

# CONNECT TO DEATH!

by

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### CAST IN ORDER OF APPEARANCE

Madam Conda	50/60	Fake Medium, Fake everything.
Hench 1	20/40	Ordinary goffer, does as they're told.
Hench 2	20/40	Same as hench 1 but smaller.
Housekeeper	20/70	Obedient and surprisingly quick.
Mr John Palmer	30/40	Easy going, gullible and a total fool.
Mrs Jean Palmer	30/40	Simple, silly, and just as gullible as John.
Mr Stanley Wise	40/50	Sensible, Practical and Straight laced.
Mrs Grace Wise	30/40	Cynical, Wary and doesn't suffer fools.
Simon	19/21	Victorian country bumpkin. (A GHOST)
Geraldine	25/27	Middle class Victorian young lady. (A GHOST)

THE STAGE IS A BOX SET WITH ONE DOOR UP STAGE LEFT WITH FRENCH DOOR BACK CENTRE. THIS COULD BE A WINDOW FOR COMICAL EFFECT OF CLIMBING IN OR OUT. TWO SECRET EXITS 1 DOOR AND 1 CAT FLAP. THE DOOR MUST BE NEXT TO FIREPLACE WHICH IS CENTRE STAGE RIGHT.

THE SET MUST HAVE A SECRET GAP UP STAGE RIGHT SO THAT THE GHOSTS CAN LOOK LIKE THEY'VE WALKED THROUGH THE WALL. THIS CAN BE DONE BY MAKING THE FIREPLACE EXTEND OUT.

IF YOU NEED HELP THE AUTHOR WILL REVEAL HIS SECRET!!

## ACT 1

THE STAGE IS SET WITH A TABLE IN THE MIDDLE WITH 5 CHAIR SET AROUND IT. A FIREPLACE LEFT CENTRE WHICH COVERS A FALSE WALL. A SIDEBBOARD ON RIGHT CENTRE WITH ORNAMENTS ALSO AN OLD CLOCK AND CANDLESTICKS. PICTURES ON THE WALL WITH PEEPHOLES. THERE IS ALSO A TRAP DOOR IN THE WALL FOR ONE OF THE HENCHMEN TO DISAPPEAR. THE STAGE IS RIGGED WITH SPECIAL EFFECTS WHICH WILL BE MOVED AROUND BY HENCHMEN. THE WHOLE ROOM IS SET FOR A SÉANCE WITH SPECIAL EFFECTS THROWN IN FOR GOOD MEASURE. THE PLAY IS SET IN THE 1980'S

THE CURTAIN OPENS WITH TWO HENCHMEN PLAYING AROUND WITH THE SPECIAL EFFECTS AND MADAME CONDA ENTERING THE ROOM.

Conda            Hey. stop mucking around with the equipment. It's still got to last the weekend.

Hench 1        Why don't we get some new ones, these are on their last legs?

Hench 2        Yeah, half this stuff we can't use again.

Conda           Look, this is our last scam then we can chuck all this rubbish away. So be careful when you're setting this up.

Hench 1        How come this is our last scam? We haven't been caught yet.

Conda           And that's the way I want it to stay. We've had a good six months and made lots of money and no harms been done apart from a few empty pockets.

Hench 2        But what do we do after this?

Conda           Don't you worry about that for now! Let's just get this weekend out of the way first. Now give me the rundown on the two new couple that are coming here.

Hench 1        (*HANDS OVER TWO FOLDERS*) Well there is Mr & Mrs Palmer - a very sweet couple and Mr & Mrs Wise - the odd couple.

Conda           Well! What did you find out about these couples! Any way we can squeeze more money from them?

Hench 2        The Wise's are very boring. Nothing juicy, his parents are dead but no money there. She still has hers, but her brother died young in a motor bike accident but no money.

Conda           What about the other couple, The Palmers?

Hench 1        Ah they're a different case. They are on a great quest into their past. There is mystery surrounding the great grandparents on her side of the family. There were some funny goings on at the turn of the century and they want to find out more.

Conda           Now that sounds more interesting. (*STARTS LOOKING IN THE FILE*) Let's concentrate on the Palmers'; we should be able to make some more money out of them. Now let's sort out what we are going to do tonight.

Hench 2        Can we give them the old gullibility test! I love that one.

Hench 1        Yeah! Get them to hug the chair and chant around the table.

Conda            Why not! We haven't done that for ages. I need a laugh after last week. I thought Mr Goldstein was going to have a heart attack when I said there was gold hidden in his house.

Hench 2        It put a smile on Mrs Goldstein's face.

Hench 1        I bet she stripped the house looking for that gold.

Conda           Poor sod! Robbed twice, tight old git.

Hench 2        How are we going to rig this place up?

Conda           Well, the owner said there are 2 secret passages leading to this room. One by the fireplace and one opposite. *(SHE SHOWS BOTH BY PULLING A LEVER FOR THE FIREPLACE TO OPEN AND A CANDLE STICK FOR A CATFLAP TO OPEN)* Just hide in there and we'll have two sides of attack.

Hench 1        I'll have the panel by the fireplace, and you can have the cat flap.

Hench 2        Why do I have to do all the crawling?

Hench 1        Because you're the smallest.

Hench 2        Well, I want the clock and the moving picture.

Conda           I don't care who has what, but get a move on before our guests arrive. Look, most of this room is set up - just make sure it all works.

HENCHMEN SET UP THE ROOM AND HIDE IN THE PASSAGEWAY AND WORK THE SPECIAL EFFECTS

Conda           Now, make sure you're not seen all weekend. Tell the Housekeeper you're off, then come back and hide in the passageway until the séance has finished.

HENCHMEN COME OUT OF PASSAGEWAY AND EXIT. THE DOORBELL RINGS, THEN THE HOUSEKEEPER ENTER WITH THE PALMERS.

Housekeeper   Mr & Mrs Palmer, Madame Conda.

Conda           Thank you. Welcome to Grasmere Manor. *(HOUSEKEEPER EXITS)*

Jean Palmer    *(EXCITED)* This is it; this is the room. It's the old playroom my Great grandmother used to play in.

Conda           *(PLAYS UP TO HER)* Yes my dear I thought I felt a presence, an aura in this very room. Something happened here a long time ago. Yes, I think tonight will be the night we find what went on in this very room.

John Palmer    Well, I do hope we can get to end of this dear. Everything sorted with no loose ends, all the facts and a complete story. *(SMILES)* And maybe a happy ending. *(PUTS ARM AROUND JEAN)*

Jean            Oh John! I'm so excited, as soon as we contact Grandma and find the lost half of the locket, the whole story will fit into place.

Conda           I think after tonight we'll all be happy. Now, I would like you to look at this leaflet. It's just a few things to do before the séance tonight, so we can make ourselves one with the room, the furniture and with each other. We need to get the perfect atmosphere if you want to get in touch with your Great grandmother.

Jean Thank you. (*TAKES LEAFLET*) You're so right! We must be one with all things.

John Oh yes! We must be one with the world, well, with both worlds.

Conda I leave you to meditate and be one with the surrounding. The Housekeeper will take your cases to your room. Then when you are ready just ring the bell and she'll will take you to your room. I will see you tonight. (*EXITS*)

Jean (*SHE READS THE LEAFLET*) It says here we've got to hug the centre chair and repeat three times "Spirit come, spirit Go, spirit enter with a flow".

John (*TOTALLY ENTHUSEASTIC*) Come on then (*GOES OVER TO THE CENTRE CHAIR*) If you want to get in contact with Grandma we have to do this.

Jean But there are other things to do on this list.

John Well, if we do everything on that list we stand a greater chance of getting through to the other side. Create a bigger aura!

Jean Oh I see! Do you think we should do it in order, or do the easy ones first?

John No, best of we stick to the order on the leaflet. You read them out one at a time, do what it says and then carry on until they are all done.

Jean Oh darling I'm so excited. (*JOINS JOHN AND HUGS CHAIR*)

Jean/John (*CHANT*) "Spirit come, spirit go, spirit enter with a flow" "Spirit come, spirit go, spirit enter with a flow" "Spirit come, spirit go, spirit enter with a flow".

John Right read the next one.

Jean (*LOOKS AT LEAFLET*) Walk round the table backwards saying the person's name that you want to contact.

John That's easy! Your Grandma.

Jean Would saying Grandma do or should we say her name.

John Oh, I think her name, or you might get millions of grandmas trying to get in contact.

Jean We don't want to get the wrong one. (*BOTH LAUGH*) We'd better say her surname as well.

John Righto! (*BOTH WALK BACKWARDS AROUND THE TABLE IN OPPOSITE DIRECTION*)

Jean/John Geraldine Clover, Geraldine Clover etc (*BOTH BUMP INTO EACH OTHER*)

John Whoops a daisy. Right, next.

Jean Oh! This one's a strange one. It says sit on the floor back-to-back, then link arms and then try to stand up saying Om!

John Sounds fine to me, probably some Tape of meditation. Being back-to-back makes us together but not together if you see what I mean.

Jean Yes! Pulling together but independent as we can't see each other. This Madame Conda certainly knows her stuff.

THEY BOTH SIT DOWN BACK-TO-BACK, LINK ARMS AND TRY STANDING UP SAYING "OM"!

John Whoo! Certainly, drains you that one, physically and mentally.

Jean Ok! (*PICKS UP SHEET*) This is the last one and it's easy. Right, image you're a clock and start ticking. Then whatever clock you are you must chime twelve times.

John Oh that's easy I'll be Big Ben.

Jean And I'm going to be a cuckoo clock.

THEY BOTH TAKE A STANCE AS THEIR CLOCK AND START TICKING UNTIL THEY CHIME TOGETHER BONGING AND CUCKOOING AT THE SAME TIME.

Jean Do you feel any different?

John Yes! Yes, I do, I can feel all my energy going into the room. Ooh I feel warm all over.

Jean So do I! Do you think we are one with everything?

John Oh darling! Quick let's go to our room and get ready before the feeling wears off. (*JOHN WALKS OVER TO RING BELL. AS SOON AS ITS RUNG THE HOUSEKEEPER APPEARS*)

Housekeeper Can I help you?

Jean We would like to go to our room please.

Housekeeper Certainly, come this way. (*JOHN AND JEAN EXIT WITH HOUSEKEEPER*)

DOORBELL RINGS WHILE THE THREE EXIT AND SOON AFTER MADAME CONDA ENTERS WITH MR AND MRS WISE WITH THEIR CASES

Conda This is the room where the séance is going to be held tonight. The Housekeeper will be down soon to take your luggage to your room.

Stanley Thank you. What time is the séance tonight? (*STARTS TO LOOK AROUND THE ROOM*)

Conda 11:45 sharp. My contact doesn't like to be kept waiting.

Grace Your contact?

Conda From the other side. He's very punctual and will go away if not contacted at the precise time.

Grace Oh I see; he takes his work very seriously then.

Conda (*OVER DRAMATIC*) It's not a job. It's his vocation on the other side, like mine on this side. Now if you would like to read this leaflet and carry out the instructions, it will help you to get in the right mood for the séance. (*SHE RINGS THE BELL AND THE HOUSEKEEPER ENTERS IMMEDIATELY*) Can you take Mr and Mrs Wise's cases to their room?

Housekeeper Certainly, Madame Conda. (*TAKES LUGGAGE AND EXITS*)

Conda I will leave you to meditate and be one with the room and its surroundings. Just ring the bell afterwards and the Housekeeper will take you to your room. (*CONDA EXITS*)

Grace What a load of old cobblers. (*IMITATES CONDA*) I will leave you to meditate and be one with the room.

Stanley Shush! Walls have ears.

Grace They do ice cream and sausages as well. Come on, let's just report this old fraud now.

Stanley (*WHISPERS*) Keep your voice down and come into the middle and don't say another word until I say so. We don't want to blow our cover. (*BOTH MOVE INTO THE MIDDLE IN FRONT OF TABLE*) First check for listening devices and eyeholes. We don't want anyone spying on us. (*BOTH CHECK THE ROOM*) All clear?

Grace (*SHE TIPTOES OVER TO THE MIDDLE FRONT OF THE TABLE*) All clear!

Stanley Look I know this is your first case but please take this more seriously.

Grace Come on, Professor we both know this is a con, this whole room is rigged up.

Stanley I know, but we've got to go through this to catch her at it and find out how she's makes the extra money from this. It's our job to out her so that CRAP can inform the public and put her out of business.

Grace What does CRAP stand for again.

Stanley You should know this by now. It stands for Catching and Renouncing un-Authentic Psychics.

Grace That's CRUAP.

Stanley The U is silent.

Grace It's a silly name for such a serious organisation.

Stanley It's supposed to signify that the bogus medium is talking a load of crap to con their clients, so we are fighting crap with CRAP.

Grace It make sense, I think! But I still don't get it!

Stanley Come on let's just get on with it. (*LOOKS AT LEAFLET*) Now what have we got here?

Grace (*TAKES LEAFLET AND READS*) You've got to be kidding! I'm not doing any of these, they must think we're stupid.

Stanley Oh it's the old gullibility test. They always do one.

Grace You mean you've done this before. Why didn't you tell me! I wouldn't have come.

Stanley That's why, look sometimes they use this to judge how easy it is to con you. We don't have to do them all.

Grace (*STARTS READING THEM*) I'm not doing any of them: "Hug a Chair, walk backwards round the table, sit on the floor" and, no way, "Pretend to be a Clock." Forget it.

Stanley: We've got to do at least one of them or we'll give ourselves away. Come one – do the table on/ What does it say?

Grace Go round the table backwards and chant the person you want to contact's name.

Stanley: Right! We'll chant your brother's name.

Grace I don't have a brother?

Stanley Grace Wise has. Now walk around the table chanting Trevor Trump.

*(BOTH START TO DO THIS)*

Grace Trevor Trump... this is stupid.

Stanley Shut up and keep chanting. Trevor Trump, Trevor Trump... *(BOTH STOP)*

Grace Right let's go to our room, bagsy the bed.

Stanley No! we've got to do one more or they'll suspect.

Grace You can, I'm going to my room *(PICKS UP BELL)*

Stanley *(GRABS LEAFLET)* Look just pretend to do the standing up and chanting 'OM'.

Grace Alright. *(BOTH CHANT OM, GRACE RINGS BELL AND HOUSEKEEPER ENTER RIGHT AWAY)* We'd like to go to our room.

Housekeeper Certainly, this way. *(ALL EXIT)*

ENTER MADAME CONDA

Conda Right, you two, out you come, I want to find out what went on. *(GOES OVER TO FIREPLACE AND KNOCK-ON PANEL, NO ANSWER. GOES OVER TO CATFLAP KNOCKS, NO ANSWER)* Where are you, you idiots. *(THERE'S A KNOCK ON THE WINDOW SHE LOOKS ROUND A SEE HENCHMEN AND JUMPS)* What are you doing out there? *(OPENS WINDOW AND LETS THEM IN)* You were supposed to be in the passageway listening.

Hench 1 We couldn't get back in. Someone had locked the door.

Hench 2 We went to every window but couldn't get in.

Conda So you didn't see or hear anything.

Hench 1 Well we did see the Palmers carrying out what was on the list.

Hench 2 But we didn't see the Wises do anything.

Conda Alright we'll just have to play on the Palmers being as gullible as they look and leave the Wises until we see how they respond after the séance. Right get to your places and be ready for your cues. *(GIVES THEM CUE CARDS)* Here's your list of everything you've got to do. Keep to that order and make sure your torches work and be quiet.

BOTH EXIT TO THE SECRET PASSAGES. THE SLIDING DOOR IS STUCK. CONDA GOES OVER AND FINDS A LOCKET WHICH WAS STOPPING THE DOOR.



Conda           Hello what have we here! Half a locket. The missing half I presume. Now this has got to be worth a few hundred at least. I feel a second séance coming on just to trace the missing locket. Lady luck is smiling on me today. Let's put you in a safe place (*PUT LOCKET IN BOX ON THE MANTELPIECE, LOCKS IT AND POPS KEY DOWN HER TOP*) Okay, let's not keep our guests waiting. (*RINGS BELL HOUSEKEEPER ENTER IMMEDIATELY*)

Housekeeper   Yes, Madame Conda

Conda           Can you inform our guests that their presence is required immediately.

Housekeeper   Certainly Madame Conda. Will that be all?

Conda           Yes thank you. The rest of the day is yours.

Housekeeper   Thank you madame (*EXITS*)

Conda           (*LOOKS AT WATCH*) 11:40 action stations. You two knock if you can hear me. (*BOTH KNOCK*) Right, let the entertainment begin. (*CONDA TURNS MAIN LIGHT OFF LEAVES SIDE LIGHT ON STAGE SHOULD BE DIM*) A little less light, for the ambience and now the personal touch (*PUTS ON HEADSCARF*) better, (*SITS CENTRE OF TABLE FACING FRONT CENTRE STAGE*) get myself comfortable. (*THERE'S A KNOCK ON THE DOOR*) Enter. (*THE PALMERS AND WISES ENTER*) Please take a seat. (*THEY ALL SIT ROUND THE TABLE*) Now I'd like you all to place your hand on the table fingers touching and complete the circle.

Jean            Ohh! I'm feeling all tingly.

Grace           (*ASIDE*) Give me strength.

Conda           Can I have complete silence now and will see if my contact is here!

Grace           (*TO STANLEY*) I hope we're not late.

Stanley          (*(TO GRACE)*) Shush.

CONDA PRETENDS TO GO INTO A TRANCE SWAYING AND MOANING

HAVE AS MUCH FUN WITH THIS SCENE AS YOU WANT. BACKSTAGE HAVE FUN!

Conda           Now's the TIME to confront the world of the unknown, the unexplained and the untamed. (*THE CLOCK STARTS CLICKING AND GOING BACKWARDS, JEAN AND JOHN GASP, GRACE GIVES AN OVER-THE-TOP GASP WHILE STANLEY LOOKS AT THE CLOCK*) Is anyone there, show me a SIGN. (*PICTURE GLOWS, MORE GASP*) Tell me who you are, what is your name? (*THE URN ABOVE THE FIRE MOVES*) URN, URN, ERNIE, ERNIE who? (*CANDLE MOVES*) ERNIE CANDLE (*CANDLE MOVES QUICKLY*) ERNIE FLAME (*CANDLE BANGS*) WICKS. ERNIE WICKS (*CANDLES GOES OUT*) Have you any news from the other side. (*CONDA HEAD DROPS TO THE TABLE WITH A BANG AND THEN SHE QUICKLY BOLTS UP EYES TRANSFIXED. CONDA IS NOW SPEAKING IN A MAN'S VOICE BADLY*) Yes I have some news for a Mrs Parker.

Jean            No Mrs Palmer, I'm Mrs Palmer.

Conda           Oh yes! Mrs Palmer

Grace            Make your mind up!

Conda           I've a message for Mrs Palmer. Geraldine has been to see me and wants to pass on something important which you must hear.

Grace           Don't trust men wearing bow ties!

John            Please Mrs Wise this could be the missing link.

Grace           If you find it, give it to Madame Conda, she's got a few missing.

Stanley        Grace my dear stop being pessimistic. Listen to what Madame Conda has to say. The Palmers are very anxious to find out what Geraldine's news is.

Jean            Please, Mr Wicks, what is Grandma's message?

Conda           She has news of your Great grandfather.

Jean            Yes, go on.

Conda           She says that.... speak up Geraldine, I can't hear you...no she's fading.

John            Come on man! get her back.

Jean            Please I need to know what she said.

Conda           It's too late she's gone. I can't get her back.

John            Where's she gone.

Conda           They come and go of their own free will. I can't summon them I can only pass on their messages. I am their medium to the other side.

Grace           So you've their contact. So...

Stanley        ...have you any other messages from the other side?

Conda           Yes I've a message for Gracie. Trevor wants to say that he's okay and not to worry as life is just the same and he has seen Stanley's mother and father and they are fine.

Grace           I bet they are. Thank you for the messages.

Stanley        I'm glad mum and dad are okay. Are they young or old?

Conda           (PAUSE) They're the same as you remember them!

Jean            Can you get Grandma back?

Conda           Not right now but hopefully she'll return!

John            When? We've only got this weekend.

Conda           I'm losing contact I feel I'm fading, try again tomorrow. (*CONDA'S EYES GO FUNNY AND HER HEAD DROPS TO THE TABLE*)

Jean            Oh John we must try tomorrow and find out what Grandma has to say.

Conda                    *(RECOVERS FROM HER TRANCE)* Oh what happened?

CURTAIN CLOSES

## SCENE 2 THE NEXT DAY

IT'S SIX O'CLOCK IN THE MORNING AND A PALE FACED YOUNG MAN ENTERS, LATE TEENS EARLY TWENTIES DRESSED IN VICTORIAN GARDENERS CLOTHING. HE LOOKS PUZZLED SCRATCHING HIS HEAD AS THOUGH HE'S WALKED INTO THE WRONG ROOM *(SIMONS FACE SHOULD BE WHITE. POSSIBLY NO MAKEUP. GERALDINE THE SAME)*

Simon                    What am I doing in here? This ain't the garden! And what's this table doing in the nursery. *(LOOK AROUND)* and who's changed all the furniture. And why am I still ere I'll better be off before I gets shot!

GERALDINE ENTERS, SHE'S IN HER TWENTIES AND DRESSED IN MIDDLE CLASS VICTORIAN DRESS

Geraldine              Simon! What are you doing here?

Simon                    Sorry Ma'am lost my way, came in here by mistake!

Geraldine              Simon! Don't you recognise me, it's Geraldine!

Simon                    No you're not Geraldine, you're too old! My Geraldine's only 17.

Geraldine              I am 17!

Simon                    Give over, you're dressed in proper women's clothes and funny hair. My Geraldine don't wear them clothes or have that hair.

Geraldine              What are you talking about? I'm not old enough to dress up.

Simon                    Well you better 'ave a look in the mirror then.

Geraldine              *(SHE GOES OVER TO THE MIRROR AND SCREAMS)* What's happened to me, I've aged overnight.

Simon                    Keep your hair on Miss I think you might have had a bump on the head.

Geraldine I'll bump you on the head and don't call me Miss. I'm Geraldine, I'm the one you going to marry when I'm 18.

Simon I ain't marrying you. Geraldine's the only one for me.

Geraldine But I am Geraldine, Ooh I'll hit you in a minute.

Simon Well you've certainly got her temper.

Geraldine I've got her temper because I'm her, I mean that's me, err I'm Geraldine. (*SHE STAMPS HER FOOT AND CROSSES HER ARMS*)

Simon Ere, Geraldine does that!

Geraldine (*GLARES AT HIM*) Hmmm

Simon And that.

Geraldine I'm warning you!

Simon How do I know you're Geraldine! Look I don't want to get into any more trouble. The head gardener's getting wise to me and the master keeps giving me funny looks?

Geraldine If I can prove to you that I'm Geraldine will you believe me then.

Simon I'll suppose I'll have to. Ere what are you going to do? (*SMILES*)

Geraldine Don't be cheeky! (*THINKS*) Right your favourite colour is red, your favourite flowers are roses, you don't like apples and your dog's name is Digger!

Simon A lucky guess, anyone ere could've told you that! Tell me one of our secrets.

Geraldine OK! Something no-one know apart from us. Our first kiss was on my 16<sup>th</sup> birthday, down by the river and you fell in. You told the head gardener you fell in chasing Digger.

Simon (*THINKS WITH A GRIN*) Nope, still not convinced!

Geraldine You horrible little turnip head.

Simon Now that's my Geraldine, not one for swearing if a good vegetable insult can be used.

Geraldine You bumkin.

Simon (*HE GRABS HER AND GIVES HER A HUG*) But what's happened to you, how come you look so old?

Geraldine I'm not that old, am I?

Simon No! but you look all grown up!

Geraldine I don't feel grown up. (*PAUSES*) That's funny I can't remember what I was doing and why I was coming into this room and who has put all this furniture into the nursery?

Simon I was wondering that. I thought I was going into the garden and found myself here.

Geraldine Something funny's going on here!

DOOR OPENS IN ENTER GRACE AND STANLEY. STANLEY HAS A BOX IN HIS HAND

Stanley Well last night was a complete farce. This whole room was rigged up to the hilt.

Grace You're telling me. It's pointless bringing that ghostbusting machine in here and the only spirits here are in the drink's cabinet.

Geraldine Excuse me, but can I help you. (*GRACE AND STANLEY CANNOT SEE GERALDINE OR SIMON*)

Stanley Look this ghostbusting machine as you call it measures electrical impulses and will detect any signs of spiritual activities. If there's nothing detected, we can prove that she's a fraud.

Geraldine How Rude! Can you tell me why you are in the nursery?

Grace You're wasting your time.

Simon Oi, did you hear the lady? (*GOES OVER (TO GRACE) FACE TO FACE*)

Grace (*SHIVERS*) Oooh! These old places are so draughty. It's a shame they let these places go to pot. (*WALKS AWAY*)

Simon I'm going to hit 'er in a minute.

Stanley Look I'll switch this on to see if we get a reading. If nothing happens, we'll report to CRAP, and they can take over and we'll be on our way.

Geraldine You can't hit a lady!

Simon I'll hit 'im instead!

Geraldine (*HOLDS HIM BACK*) No you'll get into trouble.

Stanley Right let's get the show on the road. (*WHILE STANLEY FIDDLES WITH BOX HE DOESN'T NOTICE GRACE AND SIMON HOLD THEIR EARS AND START TO PASS OUT. SIMON FALLS TOWARDS GERALDINE GRACE SITS DOWN*) Goodness! We've either got a malfunction or we're bang in the middle of a spirit convention?

Grace/Simon Turn that thing off!

Stanley (*TURNS THE BOX OFF*) What's the matter?

Grace (*GRACE AND SIMON RECOVER*) It's your box. When you turned that on it felt that it was draining me.

Geraldine Simon are you OK? What happened?

Simon Same as 'er

Geraldine/  
Stanley What do you mean.

Grace I don't know, like my energy, no! like my soul was being drained.

Simon Same as 'er.

Stanley I'm not sure but I think you are in direct contact with whatever's in this room.

Grace            You what! There's nothing in this room, we know Madame Conda's a fraud.

Stanley        She is, yes! But you're not. I think you can contact the spirits. And there's definitely one, in this room!

Simon          Spirits? What's 'e on about!

Grace          You think I'm a medium. Give over! (*LAUGHS*) Yoo hoo. (*STARTS TO WALK AROUND THE ROOM*) Is anyone there?

Geraldine     Oh my GOD! We're ghosts, that's why I'm older! We're DEAD! (*SIMON AND GERALDINE SCREAM*)

Grace          What's the matter?

Stanley        Sorry!

Grace          You screamed! You went ARGH!

Stanley        No I didn't!

Grace          Oh heck, tell me you did!

Stanley        Ah! you've made contact. Now concentrate, ask it a question, and see if you can get a response.

Geraldine     She can hear us. Maybe they can tell us what we are doing here.

Grace          Hello, who are you?

Geraldine     My name is Geraldine Clover. What are we doing here?

Grace          (*CLOSES EYES*) No! can't hear a thing.

Stanley        Concentrate.

Grace          I am.

Geraldine     Oh! She can't hear me.

Simon         She must be deaf as well as rude and insulting.

Grace          I heard that.

Geraldine     She can hear us. Hello, I'm Geraldine and this is Simon (*POINTS TO SIMON*)

Simon         It's no good doing that! She can't see.

Grace          I know!

Geraldine     She knows who we are; now we are getting somewhere.

Simon         Perhaps someone can explain why we are ghosts?

Grace          I don't know. Who are you?

Geraldine     I've told you who we are.

Stanley        What's going on what's it saying?

Grace Well it's a man's voice, but he seems very confused and doesn't know what he's doing here?  
(GERALDINE SHAKES HER HEAD)

Stanley Well ask him some more questions; let's find out more about him.

Grace This is silly! I'm talking to thin air, what if someone comes in.

Stanley Look it's 6:30 in the morning they are all still in bed.

Geraldine Marvellous, we've made contact and all she can hear is an 18-year-old bumpkin.

Simon Oi, mind what you say to me or I'll stop talking.

Grace Look I'm sorry. I didn't mean it; it's just I've never done this before!

Simon Neither have I!

Geraldine Well at least I can hear what they're saying so you'll just have to speak for me.

Simon That'll make a change!

Grace What?

Stanley What's going on?

Grace Well either he's crackers or someone else is with him!

Stanley Two ghosts! No wonder the dials went haywire. Now you'll have to be my mouthpiece as you're the only one that can hear.

Grace Great! Get my first ghost and end up a puppet.

Stanley Now we need some sort of order so as not to confuse anyone. Firstly, ask their names.

Geraldine What did he say?

Simon I don't know! Can't even read a book let alone his lips.

Geraldine I don't believe it. We can see them but can't hear them!

Grace What are your names.

Simon It's alright. I can hear her.

Geraldine This is going to be fun, a bumpkin communicating to a stropky trainee witch.

Simon Right, that's it I'm off.

Grace Don't! Stay here.

Stanley What's he saying?

Grace From what I can hear, they're having an argument, the other ghost is bossing him around.

Simon She's not.

Grace It's a woman.

Stanley            That explains it. (*GRACE GIVE STANLEY A LOOK*)

Geraldine        What are they saying?

Simon            Nothing! Look I know you're upset that I'm the only one who can be heard, but if you want to sort this out you'll have to stop acting all high and mighty and realise that this bumpkin is going to be your husband one day.

Geraldine        I'm sorry Simon. But it's finding out we're ghosts! Doesn't that scare you?

Simon            It didn't. We only been ghosts for a little while and being a bumpkin it's too complicated for me! Come on (*PUT ARM AROUND GERALDINE*) maybe these two can help us!

Stanley            What's going on?

Grace            Ahh they're young lovers and they've just made up. They want us to help them find out what's going on.

Stanley            Now we're getting somewhere. Ask them their names.

Grace            What are your names.

Simon            Our names are Geraldine and Simon. 'Ere! They called us young lovers.

Geraldine        It's a good job they can't see us.

Grace            They're called Geraldine and Simon.

Stanley            Geraldine! Funny that name rings a bell. Geraldine!

Grace            Wasn't that soppy pairs great grandmother named Geraldine?

Stanley            That's right. Good grief you don't think?

Grace            No don't be daft.

Stanley            Ask her?

Grace            (*(TO SIMON)*) Can you ask Geraldine, was she here last night?

Simon            They want to know, were you here last night?

Geraldine        What! I don't think so, I can't remember anything it all seems so long ago.

Simon            No she wasn't she doesn't know anything before this morning.

Grace            It seem Geraldine's suffering from amnesia.

Simon            No she's not, whatever that is!

Geraldine        What did she say?

Simon            She said you're sick.

Geraldine        What!

Grace            No amnesia means you can't remember.



Stanley Grace, you'll have to watch what you say. You're confusing the man. From the sound of it he seems a bit simple!

Grace You mean he's thi... (*STANLEY COVERS GRACE'S MOUTH*)

Simon It's alright you're not sick, this amnesia means you've lost your memory.

Geraldine (*GRABS HIS ARM*) Simon, I'm not being horrible, but you'll have to say word for word what they say so we don't confuse things. Now tell her we've only been here for about 20 minutes that's why we can't remember.

Simon We've only been here 20 minutes that's why we can't remember.

Grace They've only been here 20 minutes that's why they can't remember.

Stanley That's strange! No! that explains it all.

Grace It does, does it! You'd better tell me as I'm clueless

Simon She says she's clueless?

Geraldine Great! We're going to be ghosts for eternity.

Simon If it means staying with you that's fine. (*GERALDINE SMILES IN AN AHH SORT OF WAY*)

Stanley Look forget Madame Conda. This has got to be something to do with the Palmers, they were trying to get in contact with Geraldine for some reason. That's why Geraldine has appeared, as to help them, but what is Simon doing here?

Grace So Geraldine's here to help the Palmers.

Simon You're here to help the Palmers.

Geraldine The Palmers? Who are the Palmers?

Simon Who are the Palmers?

Grace Mrs Palmer is Geraldine's great granddaughter.

Simon Mrs Palmer is your great granddaughter.

Geraldine Great granddaughter! I've got a great granddaughter. Argh I'm too young to be a granny.

Simon Look, you're a ghost; you could be 130 for all you know.

Geraldine Shut up, I know! It's just the thought of being a granny!

Stanley What are they saying now?

Grace I think she's just getting over the fact that she's a granny.

Geraldine (*ROMANTICALLY*) What is she like? Is she beautiful, intelligent, charming, did she marry well?

Simon (*BLUNT*) What's she like?

Grace Oh heck! A bit dappy if you ask me...but don't say that. Just tell her she'll meet her soon.

Simon            You'll see her soon.

THE DOOR OPENS AND IN ENTERS MADAME CONDA

Conda            Good morning, I trust you've had a pleasant night's sleep?

Geraldine        Is that my great granddaughter?

Simon            Is that her great granddaughter?

Grace            No!

Conda            Sorry?

Stanley          No! We had a wonderful night sleep, the best we've ever had. I think the séance made us so content and relaxed we went out like a light.

Grace            Slept like a log, ghost stories always send me to sleep.

Conda            I do hope you'll be joining us tonight. Maybe we can contact Geraldine again.

Grace            I hope it's a better contact then last night. She didn't stay all that long.

Conda            I'm afraid my powers vary as does the spirit world. Sometimes there strong and sometimes weak. *(SMILES)* Today they are very strong.

Grace            Brilliant. Can you feel a presence now?

Conda            *(SHE CLOSSES HER EYES)* No I can't feel any spirits here now. Maybe they are resting for tonight's séance.

Simon            Can't feel our presence *(PICKS UP A VASE)* Perhaps she can feel this.

Grace/  
Geraldine        No! Don't.

Conda            Don't what?

Grace            Don't get the spirits now. We don't want them to fade tonight.

Conda            It's OK my dear, they're not here to summon. *(PATS HER HAND)*

Simon            Oh, yes we are *(GOES OVER TO CLOCK AND REWINDS HANDS)*

Conda            *(NOTICES AND IGNORES)* Now let us go into the dining room for breakfast.

Simon            *(MOVES PICTURE)* Old phoney.

Stanley          That's a great idea *(OPENS DOOR)*

Simon            Aren't you going to tell her she's a phoney.

Grace            Be patient.

Conda            Sorry?

