

THE WILL

AN AUDIENCE PARTICIPATION MYSTERY-COMEDY

By **Kamron Kiltgaard**

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SYNOPSIS: A group of strangers are summoned to the mansion of Colonel Jock Muckhausen for the reading of his will. After introductions, Mr. Muckhausen's lawyer tells the group that they have to spend the night in the haunted mansion to "win" the treasured inheritance. Through exceptional rational powers, they all realize at the same time that someone or some ghost is going to try to scare them out of the inheritance so they each devise a plan to rid the mansion of the other guests and become the last man standing. This sets up the audience participation element with an evening "Clue Quest" in which the audience is ushered out of the theatre (by one of the characters) to find the hidden key. The first team to locate the key by solving the "Clue Quest" riddles wins the treasure. Of course, the "Clue Quest" is optional; the play could be performed as a one-hour play.

WHAT'S IN THIS BOOK?

This play is specifically written for schools or other venues in which there are other locations outside the theatre where the audience can hunt for clues. It is flexible with a large cast of either male or female actors and a very simple set. The play can be done without the CLUE QUEST as a 50-minute one act play.

There are three parts to this mystery-comedy: 1) **THE STORY** - This is the scripted part of the play in which a mystery is presented to the audience; 2) **THE CLUE QUEST** - This is where the audience is given a quest to search for clues. During the Clue Quest, the audience will venture out into the school where they will encounter and interact with many different characters in different locations. This is a great opportunity for actors to showcase their improvisation skills. Then, if they are accomplished sleuths they will put all the clues together to solve the mystery. There are complete instructions on how to design your Clue Quest to fit your production needs. This is a big part of the fun because you can make the quest personal for your audience and for your actors. You can make it a big part of your production, you can cut it out all together or it can be somewhere in between. Sometimes the

CLUE QUEST is what the audience enjoys the most! 3) THE CONCLUSION AND PAYOFF - The audience returns to the theatre to watch the conclusion of the story, which reveals the answer to the mystery.

CAST OF CHARACTERS

(14 PLAY CHARACTERS AND 8-20 CLUE CHARACTERS)

- 5 MALE PLAY CHARACTERS
- 7 FEMALE PLAY CHARACTERS
- 2 MALE OR FEMALE PLAY CHARACTERS
- 8 – 20 CLUE CHARACTERS (MALE OR FEMALE)

PLAY CHARACTERS

(FIVE MEN, SEVEN WOMEN, TWO EITHER)

- CYNTHIA (F)..... The housekeeper of the old mansion. Dressed in a classic black and white maid’s uniform. Bubbly and Cheery. *(44 lines)*
- JEEZ CREEPERS (M or F)..... The attorney of the late Colonel Jock Muckhousen. Completely serious. *(42 lines)*
- GEORGE FRUIT (M)..... *(62 lines)*
- WOBLER GROVEMAN (M)..... Very sarcastic. Always arguing with his wife, Diane. When ever he talks with his wife there is no pause in the conversation. *(Non-Speaking)*
- DIANE (F)..... *(44 lines)*

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- FRUITWOBLER GROVEMAN (F)..... Annoying. Likes to give unnecessary information. (*Non-Speaking*)
- JEDAKIAH HETHROW (M)..... Hillbilly father from the backwoods of West Virginia. (*28 lines*)
- MA SALLYBOB HETHROW (F) Hillbilly mother. (*32 lines*)
- MORTICHAH HETHROW (F) Hillbilly daughter. Always sleepy. Super ugly too - missing teeth, pig tales, etc. (*14 lines*)
- LIZZY JEPERSON (F)..... Circus performer and sister of Veronica. (*25 lines*)
- VERONICA JEPERSON (F)..... Circus performer and sister of Lizzy. (*20 lines*)
- TODD PARSON (M)..... Surfer. (*34 lines*)
- BRIAN PEARSON (M)..... Surfer. (*35 lines*)
- COLONEL JOCK MUCKHOUSEN or LADY
JEAN MUCKHOUSEN (M or F)..... A ghost. This is small part at the end, could be played by one of the CLUE QUEST Characters. (*8 lines*)

THE CLUE CHARACTERS

All clue characters can be either male or female. If you have lots of actors you could have a group of actors playing each clue character. If you don't have enough actors to play each clue character, you can substitute them for "hidden clues" which is explained in the CLUE QUEST.

POTTERY GIRL (OR BOY)

This girl is making a pot on a pottery wheel. She will invite one of the males on the team to help her as in the movie "Ghost." She will not give her clue until someone has helped her make the pot.

THE STORYTELLER

This character gathers the team around and tells them of the story of the Ghost who haunts your school. If your school has its own ghost, it is best to use this story and expound on it. Hopefully, you will have other actors to help the Storyteller with Sound FX, or even an appearance by the Ghost.

GHOST BUSTERS

One to three characters dressed up as the infamous Ghost Busters with a makeshift nuclear accelerator on his back. They will not give the clue until the team has helped them capture a ghost or the Stay Puff Marshmallow man played by another actor.

MYSTERY INC. GANG

This is one or more of the Scooby-Doo gang. They ask the team to help them capture a ghost who of course, they unmask when caught. They have a trap all prepared for when the ghost comes down the hall. The audience must participate in this plan to get their clue.

SUPPORT GROUP/THERAPIST

The team must join the Support Group for those who see dead people. It is run like an Alcoholics Anonymous meeting. Once one of the team members has "expressed his feelings," the Therapist will give them the clue.

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THE GRIM REAPER

The Grim Reaper appears very menacing at first. But he will not give the clue until someone on the team has beaten him at a game of Twister.

SAMARA

This is the girl from “The Ring.” In this room or area there is a television with only snow and static. A crazy person sits by the T.V. When the team asks for the clue, the crazy person hands them a phone. The answer is given by a voice on the phone. Then the voice says, “Seven Days.” Samara makes her appearance from a hiding place.

MUCKHOUSEN

It is the late Colonel or Lady Muckhousen. It is his funeral. He lies on a table or in a coffin. A funeral director tells the team that the answer is in his pocket. When they search for the clue, the Colonel springs to life and grabs them. But also gives the clue.

Note: Remember, you may use all of these characters, some of them, or even make up your own.

SCENE: The main hall in the mansion of the late Colonel Jock Muckhousen.

TIME: Evening.

Approximate Running Time: 90 minutes

PART 1: THE STORY

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

SETTING:

Ten chairs are stacked up in the middle of an empty stage. The stage must have five separate entrance/exit locations which could simply be done with three sets of curtains.

AT RISE:

CYNTHIA walks onto the stage from Down Right carrying a radio/boom box. She puts it down on the floor then takes a chair from the stack and sets it in the middle of the stage then puts the Boom Box on it and turns it on. The music pierces the otherwise silent dank room. A song about love plays that she can really groove to such as “I Believe In Miracles (You Sexy Thing)” by Hot Chocolate. CYNTHIA starts to set up the chairs in a large semi-circle but the music takes over and while she is setting up she starts to dance and sing to it. She imagines that someone is singing about her as the “sexy thing” and she does a whole silly routine. She gets so into the song that she completely forgets about the chairs and is now an out of control “sexy thing” movin’ and groovin’.

JEEZ CREEPERS enters from Up Left and behind CYNTHIA. He stands there watching her dance un-amused. He then pushes stop on the boom box (CD/cassette player) which causes CYNTHIA to freeze in mid groove. She turns to see JEEZ’s un-approving look and quickly goes back to setting up the chairs.

CYNTHIA: Good evening, Mr. Creepers.

JEEZ: Is everything prepared?

CYNTHIA: Everything is set up just as you asked, Mr. Creepers -
Just finishing up the chairs now.

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JEEZ: Good, good. They should be arriving any moment. You understand exactly what to do?

CYNTHIA: Your letter was explicit. (*Quoting the letter.*) "Greet them at the door when they arrive and lead them in here."

JEEZ: Yes, quite.

CYNTHIA: Will I still have a job after it's all over?

JEEZ: I guess that depends on the winner?

CYNTHIA: The winner, sir?

JEEZ: Yes. Jock Muckhousen was very rich, yet very strange.

CYNTHIA: Oh, I liked the Colonel, sir.

JEEZ: I know you did Cynthia. But he's gone now and I am left to sort out his final wishes and make sure his estate goes to the right person.

CYNTHIA: The winner?

JEEZ: Yes, the winner. Needless to say this is the strangest will I have ever dealt with. Well, I will be reviewing the final details in the study, let me know when they all arrive.

CYNTHIA: Yes sir, Mr. Creepers.

JEEZ: Oh, and no Dancing.

HE takes the boom box and exits left. As soon as he's out of sight, CYNTHIA defiantly resumes her dance without music.

A KNOCK from off stage. CYNTHIA stops her dance straightens her skirt and rushes off Right. She returns a second later with MR. and MRS. FRUITWOBLER GROVEMAN. Their conversation is fast and uninterrupted.

DIANE: I'm sorry we're late.

GEORGE: We're not late.

DIANE: George wouldn't stop for directions.

GEORGE: We're out in the middle of nowhere, there's no place to stop. Besides, we didn't need to.

DIANE: He has this thing about asking anyone anything that will be helpful.

GEORGE: What do I need help for?

DIANE: Once I made him stop for directions to Arby's; he loves those roast beef sandwiches . . .

GEORGE: I'm sure she's really interested. Why do you have to go into these uninteresting details all the time. She tells the bank teller that we're withdrawing money because it's my birthday and she's taking me out to Sizzler. Meanwhile there's a huge line of people waiting behind us. She doesn't care if I like those roast beef sandwiches.

DIANE: So he asks this guy for directions to Arby's . . .

GEORGE: And the guy says, "From here?"

DIANE: Is that so bad? So George says, "No from your grandma's house."

GEORGE: Who say's "from here?" Of course, from here!

DIANE: He ended up with a black eye.

GEORGE: People are so stupid.

DIANE: So he never asks directions anymore.

GEORGE: Excuse me, do you know what time it is? Right now? No, can you tell me what time it will be twenty-three minutes from now then I can just subtract 23 from that time and then I'll know what time it is right now. You see? It's just not worth it.

DIANE: He won't even look at the map of the mall. He wants an Orange Julius but won't look at the directory.

GEORGE: The directory map was on a low table. I can't look down, I get dizzy. You know I can't look down.

DIANE: So we have to walk around the entire mall to find the Orange Julius.

GEORGE: Who puts a map on a table? It should be on the wall. I get dizzy.

DIANE: Hi, I'm Diane.

GEORGE: Oh, here's my card. (*HE hands CYNTHIA a business card.*)

I'm in rings.

DIANE: He sells key rings.

GEORGE: It's a lucrative business.

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DIANE: He'll try to sell anything. It is better than his other schemes.

Last year he tried to sell those diagrams of which way to put batteries in things.

GEORGE: Batteries can be very confusing. Why don't they put those little springs on the same side. You never know.

DIANE: The year before that he sold fly swatters printed with the words, "Don't Bug Me."

GEORGE: It's clever.

CYNTHIA: (*Referring to the business card.*) Mr. and Mrs. Bicycle-tire?

GEORGE: It's spelled "Bicycle-tire" but it's pronounced Fruitwobblergroverman.

DIANE: Our wedding invitations were a nightmare.

CYNTHIA: This way please. (*SHE leads THEM to the chairs.*)

GEORGE: This room is really wide.

DIANE: Don't start on that. It doesn't matter how wide the room is.

GEORGE: I didn't say there was anything wrong with it. I just made a simple observation. It's a wide room. Do you have to make a Federal case out of a simple observation? It's wide.

DIANE: Some people are afraid of heights. He's afraid of widths.

GEORGE: Listen, don't mind her. She was caesarian born.

CYNTHIA: (*Setting up the rest of the chairs.*) You may wait here for the others to arrive.

Another off stage KNOCK. CYNTHIA exits right while GEORGE and DIANE sit down.

DIANE: Why do you have to tell everyone that I was a caesarian baby? It's not like you can tell.

GEORGE: Why do you have to leave the house through the window?

CYNTHIA re-enters with JEDAKIAH, MA and MORTICHAH.

CYNTHIA: Please, right this way.

JEDAKIAH: Wow! Look at this place! You got indoor plummin'?

CYNTHIA: May I present the Hethrows.

GEORGE: Sewer Dweller?

JEDAKIAH: Heck no. Though Mortichai there did spend a week at summer camp. We're from the back hills of West Virginia. I always tease the wife that it's called West Virginia cause all the virgins moved west. *(HE laughs hard.)*

GEORGE: Yeah, that's pretty funny. *(To CYNTHIA.)* Please don't tell me we're related to them.

MORTICHAH gets bored, lays down on the floor and goes to sleep.

JEDAKIAH: It's possible. We seem to be related to everyone we know. I'm Jedakiah Hethrow, but most people just call me Jed.

DIANE: Jed?

JEDAKIAH: Yup, it's short for Jedakiah, cause Jedakiah starts with "Jed."

GEORGE: *(Sarcastically.)* Really? Must be a hillbilly custom. My name's George but most people just call me "Ja." *(HE makes the "J" sound - just pronouncing the "G" in George.)* It's short for George cause George starts with "Ja."

JEDAKIAH: Well vary nice to meetcha, Ja. This is my wife and cousin Ma SallyBob.

MA: Howdy do, Ya'll?

DIANE: Cousin?

JEDAKIAH: And wife now.

GEORGE: I thought you looked inbred. Sallybob, huh? Is she also a she/boy?

MA: *(Laughs hard.)* That's a good one, Ja. No, Grandma and Grandpa thought I was a boy when I first came out so they named me Billy Bob.

CYNTHIA: Why did they think you were a boy?

JEDAKIAH: On account of that umbilical thing.

DIANE: The umbilical chord?

JEDAKIAH: Right.

GEORGE: You mean they mistook the umbilical chord for . . .

MA: . . . that other thing.

CYNTHIA: So they thought you were a boy?

JEDAKIAH: And what a boy.

MA: Until it dried up and fell off. Then they changed my name to SallyBob.

DIANE: Well, it's nice to meet you. You know George has a scar on his stomach where he had his appendix removed.

GEORGE: Unnecessary information, Honey.

MA: Oh, and this is our little Mortichai.

JEDAKIAH kicks her and makes her stand up. She smiles big and ugly.

GEORGE: Eeow! That's disgusting.

MA: She ain't much ta look at. But she can kill a possum at fifty paces with one throw.

DIANE: She can kill a possum just by throwing a rock at it?

MA: No, no. She throws the possum. You don't happen to have a son about her age do ya. We're looking to empty the nest.

DIANE: No. George is sterile.

GEORGE: Thank Heaven. But honey, again, too much information.

DIANE: Mortichai? Isn't that a boys name too?

GEORGE: Her chord hasn't fallen off yet, dear.

MA: Actually, we wanted to name her "Morticia" but Pa ain't much in the spellin' department and it came out "Mortichai."

CYNTHIA: And you liked it so much that you kept it?

MA: Not really. In fact, we think it's a bit masculine for a girl. But Pa had already filled out the Birth Certificate.

DIANE: Why didn't you just change it?

JEDAKIAH: Change it?

GEORGE: Yeah, with an eraser?

JEDAKIAH: An eraser?

GEORGE: I can't believe I'm having this conversation. You take over, honey.

DIANE: It's nice to meet you Mortichai.

MORTICHAJ: (*Yawning.*) Nice to meet you.

MA: Say hello to Ja.

MORTICHAJ walks over to GEORGE with shaking hand extended but instead of shaking hands she wraps both arms around him and gives him a big hug.

MORTICHAJ: Hello Ja. *(She lays her head on his chest and falls asleep. She begins to snore.)*

GEORGE: I feel like I'm going insane.

CYNTHIA: Would you like to sit down while we wait for the others?

GEORGE: Isn't there a two tooth minimum to sit over here?

JEDAKIAH: What if I got me one big one right up front?

GEORGE: Oh well, you're priority seating then.

GEORGE pries MORTICHAJ off him and she makes her way back to the floor and sleeps. The REST OF THEM sit down. Another KNOCK at the door.

CYNTHIA: If you'll excuse me, that would be more guests.

GEORGE: If it's the Hatfields or the McCoys we can start a real brouhaha. *(To DIANE.)* Why would you want to name your daughter Morticia in the first place?

JEDAKIAH: *(Worried.)* Are the Hatfields comin'?

GEORGE: It's just an expression. *(JEDAKIAH nods as if he understands.)*

MA: *(Super loud and excited.)* Oh, hey, ya'!!! Ya'!!! YA'LL!!!

GEORGE: We're right here.

MA: What's brown and sounds like a bell?

DIANE: I don't know. What's brown and sounds like a bell?

MA: *(With a bell like quality.)* Dung. Get it? Dung.

CYNTHIA returns with LIZZY and VERONICA.

CYNTHIA: Everyone. This is Lizzy and Veronica.

GEORGE: Oh good, normal people.

CYNTHIA: They are also known as The Amazing Unknown Flying Fruit Heads.

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GEORGE: Of course.

LIZZY: That is our professional name.

GEORGE: Sounds professional.

VERONICA: How did you know we were called that?

CYNTHIA: I was told that two sisters would arrive together and that their names were The Amazing Unknown Flying Fruit Heads.

LIZZY: It's nice to meet you. I'm Lizzy and this is Veronica.

VERONICA: We're circus performers.

DIANE: Showbiz! How glamorous.

CYNTHIA: This is George and Diane Bicycletire. And this is Jed, Sallybob and Morticia.

VERONICA: Nice to meet you.

MA: Mortichai. We had a circus man out to the cabin once tryin' to recruit cousin Vernon for the freak show.

GEORGE: Fruitwobblergroverman.

LIZZY: (*Confused.*) We're not exactly sure why we're here.

VERONICA: Yeah, we got this letter from a Mr. Jeepers. Something about settling the estate of the late Mr. Muckhausen.

LIZZY: We don't even know him.

Another KNOCK at the door.

CYNTHIA: Excuse me.

SHE exits.

LIZZY: (*Indicating to MORTICHA!*) Is she alright?

GEORGE: She's nocturnal.

VERONICA: Oh. We'll try to keep it down.

DIANE: You know, George makes the most unusual lemon-aide.

GEORGE: You're doing it again.

DIANE: They're fruit heads. I just thought they would be interested.

MA: I am. Can I get the recipe?

GEORGE: I use three spoonfuls of Country Time lemon-aide powder instead of two.

DIANE: That one spoonful makes all the difference.

MA: I'd better write this down.

CYNTHIA returns with BRIAN and TODD stumbling in.

TODD: Dude, this place is Gnarly.

BRIAN: Totally.

CYNTHIA: Presenting Master Todd Parson and Master Brian Pearson.

TODD: Dude, the presenter lady is totally Hot.

BRIAN: Full-on ripe, dude. (*CYNTHIA shoots THEM a dirty look.*)

TODD: Full-on Ice Queen too, dude.

LIZZY: Which one of you is Todd and which one is Brian?

GEORGE: Does it matter?

TODD: Like, I'm Todd.

BRIAN: Dude, like totally full-on. (*THEY high-five each other.*)

VERONICA: Then you must be Brian.

BRIAN: You got it. And you must be a righteous babe.

JEDAKIAH: Shucks, if you're looking for a righteous babe you need to meet our daughter Mortichai. (*HE kicks MORTICHAJ.*) Get up Mortichai, we got company.

MORTICHAJ has been laying so that her face was not exposed. She stands up and her face is revealed. However, she still looks asleep and hasn't really opened her eyes yet. TODD and BRIAN Scream and grab onto each other.

MA: She may not be much to look at but she's real good with the animals. She's got a pet skunk that can fly across the room and land right in a frying pan.

LIZZY: By itself?

MA: No, she flings it.

JEDAKIAH: Remember your manners Mortichai. What do we do when Uncle Beaufort comes over?

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MORTICHAJ walks, still with her eyes closed, over to BRIAN and plants a long passionate kiss on him. Brian is frozen in wide-eyed terror.

JEDAKIAH: No, no. Before that. (*MORTICHAJ breaks off the kiss. And extends her hand.*)

MORTICHAJ: How do you do?

BRIAN: (*Still in shock, extends HIS hand.*) Bogus.

MORTICHAJ finally opens her eyes and sees BRIAN. She is in love. She lunges at him and knocks him down falling right on top of him. Brian screams and TODD pulls her off of him. Todd puts her in a full Nelson but she is still reaching out for Brian.

MA: Looks like she's taken a liking to you. (*TODD flings MORTICHAJ over to her PARENTS and they calm her down.*) Easy, Mortichai. He'll come around.

TODD: Dude, you totally got kooties all over you.

BRIAN: (*Wiping off the kooties.*) Dude, this place is full of non-locals.

TODD: (*Meanly to MORTICHAJ.*) Locals only, dude!

LIZZY: Boys, around here you are the non-locals.

CYNTHIA: Please, if everyone will sit down I will get Mr. Creepers.

THEY ALL sit down while CYNTHIAN exits. MORTICHAJ makes sure she's sitting by BRIAN. All the chairs except for one are now occupied. The empty chair is next to TODD. There is an awkward silence for a few seconds.

BRIAN: (*To GEORGE.*) Dude, did you get those pants at a second hand store? (*Pause.*)

GEORGE: I'm not even going to dignify that with a response. (*The awkward silence is back while BRIAN just stares at HIM waiting for a response.*) Yes! Yes, I did. So what! They're second hand pants. It's not like you can tell! (*Pause.*) Why do you ask?

BRIAN: I think they were mine.

DIANE: George buys everything second hand. We only shop at Bazaars and yard sales. Once he was going to paint the house. He went all over town trying to buy used paint.

CYNTHIA returns with ten glasses and a bottle of champagne. She distributes the glasses to EVERYONE and then begins to pour.

CYNTHIA: Mr. Creepers will be here shortly.

TODD: Hey, dudette. Is this about this letter we got?

CYNTHIA: *(Shooting another crusty look at TODD.)* My name is Cynthia, and don't ever talk to me.

TODD: Dude, I think she's diggin' on me.

VERONICA: You got a letter too? *(SHE holds up the letter.)*

TODD: Ya. *(Holds up HIS letter.)*

MA: We all too. *(SHE holds up her letter.)*

DIANE: Us too. *(SHE holds up her letter.)*

CYNTHIA: You all received the same letter. You were all invited here tonight to settle the Will of the late Colonel Jock Muckhausen.

GEORGE: We only knew the Colonel a short time. Why would he put us into his Will?

CYNTHIA: Mr. Jeepers will explain everything.

JEEZ has appeared behind EVERYONE. He carries a briefcase and the boom box.

JEEZ: That's quite right Cynthia. *(EVERYONE turns to see HIM.)* Each of you have been listed in the Will of Colonel Jock Muckhausen. He has chosen you because he had no living relatives when he died two weeks ago.

MA: What about now?

JEEZ: No, he still has no living relatives.

TODD: Hey, Dude. Not everyone is here yet. There's one seat not occupado.

JEEZ: On the contrary Mr. Parsons, that seat is to be occupied by Miss Cynthia.

CYNTHIA: What?

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JEEZ: You have been the Colonel's faithful servant for years, Miss Cynthia, do you find it so surprising that he would include you in his will?

TODD: Alright!

HE puts his arm on the back of HER chair so that when she sits his arm will be around her.

BRIAN: Yar, dude.

CYNTHIA walks to the chair, pauses, then grabs it and takes it to the other side of the room and sits at the end of the semicircle.

TODD: Bogus. Now I don't get to sit by anyone.

BRIAN looks at MORTICHAJ. She giggles.

BRIAN: Dude, I'll trade ya seats.

JEEZ: Gentlemen, if I can have your attention please. As I said before, you were all invited here by the Late Colonel Jock Muckhousen. Each of you are listed in his will. Cynthia was his faithful servant for years. George and Diane met the Colonel on a 14 day tour of the battlefields of the civil war. During the trip they subsequently saved the Colonel's life.

GEORGE: It was freak glass blowing accident.

DIANE: George has always been good with glass.

JEEZ: Jedakiah and his family helped the Colonel when he was lost in the back hills of West Virginia on a hunting trip.

JEDAKIAH: I remember that. The Colonel sure did like Ma's Gopher soup.

JEEZ: Mr. Parson and Mr. Pearson taught the Colonel how to surf on one of his excursion to the coast.

BRIAN: We did?

TODD: Dude, I remember! That guy with the hat and the sword!

BRIAN: Oh, yeah. Once he took off the boots he ripped it up.

JEEZ: And finally, the Jeperson Sisters.

VERONICA: I don't think we ever met him.

JEEZ: That's true. Not personally. But he knew you. You see, you were his most favorite circus act that he had ever seen.

LIZZY: Oh.

JEEZ: However, because he never met you personally he has asked that you provide some proof of your identity.

LIZZY: That's okay, I have my driver's license right here.

JEEZ: That's not the kind of proof he wanted. He said that there is only one way that you could prove that you are indeed "The Amazing Unknown Flying Fruit Heads." I have the things he said you would need.

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