Are We Scared Yet?

By Bobby Keniston

Performance Rights

It is an infringement of the federal copyright law to copy or reproduce this script in any manner or to perform this play without royalty payment. All rights are controlled by Eldridge Publishing Co., Inc. Contact the publisher for additional scripts and further licensing information. The author's name must appear on all programs and advertising with the notice: "Produced by special arrangement with Eldridge Publishing Company."

ELDRIDGE PUBLISHING COMPANY

© 2017 by Bobby Keniston

Download your complete script from Eldridge Publishing

https://histage.com/are-we-scared-yet

STORY OF THE PLAY

Max and Katie are lost at a spooky campsite in the middle of the woods. Fortunately, Counselor Ned, a cheerful, but rather strange, camp counselor is there to help them out until the other campers and counselors find them. To pass the time, Counselor Ned suggests they all take turns telling scary stories, a "campfire tradition as old as time." As they take turns telling their tales, the stories come to life onstage! The story of "Taily-Po," an American folklore classic, reveals an old man living in the woods with his sarcastic dog… "The Backseat Driver" gives a new twist on a popular urban legend… and "A Girl and Her Dolly" becomes a cautionary tale of a possessive and very creepy doll. After each story, Max and Katie wonder when the other counselors will show up and lead them back to the cabins, while Counselor Ned becomes more and more mysterious. What could he be hiding? Are Max and Katie in the middle of their very own ghost story? "Are We Scared Yet?" is an easy-to-produce scare fest for any theater group, and delivers a ton of laughs... and maybe even a few goosebumps!

CAST OF CHARACTERS

(22 total: 8 males, 10 females, 4 either)

COUNSELOR NED: (NADINE.) Cheerful, but hiding something.
MAX: Young man who hates being at camp. Acts a bit meek.
KATIE: Max's sister. She is athletic, loves the outdoors.
SMITTY: A grumpy old man who loves living way out in the deep woods. Hates people.
RUFUS: A sarcastic dog. Only Smitty can hear him (or her).
CASSANDRA: Smitty's daughter. A no-nonsense business woman who is in a hurry.
JUSTIN: (JUSTINE.) Cassandra's son. In love with his cell phone.
TAILY-PO CREATURE: A strange, snarling, furry creature with a long tail. Growls, but can speak in a haunting full sentence.
MOTHER: A nice, cheerful woman. Often oblivious, and not a great driver.
DAUGHTER: Doesn't want to be on the road trip. Becomes nervous when she hears the news report.
SKIP MADISON: A slick radio news announcer. Very fake. Argues with Lulu constantly.
LULU CHASE: Co-announcer, who gets annoyed with Skip.
JASON KREUGER: Creepy gas station attendant. Everything he says should sound ominous, so people believe he is the killer.
THE BACKSEAT KILLER: Maniacal and crazy.
CLARISSA: A lonely little girl.
JEANIE: Clarissa's mother. She is concerned about her daughter being so lonely.
CHUCK: He is an encyclopedia salesman, but we don't know that right from the start.
ROY: Clarissa's father. He always looks on the bright side of things.
WHIMSICAL WENDY: A life size, animatronic doll. A smile is always affixed on her face. When she speaks, it is a high-pitched dolly voice, but also vaguely mechanical.
DONNA: A camp counselor. Very responsible.
EMMY: Another nice, responsible camp counselor.
BILLY: A smart aleck camper.

NOTE ON CASTING: There are many opportunities for doubling, if necessary for a production. Since the show is a series of 3 separate stories, cast members from earlier stories can certainly play other roles in later stories and have plenty of time to change costumes. However, I recommend that the roles of MAX, KATIE, and COUNSELOR NED not be doubled with any other roles.

SETTING

As noted in the script, the “campfire” scenes could all be played in front of a curtain if your theater is equipped with one. The show should move smoothly from one scene to the next. Sets can be very theatrical and representational, or elaborate, depending on the director's resources and vision.

COSTUMES

TAILY-PO CREATURE and RUFUS: must have tails that detach from their costumes with ease.
COUNSELOR NED: Scout uniform with “utility belt.”
SMITTY: Plaid shirt, jeans, suspenders, and boots.
CASSANDRA: Wears business attire.
JUSTIN: Nice clothes.
JASON: Gas station coveralls, a strange hat.
BACKSEAT KILLER: A hospital gown with bloodstains on it.
CHUCK: Nice shirt and tie.
WHIMSICAL WENDY: Gingham dress, has braids, and bright red circles on her cheeks.

PROP LIST

Flashlights - COUNSELOR NED, MAX, KATIE, DONNA, EMMY
Whistle - COUNSELOR NED
Walkie-talkie - COUNSELOR NED
Backpacks - KATIE, MAX, JUSTIN
Cell Phone - JUSTIN
Axe - SMITTY
Plate - SMITTY, JUSTIN
Dog Dish - RUFUS
Scythe - JASON
Credit card - MOTHER
Knife - BACKSEAT KILLER
Microphone - SKIP, LULU
Briefcase - CHUCK
Playing Cards - CLARISSA, WENDY
Note - ROY

SOUND EFFECTS

Walkie-talkie static
Forest sounds at night
Clawing at a door
Ping at gas station
Creepy music (Can be used to introduce scenes, and can be effective starting and stopping when the Backseat Killer is raising his knife, but is then knocked over.)

Scene 1

(AT RISE: A campsite in a summer camp. This is represented by a campfire area far DSR, with a few logs or benches around the back of it for sitting. Presently, NED enters from DSL with a flashlight and a whistle around his neck. He is bumbling, but well-intentioned. He looks around the area, then calls off behind him.)

NED: We're here, campers! You better hurry it up, you slowpokes, or you'll get lost again!

(MAX, a boy, studious and a bit uptight, and KATIE, his sister, who is athletic and sometimes abrasive, enter from DSR. They both have flashlights and backpacks. Max looks exhausted, Katie looks excited.)

KATIE: Is this the campsite? Cool! Can I start a fire? *(SHE rushes over to the fire area.)*
NED: Now you just hold on one minute...
MAX: *(Breathing a little heavy.)* I would like to say, for the record, that I didn't get us lost. Katie left the trail, and I went after her to bring her back. She's the one who got us both lost!
KATIE: Put a sock in it, Max. I would have figured out where we were if you had quit blabbering at me.
MAX: The counselors told us not to leave the trail! Rules are rules!
KATIE: Are you going to be as big a geek here at summer camp as you are at school?
MAX: *(Indignant.)* Bigger! *(Slight pause.)* Wait a second!
KATIE: Ha-ha! You just admitted it! You're a geek!

(NED blows his whistle. The KIDS react.)

NED: Now that's enough squabbling. And Katie, it's true. You shouldn't have left the trail.
KATIE: But...

NED: You're just lucky good ol' Counselor Ned was out in the woods, and found the two of you. *(Glances about.)* Looks like we beat everyone else to the site.
MAX: Unless they're all searching for us.
NED: Let's give 'em a little ringy-dingy. *(Takes the walkie-talkie from his belt and speaks into it.)* Eagle to nest, eagle to nest, I have a few lost birdies, over. *(SFX: There is nothing but the crackling sound of static.)* Eagle to nest, do you copy? Over. *(SFX: The static just gets louder.)* Well, now. Guess my walkie is having trouble with the talkie.
KATIE: Let's go back and find them...

(SHE starts to run off, but NED steps in her way.)

NED: Now let's hold on a second. The safest thing to do if you're separated from a group is to stay put. Especially if it's dark. The others will be along. And if they're not, we'll be better off heading back in the daylight.
MAX: Great. Just great! Trapped at a spooky old summer camp, with no iPad, no smartphone, no TV, and no video games. And to top it off, now I'm stuck in the woods while a search party of stupid campers and underpaid teenage counselors look for me!
NED: Hey, now, little guy, just calm yourself. You're safe here with Counselor Ned. Why don't you both take off your backpacks and have a seat on one of those logs while I try to get a fire going?
MAX: I have to a sit on a log? This camp can't even afford chairs?
KATIE: Just sit down, Max.
MAX: There could be ticks on this log! I've already been half-eaten by blackflies. I don't want to get Lyme Disease on top of it! Bugs always hone in on me! I'm like a walking target here!
NED: *(Trying to joke.)* Probably because they think you're so sweet.
KATIE: Or because you smell like cow manure.
MAX: That's it! I'm through with you mocking me!
KATIE: *(Mocking him.)* I'm through with you mocking me!

End of Freeview

Download your complete script from Eldridge Publishing
https://histage.com/are-we-scared-yet

Eldridge Publishing, a leading drama play publisher since 1906, offers more than a thousand full-length plays, one-act plays, melodramas, holiday plays, religious plays, children's theatre plays and musicals of all kinds.

For more than a hundred years, our family-owned business has had the privilege of publishing some of the finest playwrights, allowing their work to come alive on stages worldwide.

We look forward to being a part of your next theatrical production.

Eldridge Publishing... for the start of your theatre experience!