

MURDER IS NONSENSE

By Kamron Klitgaard

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CHARACTERS

(3 Males, 3 Females, 11 Either, Extras)

THE PLAY CHARACTERS

VIRGIL CLEMONS (M)	The Host. Speaks with a German accent.
PONG (M or F)	Only speaks Chinese but is deaf.
PING (M or F)	Understands English but cannot speak. Has no taste buds or vocal chords.
DR. THEODORE or THEODORA WATSON (M or F)	Descendent of the famous Dr. Watson who assisted the infamous Sherlock Holmes. Speaks with a proper English accent.
SHERMAN HOLMES (M)	Descendent of Sherlock Holmes and assistant to DR. WATSON. Has no sense of smell. Proper English.
MARTHA HONEYWELL (F)	Nosey busy body. A self proclaimed detective without credentials. Southern accent.
BEE (F)	Martha's assistant. Has no sense of sight. Completely blind. Southern accent.
INSPECTOR CLUE (M or F)	Bungling idiot. Strong French Accent.
CHEW (M or F)	Clue's assistant. Master at scaring people but has no sense of touch.
DETECTIVE BOGUS (M)	Humphrey Bogart type. Trench coat and hat. Speaks like Bogart.
SWEETY (F)	Bogus' flirtatious assistant/secretary. Has no common sense.

THE CLUE CHARACTERS

BLIND PERSON (M or F): 1 or more actors

DEAF PERSON (M or F): 1 or more actors

MASTER CHEF (M or F): 1 or more actors

MASSEUSE (M or F): 1 or more actors

SNIFFER (M or F): 1 or more actors

AIRHEAD (M or F): 1 or more actors

PRODUCTION NOTES

SOUND FX – There are several Sound FX needed in the production.

- Thunder FX can be easily found on many Sound FX CD or on the internet.
- Deadly gas hissing Sound FX could also be found on a CD or several actors backstage could make the sound with their mouths.
- The High Pitched tone should sound like a high sustained not on an organ. It could be recorded or you could use an instrument.
- The Voice at the end of the tone that says "This has been a test of the Emergency Broadcast System" can be a recording or someone could just say it into a microphone at the appropriate time. Or it could be cut out all together.
- The Buzzing noise is a swarm of Mosquitoes which can be found on many Sound FX CDs or on the internet. You could also use the sound of Bees.
- The Popping Sound FX should be the sound of Popcorn which can be found on many Sound FX CDs or on the internet.
- The 12 Chimes can be found on Sound FX CDs.

THE X-RAY LIGHT – Small Strobe Lights can be purchased for a minimal cost on the internet or in Grocery Stores during Halloween time. The light should be mounted in the ceiling or behind the table. All other lights should be dimmed or turned off during the "X-Ray Light" scene.

THE GUN – The best thing to use for the gun is a blank gun. If production costs do not allow for a blank gun, a toy cap gun could work too. If neither of these options is feasible then a fake gun with gunshot Sound FX on a CD could work. If a blank or cap gun is used remember that the gun is fired six times in the first act and four times in the conclusion for a total of 10 shots. Bogus explains that his gun holds six bullets so you must have the correct number of blanks in the gun. Most likely the gun will have to be reloaded during the Clue Quest by the Clue Quest Supervisor. If the actual gun holds six shots then only four should be reloaded. Remember that Bee tries to fire but the gun is empty.

THE SMALL RED DOTS – Chew must carry some red make up or fake blood with him or have it hidden under the table. This is why the tablecloth must reach the ground. Chew ducks behind the table while the mosquitoes are attacking him and during the popping Sound FX he puts red dots all over his face, arms and legs. When he emerges it looks as though the mosquitoes have exploded all over his body.

THE KNIFE IN THE CHEST – Cut off the pointy tip of a plastic knife. Then duct tape the knife to a piece of card board so that it is sticking straight up. Insert the cardboard inside Virgil's shirt with the knife sticking out of the shirt and secure the cardboard with straps or duct tape to an undershirt. The knife should appear to be sticking out of his chest. I little fake blood around the knife and you're set. During the Clue Quest Virgil should take this off because in the Conclusion he is in the flashbacks and wouldn't have a knife in his chest.

SCREAM, GUNSHOT, SNEEZE, GROAN, CHOKING, OUCH – These sounds should all be made by Bee but she must disguise her voice so no one can tell who makes the sounds. The Gunshot however should be done by someone else (any of the characters) but the gun should be hidden from the audience so that there is no way anyone could see who fired the gun.

FOAM AT THE MOUTH – Whipped cream in the spray can works great.

DIRECTOR'S NOTE

MURDER IS NONSENSE is an interactive audience participation mystery play designed specifically to be performed in and by middle schools, junior high schools and high schools or anywhere there is a facility that audience members can leave the theater and search for clues. There are four parts to this Mystery. 1) The story - This is the scripted part of the play in which a mystery is presented on stage to the audience. 2) The Clue Quest - This is where the audience is given a quest to search for clues which are guarded by the Clue Characters scattered throughout the school. During the Clue Quest the audience will venture out into the school where they will encounter and interact with many different characters in different locations. This is a great opportunity for actors to showcase their improvisation skills. Then, if they are accomplished sleuths they will put all the clues together to solve the mystery. 3) The Conclusion - The audience returns to the theatre to watch the conclusion of the story, learning whether or not they have solved the mystery correctly. 4) The Payoff - all the characters (even dead ones) come out and present prizes to the audience members who solved the mystery.

There are complete instructions on how to create your Clue Quest to fit your production area. This is a big part of the fun and sometimes the Clue Quest is what the audience enjoys most!

SET

Very Simple – 1 long table and 8 chairs

PROPS LIST

Play Props

Tablecloth
8 Plates
8 Glasses
6 Placemats
2 Special Placemats
Silverware for 8
Onion
Small Black Box
Basket with lid
Can of Spinach
Can opener
Small book labeled "BRAIL"
4 Invitations
Stuffed animal
Gift certificates
Wrist watch
Food Tray
Bottle of Pepsi
Big pot
Ladle
Chex Mix
Gun
Rubber snake
Knife
Handwritten note
Easel
Large poster board
Large black marker
Ping Pong Paddles and ball

Clue Quest Props

20 blind folds
Items for obstacle course
Poster board
Flash cards
Various food items
Food counter
Gloves
Toy car
Hat
Leaf Rake
Various spices
Spice name cards
Table
Clues written on slips of paper

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PART 1 - THE STORY

Note: There are several characters which could be played by either Male or Female, however, in the script they are written as males just to make reading easier.

SETTING: There is a table Center Stage. It is long enough to seat eight – two on each end and six on the Up Stage side and facing the audience. A nice table cloth is draped over it long enough to touch the ground. There are eight plates, eight place mats, eight glasses and silverware for eight. Also on the table are an onion, a black box, and a small basket with a lid.

AT RISE: *The room is quiet. Then VIRGIL CLEMONS enters from Stage Left and moves Down Center to address the audience.*

VIRGIL: Good evening ladies and gentlemen. I am your host, Virgil Clemons. You are probably all wondering why I have invited you here tonight. You will serve a very important purpose. But do not elevate your status in your own minds for the purpose you will serve tonight is strictly mine. It is the purpose of...revenge. You see, you are not the only ones I have invited here tonight. Shortly, we will be privileged by the arrival of the four greatest detectives the world has ever produced. You will notice their lack of humility and their arrogant demeanor as they fall to their ultimate demise. You will be witnesses. You see, when one ultimately defeats his arch nemesis, it is important to share in the glory with those who would appreciate the deed. Now, allow me to introduce my assistants.

(Enter PONG and PING from Right.)

That is Pong and this is Ping.

(THEY bow.)

They are siblings, separated just after birth when their tourist ship collided with a fishing boat. Pong was rescued by a Chinese speaking village in Southern Thailand. And Ping was rescued by an English speaking village in Northern Arizona. After twenty years I have brought the two together again. Because they speak different languages they have developed their own sign language.

(PONG nudges PING and asks him, through their own silly sign language what VIRGIL has been saying. PING responds by making strange hand and body gestures about the story VIRGIL has told.)

Pong, though he can speak perfect Chinese, was born without the first of the five senses - The sense of sound. He hears nothing. Allow me to demonstrate.

(VIRGIL walks around behind PONG to demonstrate. HE snaps his fingers by his ears, claps, then makes loud silly yelping noises. PONG stands perfectly still.)

In case you are still not convinced I shall tell him something that would enrage any rational person.

(HE leans to PONG'S ear and speaks what sounds like Chinese.)

Sai chen, Ni hao ma, Hung How.

(Now to audience.)

You see? No reaction at all. If he was not deaf my life would be in serious jeopardy.

(PING motions to VIRGIL asking him what he said.)

Ah, I told him that I was going to put his name on the Publishers Clearing House mailing list.

(PING winces.)

And now to Ping. Ping was also born without one of the five senses - the second sense to be precise - the sense of taste. Yes, he was born without taste buds. His tongue is completely blank. Unfortunately, when he was a small boy in his quest to find something with flavor he quickly ate a prickly pear. The spines of the pear damaged his vocal chords immensely. If the doctors had been able to treat him immediately the damage might have been repaired but growing up in a small village in Northern Arizona he had no access to medical treatment except for the village witch doctor, who was the one who fed him the prickly pair in the first place. Perhaps, you doubt what I am saying.

(HE pulls out a can of spinach and a can opener. HE opens the can and holds out a pinch of spinach to PING.)

Ping!

(PING sticks out his tongue and VIRGIL drapes the spinach over it. PING stands with his spinach draped tongue sticking out and no expression on his face.)

You see, ladies and gentlemen? Anyone with normal taste buds would be convulsing until they ended up in a crumpled heap on the floor.

(VIRGIL holds the spinach can in front of PING and HE spits the spinach back into it.)

You may be wondering why I would have a deaf Chinese speaker and a flavorless mute for my assistants. Well, I think you will find that they are most accomplished as servants. And now, if you will excuse me I have some preparations to make before our guests arrive. I will leave you in the capable hands of Pong and Ping.

(VIRGIL exits placing the spinach can on the table on his way out. PONG and PING stand looking out at the audience unsure of what to do. THEY are uncomfortable. PONG gets an idea. HE starts to perform mime for the audience. First HE is trapped in a box. Then HE pulls a rope. Then HE climbs a ladder. With every mime action, HE gives the audience a "how did I do that?" look. PING watches intently and wants to join in. Using their strange sign language HE tells PONG to watch him. PING puts both hands on his knees and then raises them both up, quickly crossing them and grabs his left ear with his right hand and his nose with his left hand, then back down to his knees then back up to his ear and nose but reversing hands. HE bows. Then PONG puts both of his hands together, fingers up and spread. HE brings down and crosses both middle fingers, then twists hands. One hand is facing up and the other down with the middle fingers forming one vertical finger. HE wiggles them. [Actually, any stupid tricks will do and THEY can do as many as THEY want until...] There is a KNOCK at the door. PONG and PING jump into action. PONG rushes off to answer the door while PING sets the table. PONG re-enters with DR. WATSON and HOLMES. PING rushes over to take their coats.)

DR. WATSON: Good evening. Am I the first to arrive? Allow me to introduce myself; I am Dr. Theodore Watson the great, great, great, great grandson of the famous Dr. Watson who assisted the legendary Sherlock Holmes. And may I present my assistant

Sherman Holmes, the great, great, great, great grandson of someone previously mentioned.

HOLMES: Good evening.

WATSON: I received this invitation for dinner.

PONG: Sai Chen, Ni pung how, tai sai ni chi.

WATSON: Oh, Good Heavens. He seems to be off his rocker.

HOLMES: No, I believe he is speaking Chinese, sir.

WATSON: Ah, of course. I knew there was something wrong with him.

HOLMES: Allow me, sir. Chi ni wah, Hung chai ti ni chi wah.

WATSON: What did you say?

HOLMES: I asked him if we are the first to arrive.

(THEY both turn back to PONG. PONG does one of his tricks HE did for the audience a few moments ago.)

WATSON: Are you sure that's what you said?

HOLMES: Quite sure. Apparently he can speak Chinese but can't understand it.

(PING intervenes and motions for PONG to move over.)

WATSON: Ah, here we go. Do you understand the English language?

(PING nods.)

Excellent. We were invited to dinner by a Mr. Virgil Clemons.

(PING nods again and then proceeds with his own sign language.)

What the devil?

(PONG and PING both motion to the table.)

What are they saying?

HOLMES: They want us sit at the table.

WATSON: How do you know?

HOLMES: Because they want us to sit at the table.

(HE motions to the table like THEY did.)

WATSON: Very good.

(THEY sit at the table. PING and PONG explain their predicaments in their sign language. PONG makes huge gestures to his ears. Then

PING gets their attention and then puts the spinach to his tongue and holds it there. WATSON just stares at him.)

Do you suppose we're having spinach for dinner?

HOLMES: I believe sir, that this one understands English but is a mute and has lost his sense of taste because he has no taste buds.

WATSON: No taste buds?

HOLMES: Yes. And this one speaks only Chinese and has completely lost his sense of hearing.

(Both PONG and PING touch their noses.)

WATSON: Ah, I think they want to say that you've hit it on the nose!

HOLMES: Actually, sir, I believe they just have itches.

(PONG and PING scratch their noses.)

WATSON: Ah, yes.

HOLMES: But I would say that the assessment is correct.

WATSON: Well, now that we understand each other, don't feel bad chaps, you aren't the only ones without a sense. Holmes, here, was born without the third sense - the sense of smell. Allow me to demonstrate. Holmes.

(HOLMES stands up and WATSON grabs an onion off the table, takes a huge bite and chews it up. Then HE turns to HOLMES and blows an enormous breath right into his face. HOLMES has no reaction.)

And if that doesn't convince you...

(WATSON grabs a plate from the table and then lifts his arm closest to HOLMES high above his head. Then HE fans his underarm directly into HOLMES' face. No reaction.)

You see? No sense of smell.

HOLMES: Sir, it is true I have no sense of smell, but your demonstrations have become a bit humiliating.

WATSON: You must remember, Holmes, who is the Doctor and who is the assistant.

HOLMES: Of course, sir.

(KNOCK at the door. PONG exits to answer the door and PING continues setting the table.)

WATSON: So can this one understand us?

HOLMES: Yes, sir. The other one is deaf this one is mute.

WATSON: And has no taste buds.

(PING sticks out his tongue to show him. WATSON examines it closely.)

Yes, very smooth.

(PONG re-enters with MARTHA HONEYWELL and BEE.)

PONG: Sai chi ni tsao Marta Honiwer ni chi wah Bi.

(WATSON and HOLMES stand.)

WATSON: *(To PING)* What did he say?

PING: *(Mouths the words)* Presenting the distinguished Martha Honeywell and her assistant, Bee.

WATSON: *(To HOLMES)* What did he say?

HOLMES: I believe he said "Presenting the distinguished Martha Honeywell and her assistant Bee."

WATSON: Ah, yes. Miss Honeywell. I believe we met before. *(Kissing her hand)*

HONEYWELL: Yes, Dr. Watson, we met on the infamous egg white salmonella hypochondriac case. Hello, Holmes.

HOLMES: Good evening, Miss Honeywell.

HONEYWELL: Please, call me Martha. And this is my assistant, Bee.

(BEE extends her hand and walks toward them but runs into the table causing her to fall forward onto it, knocking over glasses and generally making a mess. SHE moves the plates around in an effort to put them back but just makes things worse.)

BEE: Sorry, Madame.

HONEYWELL: You'll have to excuse Bee. She was born without one of the senses - the fourth sense - the sense of sight.

WATSON: You mean she is completely blind?

(BEE straightens herself up but catches her leg on a chair leg and falls into the table again making the mess worse. PING and PONG straighten table.)

HONEYWELL: Completely. Allow me to demonstrate. Bee.

(BEE stands almost at attention while HONEYWELL moves in close and makes all sorts of faces at her.)

BEE: Madame? What's going on? Are you doing the faces again?

HONEYWELL: Just a demonstration, Bee.

(SHE continues with the faces until SHE is satisfied.)

You see? Any non-sightless person would have flown into a complete rage.

WATSON: Yes quite. Well, Bee, tonight you are in similar company because Pong has no sense of hearing and Ping has no sense of taste and my very own Holmes has no sense of smell.

HOLMES: It's true Miss Bee. I smell nothing.

BEE: I've never met anyone without a sense of smell. May I touch your face, sir?

HONEYWELL: It's her way of knowing what you look like.

HOLMES: Oh, yes certainly. *(HE presents his face)*

(BEE reaches out but touches HONEYWELL'S face instead. SHE feels her face all over while HONEYWELL gives a blank stare.)

BEE: Forgive me, sir, but you're not what I expected. And you need to shave.

HONEYWELL: Bee! That's my face you're touching.

BEE: Oh! Sorry Madame.

(BEE reaches out and finds HOLMES. SHE feels his face. HE enjoys it.)

Oh my, very nice. I hope you'll forgive me, Mr. Holmes, the Madame had me cleaning fish before we came and the scent is still on my hands.

HOLMES: That's alright, I can't smell them. And please, call me Sherman.

BEE: Alright, Sherman.

WATSON: A perfect match. Will you two knock it off?

(KNOCK at the door. Again PONG exits to answer the door.)

HONEYWELL: So, you were invited too.

WATSON: Yes. It would seem so.

HONEYWELL: *(Looking out at the audience)* And what are these people doing here?

WATSON: Hmm. I hadn't noticed them. I suppose they were invited too. I'll ask Ping. Ping?

(PING approaches.)

What are all these people doing here?

PING: (*Mouthing the words*) They are all invited by Mr. Clemons to be witnesses.

WATSON: Oh yes, you see, he has no taste buds.

HONEYWELL: What did he say?

WATSON: Nothing.

HONEYWELL: What was he trying to say?

WATSON: I don't know. Suppose we ask them.

(*WATSON approaches the audience and is about to ask them when PONG re-enters with INSPECTOR CLUE.*)

PONG: Sai chi ni tsao inspector Crue ni chi wah Chew.

HONEYWELL: He's speaking Chinese.

WATSON: Yes, his brother Ping translates for him. I say, Ping, what did he say?

PING: (*Mouths the words*) Presenting the distinguished Inspector Clue and his assistant Chew.

WATSON: Oh, yes I forgot. No taste buds. Holmes?

HOLMES: I believe, sir, he said, presenting the distinguished Inspector Clue and his assistant Chew.

WATSON: Chew? Holmes I don't think you translated that last word correctly.

CLUE: On the contrary Dr. Watson, he said it perfectly. You see, my assistant's name is Chew.

HONEYWELL: But where is he?

BEE: I can't see him.

CLUE: Chew is a master in scare tactics. He has worked in haunted houses, spook alleys, and corn mazes all over the world and has mastered the precise moment to jump out and scare someone. As a detective I must be immune to scary things jumping out of dark corners, so Chew has standing orders to test my scare resistance at any time and any place. I must be ready at all times.

BEE: He would test you here? At a dinner party?

CLUE: Frightening surprises can strike in the most comfortable places. I must be ready even when all seems perfectly safe, Madame Bee.

BEE: You know me?

CLUE: Of course. We met on the case where we investigated the all-in-one deodorant slash lip balm product.

HONEYWELL: Oh, yes. I remember. How are you, Inspector?

WATSON: I remember that case, especially the free samples.

HOLMES: So your assistant, Chew, is hiding?

CLUE: I'm afraid so. At any time he could jump out and scare us. And where is our host, Mr. Virgil Clemons?

WATSON: Funny, we haven't seen him yet. Well, while we are waiting let me introduce you around.

(They approach PONG.)

This here is Pong.

CLUE: It is a pleasure to meet you.

WATSON: Pong only speaks Chinese.

CLUE: I see. *(Louder)* It is a pleasure to meet you.

WATSON: He's also deaf.

CLUE: Oh. *(Even louder)* It is a pleasure to meet you.

WATSON: Yes, well, this over here is Ping, Pong's brother.

CLUE: Ping Pong's brother?

HONEYWELL: Pong's Brother. His name is Ping.

CLUE: Is he deaf too?

WATSON: No, but he does lack any taste buds whatsoever, which has rendered his vocal chords inoperable.

(PING bows.)

CLUE: *(Even louder)* It is a pleasure to meet you.

(PING jumps back and covers his ears.)

WATSON: You've worked with Miss Honeywell and the blind Bee. And I believe you know my assistant, Mr. Holmes.

CLUE: Yes, the man with no sense of smell. The only one who did not pass out in the car after we ate at Enrique's Mexican Cuisine.

HOLMES: I suppose it does have its advantages.

CLUE: Well, it seems that my assistant, Chew, is in similar company.

For you see, he was born without one of the senses as well. The fifth sense to be exact. The sense of touch.

BEE: Touch? You mean he can't feel anything.

(Suddenly CHEW jumps onto the stage with an ear piercing scream.)

CHEW: Whaaaaaaaaaaaaa!

(CLUE jumps back and clutches his heart, terrified.)

CLUE: *(Breathing hard)* That was quite a scare, Chew. You got me a little bit. *(Catching his breath and then calmly)* Everyone, this is Chew. Allow me to demonstrate Chews lack of the sense of touch. Chew, step forward please.

(CLUE grabs a fork from the table and then puts CHEW in a head lock, then sticks the fork into CHEW'S cheek.)

You see? A normal man with the sense of touch would be able to feel this. It is to his disadvantage for he never knows when he is injured.

CHEW: Yes, but the loss of feeling has made me physically faster...and stronger.

(CHEW pulls himself out of the headlock and jumps at CLUE and screams, trying to scare him. CLUE jumps back in panic. Then HE reaches out and grabs CHEW'S hair and pulls.)

CLUE: You see? Could you withstand a hair pulling like this Miss Honeywell?

(CLUE then grabs CHEW'S hand and bites down.)

BEE: What's happening?!

HOLMES: Clue is chewing Chew.

CLUE: You see? No normal man can withstand a biting Chew can endure!

WATSON: Yes, I say, old boy, I believe we are all convinced.

(A KNOCK at the door. CHEW and CLUE freeze. PONG exits. BEE finds her way over to CLUE.)

BEE: Let me help you up.

(CLUE is already standing but BEE bends down and grabs CLUE'S leg and lifts it.)

CLUE: Thank you, Bee. That's good. I'm up.

HONEYWELL: So he tests your scare resistance like this all the time?

CLUE: Yes.

WATSON: I say, that must make dinner parties rather...exciting.

CLUE: Last week Chew chose my grandmother's funeral. Sometimes it is inconvenient but I feel I am better prepared for any eventuality.

(PONG re-enters with DETECTIVE BOGUS and SWEETY. Everyone turns as PONG introduces them.)

PONG: Sai chi ni tsao Detective Bogus ni chi wah Sweetie.

CLUE: What did he say?

PING: *(PING steps forward to interpret. HE mouths the words)*
Presenting the distinguished Detective Bogus and his secretary
Sweety.

CHEW: What did he say?

BOGUS: I'll tell you what he said. He said I'm Detective Bogus.

WATSON: *(Indicating to PING)* He's detective Bogus?

BOGUS: No, I'm detective Bogus. He was introducing me. I'm
Detective Bogus.

EVERYONE: Oh, yes, I see, quite right, etc.

BOGUS: And this is my secretary, Sweety.

HONEYWELL: It's nice to meet you but don't call me Sweety.

SWEETY: He meant me. My name is Sweety.

CLUE: A very unusually name.

WATSON: Yes well, let me introduce you around. I am Dr. Theodore
Watson and this is my assistant Sherman Holmes.

HOLMES: Call me Sherman.

WATSON: Holmes has no sense of smell.

(HOLMES sniffs the air then indicates he smells nothing.)

BOGUS: Hmm.

WATSON: And this is Martha Honeywell and her assistant Bee.

HONEYWELL: How do you do?

(BEE walks toward them with hand extended but walks right past them and is turned around by PONG. SHE is now walking back on a collision course with the table. PING steps in front of her and puts his hand in hers causing her to stop and shake.)

WATSON: Bee has no sense of sight.

BOGUS: I gathered. She'd make a good high school basketball
referee.

WATSON: This here is Inspector Clue.

BOGUS: Inspector.

CLUE: And let me introduce my assistant, Chew.

SWEETY: Chew? Isn't that an Asian name?

(Uncomfortable pause.)

CHEW: It can be.

CLUE: Chew is missing the sense of touch. Allow me to demonstrate.

OTHERS: No!

CLUE: Don't worry; it will not be an extravagant demonstration.

(CLUE pulls out a small book with the title "BRAIL" on the front. HE holds it open for CHEW who puts his hand on it and runs his fingers through it.)

This book is written in brail. What does it say?

CHEW: I don't know.

CLUE: You see? He feels nothing. He cannot feel pain and he cannot feel pleasure.

(CHEW hangs his head in shame.)

BOGUS: Sorry old boy.

WATSON: I think that's everyone, except for Ping and Pong, who individually have no sense of taste and no sense of sound.

(PING nods while PONG shakes his head.)

BOGUS: This whole place is like some kind of freak show.

SWEETY: Sam, maybe we should go.

BOGUS: Just a minute, Sweetie. You're part of the act.

SWEETY: Sam don't.

BEE: Do you mean she lacks one of the senses as well?

SWEETY: Please, Sam.

BOGUS: That's right. She has no sixth sense.

CLUE: She doesn't see dead people?

BOGUS: That's not what I'm talking about. I'm talking about the real sixth sense...Common sense.

HONEYWELL: No common sense?

BOGUS: That's right. For example, we were driving here on Highway 51 and she's in the fast lane.

WATSON: You make your secretary drive?

BOGUS: Well, she can't type so she's gotta do something.

SWEETY: Sam, stop.

BOGUS: Like I said she's in the fast lane and she's passing a big semi in the other lane and then she just stays even with the semi and there are a million cars behind her that want to pass. But she won't move over.

CLUE: Going too slow in the fast lane is proof enough for me. She has no common sense.

HONEYWELL: Yes, dear you really should move over.

BEE: What's a fast lane?

BOGUS: Now that that's settled where's Virgil?

WATSON: Ah, we were the first to arrive and we haven't seen him yet.

BOGUS: What about Ying and Yang over there? They must know where he is.

CLUE: Did you receive an invitation?

BOGUS: Yeah. Sweety?

CLUE: Please, sir, do not call me Sweety.

SWEETY: Here it is Sam.

BOGUS: (*Reading the invitation*) Y... Y.... Yo.... Yo..oooo. Here you read it.

(Hands the invitation back to SWEETY.)

SWEETY: (*Reading*) You are cordially invited to a Murder. The Home of Virgil Clemens, 326 Vicamore, yada yada yada. Your reputation is on the line. Diner will be served.

HONEYWELL: My invitation reads the same.

WATSON: Yes, mine too.

CLUE: And mine.

HONEYWELL: Do you think it could be one of those murder mystery games in a box?

CHEW: Clearly, this Clemens guy has invited you all here to solve a murder.

BEE: Yes, don't you see? He's assembled the four greatest detectives on the planet.

HOLMES: But if they are to solve a murder, then where is the body.

SWEETY: Perhaps the murder hasn't been committed yet.

BOGUS: Perhaps you're off your rocker.

(Thunder and Lighting SFX. The lights go out for a few seconds. When they come back on VIRGIL is standing among them.)

VIRGIL: Quite right, Sweety.

(THEY ALL turn to see VIRGIL CLEMENS.)

BOGUS: Of course I'm right. And stop calling me Sweety.

VIRGIL: Actually, I was referring to your secretary. She may have no common sense but her deductive skills are top notch.

CHEW: I knew a girl like that in high school. She was really dumb in common, ordinary, everyday things, but got straight A's. A real knock out too.

WATSON: I knew someone like that too.

HOLMES: Me too.

CLUE: I also.

BOGUS: Everyone did. They're called blondes.

HONEYWELL: Oh, why do men love to tell blonde jokes so much?

BEE: Probably because they're so short they can understand them.

SWEETY: Well, this day was a total waste of makeup.

VIRGIL: Hey! People! Remember me? I'm the reason you're all here!

WATSON: Oh yes. Sorry. Go ahead.

VIRGIL: Thank You. Now, you're probably all wondering why I've called you here tonight.

HONEYWELL: This isn't Amway is it?

VIRGIL: This is nothing of a sales nature, I assure you.

HONEYWELL: (*Sarcastically*) Yeah, I assure you.

VIRGIL: Each of you has received an invitation to tonight's murder.

And each of you has shown up as I knew you would. Tonight, you will be pitted against one another in a contest to be the first to solve the murder.

CLUE: You are forgetting one thing. In order for there to be a murder there must a body. And as you can see there is no body.

VIRGIL: A very astute observation, Inspector. The reason there is no body is because the murder has not yet been committed.

WATSON: You mean to say that there will be a murder and you know about it but won't stop it?

VIRGIL: You are beginning to see the picture. In fact, the murder will take place right here, in this very room.

CHEW: When?

VIRGIL: Sometime before the clock strikes Midnight. And to add to the tension, the person to be murdered will be someone in this very room.

(*THEY ALL go nuts with objections. PONG and PING exit.*)

There is nothing you can do about it. It will happen. However, the remaining people will have a chance at some wonderful prizes. The one who solves the mystery of the murder will win this!

(*PONG enters with a large colorful stuffed animal. HE displays it like a game show model. THEY ALL improvise their approval of the prize.*)

But wait! That's not all. Anyone who survives the rest of the night whether or not they solve the mystery will receive a gift certificate to Arctic Circle.

(*PING shows the gift certificates and again THEY ALL improvise how great the prizes are.*)

WATSON: I say though, killing one of your guests may just make you much less popular.

VIRGIL: Do I look like a freakin' people person?

BEE: You mean one of us is going to die?

CHEW: I hope it's not me. I knew I shouldn't have taken this job.

CLUE: He thought he wanted a career. Turned out he just wanted paychecks.

VIRGIL: I will now leave you to contemplate your fates. *(Laughs evilly)*
Oh and dinner is served.

(Thunder & Lightning SFX. The lights go out. Silence. The lights come back up and VIRGIL, PONG and PING are gone. EVERYONE stares at each other.)

HOLMES: *(To BEE)* You know, if I could rearrange the alphabet, I'd put U and I together.

BEE: *(Giggles)* Oh, you.

WATSON: I say, Holmes, we're in a bit of a pickle here. Now, he said one of us in this very room would be murdered before the clock strikes midnight. What time is it?

BEE: *(BEE looks at her watch)* I can't tell.

WATSON: You can tell me, dear, I'm a Doctor.

BEE: No, I mean, I don't know. I can't see.

HOLMES: *(Looking at her watch)* Its twenty minutes until twelve.

WATSON: Noon?

HOLMES: Midnight.

HONEYWELL: That means we only have twenty minutes before one of us dies.

BOGUS: I've got an idea. Anyone who does not want to die just walk out the front door, get in your car and go home.

SWEETY: Great idea, Sam.

BOGUS: Quiet, Sweetie.

HONEYWELL: Yes, a very good idea indeed. Follow me everyone.

(EVERYONE exits toward the door. PONG and PING enter from the opposite direction with a food tray and bottle of Pepsi. THEY look confused. EVERYONE else re-enters with depressed looks. BOGUS is the last to enter.)

CHEW: Locked.

BEE: Why don't we break it down?

HOLMES: Well there's no music and I'm not a very good dancer.

BEE: I mean the door. Why don't we break down the door?

(Everyone improvises their agreement and turns around to exit again but the way is blocked by BOGUS.)

BOGUS: No good! I already tried that. It's reinforced with a titanium alloy. And there are bars on all the windows.

SWEETY: You mean?

BOGUS: We're trapped.

(THUNDER SFX. Silence.)

HOLMES: *(To BEE)* Are your legs tired from running through my dreams all night?

BEE: *(Giggles)* Oh, you.

WATSON: As long as we're prisoners here we might as well eat.

(THEY ALL sit at the table. BEE and HOLMES sit together. PONG pours the Pepsi while PING has a big pot from which he uses a ladle to serve Chex Mix to everyone's plate.)

CLUE: What is this?

CHEW: Chex mix.

HONEYWELL: We're having Chex mix for dinner?

(THEY ALL eat some of the Chex Mix except for HONEYWELL.)

BOGUS: I like Chex mix.

SWEETY: I have a question. If we can't get out, then how did they get in? *(POINTING to PONG and PING)*

CHEW: Of course, the kitchen!

(THEY ALL jump up from the table except for BEE and HOLMES but WATSON grabs HOLMES and drags him off. THEY ALL exit toward the kitchen leaving BEE alone with PONG and PING. THEY serve her.)

BEE: Sherm?

PONG: Sai chi wah.

BEE: Where did everyone go?

(PING and PONG look at each other.)

Excuse me? Hello?

(PONG turns over one of the place mats on the table and shows it to BEE. It reads "I Am Deaf." PING turns over another place mat which reads "I Am Mute.")

What are you doing?

(THEY get frustrated and thrust the cards closer to her face.)

Will you answer me? What, are you deaf?

(PONG nods his head big while PING shakes his.)

Oh, this is frustrating.

(EVERYONE returns. PONG and PING put the place mats back.)

CHEW: No outside door in the kitchen.

(THEY sit back down. PONG and PING continue serving.)

HOLMES: Sorry, darling. Do you believe in love at first sight or do I have to walk by again?

(BEE turns her head slowly towards him and gives him a "I'm blind" look.)

Oh yeah, sorry.

BEE: I hate being blind.

SWEETY: Sam, why don't you ever say things like that to me?

BOGUS: I'm not your type; I'm not in a pine box.

WATSON: Well I propose that we all relax and enjoy the dinner and liquid refreshment.

(HE raises his glass to drink and the others raise theirs as well.)

CLUE: Wait! Don't Drink!

HONEYWELL: Why not?

CLUE: The Pepsi is poisoned.

(EVERYONE puts their glasses down.)

CHEW: How do you know?

CLUE: The label on the bottle that Pong is holding. It's not right.

BOGUS: *(Grabbing the bottle and reads)* Peep...Peep...Peepsai

(HE gets frustrated and hands the bottle to SWEETY.)

Here you read it.

SWEETY: Pepsi Cola Company - Established 1902. So?

CLUE: The Pepsi Cola Company was not established until 1903!

WATSON: *(Smelling the Pepsi in his own glass)* He's right. I detect a trace of tribudinole.

(HE hands his glass to HOLMES.)

Smell this.

HOLMES: (*Sniffing it*) I don't smell anything.

BOGUS: What's tribudin...whatever?

WATSON: Tribudinole. It is a poison that is absorbed through the taste buds. Harmless to the stomach but deadly to the taste.

SWEETY: Yes, look at the small print on the label.

(*Handing it to WATSON.*)

WATSON: (*Reading the label*) Danger, not for human consumption. If swallowed consult a mortician.

HONEYWELL: Sounds like Cool-Aid.

BOGUS: A fake Pepsi Cola label? How diabolical.

BEE: It's a good thing you stopped us.

HONEYWELL: Yes, but now what do we do with all this Pepsi? One of us is sure to forget about it and drink it down.

(*THEY ALL slowly look to PING except, of course, for BEE. BOGUS gets up and holds PING down on the table. THEY each pour their glass of Pepsi in his mouth at the same time which PING tries to drink down. WATSON puts the bottle down on the table.*)

WATSON: You see? Perfectly harmless to someone with no taste buds.

(*BOGUS releases him and HE slumps to the ground. PING burps. THEY ALL return to their seats. A HISSING SFX is heard. No one has noticed it yet.*)

CHEW: Well, I guess we beat Clemons at his own game.

HONEYWELL: Wait a minute. Listen. Do you smell something?

BOGUS: Sorry. I couldn't help it.

HONEYWELL: No. It smells like...

(*EVERYONE smells it.*)

It is.

(*THEY ALL stand up and back away from the table, waving their hands at the smell.*)

SWEETY: What is it?

HONEYWELL: It's Nostrilosimeen. An invisible non-poisonous ...gas.

(*SHE talks like she's going under. BEE faints and falls to the floor. EVERYONE is choking.*)

WATSON: Non...poison...ous? *(HE faints)*

HONEYWELL: Yes...non...poisonous.... The gas...is not...harmful...to the...lungs...but...the smell...will kill you.

(SHE faints. EVERYONE, including PONG and PING, faints one at a time except of course, for HOLMES. BOGUS is the last to faint. HE is crawling toward the audience.)

BOGUS: Must...give...awards winning...dying...scene.

(HE faints. HOLMES stands up and walks to the middle of the room. HE begins sniffing in huge whiffs of the gas. HE does this for a few seconds and then the OTHERS begin to wake up.)

SWEETY: What happened?

HOLMES: Elementary, my dear. I was born without the sense of smell, and consequently am unaffected by any scent, no matter how vile it is. I simply sniffed it all in.

WATSON: Good work, Holmes.

BEE: That smell was awful.

BOGUS: I'd rather smell Sweety's perfume.

SWEETY: Do you really mean that, Sam?

BOGUS: Sure, it's a nice perfume but must you marinate in it?

CHEW: Well, it looks like we beat Clemons at his own game again.

CLUE: One moment, please. Do you hear anything?

(There is a soft high pitched TONE. CLUE walks around the room searching for the source of the noise. HE ends up at the table. There is a small black box on the table.)

CLUE: It seems to be coming from this box.

(Suddenly the noise gets louder. EVERYONE covers their ears with their hands except of course for PONG. The OTHERS start to drop to their knees in pain. PONG stands looking confused.)

BOGUS: Pong! Smash the black box!

(PONG stands looking confused.)

CLUE: Tell Ping to tell Pong!

HONEYWELL: Ping is incapacitated from all the carbonation!

(From the floor THEY ALL point to the box and make smashing gestures.)

EVERYONE: Smash the box!

(PONG goes to the table and picks up a plate and smashes it. EVERYONE shakes their heads and points to the box.)

The Box! The Box!

(PONG picks up different things on the table first and smashes them. Finally THEY coax him into picking up the box. HE sets it on the table and raises his fist. Just before HE smashes it a voice comes over the tone and says, "This has been a test of the emergency broadcast system. This is only a test." PING smashes the box and the tone stops. The OTHERS slowly get to their feet.)

CHEW: You did it Pong.

BOGUS: Nice work Pong.

(PONG bows excitedly to EVERYONE.)

BEE: Are we safe?

WATSON: For the moment.

BEE: Oh, hold me Sherm.

(THEY embrace.)

HOLMES: I'm just like the American Express card; you shouldn't go anywhere without me.

(SWEETY and BOGUS stare at HOLMES and BEE.)

SWEETY: What are you thinking about, Sam?

BOGUS: I'm trying to imagine you with a personality.

SWEETY: Oh Sam, Stop.

WATSON: That's three attempts at murder and three failures. I'd say we're fairing quite well.

HONEYWELL: Yes, but Clemons said that one of us in the room would die and it seems as though he wants to kill us all.

CLUE: I don't see why he would want me dead I don't even know the man.

BOGUS: Me niether.

(The lights flicker.)

CHEW: What now?

BOGUS: Relax. It's just the lights...and light never killed anyone.

(The lights go all the way off and a bright strobe light flashes through the room. EVERYONE screams and shields their eyes from the light except, of course, BEE.)

BEE: What's happening?

SWEETY: The light! It's too bright!

WATSON: Everyone close your eyes!

CHEW: I can still see the light even with my eyes closed!

HONEYWELL: Yes, it's as if the light pierces our eyelids!

BEE: What light?

HOLMES: My head!

WATSON: It must be...some kind of... x-ray...light.

SWEETY: Sam, help!

BOGUS: We're helpless against it!

(THEY ALL sink to their knees again, EVERYONE's heads are pounding.)

BEE: What do I do?

(HOLMES stumbles into BEE. As HE is going down he grabs her and props himself up for one last pick up line.)

HOLMES: I wish we were on Star Trek. Then I would Klingon to you.

(HE faints. THEY ALL faint. BOGUS is the last to faint. HE grabs BEE and pulls her down gently as HE goes. SHE lays him down and as SHE does SHE feels his gun inside his jacket. SHE pulls it out.)

BEE: Bogus, Where is the light? Where is the light?

(BOGUS musters enough strength to point up.)

BOGUS: There. *(HE faints)*

BEE: Where? Are you pointing? Because that does me no good. I'm blind, remember? Oh!

(BEE stands up and points the gun up into the air and fires five shots in random upward directions. On the fifth shot the strobe light stops.)

It's no use. I can't do it. I can't see.

(The OTHERS slowly come to.)

HOLMES: Bee, you did it.

BEE: What?

WATSON: Good show, old girl.

BOGUS: Yeah, nice shootin'.

(BEE puts the gun down on the table.)

HONEYWELL: You saved us, Bee.

(PONG and PING bow in appreciation.)

CLUE: My head it still spinning.

WATSON: I say, what time is it?

SWEETY: Eight minutes to midnight.

BOGUS: There's still time to knock one of us off.

BEE: Wait. Listen.

(There's a soft BUZZING NOISE.)

BOGUS: What is that?

HONEYWELL: *(Seeing something in the air)* It's just a mosquito.

(Suddenly the BUZZING gets real loud.)

SWEETY: It's a whole swarm!

CLUE: They're coming through the air vents!

(EVERYONE swats and runs in a panic except, of course, for CHEW.)

WATSON: There're too many!

HOLMES: There're millions!

PONG: Tsung Sai Mao!

BEE: Ouch!

BOGUS: We're Doomed!

CHEW: Everyone stand back!

(THEY ALL back into the UP Right corner. CHEW stands to face the swarm. HE rolls up his pant legs and opens his shirt and faces the swarm with arms stretched out.)

HONEYWELL: He'll be eaten alive!

CLUE: Never underestimate a man with no sense of touch.

WATSON: Yes, it's as though he's wearing a suit of armor.

BOGUS: He's completely covered head to toe with mosquitoes and he ain't flinched a muscle.

BEE: Won't they leave a mark?

CHEW: Don't worry, I've got 'em.

SWEETY: Yes, he has them for now. But what will he do when they've drained him of blood?

(CHEW walks stiff legged behind the table.)

HOLMES: What's he doing?

(CHEW begins flexing his muscles.)

CLUE: He is flexing. Showing the mosquitoes who is boss.

WATSON: No. It's brilliant. While the mosquitoes have their suckers in him he flexes his muscles which contract around the mosquito suckers, trapping them and forcing his blood into the mosquito. When the mosquito is full of blood it can't release from CHEW'S flesh and the blood just keeps flowing into it.

BEE: So what happens to the mosquito when it can't stop the flow of blood into its body?

(CHEW goes into his final, intensive flex. HE gives a battle cry and slowly sinks down behind the table. Soon there is a POPPING SOUND FX. Like the sound of Popcorn popping. When the popping is over CHEW stands up and has lots of small blood dots all over his body and face.)

WATSON: Ah, Chew!

BOGUS: Gesundheit.

HONEYWELL: Are you alright, Chew?

CHEW: Never felt better.

CLUE: Good work, Chew.

WATSON: Yes, jolly good work, Chew.

HOLMES: Mosquitoes; detestable things.

SWEETY: Three minutes to midnight.

CHEW: Hey, I never noticed this basket on the table. It's labeled Asps.

BOGUS: As in the snake?

CHEW: I guess so. *(HE takes the lid off the basket and looks in.)* Must be, there's a bunch of snakes inside.

HONEYWELL: Careful Chew, you may not feel it but one bite from an Asp and you'll be deader than a truck full of Virginia possums in a pineapple factory.

BEE: Is there any way for the snakes to get out?

CHEW: No.

WATSON: Well, this looks like another attempt at murder, but not very effective, thank goodness. Just leave the snakes there, old boy.

SWEETY: It's me.

BOGUS: What?

SWEETY: It's me. It's my turn. Don't you see? So far there were five attempts on our lives each attempt was thwarted by someone who was void of one of the six senses. This is the sixth attempt. And like you said, Sam, I was born without the sixth sense.

CLUE: What was the sixth sense again?

BOGUS: Common sense.

SWEETY: It's my turn to be the hero.

(SHE slowly moves toward the basket of snakes as CHEW backs away.)

BOGUS: There's no need, Sweetie. It's alright. Just stay away from the basket.

SWEETY: I can save you, Sam. Save you all. *(SHE lifts the lid off the basket.)*

BOGUS: What are you doin', Sweetie?

(Suddenly SWEETY thrusts her hand into the basket. THEY ALL protest.)

SWEETY: Each of you posses the sixth sense. So none of you could do this. So it's up to me. *(SHE pulls out a snake.)*

BOGUS: Sweetie, put the snake back in the basket.

WATSON: Miss Sweetie, if that snake bites you'll be dead before you hit the ground.

(SWEETY kisses the snake.)

CLUE: *(Getting an idea)* Yes, you have saved us. We are saved!

HONEYWELL: *(Catching on)* Oh yes, thank you for saving us, Sweetie. Now put the snake back.

SWEETY: I saved everyone?

BOGUS: Yeah, you saved us, Sweetie. Now put the snake back.

(SWEETY puts the snake back in the basket and covers it with the lid. SHE runs to BOGUS and embraces him.)

SWEETY: You see, Sam? I told you I could do it.

BOGUS: *(Going nuts)* You idiot!! What are you thinking?! Pick up an Asp when it's perfectly contained! You think asp poison is good?! Stupid dolt! Don't you have more sense than that?! Jeeze!

SWEETY: But Sam, I was born without the sixth sense. And in this instance you're all lucky I was. *(Looking at her watch)* Oh, Thirty seconds to midnight!

WATSON: Alright, I suggest no one move. He only has thirty seconds to kill one of us and if we are all watching each other then we will all be witnesses and will have the mystery already solved.

CLUE: Good idea. Perhaps we should stand so everyone can see everyone else.

HONEYWELL: Good. Everyone in a semicircle. Hurry.

(EVERYONE moves into a half circle down center, in front of the table.)

SWEETY: *(Still looking at her watch)* Ten seconds... Nine... Eight... Seven... Six...

(Suddenly the lights go out. It's completely dark.)

SWEETY: Oh nuts, I can't see my watch.

BOGUS: Four...Three...Two...One...

(12 CHIMES SOUND FX. As soon as the chimes stop, the following sounds are heard in order. WOMAN'S SCREAM, GUNSHOT, SNEEZE, GROAN, CHOKING, "OUCH." The lights come back on. EVERYONE is still in the semi-circle but now there is A BODY lying in the middle. Everyone moves closer to the body. The body is VIRGIL CLEMONS. HE has a knife sticking out of his chest, a rope around his neck, blood stain on his shirt over his heart, and foam around his mouth.)

[See production notes to see who makes all the sounds]

WATSON: It's Clemons!

CLUE: Well, Masseur Clemons it seems that you have failed. It is now after midnight and as you can see we are all still very much alive.

WATSON: I don't think he can hear you, old chap. He's been stabbed in the chest.

HONEYWELL: And look there. It seems he's been shot in the heart.

BOGUS: But that's not all. Look at that rope around his neck. He's been strangled.

CLUE: He is foaming from the mouth, obviously poisoned.

CHEW: Poisoned?

BEE: Shot?

HOLMES: Stabbed?

SWEETY: Strangled?

CLUE: Is he dead?

WATSON: If he's not dead he's gonna feel that in the morning.

(PING checks his pulse. Stands up and bows his head. PONG joins him.)

CLUE: Well, this leaves us with a mystery.

WATSON: Yes, Clemons said that one of us in this room would be murdered. He was in the room too. He knew one of us would kill him.

HOLMES: What are you saying?

WATSON: One of us, my dear Holmes, is a murderer.

SWEETY: Not necessarily, he probably shot himself and then hid the gun.

BOGUS: Don't be ridiculous. How could anybody shoot themselves and then hide the gun without first taking the knife out of their chest, rope off their neck and wiping the foam off their lips?

WATSON: Wait, there's something sticking out of his pocket. It's a note. *(HE opens it)* It's from Clemons.

BOGUS: No kidding. Read it.

WATSON: *(Reading)* I told you someone in this very room would be murdered. Now, it is up to you to discover the killer. I have left clues all over the building which will help to reveal the murderer. Send my witnesses out into the building to find the clues. Yes, I knew who would kill me and it is one of you in this very room. And remember, no one will be permitted to leave until the mystery is solved. Evil laughter, ha, ha, ha.

CHEW: He wrote "ha, ha, ha?"

(WATSON shows him the paper.)

CLUE: We must begin immediately to solve this mystery. In the meantime, Ping and Pong can take the body into the kitchen. And let us know if there is any change in his condition.

(PING makes hand gestures to Pong and they remove THE BODY.)

HONEYWELL: It seems clear that we must first recount the facts that we know or rather don't know.

WATSON: Yes, it's of those few seconds when the lights went out that we need information.

(PING and PONG re-enter with a large poster board on an easel and a black marker. THEY set up the poster board and easel Down Right and give the marker to HONEYWELL. SHE goes to the easel and readies herself to write.)

HONEYWELL: Thank you, Ping. Now, what do we know about the mysterious blackout?

BOGUS: First, there was a woman's scream.

(EVERYONE agrees and HONEYWELL writes it on the poster board large enough for the audience to see. SHE writes all the events down as they are recalled.)

HONEYWELL: And after the scream?

BEE: A gunshot.

WATSON: Yes, a gunshot. And then I believe someone sneezed.

CLUE: That's right, a sneeze.

CHEW: I think there was a groan after the sneeze.

HOLMES: That's right a very distinctive groan. Then a choking or gagging sound.

SWEETY: Don't forget the "Ouch" Someone said "Ouch".

BOGUS: That's right. And it was after the "ouch" that the lights came back on and Clemons was lying there.

(HONEYWELL'S poster board should now look like this:)

1. Woman's Scream
2. Gunshot
3. Sneeze
4. Groan
5. Choking
6. Ouch

HONEYWELL: Okay, clues.

CLUE: Yes?

HONEYWELL: No, I meant these are the clues we have so far:

Woman's Scream, Gunshot, Sneeze, Groan, Choking, and Ouch.

CLUE: We need more clues than that if we are going to deduce which one of us is a murderer.

WATSON: I agree. I propose we split up and look for more clues.

Daphne and I will go this way. Velma, you Shag and Scoob go that way. We'll meet back here in 45 minutes.

(Enter the CLUE QUEST SUPERVISOR.)

(ALL THE CHARACTERS watch the SUPERVISOR and listen intently. THEY will each join one of the audience groups and pretend to be helping them. THEY must stay in character throughout the entire clue

quest. *THEY should not provide help to the teams just encouragement. THEY also know the layout of the school so THEY can help with finding the Clue Character locations on the map.)*

CLUE QUEST SUPERVISOR: Ladies and Gentlemen, you will now be sent on a quest to find clues throughout the school. First, you must divide up into teams of no more than ten people per team. Do this now.

(The SUPERVISOR now makes sure everyone is in a team. If there are several smaller groups then the SUPERVISOR combines them together – even if THEY don't know each other. When the teams are set the SUPERVISOR goes on with the instructions.)

I will now hand out your Clue Quest Packets.

(The SUPERVISOR hands out the packets, one per team, and let's them look at them while HE explains the rest.)

Stay together as a team. Read the directions carefully. In the packet you will find a map of the school. On the map you will find six circles marking six locations. Start with the circle which has an "X" marked inside it. Yes, "X" marks the spot. Head there to find your first clue.

Once you have the clue write it down on the first page of your Clue Quest Packet. Then follow the dotted line to your next area and retrieve the next clue. Proceed in this manner until you have collected all the clues and then, using the information which you witnessed on the stage and the clues you collect, make your choice as to who you think is the murderer and fill out the rest of your Clue Quest Packet.

Then return to the theater and turn in your Clue Quest Packet to me or one of my assistance and then take your seat for the conclusion. During the Quest I will remain here in the theater if you have any questions. Please remember that this is not a race, however, you only have 45 minutes to complete the quest. You may now proceed to the quest.

(When ALL the TEAMS have left the theater, the CLUE QUEST SUPERVISOR reloads the blank gun [see production notes] if necessary and then waits in the theater to help anyone who may need it.)

PART II - THE CLUE QUEST

WHAT IS A CLUE QUEST?

After the initial mystery has been presented by your actors during the play the audience is sent out of the theatre and into the school to look for clues to help them solve the mystery. They will interact with several characters and if their interaction is successful they will be awarded a clue. You'll be surprised at how much the audience members love to be a part of this. Even patrons who you think might "sit it out" will scramble the halls of your school investigating the clues. This Clue Quests should take about 45 minutes to complete. Audiences love to search out the clues for themselves and interact with Clue Characters and many actors even prefer playing the Clue Characters rather than one of the other parts. There are six clues which will be found by the audience:

THE CLUES

1. Nonsense
2. Faker
3. Saved All
4. Ocular Bovine
5. Comb

WHAT IS A CLUE CHARACTER?

A Clue Character is a character who is not in the main story of the play but is one who is sought out by the audience at a specific location in the school. The Clue Characters get to interact with the audience members through improvisation. When an audience team has found a Clue Character they are made to perform a specific task by that Character. When the task is completed to the Clue Character's satisfaction the Character will give them the coveted clue. Each Clue Character will interact with each team as the teams find them, however, the Clue Characters must stay in character at all times and must perform for each team.

THE CLUE CHARACTERS

NOTE: Each of the senses are represented by the clue characters. All clue characters can be either Male or Female. If you have lots of actors you could have a group of actors playing each clue character. They can be used exactly as written or altered anyway you wish.

BLIND PERSON: The actor(s) playing the Blind Person should be located in a large area in the school such as the commons area or a large hallway. In this area is set up an obstacle course with chairs, tables and anything else available in the school. When an audience team approaches this area, the actor(s) playing the Blind Person explains that half of them team will be blind folded and must make their way through the obstacle course. The other half of the team will guide them through using only their voice and must stay outside the course. The Actor(s) demonstrate this but do not use blind folds because they are already blind. It is very easy for the actors but won't be for the audience members as they will be hearing more than one person shouting direction. Once the team members make it through the course the actors give them a clue.

DEAF PERSON: The actor(s) pretend to be deaf. They could be located in a classroom or in a hallway or anywhere in the school. They have a poster board on which is written, "We (or I) will teach you our own sign language so that you may ask for a clue." They also have five flash cards with the words they will teach written on them. Then, without talking, they show the team members one of the cards and then show them a sign which is some goofy, but definite,

movement using not only their hands but their whole body. They teach each word in their silly sign language. The words are “Can-I-have-the-clue” but they teach the words in a random order. Then when they are finished teaching the words the team can put all the signs together and ask for the clue in the sign language. If they do it correctly the actors give them a clue.

MASTER CHEF: The actor(s) in this vignette are chefs who are having a cook off. Each chef (and assistant chefs if you have more actors) are having a competition and the teams are the judges. The team members must judge who has the best food. The chefs make them eat a variety of food, some good and some bad. The foods should be simple to prepare. The actors should be dressed as chefs and talk like they are the best chef in the world. Once the audience members have tasted all the foods (without spitting them out) the chefs may award them with a clue. If there is only one actor to play the chef then he should have an extra chef’s hat and enlist the help of one of the audience team members to be his assistant. Here is a list of foods that they could have the audience members taste: Sardines, Chocolate, Hot peppers, Spinach, Licorice, Pigs feet, Horseradish, Liver, Candy, etc. They chef should pick someone to eat the item before telling them what the item is –to add to the tension.

MASSEUSE: The actor(s) playing the masseuse picks someone from the team to be the recipient of a back massage. But this is a special massage with five special massage techniques. The Masseuse demonstrates the five silly techniques on the volunteer, teaching the group how to give a “special” massage. The five techniques are: The Pokey (the masseuse pokes the volunteer in the back with his fingers), The Boxer, (The masseuse dances around and jabs the volunteer in the back – boxing gloves preferred), The Toy Car (The masseuse drives a toy car around on the volunteer’s back), The Noggin (The masseuse puts on a hat and rubs and bounces his head on the volunteer’s back) and finally, The Scratcher (The masseuse uses a leave rake to scratch across the back of the volunteer). Then, before the team gets their clue they must demonstrate the different massage techniques on the masseuse.

SNIFFER: The actor(s) are masters at identifying different smells. They smell the audience members and make comments on their smells (having fun but making sure not to offend them) They have a table set up with several bottles of spices. They also have a card with the name of the spices on it for each spice. The teams must smell each spice and then put the cards by the matching spice. If they get them right the team gets the clue. If not the actors pick up the cards

that are wrong and make them try again. They can't get the clue until they have matched all the cards with their spice.

AIRHEAD: The actor(s) is a total ditz trying to direct the teams in a game of "Mingle." If there are more than one team present then they will be competing for the clue. The actors explain that the teams will have to use their "extra" senses to win the clue by relying on feelings and hunches. The game is first explained and then played. How to play: The teams must all walk around the space and talk to everyone but the only thing they can say is "mingle." They must avoid touching anyone while they walk around the space. The actor stands on a chair or table to get a bird's eye view. Then the actor calls out a number and the players must get into groups of that number. They may touch each other to do this. Anyone not in a group of that number is out and must stand against the wall. The actor calls out "mingle" and they all mingle around the room again until another number is called. They jump into groups of that number and again those not in a group are eliminated. The game proceeds until only two people are left. They are the winners and are presented with the clue. If there is a team who did not get a clue they must play again until they do.

Remember to keep up the airhead/no common sense persona.

CLUE QUEST OVERVIEW

1. The Clue Quest Supervisor (Probably the Drama Teacher but could be a student), with help from assistants, introduces the Clue Quest, explains the rules, makes sure teams are set, hands out the packets and pencils, and starts the Quest.
2. The teams find the circled "X" on their map of the school and proceed to that location to find the Clue Character assigned to that location.
3. When they find the Clue Character they will be required to perform a specific task.
4. When their task is completed, the Clue Character will give them the clue.
5. The teams write down the clues in the spaces provided in their packet.

6. When all six clues are found the team must use them and the information they saw in Part 1- The Story to figure out the answer to the mystery. They write their solution in their Clue Quest Packet.
7. After 45 minutes or so the teams are called back to the theatre where they turn their packets in to the Clue Quest Supervisor and then return to their seats to watch Part 3 – The Conclusion.
8. While the conclusion is being performed the Clue Quest Supervisor meets with the Clue Quest Characters backstage or in another room and they go through all the packets to find which team(s) solved the mystery correctly.

HOW TO STAGE THE CLUE QUEST

Staging the Clue Quest is very simple. First, obtain a map of the school. Then choose six locations in the school and assign each Clue Quest Character to one of those locations. Circle the six locations on the map. A sample map has been provided. Then make copies of the map and the front page of the Clue Quest Packet. Make as many copies for as many teams you think you may have. Make extra copies just in case. The entire Clue Quest Packet is made up of just these two pages. After you have the packets copied, go through each map page and put an “X” inside one of the circles. Make sure you “X” a different circle on each map. Of course, if you have 24 maps then every 4th map will have the same circle Xed. The Reason for having the starting “X” in a different circle for each team is so that all the teams do not go to same clue location at the same time.

STEP BY STEP INSTRUCTIONS

1. Cast the Clue Quest - Determine how many actors you have participating in the Quest. You will need at least six actors (but is better). If you have more than six divide them up and cast them all. For example, you could have 3 Blind Persons, 2 Chefs, 4 Airheads, etc.
2. Using a map of your school, choose six locations for the Clue Characters. Some of the actors may have ideas of their own and may want to use a certain location. Make sure that the locations are large enough for what the actors will be doing. Also, make sure

that the six locations are spread out enough that they teams will not be able to see the other locations from their location.

3. Now that you have determined how many Clue Characters you will have in each area and you have chosen the clue locations throughout the school, assign each Clue Character(s) to one of the locations. Also assign each Clue Character a Clue that they will give to the teams. It can be written on a slip of paper or it can be given to the teams orally. Make sure the clues remain a secret before the production starts.
4. Determine approximately how many audience members there will be. You will also want to determine approximately how many teams there will be. Plan for about 10 people per team - No more than that. So if you have sold 200 tickets you will have about 20 teams. Make one copy of the Clue Quest Packet for each team plus a few extras. Make the packets according to the instructions given under "How to Design and Stage The Clue Quest"
5. Have the Clue Characters read the description of their Characters which explains what they are to have the teams in order to win a clue. You may perform these exactly as written or use your own ideas and alter these vignettes in any way you wish!
6. To rehearse the Clue Quest have the Main Characters in the play go on the Clue Quest. This way the Main Characters will know what to expect when they go on the real quest with the teams.
7. When you advertise the play you should encourage the patrons to come in teams. Not everyone will come in teams so will have to do some team arranging as you begin to explain the quest. Teams should be not more than 10 and no less than 5 but be flexible if it will enhance the enjoyment of the show for your audience.

The following is a Clue Quest Packet which the HOST gives to each team. Just copy the first page and add a map of your school with the locations circled for the second page.

MURDER IS NONSENSE

Clue Quest Packet

Name of your Group: _____

This is NOT A RACE! You need to find 6 clues. These clues will help you to solve the mystery.

First, look at your map. You will see 6 circles. One of the circles has an "X" inside it. Proceed to the circle on the map marked with that "X". You will find someone in that location who has a clue. You need to do whatever it takes to get the clue. Beware that you don't anger them or it will be difficult to retrieve the clue. After you get the clue, write it down below. Then proceed to the next clue location by following the dotted arrows on the map to the next circle. Collect all six clues in the same manner and then return to the theater, turn in your packet and take your seats. You have 45 minute. Good luck!

Write the clues here:

When you have all the clues use them to solve the mystery by circling the character who you believe is the murderer.

PONG	WATSON	HOLMES	SWEETY	CLUE
PING	HONEYWELL	BEE	CHEW	BOGUS

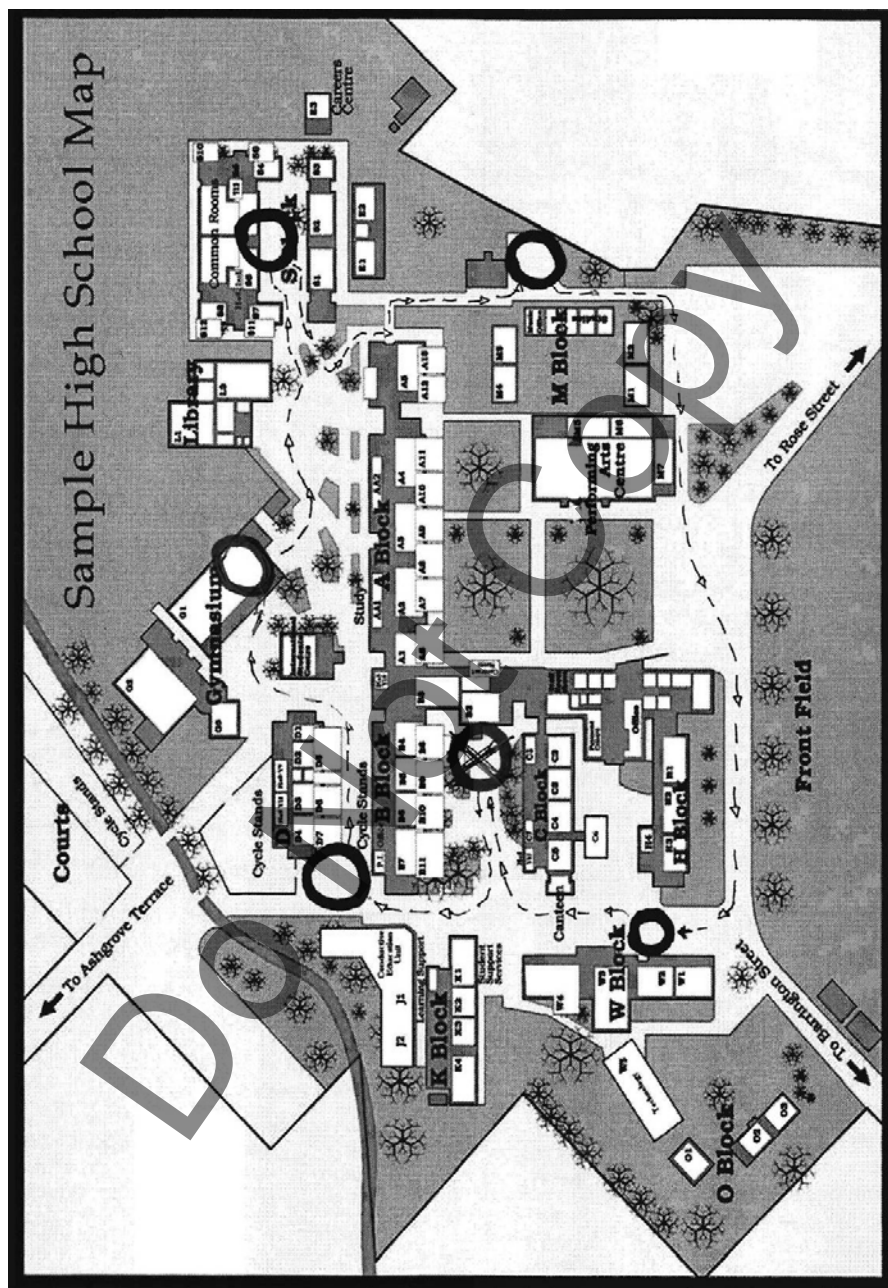
TIE BREAKER QUESTIONS:

1. In what country did Pong grow up?

2. What was the name of the restaurant they ate at in where Holmes was the only one not to pass out in the car afterward?

3. Make up an original pick up line for Holmes to use on Bee.

Do Not Copy



CLUE QUEST SUPERVISOR: Now that you've gathered the clues and put your detective skills to use and you think you've solved this mystery let us find out who is the murderer.

(EACH CHARACTER comes out when his/her name is called and poses in a detective like pose.)

Is it Pong?

(Pause.)

Is it Ping?

(Pause.)

Is it Dr. Theodore Watson?

(Pause.)

Is it Sherman Holmes?

(Pause.)

Or could it be Martha Honeywell?

(Pause.)

Or Bee?

(Pause.)

Maybe it's Inspector Clue?

(Pause.)

Or perhaps Chew?

(Pause.)

Is it Detective Sam Bogus?

(Pause.)

Or finally, is it Secretary Sweetie? Let's find out now as we watch the conclusion of...Murder is Nonsense.

(HE Exits.)

WATSON: Well, I believe we have had sufficient time to solve this mystery. It's really quite simple, you know. Who killed Virgil Clemons? I believe I have the answer to that. I did some research on Mr. Clemons before I came tonight. And I found out that he was once married for a short time. So short in fact, the marriage only lasted one day. Yes, that's right, he skipped town during his honeymoon...on his wedding night! Apparently, his bride baked and decorated their wedding cake herself. After sampling the bride's cake at their wedding reception he knew that he had made a huge mistake. She never saw him again. And the next day she went back to her maiden name....Honeywell.

(HE points at HONEYWELL. EVERYONE gasps.)

HONEYWELL: Yes, it's true. I was married to Virgil. But I had the marriage annulled the very next day.

BOGUS: If you don't mind me asking, Madame, what flavor was the cake?

HONEYWELL: What does that have to do with anything?

BOGUS: Because if it was a carrot cake I can understand him leaving you, I mean, carrots are vegetables and vegetables really aren't for desserts?

WATSON: Annulled or not he left you with nothing except the embarrassment of your wedding night. Motive enough in some people's eyes for murder. Allow me to reconstruct the scene of the crime.

(In all of the following descriptions of the crime ALL the CHARACTERS re-enact what is being described. Even CLEMONS is resurrected to do this.)

Now, we were all waiting through the final few seconds just before midnight.

(EVERYONE moves into the exact places THEY were in just before the lights went out.)

Suddenly, the lights went out.

(Lights flicker and dim a bit.)

In the dark, you remembered that Bee had put the gun on the table after she saved us from the x-ray lights. You grabbed the gun in the dark.

(HONEYWELL grabs the gun.)

Perhaps just in self defense but then Clemons entered the room with a rope to kill one of us...

(CLEMONS appears from the kitchen carrying a rope.)

...and walked silently toward you. In your ear, he whispered something, perhaps his apologies for that night so long ago, but it startled you and you screamed.

(HONEYWELL screams.)

And then you shot.

(SHE fires and CLEMONS stumbles back but does not fall. HONEYWELL and CLEMONS act out the rest of his description.)

Then you put the gun back on the table a bit shocked that you actually shot him. But then you figured you might as well make sure he's dead. You leaned over the table to get a knife and that's when you caught a whiff of the Worcestershire Sauce which you are allergic to.

SWEETY: But there is no Worcestershire Sauce.

WATSON: On the contrary, it's the main additive in the Chex Mix. And that's why Miss Honeywell didn't eat any at dinner.

(HONEYWELL sneezes.)

You then stabbed Clemons in the chest causing him to groan. Then you simply took the rope he was carrying and wrapped it around his neck and choked him which explains our choking sound.

(CLEMONS chokes.)

As Clemons was gasping for air you reached back and grabbed the remaining Pepsi and poured it into his mouth. He then jolted, making you step back onto Chew's foot causing him to say...

(HONEYWELL steps on CHEW'S foot.)

CHEW: Ouch!

(The lights go completely out and CLEMONS makes the sound of hitting the ground then silently exits.)

WATSON: He fell to the ground, dead. And you snuck back to your place and waited for the lights to come back on.

(Lights come back on full.)

HONEYWELL: Yes, I admit it. It's all true except the part where I killed him. But I am allergic to Worcestershire sauce.

CLUE: Yes, a very convincing story Watson. But I am afraid it could not have happened that way. You see, when Chew gets his foot stepped on in the manner you suggested he does not say "ouch," because he feels no pain. Instead, he says...

(Stepping on CHEW'S foot.)

CHEW: Hoochie Mama!

CLUE: You see? Now let me reconstruct the crime as I, Doctor, have also done my homework. It so happens that the late Virgil Clemons once went by another name. Yes, his name used to be Virgil Bogus.

(EVERYONE gasps.)

The troglodytic half 2nd cousin of Detective Sam Bogus.

BOGUS: Oh yeah, I forgot about that.

SWEETY: Oh Sam, is it true?

CLUE: Oh yes, my dear Sweetie. But don't act so surprised, for you see, he invited Detective Bogus here for revenge. He'd planned to kill him for the cruel act of stealing away his High School sweetheart, a woman who he could never have, Miss Bird.

(No one responds.)

Miss Sweetie Bird!

(HE points at SWEETY and EVERYONE gasps.)

BOGUS: Your last name's Bird? Now that's bogus.

SWEETY: I wish, Sam.

CLUE: So as we all waited during those precious seconds before midnight...

(EVERYONE moves back into their blackout positions and the lights flicker again and dim somewhat. EVERYONE acts out exactly what CLUE describes.)

Sweety worried that Clemons would reveal her secret and she would never have her one true love. In the dark, Detective Bogus remembered his gun on the table and simply picked it up to put it away as Clemons entered with a rope to strangle both his ex-girlfriend and her new boyfriend, his half 2nd cousin.

BOGUS: What do you mean "new boyfriend?"

CLUE: Unaware that Clemons was even in the room, the dark spooked Sweety...

(SWEETY screams.)

...startling Bogus and causing him to accidentally fire his gun into Clemons' chest and sending him back into Miss Bird, the rope getting tangled around her face and the fibers from that rope floating into her nostrils producing a sneeze.

(SWEETY sneezes.)

Bogus then reached out and found the two of you tangled, he picked up a knife to cut you free but Clemons, being repulsed by his ex-girlfriend, thrust himself away from Sweety and directly onto the knife. With the rope now around his neck it was enough to make him groan. He grabbed the Pepsi bottle off the table and forgetting that it was poison, drank. Sweety then decided to use the darkness for the moment to express her true feelings to her employer and planted a passionate kiss on him, which accounts for the choking.

(BOGUS chokes after SWEETY kisses him.)

Sweety, realizing his rejection, said the only thing appropriate to her situation.

SWEETY: Ouch....Thanks a lot Sam.

(SHE starts to cry. The lights go completely out and CLEMONS quickly exits. Lights on full.)

CHEW: So you're saying it was all an accident?

CLUE: Yes. Everything, except for the kiss.

BOGUS: Very convincing. You're right about Clemons and me. And Sweety was his high school sweetheart. But there's one thing that you got all wrong.

CLUE: What's that?

(BOGUS takes SWEETY by the hand and pulls her to him and plants a huge kiss on her or dips her.)

BOGUS: Sweetie here is actually my wife in disguise. She was only pretending to be my annoying secretary.

HONEYWELL: To what end?

BOGUS: To lure the real killer into a false sense of security.

WATSON: Very clever, Detective.

BOGUS: I thought so. And now let me explain exactly what really happened. As we waited for midnight to approach...

(EVERYONE gets into their places again and lights flicker and dim a bit. EVERYONE act out exactly what BOGUS explains.)

...Chew decided that this was a perfect time to test your scare resistance, Clue. Chew snuck up on you but in the dark he ran into Pong and Ping. Chew scared them instead and silent mayhem ensued.

(THE THREE proceed in a slow motion silent scare fest.)

In the mean time, Clue saw his chance and grabbed my gun off the table.

BEE: But why would Inspector Clue want to kill Clemons?

BOGUS: Because, Miss Bee, Clue was actually Clemons' butler for 10 years before he became an Inspector. And Clemons treated him terribly. Waiting on him hand and foot, cleaning the can, he secretly vowed vengeance one day. And this was the day. Clemons entered the room with the rope to strangle Clue. But he hadn't planned on Chew's scare tactics and got mixed up in the scare testing.

(CLEMONS gets caught up in the scaring and screams like a girl.)

Hearing that familiar girl like scream, Clue shot toward the sound.

(CLUE fires at CLEMONS.)

The powder from the barrel filled his nostrils causing him to...

(CLUE sneezes.)

Clemons stumbled into him.

(CLEMONS groans.)

Clue grabbed the rope and strangled him.

(CLEMONS chokes as HE is being strangled.)

Then he raised the Pepsi bottle to hit him over the head and the poison trickled out into Clemons' mouth. He then tossed the bottle away.

(CLUE tosses the bottle at WATSON who catches it but hurts his finger.)

WATSON: Ouch!

(The lights go out completely and CLEMONS exits silently.)

BEE: So the butler did it.

HOLMES: Is it true?

CLUE: Yes, I was Virgil's butler and he did make me clean the toilets. And I hated him for it. But I did not kill him.

HONEYWELL: Of course, you didn't. That story is so simple a child could've figured it out. You see, you've all forgotten about the clues which were gathered by the others. Watson, take this down.

(WATSON writes the clues next to the other facts on the poster board as HONEYWELL explains them.)

The 1st clue was "Nonsense." At first I thought this meant someone who did nonsensical things which lead me to suspect Sweetie, but then realized that it probably meant someone with non-sense or in other words the absence of one of the six senses.

(CLUE, HONEYWELL, WATSON and BOGUS separate themselves from the six assistants.)

BOGUS: Well, that narrows it down to six.

HONEYWELL: Then the 2nd clue was "Faker." This must mean someone who is faking the lack of one of the six senses. By putting her hand in the snake basket I knew she wasn't faking the lack of common sense. So Sweetie can be eliminated as a suspect.

(SWEETIE starts toward the detectives.)

WATSON: One moment please.

(SWEETY stops.)

But she was faking her identity.

HONEYWELL: That's true. But let's look at the next clue, "Saved All."

All five of them saved us all, which reaffirms the fact that it is one of them. Sorry Sweety, you didn't really save us from the snakes. We were in no danger from them until you pulled them out.

(SWEETY joins the detectives.)

So it must be someone else who is faking their disability.

CLUE: That leaves five suspects remaining.

HONEYWELL: Clue four was "Ocular Bovine." A bovine is a member of the Bovinae family referring to cattle. And "Ocular" refers to the eye.

CHEW: Cattle Eye?

HONEYWELL: Ah, but more specifically what animal can be found within a herd of cattle?

CLUE: A Cow! Of course, it's so simple, Cow's eye!

HONEYWELL: Well, not quite. What do we call males?

SWEETY: Pigs?

HONEYWELL: I mean the male bovine.

BOGUS: A bull.

CHEW: Bull's eye!

HONEYWELL: Exactly, Bull's eye, which usually represents someone who is a good shot.

BEE: Well, I guess that clears me. I'm blind.

WATSON: One moment. You were the only one who fired the gun.

BOGUS: But it took her five shots to hit the target. What about the 5th clue, "Comb?" Now, Ping needs to comb his hair.

HONEYWELL: Yes, but what other type of combs are there.

CLUE: Honeycomb! You Miss Honeycomb?

HONEYWELL: My name is Honeywell.

CLUE: Oh.

BOGUS: But the 6th clue also implicates you. "Bell."

WATSON: But I was thinking that the Bell would implicate Ping because his name sounds like a bell and he's deaf.

(PING shakes his head and PONG nods his.)

BOGUS: Not if it's a different type of Bell, like, shall we say... a Southern Bell?

HONEYWELL: Very good, Bogus. But there are two of us. And what makes a Honeycomb?

(Pause.)

EVERYONE: (except BEE) BEE!

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