Sound Effects Story
Halloween 2019

NB: NARRATOR sounds like Albert Finney (Kincade/Skyfall) or Charlotte Green (BBC Radio 4) or Alexander Scourby

DRACULA sounds like a Bela Lugosi sendup

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**MUSIC**

*Erie bed music (organ)*

NARRATOR: Our sound effects team works back in the trees, way off the road. A car won’t go up the hill.

**SFX**

*Car engine revs up, goes over or slides down the cliff*

NARRATOR: So you might take a little car.

**SFX**

*CLOWN CAR GOES IN CIRCLES.*

NARRATOR: One for little people.

NARRATOR: But most people take a wagon ...

**SFX:**

*A horse - drawn wagon*

NARRATOR ... pulled by an old horse .... named SNOWBALL

**SFX:**

*SPLAT*

NARRATOR It’s a long pull. A long, dark road, under big oak trees.

Children who live nearby aren’t eager to make that long walk up to the sound effects factory
VOICES

(LITTLE CHILDREN) Oh, no! Oh, no!

DRACULA: Listen to them. Children of the night. What music they make! ... ‘specially on Halloween.

SFX:

FLIT, FLIT, FLIT ... (Little umbrella)

NARRATOR: Because there’s kind of an odd whistling sound that comes from the trees... Could be the wind in telephone wires ... Yes, we still have telephone wires.

SFX

FLIT, FLIT, FLIT

NARRATOR Who knows what it is ...

SFX:

FLAP, FLAP – Bat wings (big umbrella)

NARRATOR Woah, something ... big ...flying through the branches ... Oh, my.

MUSIC

MEZZO FORTE stinger

NARRATOR: That sounds like a chain saw.

SFX:

Crosscut saw.

NARRATOR I said, that sounds like a chain saw.

SFX:

Female Chainsaw sputters, saws.

NARRATOR Woah. Why would somebody be out cutting wood now, after dark?

SFX:

SCREAM OF PAIN

NARRATOR I’ll not ask.

Halloween Sound Story 2019 SHORT - 2 of 7
Children know that our sound effects team make wonderful candy and jack-0-lanterns. Right in that house. In the basement.

**MUSIC**  
*Celeste bed*

**DRACULA**  
Come in, come in, children. Oh, sorry it’s so dark in here ... Let me see. Where did I put that candy? Maybe in here?

**SFX**  
*SMALL DOOR, SMALL SQUEEK*

**MUSIC**  
*Organ ominous sting (SMAll)*

**VOICE**  
*SMALL CRY*

**SFX:**  
*SMALL DOOR SLAMS*

**DRACULA**  
No, it’s not in there. Let’s see, maybe over here?

**SFX:**  
*MEDIUM DOOR SQUEEK*

**MUSIC:**  
*MEDIUM ORGAN – OMINOUS STING*

**VOICE**  
*GROWL (MEDIUM)*

**SFX**  
*MEDIUM DOOR SLAMS*

**DRACULA**  
No, it’s not in there. Oh, I forgot. It’s in the cellar.

**SFX:**  
*BIG DOOR SQUEEK*

**MUSIC:**  
*BIG STING (FULL CHORD)*

**VOICE:**  
*HUGE GROWL, w/ ECHO*

**DRACULA**  
Would you go get it for me?
<table>
<thead>
<tr>
<th><strong>SFX:</strong></th>
<th><em>Chain rattle</em></th>
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</thead>
<tbody>
<tr>
<td>DRACULA:</td>
<td>Yes ... down at the bottom of the stairs.</td>
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<tr>
<td><strong>MUSIC:</strong></td>
<td><em>Downward arpeggio</em></td>
</tr>
<tr>
<td>DRACULA</td>
<td>Oh, and if the wolf bothers you, just tell him, “We'll have a full moon soon.” Okay? Haaa.</td>
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<tr>
<td><strong>MUSIC:</strong></td>
<td><em>PIANO Twilight zone BED</em></td>
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<tr>
<td>DRACULA</td>
<td>(Calls, with echo) The light switch is on the wall ...</td>
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<tr>
<td><strong>SFX:</strong></td>
<td><em>ELECTRICAL BUZZZ</em></td>
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<tr>
<td>DRACULA</td>
<td>(WITH ECHO) Oh, it’s burned out? Sorry.</td>
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<tr>
<td><strong>VOICE:</strong></td>
<td><em>SNIFF, SNIFF</em></td>
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<tr>
<td>NARRATOR</td>
<td>Smells kinda musty and dusty down here. It smells of blood. I see a candle burning across the room ... and a wolf ...</td>
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<tr>
<td><strong>SFX:</strong></td>
<td><em>SLURP, SLURP</em></td>
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<tr>
<td>NARRATOR:</td>
<td>... licking his chops. Relax, Larry.</td>
</tr>
<tr>
<td><strong>MUSIC:</strong></td>
<td><em>UPWARD RIFF</em></td>
</tr>
<tr>
<td><strong>WOLF:</strong></td>
<td><em>SNARL</em></td>
</tr>
<tr>
<td>NARRATOR</td>
<td>Larry, I said relax.</td>
</tr>
<tr>
<td>WOLF</td>
<td>[WHIMPERS]</td>
</tr>
<tr>
<td><strong>SFX:</strong></td>
<td><em>WOLF WALKS AWAY WITH METAL-TIPPED WALKING STICK.</em></td>
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</tbody>
</table>

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NARRATOR And the wolf walks away. You pick up the candy.

*SFX*  
Waxed paper rustle.

NARRATOR It’s wrapped in waxed paper ... You carry it to the stairs ...

DRACULA: That is very *old* candy. I hope you will like it.

NARRATOR: You see pumpkins ... being carved ...

*SFX:*  
CUT, CUT

*SFX:*  
SQUISH, SQUISH

*SFX:*  
MATCH STRIKE

*CHORUS:*  
WOOAAAHHHHHH ...

NARRATOR: ... carved into jack-o-lanterns !!

NARRATOR: You take another step, and a trap door opens. You drop down into a dark hole,

*MUSIC*  
Arpeggio to lower register

NARRATOR And you land outside the house.

DRACULA: Good, so it works...

*MUSIC:*  
Organ background

DRACULA: Happy halloween. Are you having fun? Hope you like the candy. The jack-o-lanterns will light your way ...

NARRATOR Then he disappears . .

*SFX:*  
BIG POOF
NARRATOR: ...in a burst of flame,

*MUSIC*  
*Tension chord (organ)*

NARRATOR You head up the lane. Watch out! There’s a pendulum ...

*SFX:*  
*WHOOSH*

NARRATOR . . . a steel pendulum swinging back and forth ...

*SFX:*  
*WHOOSH*

NARRATOR: ... coming closer and cloer ...

*SFX:*  
*THUMP THUMP*

NARRATOR: And there’s a heart . . . beating under the ground.

*SFX:*  
*THUMP THUMP*

NARRATOR You run.

*MUSIC:*  
*Runs up scale (organ)*

NARRATOR You run as fast as you can.

*SFX*  
*FOOTFALLS*

NARRATOR All the way up the long dirt road. And you stop over on the other side.

*MUSIC*  
*Tension chords*

NARRATOR What’s that sign over there? What’s it say? (ECHO, TO SELF) DANGER, ZIP LINE. DO NOT RIDE AFTER DARK. Oh, what the hey. It’s halloween What’s life without a little adventure?
SFX:  LONG, SCARY ZIP LINE ...

SFX:  BIG SPLAT

MUSIC:  RESOLVES TO MAJOR CHORDS - ORGAN

NARRATOR  Ladies and gentlemen, the Good Humor Radio Hour sound effects team ... and the Good Humor Radio Hour orchestra ... Happy Halloween!

MUSIC UP AND OUT