then exits left. LIGHTS fade to a blackout.)

End of Freeview

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