The Adventures of Cyclone Malone:

The Wattalottawatta River Pirates

A Play in One Act
by Lane Riosley

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PUBLISHED BY

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STORY OF THE PLAY

Yazoo! Get ready for one tall tale of adventure as Sheriff Cyclone Malone must protect his town, Yazoo Junction, from evil pirates! The pirate captain, along with two bumbling crewmen, has somehow managed to build a submarine – with torpedoes! – and is sailing on the river outside of town. Cyclone's gonna need help to deal with this problem.

The sweet schoolmarm (and Cyclone's gal) Cozy Dumond tries to get a message to the neighboring sheriff, but she is tricked by the disreputable Violent Lavender, captured and tied to the submarine's periscope. Cyclone and his faithful albeit fussy horse, Cucamonga, must save the day.

Luckily, a few other characters as Gus the Ghost, Chief One Lone Feather, and the buzzard puppet Burgess, lend a hand. Some quick sword and umbrella fights, cues for "music of doom" and melodramatic poetry add to the fun.

CAST OF CHARACTERS

(14 parts. With doubling 2 m, 1 w, 3 flexible.)

CYCLONE MALONE: The Sheriff of Yazoo Junction.
CUE BALL MCCOY: Local bald outlaw.
TWO-FINGER MCGRAW: Local outlaw lacking digits.
SUDDEN SAM: A deputy.
BIG NOSE PETE: A deputy.
BURLY PIRATE: Pirate crewman.
TALL PIRATE: Pirate crewman.
COZY DUMOND: The schoolteacher, Cyclone's girl friend.
GUS THE GHOST: Someone previously hanged.
MALACCA SALANGOR: A Malay pirate.
BURGESS CRUZZARD: A buzzard/crow. A puppet.
CHIEF ONE LONE FEATHER: The chief of his tribe.
CUCAMONGA: Cyclone's horse.
VIOLET LAVENDER: Resident of Aldrich Manor.

DOUBLE CASTING LIST for 6 actors
1. CYCLONE MALONE
2. CUE BALL MCCOY / SAM / TALL PIRATE
3. TWO-FINGER MCGRAW / PETE / BURLY PIRATE
4. COZY DUMOND / GUS THE GHOST
5. MALACCA SALANGOR/BURGESS CRUZZARD / CHIEF ONE LONE FEATHER
6. CUCAMONGA / VIOLET LAVENDER

SETTING

Yazoo Junction, a Western town. Center stage is a battered desk and chair, and behind it is a wall with "Wanted" posters and a map of the town with landmarks. A couple of crates are against the wall. There is a window center. Stage left is a jail door. Stage right is a door leading out to the street. Downstage left and right are fence posts. The set looks as if it is made out of cardboard and hand painted, like a puppet stage.

TIME: The present.

THE ADVENTURES OF CYCLONE MALONE

(CYCLONE MALONE enters dressed in a white cowboy hat, western shirt, boots, chaps, etc. He is one of the Good Guys.)

CYCLONE: Well, howdy everybody! It sure is good to see y'all here today. Let me introduce myself properly: My name is Cyclone Malone and I am the Sheriff of Yazoo Junction. This here is my office. You can see on the wall behind me pictures of some of the outlaws I go out a-looking for regularly. Now Yazoo Junction is a small town but we're real proud of what we have to offer and the folks here are friendly and hard working. I know they're all looking forward to meeting you. Since you're going to be visiting with us I --

BURGESS: *(Fluffy round buzzard flutters in the window as if he has flown in. He is a puppet and talks with an accent. He is frantic.)* Cyclone! Oh, Cyclone come help!

CYCLONE: Why, it's Burgess Cruzzard! Say hi to the folks, Burgess!

BURGESS: There's no time for that now, Cyclone! Things has gone from sorta okay to really worse awful fast!

CYCLONE: What's happened?

BURGESS: It's those fellas that you asked me to keep an eye on!

CYCLONE: Cue Ball McCoy and Two-Finger McGraw!?

BURGESS: Cozy had me fly over here to tell ya, they're carving their names in the tops of the school desks!

CYCLONE: Well, I'd better get over there right now!

(BURGESS flutters back out of the window and COZY DUMOND enters holding a small school desk top and pushing a sign that reads "SCHOOLHOUSE" with a bell. CYCLONE takes three steps to what is now the schoolhouse.)

CYCLONE: *(Cont'd.)* See? I told you it's a small town!

(CUE BALL MCCOY and TWO-FINGER MCGRAW enter firing cap pistols and chasing COZY DUMOND.)

COZY: Oh, Cyclone! I'm so glad you're here!
CYCLONE: Now what are you two boys doing?
CUE: It's too quiet here for us, Malone!
TWO: Yeah! And I still have too many fingers! *(Holds up his hand – he is short a couple of fingers.)* I need to shoot off a couple of them!

(CUE and TWO laugh wildly and excessively until they go into coughing fits. CYCLONE pounds them on the back.)

CYCLONE: It's about time you fellas stopped your mischief and started being good citizens of Yazoo Junction!
CUE: Aw, Sheriff! We didn't do anything wrong!
TWO: Yeah! We just made a little noise is all!
COZY: A little noise! Cyclone, as soon as they entered the town they shot holes in the school bell. It'll never ring again. Then they tipped over the water trough and flooded the whole front of the general store! Wet crackers and soggy sacks of flour everywhere! They cut loose all of the horses in front of the hotel and spooked them! People have been chasing their horses all through town for an hour, and when they all came together in front of the General Store, people were slipping and sliding all over the flour and water, and the horses got stuck in this gooey lake of bread dough that's covered the street! It's a sticky gridlock of people and horses! *(Passes a hand over her face.)* Horrible! Just horrible! If that isn't bad enough, they went and pulled the pins out of the stagecoach wheels so that when the team of horses took off they just dragged the poor driver out of his seat and down the road into the next county before he caught his pants on a cactus and pulled himself loose!

(By now CUE and TWO are snickering and even CYCLONE is chuckling.)

COZY: *(Cont'd.)* After that they caught poor Major Richmond and tied the two ends of his handlebar moustache into a bow in front of his nose! It made him sneeze and he nearly blew his ears off! Now they are back here at the school, having made their way around the entire town, and they are shooting into the tops of my school desks spelling their names out in bullet holes! And you! *(SHE turns and shakes a deadly schoolteacher finger at the TWO.)* You misspelled your name, young man! *(Lifts up the desk top to show "TOO" written in holes.)* I ought to make you stay after school and do it over correctly!

CYCLONE: *(Trying hard not to burst into laughter.)* Did you boys really do all of that?

CUE & TWO: *(Trying to appear modest.)* Well, yeah!

CYCLONE: Thank heavens that nobody was hurt.

CUE & TWO: *(Trying to appear concerned.)* That's right. Nobody was hurt. Etc.

CYCLONE: Even so, I'm going to have to lock you up boys up for a few days just to let you cool off. Now you hand me over your firearms and let's walk back to the jail real peaceful like.

CUE & TWO: *(Look at each other, then muttering hand over their guns.)* Okay, Sheriff. Since you put it that way. Etc.

CYCLONE: Come on now, and we'll have some lunch back at the jail. *(HE walks THEM over to his office.)*

COZY: Thank you, Cyclone! *(Exits with the desk top.)*

CYCLONE: You're sure welcome, Cozy! Come on now, fellas!

TWO: Hey, Sheriff? How do you spell "two" anyhow?

CYCLONE: We'll just talk about that later, Two Fingers.

(CYCLONE locks them behind the jail door. Since the jail door is free standing the TWO realize quickly that they can just walk out, which they do as soon as Cyclone's back is turned. Cyclone turns and catches them.)

COZY: *(Cont'd.)* Uh- uh, fellas!

End of Freeview

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