

# TRUNCATED SAMPLE SCRIPT

Half of this radio play has been deleted. The full play runs 12 pages--about 11 minutes of air time.

If you wish to secure the performance rights to the play and the recorded score, contact [Palermo@RuyaSonic.com](mailto:Palermo@RuyaSonic.com)

Colonel Frothingham, Intrepid Antiquitist

"Egypped Again!" Episode 2

An original radio drama by

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COLONEL FROTHINGHAM, INTREPID ANTIQUITIST

"Egypped Again!" Episode 2

Prod. #2005-2

CAST

ANNOUNCER	The announcer.
COLONEL FROTHINGHAM	Intrepid adventurer
MURGATROYD	Frothingham's current assistant
HARRIET NITTLEBEE	Daring heiress, Frothingham's patron
LESLEY SLEWMARTEN	Frothingham's snooty nemesis
SMOTNEY	Slewmarten's nasty aide
ABOOD	Gibberish-speaking pastry chef

NOTE:

The above list is for a cast of 7. A smaller cast of 5 can be used if the following roles are combined for one actor each:

ANNOUNCER/MURGATROYD/ABOOD

Four sound effects artists are also required.

SCRIPT NOTE: Asterisks besides a cue number (for example: 3\*) indicate that the performer of that cue wait for music or a sound effect to establish itself and in some cases, await a signal from the director to begin. It is recommended that the master script be marked with a hand-lettered "Q" to the left of these special cues, so they stand out better.

Visit Tony Palermo's Radio Drama Resources web site: [www.RuyaSonic.com](http://www.RuyaSonic.com)

1. MUSIC: [A-1] FROTHINGHAM INTRO--UP. CONTINUE UNDER.

2. ANNOUNCER: Once more, we join Colonel Frothingham,  
Intrepid Antiquist, in the search for  
ancient treasures and high adventure! (PAUSE)  
In the first episode of "Egypped Again!" the  
Colonel and his trusted aide, Murgatroyd,  
were saddled with Harriet Nittlebee, the  
heiress who funds the Colonel's expeditions.  
(PAUSE) Just outside Cairo, the three were  
searching for the lost tomb of the Pharaoh  
Amen-Ra. A freak sandstorm blinded them, but  
as they wandered, lost, they stumbled upon a  
secret passageway...

SCENE ONE: INT. TOMB ANTE-CHAMBER - NIGHT

(NITTLEBEE, FROTHINGHAM, MURGATROYD, SLEWMARTEN, SMOTNEY, ABOOD)

3\* SOUND: FOOTSTEPS--(3 SETS)--ENTERING.

4\* MRS. NITTLEBEE: My goodness, Colonel! How fortunate to find  
shelter, here in the desert. Where are we?

5. COL. FROTHINGHAM: Somewhere beneath the Pyramids of Geeza, I  
assume. (BRISK ORDER) Murgatroyd!

6. MURGATROYD: Yes, Colonel. I'll light this handy wall  
torch.

- 1\* MURGATROYD: Hmmm. (LOOKING) It's some sort of ante-chamber... Look! Hiero-glyphics... here!
2. MRS.NITTLEBEE Hiero-glyphics? Can you make them out, Colonel?
3. COL. FROTHINGHAM: Let me see...(READING) "Eternal curse upon all... so on and so forth... pit of deadly snakes... hmmm... the great Pharaoh Amen-Rah... Beware of Sphinx monster..."
4. MRS. NITTLEBEE: Amen-Rah? Yes! The tomb of the first Pharaoh! The one we've been searching for!
5. MURGATROYD: (COWARDLY) Um... Wait! Eternal curse? Sphinx monster? Excuse me, Colonel, isn't it getting to be tea time at the hotel? The chef there..
6. COL. FROTHINGHAM: Not now, Murgatroyd! We've found the Tomb of Amen-Rah! Splendid! (PROUDLY ORATES) I hereby claim this tomb and all its treasures for the British Museum! What stupendous luck!
7. SOUND: SLEWMARTEN STEPS--UP
- 8\* SLEWMARTEN: Not luck, Colonel. More like a staggeringly improbable coincidence. (EVIL LAUGH) Ha-ha!
9. MUSIC: [B-2] RIP CHORD #1--LET IT FINISH.

**SCRIPT HAS BEEN TRUNCATED AT  
THIS POINT  
(several scenes later...)**

3. COL. FROTHINGHAM: Yes!--Phil-aen--a dialect of Gibberish!
4. SLEWMARTEN: And one that I am highly familiar with! I can translate. Speak, Abood. Tell us!
5. ABOOD: Amen-Rah. Amen-Rah. (AD LIB GIBBERISH, CONTINUE UNDER, FEEDING SLEWMARTEN.)
6. MUSIC: [B-4] "SEKHMET'S TALE"--(BED)--UNDER
- 7\* SLEWMARTEN: (TRANSLATING) It... It's the story of Amen-Rah! ...from thousands of years ago... He ruled over the kingdoms of Upper and Lower Egypt... many subjects, many slaves... Yes.
8. SOUND: WALLA: ANCIENT CROWDS--UNDER.
9. SLEWMARTEN: Amen-Rah was a great and powerful...  
Milkman? What? (PUZZLED) Milkman! That's what he said. And he... belonged to the... ancient Egyptian milk... man's... union?
10. SOUND: WALLA: ANGRY ANCIENT CROWDS--UNDER.
- 11\* SLEWMARTEN: But... there was a... labor dispute...

12. SOUND: SWORD FIGHTS, HORSES, WALLA: BATTLE--UNDER.

**SCRIPT HAS BEEN TRUNCATED AT  
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(SEVERAL SCENES LATER...)**

9. ABOOD: (STOPS AD-LIB)

10. MRS. NITTLEBEE: What a fascinating story! Eh, Colonel?

11. COL. FROTHINGHAM: Balderdash! That's not what Abood said!

12. MUSIC: ABRUPT MUSIC CUT--NO FADE. BREAK THE SPELL.

13\* OTHERS: (TOGETHER) It's not?

14. COL.FROTHINGHAM: I may be a bit rusty on my ancient Gibberish dialects, but that's not what he said at all!

15. SLEWMARTEN: Hmmmph! Let's see you do better! (TO ABOOD)  
Abood! Repleeda wagda! Tell it again. Again!  
(SMUG) Go ahead, Frothingham. Translate.

16. ABOOD: Amen-Rah... Amen-Rah... (AD LIB GIBBERISH,  
CONTINUE UNDER, FEEDING FROTHINGHAM.)

1. MUSIC: [A-5] "SEKHMET'S TALE"--(BED)--UNDER

2\* COL.FROTHINGHAM: It is the story of Amen-Rah... from thousands of years ago... He did indeed, rule over Upper and Lower Egypt... Yes. The god-king.

3. SOUND: WALLA--ANCIENT CROWDS UNDER.

4\* COL.FROTHINGHAM: It was a golden age! Milk and honey! Aha! Ilem-ik. Milk and honey! Not milk-man!

**SCRIPT HAS BEEN TRUNCATED AT  
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(several scenes later...)**

6. MRS. NITTLEBEE: Which door should we choose, Colonel?

7. COL. FROTHINGHAM: Well, one door could lead to the treasures of Amen-Rah! And the other, to some unspeakable horror--a pool of crocodiles, pit of scorpions, crushing walls...

8. SLEWMARTEN: Hah! Or a den of deadly snakes? What a coward! I propose that one of us goes through the door and--if safe--invites the others through. Agreed? OK. Go ahead, Smotney.

9. SMOTNEY: Um... Not me, boss. I'll wait here.

10. SLEWMARTEN: Don't trust me, do you, Smotney? Well! I'll show you. I choose the left door! Hah! Let's see... push this stone... and... there!

11. SOUND: STONE DOOR OPENS. FOOTSTEPS ENTER. DOOR CLOSSES. TRIP. CRASH. (PAUSE) HISSING--UNDER.

**SCRIPT HAS BEEN TRUNCATED AT  
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(several scenes later...)**

9\* ALL: (SCREAMS) Ahhhh!

10. MUSIC: [A-7] CLIFFHANGER THEME--UP AND UNDER.

11\* ANNOUNCER: Join us again tomorrow for the next episode of "Egypped Again"--another exciting adventure of Colonel Frothingham, Intrepid Antiquitist. (PAUSE) Today's show was written and scored, by Tony Palermo.

## Writer/Director's notes

"Colonel Frothingham, Intrepid Antiquitist" is set in the 1920s and follows the adventures of the young Colonel Frothingham, who appears as a middle-aged ex-adventurer in my other shows, "Inspector Rufflethorpe" and "Rick Lowell, Private Eye." There's a good deal of comedy in this show and a bravura use of sound effects as a sequence of sounds is interpreted two different ways, with the audience led to believe both versions of "Sekhmet's Tale."

This program is episode two of a yet-to-be-written three-part series, but it stands on its own as an entertaining show. The cliffhanger elements permit the shows to be extended if a class decides to present the entire series, with homemade commercial announcements between the episodes.

This was created for workshop use, to demonstrate the imaginative use of sound. I was looking to write short pieces tailored to the needs of schools--meaning simple SFX, and short enough to fit a rehearsal within a single classroom period. The humor will also play well with students from middle-school to college, who are often "too cool" to performing serious works. Absurd comedy is very successful with engaging this group.

## Radio Skills School

### Microphone Technique:

- 1) Sensitive and dead areas. Don't touch!
- 2) Proximity effect. (Boomy if too close.)
- 3) Proper distance for radio acting.
- 4) Dynamics and distance. (Back off to yell.)
- 5) Off-mic use for distant sounds. Asides.
- 6) Popping "P"s and S-S-S-Sibilance.
- 7) Mic safety. (hitting, blowing, dropping)
- 8) Assume every mic is always ON.
- 9) Quiet script page turning.

### Radio Acting:

- 1) Quiet in the studio.
- 2) Don't cough, laugh, or talk during production.
- 3) Watch the director. Wait for your cue. (Q)
- 4) Speed equals excitement. Don't bore the audience.
- 5) Jump in if there's dead air.
- 6) Wait for director's signal at end of show.

### Radio Direction "Sign Language"

- 1) "Wait." Open hand.
- 2) "5-4-3---" Finger count down.
- 3) "You're on." Pointing finger.
- 4) "Quicken the pace." Finger draws circles.
- 5) "Stretch it out." Pulling taffy.
- 6) "Louder." Pull ear.
- 7) "Quieter." Finger to lip (Shhhh-style)
- 8) "Cut." Finger slits throat.
- 9) "Come in" or "Back off" microphone.



**CASTING MONOLOGUES:**

All actors are asked to read some lines, called “sides,” aloud to audition. The director will cast the roles in our production based upon these readings. Please take a moment to read the lines below several times, both silently and aloud. These monologues also provide some “back story,” giving an idea of who the characters are and what kind of story we are producing. Since radio actors often play several parts, we encourage the use of different voices or accents for the different roles.

**ANNOUNCER:** I’m the announcer. I quickly describe the setting for each scene and report on all spine-tingling suspense for Colonel Frothingham, Intrepid Antiquitist! This week we find ourselves searching for the lost treasure of Pharaoh Amen Rah’s tomb in our episode entitled, “Egypped Again!”

**COLONEL FROTHINGHAM:** I’m Colonel Cuthbert T. Frothingham, an adventurer seeking rare antiquities for the British Museum. My faithful aid, Murgatroyd, and my patron, Harriett Nittlebee accompany me as we defy the ancient Egyptian curse of the sphinx-like monster, Sekhmet. Cheerio!

**LESLEY SLEWMARTEN:** I’m Lesley Slewmarten, Frothingham’s arch-foe since childhood, and now I’m here to foil him again, in his quest for the treasures of Amen Rah. I know all about ancient curses and, being an intrepid explorer, I walk boldly where fools like Frothingham fear to tread. I’m no coward. (EVIL LAUGH) Ah-ha-ha-ha-ha-ha!

**SOUND EFFECT ROLES: "Egypped Again! - Episode 2"**

**SOUND EFFECT ARTIST #1:**

FOOTSTEPS

ARROW

MUMMY FOOTSTEPS--SLOW, RAGGEDY, SCARY

LIQUID Poured IN BOWL. SLURPED

HISSING

HISS ATTACKS

RATTLESNAKE SHAKERS

**SOUND EFFECT ARTIST #2:**

MATCH STRIKES AND BURNS

GUN CLICKING--EMPTY

HORSES

HISSING

HISS ATTACKS

RATTLESNAKE SHAKERS

**SOUND EFFECT ARTIST #3:**

FOOTSTEPS

THUD

BODY DROPS

SWORD FIGHTS

TRIP

CRASH

HISSING

HISS ATTACKS

RATTLESNAKE SHAKERS

**SOUND EFFECT ARTIST #4:**

FOOTSTEPS

BOING.

SWORD FIGHTS

STONE DOOR OPENS/CLOSES

HISSING

**VOCAL EFFECTS:**

SPHINX MONSTER ROARING

SNORING

WALLA: ANCIENT CROWDS

WALLA: ANGRY ANCIENT CROWDS

WALLA: BATTLE

WALLA: SLAUGHTER.

SOUND EFFECT HOW TO:

## FOOTSTEPS:

Several steps on tile or dirt.

## ARROW:

Vocal "swfffft" or rapid opening of umbrella

## MUMMY FOOTSTEPS--SLOW, RAGGEDY, SCARY

Dragging feet in gravel box, steady rhythm

## LIQUID POURED IN BOWL. SLURPED

## HISSING. HISS ATTACKS:

Vocal effect

## RATTLESNAKE SHAKERS:

Egg maracas, rapidly shaken.

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## MATCH STRIKES AND BURNS:

Strike wooden match on box, light it.

## GUN CLICKING--EMPTY:

Click SFX gun trigger device several times.

## HORSES:

Coconuts in gravel box.

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## THUD, BODY DROPS, TRIP

Strike your legs with caveman clubs.

## CRASH:

Shake crash box SFX device.

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## BOING:

Pluck boing stick or spring door stop.

## SWORD FIGHTS:

Bang metal spoons and pancake flipper, while grunting.

## STONE DOOR OPENS/CLOSES:

Slide sharpening stones against each other on a box.

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## SPHINX MONSTER ROARING:

Vocal effect into reverbed microphone.

## SNORING:

Vocal effect. Inhale and snort.

**ENGINEER'S NOTES:****EQUIPMENT REQUIREMENTS:**

This show requires the use of a reverb for tomb/cave ambience. Please be prepared to vary the amount of reverb as the director indicates by hand signals.

**MUSIC CUES:**

A complete engineer's script will be provided with highlights to show how long music cues run (through scenes and dialogue) and which characters are using reverb and when.

- 1) FROTHINGHAM THEME (Temp: Pirate Attack from GST #2)
- 2) RIP #1 (Temp: Organ RIP from IR #1)
- 3) RIP #2 (Temp: Organ RIP up one step from IR #1)
- 4) SEKHMET'S TALE (Temp: Battle from GST #1)
- 5) SEKHMET'S TALE (Temp: Battle from GST #1)
- 6) RIP #3 (Temp: Organ RIP up one step from IR #1)
- 7) CLIFFHANGER (Temp: Pirate Attack from GST #2)