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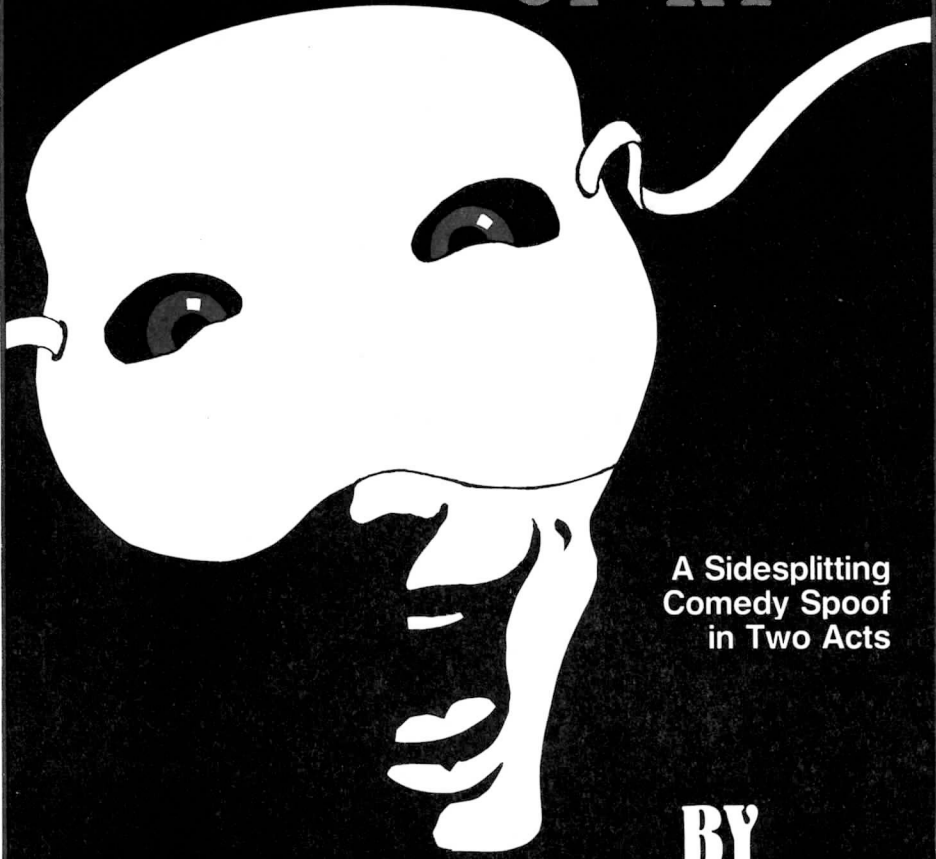
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PHANTOM OF THE OP'RY

THE PHANTOM OF THE OP'RY



A Sidesplitting
Comedy Spooof
in Two Acts

**BY
TIM KELLY**



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Contemporary Drama Service
PO Box 7710 • Colorado Springs, CO 80933-7710

THE PHANTOM OF THE OP'RY was first presented by the Tombstone Repertory Company, Schieffelin Opera House, Tombstone, Arizona, with the following credits:

Erik Bob Hoskin
Guppy Gopher Cheryl Wallman
Minerva Hotchkiss Theresa Reeder
Louisa Pampermouse Judy Heiser
Junior Hampter Art Rodriguez
Silky Acidtongue Steve Reeder
Chester Broomhandle Gene Simpson
Zaza Lois Rimer
Mimi Nola Garcia
Lulu Marge Ellsberry
Christine Swansong Stephanie Ray
Mrs. Swansong Loretta Burris
Madame Barracuda Yvonne Manuel
Carlotta Barracuda Betty Davis
Humphrey Rainwater Kate Buehring
Lt. Farleigh Good Bill Buehring
Dora Jay Rodriguez
Smokey Fish Frederick P. Perfetto
Felicity Van Loon Jan Cadwell
Flufferduff Chipstrap Joan Rausch
Salome Dibble Teresa Speers
Directed by Dick Perry
Assistant Director Marge Ellsberry
Stage Manager Bud Bernett
Lighting Design Lee Burris

CAST OF GRAND ARTISTES
(and some grander than others)

ERIK Phantom of the Op'ry House. Beware!
GUPPY GOPHER cleaning woman, good screamer
MINERVA HOTCHKISS kissing the op'ry goodbye
LOUISA PAMPERMOUSE she should have bought
a chicken ranch
JUNIOR HAMPSTER one day he could be governor
— one day is enough
SILKY ACIDTONGUE music critic. A sour note
CHESTER BROOMHANDLE his favorite expression
is "Five minutes!"
ZAZA a lovely young performer
MIMI more loveliness
LULU and still more
CHRISTINE SWANSONG an enchanting human canary
— and the Phantom is the cat!
MRS. SWANSONG Christine's mother, nice lady
MADAME BARRACUDA Carlotta's mother, a dragon
CARLOTTA BARRACUDA ... opera star; so rich she should
retire her voice
HUMPHREY RAINWATER knows a lot about rats
because he's a pest
LT. FARLEIGH GOOD in love with Christine, former
member of Junior Red Cross
DORA a maid who's a maid
SMOKEY FISH a walking symphony
FELICITY VAN LOON culture vulture
FLUFFERDUFF CHIPSTRAP make that two
SALOME DIBBLE a fatal postcard
OPTIONAL OTHERS vaudeville performers, citizens,
stagehands

PRODUCTION NOTES

Act One

ON STAGE:

Star Dressing Room: Table with mirror, decanter with water, glass, chair or stool. Lounging chair with optional footstool, optional section of wall, costume rack.

Chorus Dressing Room: Long table with mirror, bench or three chairs or stools, optional wall section, costume rack.

Theatre Office: Desk or table with lamp, legal papers, ledger, pen, ink pot, desk chair, stools (2). Dressing screen masking small stepladder.

For Theatre Atmosphere: Scenery flats, ropes, hanging lights, costumes, assorted props, footlights.

Brought Onstage: Pail, mop (GUPPY); vest with rubber stamps, tin star, holster with pistol (JUNIOR); pencil and clip-board (CHESTER); sack, club, rubber [toy] rat (HUMPHREY).

Act Two

ON STAGE:

Add: Costumes to dressing room racks.

Brought Onstage: Flowers (FELICITY, FLUFFERDUFF); dressing gown (CARLOTTA); Carlotta's performance costume (DORA); teacup and saucer (MRS. SWANSONG, MRS. BARRACUDA); hanky (CHRISTINE); broom (GUPPY); sack and club (HUMPHREY); postcard (SALOME); hacksaw (THE PHANTOM); fan (CARLOTTA); whistle (CHESTER); a second mask (ERIK, THE PHANTOM); table with phonograph, records (in "dungeon"); lantern (FARLEIGH); small black box (ERIK); cape, hat, mask (ACIDTONGUE as Phantom #2), and grenade (ERIK).

Sound: Organ music, storm effects, lovely overture, optional crash of chandelier, chase music, optional explosion for hand grenade.

Costumes: As indicated in script. Since the spoof is an *anything goes* type of entertainment, use your imagination. The wilder, the better. Basically, what works with any *mellerdrammar* will work here. Don't be afraid to *mix up* periods. However, do give special attention to ERIK's long cape, floppy hat, and mask. Although everything is farcical and silly in the show, *THE PHANTOM should look genuinely scary*.

MISCELLANEOUS:

Dressing table mirrors: If table mirrors present a problem, substitute hand mirrors.

ERIK rises above dressing screen: The dressing screen must be high enough and wide enough to conceal THE PHANTOM.

Some steps, even a small stepladder or platform are placed behind the screen. THE PHANTOM simply *climbs into view* as if he were *rising* from the depths of the Op'ry House.

JUNIOR's chaps: For a funny touch, sew a furry, fluffy bathroom rug to each trouser leg.

Footlights: Half of a large juice can, painted black, works nicely. Supposedly, the half-can is masking a candle or an oil lamp which was the main source of stage light in a bygone era.

CARLOTTA's chair: A chaise lounge instead of a comfortable chair and footstool will look great if you can find one.

The jokes: Don't treat the jokes as jokes. That is, don't wait for the audience to laugh. Some of the gags are groaners and waiting for reaction, good or bad, will only slow down the pacing. Treat the gags, puns, and jokes as straight dialog, moving right along. The audience will get some, miss some. It doesn't matter. It's the overall comic madness that counts.

The acting, the staging, the set, the costumes — everything should be corny and exaggerated.

Flexible casting: For a smaller cast, you might combine the characters of ZAZA, MIMI, and LULU into just one chorus girl. FLUFFERDUFF and FELICITY into one. You might cut the character of SMOKEY FISH, etc.

For a larger cast, you might add more chorus girls and divide the lines.

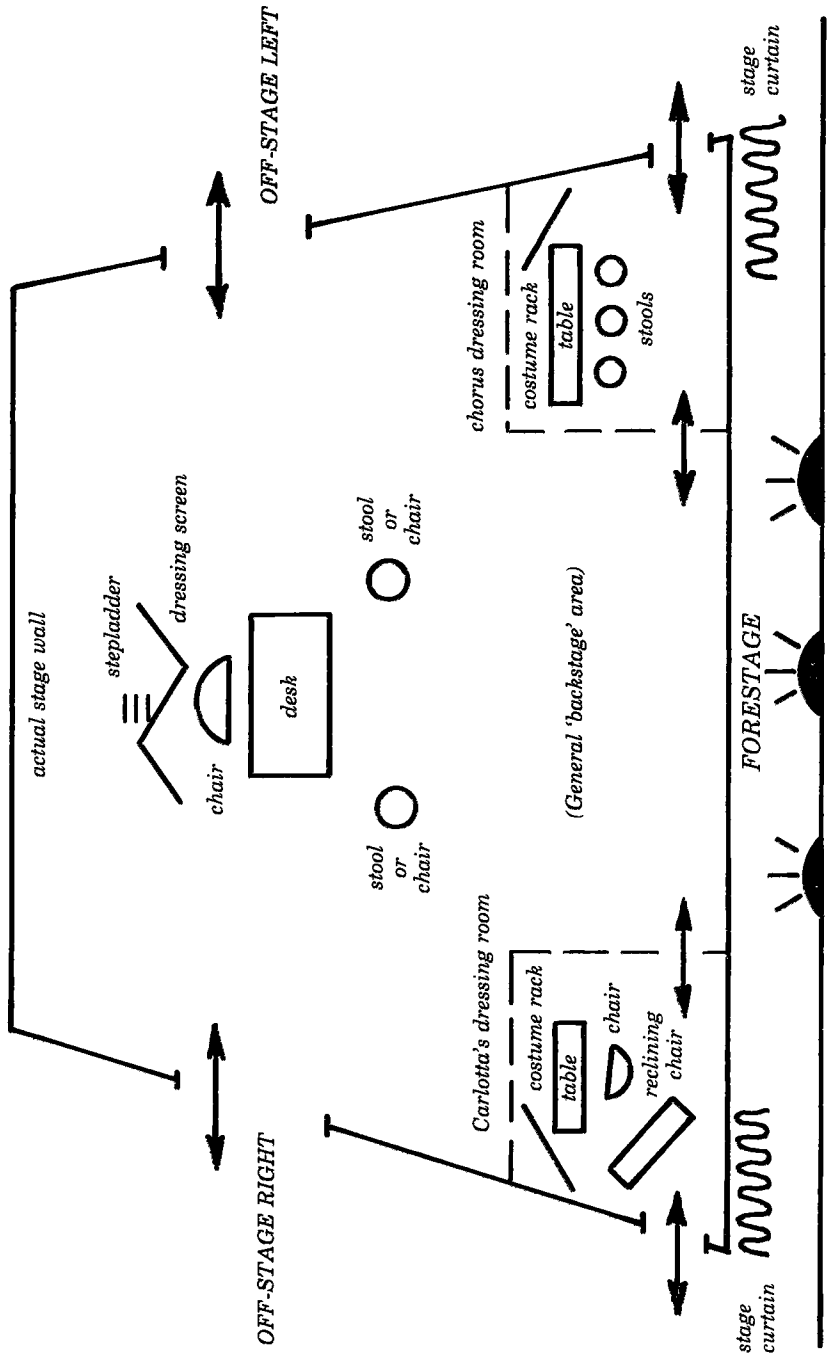
Some roles can be changed from female to male: MINERVA could become *Mike Hotchkiss*, GUPPY could become *George*, MRS. SWANSONG might become *Mr. Swansong*, FELICITY might change to *Fred*, SALOME could become ERIK's brother *Sol*, etc.

Some roles can change from male to female: ACIDTONGUE could be *Silvia*, HUMPHREY could be *Henrietta*, etc.

An altered line here and there to accommodate the changes may be necessary, but this is minor.

Adjust the casting to fit your production needs.

SUGGESTED SETTING FOR "THE PHANTOM OF THE OPRY"



1
2
3 **ACT I**

4 **SETTING:** Skunk Creek Op'ry House

5 We see different "playing areas". Down Right is the "star"
6 dressing room. This consists of a make-up table with mirror,
7 chair or stool. On the table is a decanter of water, glass. A
8 comfortable lounging chair (footstool) is also in the room, along
9 with a rack for costumes.

10 An *optional* "wall" or section of a "wall" is behind the
11 dressing table. An "imaginary" door is Left. Other areas of this
12 dressing room are Off Right.

13 The dressing room for the ladies of the chorus is Down
14 Left. It consists of a long dressing table with mirror — with a
15 bench or three chairs or stools in front of it. Behind the dressing
16 table is another *optional* "wall" or section of a "wall". There is
17 also a costume rack.

18 The dressing rooms are set behind the curtain line.

19 The wide, deep area between the two dressing rooms
20 reveals the office of the Op'ry House owner-manager Stage
21 Center. A desk or table with a lamp or candelabrum, legal
22 papers, pen, ink pot, ledger.

23 A dressing screen is behind the desk and desk chair.
24 Concealed behind screen is a small stepladder.

25 Two stools or chairs, one Left and one Right, are positioned
26 in front of the desk/table.

27 Against the (real) back wall of the stage are placed
28 atmospheric "touches" — scenery flats, lights, ropes, costumes,
29 various props.

30 "Footlights" dot the edge of the Forestage.

31 **NOTE:** The preceding indicates the *basic* stage picture.
32 For suggestions on how to "dress up" the staging and manage
33 the various effects, consult Production Notes.

34 **IN THE BLACKNESS PRIOR TO CURTAIN:** Organ music — loud,
35 scary — and creepy and spooky and weird and stuff like that.

1 A spotlight picks out a FIGURE with its back to the
2 audience, Center. The FIGURE is wrapped in a cloak, wears a
3 floppy hat and black gloves. As the music rises in volume, the
4 FIGURE turns around. It's wearing a mask.

5 The FIGURE stands motionless for a moment — horrific
6 sight. FIGURE advances on the audience, measured step by
7 measured step. When it's almost to the footlights, the FIGURE
8 stops, extends an accusing finger to the audience.

9 Music out.

10 The FIGURE stands like an evil statue and then, it speaks!
11 **ERIK (The "Phantom"):** Beware. (*Louder*) Beware! (*Pause*)
12 Beware — The Phantom of the Op'ry House! (*Clutches his*
13 *throat as if to strangle himself.*) Hahahahahahaha! (*Blackout*)
14 (*Pause. Followed by a scream from GUPPY GOPHER, the*
15 *cleaning woman.*)

16
17 **AT RISE:** GUPPY hurries in from Stage Left. Carries a bucket or
18 pail in one hand and a mop in the other. She's not too bright.
19 Talks to herself.

20
21 **GUPPY:** The Phantom! The Phantom! It's more than a person
22 can stand. (*Thinks.*) I'd better sit. (*She sits Left of desk. Doesn't*
23 *move. Then — another scream. She relaxes, smiles.*) That's
24 better. I feel more like myself.
25 (*MINERVA HOTCHKISS, current owner of the Op'ry House,*
26 *enters from Stage Right.*)

27 **MINERVA:** Guppy, was that you?

28 **GUPPY:** It was.

29 **MINERVA:** Why were you screaming like that?

30 **GUPPY:** It's the only way I know how to scream.

31 **MINERVA:** I mean — *why* were you screaming?

32 **GUPPY:** (*Ominous*) Something I saw in the shadows.

33 **MINERVA:** A rat.

34 **GUPPY:** If it was a rat, it was a two-legged rat. With a hat
35 and a cape and a mask!

1 **MINERVA:** (*Sharply*) You've been out in the sun again. Get
2 on with your work. Clean out the dressing rooms, mop
3 the stage, wash the windows. Sweep the lobby and water
4 the rubber plant.

5 **GUPPY:** My name's Guppy Gopher. It ain't Cinderella. And
6 I know what I saw. (*MINERVA moves behind the desk,*
7 *pretends to believe GUPPY is talking nonsense.*)

8 **MINERVA:** Something in the shadows, you said? Remember,
9 Guppy, shadows play tricks.

10 **GUPPY:** So do phantoms. You're lucky to be getting rid of
11 this old Op'ry House, Miss Hotchkiss. I don't know what
12 the new owner will say when she finds out it's haunted.

13 **MINERVA:** (*Suddenly alarmed*) Sssshhh. Ghosts shouldn't be
14 talked about.

15 **GUPPY:** Or seen! But I seen him.

16 **MINERVA:** It was your imagination, I tell you.

17 **GUPPY:** No, it weren't.

18 **MINERVA:** The Phantom is only a ghost story. Besides, all
19 theatres have ghosts.

20 **GUPPY:** (*Ignores her.*) I'm peeking around the corner and the
21 Phantom's talking to himself and he's saying — "Beware!"

22 **MINERVA:** Beware?

23 **GUPPY:** "Beware — the Phantom of the Op'ry House!" Then
24 he goes like this. (*Mimicks his laughter.*) Hahahahahahaha!
25 (*Thinks.*) No, it was more like this. (*Different inflection*)
26 Hahahahahahaha!

27 **MINERVA:** He goes like what?

28 **GUPPY:** (*Sighs.*) Like this. (*Repeats the second inflection.*)
29 Hahahahahahaha!

30 **MINERVA:** You mean like this? (*Mimicks GUPPY.*) Hahahaha-
31 hahaha!

32 **GUPPY:** You got it.

33 **MINERVA:** (*Serious tone*) Guppy, do you enjoy working at this
34 Op'ry House?

35 **GUPPY:** What's to enjoy? I got to eat, don't I?

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