

**MONSTER MANSION MAYHEM – FREE PREVIEW PDF**



PREVIEW

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**Produced By The Script Locker**

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NAME .....

CHARACTER .....

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Official Script Pack



## **WELCOME TO THE SCRIPT LOCKER**

Thank you for checking out MONSTER MANSION MAYHEM!

Monster Mansion Mayhem is a flexible, modern youth theatre musical designed for schools, performing arts academies, and youth theatre groups looking for a fun, adaptable production with heart, humour, and plenty of opportunities for young performers to shine.

Created by performing arts teachers, this show pack is designed to work around YOUR cast. Adjust characters, edit lines, expand ensemble moments, and make the production your own.

### **INCLUDED IN THE FULL SCRIPT PACK**

- Editable Script Document
- PDF Script Copy
- Character Breakdown
- Character Line Count Guide
- Suggested Song List
- Flexible Casting Guidance
- Logos & Images For Promotion

### **A NOTE ABOUT MUSIC**

All songs referenced throughout the production are suggestions only.

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Created By Teachers, For Teachers.

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# MONSTER MANSION MAYHEM

## Synopsis

A group of teenagers gather at Imi and Becca's house for what is supposed to be a simple board-game night while their parents go out for dinner. Excitement quickly turns to frustration when the younger siblings are unexpectedly left behind for the older kids to babysit.

The game, an old spooky board game appears harmless at first. But when the children begin playing at exactly 5:55pm and perform the game's eerie ritual song, they are magically transported inside the game itself.

Separated into teams, the children must venture through different haunted areas of the game world to retrieve their chosen playing pieces before the timer runs out. Along the way they encounter a colourful collection of supernatural creatures: Witches, Zombies, Ghosts, Skeletons, Bats, and Día de los Muertos Spirits.

At first, the spooky inhabitants try to trap or scare the children, but eventually the monsters realise they don't actually want the kids stuck there forever. In an unexpected turn, the creatures decide to help the children complete the mission and return home.

After solving the game's final clue, the children escape back into the real world. Yet despite the danger, the adventure leaves them exhilarated rather than traumatised. Missing their new monstrous friends almost immediately, the children decide to re-enter the game for another adventure as the show ends in a celebratory finale.



## **CHARACTER OVERVIEW**

### **The Older Kids**

A brave group of friends who find themselves trapped inside the mysterious Monster Mansion. They lead the adventure and help when chaos strikes.

### **The Younger Kids**

Energetic, imaginative, and accidentally hilarious. They may be smaller, but their courage grows throughout the story as they face monsters and mayhem.

### **The Parents**

A collection of well-meaning adults who bring plenty of comedy, warmth, and light-hearted bickering to the adventure while trying to keep everyone safe.

### **The Witches**

Dramatic, eccentric, and bursting with personality. From bossy leaders to sarcastic troublemakers, the witches provide some of the show's biggest laughs.

### **The Zombies**

Hungry, confused, and delightfully chaotic. These monsters are more so funny than frightening, creating plenty of physical comedy and memorable moments.

### **Dia De Los Muertos Spirits**

Colourful, elegant, and full of charm. These spirited characters combine humour, warmth, and wisdom while celebrating life, family, and tradition.

### **The Skeletons**

A lively group of bony performers who love music, mischief, and making an entrance. Packed with quirky personalities and comic energy.

### **The Ghosts**

Theatrical, spooky, and completely OTT. From dramatic divas to nervous wrecks, these ghosts deliver plenty of laughs and larger-than-life performances.

**Full detailed character breakdowns, performance notes, line counts, and casting guidance are included in the complete script pack.**



## SONG LIST SAMPLE

- |  |                               |
|--|-------------------------------|
| 1 – <u>Come Little Children</u><br><i>Hocus Pocus</i>          | KIDS and FEATURED<br>SPOOKS   |
| 2 – <u>Things That Go Bump In The Night</u><br><i>Allstars</i> | ALL                           |
| 4 – <u>Do It Like The Zombies Do</u><br><i>Zombies 2</i>       | ZOMBIES, IMI and<br>BECCA     |
| 5 – <u>Bat Out Of Hell</u><br><i>Meat Loaf</i>                 | BATS, OLLIE and<br>ZIGGY      |
| 8 – <u>Skeleton Sam</u><br><i>LVCRAFT</i>                      | SKELETONS, SASHA<br>and NIEVE |

Full suggested song guide included in complete pack.



## SCRIPT SAMPLE

### Scene 1 – Imi and Becca’s House

*(DEBBIE and IMI enter)*

DEBBIE – Now remember, I’ve left the number of the restaurant by the microwave, there’s snacks in the fridge but DO NOT under any circumstances touch dad’s baby bells, unless of course you want to die.

IMI – I won’t. *(Dramatically)* I wouldn’t dare!

DEBBIE – *(Thinking)* Is there anything else...?

IMI – Just go. Honestly mum, we’ll be fine.

*(There’s a knock at the door. Off-stage we hear...)*

STAN – Good evening. Come on in. She’s upstairs.

*(REMI and SAMMIE enter)*

REMI – *(Excitedly)* Hey. I can’t wait for tonight.

SAMMIE – All he/she’s been going on about today is tonight.

REMI – Yeah, and what’s wrong with that?

*(The door goes again. Off-stage we hear...)*

STAN – Welcome to our humble abode. *(In a spooky tone)*  
Please, enter at your own risk!

IMI – Dad thinks he’s SO funny!

*(OLLIE, CERRI and SASHA enter)*

OLLIE – *(Laughing)* Your dad is crack up Imi!

CERRI – Wish our dad was like that! He’s SO boring.

SASHA – *(Defensively)* Don’t talk about dad like that.



CERRI – You would say that. You’re his favourite!

DEBBIE – *(Changing the subject)* So, what have you lot got planned for tonight?

REMI – *(Whispering to OLLIE)* Did you bring it Ollie?

OLLIE – *(Whispering back)* Of course I did.

DEBBIE – What?

IMI – *(Flippantly)* Oh nothing. Just a silly little board game. No big deal.

SASHA – Don’t listen to her. *(Dramatically)* It’s only the best board game of our time!

CERRI – Bit dramatic!

*(MIKE, GINA, JULIE, SARAH and STAN enter)*

STAN – *(Dramatically)* Who’s dramatic...

DEBBIE – You are!

OLLIE – We’re talking about... *(Pulling the board game out from behind his back)* the board game!

JULIE – Oh I remember that. I used to play that when I was young.

SAMMIE – Which means it’s a REALLY OLD board game.

JULIE – Oi you. I may be your mother but I was young once upon a time.

SARAH – Before you lot all aged us with your antics!

IMI – *(Rushing them out)* Isn’t it time you lot were going? You don’t want to miss your reservation!

STAN – There’s just one more TINY little thing before we go...



IMI – *(Tentatively)* What?

STAN – Come in guys!

*(BECCA, GEORGIE, MICKY, ALBIE, NIEVE and ZIGGY enter excitedly. They stand looking sweet and innocent)*

IMI – What...

STAN – We need you all to do us a big favour and look after your younger siblings.

REMI – But that's not fair.

SAMMIE – We thought they were going with you lot!

GINA – Well they're not.

JULIE – No children allowed where we're going.

REMI – But we had a games night planned.

SARAH – And you can still play your board game.

MIKE – But maybe you can include them too!

GINA – I'm sure they'd all love that, right...  
*(ALL younger siblings nod)*

STAN – Well, we'd better be off. Have a good time everyone.

DEBBIE – Look after each other and NO causing trouble! I know what you lot are like!

*(ALL parents exit. The younger kids all turn from sweet and innocent to fiesty)*

BECCA – Come on then. What we doing?

IMI – You're doing nothing. Can't you take all that lot *(Pointing to the younger siblings)* and go and play in your room?

BECCA – But mum and dad said you lot have to look after us.



REMI – *(Excitedly)* Well, we’ve got a really cool board game that we’re going to play.

*(OLLIE nudges REMI)*

REMI – What?

OLLIE – What Remi means is we’ve got a really grown up, BORING board game that we’re going to play so best off if you go and find something else to do.

MICKY – Is this the board game that he’s been going on about all day?!

SAMMIE – That’s the one.

ALBIE – But, if it’s so boring why would he be going on about it?

SAMMIE – I don’t know. Look, are you going to leave us alone or what?

ZIGGY – But mum and dad said...

SASHA – We don’t care what mum and dad said.

ZIGGY – Then I’m telling!

REMI – *(Impatiently)* Look, can we get on with the game please or we are going to run out of time!

CERRI – It’s true. If we don’t get started soon there’s going to be no point in starting. Why don’t we just let them join in... I mean, look at them...

*(ALL the younger siblings do their best to look cute)*

IMI – *(Huffing)* Oh alright then. Let’s go. *(Shouting over to OLLIE)* Ollie, set the board up!

OLLIE – Already done it my friend.



IMI – Come on then. Everybody gather round.

GEORGIE – So, what do we have to do?

CERRI – Well, first all we need to pick our playing pieces but because there are so many of us now, we’re going to have to play in pairs. So, group up!

ZIGGY – So, now what happens.

*(The mood changes and everything becomes more eerie)*

OLLIE – We all place our pieces on the start and now we all have to hold hands.

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**Extract from Scene 2 – The Kitchen**  
**(WITCHES, SAMMIE and ALBIE)**

*(ALL WITCHES enter cackling and making noise)*

SABRINA – *(Looking around)* Has anyone seen Salem?

MRYTLE – Is that mangy good for nothing cat still alive?

ZELDA – *(Over a kitchen pot)* Hubble bubble toil and trouble...

MORGANA – If I get close to you, I can see your stubble!

ZELDA – Oi you! Do you want me to put poison in your soup... Cause I will!

MYRTLE – Will you pair ever shut up?

LINDA – My thoughts exactly.

MYRTLE – And you can pipe down little Miss Linda.

LINDA – Er... It’s La-inda... with a La *(Toss, toss of her hair)*

ANGELICA – *(With a German accent)* Move over you good for nothing worms. Don’t you know who I am... *(Dramatically)* I am the Grand High Witch and don’t you forget it!



ELSPETH – Not in this game Honey. You’re just a normal witch just like the rest of us! So, wind your neck in.

BETTE – *(Looking over at SAMANTHA who is stood wiggling her nose)* What is up with her...

SABRINA – What do you mean?

BETTE – Well, look at her. She always looks like she’s got something stuck up her nose.

SAMANTHA – I can hear you, you know!

BETTE – Well, what’s going on then, sister?

SAMANTHA – It’s my magic. It’s stopped working.

MYRTLE – I don’t think she ever really had any magic in the first place.

SAMANTHA – What did you say?

MYRTLE – Oh come on, a little wiggle of the nose and poof magic...  
Do me a favour.

*(SAMMIE and ALBIE enter, sneaking in behind all of the commotion. The WITCHES carry on moving about, doing their business)*

ALBIE – *(Whispering)* So, we’re looking for the broomstick, right?

SAMMIE – That’s right.

ALBIE – But where could it be?

SAMMIE – Just keep a look out. It’s got to be here somewhere!

*(SAMMIE and ALBIE creep around without the WITCHES seeing them)*

ELSPETH – So, what’s for dinner anyway?

ZELDA – Well, I’ve tried a new recipe today. So, it’s eye



of the Tiger, toe of a Dog, wool of a Jumper, tongue of Warthog, Adders spoon, all-seeing Worms sting, Salamanders leg and a Robins wing. A Fillet-O-Fish and jobs a guddun and now all that's missing is a lovely pudding!

ALBIE – That sounds DISGUSTING!

BETTE – *(Looking around)* What was that noise?

SABRINA – It was probably my stomach recoiling from what's cooking in that pot.

LINDA – *(Singing into the broomstick)* I feel pretty, oh so pretty, I feel pretty and witty and...

ANGELICA – WHAT...

LINDA – *(Screams and throws the broomstick away from her)*

ANGELICA – Are you singing about?

LINDA – Just about how pretty I am!

SAMMIE – Look! There's the broomstick. We need to sneak up and get it without any of them seeing us!

*(SAMMIE and ALBIE start to sneak up and grab the broomstick)*

MORGANA – Well, stick a toad in it will ya. We don't all want to hear that cacophony of hideousness!

LINDA – That. Is. Rude! That is pretty, horribly rude!

MYRTLE – Cry me a river darling!

*(SAMMIE and ABLIE make a noise by accident and ALL WITCHES look at them)*

ANGELICA – Well would you look at that! We seem to have company!

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## Extract from scene 8 Meeting the Ghosts

*(OPRAH enters)*

OPRAH – Did someone say awakening the spirit?

*(SFX of thunder and lightning with the Phantom of the opera theme music. BANSHEE screams)*

OPRAH – *(Dramatically and over the top)* Well, here I am!

GHOULIANI – Oh great.

SCREAMIE – Nice to have you back with us!

OPRAH – Are we all met?

JINX – Apart from Houdini!

OPRAH – Not again. We're always waiting for him to escape from somewhere!

QUIVER – Maybe he's been buried alive again!

SPIRI – But hopefully this time he won't escape...

JITTER – *(Seeing HOUDINI)* Hang on... Here he comes!

HOUDINI – *(Entering looking annoyed and tied up)* Right, come clean, which one of you ghastly ghosts took the key for this lock?

ALL GHOSTS – Don't look at us!

REMI – *(Coming out from hiding)* You mean THIS key?!

HOUDINI – Yes, that key! Unlock me at once you ghoulish mortal.  
*(Turns his back whilst REMI unlocks him)* Wait...

ALL GHOSTS – *(Gathering around REMI)* A mortal!

OPRAH – Let me guess, you're here to play amongst our graveyards!



REMI – No, not really. Just looking from something. No big deal.

OPRAH – Oh, but it is a big deal. You think you can just swan about the place, well, you can't!

JITTER – This is our home!

JINX – Our sanctuary.

QUIVER – Are you alone?

REMI – Er... *(Looking around for MICKY)* Yeah, yeah I am.

HOUDINI – Finally I'm free! *(To REMI)* Thank you.

OPRAH – Well, if we're all met... then it's time.

REMI – Time for what?

OPRAH – Sit yourself down and be prepared to be spooked!

***[Suggested song] GRIM GRINNING GHOSTS – Glenn Gatsby***  
***\*The song you choose should be spooky and fun\****

REMI – That was AMAZING!!!!!!!

OPRAH – Why thank you. It's just a little something we do to celebrate every full moon.

JINX – *(Whispering to JITTER)* Hey, have you noticed the little head popping up and down behind Banshee's headstone?

JITTER – I thought it was my eyes.

QUIVER – Everything shakes to me.

SPIRI – Come on, let's go and investigate!

*(They sneak up and scare MICKY out from behind the tombstone)*

OPRAH – WHAT IS THIS!



*(SFX Phantom of the opera theme music plays as MICKY is pulled by the GHOSTS to be with REMI)*

REMI – Him? I don't know him. Must be a runaway! Nothing to do with me!

MICKY – Hey!

OPRAH – *(Angrily)* YOU LIED TO ME!

SCREAMIE – Here we go again!

OPRAH – ANYONE WHO DARES TO LIE TO ME WILL BE HAUNTED FOR THE REST OF THEIR LIVES!

MICKY – *(To REMI)* What did you do?!

REMI – We need to get out of here and quick! When I say now, we run, ok!

MICKY – Ok.

REMI – *(Changing the tone)* That's all well and good. You haunt me for the rest of my life but I've got to ask ONE question!

OPRAH – Go on...

REMI – Why do you always have that music playing when you're saying something profound?

HOUDINI – Isn't it obvious...

MICKY – No, not really.

OPRAH – Because I am the one, the only, *(SFX Phantom of the opera music plays again)* The PHANTOM OF THE OPRAH!

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