

# CAST for the Magnificent Mystery Mansion

**Mr. Melton Magnificent** \* Father of the Magnificent family, millionaire, art-collector, eccentric, optimistic, generous, suspicious at times. He's planned the whole weekend, weather and all. Thoroughly excited to share his painting and entertain his friends.

**Muffin Magnificent** \* Mother of the Magnificent family, sweet, unrealistic, talks very quickly - using many adjectives and adverbs. Muffin motions with her head, arm and a flick of the wrist before the last word of each line. Muffin collects "hair"! She has a little draw-tie bag around her wrist where she keeps the hair. She collects hair from: Melton's shoulder, Melvin's coat, Benjamin plucks and hands it to her, she plucks Howard's, she "cuts" Mrs. P's, Patricia's brush, Remington's hat...and many others...

**Melvin Magnificent** \* Son in the Magnificent family, "Normal," simple, sweet, shy, handsome, helpful, kind, always genuine!!!! Melvin treats even the stuck-up Persimons nicely. After he saves Princess, he handles her attention during the second half of the show sweetly and innocently.

**Uncle Mortimer** \* Crazy Uncle Mortimer likes to talk. He uses words mentioned by others to go into his own monologues and "experiences." He has a limp (*straight leg*) that changes from scene to scene. He wears baggy pants and odd-colored clothing. He strangely talks to Clicky the Clock and the plants at times. He meditates, stands as Statue of Liberty and for the most part is - *strange!* Uncle Mortimer is the culprit, the one who has stolen the painting. He's picked this time to be surrounded by possible suspects, so as to throw suspicion off of himself. He's limping through the weekend in order to cover up his detailed plan to escape with the painting attached to one of his legs. Changing the limp is a clue to the audience and to Alec who finally figures out that Uncle Mortimer did it!

**Benjamin, the Butler** \* Benjamin has a Bangladesh, Indian accent (*check your video store for a copy of Short Circuit I and II - there's quite a bit of "language" in these movies - but the actor who plays Benjamin, one of the creators of the robot is where we got this character*). Benjamin is the helpful butler, who is constantly using common phrases but doesn't quite get them right. He's smiling and cheerful. His accents are consistently on the wrong syllables and words.

**Howard Lee Lyon** \* *{Cowardly Lion - get it?}* Guest to the mansion. Poor Howard is just plain scared all the time. He's a pansy...copying his behavior from the cowardly lion in the "Wizard of Oz." There's hope though - part way through the weekend, while helping to repair the bridge, he gains emotional strength and in the end "knocks" Uncle Mortimer for a loop and stops the crook!

**Dorothy Lyon** \* Guest to the mansion. Howard's wife, wearing a blue and white checked dress (*or apron*) and bright red shoes -- carries a rectangle covered basket (*as in the "Wizard of Oz"*). She is consistently calming Howard. She won't let anyone have one of her famous "poppy"-seed cookies from her basket until the very end of the first evening (*the cookies have a special sleep-inducing ingredient*). She is calculating and VERY interested in the painting.

**Mrs. Priscilla Persimon** \* Guest to the mansion. Widow, obnoxious, complaining, high society, upper-class, speaks precisely. She has two daughters: her favorite, Princess.... and Patricia. She's selfish, worried about her looks, and doesn't listen well, interrupting others constantly. Her interest in the painting is very obvious. She suspiciously carries around a very large umbrella (*it "could" hold the rolled up painting*).

**Princess Persimon** \* Guest to the mansion. Favorite daughter of Mrs. Priscilla Persimon. Snooty, stuck-up, poofy hair, over make-upped. Blond? She puts herself before everything, including the painting, completely selfish. She puts her "nose in the air" to Melvin. Yet, after she runs into the rainy night (*and returns completely drenched-Melvin having saved her*), she is a *completely* different person. Princess becomes submissive, adoring, humble, yes - sappy, completely entranced by anything Melvin says or does.

**Patricia Persimon** \* Guest to the mansion. Less favorite daughter of Mrs. Priscilla Persimon. Snooty, stuck-up, poofy hair, over make-upped. Brunette? However, she is a bit uncouth, a bit of a klutz, says the wrong things and likes to eat. Shows minimal interest in the painting.

**Remington Squeal** \* Guest to the mansion. Dashing, gorgeous, sucks in cheeks and poses often. He thinks all girls should fall for him. He got his name by squealing his tires and because girls squeal in delight whenever he enters a room. Stylish hat and gloves. Perfectly moussed hair. Architect - two tubes for "drawings." With a Private Investigative background he takes over the investigation. Remington gets frustrated with Alec Tricity's lack of interest in him and her "beginner's luck" in figuring out "Who did it!" Remington has a definite interest in the painting.

**Alec Tricity** \* Guest to the mansion. G-rated "Biker Babe." "Smart aleck." Sassy, smart, black leather jacket. Her cell phone call at the beginning and granola bars falling out of her backpack are very specific clues. She bothers Remington incessantly. Alec keeps her large backpack with her at all times, until she leaves it downstairs on purpose to have an opportunity to come back to steal the painting. Her backpack is stolen along with the painting. The audience could think she's hidden her backpack with the painting in it. Alec figures the mystery out in the end!! Alec has a very obvious interest in the painting. (*Possibly played with a New York accent.*)

**Clicky, the Clock** \* Grandfather or grandmother clock that lives in the mansion. Jazzy, lots of spunk, raps to a beat. Opens eyes and comes to life in rhyme whenever he/she hears the word "time." Clicky guides the audience and gives them clues. When Clicky is in motion, the cast is FROZEN STILL. When Clicky returns to his/her place on the wall, still and eyes closed, the cast comes to life. (*Use a stool for Clicky so he/she doesn't have to stand through the whole evening.*)