

MAKE YOUR OWN MONSTER MOVIE

by

Jamie Gower

Radio script
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“MAKE YOUR OWN MONSTER MOVIE”

Cast List
(in order of appearance)

<u>Narrator 1:</u>	<u>1950’s Girl</u>
<u>Narrator 2:</u>	<u>Digital Hero (Female):</u>
<u>Narrator 3:</u>	<u>30’s Monster:</u> (noise only)
<u>Little Kids:</u> (only one line)	<u>50’s Monster:</u> (noise only)
<u>Kids:</u> (only one line)	<u>Digital Monster:</u> (noise only)
<u>High School Kid:</u> (only one line)	<u>Mob:</u>
<u>Dr. Lecter:</u> (only one line)	<u>Captain Kirk:</u>
<u>Surgeon:</u> (only one line)	<u>Mr. Spock:</u>
<u>Fox Pundit:</u> (only one line)	<u>1930’s Redshirt:</u>
<u>30’s Scientist:</u>	<u>1950’s Redshirt:</u>
<u>50’s Scientist:</u>	<u>Digital Redshirt:</u>
<u>Digital Scientist:</u>	<u>NAME:</u>
<u>30’s Hero:</u>	<u>Security Command:</u>
<u>50’s Hero:</u>	
<u>Digital Hero (Male):</u> (only one line)	
<u>1930’s Girl</u>	

“MAKE YOUR OWN MONSTER MOVIE”

Sound Effects

SFX: Diesel motor	1
SFX: Backup beep	1
SFX: Horrible tearing crunch	2
SFX: Click	2
SFX: Overkill arms fire	4
SFX: Thud of body	4
SFX: Overkill arms fire	4
SFX: Overkill arms fire	5
SFX: Ridiculously large explosion	5
SFX: Footsteps	7
SFX: Spooky graveyard BG	7
SFX: Digging	7
SFX: Digging stops	7
SFX: Clang	8
SFX: Body falling to ground	8
SFX: Footsteps (hunchback)	8
SFX: Dragging body	8
SFX: Car engine, turning over	8
SFX: Car door, opening	8
SFX: Radio squawk	9
SFX: Overkill arms fire	11
SFX: Overkill Arms fire	12
SFX: Overkill Arms fire	13
SFX: Buttons being pressed	14

“MAKE YOUR OWN MONSTER MOVIE”

Music Cues

MUSIC:	Cheerfully spooky intro	1
MUSIC:	Monster Movie sting	2
MUSIC:	Monster Movie sting	2
MUSIC:	Monster Movie sting	2
MUSIC:	Monster Movie sting	2
MUSIC:	Monster Movie sting	3
MUSIC:	Monster movie sting.....	3
MUSIC:	Monster movie sting.....	5
MUSIC:	Monster movie sting.....	6
MUSIC:	Monster movie sting.....	6
MUSIC:	1930’s sting	7
MUSIC:	1950’s sting	7
MUSIC:	Digital sting.....	7
MUSIC:	1930’s ESTABLISHING	7
MUSIC:	1930’s Sting	8
MUSIC:	1950’s ESTABLISHING	8
MUSIC:	1950’s Sting	8
MUSIC:	Digital ESTABLISHING.....	9
MUSIC:	Digital Sting	9
MUSIC:	1930’s ESTABLISHING	9
MUSIC:	1930’s Sting	10
MUSIC:	1950’s ESTABLISHING	10
MUSIC:	1950’s Sting	10
MUSIC:	Digital ESTABLISHING.....	11
MUSIC:	Digital Sting	11
MUSIC:	1930’s ESTABLISHING	11
MUSIC:	1950’s ESTABLISHING	11
MUSIC:	1950’s Sting	11
MUSIC:	Digital ESTABLISHING.....	12
MUSIC:	Digital Sting	12
MUSIC:	1930’s Sting	12
MUSIC:	1950’s Sting	12
MUSIC:	Digital Sting	12
MUSIC:	1930’s Sting	13
MUSIC:	1950’s Sting	13
MUSIC:	Digital Sting	13
MUSIC:	1930’s Sting	13
MUSIC:	1950’s Sting	13
MUSIC:	DIGITAL Sting.....	14
MUSIC:	Closing	14

A MONSTROUS EVENING

“Make Your Own Monster Movie”
by Jamie Gower

MUSIC: **CHEERFULLY SPOOKY INTRO**

NARRATOR 1: Soon it will be Halloween, and you’ll probably spend the late afternoon dropping candy into plastic jack-o-lanterns held by cute little trick-or-treaters—

LITTLE KIDS: Twick oh tweet!

NARRATOR 2: And you’ll probably spend the early evening dropping candy into bulging pillowcases held by grade school and middle school trick-or-treaters—

KIDS: Trick or treat.

NARRATOR 3: And the late evening shoveling the remains of your candy into the dumpsters hauled by high school students who have already covered three counties before coming for your last few Mars bars.

OLDER KID: Thanks, lady. Look out behind!

SFX: **DIESEL MOTOR**

SFX: **BACKUP BEEP**

NARRATOR 1: What then? What will you do after the last forklift leaves your porch?

NARRATOR 2: Hide behind the couch with that bag of peanut M&Ms you “forgot” to bring out for the kids? Wander the night howling at the moon and chasing down small rodents?

NARRATOR 3: Nope—if you’re like over 63% of American households, you’re going to watch a Monster Movie.

MUSIC: **MONSTER MOVIE STING**

NARRATOR 1: Yes, Monster Movies—

MUSIC: **MONSTER MOVIE STING**

NARRATOR 1: —Are one of America’s favorite ways of getting a fright.

NARRATOR 2: Oh, sure there’s other kinds of scares to be had, like
movies about serial killers—

DR. LECTER: Hello, Clarice...

NARRATOR 2: —reality surgery shows—

SURGEON: Now we gently lift the ribcage away—

SFX: **HORRIBLE TEARING CRUNCH**

NARRATOR 2: And, of course, “Fear Factor”—

JOE ROGAN: Okay, Susan! In order to advance to the next level, you
need to eat this slice of raw tofu...while hanging by your
left nostril over a flaming pit of rabid chihuahuas.

SFX: **CLICK**

NARRATOR 2: But since the earliest days of cinema, viewing audiences
looking for a reliable scare have depended on the
Monster Movie.

MUSIC: **MONSTER MOVIE STING**

NARRATOR 3: The history of the Monster Movie—

MUSIC: **MONSTER MOVIE STING**

NARRATOR 3: —Can be divided into the 1930’s, or “Mad Scientist”
era—

30’s SCIENTIST: It’s alive! It’s alive!

NARRATOR 2: The 1950’s, or “Atomic Scare” era—

50’s SCIENTIST: What could have made these gigantic footprints?

NARRATOR 3: And the current or “Digital Slime” era.

DIGITAL HERO: Just one of those things wiped out my entire crew!

NARRATOR 1: Throughout time, the basic components of the Monster Movie—

MUSIC: **MONSTER MOVIE STING**

NARRATOR 1: —Have stayed the same. But each era approaches them differently. In the 30's, the Scientist was a lone genius, usually self-funded.

30's SCIENTIST: My work's very important, Gwendolen! I must not be disturbed!

NARRATOR 2: In the 50's, the Scientist became the Intrepid Scientist, working with or for the government—probably the military.

50's SCIENTIST: Between synthetic chemical compounds and atomic power, the future will be a paradise!

NARRATOR 3: And in the current or Digital era, the Scientist is an amoral figure, working for a shadowy powerful corporation.

DIGITAL SCIENTIST: Do you have any idea what the military would pay for a creature like this?

NARRATOR 1: The hero of the 1930's Monster Movie—

MUSIC: **MONSTER MOVIE STING**

NARRATOR 1: —Was boring but dependable.

30's HERO: You're mad, Doctor! Mad, I tell you!

NARRATOR 2: But in the 50's, the hero was often a scientist himself.

50's HERO: We just need to find the monster's weakness!

NARRATOR 3: While in the Digital Era, the hero just needs big muscles and a big gun.

NARRATOR 3: Why “Redshirt?” Just ask a Star Trek fan during the intermission.

NARRATOR 1: Redshirts are part of a proud Hapless Victim tradition, extending from the 1930’s—

30’s REDSHIRT: (SCREAMS)

NARRATOR 2: —Through the 50’s—

50’s REDSHIRT: (SCREAMS)

NARRATOR 3: Right into the current Digital era.

DIGITAL REDSHIRT: (GURGLING SCREAM)

NARRATOR 1: So, the monster needs to be killed. Whether by the will of a 1930’s mob:

MOB: (AD LIB “Kill the monster!”₂ ETC.)

NARRATOR 2: By the forces of 1950’s military science:

50’s HERO: It’s a new wonder weapon! We call it napalm!

GENERIC GIRL: Oh, you’re so clever!

NARRATOR 3: Or by a series of escalating explosions culminating in the complete demolition of the secret lab, spaceship, and/or continent that the monster has infested in the Digital era:

DIGITAL HERO: Let’s rock!

SFX: **OVERKILL ARMS FIRE**

SFX: **RIDICULOUSLY LARGE EXPLOSION**

NARRATOR 1: But for all the differences from era to era, the Monster Movie—

MUSIC: **MONSTER MOVIE STING**

NARRATOR 1: —Has remained remarkably consistent.

NARRATOR 2: In fact, you can easily build one from common items you have lying around the house.

NARRATOR 3: Yes, you can—

ALL: Make Your Own Monster Movie!

MUSIC: **MONSTER MOVIE STING**

NARRATOR 1: Based on your suggestions, our skilled cast will perform an original story in the style of each of the main eras.

NARRATOR 2: We have here the questionnaires you filled out earlier this evening. From these we will build for you a Monster Movie—

MUSIC: **MONSTER MOVIE STING**

NARRATOR 2: —in each of the major styles.

NARRATOR 3: First we need an Animal—a pet, or other animal you might see in your neighborhood. And your suggestion was ANIMAL!

(WRITE DOWN ANIMAL ON DISPLAY BOARD)

NARRATOR: Next, we need an internal organ. Your suggestion was ORGAN!

(WRITE DOWN ORGAN NAME)

NARRATOR: Almost there. We just need a good name for a pet. And you suggested NAME!

(WRITE DOWN NAME)

NARRATOR: And finally, a solid, decent, American home town. Your choice? HOMETOWN!

(WRITE DOWN HOMETOWN)

NARRATOR 1: And now, based on your suggestions, we will perform the 1933 Mad Scientist movie “The ANIMAL Man,”

MUSIC: **1930'S STING**

NARRATOR 2: The 1957 Atomic Scare classic, "Attack of the Giant ANIMAL,"

MUSIC: **1950'S STING**

NARRATOR 3: And the Digital Slime shocker, "ANIMAL IV!"

MUSIC: **DIGITAL STING**

NARRATOR 1: First, each movie starts with the Death of the Redshirts.

MUSIC: **1930'S ESTABLISHING**

NARRATOR 1: In the opening scenes of "The ANIMAL Man," the setting is the sleepy hamlet of HOMETOWN, just down the hill from the brooding presence of an ancestral castle.

REDSHIRT: It's nearly midnight, so I'd better take the shortcut through the graveyard. Thank goodness I'm wearing me lucky red shirt!

SFX: **FOOTSTEPS**

SFX: **SPOOKY GRAVEYARD BG**

SFX: **DIGGING**

REDSHIRT: What's that over there? (CALLING) Hey, you!

NAME: Dah!

SFX: **DIGGING STOPS**

REDSHIRT: Who are you, you odd hump-backed fellow?

NAME: The master calls me NAME.

REDSHIRT: What are you doing in that freshly dug grave?

NAME: Nothing...

REDSHIRT: You aren't digging up bodies for some unholy experiment that will tamper with knowledge not meant for mortal man, are you?

NAME: No...

REDSHIRT: Well then, what's that shovel for?

NAME: Uh...how about this!

SFX: **CLANG**

SFX: **BODY FALLING TO GROUND**

NAME: A fresh body! The master will be pleased with NAME.

SFX: **FOOTSTEPS (HUNCHBACK)**

SFX: **DRAGGING BODY**

MUSIC: **1930'S STING**

NARRATOR 2: Now we go to the remote desert outside HOMETOWN for the shocking start of the "Attack of the Giant ANIMAL."

MUSIC: **1950'S ESTABLISHING**

SFX: **CAR ENGINE, TURNING OVER**

REDSHIRT: Well, great. Out of gas, out in the HOMETOWN desert, miles from anywhere. Looks like I'll have to walk.

SFX: **CAR DOOR, OPENING**

REDSHIRT: Good thing I'm wearing my lucky red shirt. Wait, what's that?

50's MONSTER: (HUGE ROAR)

REDSHIRT: (SCREAMS)

MUSIC: **1950'S STING**

NARRATOR 3: And in "ANIMAL IV!", we descend to a secret underground lab deep beneath HOMETOWN, where a security guard in a red jumpsuit investigates an alarm from the scientists working on project NAME.

MUSIC: **DIGITAL ESTABLISHING**

SFX: **RADIO SQUAWK**

REDSHIRT: Hello, SECURITY COMMAND? Come in, please?

COMMAND: (UNINTELLIGIBLE)

REDSHIRT: Yeah, they're all dead.

COMMAND: (UNINTELLIGIBLE)

REDSHIRT: Yeah. And they're all missing their ORGAN.

COMMAND: (UNINTELLIGIBLE)

REDSHIRT: Uh-uh. And there's this big tank in the middle of the room with this weird fluid and all these electrodes, only it's all broke open.

COMMAND: (UNINTELLIGIBLE)

REDSHIRT: And there's this big slimy monster here in the room with me.

COMMAND: (UNINTELLIGIBLE)

REDSHIRT: So, listen, what do I do now?

COMMAND: (UNINTELLIGIBLE)

REDSHIRT: Oh, okay. (SCREAMS)

DIGITAL MONSTER: (SLIMY ROAR)

MUSIC: **DIGITAL STING**

NARRATOR 1: Next, the hero gets involved.

MUSIC: **1930'S ESTABLISHING**

NARRATOR 1: In "The ANIMAL Man," the Girl confesses to her fiancé, the 1930's Hero, that she's worried about her brother, who unbeknownst to them both, is a Mad Scientist.

1930's GIRL: Oh, darling, I'm worried about my brother. I fear he may be in some trouble, unbeknownst to us both. He might be

engaged in some unholy experiment that will tamper with knowledge not meant for mortal man!

1930's HERO: (CHUCKLES) You're so cute when you try to think! All right, if it will calm down that pretty little head of yours, I'll take the Studebaker out to HOMETOWN and talk to your brother.

MUSIC: **1930'S STING**

NARRATOR 2: While in "Attack of the Giant ANIMAL"—

MUSIC: **1950'S ESTABLISHING**

NARRATOR 2: The Hero and the Girl investigate a mysterious death in the HOMETOWN desert.

1950's GIRL: Look at this car! It's been crushed!

1950's HERO: And see here. This must have been the driver.

1950's GIRL: Oh, how horrible! He's—

1950's HERO: Flat as a pancake.

1950's GIRL: Yes.

1950's HERO: Flat as a flapjack.

1950's GIRL: Okay...

1950's HERO: Maybe a more of waffle, actually.

1950's GIRL: Well, what could have done this!

1950's HERO: I don't know, but look at these tracks here!

1950's GIRL: What are those?

1950's HERO: They look like the tracks of a gigantic ANIMAL!

MUSIC: **1950'S STING**

NARRATOR 3: And in "ANIMAL IV!"—

MUSIC: **DIGITAL ESTABLISHING**

NARRATOR 3: The Hero and her elite team of commandos are assigned to infiltrate the secret lab and find any survivors.

DIGITAL HERO: Let's rock!

SFX: **OVERKILL ARMS FIRE**

MUSIC: **DIGITAL STING**

NARRATOR 1: But it's hard to get the right people to believe in the monster.

MUSIC: **1930'S ESTABLISHING**

NARRATOR 1: In "The ANIMAL Man," the Scientist denies everything.

1930's HERO: Your sister's very worried about you. She feels you're becoming obsessed with the ORGAN.

1930's SCIENTIST: What? Me? No! Of course not! Me? What? Of no course! Not! What? No? Me!

1930's MONSTER: (ROAR, OFF)

1930's HERO: What was that?

1930's SCIENTIST: Eh, mice.

1930's HERO: Oh.

MUSIC: **1950'S ESTABLISHING**

NARRATOR 2: While in "Attack of the Giant ANIMAL," The Hero-slash-Scientist is the only one who believes in the monster.

1950's HERO: There's only one explanation. These are the tracks of a giant ANIMAL!

MUSIC: **1950'S STING**

NARRATOR 3: And in the Digital era,

MUSIC: **DIGITAL ESTABLISHING**

NARRATOR 3: The scientist is back to denying everything.

DIGITAL HERO: What happened here?

DIGITAL SCIENTIST: We were working on Project NAME.

DIGITAL HERO: Project NAME? What were you working on?

DIGITAL SCIENTIST: Ah...potato salad.

DIGITAL HERO: Potato salad did all this?

DIGITAL SCIENTIST: Yeah! You know, when you don't refrigerate it properly, how the mayo goes bad?

DIGITAL HERO: Then how come they're all missing their ORGAN?

DIGITAL SCIENTIST: Mayonnaise always hits the ORGAN first.

DIGITAL HERO: Well, the word of a suspicious-acting scientist working on a secret project for an amoral corporation is good enough for me!

MUSIC: **DIGITAL STING**

NARRATOR 1: But then the monster shows up, and the cat, so to speak, is out of the bag.

MUSIC: **1930'S STING**

1930's GIRL: It's the monster! (SCREAMS)

MUSIC: **1950'S STING**

1950's GIRL: It's the monster! (SCREAMS)

MUSIC: **DIGITAL STING**

DIGITAL HERO: It's the monster! Fire!

SFX: **OVERKILL ARMS FIRE**

NARRATOR 1: And then the whole truth finally comes out.

MUSIC: 1930'S STING

1930's SCIENTIST: I grafted the ORGAN of a ANIMAL into a dead human body. Is that so mad?

1930's HERO: Well, yeah. How do we stop it?

1930's SCIENTIST: You can't! Nothing can stop it!

MUSIC: 1950'S STING

1950's HERO: An ordinary ANIMAL must have come too close to the mutating rays of a nuclear generator, making it grow to colossal size. Now, nothing can stop it!

MUSIC: DIGITAL STING

DIGITAL SCIENTIST: We combined the DNA of an ordinary human with that of a ANIMAL, giving the hybrid the intelligence of a man, with the strength and cunning of a ANIMAL.

DIGITAL HERO: Great, doc. How do I kill it!

DIGITAL SCIENTIST: Nothing can stop it!

DIGITAL HERO: Let's rock!

SFX: OVERKILL ARMS FIRE

NARRATOR 1: But, of course the monster is stopped, each in it's own way.

MUSIC: 1930'S STING

ALL: (AD LIB "Kill the monster!", "Get 'im!", etc.)

1930's HERO: You there! Put that gun away. Torches and pitchforks only! Torches and pitchforks! Let's get him!

MUSIC: 1950'S STING

1950's HERO: We'll attract it here, and then melt it with clean, safe nuclear power!

1950's GIRL: How will we attract it? (PAUSE) Why are you looking at me like that?

MUSIC: **DIGITAL STING**

DIGITAL HERO: We need to blow the core! We'll have fifteen minutes to get clear of the site.

SFX: **BUTTONS BEING PRESSED**

COMPUTER: Self-destruct initiated. Core will detonate in fifteen—

DIGITAL HERO: Let's go!

COMPUTER: —seconds.

DIGITAL HERO: Oops.

NARRATOR 1: And so, the monster dies.

NARRATOR 2: Until the sequel!

NARRATOR 3: So, we'll see you next time for—

NARRATOR 1: “Son of the ANIMAL Man!”

NARRATOR 2: “Return of the Giant ANIMAL!”

NARRATOR 3: And “ANIMAL V: ANIMALs Gone Wild”

MUSIC: **CLOSING**