

Escape Room

By Wade Bradford

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STORY OF THE PLAY

The high school girls' softball team has one last shot to make it to playoffs. However, that doesn't seem likely since Wacy and Emma can't seem to stop fighting, while Riley and Kylie are so inseparable that they don't work with the rest of the team. So instead of scheduling extra practice hours before the game, Coach forces the girls to participate in team building activities. That's perfect for Professor Diabolical, as he has been perfecting his evil laugh and is ready to have customers in his Escape Room. Unfortunately, his assistant Brad is more focused on a single member of the team than on the minor details like clues and keys. This is one team building exercise that goes hilariously wrong!

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CAST OF CHARACTERS

(2 m, 5 w)

PROFESSOR DIABOLICAL: Owner and operator of the Escape Room.

BRAD: High school student. New assistant to Professor Diabolical.

WACY: High school student. Serious.

EMMA: High school student. A feisty young lady.

COACH: A tough looking female coach who often takes on tasks that are a little too overwhelming for her.

RILEY: High school student. Seemingly inseparable best friend of Kylie.

KYLIE: High school student. Seemingly inseparable best friend of Riley.

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SETTING

The Escape Room can be created in many different ways. For productions that are able to construct a set, three walls with shelves, paintings, and cupboards will do nicely. However, the impression of the three walls could also be created by long tables. In either case, there is no doorway, as our first character will soon explain.

PROPS

Sheet with rules
Keys
Waivers and pens
Cell phone
Envelope with clue
Old phone or intercom mic
Bookshelf
Books, some containing paper clues
One book with a jacket and clue
Paper with a 6 or 9
Broom
Whistle
Table with black table cloth
Box with combination lock containing flashlights and a clue
Fake bird with note attached
Fake raven
Clock
Puzzle
Small red box
Flashlight
Sign that says "PROM?"
Key

SFX

Rumbling sound
Warning siren

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(PROFESSOR. DIABOLICAL walks center stage. He is dressed as a mad scientist but is actually the owner and operator of the Escape Room.)

DIABOLICAL: Good evening, ladies and gentlemen. I am Professor Diabolical, the owner and operator of the Escape Room you see before you. The events which you are about to witness are based upon a TRUE-ly fictional story. The names have been dramatically changed to protect the innocent. For example, the character who is loosely based upon the playwright Wade Bradford has been renamed Brad Wadeford. His childhood friend, Macy Wilson, is now called Wacy Milson. And Coach Foster, the P.E. teacher who made fun of the playwright when he got hit in the face with a dodgeball, will now be known as Coach Stanklebum. This play is called "Escape Room." As you can see, we have three walls and no door. Which would seem like it's easy to escape from. We did originally perform this play with four walls, but the audience was unable to see anything. Therefore, we have removed the fourth wall for your viewing convenience. Unfortunately, that recently-removed wall happened to be the one which contained the door, so I'm afraid you'll have to use your imagination, and the actors must rely on their pantomime skills and their own sound effects. Allow me to demonstrate. *(HE pantomimes opening a door while making a squeaky sound, doing his best to imitate a rusty hinge.)* You can picture it, can't you? And now, ladies and gentlemen, keep your fears at bay as best you can, summon up whatever courage you can muster, and prepare to enter the ESCAPE ROOM -- the room from which NO ONE ESCAPES! Oh, and I forgot to mention, exits are located at the rear of the theater. And now, the ESCAPE ROOM!

(PROFESSOR DIABOLICAL exits. BRAD, the much less dramatic assistant/trainee of Prof. Diabolical, enters. He leads

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WACY, a serious looking girl in a softball jersey, to the imaginary door, downstage center. He pantomimes opening the door, making a halfhearted squeaky hinge sound.)

BRAD: *(Awkward, no flair, still struggling with the spiel.)*
Behold, the Escape Room of Professor Diabolical. Your experience will begin when -- uh -- when the rest of your party arrives. *(Gives an awkward bow.)* How did I do?

WACY: Is it your first day on the job?

BRAD: Second.

WACY: You're doing great, Brad.

BRAD: Thanks, Wacy! Hey, is the rest of the team going to be here?

WACY: They are supposed to be. But I guess they're late as usual.

BRAD: Oh, cuz I was hoping to get the chance to—

(PROFESSOR DIABOLICAL is now on stage, listening in on the conversation.)

DIABOLICAL: *(Intentionally interrupting.)* Ahem.

BRAD: *(Realizes he is breaking one of the rules.)* Oh, I'm supposed to stay in character.

(PROFESSOR DIABOLICAL exits.)

WACY: What character are you playing?

BRAD: *(Acting awkwardly in character again.)* I am the devious assistant of Professor Diabolical.

WACY: I think you need to work on being more devious. You're too nice a guy.

BRAD: But I've been practicing my evil laugh.

WACY: Let's hear it.

BRAD: *(Not evil sounding, just weird.)* MU-ah-haha-hee-hoo.

WACY: Keep working in it.

(PROFESSOR DIABOLICAL returns with EMMA, a feisty young lady. Diabolical pantomimes opening the door -- making the creaking sound -- and leads Emma into the room.)

End of Freeview

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