



# **Kamron Klitgaard**

Norman Maine Publishing

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**ZOMBIE MOVIE**  
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*To my sister,  
Kirsten,  
who loves zombies  
more than her luggage.*

**ZOMBIE MOVIE**  
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**ZOMBIE MOVIE** was first produced at Roy High School, Roy, Utah, on October 26, 2007: Ron Dune, director.

**DIRECTOR:** Julian Brown  
**CAMERAMAN:** Dallin Craven  
**BOOM OPERATOR:** Jamie Pitchford  
**DIANE:** Kiera Jorgensen  
**LISA:** Cortnie Christensen  
**JODI:** Kortney Klitgaard  
**KAREN:** Melissa Lanting  
**MIKE:** Chad Illum  
**PAT:** Josh Wayman  
**CORTNEY:** Liz Doolhof  
**ZOMBIE 1:** Chelsie Allred  
**ZOMBIE 2:** Jesse Whinham  
**ZOMBIE 3:** Ashley Searle  
**ZOMBIE 4:** Erica Hay  
**ZOMBIE 5:** Mikayl Eastabrook  
**BEAUFORT:** Kolbi Trimble;  
**MORTICHAJ:** Mason Imada  
**BEAULAIE:** Lindsey Kim  
**LESTER:** Thomas Brandley  
**SALLY:** Chelsea Maki  
**UMA:** Chealsey Leach  
**DARMAMUE:** Noah Dixon  
**THURMAN:** Seth Peavler  
**CLEO:** Airl Abel  
**YAVET:** Kellynn Flanders  
**ZOMBIES:** Annie Yeoman, Erika Ritchie, Lexi Paskett,  
Andy Stewart, Derek Myler

## ZOMBIE MOVIE

**INTERACTIVE FARCE.** A film crew arrives at a rural cemetery to start shooting the zombie movie, “The Return of the Night of the Living Dead Flesh-eaters, Part Two: This Time It’s Personal.” The film is so low-budget that there’s no money for foam latex, so the makeup artist has to fashion zombie makeup out of Rice Krispies and mini-marshmallows. Despite the lack of funds, filming goes smoothly until a crazy band of Louisiana Gypsies uses “The Complete Book of Curses For Dummies” to place a curse on the film crew. Then a group of hillbillies arrive and accidentally desecrate a grave, which unleashes a throng of real zombies. Soon no one can tell the real zombies from the zombie actors! The director tries to instruct the real zombies on how to walk like zombies, and the hungry makeup artist and cameraman nonchalantly rip pieces of skin off a real zombie’s face and eat it thinking it’s made of Rice Krispies. In order to save the film, audience members are called upon to dodge the flesh-eating zombies and hunt down the necessary items needed to help the film crew break the Gypsies’ curse and send the zombies back to their graves. Your audience will love this hilarious, action-packed play, which lets the audience join in on all the zany fun!

**Performance Time:** Approximately 120 minutes.

## CHARACTERS

(6 M, 9 F, 10 flexible, opt. extras)

**DIRECTOR:** Take-charge type; flexible.

**CAMERAMAN:** Works the camera; flexible.

**BOOM OPERATOR:** Works sound equipment; flexible.

**DIANE:** Makeup artist who has a knack for making edible makeup out of Rice Krispies, marshmallows, corn syrup and flour; female.

**LISA:** Ditzzy actress who is terrified of "old" people; female.

**JODI:** Actress playing a zombie.

**KAREN:** Actress playing a zombie.

**MIKE:** Actor playing a zombie who has a crush on Karen; male.

**PAT:** Actor playing a zombie; flexible.

**CORTNEY:** Actress playing a zombie.

**ZOMBIES 1-5:** Flexible.

**BEAUFORT:** Local hick with hillbilly accent; male.

**MORTICHAJ:** Local hick with hillbilly accent; male.

**BEAULAIE:** Local hick with hillbilly accent; flexible.

**LESTER:** Local hick with hillbilly accent; male.

**SALLY:** Local hick with hillbilly accent; female.

**UMA:** Louisiana Gypsy leader; female.

**DARMAMUE:** Louisiana Gypsy; female.

**THURMAN:** Louisiana Gypsy; male.

**CLEO:** Louisiana Gypsy; male.

**YAVET:** Louisiana Gypsy; female.

**EXTRAS (optional):** As additional Zombies.

## SETTING

A rural, foggy cemetery with tombstones.

## SYNOPSIS OF SCENES

ACT I: Cemetery.

ACT II: The quest.

ACT III: Cemetery, a short time later.

## ZOMBIE MOVIE

### PROPS

Tombstones	Copies of the map
Book of curses, large and old-looking	Toothpicks
2 Slurpees	Pieces of moss
Bouquet of flowers	Cotton balls
Wristwatch, for Beaufort	Paperclips
Doughnut	Crayons
Pieces of zombie skin	Thumbtacks
Assorted weapons (pitchfork, club, stick, gun, etc.)	Forks
	Mini marshmallows

### SPECIAL EFFECTS

Fog	Glowing green tombstone
Menacing music	Zombie makeup

**“LOOK,  
WE COULD ARGUE ALL NIGHT  
ABOUT WHO ROSE WHOM FROM THE DEAD  
AND WHO WANTS TO EAT WHOSE FLESH,  
BUT REALLY,  
COME ON,  
WHERE WILL THAT GET US?”**

**— DARMANUE**

## ACT I THE STORY

*(AT RISE: A foggy cemetery with tombstones. A woman's blood-curdling scream is heard. Lisa enters SR, running and looking back over her shoulder. She trips and falls to the ground. Jodi, Karen, Mike, Pat, and Cortney enter SR dressed as zombies and chase Lisa slowly but menacingly. Lisa flips over onto her back. Still on the ground, Lisa sees the Zombies, screams, and pushes herself away from them. The Zombies get closer and closer, catch up to her SL, and surround her. They close in. She covers. They reach for her and just as they are about to grab her....)*

DIRECTOR: *(Offstage.)* Cut! *(Director enters SL.)* All right! Excellent! Let's print that!

*(Zombies stand up straight. Lisa looks up and then stands up. The Cameraman and Boom Operator enter SL.)*

LISA: *(To Zombie Actors.)* Oh, guys, I got all dirty. See?

*(She shows her hands to the Zombie Actors.)*

JODI: Don't be a sissy, Lisa. Look at all the crap I have to wear.

KAREN: Yeah, that's nothin'. You think all this makeup is comfortable?

MIKE: *(To Lisa.)* You got the easy part.

PAT: You tell her, Mike.

LISA: *(To Director.)* Why can't we shoot on a soundstage?

DIRECTOR: Because, Lisa, darling, sound stages cost money. Real graveyards are free. Besides, look at this place, it has...atmosphere.

LISA: It has dirt, and bugs.

CORTNEY: Yeah, I'm starting to get *bugged*.

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LISA: *(To Director.)* It's way out in the middle of nowhere.  
Why couldn't you pick a cemetery in town...close to a mall.  
DIRECTOR: Have you seen the cemeteries in the city? All the  
gravestones are flat. You can't even see them.  
JODI: Why do they make those kind of tombstones anyway?  
KAREN: It makes it easy to mow the lawn.  
DIRECTOR: But it doesn't make it easy to shoot "The Return  
of the Night of the Living Dead Flesh-eaters, Part Two: This  
Time It's Personal." Which reminds me, our next shot is the  
eating scene.  
LISA: That's gross. Can't we call it the "death scene"?  
CAMERAMAN: But no one dies.  
LISA: I do.  
BOOM OPERATOR: No, you don't, the zombies just eat your  
flesh.  
LISA: And I don't die?  
DIRECTOR: No, you don't. Haven't you read the script?  
LISA: Yes. I got to the part where it says the zombies eat my  
flesh, and figured I died, so I didn't read any further.  
MIKE: *(To Director.)* Maybe we should kill her off.  
DIRECTOR: Well, it's kind of important to the plot that she  
comes back to terrorize her fiancé.  
MIKE: Oh, yeah.  
DIRECTOR: Hey, Jodi, it looks like some of your makeup is  
falling off. *(Yells off SR.)* Makeup!

*(Diane runs in.)*

DIANE: Yeah?  
DIRECTOR: Take a look at Jodi's cheek there. It looks like  
some of that goo is falling off.  
DIANE: It's the dampness out here. The makeup doesn't like  
it.  
DIRECTOR: Just fix it.

*(Director turns and motions for the Boom Operator and Cameraman to join him SR. Zombie Actors saunter SL. Pat and Cortney sit down and rest, but Mike stops Karen.)*

MIKE: Hey, Karen, you wanna go get a Slurpee or something after the shoot tonight?

KAREN: Are you asking me out, Mike?

MIKE: If I were, would you say yes?

KAREN: I'd say, maybe.

MIKE: Maybe? You're tearing my heart out, here.

KAREN: All right, Mike. I'll go out with you. *(Sarcastically.)* I haven't had a Slurpee in a long time.

MIKE: I was just thinking it's hot in these costumes and something cool and refreshing might hit the spot.

KAREN: Well, that's true. But I don't think we're gonna find a 7-Eleven way out here.

MIKE: You leave that to me.

KAREN: *(To herself.)* Why do I get the feeling I'm gonna regret this?

*(Mike and Karen sit with Pat and Cortney.)*

DIANE: *(To Jodi.)* I don't think we washed this side of your face good enough before we put this stuff on.

JODI: What do you mean? I scrubbed it with the Baby Wipes you gave me. *(Diane continues to work.)* What's this stuff made out of anyway?

DIANE: Well, normally, I use foam latex, but on you guys I've been experimenting with my own concoction.

JODI: Let me guess...our director said that the film's budget doesn't allow for foam latex.

DIANE: You got it. But that gives me a chance to experiment. For example, your cheek flesh is made from corn syrup, flour, marshmallows, and Rice Krispies.

JODI: Rice Krispies?

DIANE: Yeah, gives it a nice lumpy texture.

JODI: I sound delicious.

DIANE: You are. Every bit of your makeup is edible.

JODI: What about all the rotten flesh coloring?

DIANE: It's food coloring.

JODI: No way!

DIANE: Yeah, look.

*(Diane peels off a little piece of Jodi's cheek and eats it.)*

LISA: Yuck!

JODI: Whoa. I wanna try some.

DIANE: Here.

*(Diane peels a little more off Jodi's cheek and pops it into Jodi's mouth.)*

JODI: Mmm, I taste like Rice Krispie Treats!

*(Diane keeps working on Jodi's makeup.)*

DIRECTOR: All right, everyone, let's take a 20-minute break while Diane fixes the Zombies' makeup.

DIANE: *(To Zombie Actors.)* Come on, I've got some more in my car. We'll fix you up real good and have a snack, too.

JODI: All right. *(To Zombie Actors.)* Hey, you guys, let's go over to the cars.

*(All the Zombie Actors get up and exit SR. Lisa exits after them. The Director, Cameraman, and Boom Operator head SL.)*

DIRECTOR: *(To Cameraman.)* Do we need to go back for another can of film?

CAMERAMAN: Not if we can shoot the next scene in one take.

*(Gypsies enter SL. They dance about making mystical moves and circle the crew.)*

BOOM OPERATOR: *(To Cameraman and Director. Indicating Gypsies.)* Get a load of these guys.

CAMERAMAN: Are they in the movie? Their costumes are pretty good.

DIRECTOR: No, they're not in the movie. They must be locals. Let's see what they want. *(To Gypsies.)* Excuse me? Who are you?

*(Gypsies stop dancing.)*

UMA: Why have you desecrated this sacred ground?

BOOM OPERATOR: *(To Director.)* They don't sound happy.

DIRECTOR: I'll take care of this. *(To Uma.)* Sacred ground? You mean the cemetery?

DARMAMUE: The souls of the dead must be left in peace.

DIRECTOR: Hey, we're not disturbing them, we're just shooting a movie.

THURMAN: A movie?

CAMERAMAN: Yeah, "Return of the Night of the Living Dead Flesh-eaters, Part 2: This Time It's Personal."

*(Gypsies just look at each other.)*

BOOM OPERATOR: I guess they didn't see Part 1.

CLEO: *(To Crew.)* You should not be here. The dead must be left in peace.

DIRECTOR: You said that already. Look, weird people, we have a permit for shooting here. It's all legal and proper.

So, if you'll just move along back to your trailer park, we'll—  
YAVET: You must leave this place! The dead must be left in peace!

DIRECTOR: Have we got a learning disability here?

CAMERAMAN: Hey, why don't we use them in the final chase scene? Look at their outfits – they'd be great.

DIRECTOR: *(Checks out Gypsies' clothes. To Gypsies.)* What are you guys...Gypsies or something?

UMA: We are merry wanderers of the night.

DIRECTOR: That's very poetic and all, but how would you guys like to be in a major motion picture?

THURMAN: Motion picture?

BOOM OPERATOR: "Return of the Night of the Living Dead Flesh-eaters, Part 2: This Time It's Personal."

DIRECTOR: *(To Gypsies.)* Where are you guys from, anyway?

CLEO: Louisiana.

DIRECTOR: Well, you could be extras in the chase scene at the end.

UMA: No! You must leave this place. It is hallowed ground.

DIRECTOR: All right, I have now officially lost my patience. Look, freaks, we are filming here whether you like it or not!

DARMAMUE: The dead will not be happy.

DIRECTOR: Do you think they're happy now? They're dead! Now, why don't you take your little band of Gypsies, or whatever you are, and skedaddle before I call the cops because you and your cheesy accents are getting very annoying.

UMA: The dead will be upset and will have their revenge.

DIRECTOR: *(Sarcastically.)* The dead will have their revenge? Oh, that's good. Let's put that line in the movie. You're not scaring us, foolish wanderer of the night. That's our job to scare people. So leave it to the experts, and get the heck outta here. *(To Crew.)* Come on.

*(Director, Operator, and Cameraman start to exit SL.)*

UMA: *(To Crew.)* You haven't seen the last of us!

DIRECTOR: No, but the first of you makes me wanna throw up in a plastic bag and save it for a year and then fling it at you.

CAMERAMAN: Louisiana Gypsies!  
DIRECTOR: I hate Louisiana Gypsies.

*(Crew exits.)*

CLEO: What should we do?

UMA: I was just gonna let it go, but that last part was pretty rude.

YAVET: Yeah, they called us freaks. That's just plain mean.

DARMAMUE: What are we gonna do about it?

THURMAN: Maybe we *should* be in the chase scene. *(They all give him a dirty look.)* Or maybe not.

CLEO: How about a good old-fashioned curse?

*(Gypsies agree.)*

UMA: A cursing, then. Let us open the book!

*(Darmamue pulls out a large old-looking book and hands it to Uma.)*

DARMAMUE: Here it is.

*(Uma opens the book and turns the pages slowly.)*

UMA: A cursing, a cursing, let's see...what curse would be good?

DARMAMUE: Ooo! *(Points to a page in book.)* What about that one?

UMA: "Curse of the Nose Tingles"?

DARMAMUE: It makes the victim sneeze uncontrollably for 24 hours.

THURMAN: That's not bad. But what about this one? *(Points in the book.)* "Curse of the Mixed-Up Hands."

CLEO: What's that one?

THURMAN: It makes the victim think that his right hand is his left hand.

YAVET: What would that do?

THURMAN: Well, if someone were to tell him there was something on his right hand, he would look at his left. *(Others are unimpressed.)* And he would think he had opposable pinkies.

*(They all look back at the book to search for a new curse.)*

YAVET: Hey, there's one! "Curse of the Onion." After the victim is cursed with this curse, the next time the victim eats an onion, he will have onion breath. That's always annoying.

UMA: I swear, I don't know why some of these curses are even in this book.

CLEO: Hey, what about the "Curse Curse"?

DARMAMUE: What's the "Curse Curse"?

CLEO: *(Reads.)* "The Curse Curse: Upon cursing the victim with this curse, the victim, from this time forward, whenever he hits his finger with a hammer, the Curse Curse will cause him to curse."

THURMAN: Someone must've got me with that one.

DARMAMUE: Me, too. It also works when I stub my toe.

UMA: *(Looks at book.)* Here! Here it is! This is the curse we will use!

YAVET: Which one?

UMA: Here! "Curse of the Living Dead"!

*(They all look at the book.)*

CLEO: This curse causes the dead to rise from their graves and stalk the living who desecrate their ground.

UMA: Yes, yes, this is the curse!

THURMAN: My grand papi did this curse when I was a little boy. I remember the dead truly rose from their graves. It was a night of the living dead.

UMA: Well, the dead are about to return. It will be the *return* of the night of the living dead.

DARMAMUE: (*Points to book.*) Hey, there's a part two!

UMA: So there is...

YAVET: (*Reads.*) "Part two: The dead will seek out the living and consume their flesh."

THURMAN: Yep, I remember that. Poor Aunt Esmeralda...

UMA: So it will be a return of the night of the living dead flesh-eaters—

CLEO: I like part two.

UMA: ...but this time... (*Dramatic.*) ...it's personal.

DARMAMUE: Read the curse, Uma.

UMA: Okay, Darmamue, it says here that we all must stand in a circle. (*They get in a circle.*) Face outward. (*They turn and face out.*) Hands up in front of your chest. Palms out. (*They follow all directions.*) Wrists bent. Turn to the right. Hop six times. Get in a straight line. Stand on right foot. Left index finger in right ear. Right arm out. Put over head and right index finger in left ear. Hop twice. Repeat the magic words, "Esair Lliw Daed Eht." Jump to left foot. Point to your elbows. Lie on your back. Kick legs up in the air. Repeat "Ooc ooc!" Stand up. Put index fingers in corners of mouth and pull mouth corners out. Repeat magic words ""Esair Lliw Daed Eht." And that's it.

DARMAMUE: That was easy.

THURMAN: Yeah, and it was kinda fun.

CLEO: We should do that curse more often.

YAVET: All right, so where's the dead?

UMA: Maybe it takes a bit to activate them.

DARMAMUE: Yeah, give 'em a chance.

THURMAN: You know, maybe we should get outta here. I don't want to be mistaken for a desecrator.

CLEO: Good idea.

YAVET: Let's laugh Gypsy-like first.

(*They all laugh.*)

UMA: All right, let's go.

*(The Gypsies exit SR. Lisa, Diane, Jodi, Karen, Pat, and Courtney enter SL.)*

JODI: That was so cool, Diane. I can't believe how tasty it is.

DIANE: Well, I try to put flavor into it so that I can snack while I work.

LISA: It just looks so gross. I can't bring myself to eat it.

KAREN: That's because your mind tells you it looks gross so it convinces you that it must taste gross.

LISA: Do our minds work that way?

PAT: Not *our* minds. *Your* mind.

LISA: Oh, I don't mind. *(They all look at her.)* What?

CORTNEY: Never mind.

JODI: Lisa, it's a wonder that you're able to survive.

LISA: Oh, that reminds me, sometimes I have this nightmare where I'm being chased by really old people.

PAT: Sounds like a movie... "Night of the Living Old People."

LISA: Yeah, except in my dream, it's not a movie, it's real.

CORTNEY: So what happens?

LISA: Well, I'm running and running, and the old people keep chasing me and chasing me, and then, finally, they catch up with me and they surround me. There's no escape. And then—this is the worst part—they touch me!

KAREN: They touch you?

LISA: Yeah, they rub their old wrinkly skin all over my body. *(She does a wiggle dance.)* Eeeiow! Then...I turn into one of them. I'm all old and freaky. I look in the mirror and I have bags under my eyes. I must be at least...30 years old! *(Shutters.)* It's so disgusting.

JODI: You know, Lisa, old people aren't disgusting. They're just old. We all get old.

LISA: If I ever get that old, I hope someone will put me out of my misery.

PAT: I was hoping someone would put you out of my misery right now.

*(Mike enters, carrying two Slurpees.)*

MIKE: Hey, Karen, look what I got!

KAREN: *(Excited.)* Mike, you got Slurpees? *(She rushes to him.)* Where did you get them?

MIKE: At the 7-Eleven.

KAREN: But there's no 7-Eleven around here.

MIKE: I know. I bought them this morning on the way up here and put them in an ice cooler.

KAREN: Oh, Mike, you're awesome.

MIKE: Would you like to take a stroll through the graveyard?

KAREN: I'd love to. *(Mike takes a slurp and then starts coughing uncontrollably and has a hard time breathing.)* Mike? Are you okay? *(She pats his back. He tries to suck in air, but he's making terrible noises. He makes a huge scene, which goes on for a long time.)* Mike? *(He finally stops coughing and catches his breath.)*

MIKE: Sorry, I have a problem drinking through straws. Sometimes it just goes down the wrong shoot.

ZOMBIE-KAREN: Are you okay?

MIKE: Yeah, I'm fine now.

PAT: *(Annoyed.)* No Slurpees for us, huh?

*(Mike and Karen turn to leave, but Director, Cameraman, and Boom Operator enter SL.)*

DIRECTOR: All right, people, lets get set up for the eating scene.

LISA: Ugh. The "eating scene" is so gross. Can't we call it something else?

CORTNEY: Well, we *are* going to eat you.

JODI: *(Sarcastic.)* We could call it the nibbling scene.

PAT: How about the tasting scene?

KAREN: Or the gobbling scene.

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MIKE: I got it...the slurping scene.

LISA: You're gonna slurp me?

CORTNEY: Yeah, it's "The Return of the Night of the Living  
Dead Flesh Slurpers."

LISA: What? When did we change the name of the movie?

JODI: Hey, if we eat her, will we catch the stupid?

DIRECTOR: All right, that's enough. Let's set up over here by  
this tombstone.

*(They all gather around the tombstone.)*

BOOM OPERATOR: Hey, I just had a great idea! Why don't  
we use that glowing headstone.

DIRECTOR: What?

CAMERAMAN: Yeah, that would be way cool.

DIRECTOR: What glowing headstone?

BOOM OPERATOR: You know, the headstone that  
supposedly glows green all night?

PAT: That's just a myth.

CORTNEY: No, no, it's true. I've seen it.

MIKE: Is this the same cemetery?

DIRECTOR: What are you guys talking about?!

CAMERAMAN: There's this headstone that glows green all  
night. During the day, it doesn't glow. It looks like any  
other headstone, but at night, it glows like one of those glow  
stick things.

DIRECTOR: What are we talking, here, a haunted headstone?

DIANE: No, it's some kind of sediment in the stone that  
makes it glow. The sun charges it in the day and then it  
glows in the night.

JODI: I heard it was earthworms.

DIRECTOR: Earthworms?

KAREN: Yeah, they, like, crawled all over it and pooped on it.

DIRECTOR: Earthworms have glow-in-the-dark poop?

KAREN: Apparently.

MIKE: I heard it was the ghost of old man Smithers.

PAT: Really?

CAMERAMAN: Look, it doesn't matter why it glows, it just does. And it would be cool to have it in the shot. Like she's backing up toward the stone as the zombies are almost on her...then she leans up against it...and one pops out from behind the stone, and they all jump on her at the same time and then...

LISA: Then what?

CORTNEY: The chuck-a-rama scene.

DIANE: More like up-chuck-a-rama.

DIRECTOR: All right, sounds good. So, where is this tombstone?

*(Everyone just looks at each other.)*

JODI: I dunno.

KAREN: I've never seen it.

MIKE: I've only heard about it.

CAMERAMAN: Me, too.

DIRECTOR: *(To Cortney.)* You said you saw it.

CORTNEY: That was a long time ago. And this is a big cemetery.

DIANE: It shouldn't take that long to find. It's glowing green for death's sake.

DIRECTOR: She's right. Let's just split up and look for it. Everyone, go a different direction, and if you find it, just call out.

PAT: Sounds groovy.

*(They all split up and exit in different directions. Karen and Mike exit together SR. Cameraman and Diane start to exit together SL.)*

CAMERAMAN: *(To Diane.)* That was pretty good, "for death's sake."

DIANE: Huh?

CAMERAMAN: Instead of "for heavens sake" you said "for death's sake." 'Cause we're in a graveyard?

DIANE. It seemed appropriate.

*(Diane and Cameraman exit. Pause. Beaufort and Mortichai enter SL, carrying a bouquet of flowers. They speak with thick southern accents.)*

MORTICHAJ: Why do we have to come here at night, Beaufort? I'm tired.

BEAUFORT: I told you, Mortichai, Ma wants us to come here at night because that's when Great-Great-Great Grandma Latrine died. She's kind of superstitious that way.

MORTICHAJ: Well, let's do this and get outta here.

BEAUFORT: Don't get ahead of yourself, Mortichai. Remember that we gotta do it exactly as Ma said.

MORTICHAJ: Why doesn't *she* do it?

BEAUFORT: You know she can't get off the sofa in her condition.

MORTICHAJ: Well, she's the one who wants to remember Great-Great-Great Grandma Latrine. I don't even remember what she looked like.

BEAUFORT: That's because you weren't even born before she died.

MORTICHAJ: Okay, whatever. Let's just find the headstone.

BEAUFORT: All right, I think it's right over here somewhere. *(They search all over the stage and finally find it USL.)* Yep, here it is.

MORTICHAJ: Okay, let's put the flowers on the grave and get the Hades outta here.

BEAUFORT: Hold on, Beaufort. Great-Great-Great Grandma Latrine died at exactly... *(Looks at watch.)* Oh, boy, only one minute and 37 seconds left. We just barely made it here.

MORTICHAJ: Good, I hate long waits.

BEAUFORT: Now, I'll watch the clock and signal you when it's time. And when I signal you, that will be the exact

moment of death of Great-Great-Great Grandma Latrine, and you place the flowers on the grave.

MORTICHAÏ: Okay. *(They pause and are silent for about five seconds.)* Hey, Beaufort, wouldn't it be cool if all of a sudden a hand came out of the grave? Like it just shot through the dirt, and then the other hand, and then her head, and she pulled herself out of the ground and started chasing us?

BEAUFORT: I guess then you'd know what she looks like.

MORTICHAÏ: No, Beaufort, she'd be a zombie, and her clothes would be all corroded, and her skin would be all deteriorated, her flesh would be hanging off her bones, and she'd want to eat us!

BEAUFORT: Now, why would she want to eat us?

MORTICHAÏ: I dunno. Maybe because your watch was fast, or I didn't put the flowers on the grave at exactly the right time. And now she wants vengeance.

BEAUFORT: *(Scared.)* Well, my watch is set perfectly, so you better place those flowers on her grave at the exact time.

MORTICHAÏ: Take it easy, take it easy. She's not really gonna come out of the grave and eat us.

BEAUFORT: *(Lying.)* I know. I just wanna fulfill Mama's wishes.

MORTICHAÏ: How much time?

BEAUFORT: Oh, yeah... *(Looks at watch.)* Oh! Here we go! *(Counts down.)* In five, four, three, two, and one.

*(Mortichai drops the flowers without any emotion.)*

MORTICHAÏ: Okay, let's go.

BEAUFORT: *(Looking at watch.)* Wait! I was looking at the six instead of the 12 again!

MORTICHAÏ: So we're 30 seconds off?

BEAUFORT: Yeah! Oh, no, Mortichai! What are we gonna do?!

MORTICHAÏ: It's all right. I'll just drop them again. *(Bends down to pick up the flowers.)*

BEAUFORT: She might grab your hand!

MORTICHAÏ: Don't be stupid, Beaufort, there's no such thing as zombies. *(Picks up the flowers.)* See? Now just tell me how much time we really have left.

BEAUFORT: Twenty seconds.

*(Mortichai and Beaufort stand in silence waiting. Karen and Mike enter SR carrying their Slurpees. Mike offers Karen a donut.)*

MIKE: You wanna donut?

KAREN: Yeah, I'm starving. *(She takes the donut and shoves it into her mouth.)*

MIKE: Hey, look at those guys over there. They look like locals. Let's ask them if they know where the glowing tombstone is. *(Karen nods, but can't answer because her mouth is full of donut. They start walking toward Mortichai and Beaufort. Mike takes a drink of his Slurpee and it goes down the wrong shoot again. He starts coughing uncontrollably and trying to breathe as he walks toward them. The noise causes Beaufort and Mortichai to look over at them. Karen sees that Mike can't talk, so she tries to ask Beaufort and Mortichai about the tombstone, but her mouth is full. Karen and Mike keep walking, or staggering, toward Beaufort and Mortichai, who stare at them in terror. Beaufort and Mortichai scream and exit SL running, dropping the flowers onto the grave. Gaining composure.)* Oh, man. I hate that. Maybe I should just lay off the Slurpees.

*(Karen finally swallows the donut.)*

KAREN: What's wrong with them? Where'd they go?

MIKE: I dunno. Let's follow them.

KAREN: Oh, look, flowers. *(She picks up the flowers.)*

MIKE: Hurry, we need to catch up to them and ask them about the tombstone.

*(Karen and Mike exit SL. The stage is empty. Pause. Gypsies enter SR.)*

YAVET: I don't think the curse worked.

CLEO: Why not?

YAVET: It's been about 10 minutes, and I don't see any dead raising from the graves.

THURMAN: Maybe we did something wrong.

DARMAMUE: Did everybody put their index finger in their ear? *(Everybody holds out their index finger, and Darmamue looks at their fingers.)* Yep, all waxy.

UMA: We did everything right, Darmamue. Maybe it just takes awhile.

YAVET: Well, maybe we should do it again just to make sure.

*(A faint moan is heard in the distance.)*

CLEO: Or maybe we could—

UMA: Shhhh! Did you hear that? Listen.

*(Pause. Silence.)*

THURMAN: *(Stage whisper.)* Hey, Darmamue, do you know how many dead people are buried in this cemetery?

DARMAMUE: I dunno, Thurman. How many dead people are buried in this cemetery?

THURMAN: All of them. Get it? All of them?

CLEO: That's a good one. Did you guys hear that one?

UMA: Will you two shut up?! *(Another moan is heard in the distance.)* Hear that?

YAVET: What was that?

CLEO: It sounded like it came from over there.

*(Cleo points off SL. Pat and Cortney enter SL. They pause when they see the Gypsies.)*

THURMAN: It worked!

DARMAMUE: It's them!

CLEO: They're alive!

UMA: Now those outsiders will pay. *(To Pat and Cortney.)*  
Kill the intruders! Eat their flesh!

*(Pat and Cortney casually approach the Gypsies.)*

PAT: Hey, guys.

CORTNEY: How's it going?

PAT: Hey, listen, have you guys ever seen a glowing headstone around here?

*(Gypsies are speechless.)*

CORTNEY: Apparently there's this headstone that glows green at night. Have you guys ever seen it?

*(Gypsies are speechless.)*

PAT: Anyone?

*(Gypsies are speechless.)*

CORTNEY: Yes? No?

*(Gypsies are speechless.)*

PAT: Okay, I guess the cat's got your tongue?

CORTNEY: Let's look over there.

PAT: Right. *(To Gypsies.)* Hey, thanks anyway, guys.

CORTNEY: *(To Gypsies.)* Yeah, have a nice evening.

*(Pat and Cortney exit SR.)*

YAVET: I expected them to be a little bit more...vicious.

CLEO: Yeah, it's like they were sightseeing.

THURMAN: Maybe we did do it wrong and they came back as tourists.

DARMAMUE: Night of the Living Tourists?

UMA: Come on, we've got to get to the bottom of this.

*(Uma exits SL and the other Gypsies follow. Pause. A moan is heard offstage. Another moan. Several moans. Menacing music. Real Zombies enter from all sides and from the audience. They wander around a bit onstage and then exit in all directions. Beaulaie, Lester, and Sally enter SL.)*

BEAULAIE: I wonder where Beaufort and Mortichai are.

LESTER: Why did they make us wait here for 'em?

SALLY: Well, Lester, sometimes it's personal.

LESTER: What? Puttin' flowers on a grave?

BEAULAIE: It's their great-great-great grandma. They didn't even know her.

SALLY: Heck, their mama didn't even know her.

LESTER: Wait a minute, Beaulaie, if she was their great-great-great grandmother, then what does that make her to their mama?

BEAULAIE: Their mama is one generation up. So you just takes away one of the greats.

SALLY: Is that right?

LESTER: So she was their mama's great-great grandma.

SALLY: Hey, are you sure their mama didn't even know her?

LESTER: I dunno, Sally. Is it possible to know your great-great grandma?

BEAULAIE: Sure, watch. *(Holds up five fingers.)* Let's say each of my fingers represents a generation.

SALLY: Okay.

BEAULAIE/LESTER/SALLY: Each of my fingers represents a generation.

BEAULAIE: Good. Now let's say every 20 years a baby is born.

LESTER: All right.

BEAULAIE/LESTER/SALLY: Every 20 years a baby is born.

BEAULAIE: Perfect. So... *(Points at his pinky.)* ...here's your great-great grandma. *(Points at ring finger.)* Here's your great grandma. *(Points at middle finger.)* Here's your grandma. *(Points at index finger.)* Here's your ma. *(Points at thumb.)* And here's you. Five generations at 20 years apart—five times twenty—that would make your great-great grandma 100 years old when you were born. So, see? It's possible to know your great-great grandma.

LESTER: Hmm, what if, like in my family, the generations are 14 years apart?

SALLY: Or like in my family, where my grandma's also my cousin?

BEAULAIE: *(Confused.)* Uh...? Hey, here come Beaufort and Mortichai.

*(Beaufort and Mortichai enter SR, running.)*

LESTER: Hey, Beaufort, you all done with your grave decorating?

BEAUFORT: *(Out of breath.)* Zombies!

LESTER: We was just wondering. You don't have to call us names.

MORTICHAJ: No, there're zombies out there!

BEAULAIE: Again?

SALLY: I hate zombies.

BEAUFORT: It must've been those Louisiana Gypsies again, raisin' 'em from the dead.

SALLY: I hate Louisiana Gypsies.

LESTER: Were they the flesh-eating kind?

MORTICHAJ: By the looks of it, and they seemed real hungry, too.

BEAULAIE: We better get some weapons and beat 'em back to the grave like last time. *(Mike and Karen enter SR. Karen's mouth is full of donuts again and Mike takes another sip of the*

*Slurpee and chokes. Karen trips over Mike's foot and falls to the ground. She gets up limping and she holds the flowers out to them. They both look at the others and try to communicate with them but they just end up scaring them.) Whaaaa!*

LESTER: You're right, there they are!

SALLY: Hey, aren't those the flowers you were gonna put on the grave?!

BEAUFORT: It's Great-Great-Great Grandma Latrine!

*(They scream.)*

SALLY: We gotta get us some weapons! Come on!

*(Locals exit SL. Karen and Mike follow them. Pause. Diane and Cameraman enter SL.)*

CAMERAMAN: I really like the makeup effects you've done on the flesh-eaters.

DIANE: Thanks.

CAMERAMAN: Is it true that it's all edible?

DIANE: Yep. See, I can use the same stuff when the zombies eat the flesh of live people. It may look gross, but it's actually very tasty.

CAMERAMAN: *(Flirting.)* You're a genius!

DIANE: *(Flirting.)* A genius? Well, I don't know about that, but it is nice to meet a fan. You know, sometimes I think that—

*(Zombie 1 moans from off SR.)*

CAMERAMAN: What was that?

*(Zombie 1 enters SR and approaches them.)*

DIANE: Oh, hey, uh...I can't tell who that is.

CAMERAMAN: Is that you, Jodi? Mike?

ZOMBIE 1: Aahhhhoouuuuu.

CAMERAMAN: The camera is off, buddy.

DIANE: *(To Zombie 1.)* Hey, come over here a second. I wanna show him your makeup.

*(Zombie 1 approaches, still moaning, and reaches for them. Cameraman puts his hands on Zombie 1's shoulders and playfully holds him back.)*

CAMERAMAN: *(To Zombie 1.)* What? Are you some kind of method actor?

DIANE: *(To Zombie 1.)* Oh, look, a flap of skin is coming off. I'm gonna have to repair that. Here, let me get it. *(She pulls a piece of skin off of Zombie 1's face.)* There. *(To Cameraman.)* Here, try it. *(Cameraman opens his mouth and she places the skin on his tongue. He starts chewing excitedly. His chewing slows and the happiness disappears from his face.)* Well, what do you think?

CAMERAMAN: It's really...good. *(He dry heaves and then spits out the skin.)* Ahhh! I'm sorry. It's terrible!

DIANE: What?! Lemme try some. *(She peels another piece of skin off of Zombie 1's face and pops it into her mouth. She starts chewing excitedly. Her chewing slows and the happiness disappears from her face. She spits out the skin.)* Eeew! That's not my recipe! *(To Zombie 1.)* Who are you? *(She grabs Zombie 1's face and looks at him close.)* That's not my makeup job. That's... *(Realizes.)* ...real!

CAMERAMAN: What?

DIANE: That's *real* rotting flesh!

*(Cameraman and Diane look at each other, look back at Zombie 1, and then look at each other again. They scream and then jump back from Zombie 1.)*

CAMERAMAN: Real? How could it be real?!

*(Zombie 1 steps toward them.)*

DIANE: I don't know! But that's real rotting flesh coming toward us!

*(Diane and Cameraman try to avoid Zombie 1 as they quickly move about the stage during the next exchange.)*

CAMERAMAN: A zombie? A real living dead flesh-eater?!

DIANE: Apparently!

CAMERAMAN: *(Grabbing her shoulders and talking right in her face.)* How could there be a real flesh-eating zombie walking around?!

DIANE: Man, you have really bad breath.

CAMERAMAN: I'm sorry, but someone put a dead person in my mouth!

DIANE: Sorry!

CAMERAMAN: Let's get outta here! *(They hold hands and start to run off SR but Zombies 2, 3 enter SR and cut them off.)* Whoa!

DIANE: There's more of them!

CAMERAMAN: This way! *(They start to run off SL but Zombies 4, 5 enter and cut them off.)* Whaa!

DIANE: They're everywhere!

CAMERAMAN: Come on!

*(Diane and Cameraman make their way back to CS. Zombies enter from all sides.)*

DIANE: They're gonna eat our flesh!

CAMERAMAN: I hope we taste as bad to them as they do to us!

DIANE: This way!

*(She pulls the Cameraman with her and they exit into the audience. The Zombies follow them, leaving the stage empty. Director and Boom Operator enter SR.)*

DIRECTOR: I don't think we're gonna find it.

BOOM OPERATOR: You'd think it would be easy.

DIRECTOR: Well, I don't think we should waste any more time trying to find this glowing headstone. We need to get this scene in the can.

BOOM OPERATOR: You're probably right.

DIRECTOR: Let's start rounding everyone up and get this shot.

BOOM OPERATOR: Here comes someone now.

*(Zombies 4, 5 enter SL and walk slowly toward the Director.)*

DIRECTOR: Hey, guys, we can't spend more time looking for this thing. We're gonna just have to shoot this scene by a normal tombstone. You guys ready?

ZOMBIE 4/5: Aaaaauuuooo.

BOOM OPERATOR: I guess that means "yes" in zombie talk.

DIRECTOR: *(To Zombie 4, 5.)* Yeah, that sounded good. Do it like that in the scene. And I like the walk, too. *(To Boom Operator.)* Who is that?

BOOM OPERATOR: That's Pat and Courtney.

ZOMBIE 4/5: Aaaaauuuooo.

*(Zombies 4, 5 are getting closer.)*

DIRECTOR: No, it's not. It's Mike and Karen.

*(Zombie 4, 5 reach out and try to grab and eat the Director and Boom Operator's faces. Director and Boom Operator try to hold Zombie 4, 5 back.)*

BOOM OPERATOR: *(To Zombies 4, 5.)* What are you guys doing? Knock it off!

DIRECTOR: *(To Zombies 4, 5.)* Yeah, you already got the part. Auditions are over. *(They push Zombies 4, 5 away from them. To Zombie 4.)* Mike, I think your walk is a bit on the unrealistic side...maybe if you add a limp or something. *(Zombies 4, 5 start approaching the Director and Boom Operator again.)* Come on, put a limp in there. Like this. *(He limps around in front of Zombies 4, 5. Zombies follow him trying to eat him.)* Come on, it's not that difficult. *(He stops.)* All right, just forget it. We'll just shoot you above the waist.

*(Zombies 4, 5 are on them again.)*

BOOM OPERATOR: *(To Zombies 4, 5.)* Hey, what the heck? Knock it off!

DIRECTOR: *(To Zombies 4, 5.)* Mike! Karen! You're about to get fired from this film!

*(Mike and Karen enter SR.)*

MIKE: Hey, guys, we couldn't find it.

KAREN: Yeah, although we did find some local yokels who weren't much help either.

DIRECTOR: *(Still fending off Zombies 4, 5.)* Mike? Karen?

BOOM OPERATOR: *(Still fending off Zombies 4, 5.)* I told you it wasn't Mike and Karen. It's Pat and Courtney.

*(Pat and Cortney enter SL.)*

PAT: Did I hear someone mention our names?

CORTNEY: I did. What's up, guys? Where's Jodi?

PAT: *(Notices Zombies 4, 5.)* Who are they?

*(Director and Boom Operator look at each other, and then they look at Zombies 4, 5 closely.)*

DIRECTOR/BOOM OPERATOR: *(Yell.)* Whaaa!

*(Director and Boom Operator push Zombies 4, 5 away. Zombies 4, 5 keep advancing.)*

DIRECTOR: Those things are real!

MIKE: Real?! How could they be real?!

BOOM OPERATOR: Remember what the Gypsies said? The dead will have their revenge!

DIRECTOR: *(Crying and screaming.)* I didn't believe them!

KAREN: What Gypsies?

BOOM OPERATOR: Let's get the crap outta here!

*(Director and Boom Operator run off SR. Zombies 4, 5 exit after them.)*

PAT: What was that all about?

CORTNEY: I dunno. It seemed kinda weird.

KAREN: Who were those other actors?

MIKE: Are we being replaced?

*(Beaufort, Mortichai, Beaulaie, Lester, and Sally run in SL brandishing a variety of weapons—a pitchfork, a club, a stick, a gun, etc.)*

SALLY: There they are!

PAT: Who are they?

KAREN: Those are the local yokels we told you about.

CORTNEY: They look upset.

LESTER: Let's get 'em!

BEAULAIE: Kill the zombies!

*(Locals raise their weapons.)*

MIKE: Whoa! Let's get outta here!

*(Screaming, Actors run off SR. Screaming, Locals exit chasing the Actors. Uma, Darmamue, Thurman, and Cleo enter SL.)*

CLEO: Man, those dead that we rose were a big disappointment.

THURMAN: They're not gonna scare anyone off.

DARMAMUE: *(Imitating.)* "Excuse me, could you point the way to the nearest tourist attraction?" *(Mock terror.)* No! Run for your lives! They're tourists!

UMA: That wasn't the dead, you idiots!

DARMAMUE: They looked dead.

THURMAN: I think I've figured it out. They said that they were shooting a motion picture called "Return of the Night of the Living Dead Flesh-eaters," right?

CLEO: "Part 2: This Time It's Personal."

UMA: Well, that's it. Don't you see? They were actors.

DARMAMUE: Actors?

UMA: Sure, it all makes sense.

THURMAN: Well, what about the real zombies?

*(Zombies are heard moaning and humans are heard screaming in the distance.)*

UMA: Listen! That's them. It has begun. The dead are exacting revenge on the intruders!

CLEO: Now what is supposed to keep the dead from mistaking us with the intruders and exacting revenge on our flesh?

DARMAMUE: Yeah, we're right in the middle of the graveyard.

UMA: It's simple. We just make sure we don't do anything to defile their graves. I mean, don't even step up on a grave. Go around. Step lightly. Don't touch anything, and we should be fine. Where's Yavet?

*(Yavet enters.)*

YAVET: Hi, guys, sorry about that. I just had to, uh...you know...uh...tinkle.

*(They all stare at Yavet in horror.)*

UMA: Yavet, where did you...tinkle?

YAVET: Well, there was this one grave with a patch of dry grass, so I figured it would help the grass if I—

THURMAN: Oh, man! You gotta be kidding me!

CLEO: Maybe the dead won't consider that defiling.

DARMAMUE: Right, what would you do if someone peed on your grave?

THURMAN: I'd come back to life and start the smorgasbord.

DARMAMUE: Exactly.

UMA: Now, hold on. We don't know for sure if the dead want to eat our flesh.

*(Zombies enter from all sides. They go after the Gypsies.)*

UMA: Okay, the dead want to eat our flesh!

YAVET: What do we do?

UMA: Run!

*(Gypsies exit through the audience. Zombies Follow. Jodi enters SR and walks slowly across the stage.)*

JODI: Hello? Mike? Pat? Anyone? I can't find the tombstone? Is anyone out there? *(Zombie 3 enters SL. Jodi and Zombie 3 meet CS and just stare at each other. After a moment, Zombie 3 walks past her and exits SR. Jodi continues on and starts to exit SL.)* Hello? Karen? Courtney? Anyone?

*(Pause. Stage is empty. Lisa enters SL.)*

LISA: Oh, man, how did I get separated from the others? *(Imitating.)* "Hey, Lisa, look over there." So I look, and predictably, I can't see anything. And when I turn back

around, they're all gone. Boy, are they gonna feel stupid when I find them. *(Three or four Zombies enter SR, moaning. Hello? (Zombies start toward her.) You're not Mike and Karen. Who are you? You look like...oh, no...no! It can't be! (Shouts.) Old people!*

*(Lisa lets out a blood-curdling scream and runs off SL. Zombies exit after her. Diane and Cameraman enter SR.)*

DIANE: Did you hear that?

CAMERAMAN: That sounded like Lisa!

*(Director and Boom Operator enter SL. Excited, they speak rapidly.)*

DIRECTOR: Did you guys here that?!

DIANE: I think it was Lisa!

CAMERAMAN: You guys aren't gonna believe this, but the dead are actually coming back to life!

BOOM OPERATOR: We know. They just tried to eat our flesh!

DIANE: How could this be possible?!

DIRECTOR: It was those Gypsies!

CAMERAMAN: The Louisiana Gypsies?!

DIRECTOR: Yeah, those are the ones!

BOOM OPERATOR: I hate Louisiana Gypsies!

DIANE: Me, too!

CAMERAMAN: What are we gonna do?!

*(Several Zombies enter SL.)*

DIRECTOR: There they are!

DIANE: Run!

*(Crew exits SR and the Zombies follow. Locals enter SL, carrying assorted weapons—pitchfork, club, torch, gun, etc.)*

BEAUFORT: I think they came this way!  
MORTICHAÏ: I think they went that way!  
BEAULAÏE: Hey, what do we do when we catch 'em?  
LESTER: We kill 'em.  
BEAULAÏE: But they're already dead.  
SALLY: Then we kill again.  
BEAUFORT: How can we kill 'em again?  
MORTICHAÏ: Will they die again?  
SALLY: Yeah, they'll just die...again.  
LESTER: But then won't they just start walking around and eating everyone again? I mean, that's what they're doing right now and they're dead. So if we make 'em more dead, won't they just wanna eat more flesh?  
BEAUFORT: I don't think you can make 'em more dead. I mean, once you're dead, you're dead. You can't be more dead.  
MORTICHAÏ: What do you mean?  
BEAUFORT: Well, let's take Great-Great-Great Grandma Latrine and Great-Great-Great Grandpa Latrine. They're both dead, right?  
MORTICHAÏ: Right.  
BEAUFORT: Which one of them is more dead?  
MORTICHAÏ: *(Thinks.)* Whichever one of them is not trying to eat me.  
BEAUFORT: Exactly.  
SALLY: So in other words, you're saying we can't kill 'em?  
BEAUFORT: I don't think they can die because they're already dead. *(Several Zombies enter SR and start toward the Locals.)* I think we better skedaddle.  
BEAULAÏE: Yeah, they look like they're really *a lot* dead.  
LESTER: They're more dead than [Paris Hilton's] career. *[Or insert the name of another celebrity.]*  
SALLY: Run!

*(Running, Locals exit SL. Zombies exit after them. Director, Boom Operator, Cameraman, and Diane run on SR with Zombies chasing*

*them. Crew runs off SL followed by Zombies. The Gypsies run on with Zombies chasing them. Gypsies run off SR followed by Zombies. Jodi enters SL and walks to CS. Mike, Karen, Pat, and Cortney run on SR. They see Jodi and meet her CS.)*

CORTNEY: Jodi! Come on! There are a bunch of zombies headed this way!

JODI: What?

PAT: And there's a bunch of local yokels with weapons who are trying to kill us!

JODI: What?

*(Locals enter SR.)*

BEAUFORT: *(Indicating Zombie Actors.)* There they are!

MORTICHAJ: Don't chicken out this time!

BEAULAIE: Kill 'em!

MIKE: *(To Zombie Actors.)* See?!

KAREN: Run!

LESTER: *(To Locals.)* Get 'em!

*(Locals chase Zombie Actors, and all exit SL. Pause. From off SL, Locals scream and then run on SL and then off SR while being chased by real Zombies. Gypsies enter SR. All Crew Members, except Lisa, enter SL.)*

DIRECTOR: There're those Gypsies, the ones who did all of this!

BOOM OPERATOR: Let's get 'em!

*(Crew Members chase the Gypsies off SR. Screams are heard. Pause. Crew Members and Gypsies run on SR, followed by the Zombies, and they all exit SL. Lisa runs on SR and stops CS.)*

LISA: Okay, I think I lost 'em. This is worse than when my mom forgot me at the old folks home when I was eight.

*(Zombies enter SR. They moan. Lisa turns, sees them, and backs away SL. More Zombies enter SL and moan. Lisa turns around, sees them, and backs away. She realizes she is surrounded.) Oh, no! Stay away! Don't touch me! (Zombies engulf her. They touch her and rub their skin all over her body.) Eeew! That's so gross! Please don't touch me! You're all wrinkly! Eeew, eeew, eeew! Yuuuuck!*

*(Lisa is swallowed by the horde and is no longer visible. While Lisa is engulfed by the Zombie horde, an actor playing a Zombie will pull out an eyeliner pencil and do a quick makeup job on Lisa, drawing bags and wrinkles on her face to turn her into a zombie. The Crew Members and the Gypsies enter SL and just stand SL watching the Zombies. The Locals and the Zombie Actors enter SR and watch the Zombies. The Zombie horde opens up to reveal Lisa, who is now one of them.)*

DIRECTOR: It's Lisa!

DIANE: She's one of them!

JODI: *(Disappointed.)* They did the eating scene without us!

*(Beaufort steps forward and shoots Lisa [or he can stab her with a weapon]. Lisa just turns and looks at him. The other Locals and Zombie Actors just give Beaufort a look.)*

BEAUFORT: *(Shrugs.)* Hey, you never know till you try. *(Lisa moans and the Zombies start after them. They scramble and scream and exit in all directions until the stage is empty. Pause.*  
NOTE: *At this point, all the Zombies, including Lisa, go to their places within the school and get ready for ACT II. The Crew, the Gypsies, the Locals, and the Zombie Actors slowly sneak back onstage.)* Shhh! Be very quiet. Don't wake the dead.

SALLY: *(Points at the Zombie Actors.)* Too late.

*(Beaufort raises his weapon.)*

DIANE: (*Quietly, to Beaufort.*) Stop! They're not real zombies. They're actors.

LESTER: Actors?

DIANE: Yeah, look. (*She grabs Mike and peels some of his face off.*)

MORTICHAJ: What's going on here?

DIRECTOR: Why don't you ask our Gypsy friends there?

UMA: Hey, you're the intruders. This is all your fault.

BOOM OPERATOR: You're the ones who brought the dead back to life!

CAMERAMAN: And now our leading lady is one of them.

MORTICHAJ: They did this before.

PAT: Really?

DARMAMUE: Look, we could argue all night about who rose whom from the dead and who wants to eat whose flesh, but really, come on, where will that get us?

BEAULAIE: It'll get us rid of you if we feed you to those things.

LESTER: Yeah.

DIANE: No, wait a second. I think we should work together. You said that they rose the dead before?

SALLY: That's right, quite a few years back.

THURMAN: Actually, that wasn't us, per se. It was our parents.

DIANE: Okay, well, how were the zombies defeated then?

CLEO: I don't remember.

YAVET: We were just kids.

DIANE: Well, how did you bring the dead back to life?

UMA: With the book.

JODI: What book?

DARMAMUE: "The Complete Book of Curses...For Dummies."

THURMAN: It's very user-friendly.

DIANE: I see. And where is this book?

UMA: Right here. (*Pulls out the book.*)

MIKE: Well, maybe there's a counter curse.

CLEO: A counter curse!

YAVET: Oh, yeah, why didn't we think of that?

BEAUFORT: Well, look it up, Gypsy.

UMA: (*Thumbing through the book.*) Counter curses, counter curses, let's see...

DARMAMUE: Look in the index.

UMA: Here it is. Counter curse to the Curse of the Living Dead.

THURMAN: That's the one.

MORTICHAJ: Well, read it.

UMA: Okay, it says... (*Reads.*) "This counter curse to the Curse of the Living Dead will cause the cursed dead to return to their graves and be cursed no longer."

CORTNEY: That's what we want.

KAREN: What do we have to do?

UMA: (*Reads.*) "First, collect the items on the list which will be used in the counter curse." And there's a whole list of items.

PAT: How do we find the items?

UMA: There's a map. Look, the map leads us through the graveyard and then through a school.

CAMERAMAN: A school?

UMA: Yeah, according to the map, there's a school in the middle of the graveyard.

BOOM OPERATOR: There's a school in the middle of the graveyard?

UMA: Apparently.

DARMAMUE: Funny we've never seen it.

BEAULAIE: I'll bet kids are just *dying* to go to class. (*Everyone gives Beaulaie a look.*) It's a joke.

DIRECTOR: All right, that's not bad. Now what do we do after we've collected all the items?

UMA: Well, then the map leads out of the school and to a specially marked tombstone, where we put the items and then read the words of the counter curse.

MIKE: A specially marked tombstone?

UMA: Yes. It says right here... *(Reads.)* "...place the items at the foot of the special tombstone which is identified by its special marking, a marking which causes the tombstone to glow gr..."

LESTER: What?

THURMAN: ...een

DIRECTOR: Shhh.

DIANE: Why did you cut off?

UMA: The page is torn. Half the page is ripped out. The words end right there. See? *(Reads.)* "...place the items at the foot of the special tombstone, which is identified by its special marking, a marking which causes the tombstone to glow gr..."

LESTER: What?

THURMAN: ...een."

DIRECTOR: Shhh.

BOOM OPERATOR: Our glowing green headstone. I knew it existed.

UMA: It looks like the map leads right to it.

DIANE: All right, this shouldn't be too difficult.

UMA: There is a problem.

CAMERAMAN: What now?

UMA: Well, the torn page contained the words to the counter curse. The words are completely gone.

SALLY: Great.

BOOM OPERATOR: If the page is missing, how do you know what's on it?

UMA: Because it says it earlier. Look. *(Reads.)* "Read the words of the counter curse, which are written at the bottom of this page after you place the items at the foot of the special tombstone, which is identified by its special marking, a marking which causes the tombstone to glow gr..."

LESTER: What?

THURMAN: ...een."

DIRECTOR: Shhh.

CLEO: Wait, there's more on the next page. Look!

UMA: (*Reads.*) "In the event that the words to the counter curse are torn out of this book, you can also find the words on the back of the special tombstone."

YAVET: Well, that's good.

DIRECTOR: Well, let's get moving.

DIANE: Wait a minute. A huge group like this won't be able to avoid the zombies.

JODI: Yeah, we'll for sure attract their attention.

DIANE: We should split up into smaller groups.

BOOM OPERATOR: If we split up, then how are we supposed to follow the map? There's only one book.

CLEO: Look, there's more on the next page.

UMA: Hey, there is! (*Reads.*) "In the event that your group is too big and has to split up to avoid zombie detection, in the back of the book there are Xeroxed copies of the map for everyone." (*Pulls the copies of the map out of the back of the book.*) Oh, yep, here they are. (*Uma passes the copies of the map out to everyone.*)

DIANE: All right, does everyone have a map? Good. Follow the map, collect the items, and everyone meet at the glowing tombstone. And remember what happened to Lisa...don't let the zombies get you, or you'll turn into one of them.

DIRECTOR: If we see anyone else who's not the living dead, we should warn them and enlist their help.

PAT: (*Points to the audience.*) Hey, what about them?

CAMERAMAN: Where'd they come from?

BEAUFORT: Why didn't we see them before?

UMA: Who cares? Let's use them.

DIANE: (*To audience.*) Ladies and gentlemen, we are going to enlist your help in finding the items on our map so that we may send the zombie flesh-eaters back to their graves. We would like you to make sure that you are sitting with the people with whom you want to be with. Groups of about 10 are perfect. We will join you with our maps. Our quest is to acquire the items listed on the map without letting the zombies touch you. If you are touched by a zombie, you

will be tagged with a sticker. Leave this sticker on you. If you get touched by a zombie while trying to get a certain item, you can no longer get that item. Someone else on your team, as long as they haven't been touched, must get that item. You may want to use some strategy when trying to obtain the items. If you are touched by the zombies while trying to obtain a certain item, you are eliminated from trying to get that item but not from trying to get the other items. Stay together with your team leader, and when you've collected all the items, follow the map, and we'll meet you at the glowing tombstone. We will now assign your team leaders and let's get going!

## ACT II: THE QUEST

### PLANNING THE QUEST

1. Obtain or make a map of the school or theatre.
2. Choose 7 to 10 areas in the school or theatre, which are spread out as much as possible.
3. In each area, set up one of the following quest items: toothpicks, pieces of moss, cotton balls, paperclips, crayons, potatoes, thumbtacks, more thumbtacks, forks, and mini marshmallows. List and mark each item on your map. (Note: If you decide to have fewer areas than items, you can put two items in one area.)
4. Each area will have one or more Zombies guarding that area. The Zombies should come up with unique ways to guard that area's quest item. (For example, Zombies can find unique places to hide.) Also, each area should be unique from the other areas. You can create a theme for each area or create a surprising twist to set an area apart. Have fun and be creative!
5. Each group leader should have a set of stickers. Group members will place stickers on audience members who have been tagged by Zombies. If tagged, audience members are prevented from acquiring the quest item in that particular area. However, tagged audience members are free to acquire quest items in other areas.
6. After the quest map is made – which identifies the locations of the quest items – you must determine how many groups you will create with your audience members. There are 19 cast members who can serve as group leaders, which means you can create 19 groups. If you have a smaller audience, you may create fewer groups by combining several cast members into each group. If you have a larger audience,

you may create more groups by using Extras as group leaders.

7. Make the appropriate number of quest maps based on the number of groups you will create.
8. Create paths on the maps so that each group takes a different path to reach the quest items. To prevent the groups from being in the same area at the same time, make sure each group starts in a different location, leaves the theatre a minute or so apart, and takes a different route to reach each quest item. (Note: It is okay for groups to cross paths as they journey to the next location.) The final destination for all groups will be the theatre, where the glowing green tombstone will be set up.
9. When the groups return to the theatre, someone will be assigned to meet them and find the person in each group who has been tagged with the most stickers. This person will be separated from their group and taken backstage, where they will join the Zombies. Backstage, the Zombies will transform them into zombies by doing a quick makeup job on them. The Zombies will also instruct them on what they will need to do for Act III. Each group must also select one person who will hold the quest items they've collected. This individual will stay onstage with the group leader while the rest of the group members will be sent back to their seats.

## **QUEST PRACTICE**

Once the quest routes have been mapped out, it is important to rehearse the quest so that any bugs can be worked out before the performance. Characters can be split up into groups of three or four and can take turns serving as the group leader. Each group will use the map to follow their path and collect the quest items while the Zombies try to tag them.

## **DIRECTIONS FOR ZOMBIES**

Zombies must stay in character at all times and move about slowly in their area. Zombies should try to infect about half of the audience members they encounter. If possible, at least two Zombies should surround an audience member before tagging. When one group has acquired the quest item and departed, Zombies will set out a duplicate item for the next group. (Note: Zombies must understand that this is not a competition with the audience members; however, the Zombies should make the audience members feel like it is.) It should take a group about two minutes to acquire each item in any given area. This means that the Zombies should try to hold audience members at bay for about two minutes, but if the audience members cannot get to the item within two minutes, then the Zombies should back off a bit. Zombies should be creative and come up with fun ways to stage their area and quest item.

## **DIRECTIONS FOR GROUP LEADERS**

Group leaders must stay in character at all times and make sure that the audience members are following the path indicated on the map. Group leaders need to enforce safety measures so that no one gets hurt while on the quest. (A good rule is, "No running!") Group leaders should also make sure the audience members do not cheat by taking shortcuts, acquiring quest items if they have already been tagged in that area, going to areas out of order, etc. Group leaders need to make sure that it only takes the group about two minutes to acquire the quest item in each area and can offer suggestions if the group is exceeding the time limit. Also, if the group comes up to an area and there is another group already there, the group leader should hold his group back from the area until

the other group has left. If an audience member is touched by a Zombie, the group leader is responsible for putting a sticker on the audience member to indicate that person has been tagged. Group leaders need to carry bags large enough to hold the quest items as they are collected. (Note: It is important for group leaders to assist the group but they should not take over as the leader. Allow for one of the audience members to assume this role.)

## **SAMPLE QUEST SCENARIO**

Imagine that you and your friends have been watching this play. The characters and even the drama teacher/director help to organize the groups and assign group leaders. Your group huddles together and looks at the map and the list of items you must collect. The first place you are to go is to the commons area of the school. You head off with your group, following the path indicated on the map.

You reach the commons area and it is quite dark, but right in the middle of the area, you can see a bowl filled with cotton balls sitting on a stool, the first item on your list. No Zombies are in sight, so you advance toward the bowl. Suddenly, two Zombies appear from behind a pillar. One of your friends is touched by a Zombie. The group leader, who is holding a sheet of stickers, places a sticker on your friend and says, "You've been infected. You can't get this item." The other Zombie goes after another friend, and while he's busy, you make your way to the bowl. You grab the cotton ball and shout, "I have it!" The group leader puts the cotton ball in her sack and tells you to follow her, and your group heads down another hallway. But just as your group departs, another Zombie appears and tags another group member.

Next, your group heads off to the foyer of the gym. On the way there, you encounter another Zombie who is roaming the halls. She tries to tag you, but you dodge her and she gets your friend instead.

When your group arrives at the gym, you find there is a coffin sitting on a table. The coffin is open and you can see a Zombie lying inside. On the body, there is a bowl with paperclips in it. As you try to figure out how to get a paperclip out of the bowl without being tagged by the Zombie, another Zombie sneaks up and tags you. Then a Zombie hiding under the table grabs another person's leg and tags him. Other Zombies approach and as your group members flee, another friend sneaks up and grabs a paperclip out of the bowl. The Zombie tags him, but when he drops the clip, another group member picks it up and shouts, "I got it! Let's go!" and your group heads off down the hall. The group leader puts the paperclip in her sack.

You follow the map and go to all the areas collecting all the items. When you collect the final item, your group heads back to the theatre. Your friend has the most stickers in your group so she is taken backstage by Zombies. There, the Zombies put makeup on her and give her instructions on what to do in Act III.

Meanwhile, your group has elected you to stay on stage with the sack containing all the quest items. All the other group members go back to their seats. You sit down on the stage and wait for the other groups to arrive and for Act III to start.

**[END OF FREEVIEW]**