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**MR. E'S RADIO SPIRITZ SHOW**

**by**

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**AUTHOR'S NOTES**

The slow sinister creaking door...the forlorn wailing of a train...the ominous ticking of a clock. These particular sounds and others made for edge-of-your-seat entertainment during the Golden Age of Radio.

One of the most important ingredients to a mystery story was the sound-effects man. He was the one who set the stage, painted the scenery, built the mood and provided the motif. When these realistic sound effects were combined with wonderful acting and writing, the result was truly a treat for the mind's eye. There definitely was mystery on the airwaves during the Golden Age of Radio, but there really wasn't any mystery to it at all...it was just plain fun! This play lets the audience close their eyes and listen to the sounds that paint a picture in their mind...BUT THEY MUST STAY ALERT! For they have a job to do...to be the show's sound effects folie!

I wrote this show for the special talents of my dear friend, Frank Pisani...an incredible performer. Frank can do voice impersonations that are out of this world...and can switch from character to character in a blink of an eye. Adapting the old Wayne and Schuster, *Rinse the Blood Off My Toga* routine, to the characters that Frank could easily mimic and dropping them into a 1940's radio studio, gave the perfect storyline for the audience to do their part with the sound effects. The dark, film noir Bogie-style setting makes for a great atmosphere...which, in turn, is a lot of fun for my Young-At-Heart audiences. Clean family-style comedy that brings back fond memories for those growing up with the Golden Age of Radio, and, yet, stimulates the minds of the younger generations who are growing up with the mind-numbing effects of television and video games.

I played the part of the Host (dressed in zoot suit) and Frank handled all of the character voices, but you can easily have a different person play each character...just do it with the best voice impersonation that you can and dress your characters accordingly... a la ancient Rome style...such as a sequined toga-

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clad Elvis...or long trench coat toga Detective Columbo...or, well, you get the idea.

The majority of the sound effects props can be easily purchased at most party stores, or in bulk quantities through such places as Oriental Trading Company and other novelty vendors. The toy drum and piano can easily be purchased from most toy stores, and shoes can be found at any local thrift store. We made our APPLAUSE and  
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ON-AIR signs out of sheetmetal ducts and Plexiglas purchased from the local hardware store, and Liberace got a custom-made mini-sequined cape with bowtie and feathery boa attached. If you have a large audience, you may want to mic the toy piano so it can be heard by everyone...the humor is in the slow playing of the Funeral March.

As with all of my plays, audience participation is a key ingredient, with the cast having fun with it. If the audience sees and feels that the cast is enjoying themselves, they too will have a lot of fun. Thanks for performing my play...ENJOY!

**SETTING:** 1940's old-time radio studio with vintage microphone(s), "On-Air" sign, studio audience "Applause" sign, table with sound effects equipment, etc.

<b>CAST:</b>	Host	Male or female dressed 1940's style
	Narrator	Jimmy Durante
	Detective Columbo	Peter Falk
	Margella	Marge Simpson
	Toga-gram	Elvis Presley
	Brutus	Sylvester Stallone
	Edithia	Edith Bunker
	Mark Antony	Peter Lorie
	Rodneyus	Rodney Dangerfield
	Senate Guard	Liberace
	Senator	W.C. Fields
	Commercial Announcer #1	Bella Lugosi
	Commercial Announcer #2	Dean Martin
	Commercial Announcer #3	Walter Brennan

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**HOST:** *(out in audience)* Good afternoon ladies and gentlemen and welcome to W-M-O-O...*(lip-sync a "moo" while encouraging audience to "moo" out loud)*. Oh, I guess you didn't hear. Our folie...that's the sound effects man here at the station...called in sick today, or so he says *(mimic drinking alcohol)*. So, it's up to you, the audience, to do the sound effects.

Of course, you know that it was the sound effects that made vintage radio shows so special. The clamoring thunder *(poorly mimic thunder sound)*, down-pouring rain, and howling wind...*(poorly mimic howling wind sound)*...the breaking of glass as bodies fall through windows...*(hit "glass breaking hammer" on nearby table then scream and fade as if falling)*...the eerie sounds of ghostly voices...*(booo like a ghost while rattling some chains)* Well, we don't have any of those sounds in this show! But we do have some other great sound effects and it's up to you, our audience, to make it all happen. So, the first sound effect is whenever you hear the station's call letters...W-M-O-O...everyone must moo like a cow, okay? So let's start again.

Good afternoon ladies and gentlemen and welcome to W-M-O-O...*(wait for audience response)* Good job! *(eerie theme music begins)*...and welcome to another edition of Escape to The Weird Circle of the Inner Sanctum where suspense awaits The Mysterious Traveller when it's lights out.

Brought to you by *(location of theatre/performance/sponsor)* with a cast of today's hottest stars including Peter Falk, the radiant Marge Simpson, Sylvester Stallone, Peter Lorie, W.C. Fields, Rodney Dangerfield, Edith Bunker, Elvis Presley, and Jimmy Durante as the narrator. So before we start the show, I need to pick some groups of people to help us out with our sound effects.

*(approaching a table/group)* This group looks like an ornery bunch! Mean...nasty...you don't take any do-do from anyone, right? Well, too bad! You're going to take it from me and the rest of the cast today! Your job is to be our gunmen...and ladies...or is it gun maulsmolls. *(start passing out guns to table)* Whenever you hear a line like, "Okay boys, pump 'em full of lead," or "Stop, or I'll shoot," or anything pertaining to gunfire or gun shots....that's your cue to let 'em rip. So does everyone have their weapons now? Let's do a practice run. Are you ready? Listen for your cue..."Let 'em have it, boys!" *(wait for gunfire)* Not bad, not bad. "Suddenly, he heard a gunshot." *(wait for single shot, but more than likely everyone will fire their gun)* Okay, you sort of missed that one. I said "gunshot" not "gunfire." Does anyone know the difference between a gunshot and gunfire?

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Any retired teachers among us that want to explain the difference between a gunshot and gunfire?

That's right. A gunshot is a single shot...one bullet. And gunfire is many guns going off at once, right? Why don't you figure out amongst yourself who will be the designated person to fire the single gunshot. Okay, I think you have the idea, so once the show starts here at W-M-O-O...*(wait for audience response)* Good! The rest of you didn't miss your cue!...Gunslingers, just pay attention for your cues and you'll do fine.

**End of FreeView—Now buy the entire play!**

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