

Wolfmania!

A Hairy Musical in 2 Acts

*Book by Tim Kelly
Music and Lyrics by Larry Nestor*

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Wolfmania!

- 2 -

Composer's Dedication

Dedicated to Anne and Mike Schwarz — sweethearts of the century.

Larry Nestor

STORY OF THE PLAY

Teenager Jane Hastings inherits remote and creepy Wolfbane Abbey, a combination school and clinic for students who have trouble “adjusting.” No wonder — they’re werewolves! The doctor who runs the Abbey decides Jane must be driven out of her mind so he can be trustee. This isn’t as easy as it sounds — even though the place is filled with more horrors than a wax museum. With two friends, Jane does her best to sort out the Abbey’s problem and “curse.” The characters include the bewildered police, a werewolf hunter, weird students, a gypsy who spends most of her time in a scary laboratory, and a large assortment of weird students, and a punk rock group, “The Electric Werewolves.” Actors can howl to their hearts’ content in this fast-paced spoof with such upbeat songs as “Full Moon Potion,” “They Bite, They Claw, They Howl,” “Halfway Human,” “Wolfmania” and others. This is a hair-raising joyride that will have your audience howling for more.

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CAST OF CHARACTERS

(Flexible cast of 20. Approximately 13 females, 7 males, plus extras. In order of appearance.)

ROSA ELENA: Gypsy who knows too much.

SNAP: Unruly teenage werewolf.

DR. KING WOLVERINE: Runs Wolfbane Abbey.

DORA: Maid.

MISS MOORPARK: Legal assistant.

MISS EFFIGY: Secretary and nurse.

POOCH: Girl werewolf.

CYNTHIA STORM: Music teacher.

JANE HASTINGS: Teen who inherits Wolfbane Abbey.

PAMELA HALL: Jane's friend.

TOM JOHNSON: Another friend.

SYBIL BREWSTER: Reporter for *Class Trash* magazine.

DANGERELLA: Young werewolf hunter.

ALEXANDER: Bad werewolf.

COYOTE: Male rock musician.

LUPE: Female rock musician.

OFFICER JOHN FRANKLIN: Policeman.

OFFICER MARY KIP: His partner.

THE COUNT: Teenager with problem.

(Extra as ABBEY STUDENTS or ROCK BAND MEMBERS can be added, if desired. Many roles can be changed as KING WOLVERINE to QUEEN WOLVERINE; THE COUNT to COUNTESS; EFFIGY can become FRED, a medical orderly; SYBIL might become BILL, and so forth.)

Wolfmania!

- 4 -

SONGS

(In addition to vocal and piano scores, a rehearsal/performance CD is available. Please contact the publisher.)

ACT I

FULL MOON POTION

Rosa, Snap, Students

STAY

Doctor, Miss Effigy

THE ONLY HOME WE KNOW

Students, Doctor, Miss Effigy

IMAGINE

Jane, Tom, Pamela

THEY BITE, THEY CLAW, THEY HOWL

Miss Moorpark, Jane

SHOW YOU AROUND THE GROUNDS

Snap, Pooch

WOLFMANIA

Dangerella, Sybil

ELECTRIC WEREWOLF!

Alexander, Band Members

ACT II

HALFWAY HUMAN

Alexander

SANITY CLAUSE IN COMIN' TO TOWN!

Miss Effigy

JANE HASTINGS IS A WEREWOLF

Jane, Rosa

EVEN A SOUL

Rosa, Wolves

HIS HOWLING DAYS ARE DONE

Wolverine

THE CHASE *(Music Only)*

FULL MOON POTION – Reprise

Cast

SYNOPSIS

The action of the play takes place in Wolfbane Abbey, a strange, isolated school. The time is the present day but before cell phones.

ACT I

Scene 1: A dark and stormy night.

Scene 2: Following day.

Scene 3: That afternoon.

ACT II

Scene 1: One hour later.

Scene 2: That night.

Scene 3: Shortly thereafter.

PACING: Keep the show moving. As soon as one character leaves the stage, another enters. Each scene should end with a bang. Keep the time between scenes brief. If it's more than a few seconds, play bars of "Full Moon Potion."

ALEXANDER'S POWERS: The werewolf business is merely suggested by the actor's behavior, holding of the hands, messy hair, gnashing of teeth, howling poses and gestures. However, consider this for the restoration of Alexander's powers. (*ACT II, Scene 2.*) Dr. Wolverine gives the wiring to Alexander (*A jump rope with hand grips works nicely.*) He throws the switch and Alexander reacts with the jerky mannerisms. When the sound effects and flashing lights are at their peak — blackout. Hold for effect. When the lights come back, Alexander is standing on the stool now wearing a wolf mask and wolf hands. If the wolf mask is out, give Alexander a big bushy tail. The bigger and bushier the bigger the laugh.

(See additional Props, Lighting and Sound Effects notes at end of script.)

ABOUT THE SETTING

There is no curtain. We see four locations inside spooky Wolfbane Abbey. The forestage represents a hallway. Extreme DR is a laboratory suggested by a table covered with some scientific odds and ends as bottles with colored liquids, test tubes, beakers. There's a stool under the table. Also in the laboratory is an electrical panel with knobs and a switch, maybe some colored lights. Frankenstein-looking. The entrance/exit is off right. There's another way into the laboratory, SL, from the sitting room. The "door" is pantomimed.

Extreme DL is Wolverine's office. A desk, with a telephone, faces audience. There's a chair behind the desk, small chair in front. The office can be entered from off left or from the sitting room. This "door" is also pantomimed. Most of the action takes place in the large sitting room. There's a sofa CS. Behind the sofa is an unseen box, strong enough to support an actor. To the right of the sofa there's a small table. DR of the sofa there's a chair; another DL. This one is lightweight.

SR are French doors that open onto the Abbey grounds. A chair is to one side. UC is the entrance into the sitting room from the upstage hallway. Right in the hallway leads to the front door; left to other areas of the dwelling, including the upper stories.

In the sitting room, UR and UL, are bookcases with volumes. SL is an exit that leads to various areas, including the dining hall and the kitchen beyond. Upstage of this exit is a table with a telephone.

Additional properties might include some wall sconces, chandelier, paintings, fireplace, footstool, rugs, etc. A nice effect can be created if the lab and office are elevated to further separate them from the sitting room.

End of Freeview

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