

The Great Munsch Mystery

Based on the Books by Robert Munsch

Adapted by Jeremy Mason

Based on *50 Angela's Airplane* ©1988; *Mud Puddle* ©1979; *Wait and See* ©1993; *Mortimer* ©1983; and *Murmel, Murmel, Murmel* © 1982 Bob Munsch Enterprises Ltd (text); published by Annick Press.

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The Great Munsch Mystery premiered at the Sterndale Bennett Theatre in Lethbridge, Alberta on December 22nd, 2014, produced by New West Theatre with the following cast and crew:

GUARD: Camille Pavlenko
GIRL: Kelly Malcolm
BOY: Willie Banfield

Director: Genevieve Pare
Stage Manager: Raynah Bourne
Set: Leon Schwesinger
Costumes: Sarah Sosick
Lighting: Ken Lowenberg
Artistic Director: Jeremy Mason
General Manager: Natascha Hainsworth

SAMPLE

Suggested Casting

1. MORTIMER

GUARD (Fe/Male) Narrator	BOY (Male) Jason	GIRL (Female) Everyone Else
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2. ANGELA'S AIRPLANE

GUARD (Fe/Male) Father/Voice	BOY (Male) Narrator	GIRL (Female) Angela
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3. WAIT AND SEE

GUARD (Fe/Male) Narrator/Mother	BOY (Male) Narrator/Father	GIRL (Female) Olivia
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4. MURMEL, MURMEL, MURMEL

GUARD (Fe/Male) Everyone Else	BOY (Male) Robin	GIRL (Female) Narrator
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5. MUD PUDDLE

GUARD (Fe/Male) Narrator/Mud Puddle	BOY (Male) Mother/Mud Puddle	GIRL (Female) Jule Ann
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Characters

GUARD* – A bit nerdy. Lonely. Barney Fife qualities. Loves puzzles and Munsch.

GIRL – Headstrong. Smart. Down to business. A true detective.

BOY – Tries to be cool, but doesn't always succeed. He's more empathetic. A good detective but it takes him a bit longer to understand the crimes.

*I have given the character gender designations (mostly for ease of writing) but the GUARD can be played by either and changed as needed by the production.

Setting

The play is set in the Great Munsch Museum, a fun and quirky museum showcasing the great works of Munsch. There should be a fun and colourful feel to the set, and not be a realistic "stuffy" museum.

Aesthetic

The stage should be filled with colour and be reminiscent of a Museum. Various levels allow for various setting in the stories.

(Mysterious burglar music begins. An unknown figure dressed as a burglar enters and what follows is a Pink Panther-esque robbery scene. This should be very physical, fun, and it should be hard to discern who the criminal is. The mystery person steals all of the Munsch books that are showcased in the museum. They confidently steal the last book and begin to walk away when suddenly...the siren blares. They quickly exit.)

(The NIGHT SHIFT GUARD enters he runs back and forth and maybe through the audience, aiming his flashlight into the audience's face. Finally, he stops at Centre.)

GUARD: Oh no! They're gone! Ahhh!

(Runs around in hysterics.)

This can't be happening, this can't be happening, this can't be happening!
What am I going to do! *(Starts to cry.)* I need HELP!

(Suddenly there is a blast of super heroic music and a BOY and GIRL burst into the space. They are wearing fun coloured, "Sherlock Holmes" inspired hats and cool tech gear.)

BOTH: This looks like a job for—

GUARD: Ah! Who are you two?

BOTH: —the Mini Mystery Detectives!

BOY: The name's Mac, I'm the cool one! *(He does "cool" poses.)*

GIRL: *(She smacks him on the back of the head.)* And I'm Wendy, the leader.

GUARD: What—*(sniffles)*—what are you doing here?

BOY: You called for help!

GIRL: That's our job. We help people all over the city. Even in this place.

BOY: Speaking of which...what is this place?

GUARD: This is the GREAT MUNSCH MUSEUM!

GIRL: Wow, this is it? I've always heard of it, but never been here.

GUARD: Okay, great, good, awesome, I'm glad you're here. I'm Sam and I'm the night shift security guard. It's my job to keep the museum safe at night, but...but...but something terrible has happened. *(Starts to cry again.)*

BOY: Judging by the siren I would say—

GUARD: That's right someone has stolen the famous Munsch books! *(Starts crying again.)*

GIRL: Stolen?

BOY: By who?

GUARD: I have no idea, but if I don't find those books then the world will be deprived of those amazing stories!

GIRL: This seems like a mystery.

BOY: And you know what that means!

BOTH: A brand new case!

GIRL: As the famous Mini Mystery Detectives it's our job to solve mysteries just like this.

GUARD: Really?

GIRL: Yup. If you need our help we'd be happy to take the case.

GUARD: You'd help me solve the mystery.

GIRL: Of course.

GUARD: As long as it takes?

GIRL: Sure.

GUARD: Even if it takes all night?

GIRL: *(Suspiciously.)* I guess so.

BOY: You don't have to worry about that. We are such good detectives it never takes that long. I mean look how cool we are.

(BOY starts doing "cool" poses. GIRL walks over and smacks him on the back of the head again. He stops.)

GUARD: Hmm...okay you're hired.

(They shake hands.)

GIRL: First things first, time to search for clues.

GUARD: Clues?

BOY: Yeah, these might be little pieces of information that the criminal left behind. If we find enough clues it could help us find out who the thief is.

GIRL: I'll check out over here, you check out over there.

(They start to look around the room. Sleuthing music starts. The GUARD bumbles around and gets in their way. Finally...)

GIRL: I found something!

(They rush over.)

GUARD: What is it?

GIRL: It's a key.

BOY: What kind of key?

(GIRL inspects it.)

GIRL: It doesn't look like a house key.

BOY: Or an office key.

GUARD: Or a safe key?

GIRL: What?

GUARD: Oh, nothing.

BOY: It says "Super Lock" on it. And says WVS.

(GIRL pulls out a book that has a computer built into it.)

GUARD: What's that?

GIRL: It's our detective computer. It has all the knowledge of a billion encyclopedias. I'll just scan the key and search "Super Lock" and "WVS."

(The detective computer makes lots of computing sounds. Finally, it bings.)

Hmm, there's nothing for "WVS" but let's just see here ah, yes, it's a key to a safe lock. These locks are installed in only the most famous museums. It says that there's one here. I'll scan for it.

(As they travel through the room it bings louder or softer as they get further or closer. Finally, it starts to bing loudly and quickly.)

BOY: Here it is.

(There is a giant display with caution tape around it that reads, "Display Under Construction. Do Not Touch.")

GUARD: Oh, hey, yeah, you—uh—you shouldn't play in there.

GIRL: Sir, we are not "playing" here. This is serious detective work.

(They start to dig around it until they pull out a small safe.)

GUARD: How did that get there?

BOY: *(Inserting key.)* I'll open it.

(They open it.)

Hey, a note.

GIRL: What is the handwriting like?

(The BOY shows it and it is written with clippings from the newspaper.)

BOY: Not much for handwriting. I'll read the note. *(Reading.)* "If you want your precious books back you'll have to find the clues—"

GIRL: How can we find the clues?

BOY: *(Reading.)* "I bet you're wondering how you can find the clues. It's simple. This box contains them all. These riddles will give you hints to finding each of the missing books. When you discover the books they will offer you a piece of the puzzle." Puzzle? *(Reading.)* "Here is the first piece."

(GIRL, pulls out the first puzzle piece it has a mouth on it. She notices that it fits perfectly in the "Under Construction" display.)

GIRL: It fits perfectly. Hmm. This person must have known this display would be here. When was this set up?

GUARD: It was here when I arrived.

BOY: *(Reading.)* "Once the puzzle is complete, it will show you who I am. If you can find each book and complete the puzzle, I will reveal myself and turn myself in. If you do not accomplish this task, then I will steal every last Munsch book in the whole wide world."

GIRL: Oh no, this is terrible.

BOY: We've gotta stop them!

GIRL: Are there any other instructions?

BOY: *(Reading.)* "Using the clues to guess the stories isn't enough. You must prove to me that you know the stories, therefore you must act them out." How would they know? *(Reading.)* "I will know because I have cameras all around here. I will be able to see if you actually completed the story. You must get it exactly right. Good luck. Ha, Ha, Ha!" *(BOY continues to laugh as himself but it's more of an awkward laugh.)*

GUARD: Why are you laughing!

BOY: I don't know, I'm nervous because I'm on camera. *(He looks around awkwardly.)*

GIRL: Pull it together Mac!

GUARD: Can I help?

GIRL: How?

GUARD: Well, I know this museum better than anyone, and I'm a huge Munsch fan, so I'll know all the stories.

GIRL: Your knowledge of the museum will be super helpful, but don't worry about the stories. We can use our detective book!

BOY: What's the first clue?

(GIRL reaches into the box and pulls out a noisemaker. She twirls it and it makes a loud noise. The GUARD disappears.)

GIRL: That's noisy.

BOY: Yeah, and kind of annoying.

GIRL: *(Reading first riddle.)* "Imagine trying to go to nap, when all you can hear is that annoying clap. Sing a song and go to bed, see if you have this story somewhere in your head."

BOY: Okay, it's a story about sleeping, singing, and an annoying sound.

GIRL: I'll cross-reference those in the detective computer.

(GIRL types in information.)

BOY: Hey, where's Sam?

GIRL: Who knows. *(She stares at screen.)* Great. The wi-fi's down!

(She reaches up and tries to find the signal. Nothing. GUARD enters.)

GUARD: The wi-fi is down.

GIRL: We know.

GUARD: I tried to fix it.

BOY: How are we going to find the story?

GUARD: I know exactly which one this is.

GIRL: Okay, tell us.

GUARD: Only if you let me help.

GIRL: Hmm.