

CALIFORNIA BONEZ AND THE STONE OF KARAWAN

by Kimberlee Mendoza



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THE STONE OF KARAWAN**

A Mystery Dinner Theatre

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SYNOPSIS: This adventure dinner theatre spoof starts with a (videoed) crash landing in the thick Amazon jungle and only intensifies from there! A precious stone is at stake, and renowned archaeologist Dr. California Bonez is relentlessly pursuing it—but so is his nemesis, evil Victor Tievel. They are joined by a lost WWI general, a professor, a sassy beauty, and others. Built in are a bracingly funny one-way conversation between the General and a skeleton, a budding romance, a father-daughter reunion, and perilous close scrapes in a convergence of mystery and history. Includes a suggested tropical menu and spectacular but inexpensive ideas for the jungle set and table centerpieces. Audience members participate by asking riddles for clues. The conclusion is a cliffhanger of the highest order!

CAST OF CHARACTERS

(2 female, 7 male)

DR. CALIFORNIA BONEZ (m).....	30s; “Cal” for short. Archeologist/adventurer, confident. <i>(152 lines)</i>
GENERAL PENDERGRASS (m).....	50s; Lost WWI General, eccentric but fun. <i>(55 lines)</i>
DR. SHELTON BAGLEY (m).....	40s; Professor, smart but bumbles, has an English accent. <i>(81 lines)</i>
NIMU (m).....	20s; Native guide, cowardly, swayed by money, has a Brazilian accent. <i>(63 lines)</i>
DR. VICTOR TIEVEL (m).....	30s; Cal’s nemesis, tries to be evil, Russian or German accent. <i>(108 lines)</i>
HELGA (f).....	40s; Masculine, unattractive woman with a German accent. <i>(64 lines)</i>

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DEVLIN (m)	20s; Henchman, laughs like Count Dracula, accent. (62 lines)
BONNIE (f)	20s; Dr. Tievel's "girlfriend" who is pretty but sassy. (112 lines)
SOLDIER (m)	20s; Army private in the cave. (6 lines)

DURATION: The script alone is approximately 60 minutes. The pre-show, play, and full meal is approximately two hours.

TIME and SETTING: Mid-1930's; Amazon jungle (Brazil).

PRODUCTION NOTES

VIDEO: *(Optional)* There are a couple opportunities for the inclusion of videos in the performance. They are not essential, but help to establish context and are a fun visual addition.

You may open the performance with a video of the General waving and being sent off to do great things for his country in a war promo video.

You may make another video of California running and tumbling, trying to escape with an artifact. He trips and the artifact rolls away and right into Dr. Tievel's boot. Dr. Tievel bends down and picks it up.

PROPS: We suggest using (unfilled) squirt guns. This is a family evening, and we want to keep it rated G!

ACT ONE

SCENE 1— Hiking supplies, scrolls, squirt gun, and map (long, rolled-up pieces of paper).

SCENE 2— Maps, audience clues and squirt guns.

SCENE 3— Dynamite, rocks, a torch, and a gummy worm (or dried spaghetti worm).

SCENE 4—Skeleton dressed in soldier's outfit, squirt gun, and banana. The skeleton may be purchased on Amazon.com. Halloween is a great time to purchase one inexpensively.

SCENE 5—Map.

SCENE 6—Squirt guns, flashlight.

ACT TWO

SCENE 1—Audience clues.

SCENE 2—Hiking supplies, brick.

COSTUMES: All costumes should reflect the era of the 1930s. They are mainly jungle or safari wear.

DR. CALIFORNIA BONEZ—Khaki pants, white button-down shirt, a leather jacket, hat, and boots.

GENERAL EUGENE PENDERGRASS—Army uniform; one nice (for the introductory video), one ripped up and dirty, showing the wear and tear of wearing the same clothes for decades. He wears a fake beard if he doesn't have a real one.

BONNIE PENDERGRASS—Khaki skirt or pants, button-down shirt, scarf, boots.

DR. SHELTON BAGLEY—Light suit with bow tie.

NIMU—Olive pants and over shirt, black T-shirt, bush hat.

DR. VICTOR TEIVEL—Black pants, black shirt, tie, suspenders, jacket, and gloves.

HELGA—Dark military-looking uniform with pants.

DEVLIN—Black pants, black turtleneck, boots.

BONNIE—Khaki skirt and buttoned shirt, scarf, boots.

SOLDIER—Worn-out Army uniform.

SOUND/STAGE EFFECTS: Note: For the best effect, you will need a smoke machine and flashing lights.

ACT ONE

SCENE 1—Water dripping, stone rolling, smoke, drum music, adventure music.

SCENE 2—Explosion sounds, smoke, evil music.

SCENE 3—Villain music, big explosion sound, smoke, scary noise.

SCENE 5—Stone rolling.

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ACT TWO**SCENE 1**—Stone rolling, evil music.

SET: There should be three mini stages or a large stage clearly separated. (Consider arranging the stages around the audience.) Stage Right is a cave with vines, a banana tree, a stalagmite or special rock, and a rock entrance. (See set tips below.) Center Stage is a camp in the jungle with a crate large enough for a woman to fit inside. At Stage Left is a dense jungle that should separate center and left by a wall of trees and some rocks lining it.

The lobby could be decorated like an airport with chairs, luggage, location posters, etc., or a ship port with ropes, luggage, crates, etc. The tickets could be boarding passes. The destination is the Amazon.

NOTE: To get the full effect, you will need papier-mâché or foam rocks that are movable.

CAVE: If you can't afford to purchase or make large boulders, consider speckle painting a gray or white sheet and cover a large object, like a stack of staggered chairs, just leaving a bit of cloth that can fall down for an entrance. The backdrop of the cave may be made by painting it gray and then dabbing black, white, and brown splotches on a canvas backdrop. . Basically, we used painted sheets for the wall that covered the hole. If you use a fitted sheet, it curls making it look round. We attached this to the back flat. At the bottom, it was attached with a pin, so that it could be removed at the explosion. A Styrofoam rock was put in front of this, and removed to reveal the hole. When you go through the opening to the cave, you are backstage. The actors come around to the cave which is seen by the audience on a different mini stage. This tunnel behind the cave gives the General a place to go, so he's not on stage the entire time. The Latin for the reference from Psalms, "Psalmus CXVIII:XXII," will need to be painted on the outside cave wall.

ROCKS: Cut up a foam pillow and paint it gray, then dab it with white, black and brown paints. You can also make papier-mâché rocks with chicken wire, old magazines or newspapers, and glue mixed with cornstarch. There are many sites online that demonstrate this technique. Paint fitted sheets the same way

as the foam pillows and use them to cover speakers, amps, or other objects. Consider stuffing old pillows into the sheets for bigger looking rocks.

JUNGLE BACKDROP: You can either purchase photography backdrops or paint leaves on canvas. If your church or cast has plants, the more the better. Use unraveled brown string or yarn to make vines. Purchase vines and tropical plants from a dollar-type store. Collect real rocks and stagger them across your stage. Consider taking old silk flowers, removing the flowers and staggering the green stems in clumps around the stage. Get tree limbs from crew members' back yards and bring them in to line the walls and stage.

TORCHES: These may be purchased fairly cheaply online, but if you have to make them, spray paint a funnel that is attached to a paper towel roll. For the fire, use colored cellophane or tissue paper in orange, red, and yellow.

SCHEDULE AND CONSIDERATIONS FOR THE PERFORMANCE EVENING

The characters or a wait staff should serve beverages as the guests arrive. If you have live entertainment, serve the main course during the pre-show. The dessert may be served at intermission.

SUGGESTED MENU

- ♦ Kailua Pork
- ♦ Rice
- ♦ Tropical Fruit Salad
- ♦ Bundt Cakes
- ♦ Chocolate rocks
- ♦ Gummy worms
- ♦ Brazilian Coffee

TABLE DÉCOR: Seven tables are decorated as a specific aspect of the jungle, and this figures into the action, with an audience member reading a clue at each of these tables: temple, monkeys, big cats (panther, cheetah, tiger, etc.), snakes, water (fountain), birds (toucans), and tribal (village). Consider a centerpiece that goes with each theme. Additional tables may be decorated to go along with the jungle theme.

SCHEDULE OF EVENTS

- 1. Guests arrive**
- 2. Cast mingles among audience**
 - ♦ Beverages served and gummy worms/fruit are placed on table.
 - ♦ Possible musical entertainment or rainforest sound effects playing in background.
 - ♦ Main entree served.
- 3. ACT ONE**
- 4. Intermission/dessert served/drink refills (10 minutes)**
- 5. ACT TWO**
- 6. Guests depart**

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ACT ONE, SCENE 1

The pre-show, if there is one, has ended and the entrée has been served. Video suggestion: scene opens with video of the GENERAL in his nice uniform, waving and being sent off to do great things for his country in a war promo video. Lights up on Stage Right. It is several decades later. SOLDIER and GENERAL stagger in wearing their tattered uniforms.

SOLDIER: Where are we, General?

GENERAL: I'm not sure. The map was caught in the fire. *(Pause.)*

This could be Karawan, but I can't be sure.

SOLDIER: I'm feeling dizzy, sir.

GENERAL: You're likely dehydrated. *(Pause.)* In there, soldier. I hear water dripping.

They enter the cave, with a water dripping sound effect.

SOLDIER: I can't see anything. Wait—maybe this is a light switch.

GENERAL: Light switch? In a cave? No, don't touch—

SOLDIER hits the stalagmite and there is a sound effect of a bolder rolling closed. Possible smoke machine.

SOLDIER: Whoops! Guess not. Sorry, sir.

GENERAL: Good job, Private.

SOLDIER: Well, at least there's water for us here until they rescue us.

GENERAL: This mission was top secret, soldier. Only two people knew where we were going, and neither survived the crash. Needless to say, no one knows we're here.

SOLDIER: Oh, that's not good.

GENERAL: Get comfortable, soldier. We're going to be here a long time.

1 *Lights out. OPTIONAL VIDEO: CALIFORNIA is running and*
2 *tumbling, trying to escape with an artifact. He trips and the artifact*
3 *rolls away and right into VICTOR's boot. VICTOR bends down and*
4 *picks it up.*

5
6 **VICTOR:** Once again you have done well, California Bonez. I won't
7 forget it.

8 **CAL:** You can't do that.

9 **VICTOR:** Do what?

10 **CAL:** Take my artifact.

11 **VICTOR:** *Your artifact? Oh, Doctor Bonez. Don't you make me*
12 *laugh. I thought you put them in museums for everybody to see.*
13 *(Pause.) Wait—I don't think you've ever been able to do that.*
14 *Always bested by me.*

15 **CAL:** Precisely. That's why you need to let me have it.

16 **VICTOR:** Well, that would be selfish, would it not? It should not be
17 locked up behind some glass wall, but displayed in my personal
18 collection. I call it ... Victor's Greatest Collection.

19 **CAL:** So who's the selfish one?

20 **VICTOR:** Oh, Dr. Bonez. You know, I keep you on your toes.
21 Without me, your adventures would hardly be very adventurous,
22 wouldn't you say? Of course, you might actually win once in a
23 while, but then where would *my* adventure be? *(Hearty laugh.*
24 *Looks at DEVLIN.)* Take care of him. I'll be seeing you, Bonez...
25 or not. *(He exits, laughing.)*

26
27 *DEVLIN takes him behind a tree. There is a scuffle and then CAL*
28 *comes out wiping off his hat and fixing his clothes. As he walks*
29 *away, DEVLIN falls down. End of video sequence.*

30 31 32 **SCENE 2**

33
34 *Adventurous music is played. Stage lights come up and music*
35 *plays. There is a bag and a crate with a squirt gun inside at Center*
36 *Stage. NIMU, CAL, and SHELTON enter from Stage Left.*
37 *SHELTON is holding long paper maps. NIMU is in the front. He*
38 *stops abruptly and everyone bangs into him.*

- 1
- 2 **CAL:** Nimu! Why are we stopping? This is clearly not a cave.
- 3 **NIMU:** This is as far as I go. Bad juju beyond here.
- 4 **CAL:** I paid you to take me all the way to the Cave of Karawan. If
- 5 we're not there yet, you're not done.
- 6 **NIMU:** No, cannot go. The cave is *malvado*.
- 7 **CAL:** Yes, we know it's evil. Thus its meaning.
- 8 **SHELTON:** Actually, Karawan means, "to *advert* the eye of evil."
- 9 **CAL:** Ah, yes—so it does. Advert. See? No evil. You can take us
- 10 now.
- 11 **NIMU:** No *ver*. No see. Going near to be adverted. We are evil, and
- 12 it warns us.
- 13 **SHELTON:** He is right. The homo sapiens are the most evil of all
- 14 that is on earth. It could be argued that it's our own heart that is
- 15 to be adverted. Wouldn't you say, Dr. Bonez?
- 16 **NIMU:** *Si*. Yes, stay away.
- 17 **CAL:** (To *NIMU*.) Ha! Don't listen to my good friend Dr. Bagley. He
- 18 was born to think, not talk!
- 19 **SHELTON:** If my calculations are correct—and they most certainly
- 20 are, per usual—
- 21 **CAL:** Oh, yes—like the time you said there were no crocodiles and
- 22 I lost part of my pinky toe? Of course, I got a good pair of shoes
- 23 out of him.
- 24 **SHELTON:** I hadn't enough sleep that night.
- 25 **CAL:** Or the time you said there wasn't poison in the well, and I
- 26 woke up in a hospital in Bangkok almost dead?
- 27 **SHELTON:** I sipped first; my brain was a little fuzzy.
- 28 **CAL:** Or—
- 29 **SHELTON:** It is not good to dwell on the past. It says in the Bible
- 30 to "dwell in possibility."
- 31 **CAL:** That's Emily Dickinson, not the Bible.
- 32 **SHELTON:** Well, OK, but "Let us forget the frustrations of the past
- 33 and think of our unfulfilled potential."
- 34 **CAL:** Thomas P. O'Neill.
- 35 **SHELTON:** Surely the Bible says it and O'Neill just quoted it.
- 36 **CAL:** For such a learned man, your ignorance in biblical things
- 37 astonishes me. Philippians 3:13 speaks of "forgetting what is
- 38 behind and straining toward what is ahead."

- 1 **SHELTON:** Aha! I'm right. It *is* in the Bible.
- 2 **CAL:** Well, not word for word.
- 3 **SHELTON:** And it's not fair. You went to seminary.
- 4 **NIMU:** (*To CAL.*) You a preacher?
- 5 **CAL:** Sort of.
- 6 **SHELTON:** Hardly. He just marries and buries. Now, about my next
- 7 prediction. I estimate that we should be close to Karawan. No
- 8 more than a few kilometers from here.
- 9 **CAL:** Can't you just say "feet" like normal people? Who uses
- 10 kilometers, anyway?
- 11 **SHELTON:** All but three countries, actually. The U.S., Burma, and
- 12 Liberia are the only ones who don't, so I'm afraid we are in the
- 13 minority. And, since we are in the Amazon jungle, I thought it
- 14 only fitting to use the metric system. Wouldn't you agree?
- 15 **CAL:** Fine, fine. (*To NIMU.*) If we're close, Nimu, save my friend
- 16 some brainpower and just point us in the right direction.
- 17 **NIMU:** I cannot.
- 18 **CAL:** You're trying my patience. (*To SHELTON.*) He's trying my
- 19 patience.
- 20 **SHELTON:** Maybe I can figure it out.
- 21 **CAL:** Like in Haiti, when you finally figured out that when you're in
- 22 a hole, you should probably stop digging? We were stuck for
- 23 days. (*Pause.*) Or that time in Egypt, when you thought that we
- 24 could get out of the heat by ducking into a pharaoh's crypt, and
- 25 we were there for a week surrounded by worms? (*Cringes.*) Ew!
- 26 You know I hate worms. (*To NIMU.*) I *really* hate worms.
- 27 (*Cringes.*) That is almost unforgivable.
- 28 **SHELTON:** Did you know that earthworms are regarded as a rich
- 29 biological resource with a multitude of uses, such as converting
- 30 organic substrates to composts and fishing bait? They are also
- 31 an excellent source of protein.
- 32 **CAL:** You don't say.
- 33 **SHELTON:** I'm serious. Worms are made up of seventy percent
- 34 protein. If you were stranded—say, in the jungle without food—
- 35 you could survive quite a long while on worms.
- 36 **CAL:** I would die first. (*To NIMU.*) Nimu, I paid you a good sum, so
- 37 now I need you to show us.
- 38 **NIMU:** Not enough *dinero*.

- 1 **CAL:** Don't be a thief, Nimu.
- 2 **SHELTON:** You do not want to undergo what California does to
3 thieves. Not an agreeable experience, I assure you. I have
4 witnessed it.
- 5 **CAL:** Yes, like the time you tried to steal my whip. No one steals
6 my whip.
- 7 **SHELTON:** I was merely trying to swat a fly.
- 8 **CAL:** Use a newspaper like a normal person.
- 9 **SHELTON:** I am not a normal person.
- 10 **CAL:** This we can agree on.
- 11 **SHELTON:** I mean, relativity speaking, who is normal? What is
12 normal? Is there even such a thing?
- 13 **CAL:** Leave the rabbit trail, Shelton. Back to our thief.
- 14 **NIMU:** I am not a thief. Only a smart businessman. But, I value my
15 life. The Cave of Karawan is *assustador*... how do you people
16 say... scary. People hear noises coming from there. Something
17 evil lies within.
- 18 **CAL:** One thousand dollars more.
- 19 **NIMU:** This way.
- 20 **CAL:** I only pay if you stay with us until the job is done.
- 21 **NIMU:** Fine, fine. (*Leads him to Center Stage.*) Watch your step. I
22 made preparations. Your stuff has already been delivered.
- 23 **SHELTON:** So all that was a plea for more money? Clever.
- 24 **NIMU:** Shrewd businessman. It's a gift.
- 25 **CAL:** One that might get you killed.
- 26
- 27 *SHELTON trips over a bag and spills the paper scrolls he was*
28 *holding everywhere.*
- 29
- 30 **SHELTON:** Oh, my.
- 31 **CAL:** I don't remember that crate. (*Walks to crate.*)
- 32 **NIMU:** My men must have made a mistake. I'm sure they can...
- 33 **CAL:** (*Pulls out squirt gun.*) Seems we have a stowaway. Get out.
- 34 **BONNIE:** (*Enters, annoyed.*) Put that thing away before you get us
35 both hurt.
- 36 **SHELTON:** Well, I'll be. A woman. You know, from my calculations
37 and from prior experience, a woman on an adventure like this is
38 never a good idea.

- 1 **NIMU:** Yes, yes. Bad luck.
- 2 **BONNIE:** I've heard of your calculations, Dr. Bagley, as well as
3 your reputation. The only one who has anything to fear is me.
- 4 **SHELTON:** You know me?
- 5 **BONNIE:** I did my research.
- 6 **SHELTON:** A fellow researcher. I like her already.
- 7 **CAL:** You did research before stowing away in our stuff?
- 8 **BONNIE:** Well, I wasn't going to join just *anyone's* group.
- 9 **CAL:** You haven't joined ours.
- 10 **BONNIE:** I'm here, aren't I?
- 11 **CAL:** Easily remedied.
- 12 **BONNIE:** I'm not going anywhere without my father.
- 13 **CAL:** Your father?
- 14 **NIMU:** Is he in a crate too?
- 15 **BONNIE:** He went missing eighteen years ago. His plane was last
16 tracked flying over the mountain just over that last ridge. People
17 think he was looking for the Stone of Karawan, which is believed
18 to be around here. I need your help, Dr. Bonez. I know he's here.
- 19 **CAL:** Then hire a private eye. I'm an archeologist. We look for
20 bones and relics, not fathers.
- 21 **SHELTON:** Well, it's been awhile. It may be both.
- 22 **BONNIE:** (*Gasps.*) How could you say that?
- 23 **SHELTON:** I'm a very honest person.
- 24 **CAL:** Obviously you didn't do all your research. Shelton has no
25 filter.
- 26 **BONNIE:** Look—I need your help. You're the best at finding things.
27 You never miss your mark. I have faith in you, Dr. Bonez.
- 28 **SHELTON:** If you've done your research, then you know he has
29 never brought anything back to a museum.
- 30 **BONNIE:** Yes, I read that too, but that's only because Dr. Tievel
31 always steals it from him first. I doubt he'll steal my father. I just
32 need you to find him, and I'll take it from there.
- 33 **CAL:** Shelton isn't entirely wrong, you know. He could be dead.
- 34 **BONNIE:** Then at least I'd finally have closure.
- 35 **CAL:** I'm still thinking... no.
- 36 **BONNIE:** How can you be so thick-headed?
- 37 **CAL:** Who's thick-headed?
- 38 **BONNIE:** You. I just said that.

- 1 **CAL:** But still handsome, right?
- 2 **BONNIE:** Really? That's where your brain goes?
- 3 **SHELTON:** He is sensitive about his head.
- 4 **CAL:** A man knows what a man knows. And handsome? This I
- 5 know.
- 6 **BONNIE:** Ugh—you're so infuriating!
- 7 **CAL:** So I've been told time after time. A badge of honor, really.
- 8 **SHELTON:** What's your father's name? Also a fellow researcher?
- 9 **BONNIE:** General Eugene Pendergrass.
- 10 **SHELTON:** (*Gasps.*) The General Pendergrass?
- 11 **CAL:** Pendergrass? Don't know him.
- 12 **BONNIE:** You really do live with your head in the ground, don't you,
- 13 Dr. Bonez?
- 14 **CAL:** (*Shrugs.*) I'm an archeologist; what's your point? Just answer
- 15 my question.
- 16 **SHELTON:** From the war promos. (*CAL doesn't seem to know.*)
- 17 The famous general who set off during the World War... General
- 18 Pendergrass. How can you not know this?
- 19 **CAL:** I was a small child during the war, and my folks never took
- 20 me to the movies.
- 21 **NIMU:** Very sad.
- 22 **BONNIE:** No wonder you're such a sorry excuse for a man.
- 23 **CAL:** You don't know anything about me.
- 24 **BONNIE:** As I said, I did my research on you too.
- 25 **CAL:** You can't know the truth about anything merely from print.
- 26 You have to experience it yourself. It's why I got out of the
- 27 museum and into the dirt.
- 28 **BONNIE:** I see you live there.
- 29 **CAL:** Hey, do you want my help or not?
- 30 **BONNIE:** You didn't seem like you were offering. (*To SHELTON.*)
- 31 And yes, *that* Pendergrass.
- 32 **CAL:** Well, those comments do not help you, lady. I'd show you the
- 33 door, but we're outside.

1 **BONNIE:** (*Sighs.*) Sorry. You're right. I'm being rude. Let's start
2 over. I'm Bonnie Pendergrass. (*Puts out hand. CAL ignores it.*
3 *SHELTON shakes it. CAL walks away and BONNIE has to*
4 *follow.*) I'm on an expedition to find my father. I have followed his
5 trail to this point, so I expect him to be somewhere out here, and
6 I would like your help to find him. How about it, Dr. Bonez?

7 **CAL:** Uh... let me think about it. No.

8 **BONNIE:** What?!

9 **SHELTON:** Cal, may I talk to you over here?

10
11 *They move away.*

12
13 **NIMU:** How much you pay?

14 **CAL:** Stay out of it, Nimu. You already have a job.

15 **NIMU:** I lead you here. I finished. Need work. Seriously, how much?

16 **BONNIE:** Shhhh! Trying to hear.

17 **SHELTON:** Maybe we should consider her offer. She is a woman
18 out here all alone, searching for one of the greatest war heroes
19 of all time. Surely we can assist her in said search. (*Pause.*) I
20 know that look. I'm sure there is something in it for you. Ah! Your
21 greatest discovery yet.

22 **CAL:** I don't like her.

23 **SHELTON:** Why? Because she called you thick-headed?

24 **CAL:** You know I'm self-conscious about my head. It took three hat
25 tailors to find a hat that would fit this thing. (*Points to head.*)

26 **SHELTON:** She didn't mean it like that. Besides, I like her and she's
27 a nice lady. It would do you some good to get to know a nice
28 lady for once.

29 **CAL:** What's that supposed to mean?

30 **SHELTON:** You know... like the time we were in Australia and you
31 met Sheila.

32 **CAL:** Doesn't count.

33 **SHELTON:** Or Olga in Germany.

34 **CAL:** Ugh—don't remind me.

35 **SHELTON:** Or Elizabeth in London.

36 **CAL:** OK, OK, fine. I'll help her. But if she gets in my way—

37 **BONNIE:** (*Clearly eavesdropping.*) Don't you worry, Doc. You'll
38 hardly know I'm here.

1
2 *She trips and falls into his arms. She gives a knowing smile. He*
3 *grimaces. Lights out.*
4

5
6 **SCENE 3**
7

8 *VICTOR, HELGA, and DEVLIN stumble through back entrance into*
9 *the house with the audience. Consider playing villain music for their*
10 *entrance.*
11

12 **VICTOR:** Idiots. Get out of my way. *(He straightens and struts to*
13 *the music for a second, and then it fades out.)* Now, where shall
14 we begin? We must find the clue to finish the map. I know that
15 Dr. Bonez is very close. If only Wilson hadn't burnt the map.

16 **HELGA:** God rest his soul.

17 **VICTOR:** Devlin, why haven't you tracked them?

18 **DEVLIN:** The rain keeps washing out his tracks.

19 **VICTOR:** Unacceptable. *(He pulls off gloves and slaps him.)* Helga,
20 start at the temple.

21 **HELGA:** What temple?

22 **VICTOR:** There.

23 **HELGA:** *(She looks around.)* Where?

24 **VICTOR:** There.

25 **HELGA:** Where there?

26 **VICTOR:** There there. *(Bit of a tantrum.)* There!

27 **HELGA:** It's neither here nor there. I don't understand "there."

28 **VICTOR:** Am I surrounded by imbeciles? *(Looks at DEVLIN who is*
29 *picking his nose or ear.)* I think so. I am pretty sure that I am.
30 Helga, turn around to your right. *(She turns the wrong way.)* Your
31 other right. *(She still turns the wrong way.)* One more time. *(She*
32 *is straight now.)* Now walk. *(She takes a few steps.)*

33 **HELGA:** Here?

34 **VICTOR:** No! Keep walking.
35

36 *She walks a few more paces and stops.*
37

38 **HELGA:** Here?

- 1 **VICTOR:** *(Suppressing his exasperation)* No. Keep going.
- 2 **HELGA:** Here?
- 3
- 4 *She stops. VICTOR is losing it.*
- 5
- 6 **DEVLIN:** Try hot or cold, boss. That usually works.
- 7 **VICTOR:** Fine. *(He clears his throat and squares shoulders.)* Cold.
- 8 *(HELGA walks a few steps.)* Warm. Warmer. Hot!
- 9 **HELGA:** *(HELGA turns to Temple Table.)* Oh yes, of course. The
- 10 temple. *(To audience member.)* What does it say? *(Points to the*
- 11 *riddle on the table.)* Read it quickly, and say it loud.
- 12 **TEMPLE TABLE AUDIENCE MEMBER:** When a rooster is on the
- 13 top of the temple and it lays an egg, which side does it roll down?
- 14 **HELGA:** What does it mean?
- 15 **VICTOR:** You nimwit. It's a trap! Roosters do not lay eggs. Run!
- 16
- 17 *Lights flash and the sound of an explosion is heard as ACTORS*
- 18 *react physically.*
- 19
- 20 **HELGA:** That was close! How did you know, sir?
- 21 **VICTOR:** I'm brilliant. *(To DEVLIN.)* The explosion has uncovered
- 22 the ancient monkey's shrine. Check it out.
- 23 **DEVLIN:** *(Crosses to the Monkey Table.)* No monkeying around.
- 24 Give me your clue, or else.
- 25 **MONKEY TABLE AUDIENCE MEMBER:** Why don't monkeys play
- 26 cards in the jungle?
- 27 **DEVLIN:** Helga?
- 28 **HELGA:** I don't know. Why?
- 29 **DEVLIN:** Probably because there were too many *cheetahs* there.
- 30 *(He laughs like Count Dracula.)*
- 31 **VICTOR:** Quiet, Devlin! *(Pause.)* The clue has led us to the cat den.
- 32
- 33 *They move to the Cat Table. DEVLIN stands back.*
- 34
- 35 **DEVLIN:** Do you think I could sit this one out? Cats frighten me.
- 36 **VICTOR:** I do not pay you to be a scaredy-cat. Get over there!
- 37 **DEVLIN:** Why don't you go?

1 **VICTOR:** *(Pulls DEVLIN up by his collar.)* Do not ever talk back to
2 me again, or your final days will be spent in a lion's pit.

3 **DEVLIN:** Understood. *(Goes to Cat Table, clearly frightened.)*
4 What is your clue to the map?

5 **CAT TABLE AUDIENCE MEMBER:** If one cat is a mother, one cat
6 a sister, one cat an aunt, one cat a cousin, one cat a grandma,
7 and one a granddaughter, how many cats are there?

8 **HELGA:** One very old cat.

9 **VICTOR:** Ah yes, one very old cat indeed. I'm impressed, Helga.
10 *(Thinking)* Old.... What is old besides Helga?

11 **DEVLIN:** The snake's stone, maybe?

12 **VICTOR:** Yes, but where might that be?

13 **DEVLIN:** This way. *(Stops VICTOR.)* But watch out for mines.

14

15 *Takes a step. More explosion sounds and flashing lights.*

16

17 **VICTOR:** You're still alive!

18 **DEVLIN:** I know. It's like I have nine lives.

19

20 *They walk to the Snake Table.*

21

22 **HELGA:** Wise snake stone, what clue might you have for our
23 journey?

24 **SNAKE TABLE AUDIENCE MEMBER:** What do you call a snake
25 that builds things?

26 **DEVLIN:** A boa constructor, of course. *(He laughs like Count*
27 *Dracula.)*

28 **VICTOR:** Hush up, Devlin!

29 **HELGA:** But where does that take us? You are no help at all. What
30 shall we do to this snake?

31 **VICTOR:** Hurry! Hiss and make up. We have other things to do.

32 **HELGA:** But he gave me a bad clue.

33 **DEVLIN:** Maybe we don't need it. The snake points to the pond.

34 **VICTOR:** Yes, I'm glad I saw it. This way.

35

36 *They walk to the Water Table.*

37

38 **HELGA:** What do you have to say, lady of the lake?

- 1 **WATER TABLE AUDIENCE MEMBER:** Why was everyone sad
2 when the water was put on the fire?
- 3 **HELGA:** (*Sighs.*) Because he would be mist.
- 4 **DEVLIN:** That's it!
- 5 **HELGA:** What is?
- 6 **DEVLIN:** The mist of the falls! When the sun shines through it—
- 7 **VICTOR:** Wait. I say... (*They lean in.*) It's the mist of the falls. When
8 the sun shines through it... (*He pauses and looks at DEVLIN.*)
- 9 **DEVLIN:** (*Whispers.*) Rainbow...
- 10 **VICTOR:** There is most certainly a rainbow there.
- 11 **DEVLIN:** Of course. Why didn't I think of that?
- 12 **VICTOR:** Because you are an imbecile. Let us go.
- 13
- 14 *BONNIE enters and sees VICTOR.*
- 15
- 16 **BONNIE:** Oh, no. Victor. (*She composes herself and looks to make*
17 *sure CAL isn't in sight. She chokes on her words a bit as she*
18 *talks.*) Victor, sweetheart, have you found my stone yet?
- 19 **VICTOR:** Oh my, Bonnie dear...When did you arrive here? I
20 thought we agreed you would stay on holiday in America.
- 21 **BONNIE:** I was bored.
- 22 **VICTOR:** (*To HELGA.*) She was bored.
- 23 **BONNIE:** I arrived an hour ago, and it was not easy following your
24 trail, you know. You've been zig-zagging all over this jungle.
- 25
- 26 *CAL walks out and BONNIE moves VICTOR the other way.*
- 27
- 28 **VICTOR:** But why are you here?
- 29 **BONNIE:** Because I know how incompetent you are. You need my
30 help.
- 31 **VICTOR:** Do not say such evil things! Wait. Maybe I like it. No, no.
32 I do not need a woman's help.
- 33 **HELGA:** Huh?! I'm a woman, and I've been helping.
- 34 **VICTOR:** Give me a break. You barely count.
- 35 **BONNIE:** Tell me your last clue. I bet I can figure it out.
- 36 **VICTOR:** You're a distraction to me. You know I cannot think clearly
37 when you are around. You smell so good... (*Sniffs her.*)

- 1 **BONNIE:** It was my idea to send you on this mission. I care about
2 that stone more than you. I can help. What was your last clue?
3 **VICTOR:** No, it was Dr. Bonez's idea. I follow him. Nice try.
4 **BONNIE:** Dr. Bonez only *thinks* it was his idea. I tricked him into
5 looking.
6 **HELGA:** You duped the infamous Dr. Bonez?
7 **BONNIE:** Indeed. I sent him the map a month ago, knowing you'd
8 follow him.
9 **VICTOR:** My map! You sent him my map.
10 **HELGA:** So Wilson did not burn it after all?
11 **BONNIE:** No.
12 **HELGA:** Oh, no.
13 **DEVLIN** and **HELGA:** *(Together.)* God rest his soul.
14 **VICTOR:** You touched my map. You're lucky you're a woman.
15 **BONNIE:** You don't need the map, Victor. Just follow Dr. Bonez
16 like you always do.
17 **VICTOR:** We can't track him in the rain, so your plan... it did not
18 work.
19 **BONNIE:** *(Annoyed.)* Just tell me your last clue.
20 **VICTOR:** I forget my last clue because you have distracted me. Did
21 I not say that? You smell like a perfume factory. *(Sniff.)* You
22 smell so good. Who can concentrate with such aroma? Why are
23 you here?
24 **DEVLIN:** Our last clue was "rainbow."
25 **BONNIE:** Of course. Rainbow makes me think of a toucan. The
26 Toucan Forest.
27 **VICTOR:** Yes, yes. That's what I was thinking. If you hadn't
28 distracted me, I would have us there already.
29 **BONNIE:** Enough bickering. Shall we go? *(She pulls him away*
30 *from CAL, who is right behind them.)*
31 **VICTOR:** Wow, you really are motivated!
32 **HELGA:** Yes, yes. We're burning daylight. This way.
33
34 *They cross to the Toucan Table.*
35
36 **DEVLIN:** We are looking for a clue, birds. Give it up.
37 **TOUCAN TABLE AUDIENCE MEMBER:** How many of you are
38 there?

1 **BONNIE:** Four.

2 **TOUCAN TABLE AUDIENCE MEMBER:** Sorry, only “toucan” play
3 this game.

4 **VICTOR:** Toucan. Ha! Devlin and Helga, you’re it.

5

6 *TOUCAN TABLE AUDIENCE MEMBER hands them the clue.*

7

8 **HELGA:** (*Reads the clue.*) How do you catch a unique bird?
9 (*Pause.*)

10 **DEVLIN:** You unique up on it.

11 **HELGA:** I do not get this clue.

12 **BONNIE:** It means we have to be careful as we move through the
13 jungle. To get the stone, we must approach with caution.

14 **HELGA:** But where do we go next?

15 **BONNIE:** It’s getting dark...

16 **VICTOR:** Yes, I was about to say that it is getting dark. I say we
17 camp out until morning in the jungle.

18 **BONNIE:** I suppose you’re right. We need our eyes and all senses
19 if we’re to figure this thing out. How about we set up camp here?

20 **VICTOR:** I’m the leader, and I say we set up camp... (*Moves a little*
21 *over to the stage.*) here.

22 **BONNIE** (*Dryly*) Yes, much better.

23

24 *Lights out as they set up.*

25

26

27

SCENE 4

28

29 *NIMU is pushing on the wall of the cave. CAL runs in, frantic.*
30 *SHELTON is collecting rocks just a few feet from VICTOR’s camp,*
31 *hidden by trees.*

32

33 **CAL:** What are you doing?

34 **NIMU:** Trying to get in.

35 **CAL:** You can’t just go pushing on an old cave.

36 **NIMIU:** It doesn’t hurt anything.

37 **CAL:** Actually, it could. It could cause everything to fall down and
38 destroy everything inside.

1 **NIMU:** (*Panicked, jumps back.*) Ah!

2 **CAL:** Don't worry; we'll get inside—assuming this really is the Cave
3 of Karawan. It's where the clues lead, but there are no
4 guarantees.

5 **NIMU:** You didn't know for sure? And yet you come here. Strange.
6 (*Pause.*) This is the right cave. Legend has it that if you have the
7 Stone of Karawan, no evil can surround you.

8 **CAL:** (*Matter-of-factly*) I just call on the power of Jesus' name. That
9 wards off evil. If Shelton were here, he would say... (*SHELTON*
10 *comes in bumbling and wheezing, clearly trying to say*
11 *something, but he can't get it out.*) Speak of the devil ...
12 (*SHELTON nods.*) Are you OK, man?

13 **SHELTON:** It's—the—they're—we're—

14 **CAL:** What is it, old man?

15 **SHELTON:** It's— (*Points Stage Left.*) They're—

16

17 *CAL walks over and peers through the bushes.*

18

19 **CAL:** Wonderful! It's my good buddy, Victor.

20 **SHELTON:** How can you be so glib? What shall we do? He will
21 take all that we have worked for.

22 **CAL:** Ah, yes, but this time we know he's here.

23 **NIMU:** Why does everyone look so tense?

24 **ALL:** (*Together*) Shhhh! (*They point.*)

25

26 *NIMU peeks through bushes.*

27

28 **NIMU:** Oh, the good doctor Victor Tievel has found us at last!

29 **CAL:** At last? How did you know about Victor Tievel?

30 **NIMU:** He paid me to leave clues.

31 **SHELTON:** And you accepted?

32 **NIMU:** Money is money. *Muito dinheiro.* I don't care who gives it
33 to me; I just want it.

34 **SHELTON:** You're despicable.

35 **NIMU:** Perhaps. Despicable, that's me. But I am a rich despicable
36 me. And that I can live with.

37 **SHELTON:** What are we going to do?

38 **CAL:** Maybe we can stall them.

- 1 **SHELTON:** Stall them how?
2 **CAL:** Nimu, do you still have some dynamite in your bag?
3 **NIMU:** *Si.*
4 **CAL:** Give it to me.
5 **NIMU:** You aren't going to—
6 **CAL:** I'm an archeologist. I dig up bones—I don't put them there.
7 Don't worry. It will be a simple deterrent.
8 **SHELTON:** If I might advise against this, the probability of this
9 working is—
10 **CAL:** Never tell me the odds.
11 **SHELTON:** Right.
12
13 *CAL puts dynamite by the bushes.*
14
15 **CAL:** Everyone, hold onto your hats!
16
17 *Wide-eyed, they all feel their hatless heads, then duck and cover.*
18 *There is an explosion sound, flashing colored lights, rocks flying*
19 *from backstage, and smoke from the machine, then a blackout. ALL*
20 *cough.*
21
22 **SHELTON:** Does anyone have a torch?
23
24 *CAL lifts one and a soft light comes up on them. There are stones*
25 *and smoke between them.*
26
27 **SHELTON:** Um, Cal?
28 **CAL:** Yes?
29 **SHELTON:** I think we may have just trapped ourselves.
30 **CAL:** Perhaps.
31 **NIMU:** That doesn't bother you?
32 **CAL:** I'm an archeologist. I dig things up. We'll be fine.
33 **NIMU:** Aren't the things you dig up hundreds of years old without
34 flesh on them anymore?
35 **CAL:** Point taken.
36 **NIMU:** *(Irritably.)* Great job.
37 **CAL:** Don't you worry; I'll figure this out.
38 **SHELTON:** The chances of survival are one in a thousand.

- 1 **NIMU:** Those aren't great odds.
- 2 **CAL:** We do not play the odds. We will be fine. (*Points at the cave.*)
- 3 Look—we managed to shake the door to the cave.
- 4 **NIMU:** Really?! (*He runs to the entrance.*) I don't think I can fit
- 5 through.
- 6 **CAL:** I think we can have this cleared within the hour. Come on,
- 7 everyone. Let's start digging.
- 8 **SHELTON:** Shouldn't we wait for light?
- 9 **NIMU:** No. If it's open, I'm going in. I want my money.
- 10 **CAL:** It shouldn't take long. (*A worm falls on CAL.*) Ewwww, a
- 11 worm! Why did it have to be a worm?
- 12
- 13 *SHELTON moves it from his arm.*
- 14
- 15 **NIMU:** Sissy.
- 16 **CAL:** I don't like worms.
- 17 **SHELTON:** (*Drops a gummy worm in his mouth.*) What? I'm hungry
- 18 and I need some protein. Did you know that worms are—
- 19
- 20 *Noise comes from mouth of cave.*
- 21
- 22 **NIMU:** Shhhh! Did you hear that?
- 23 **SHELTON:** Hear what?
- 24 **NIMU:** *Monstro! Monstro!*
- 25 **CAL:** Calm down! I'm sure it's nothing.
- 26
- 27 *Big sound and screams from SHELTON and NIMU. They are*
- 28 *holding on to each other, afraid.*
- 29
- 30 **NIMU:** You aren't frightened?
- 31 **CAL:** Of what—ghost stories? It's just the settling of the rocks.
- 32 Nothing to be—
- 33
- 34 *Another scary sound. They all scream and jump into each other's*
- 35 *arms. Blackout.*

SCENE 5

The GENERAL is in the cave at Stage Right, sitting next to a skeleton. He's making some weird noises like a ghost might as he's starting to eat a banana.

GENERAL: Knock, knock. *(Pause.)* I said, knock, knock. *(Shakes head.)* You know, soldier, when a general in the U.S. Army proceeds to give you a knock knock joke, the least you can do is respond accordingly. *(Sigh.)* Knock, knock. *(Different voice)* Who's there? *(Pause.)* Canoe. *(Pause, then different voice.)* Canoe who? *(Pause.)* Canoe you bring me a steak? I'm starving! *(Different voice)* Good one, General. *(Pause.)* I know, I know. *(He picks up a banana.)*

Lucky we could reach this banana plant through the crack in the cave. If only we could fit through! *(Pause.)* Why did the banana go to the doctor? *(Different voice.)* Why? *(Pause.)* Because he was not peeling well. *(Different voice.)* I didn't know you were so funny, General. I thought you were a stick in the mud. *(Pause.)* I would say, solider, that you're the stick in the mud. I mean, look at you. *(Laughs.)* Besides, how can you say that to me, solider? Don't you know to whom you are speaking? I am a one-star general. I have worked hard for my star, and I deserve respect. I'm famous. People around the world are cheering me on. *(Looks at skeleton.)* Why, you're just lying around. I'm the one who has kept fifty percent of us alive around here. *(Pause.)*

Did I tell you about the time my little girls surprised me at the post chapel? Oh yeah, I guess that joke is getting a bit old. All my stories are probably getting old. Apparently, I bored you to death. *(Pause.)* Why did the skeleton stay home from the dance? *(Pause.)* Because he had no *body* to go with. *(Chuckles. Paces.)*

You know, being around the dead isn't so bad. I think working in a cemetery would be a great job... after all, think of all the people dying to go there. *(Pause.)* You'd be pretty popular and

1 respected. What other job would you have so many people
2 *under* you? And you could really *dig* into your work. (*Pause.*) It
3 might be a *dead end* job, however. Most of your customers
4 would be *deadbeats*. (*Pause.*) Speaking of the dead... Did you
5 hear about the atheist who died? His tombstone read, "All
6 dressed up and no place to go." I know, such *grave* humor...
7 (*Sighs.*)

8
9 I suppose I'm next. I mean, how long can we really just hang
10 around in here? (*Pause.*) You know, I blame you, soldier. If only
11 you could have kept your hands to yourself. Maybe then I
12 wouldn't have to resort to such inferior jokes. (*Pause.*) Speaking
13 of jokes... What do Jack the Ripper and Winnie the Pooh have
14 in common? (*Pause.*) No guess, huh? It's simple—they both
15 have the same middle name. (*Laughs, long pause. Goes into*
16 *serious soldier mode.*) No laughing? Fine!

17
18 Attention! Drop and give me twenty. Oh, you're not going to do
19 them, huh? Well, I suppose I will have to show you how it's done
20 then. (*Tries to do pushups but struggles to do even one.*) Good
21 enough. (*Stands.*) I used to let life's hurdles get me down, but
22 then I got over it. (*Pause.*) Left, left, left, right. (*Marching and*
23 *singing.*) We up and joined the Army. (*Different voice to echo.*)
24 We up and joined the Army. (*Pause.*) To fight with the Army.
25 (*Different voice*) To fight with the Army... (*Pause.*) To die with
26 the Army... (*Sighs.*) Sorry. I suppose that was a bit insensitive
27 of me, soldier. (*Beat.*) Shake it off. *Nobody* likes a stick in the
28 mud. When life gives you melons... you might be dyslexic.
29 (*Pause.*)

30
31 You know why you should laugh at my jokes? Because it will
32 tickle your funny *bone*. (*Laughs.*) Dying of starvation isn't the
33 worst way to go, I suppose. That reminds me of another story.
34 Once there was a criminal who was going to be executed in the
35 electric chair. The jail chaplain asked if there was anything he
36 could do. The criminal said, "I'd be happy if you would just hold
37 my hand." (*Pause.*) What, no laugh at all? You're really a *stiff*
38 audience. Total *deadpan*. (*Pause.*)

1
2 I know, I know... you just don't have your *heart* in this anymore.
3 (*Pause.*) You know... I have a *bone* to pick with you. You were
4 such a *numbskull* and got us in here. But I love every *bone* in
5 your body. (*Pause.*) You know, you're a *dead* ringer for a cousin
6 of mine. Keeps me going, having family here. You're like my best
7 friend. A little down in the mouth, but a good guy. (*Pause.*) The
8 best thing about you? You never let anything I say get under
9 your *skin*. You don't have the *guts* to do much, but you're easy
10 to talk to. (*He lifts his banana like in a toast.*) *Bone* appetite!

11
12 *There is a quiet explosion.*

13
14 Did you hear that, private? Make no bones about it; we may be
15 getting out of here. (*Eyes go wide.*) You're right! What if it is the
16 enemy? (*Pause.*) You don't fool me, soldier. I see right through
17 you. (*Pause.*) You want me to see my end? This is not my fault.
18 *Lazybones*. All you do is just lie there.

19
20 Duck and cover! (*Jumps to the ground and shimmies forward.*
21 *Pulls out his squirt gun.*) Only one squirt left. I better make it
22 count. (*Pause.*) No more jokes today, *bonehead*. We have to
23 prepare for war.

24
25 *Lights out.*
26
27

28 SCENE 6

29
30 *VICTOR, BONNIE, HELGA, and DEVLIN are on the ground slowly*
31 *getting up. DEVLIN takes longer to get up, as he has hit his head.*
32

33 **BONNIE:** Is everyone all right? (*To VICTOR.*) What did you do?

34 **VICTOR:** I did nothing.

35 **BONNIE:** I find that hard to believe. You're such a simpleton.

36 **VICTOR:** I love it when you talk evil to me.

37 **BONNIE:** You would. Now what do we do? We have to get in there.

38 **VICTOR:** Why do you care so much?

1 **BONNIE:** I told you—I want that stone.

2 **VICTOR:** No, no, no. I don't think you do. You want something else.

3 (*Grabs her.*) What is it?

4 **BONNIE:** (*Panicked, she thinks quickly.*) You're right, Victor. I want
5 to be with you. I really missed you. (*A bit dry, she flips him*
6 *around so that her face is toward the audience and they can see*
7 *her roll her eyes.*) You are my rain, my sunshine, all that I live
8 for.

9

10 *VICTOR flips her around and dips her down, staring into her eyes.*

11

12 **VICTOR:** Oh, my dear Bonnie. If we could rearrange the alphabet,
13 I would put U and I together. (*Gets down on one knee.*) I'm so
14 glad you are finally falling as I have fallen.

15 **BONNIE:** Yes, yes. Me too.

16

17 *She pats his head and walks away to check on the others.*

18

19 **HELGA:** You should not trust her.

20 **VICTOR:** I do not trust anyone except her.

21 **HELGA:** How could you trust her? She is only using you.

22 **VICTOR:** Everyone uses somebody for something, but you are
23 hardly the one to know such things. (*Realizes who is talking to*
24 *him.*) And do not question me and my flower again... just do your
25 job. Understood?

26 **HELGA:** (*Snaps to it.*) Understood, Dr. Tievel. Pardon me. I was
27 out of place.

28

29 *She backs out, bowing. DEVLIN sits holding his clearly hurt head.*

30 *VICTOR exits.*

31

32 **BONNIE:** Are you OK?

33 **DEVLIN:** Who are you? Who am I?

34 **BONNIE:** I'm Bonnie. You're Devlin. Do you know where you are?

35 **DEVLIN:** Somewhere very sticky and full of bugs. (*Smacks at*
36 *neck.*)

37 **BONNIE:** Yes, the Amazon. You're on a quest. You're a bad guy
38 and you follow my idiotic boyfriend. Ring any bells?

- 1 **DEVLIN:** So you have a boyfriend?
2 **BONNIE:** Yes.
3
4 *She helps him up.*
5
6 **DEVLIN:** That's too bad.
7 **BONNIE:** I agree.
8 **DEVLIN:** If that changes, you let me know.
9 **BONNIE:** You're sweet. You might want to sit here until your head
10 clears.
11 **DEVLIN:** I'm sweet? I thought you said I was a bad guy.
12 **BONNIE:** A sweet bad guy who'd better shake it off before the boss
13 realizes you're no good to him. Amnesia will not set very well
14 with Victor. I just heard he threw a guy off a ledge for dropping a
15 map.
16 **DEVLIN:** Who is Victor again?
17 **BONNIE:** Your boss, my boyfriend, and not a very nice guy.
18
19 *VICTOR walks to his side.*
20
21 **VICTOR:** What are you doing?
22 **DEVLIN:** Who are you?
23 **VICTOR:** Victor!
24 **DEVLIN:** You are not a very nice guy?
25 **VICTOR:** What is wrong with you? Of course I'm not a nice guy.
26 **DEVLIN:** I hit my head.
27 **VICTOR:** Is that a problem?
28 **DEVLIN:** I can't remember...
29 **BONNIE:** (*Looks around.*) Where did he put the flashlight? (*She*
30 *hands it out, covering for him.*) But I had it all along. Here you
31 go.
32 **VICTOR:** Do not lose my stuff. (*Points to wall.*) And help Helga. I
33 want to be through this rubble by nightfall. (*Dramatic pause.*) We
34 invade their camp at dawn.
35
36 *VICTOR walks away.*
37
38 **DEVLIN:** Who is Helga?

1 **BONNIE:** Shhhh! The woman over there.

2 **DEVLIN:** What woman?

3 **BONNIE:** I know it's hard to tell, but I assure you, that's her.

4 **DEVLIN:** Not very attractive, is she? (*Cringes.*) So, why did you
5 cover for me just now?

6 **BONNIE:** Because I know what Victor does to lame animals, so I
7 can only imagine what he'd do to you. The bottom line is that if
8 you have no purpose, he will dispose of you.

9

10 *BONNIE sees a crack in the cave's entrance and slips through to*
11 *CAL's side. DEVLIN looks confused. HELGA looks at him*
12 *suspiciously.*

13

14 **HELGA:** What is wrong with you? You're acting strange.

15 **DEVLIN:** Amnesia.

16 **HELGA:** Amnesia? How long have you had that?

17 **DEVLIN:** For as long as I can remember.

18

19 *Slight pause.*

20

21 **HELGA:** Does Dr. Tievel know?

22 **DEVLIN:** No, the nice lady said not to tell him, or he'd treat me
23 worse than lame animals.

24 **HELGA:** She's right.

25 **DEVLIN:** Are we friends?

26 **HELGA:** You and Bonnie?

27 **DEVLIN:** Who's Bonnie?

28 **HELGA:** The woman you just talked to.

29 **DEVLIN:** Oh, right. Um... no. I meant you and me.

30 **HELGA:** I do not have friends. I have comrades.

31 **DEVLIN:** OK, are we comrades?

32 **HELGA:** Yes. We work for the cause.

33 **DEVLIN:** What's the cause?

34 **HELGA:** The cause of filling our empty pockets with gold. (*Pauses,*
35 *realizing her luck.*) That you give me. That was our deal. I get
36 your share. You remember, right?

37 **DEVLIN:** That doesn't sound like much of a job.

38 **HELGA:** It's the life.

- 1 **DEVLIN:** Bonnie said we were bad.
2 **HELGA:** A clear conscious is usually the sign of a bad memory.
3 **DEVLIN:** You're not a very happy person, are you?
4 **HELGA:** Only unhappy when talking to the likes of you.
5 **DEVLIN:** Or a very nice person.
6 **HELGA:** Nice is for wimps. Get back to work.
7 **DEVLIN:** What are we doing again?

8
9 *Lights out.*

10
11
12 **SCENE 7**

13
14 *The GENERAL is preparing to fight as the good guys— CAL,*
15 *BONNIE, SHELTON, and NIMU—push through.*

16
17 **GENERAL:** Get ready, solider. No bones about it... they're coming
18 through.

19 **CAL:** This should do it. I think I can get through.

20
21 *CAL enters the cave.*

22
23 **GENERAL:** Surrender or perish.

24
25 *CAL puts his hands in the air.*

26
27 **CAL:** Easy.

28 **BONNIE:** Oh, my! You're in!

29
30 *BONNIE works to get in.*

31
32 **GENERAL:** Freeze!

33 **NIMU:** That's Portuguese for "run." (*Turns to go, but SHELTON*
34 *stops him.*) Let me go!

35 **SHELTON:** No.

36 **CAL:** Now, sir, I can see you may have been here for a while. We
37 are not the enemy. We are here to rescue you.

38 **GENERAL:** Drop your weapons and prepare to surrender.

1
2 *BONNIE gets through.*
3
4 **BONNIE:** Dad?
5 **GENERAL:** Dad? I haven't been called that in years.
6 **BONNIE:** Dad, it's me—Bonnie!
7
8 *She runs through them and into his arms.*
9
10 **GENERAL:** Bonnie! Have I finally died and gone to heaven? Is it
11 really you? No. This must be another of my delusions.
12 **BONNIE:** No, Daddy. It's really me.
13 **GENERAL:** Oh, my child! How I've missed you!
14 **BONNIE:** Where have you been? We've been looking for you for
15 eighteen years.
16 **GENERAL:** Has it been that long? My partner, Bones—
17 **CAL:** We're not partners... that I know of. (*He looks at SHELTON*
18 *who shakes his head.*) Right. Not partners.
19 **GENERAL:** No, I meant the skeleton in the corner.
20
21 *They all look.*
22
23 **NIMU:** (*Screams.*) Ah!
24 **SHELTON:** Judging from the rate of decay, I would say he has
25 been decomposing there for almost two decades.
26 **CAL:** You got that from looking at him?
27 **SHELTON:** Yes.
28 **CAL:** It has nothing to do with the fact that she just said that they've
29 been looking for them for eighteen years.
30 **SHELTON:** Well, every iota of evidence assists with my deduction.
31 **CAL:** I see. (*To GENERAL.*) General, did you happen to see a rare
32 stone in this cave?
33 **GENERAL:** The Stone of Karawan?
34 **CAL:** Yes.
35 **GENERAL:** No.
36 **CAL:** Then how do you know of its existence?
37 **GENERAL:** It was why we were here.
38 **BONNIE:** What? Mom said you left to save the American people.

- 1 **GENERAL:** I did. (*Looks at the skeleton.*) Be quiet, soldier. Let me
2 tell the story. (*Pause.*) He likes to rat me out. Gross creatures by
3 the way, but they start to be tasty when you're really hungry.
4 They kept me alive.
- 5 **NIMU:** You ate *rato*?
- 6 **GENERAL:** Yes, and worms...
- 7
- 8 *CAL cringes and SHELTON nods.*
- 9
- 10 **SHELTON:** I told you. Very nutritious.
- 11 **CAL:** Disgusting. I'd rather die.
- 12 **GENERAL:** Well, my soldier friend refused. Look who has more
13 meat on his bones. Ha! (*To SOLDIER.*) I apologize, that wasn't
14 a nice joke. He gets so offended. But can you blame him? He's
15 kind of shallow.
- 16 **CAL:** Are you playing with us?
- 17 **GENERAL:** Perhaps.
- 18 **BONNIE:** Why were you here, Dad?
- 19 **GENERAL:** It's classified. What do you call bears with no ears? No
20 one? You call them "B."
- 21 **BONNIE:** Dad, please.
- 22 **GENERAL:** I've been telling jokes to a rotten audience for almost
23 two decades. Would a little laughter be out of order?
- 24 **BONNIE:** Dad... (*He crosses arms.*) Fine. One joke, then tell us.
- 25 **GENERAL:** What is red and smells like blue paint?
- 26 **NIMO:** What?
- 27 **GENERAL:** Red paint. (*People chuckle.*) See? Was that so bad?
- 28 **CAL:** Well, actually—
- 29 **BONNIE:** Now, can you tell us what happened?
- 30 **GENERAL:** I can't tell you everything, but basically the mission I
31 was on was due to a few superstitious higher-ups. The people
32 above me felt that if we had the Stone of Karawan, we would be
33 protected should the Germans come to our borders.
- 34 **BONNIE:** The war is over, and what? You were left to die for some
35 superstition?
- 36 **GENERAL:** The war is over?
- 37 **SHELTON:** I deduct that no one will ever be able to penetrate our
38 borders. America is too strong for that.

- 1 **GENERAL:** That sort of thinking is what will allow it to happen.
2 **BONNIE:** Well, no stupid stone will prevent it.
3 **GENERAL:** If I agreed with you, we'd both be wrong. *(Pause.)*
4 Besides, it wasn't my call. I was only following orders.
5 **CAL:** If you don't mind my asking, how did you get stuck in here?
6 **GENERAL:** Private Beetle Bailey there hit the stalagmite by the
7 back entrance. It closes the outer door. To be honest, there was
8 probably time to run out, but we were too dehydrated and
9 exhausted. We just didn't react quickly enough, I guess.
10 **CAL:** Interesting.
11
12 *HELGA and DEVLIN enter with squirt guns drawn.*
13
14 **HELGA:** Well, hello, Dr. Bonez.
15 **DEVLIN:** What are we doing again?
16 **HELGA:** Um... we're... um...
17 **BONNIE:** It's like the blind leading the blind.
18 **HELGA:** The same orders as always: to take whatever Dr. Bonez
19 has and give it to Victor.
20 **CAL:** I hate to disappoint you, but I have nothing to give you.
21 **HELGA:** Let's go, all of you, out of the cave.
22
23 *They exit and are met by VICTOR and BONNIE. The GENERAL is*
24 *the last one out.*
25
26 **VICTOR:** Once again, Dr. Bonez, it appears I win.
27 **CAL:** I hate to disappoint you, Victor, but I haven't found anything.
28 **VICTOR:** *(He points his squirt gun at the GENERAL.)* Who are
29 you?
30 **GENERAL:** The General.
31 **NIMU:** He was in the cave for eighteen years.
32 **HELGA:** And you survived?
33 **NIMU:** On rato. Ewwww!
34 **CAL:** Don't forget the worms. Yuck!
35 **GENERAL:** And bananas. By the grace of God, yes. Why weren't
36 bananas as lonely as me? Because they hang out in a bunch.

- 1 **BONNIE:** Still have your sense of humor, I see. I'm so glad. You
2 haven't changed at all. Well, you're a little dirtier, and that
3 beard...
- 4 **GENERAL:** You were barely four when I left. I wouldn't have
5 expected you to remember me much.
- 6 **BONNIE:** Bits and pieces, but I remember your jokes. My favorite
7 was, knock, knock...
- 8 **GENERAL:** Who's there?
- 9 **BONNIE:** Duane.
- 10 **GENERAL:** Duane who?
- 11 **BONNIE and GENERAL:** (*Together.*) Duane the bathtub, I'm
12 dwooning!
- 13
- 14 *HELGA tries not to laugh. OTHERS smile.*
- 15
- 16 **VICTOR:** This is all sickly sweet, but I do not care. (*Moves to the*
17 *GENERAL.*) So, you are the infamous General Pendergrass. (*To*
18 *BONNIE.*) And you are his daughter, yes? I should have known.
19 Big liar. This is how it goes: I will have my stone. I will have the
20 General.
- 21 **BONNIE:** Over my dead body.
- 22 **VICTOR:** Why do people always say such things? Don't they know
23 that's the point?
- 24 **BONNIE:** You can't do this, Victor. I thought you cared about me.
- 25 **VICTOR:** Oh, my dear, I do. That is why I do not plan to harm you.
26 That is the best testament of love: to let you live. I can't promise
27 the same for the rest if everyone does not cooperate.
- 28 **NIMU:** Cooperate! Cooperate!
- 29 **CAL:** Hush, you!
- 30 **VICTOR:** You did your job, so you may go.
- 31 **NIMU:** Really? I can go?
- 32
- 33 *NIMU starts to walk away.*
- 34
- 35 **VICTOR:** No, I've changed my mind. You may know something.
- 36 **NIMU:** I know nothing. My brain is empty. Blank. Totally vacant.
- 37 **BONNIE:** I can attest to that.

1 **SHELTON:** The human brain functions for twenty-four hours and
2 three hundred sixty-five days a year. For a brain to be completely
3 empty, one would have to—

4 **CAL:** Not now, Shelton.

5 **GENERAL:** However, it does seem to stop for exams.

6 **BONNIE:** Dad! Victor, I thought you and I, we—

7 **VICTOR:** I'm not stupid, Bonnie.

8 **CAL:** *(Under his breath)* That's debatable.

9 **VICTOR:** I know you are here for your father, not me.

10 **BONNIE:** Well, yes. Maybe a little. Yeah, that's it.

11 **VICTOR:** So you don't love me?

12 **BONNIE:** Um, to be fair... no. Not one bit.

13 **VICTOR:** That's what I thought. *(VICTOR goes Upstage and*
14 *begins to cry. CAST leans in. VICTOR gives himself a pep talk.)*
15 You can do this, Victor. Come on. You are a bad guy. You do
16 not need her. *(Flips around and CAST jumps back. Pushes*
17 *squirt gun and ALL clump together.)* One of you knows
18 something about the stone, and we are not leaving here without
19 it. I will get to the bottom of it, no matter what happens. I want
20 that stone. *(To audience.)* I will allow all of you a ten-minute
21 break to stretch your legs and get a refill on your drinks, but be
22 back and ready to aid me when the lights flash, understood? *(To*
23 *CAST.)* You may assist them, but we will be watching you, so
24 don't go far.

25
26
27 *END OF ACT ONE.*
28
29
30

31 *Intermission. Dessert and coffee may be served at this time.*

ACT TWO

After dessert has been served, turn house lights off and on to signal that all guests should return to their seats. SHELTON, BONNIE, NIMU, and CAL are tied up and sitting on the ground. VICTOR, HELGA, and DEVLIN exit the cave. The GENERAL stands at Center Stage. BONNIE is standing out of the way.

VICTOR: We have scoured the cave, and from what I can see, the stone is not there. That means one of you either took it or knows why it is not there. (*Looks at the GENERAL.*) Since you have spent the last two decades cavorting with the stone's home, I will start with you.

GENERAL: Do you know who I am?

VICTOR: Yes—the soldier turned actor, or is it actor turned soldier? I can never remember how that all started. Either way, you're a dog and "phony" show.

GENERAL: Sorry, but I do not argue with idiots. They just drag one down to their level and beat one with their experience.

VICTOR: I know you're not calling me an idiot. Do you know who I am?

GENERAL: No one important. I am a one-star general in the U.S. Army. That is the U.S. Government, and they will not take lightly the fact that you are holding me against my will. That makes me a P.O.W., so they will come for you, and you will be tried for war crimes.

VICTOR: I hate to break it to you, General, but the war is long over. That makes you a P.O.V.—"Prisoner of Victor." And nobody cares about where you are. A search party looked for you for, like, what—a millisecond? Poof! As soon as flappers and jazz hit the scene, no one worried about some washed-up actor-general lost in the Amazon.

BONNIE: He's lying, Dad. Plenty of people are still looking for you today—I promise.

VICTOR: I would not trust her word. She lies.

GENERAL: Leave her alone.

VICTOR: Oh, I intend to. (*Pause.*) Now that I have everyone's attention, I highly recommend you tell me where the stone is, General, or I will lock your daughter back in the cave with your soldier friend, and I assure you, there will be no way in or out.

GENERAL: I don't know.

VICTOR: General, you're either lying or someone else has it. (*He grabs BONNIE's arm and she grimaces.*) I suggest you be frank with me.

GENERAL: It's true. On my daughter's life. I am not lying.

VICTOR: It may come to that.

GENERAL: Please. I'm telling the truth!

VICTOR: I see.

He stares at him a very long time.

SHELTON: Most people mean that figuratively. Do you suppose he means it for real? He's been "seeing" the General for a long time now.

VICTOR: Quiet! It appears that most of you do not believe me when I say I will get to the bottom of this. California Bonez, can you please tell your friends my intentions?

CAL: (*Dryly*) He intends to torture us until we give it up.

NIMU: Torture? Listen—if I had it, I'd tell you. If I knew who had it, I'd give them up like scraps to a dog. I like money, not pain.

BONNIE: Coward.

NIMU: Cowards live. Brave and ugly die.

BONNIE: Are you calling me ugly? (*Starts to go toward NIMU. CAL stops her.*) Do not stop me, Dr. Bonez.

CAL: I'm protecting you.

BONNIE: Who says I need protecting?

CAL: Everyone needs protecting. Even me, from time to time.

They move closer.

SHELTON: True. Very true.

BONNIE: Well, I am a big girl who can take care of herself.

CAL: I'm sure that's accurate, but sometimes it's nicer when someone can help support the load.

- 1 **BONNIE:** I suppose.
- 2 **CAL:** Would you like to go out for a cup of joe sometime?
- 3 **BONNIE:** Are you asking me out on a date?
- 4 **CAL:** Perhaps. Or maybe I was setting you up with my good friend,
- 5 Shelton.
- 6 **SHELTON:** Ah, yes—though I prefer tea to coffee.
- 7 **BONNIE:** Sorry, Shelton. I'm a coffee drinker myself.
- 8
- 9 *CAL catches VICTOR'S eye and smiles to mess with him.*
- 10
- 11 **CAL:** Bonnie, would you like to go out for a cup of Joe sometime?
- 12
- 13 *VICTOR looks up, surprised and upset.*
- 14
- 15 **BONNIE:** You get us out of here alive, and it's a date.
- 16 **VICTOR:** Enough! (*Paces.*) You all do not seem to be taking this
- 17 seriously. The thing is, each one of you had a reason for finding
- 18 that stone. Am I right? But who has it? Where could it be? I
- 19 could have you empty your pockets, but that just seems so
- 20 cliché.
- 21 **CAL:** You're a cliché.
- 22 **VICTOR:** What is that, Dr. Bonez?
- 23 **CAL:** I was saying that you're A-OK, and we should get on with it.
- 24 **VICTOR:** Indeed. (*To audience.*) Ah, the tribe's men and women
- 25 from the villages have arrived. They will help me determine this.
- 26 (*Walks to Tribal Table.*)
- 27 **GENERAL:** Do you know that I once pretended to be a tribal doctor
- 28 for the day? I know... "shaman" me.
- 29 **BONNIE:** Dad!
- 30 **GENERAL:** What?
- 31 **NIMU:** (*Looking at VICTOR.*) Victor should be careful. That not a
- 32 vegetarian tribe.
- 33 **SHELTON:** It's not a vegetarian tribe? So they do not eat just
- 34 plants?
- 35 **NIMU:** That's right, and they can't fish.
- 36 **SHELTON:** So why should we worry?
- 37 **CAL:** Think about what they eat.



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CALIFORNIA BONEZ AND THE STONE OF KARAWAN
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P.O. Box 248 - Cedar Rapids, Iowa 52406
Toll Free: 844-841-6387 - Fax 319-368-8011
customerservice@christianpub.com