

ENIGMA PLAYERS, ROBERT LECKIE INTERMEDIATE SCHOOL, GOOSE BAY

present

CAUGHT IN TIME

CAST

KIDS

Jessie.....	Carrie Michelin
Bonnie.....	Claire McLean
Lisa.....	Kim Saunders
Connie.....	Erin Hutchings
Yvonne.....	Bernice Earle
Melissa.....	Misty Brown
Gloria.....	Adrienne Edmunds
Kelly.....	Deanna Woodward
Kate.....	Misty Algeo
Moose.....	Melvin Eddison
Bernice.....	Stephanie Flowers
Bruno.....	Dwayne Hopkins
Woody.....	Robin Pilgrim

DANCERS

"Alice".....	Kristy Wiseman
	Natalie Spurrell
	Robin Bowers
	Iona Strachan
	Jackie Hedderson
	Sacha Woodward
	Mabel Mak
	Myrtle Engram
	April Larkham
	Joanna Hunter
	Jennifer Seaward
	Kelly Garrett
	Janet Crawford



Brian Winters, Gr. 3  
Spruce Park Elementary  
Goose Bay

## ENIGMA PLAYERS (cont'd)

### GHOSTS

Alice.....	Merrill Greenleaves
Cellar Lady.....	Iona Strachan
Cellar Man.....	Clint Meade
Girl # 1.....	Paige Russell
Girl # 2.....	Cindy Parsons
Girl in Red.....	Alicia Savoury
Ghost Doctor.....	Kirk Sooley
Ghost Doll.....	Natasha Gallant
Ghost Sarah.....	Gina Hill

### BACKSTAGE

Tracey Roberts  
Marjorie Gear  
Dana Blackwood  
Richard Crawford  
Elizabeth Saunders  
Keri Holwell

### TEACHER ADVISORS

Mary Ellen Giles  
Dorrie Brown

Jacko Ikkusek, Gr. 7  
Jens Haven Memorial School  
Nain



CAUGHT IN TIME

Characters: 13 Kids, assorted  
13 Dancers/stage-hands  
9 Ghosts

Stage: empty and black, to begin

*Stage is black. Dancers, dressed in black with white faces, set stage in the process of performing a dance, to theme music (The White Winds, Andreas Vollenweider). Coloured lighting.*

*13 Kids enter, by coming down the two aisles, calling across to each other. They are in high spirits: it's Friday (the 13th!) evening. As they are coming up stage steps, one member calls out:*

Jessie: Hey. Look up there! *(she points)*. There's a light in the old house tonight."

Bonnie: Sure, sure, Jessie. It's the 13th, and you're just trying to get us going. Your imagination runs wild all the time -- it runs in your family.

Jessie: Naa- c'mon. Really, I mean it! Look for yourself.

*(The other kids ad lib: Holy Cow! She's right! She's telling the truth. Wicked! There is a light!, etc.)*

Lisa: Guys, this is really cool! Let's go in!

Connie: No way! Haven't you heard all the stories about that old place? You wanna die young? You'd never catch me goin' in there...

Yvonne: Don't be so stunned. You don't even know it those stories are true. Ghosts aren't real, anyway.

Connie: Oh, yeah? Well, explain that light, then, wise guy!

Melissa: Somebody might be fixing it up. It used to be a pretty fancy place, one time. Maybe somebody's gonna rotivate it!

Gloria: Rotivate it?! You mean renovate it, you knob.

Melissa: Yeah, well....that's what I mean...

Kelly: Well, if that's all it is, then let's go in and find out...

Kate: No, I'm with Connie: I've heard too much about that house...

Moose: Well, like what, then, for instance----??

Connie: Well, they say that if you go in there, you have to go into all the rooms and tell a ghost story in each one.

Kate: (*jumping in*) And if you try to get out before you've been in all the rooms, and told all the stories, then you'll be trapped in the house -- in another dimension, -- in another time!

Bernie: Whoa! MASSIVE!

Bruno: I could do that! I know a bunch of ghost stories. I could just rip through all the rooms and be out again in a flash!

Connie: Oh, no, you couldn't! No one who ever went in alone has come back out to tell the tale!

Bruno: Well, maybe they just ran out of ghost stories. Maybe they just didn't know as many as I do.

Kate: Or, maybe they just got too scared, once they got inside, and forgot the ones they knew!

Gloria: Or, *maybe* the ghosts were *offended* by being stereotyped in all those same stupid old "ghost stories", and decided to keep the intruders there forever -- to let them *experience* what being a ghost is *really* like!

Moose: Well, e-x-c-u-s-e me!

Lisa: Give it up, Gloria: "offend" -- "stereotype" -- c'mon, how do you "offend" a ghost -- ?

Yvonne: (*cutting in*) Yeah! When they aren't even real ?

Connie: (*agitated*) But they are real! I don't know how you can say ghosts aren't real, when you can't prove it!

Lisa: Well, prove that they are !

Connie: (*hesitates; then pouting, slightly*) Well, I wouldn't want to -- but I believe in them, just the same. And I believe there are some up there in that house!

Kelly: (*level-headed*) You know, what Gloria says about offending ghosts may not be so far off, after all. They say that if you want to scare one away, you should tell a ghost story -- in front of him, like.

Bernie: (*impetuously*) Let's go try it!

Kelly: Try what?

Bernie: Try telling a whole bunch of ghost stories in front of (*teasing, mocking, menacing*) "all those ghosts" up there in the house.

Yvonne: Yeah, well, maybe we *could* do it....

Connie: Oh, yeah, right! No one else has ever lived to tell the tale, and you want us to go through (*musically; mimicking*) 'happily dropping stories from one room to the other' --- OH, YESSS! (*turning abruptly*) OH, NO !!!

Woody: Listen, maybe no one's ever done it right before -- maybe that's why no one's ever got out.....

Gloria: And just what, Woody, is 'the right way' to go through a haunted house? (*jauntily, sarcastic*)  
RULE NUMBER ONE...

Woody: (*cutting in*) "RULE NUMBER ONE" might very well be: "Don't go through there *alone*!" Go together, in a group!

Bruno: (*chiming in eagerly*) Yeah! And RULE NUMBER TWO would be: "Be sure you don't run out of stories...."

Lisa: (*parenthetically*) ...Or, just be sure you don't run out, period!!

Kelly: Yeah, well, running out of stories should be no problem: with all of us together, we must have a whole houseful of stories!

Melissa: I don't want to....

Bonnie: Don't worry, Melissa --

Jessie: Yean, Melissa -- it'll probably be o.k. if we all stick together.... We'll just have to make sure we look after each other...

Connie: Oh, now, wait just one minute -----!

Bernie: G'men, Connie, don't be a WOOSSE.

Melissa: (echoing) Yeah, Connie, don't be a WHOOSH !

Connie: (turning on her) It's WOOSS, Melissa: WOOSS,  
WOOSS, WOOSS ! --- and I'm not one!

Melissa: (parenthetically) You wish, Connie: you

Connie: (quickly; ignoring Melissa's comments) Who's  
calling who a WOOSS?

Kelly: (stepping in) This isn't getting us anywhere...

Connie: (saving face, now) Maybe it would be alright --  
(quickly) if we go in as a group, but---

Kate: (chiming in quickly) ---but, we have to stay  
together. And if anybody gets scared ----

Yvonne: ----they can't try to leave, or they'll risk it for  
all of us.

Moose: (after some pause) So-o? (they all eye each  
other)

Kate: So, if we're going, we're all going... (they continue  
to eye each other)

Kelly: And, we're all staying -- (ominous pause; they all  
stare at her, fear on faces) --Well, I didn't mean,  
like, forever...

(Pause; they consider, silently.)

Bruno: So, are we going in, or what?

Woody: (takes a deep breath) Let's go for it!

(ad lib: I'm in. Me, too. Increasing boldness and relief:  
Count me! Yo!. Then they all bundle off towards the  
house).

LIGHTS DOWN. ALICE, THE GHOST, TAKES HER PLACE BEHIND THE  
MIRROR.

SOUND EFFECT: creaking door. Just as sound finishes, BLUE  
LIGHTS BEGIN TO COME UP AGAIN.

Kids look around, miming their entry into the hallway of  
house.

Jessie: EEE--this house is creepy...

Bonnie: Ah, it's not so bad. Not as bad as I thought...

SOUND EFFECT: wind.

Gloria: Brr-r...(shivers) Where did that come from?

Lisa: (impatiently, but obviously getting scared) What're you talking about?

Gloria: That wind! Where's that wind coming from? I thought we were in a house, now. There shouldn't be any wind in here!

Yvonne: Well, this place is so old, it's probably just full of holes -- nevermind. We're all together, so far, right?

Bruno: Hey! (brightly) I know a story about wind in a hallway...

There was this young woman named Alice, see... (Alice, a ghost, slowly moves from behind the mirror and weaves her way among the kids.) She was engaged to be married, and on the night before her wedding, she heard a noise somewhere in her house. When she stepped into the hallway, a cold, cold wind blew against her body. If she stepped into a room: NO WIND! ...Back into the hallway: Ooo-oo-oo -- wind again!

Melissa: I'm getting scared....

Lisa: Don't be scared -- it's just ol' Bruno with "all his ghost stories". Besides, we're all here, together...

Bonnie: Hey, Bruno. Maybe you better cool it. We can't go getting each other scared, now....

Bruno: O.k. -- but just let me finish... She kept on going from room to room, trying to find out what the noise was, and...uh...and...and...

Gloria: Well? C'mon, c'mon...out with it: what happened to her?

Kelly: What was the noise?

Moose: Why was the wind blowing?

Bruno: (pausing, embarrassed) ...I ...I can't...really... remember... I don't know the ending -- it was a really different one, too...

Bonnie: (whispering to Lisa, who is also whispering to Kelly) "Lots of stories", yeah, right...stories with no

Bruno: (quickly making it up, to save face) No --- it was something like - something about the wind... Yeah, that's it! The wind being the jealous spirit of her fiancée, who had just been killed -- only she didn't know that yet.

...But this spirit didn't want her to go through life without *him* -- and it certainly didn't want her to marry anyone else, so it trapped her there in the hallway of her house.

...That wind was *his* spirit, see - and it completely enveloped her -- it wrapped itself right round her -- and she became part of that wind, herself -- like a marriage, in a way.

...And she still wanders, confused, up and down that hallway. She captures anyone she meets there, hoping they might be able to explain what happened to her; to her beautiful wedding, and her self !

...something like that..

*Ghost-Alice exits.*

*Kids breathe collective sigh of relief that the story is over; try to regain composure:*

Jessie: C'mon, let's go somewhere else...(others ad lib: Yeah, let's go... Yeah, let's see another room...I think I'm getting used to this...Stay together, guys. ...Let's see another room...Wait for me...etc.

LIGHTS OUT, as Kids shuffle out together.

SOUND EFFECT: hallway wind.

MUSIC: dance excerpt. DANCERS remove mirror, and place kitchen table with cloth, and 2 chairs [=KITCHEN].

CHARACTERS: Jessie and Yvonne do not enter KITCHEN.

BLUE LIGHTS UP slowly, as Kids enter;

(Ad lib: Freaky! Awesome! Ooh, cobwebs!, etc....)

Bruno: O. K., who's next? I told the one for the hallway...

Bonnie: I'll tell one...



Melissa: No, Bonnie...

Bonnie: Don't worry, Melissa, it's not very scary at all...

*There were these two girls (enter two ghost girls and seat themselves at the table, to mime story) ...sitting in the kitchen, playing cards at the table. One of them heard what sounded like somebody cracking their knuckles. She thought it was the other girl, so she told her to cut it out..*

*(Several Kids start cracking knuckles on the sly, fooling around).*

Gloria: Stop it, Yvonne. *(accusing; annoyed)* That's you doin' that, isn't it?

Bruno: *(teasing; cracking knuckles right in Gloria's face)*  
No! It's not!

Woody: *(looking around)* Yvonne ?? Where is she? *(everyone looks around).* Yvonne's not---even-----here-----!

Kelly: Where's Jessie? She's gone, too!

*(ad lib: Hey, guys, this is getting spooky. I thought we were supposed to stay together. Maybe they tried to leave. They both looked pretty scared in the hallway. You don't think they tried to leave, do you?)*

Bonnie: *(trying to calm the chaos)* Wait! I gotta finish my story, or we won't be able to move to the next room and get out of this one!

*(Kids settle somewhat, but are still uneasy. They are glad to have a story to listen to, to keep their minds off their missing comrades...)*

Bonnie: ....So, anyways, they -- those two girls, remember?

--  
they went back to the cards and next thing, the *second* girl heard the cracking knuckles, and she blamed the first one. The first one said, "No, it wasn't me...", and then they got really scared!

Melissa: Bonnie, don't go on....

Bonnie: I got to, Melissa, I gotta finish it...

...So, to prove to each other that it wasn't either one of them, they spread their fingers and toes, and waited....and waited.....and waited..... and sure shot ! they heard that sound....

*SOUND EFFECT: cracking knuckles*

...and it wasn't them, and they knew it!

Melissa: (innocently) Who was it?

Bonnie: They...never...found....out !!

*LIGHTS OUT!*

*SOUND EFFECT: hallway wind*

*MUSIC: dance excerpt. DANCERS remove table-cloth and two chairs; they bring in a fancier chair and inkwell/plume [=STUDY].*

*CHARACTERS: Kelly, Kate, and Moose do not enter STUDY.*

*LIGHTS: blue lights back up, slowly as Kids enter STUDY.*

Connie: This must have been the study....

Bernie: Yeah? What was your first clue?

Connie: One...two...three...

Bernie: (annoyed, cutting her off) --What're ya ---? Will ya stop that countin'?!

Connie: (worried; whining) But I don't think we're all here...Like, where's Kelly?

Lisa: ... Kacie?

Melissa: ...and Moose is gone, too!

Woody: Now, don't lose it, you guys., We're gonna be all right -- we just have to stick together...

Lisa: (sarcastic) Yeah, those of us that are left!

Wooday: No, I mean, either, it's because we never really finished a story -- I mean, we never seem to know really why a story ends like it does -- or else, those guys all tried to get out : they should have stayed with the group.

(Ghost-doctor enters, and seats himself at desk).

Now, I'll tell the next story, 'cos I know the end of it (and don't nobody try to leave!)

Once, there was this doctor, and he was sitting at the desk in his study, when he hears this knock on the door.

(Sound of knock. Doctor answers door, and young girl, dressed in red, appears).

He goes to the door, and there's this little girl there, all dressed in red. She didn't say anything, but handed him a phone number, written on a slip of paper. He takes it, and phones the number. He says, "This is Dr. So-and-So", and the lady is surprised. She says, "I'm glad you called, but how did you know I was sick?"

"I didn't," the doctor replied, "but this little girl all dressed in red just came to my door, and gave me your number. I guess it must have been your daughter."

There was a long, long pause over the phone. Then, "My daughter died two years ago, this very night, wearing a red hat and coat."

The doctor dropped the phone right away, and raced to the door, only to find that the little girl was gone... but her red hat lay still on the doorstep.

SOUND EFFECT: a knock, followed by a phone ringing.

Kids gasp; ad lib: "Oh, no!" "Let's get out of here!" "That's it for this room!" "Let's move on!" "Stay together!" "\_\_\_\_\_! Wait for me!")

Kids move off towards next room.

LIGHTS OUT.

SOUND EFFECT: Hallway wind.

MUSIC: Dance excerpt; DANCERS remove desk, chair. Two dancers set wine rack, and other place one wine-bottle each = CELLAR).

CHARACTERS: Connie, Bernie, and Lisa do not reappear in cellar.

SOUND EFFECT: creaking door.

LIGHTS: blue light up slowly as kids enter cellar, bending low to indicate low ceiling/rickety steps, etc.

Bonnie: Ee-ee, boys, this must be the creepiest place in the whole house! Whose idea was this?

Bruno: Well, let's get out of here quick, then. We gotta go through all the rooms, and now we're here, we gotta tell a story, so let's get on with it.

Woody: O.K., who's got a story for the cellar?

Gloria: How many of us are left to choose from?  
One..two..three....

Bruno: (*short; overreacting*) Stop that! (*softens*) You're  
~~\*\*\*\*\*~~

Gloria: (*moaning*) Connie! (*looking around*)  
Connie's.....gone!

Bruno: (*matter-of-fact; covering*) Nevermind that. We've  
just got to stay cool, now, and stick to our original plan.

Now look, there's just you and Melissa left who haven't  
told a story -- all the others are gone.

Gloria: (*wistfully; echoing*) Gone !

Bruno: (*after a pause; looks at the rest*)  
So...like....who's gonna do it?

Gloria: (*looks around, reluctantly*) Well, I s'pose I'll  
take my turn, too...(nervous) Oh, oh, I got one!

(*Enter ghost-woman*)

Once there was a woman -- she was a widow -- who was  
cooking supper one night in her apartment, when the phone  
rang.

*SOUND EFFECT: phone ringing*

She answered it, and the caller said, in a very eerie  
voice: "I know who you are, and I know what you did."

Frightened, she threw down the phone, and nervously  
went back to cooking her supper. About five minutes later,  
the phone rang again. The same voice said: "I know who you  
are, and I know what you did."

She slammed down the phone immediately, but the voice  
continued: "I know who you are, and I know what you did."  
Now she ripped the phone off the wall, but the voice  
continued: "I know who you are and I know what you did."

Now she was frantic. She couldn't stop the voice!

*LIGHTS OUT on stage.*

*DANCERS take places, randomly, in audience.*

Ghost-husband enters and takes position on stage-apron, centre. Woman runs through aisles; spot follows her as she runs.

She began to run around the house, but the voice always chased her:

**SOUND:** Voice over P.A.: "I know who you are, and I know what you did!" **DANCERS**, now seated randomly through audience also echo, antiphonally: "I know who you are, and I know what you did!"

Kids are huddling together more with each successive quote.

...Finally, she ran toward the cellar (ghost-woman runs up stage stairs) ...and as soon as she opened the cellar door,

**SPOT:** Ghost woman **S C R E A M S** ---into face of ghost-husband. Kids jump into each other's arms: ad lib: screams, fear, etc.

**SPOT OFF.** Ghosts freeze. **STAGE LIGHTS** back up.

...There stood her dead husband, whom she had killed in that very cellar, 13 days before!

Woody: (sighs; relieved) Whew! That's done. Now let's get out of here.

Kids ad lib: "Yeah, let's boogie" "Let's go" "Let's move it!" "Aah! What was that?" "\_\_\_\_\_!" "Wait!" etc.

**LIGHTS** out. Ghost leave, along with Kids.

**SOUND EFFECT:** hallway wind

**MUSIC:** Excerpt from dance number. **DANCERS** remove wine-rack & bottles. Place doll on upright riser; = **BEDROOM**.

**CHARACTERS:** Gloria and Woody do not reappear in bedroom.

Enter ghost-Sarah; positions herself at stage-right, on the floor.

Melissa: Oo-oh! Look at that old doll! This must have been a little girl's room!

Bonnie: Melissa, you're the only one left who hasn't told a story...I guess this room is yours.

Melissa: (looks around) Oh! Gloria--! (her voice drifts off, worried). Oh! Woody--!

(slight pause) ....Oh! I do know a story! And it's about a little girl...and her doll!

*Ghost-Sarah slowly gets up and begins to walk slowly around room, amongst Kids. This "walk" will shortly turn into her "shopping trip", and doll on riser will become doll in store window.*

*Melissa, meanwhile, plays nervously with her own doll, as she tells the story:*

...Once upon a time, there was a little girl named Sarah, who saw a doll in a store-window that she really, really, really wanted. (*Ghost-Sarah stops before doll and looks longingly at it*).

...She took her mother to see it, and her mother said, "Maybe Santa will bring it to you for Christmas."

...Christmas morning, she opened her presents, and there was the doll. Around the doll's neck was a strange-looking card that said: "LOVE ME, DON'T LEAVE ME.  
KEEP ME, DON'T GRIEVE ME.  
I'LL HARM YOU NEVER,  
IF YOU LOVE ME FOREVER.

...The doll wasn't especially pretty -- kind of plain, really, but the little girl played with her all day. Later, her mother called, "Sarah! Suppertime!", and she dropped the doll and ran off to her Christmas feast.

(*Ghost-Sarah drops doll and runs off-stage*).

...She forgot all about the doll, and after supper she went up to her bedroom and went straight to sleep. In the middle of the night, she woke up. A voice was calling to her: "Sarah, I'm on the first step..."

(*Ghost-doll, dressed like the doll-prop, now slowly enters from the back of auditorium, and makes her way down the left aisle, echoing Melissa's quote: 'Sarah, I'm on the .....etc.'*).

"Sarah, I'm on the second step...."  
third

(*ad lib step numbers, as necessary*)

in the hallway... (SOUND: hallway wind---  
in your bedroom...

*Ghost-Doll is now at the top of the stage steps..*

*SPOT on ghost-doll.*

.....GOTCHA ! (Melissa makes a sudden grab for Bonnie, and at the same time, Ghost-Doll, frozen on the top step, reaches for Melissa herself. Melissa drops her own doll.

LIGHTS OUT. Melissa, Bonnie and Bruno leave. Ghost-doll

SPOT: Melissa's dropped doll.

MUSIC: DANCE excerpt. One DANCER enters, scooping up Melissa's doll, and begins to play with it, as she dances across stage. SPOT FADES DOWN; COLOURED LIGHTS UP SLOWLY.

DANCERS continue final dance segment: first in playful pairs, tossing doll to each other, and cavorting. They then disappear, to return one-at-a-time, but now paired with one of the KIDS. Each dancer places "her" Kid (or 'newcomer') with his/her back to audience. When all Kids are placed one stage, the Dancer-Alice draws DANCERS together to form a pinwheel at centre-stage at front. At the last three triangle strokes in the music, KIDS turn abruptly, to reveal their white (now-ghost-) faces.

LIGHTS OUT.