

# The Zombies Walk Among Us

By Brian Kral

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### **DEDICATION**

*This play is dedicated to my twin muses, Dale and Harper,  
And to the resilient souls of Port-au-Prince*

### **STORY OF THE PLAY**

When a devastating earthquake strikes Haiti, age-old fears and superstitions rise to the surface in civilized Port-au-Prince. For Alanis Ducette, the daughter of an aid worker, it brings nightmares of her dead sister and a conviction that zombies are intruding on everyday life. To exorcize her nightmares, she enters the threatening world of Haitian vodou and black magic—and uncovers a mystery no one in her family had dared reveal. About an hour.

### **ORIGINAL PRODUCTION**

October 1-10, 2010. Rainbow Company Youth Theatre, Las Vegas, Nevada, with the following cast: Sasha Bond, Katarina Renee, Dale Segal-Kral, Martha Watson, Benjamin Onyx Dowdy, Shannon Lutz, Harper Kral, Conrad Kauffman, Michael Syverson, Audrey Cordero, Jackie Shick, Jenaisy Alfonso, Morgan Johnson, Alex Krabiel, Chelsea McLin, Alexis Phillips, Aleja Quinn, Ayoollu Walker, Tatiana Elizabeth Weiford and Francisco Weller.

\* \* \*

The first production was dedicated to the outstanding South African actor Zakes Mokae, and to producer Val Lewton, creator of classic RKO horror films *Cat People* and *I Walked with a Zombie*.

**CAST OF CHARACTERS**

*(2 m, 6 w, 6 flex, plus ensemble, doubling possible)*

**Alanis Ducette** (f): A teenager

**Houngan Bossuet** (m): Vodou conjurer or zombie master  
who serves the dark powers

**Sinette** (f): Older teen, assistant to Houngan Bossuet and  
Chantal's sister

**Camilla Ducette** (f): Alanis's dead sister

**Daphne Ducette** (f): A doctor and Alanis's mother

**Chantal** (f): A native Haitian teenager

**Marie Plantain / Ti Marie** (f): A psychologist

**Teacher** (flex): Educator who becomes a zombie

**Lucien Ducette** (m): Alanis's father

**Servant** (flex): French speaking servant of Lucien's named  
Simone

**Worker** (flex): A worker on the street

**Clergy** (flex): Delivers the eulogy at a funeral

**Two Sports Fans** (flex): Young soccer fans

**Extras** (flex): Zombies, Family Members at funeral, Vodou  
Dancer, and Vodou Ceremony Drummer

As written, students, soccer players, and tourists are not  
seen; however, a director may wish to cast extras for these  
characters.

### **PROPS**

Large standing drum, clothes, bookbags, pillow, portable CD player, laptop computer, notes, reference books, portable TV, tooth, large steel barrel, thermos or pint of clear rum, crackers, aerosol/spray cheese, tray, paper cups, small bottle, older cell phone, wooden crate, boombox, small barbecue grill, large spoon, worn pot, small pill bottle, disposable picnic plates, beans and rice, forks, chair, paper napkin, matches or small light, candles, dark reddish colored rock, machete, thunderstone rock (see production notes), enamel bowl, alcohol, cloth, two jars of cornmeal, iPhone, oil lanterns, flashlight, two rolls of centimes or coins, scissors, pillow, long bamboo tube with brown powder, and a container holding Camilla's ashes.

### **PLACE**

Port-au-Prince, about six months after the 2010 earthquake.

**Scene 1:** Graveyard, tent compound

**Scene 2:** Tent compound

**Scene 3:** Classroom

**Scene 4:** Tent compound

**Scene 5:** Alanis's father's home, the street

**Scene 6:** Graveyard with a raised tomb, tonnelle  
(ceremonial arch)

**Scene 7:** Street, tent compound

**Scene 8:** Tent compound, the hounfour (temple) with a tonnelle, also a small hut with a spiderweb-type rope covering the entrance.

**Scene 9:** Tent compound

**Scene 10:** High point overlooking the coast.

### **PRODUCTION NOTES**

Additional notes are at the end of the script, including staging notes, special effects, definitions of French or Haitian/Creole italicized dialogue, and Scene 4 alternative without alcohol.

### Scene 1

*(AT RISE: Night. ALANIS DUCETTE looks down at a fog-choked graveyard from her tent compound. Just outside the graveyard, HOUNGAN BOSSUET pounds a sinister rhythmic beat upon a large standing drum, while SINETTE dances.)*

**UNIDENTIFIED HAITIAN VOICE:** *(Heard above the drumming.)* In Haiti, there was always hunger and sorrow. But you also found joy...and great mystery.

*(SFX: An earthquake. Within the graveyard, tombs shift, their concrete memorial slabs cracking, revealing bodies in and on the ground. SFX: There is a long silence, followed by a resumed drumbeat, similar now to a heartbeat, which leads into stronger percussion and rock and roll underscoring. Out of the graves and from the ground rise several ZOMBIES, responding to the strong musical beat. Their clothing represents both present day Haiti and its French Colonial period. The zombies shamle out towards the audience, engulfing the auditorium, as ALANIS watches from her separate vantage.*

*Behind Alanis, CAMILLA, dressed in a ghostly white communion gown, rises up and slowly approaches Alanis. As Camilla grabs her sister's shoulders, ALANIS screams and pulls away, falling forward into the graveyard.*

*The ZOMBIES notice ALANIS and now turn to steadily close in on her. She eludes them by leading them on a chase first through the graveyard, before returning to the elevated area, which is part of a tent compound for refugees and medical volunteers. Alanis runs to her tent and tries to wake DAPHNE, who sleeps on a cot. The zombies clamber up onto the elevated area in pursuit of Alanis and slowly begin to converge on her, forcing her to run away from them.*

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*BOSSUET and SINETTE go to the area where Daphne sleeps and enter the tent. Together, the Houngan and Sinette tip the cot upright, bringing DAPHNE to a standing position, although her eyes have remained closed. CAMILLA extends a hand towards her mother, and Daphne's eyes snap open. She moves slowly towards her deceased daughter, like a sleepwalker. Camilla takes her mother's hand and begins to lead her off.*

*ALANIS tries to run past the ZOMBIES, to stop her mother from leaving with Camilla, but she is pushed aside by them and then held back by BOSSUET and SINETTE. CAMILLA leads her MOTHER away, followed by the slowly moving zombies. Houngan Bossuet and Sinette release Alanis. The Houngan blows a handful of white powder into her face, and he and Sinette follow the group. Silence. Alanis is left alone in the stillness of the tent compound. She moves wearily back into the tent and lies down on the cot, where she falls asleep. BLACKOUT.)*

## **End of Freeview**

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