

# Zombie Quest

An Audience-Participation Comedy

By  
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## **STORY OF THE PLAY**

Karen is in training her first night on the job at a mortuary. While waiting for Karen to finish, two hippie friends, Lindsey and McKenna, decide to embalm themselves. Other friends soon arrive, including punk rockers Blake and Barry, and the nerds, Ryan, Ryan 2, and Erin. When they discover what the two girls have done, they get Mike, the mortuary operator, who then calls the doctor next door for help. Already the girls have no pulse and are turning into Zombies. The characters and the audience must find the chemicals that stop all the Zombies who have now awakened from the graveyard. But it won't be easy. Along the way, audience members will encounter other Zombies in different locations and, if they're not careful, participants may get turned into Zombies themselves!

## **ORIGINAL PRODUCTION**

This play was first produced under the title "The Mortuary" in October of 2004 at Roy High School in Roy, UT. The original cast included:

Mike: Doug Bullock  
Karen: Lacey Archuleta  
Lindsey: Noelle Maki  
McKenna: Jackie Sorenson  
Blake: Nick Porter  
Barry: Colten Gittins  
Ryan: Cooper Trimble  
Ryan 2: John Stewart  
Erin: Dawn Peterson  
Doc: Sabra Johnson  
Melissa: Carissa Painter  
The Body: Aubrey Morley  
Zombie 1: Linda Carmichael  
Host: Cashena Tingey  
Zombies: Frank Dominguez, Sarah Argyle, Chelsie Roman, Stephanie Vigil, Chelcie Norman, Jessica Gallacher, Sami Watson, Kayla George, Staci Perry, Kristen Robertson, Nikki Weiss, Graham Satterfield, Jana Monson.

## **CAST OF CHARACTERS**

*(5 M, 6 W, 3 Flexible, 10 or more extras.)*

**MIKE:** The mortuary operator. Wears a lab coat.

**KAREN:** A new employee at the mortuary. She is rather dingy. Under her lab coat she dresses like a preppie.

**LINDSEY:** Karen's hippie friend. She's stuck in the 1960s in attitude and dress.

**MCKENNA:** Another hippie friend.

**BLAKE:** An angry, hardcore punk rocker complete with spiked hair, chains, etc.

**BARRY:** Another hardcore punk rocker.

**RYAN:** A classic nerd. Wears a white shirt, tie, glasses, and suspenders. His tie is extremely short, and his pants are extremely high.

**RYAN 2:** Also a classic nerd. Wears the same as Ryan but his tie is extremely long.

**ERIN:** A smart nerd. Wears glasses, high water pants, t-shirt, with suspenders. She always offers people food in Tupperware containers carried in a large bag.

**DOC GRIFFIN:** She lives next door to the mortuary.

**MELISSA:** A scientist friend of Doc Griffin.

**THE DEAD BODY:** Lies on the embalming table throughout the first part of the play until it is reanimated. (Referred to as male but role is flexible.)

**ZOMBIE 1:** The Zombie who is captured, questioned and experimented on by the others. (Flexible role.)

**FREEZER ZOMBIES:** 5 to 10 Zombies who wear hospital gowns. They have been in the freezer drawers of the mortuary.

**GRAVEYARD ZOMBIES:** 5 to 20 Zombies who come from the graveyard across the street from the mortuary. They wear whatever they were buried in.

**HOST:** Introduces the Chemical Quest. This can be the director or someone in charge who can answer questions from the audience. (Flexible role.)

**SETTING:** The embalming room of a mortuary. (See additional set notes at end of script.)

## **AUTHOR'S NOTES**

There are three parts to this interactive comedy:

1. **The Story** - This is the scripted part of the play in which a problem is presented to the audience.
2. **The Chemical Quest** - This is where the audience is given a quest to solve the problem. During the Chemical Quest they will encounter and interact with many different Zombies in different locations. This is a great opportunity for actors to improvise. And if the audience members are skilled enough, they will solve the problem.
3. **The Conclusion** - The audience returns to the theatre to watch the conclusion of the story, which reveals whether or not their Chemical Quest was successful.

On the next page are complete instructions on how to design your Chemical Quest to fit your production needs. This is a big part of the fun because you can personalize the Quest for your audience and 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 Quest is what the audience enjoys the most!

## **THE CHEMICAL QUEST**

The Chemical Quest is very simple to set up and is a lot of fun for the audience. For safety reasons it is important that the Zombies move slowly so that no one gets hurt. An option in the Chemical Quest is to have 5 judges who each oversees an area. They can actually stay right by the chemical and distribute the chemical to individuals making it past the Zombies. They can also disqualify anyone who “abuses” the Zombies. The Zombies must move slowly, trying to infect about half of the audience. Try to have at least two Zombies to surround an audience member to infect them. When successful, the Zombies put an “infected” sticker on the victim. The judge will only give the chemical to an audience member who reaches the table without being infected.

### **STEP-BY-STEP INSTRUCTIONS**

1. Set up 5 areas in the school which are spread quite a bit apart. Choose areas that can be guarded by the Zombies but give the audience members a fair amount of room to be able to dodge them.
2. In each area, set up a table with the chemical on it. Each area/chemical must be a different color. The chemicals can simply be made of small, rolled-up colored paper.
3. Each area needs to have a judge. (*Optional.*)
4. Each area will have Zombies guarding the chemical. These are the same Zombies who attacked the characters in Act I. The number of Zombies assigned to an area depends on the size of the area. For example, a small hallway may only have 2 or 3 Zombies, where a large lobby may have 5 or 6 Zombies.
5. Each Zombie should have an “infected” sticker of the same color as the chemical being guarded. When the Zombies touch someone, they put a sticker on them.
6. If using judges, each judge should have “infected” stickers the same color as the chemical he’s overseeing so that he can help the Zombies tag the infected audience members.

**ACT I**  
**The Story**

*(AT RISE: The mortuary. The BODY lies on the table completely covered by a sheet. MIKE and KAREN ENTER from the freezer room.)*

MIKE: All right, Karen, right through here and we're in the embalming room.

KAREN: Embalming room?

MIKE: Yeah. Where we embalm the bodies when they come in.

KAREN: Mike, what does that mean -- embalm the bodies?

MIKE: Funny you should ask. Take a look under that sheet.

*(They BOTH approach the table.)*

KAREN: Is that what I think it is?

MIKE: Sure is.

KAREN: Wow. This is great!

*(SHE pulls the sheet down off the top of the BODY and jumps back.)*

KAREN: *(Continued.)* Aaaah! That's not a puppy!

MIKE: A puppy? Of course not. That's your first dead body.

KAREN: Dead body? That's disgusting. What's it doing here?

MIKE: This is a mortuary. It needs to be embalmed.

KAREN: Oh, man. If I had known there were gonna be dead bodies involved, I wouldn't have applied for this job.

MIKE: Oh, you'll be fine. You get used to them. Come here. Let me show you.

*(MIKE steps to the BODY but KAREN is hesitant.)*

MIKE: *(Continued.)* Come on!

*(KAREN steps to the table.)*

## **End of Freeview**

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