

## **Instruction Sheet**

**General Direction:** Choose two characters from either Animation or Video Game. There are a ton of scripts to choose from, because there are many variables to consider to cater to each of you. If you have your own script you would like to do, let us know **ASAP** and send us a copy and let us know what project it is from and that we have permission to use it. If you are looking for something specific that isn't there, let us know and we will do our best to find something more suiting, but there is lots here that should suit you.

**IMPORTANT:** We need your **FINAL script choices by Sunday evening.** YOU CANNOT change your copy choices after Sunday please, so take some time over the weekend to choose the best script options for you. There are lots here so don't leave it till last minute. Once you have your script selections please send us your choices by category and script number. Example – Animation Script #3 Boo Boo (or whatever the character name is). This is **VERY IMPORTANT** as the judges need time to look over your script selections, watch your initial auditions etc. When we direct you it is crucial for us to be able to follow along on the script and for time sake, we need to be very efficient, so we will need time to put together your scripts in the order of your appearance (which is noted on your call sheet) and remove the rest.

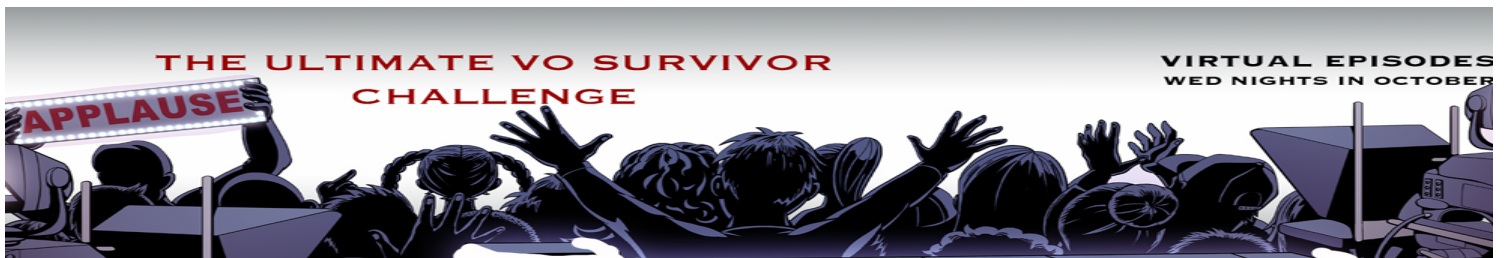
We also need your photo (high quality headshot please), your specific city, state/province/country, your phone number, and union status, if you haven't already sent it. Perhaps just to be on the safe side, send all again as soon as you can. Also if you know how to save your individual script choices, send the individual scripts with your email as well (all in one email if possible). Please help us by being on time with what we need from you.

You will likely only get to read one script, so choose wisely. But we would like to ask that you have another script prepared just in case.

You will also be asked in the speed round (in the character voice you read for) to do:

character laugh  
death scene  
getting hit reax (reactons)  
punch reax  
jumping reax

If you take on a script that has more than one character, it is up to you if you want to pull off both, but consider that it might be better to focus on one character at a time unless you are truly amazing at flipping characters and want to take that risk – but be **AMAZING** if you do this! It's your choice of course. Have as much fun as you can. You are in for a treat with this panel of judges so we can't wait to play!



VIDEO GAME COPY

#1 – DAWN

## Dawn

*All lines are independent of one another and can be spoken at any time during gameplay.*

DAWN

I am sick of having to come in and do it all myself because of the incompetence of others. What is the point to hiring a team.

DAWN

Yes, you will get what you want in a moment....but first I have something I want to discuss with you.

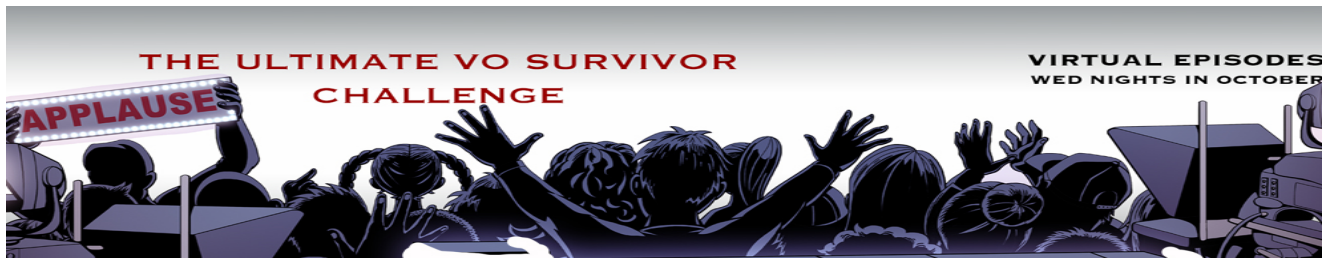
DAWN

(projected from the floor above)

That's where they keep disappearing to. I knew someone was taking them. I keep having to replace them everytime.

DAWN (angry, snapping)

Are you kidding? Have you just completely lost your fucking mind here?  
What the... ?



**# 2 – CASHA**

(talking to her ex who got tangled up in a brawl just before)

**MAX**

Why didnt you help me?

**CASHA**

Since when am I responsible for your territory?  
I thought I was the gatekeeper and nothing more?

**CASHA**

And YOU know nothing anymore.

Do you think you can just leave and they will remember you?

They don't even know you. I have to set an example and that starts with you.

All remaining lines are independent of one another and can be spoken at any time during  
gameplay.

**CASHA**

(projected about 30 feet)

I get it, you've got your protection, but that doesn't mean you are safe.

I know know....blah blah blah. I just want you to be catious okay?

**CASHA**

(angry, projected)

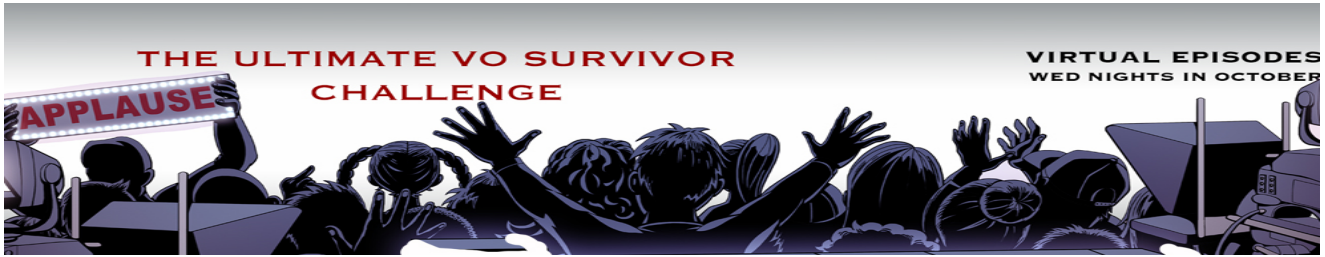
What the Hell was THAT all about? What a prick!

You are the leader of the Clandiski tribe

**CASHA**

(angry, in combat, shouted)

That was a low fucking blow dipshit and you know it!



### **# 3 – JOANIE**

*All lines are independent of one another and can be spoken at any time during gameplay.*

#### **JOANIE**

This old place has been empty ever since he passed away a few months back. I know you can't get in, so I can offer you a place to crash, but I can't guarantee that it's clean, but you're welcome to it.

#### **JOANIE**

What are you even here for? Offloading your haul on me, probably isn't the brightest idea you've had?

#### **JOANIE**

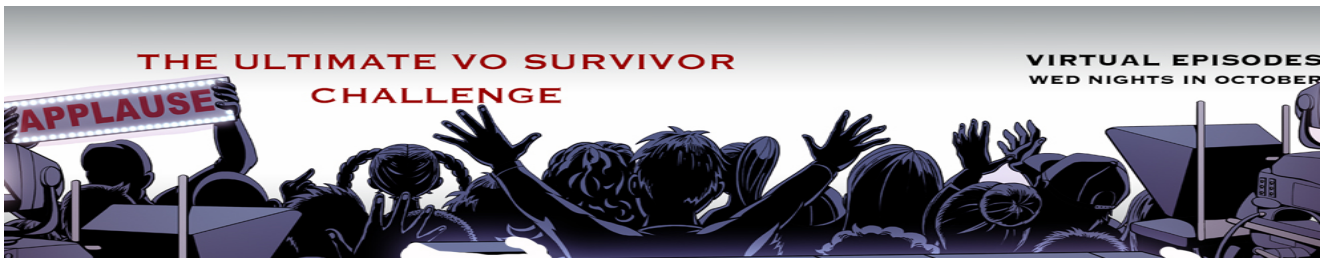
(projected over loud engine noise)

We had to block them out somehow. Outsiders kept finding their way in to seek shelter. It was just getting out of hand so we had to do something.

#### **JOANIE**

(angry, yelling)

Who do you think you are barging in here like this?



**# 4 - KAT**

*All lines are independent of one another and can be spoken at any time during gameplay.*

**KAT**

So you wouldn't know anything about the missing files now would you?  
It seems they've gone missing.

**KAT**

So sad to see you go. I'm heart broken.  
Don't worry, I'll be sure to make up for it as I kick your ass out the door.

**KAT**

Can't you see I'm busy! What the hell do you want?

**KAT**

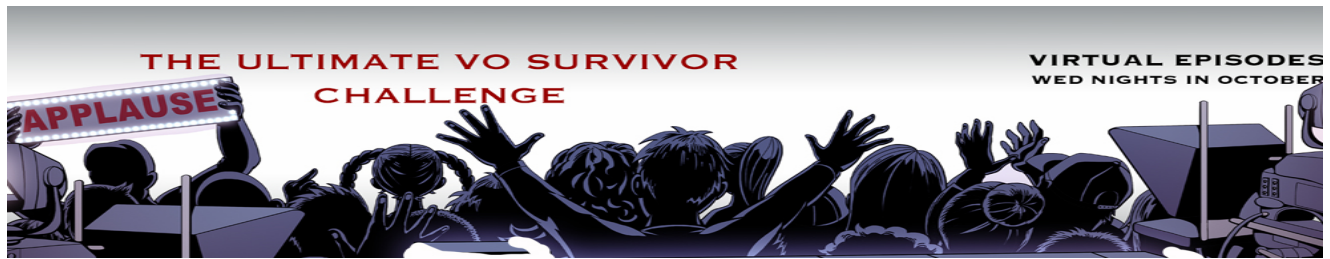
(annoyed)

I can't make it anymore clear and if you are too stupid  
to figure it out, then what can i do?  
I have much more important things to deal with right now.

**KAT**

(yelling, angry)

You are the fucking problem.  
I have had just about all i can take from you.  
Move aside asshole



## # 5 – NEVIA

### **NEVIA**

So much has changed.  
How long has it been, years I am sure.  
So great to see someone I know.  
I'm in charge of the krypt now, so if you need anything....

*All remaining lines are independent of one another  
and can be spoken at any time during gameplay.*

### **NEVIA**

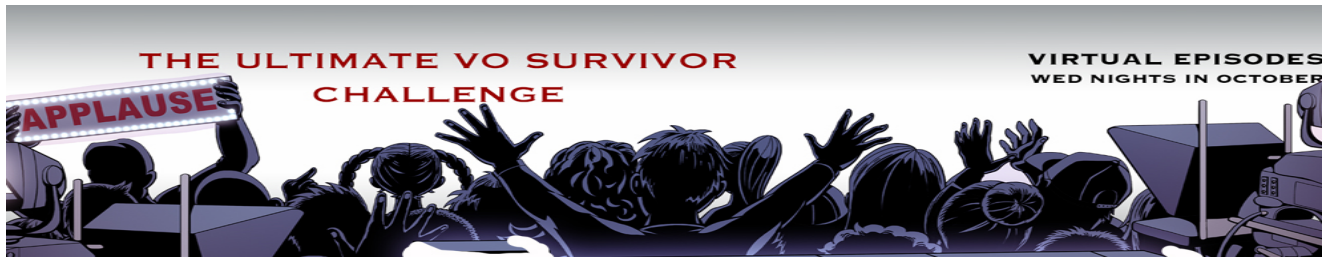
(calling out as someone exits)  
I wish you nothing but the best...thanks for your help.  
and hey....it's really great to have you on board.

### **NEVIA**

(projected, calling down from a balcony)  
Take the exit on the left. It's just a couple doors down.  
The door marked with an x

### **NEVIA**

(realizing, then panicked)  
What is that? Do you smell something? Is that.....gas?  
Oh no! Everyone out...quick there is a gas leak.  
We need help - hurry!



## GAMING # 6 – TASTY

### **TASTY**

That sounds like Rogan alright. What does that matter?  
If you want to take him out, that's up to you but I won't have shit  
to do with it and I haven't heard from him in years.  
I heard he was in the capital somewhere.

*All remaining lines are independent of one another and can be spoken  
at any time during gameplay.*

### **TASTY**

(projected, calm, intimidating)

Excuse me, what exactly do you think you're doing?

### **TASTY**

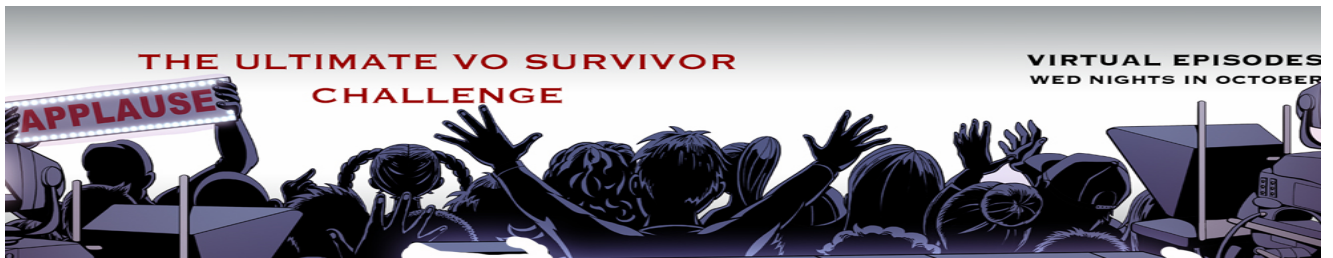
(projected, angry, threatening)

There isn't anything I'd like better than to take that grin,  
and smear it all over you ass-kissing face.

### **TASTY**

(projected in combat, urgent, shouted)

I said now! I want that fucking gone.



**GAMING #7 – BRENIS**

*All lines are independent of one another and can be spoken at any time during gameplay.*

**BRENIS**

This hasn't all been for nothing. I've taken care of everything since then . Everyone now comes to me. No more wasting time at that dispicable dump. They now want to be a part of our team. They will want to trade in all their districts. They will join me!

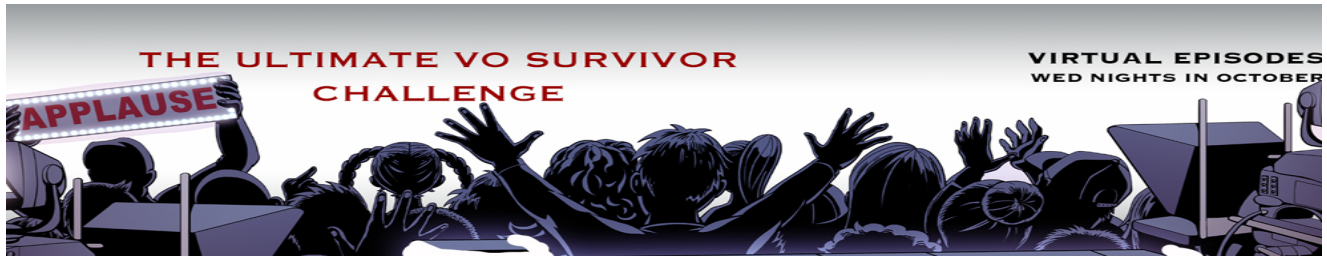
**BRENIS**

(projected from about 30 feet away)  
If I needed your help, I would call upon you.  
But I know where you are if I need to reach out!

**BRENIS**

(angry/threatening, then yelling)  
I know who you are, you are one of the Talys boys aren't you?  
If you plan on doing anything, other than leave,  
I suggest you think again!





**GAMING #8 – DEVLIN**

*All lines are independent of one another and can be spoken at any time during gameplay.*

**DEVLIN**

Can you just wait over there little fella. I could sit her and chat all day, but i just don't have the time. You know I'm duty right bud?

Listen, He'll come out and see you in a minute.

\Just wait over there and we'll see what he has to say, ok?

**DEVLIN**

You need to get yourself a drink! Well deserved.

And while you're at it, have one for me too hey!

**DEVLIN**

(projecting down from guard tower)

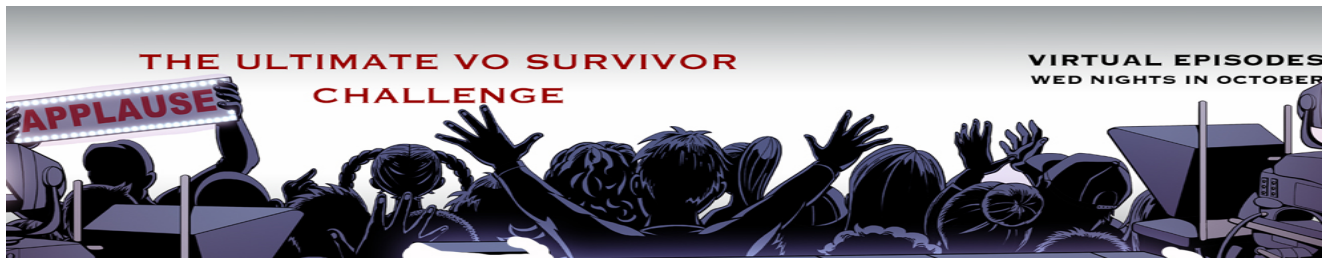
Give me one good reason why I should let you in.

I've never seen you around.

**DEVLIN**

(projected, threatening)

Relax Buddy! He doesn't know what the hell he's doing..so back up!



## **GAMING #9 – FEAR**

All lines are independent of one another and can be spoken at any time during gameplay.

### **FOXX**

Noted, you have applied for a specific permit.  
You should hear back within a couple of weeks,  
but in the meantime, you have full access to the warehouse,  
so that will cover your portion of rations.

### **FOXX**

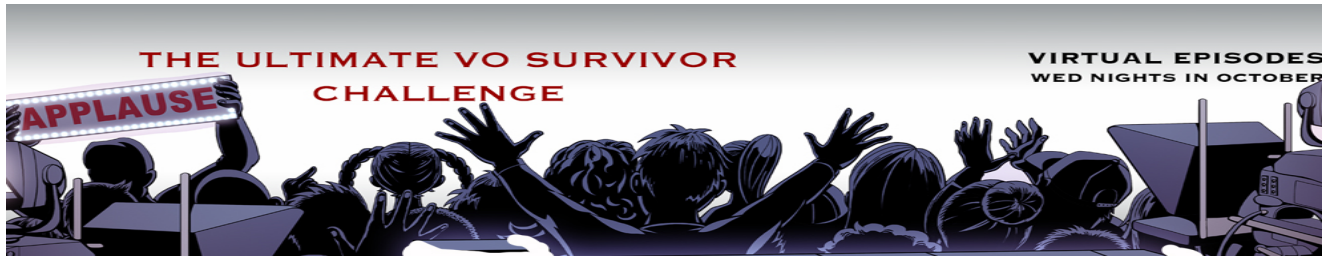
There isn't one person that won't need the serum.  
It's the only thing that protects us from absolute chaos.

### **FOXX**

(projecting over a large group)  
Where do you think you're going....  
get to the back just like everyone else.  
I don't care who you are.

### **FOXX**

(angry, yelling)  
Stop him, he took the meds! Don't let him  
get away



## **GAMING #10**

*All lines are independent of one another and can be spoken at any time during gameplay.*

### **KUSTA**

Well, well, if isn't my most admirable assassin for hire.  
The best in all the land. Is there something you need?

### **KUSTA**

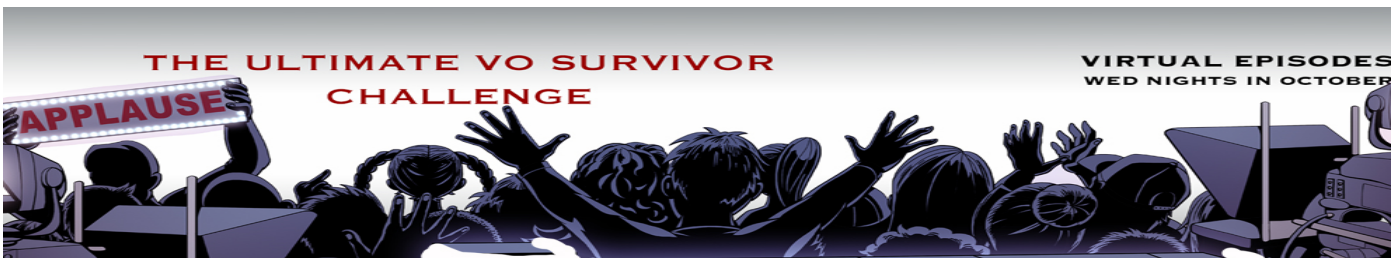
(dead serious on the end)  
And how does that look?  
We wouldn't be able to get you all settled up with your bill  
now would we? That just wouldn't do!

### **KUSTA**

(threatening, projecting about 30 feet)  
Get your ass out of here before I send Buford  
to show you the door. Are you hard of hearing or something?  
Get OUT!

### **KUSTA**

(angry, yelling)  
Give it up, or you are fucked asswipe!



## Gaming #11 - Morek

### **MOREK**

It's alright, I'm not going anywhere.  
How can I, I know you'd find me. You always do.  
Frankly I can't believe it took you this long.

*All remaining lines are independent of one another  
and can be spoken at any time during gameplay.*

### **MOREK**

(mid-argument)

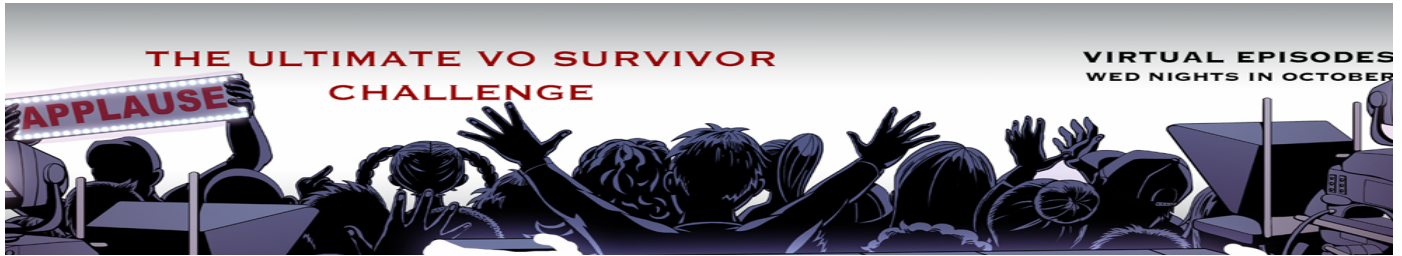
Now you want me to play the only card I got,  
knowing that at any moment you might just change your mind  
and kill me anyway?

### **MOREK**

(hollering into an empty warehouse)  
Havent you had enough of the hiding?  
I'm beginning to think you are just a coward

### **MOREK**

(spotting from a distance, angrily yelling)  
I told you to run when you had the chance!



## **GAMING # 12 – RAGEN**

*All lines are independent of one another  
and can be spoken at any time during gameplay.*

### **RAGEN**

These are difficult times, which require some understanding,  
but regardless you will be accountable for your actions....  
you will offer currency or you will face your maker.  
I have better things to do, so leave!

### **RAGEN**

(projected over loud engine noise)

We will be there shortly....before we arrive, this is the time for questions.

### **RAGEN**

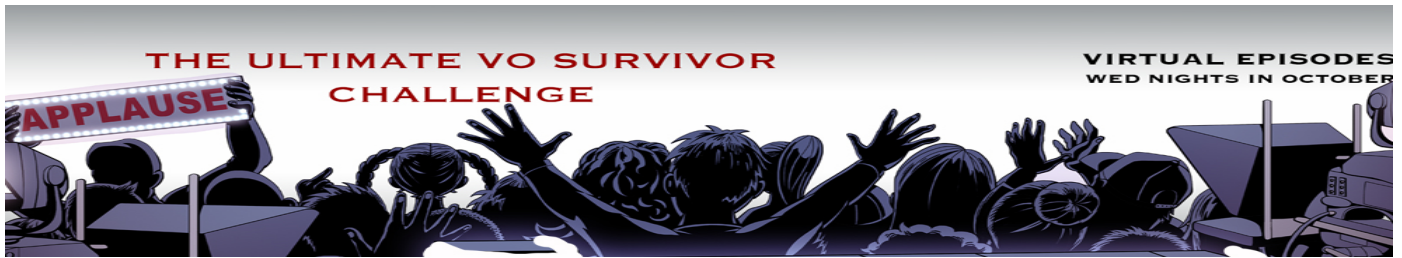
(angry, projected about 30 feet)

Really - so apparently the rules weren't designed for you! Huh!

### **RAGEN**

(angry, yelling)

Get out of my Fucking Face. Damn theives!  
This is not how we live.



## **GAMING # 13 – RAGEN**

MAX

This is on you!

**ROGAN**

If I didn't know any better, I would think that you are insulting me. And after all that we've been through, that is not a path I would take.

MAX

That's not the way it was when you were the Duke - ordering me around

**ROGAN**

(speculating, pointed)

Yeah, and I think I'm starting to figure out that you've had a hand in my demise - asshole

*All lines are independent of one another  
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**ROGAN**

(projected while exiting the area)

This time don't fuck it up again - dumbass

**ROGAN**

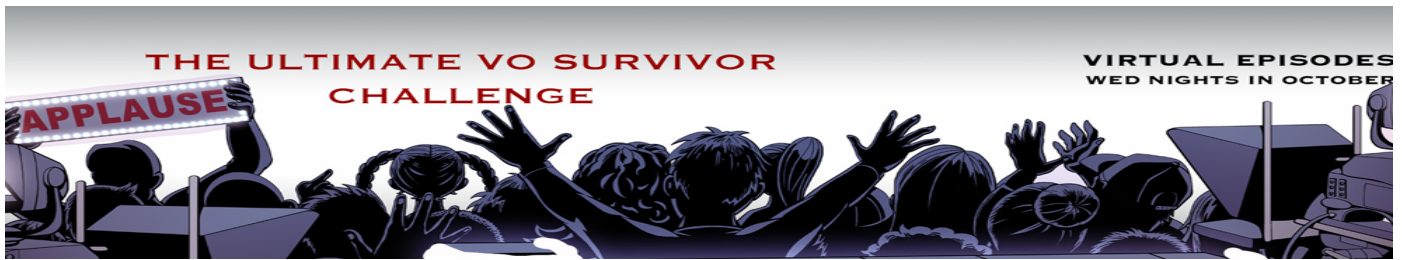
(yelling while he leaves the building)

I don't think you want to see me lose it, do yourself a solid and get the fuck out of here before I take you out myself!

**ROGAN**

(shouting in combat)

Time to pull the Ripcord - Die motherfuckers



## **GAMING # 14 – TITAS**

*All lines are independent of one another  
and can be spoken at any time during gameplay.*

### **TITAS**

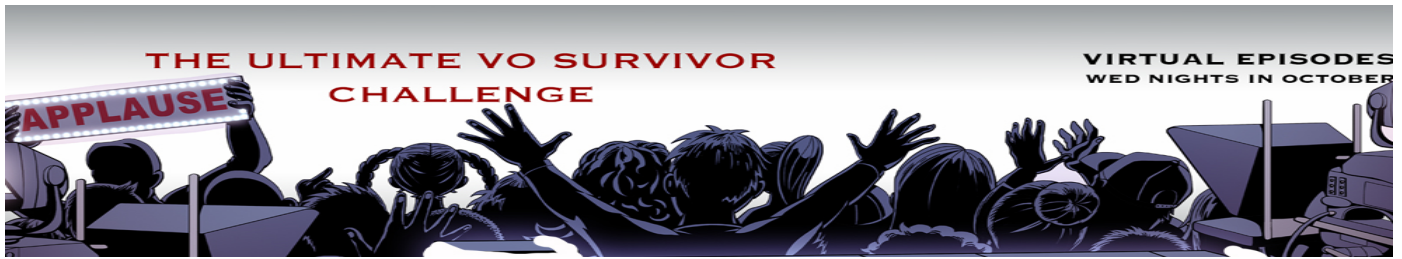
Pay attention, because just one small drop will remove all the poisons!  
(sigh) I get the distinct feeling that Magic is not your specialty?  
But that's fine... Go on, take a good look around.  
It's important that you get to know every inch.  
We will begin Training in the morning

### **TITAS**

(projected from a balcony)  
Excuse me! Yes you! I am curious is there a reason your are just hanging  
around wasting time or are you in search of something?

### **TITAS**

(yelling across the room, angry yelling)  
What has gotten into that thick skull of yours.  
What on earth could have possessed you.  
You are a complete.....MORON!



## **GAMING # 15 – TORK**

*All lines are independent of one another  
and can be spoken at any time during gameplay.*

**TORK**

(thinking out loud)

I find it strange how the outside influences  
have made this much of an impact.

Tork and Max come to a road covered in black ice.

Falk crosses first.

**TORK**

(projecting to Max from the other side of the road)

Do you see the road, it's in incredible condition.

**TORK**

You cannot deny how remarkable it truly is

*All lines are independent of one another and can be spoken at any time during  
gameplay.*

**TORK**

(scared)

Staying here could have serious consequences.

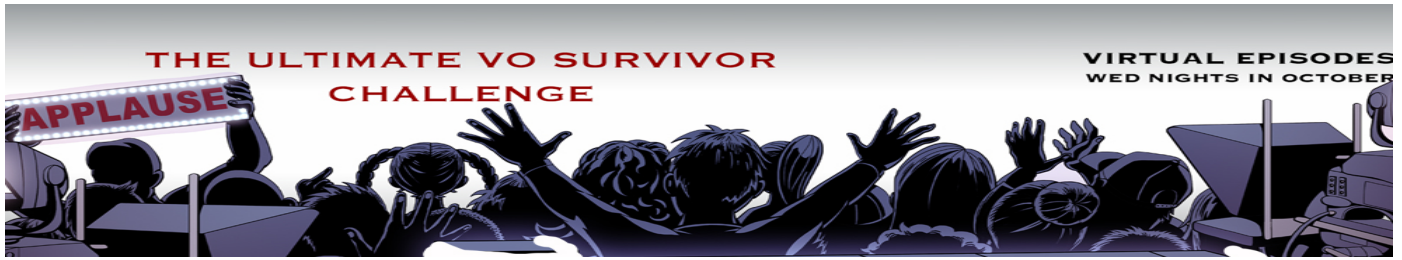
Are you certain we should take that risk?

**TORK**

(irritated, projecting)

Was that absolutely necessary





## **GAMING # 16 – GENERAL**

*Character Name Character Type Accent*

*Age*

*Gender Story/Profile*

*Sample dialogue*

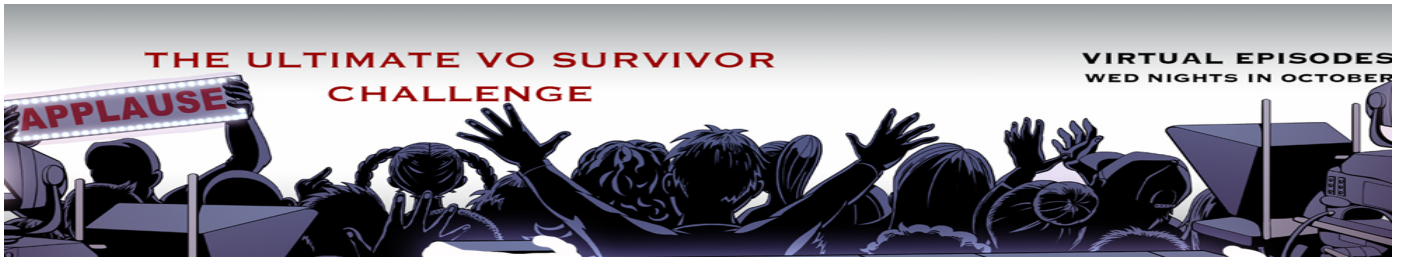
*Suryavarman War General Cambodian*

*Mid 40's-mid 50's Male*

*Sangrama is an older, nostalgic Khmer general who attempts to use the story of Suryavarman's glorious reign to inspire his soldiers for future campaigns. His account borders on zeal at times, and his voice is filled with reverence and passion.*

*Notes*

Forward march! We do not stop until the sun falls beneath the tree line.	Accent: OPEN Direction: Fierce and determined
Humans are interesting creatures. At times they display incredible brilliance, and yet at others they behave like obstinate fools!	Accent: OPEN Direction: Exclaiming and dramatic
As the empire boomed, its neighbors became wary. They knew that a growing tiger will gorge itself on the prey that it deems most vulnerable.	Accent: OPEN Direction: Ominous and foreboding
This legacy is a cause worth defending. It is this notion of greatness that you must invoke to electrify the minds of the common soldiery.	Accent: OPEN Direction: Proud and triumphant



## **GAMING #17 – MAYAN PRIESTESS**

**Age:** 15-17

**Gender:** Female

**Ethnicity:** Mayan.

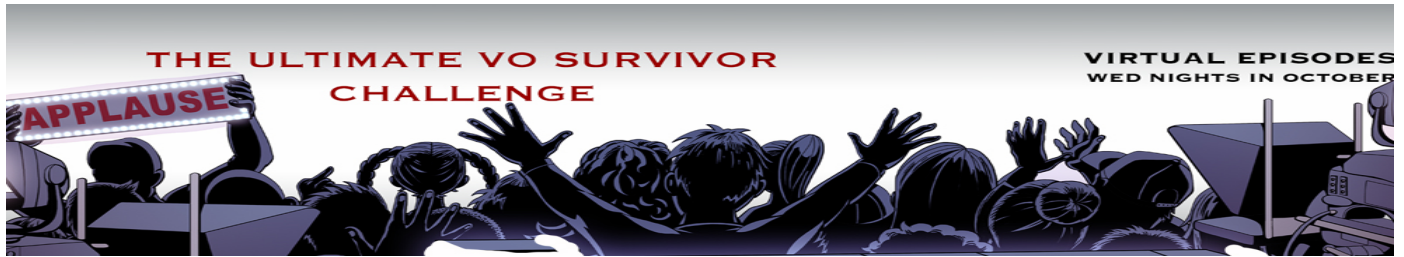
**Occupation:** A resurrected Mayan priestess which drinks human blood.

### **Personality and Casting Lines:**

“Not a lot is known about me other than I am a Mayan priestess that lived here long, long ago. I was buried alive in a sacred cave to become the eternal guardian of the Gates to Xibalba underneath the town of Oakmont.

Joseph Hill used alchemy and sorcery to raise me from the dead and now I have to drink the blood of other people to survive.

I want to be rid of Joseph's control as I must get back my army of Mayan guardians, I need to protect the Gate from all intruders.”



## **GAMING #18- LIBRARIAN**

**Age:** 20's

**Gender:** Female

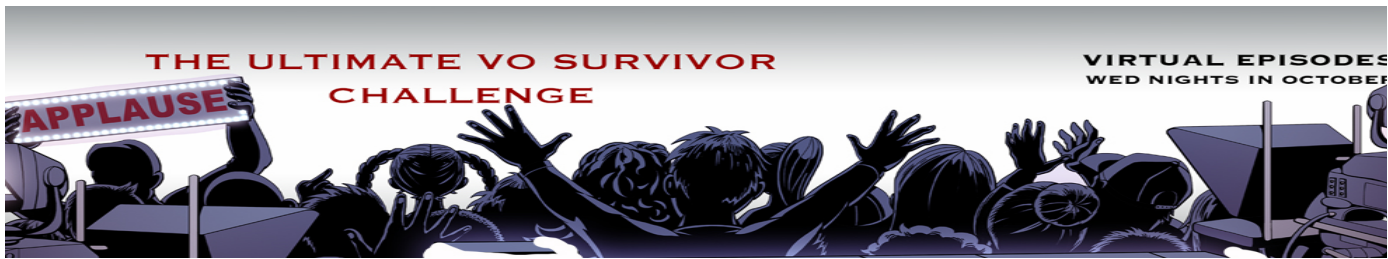
**Ethnicity:** White American, middle education

**Occupation:** Librarian (lets Charles examine the archives, can give quests for the library, sometimes helps with other quests.)

### **Personality and Casting Lines:**

“I am a kind and caring spirit, a romantic at heart, who is downtrodden and tormented in Oakmont. Although I am a positive and sincere person I understands how cruel and rotten everything can be in the town so I help Charles in whatever way I can. I take to Charles quickly and I often flirt with him, I ask favours and I am delighted when I am presented with rare books for the library.

After my “punishment” I speak by writing on cards and I refuse to unsew my mouth as I am afraid...”



## GAMING #19 - Sarah Miles

**Age:** early 30's

**Gender:** Female

**Ethnicity:** White American, well educated.

**Occupation:** Museum curator (lets the hero looking at the archives, can buy some artefacts.)

**Personality:** - Sarah could be described as a typical snooty museum curator, she treats most visitors (including Charles) as ignorant children. She can be very unhelpful and likes to keep secrets from you often trying to point you in the wrong direction to get rid of you.

That is, unless you bring her something that really catches her eye, then she can reveal a lot of her extensive knowledge of local history and artefacts you bring her. She has a morbid curiosity and gets chattier with Charles after he tells her bloody stories and details about murders or crime scenes.

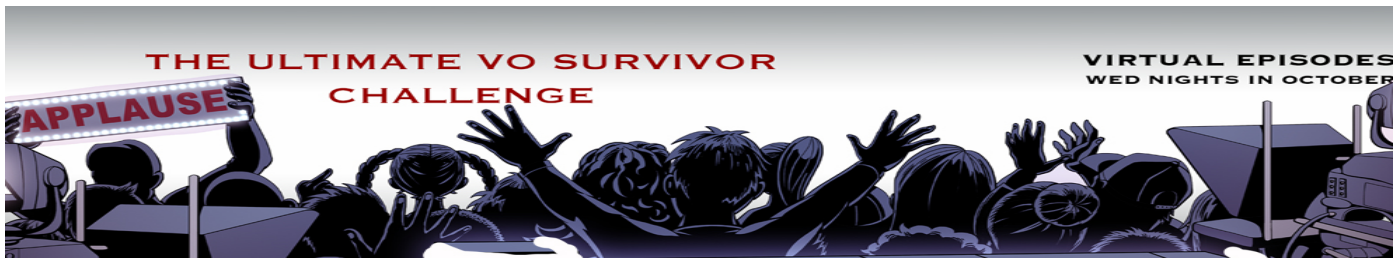
**Voice** – condescending, judgemental, superior

### Lines:

“Hm... this looks like the Innsmouther drawings. We wanted to gather a collection of such art once, but mister Throgmorton forbade it.”

“A very unique culture, yes. You see, the Innsmouth syndrome is an inherited condition, and it has many strange effects on body and mind.”

“Did you just say “murdered”? Tell me everything.”



## **GAMING #20 Brutus Carpenter (Brutus Clone)**

**Age:** 60's (clone 40's actually only a few weeks)

**Gender:** Male

**Ethnicity:** White American, high education (no education)

**Occupation:** Head of Carpenter family, Philanthropist, Leader of the Watcher's Hill gang. (Clone of Brutus with partial memories)

**Personality:** Brutus is a calculated and ruthless leader of a criminal empire. He is cunning and manipulative. He has an obsessive pursuit of immortality and will do anything to stay at the top. His body has become weak and frail and he often relies on a wheelchair to keep him mobile, despite this he is more ambitious than ever and plots his revenge against those that have attempted to overthrow him by cloning him and using that clone to control the empire. He is hell bent on getting back what is rightfully his by any means necessary. (Brutus Clone a hollowed-out puppet version of Brutus being used to control the empire, he has the same basic behaviours as Brutus drinking, pursuing women but no motivations or conviction of his own)

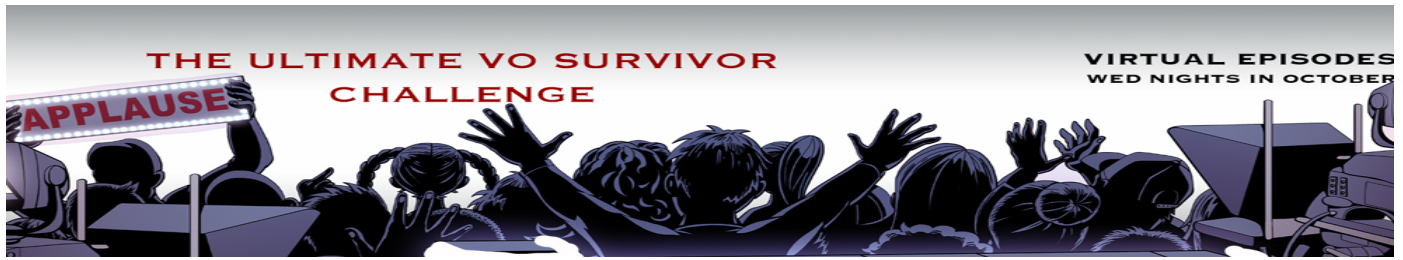
**Voice:** Gravely sharp, and has a gangster mob twang,

### **Casting Lines - Brutus only:**

"I haven't seen you before... Tell me who you are and what the hell you want. And be quick about it, kid, I don't have the whole damn day."

"That means you're worth something, kid. I have a job needs doing, only between me and you. If I tell you the details, you can't back out."

"I had many enemies, kid. Even more people wanted to take my place. This all looks like a very well-planned usurpation.."



## **GAMING #21 Graham Carpenter**

**Age:** 30's

**Gender:** Male

**Ethnicity:** White American, high education. Son of Brutus Carpenter.

**Personality:** Graham is the son of Brutus Carpenter. He lived a comfortable life until he went away to war and experienced the untold horrors of war first hand. Wounded and disfigured, he now wears a porcelain half mask to cover his scars. He suffers from PTSD from the gas attack that caused his injuries and has the occasional nervous tick tapping/drumming his fingers whilst he talks. He is however very eloquent when speaking.

Since returning from the war Graham has been at odds with his father and wants the family to do good in the town. He is idealist, principled and decent in comparison to his crime riddled family and is genuinely concerned about doing what's right for the people of Oakmont.

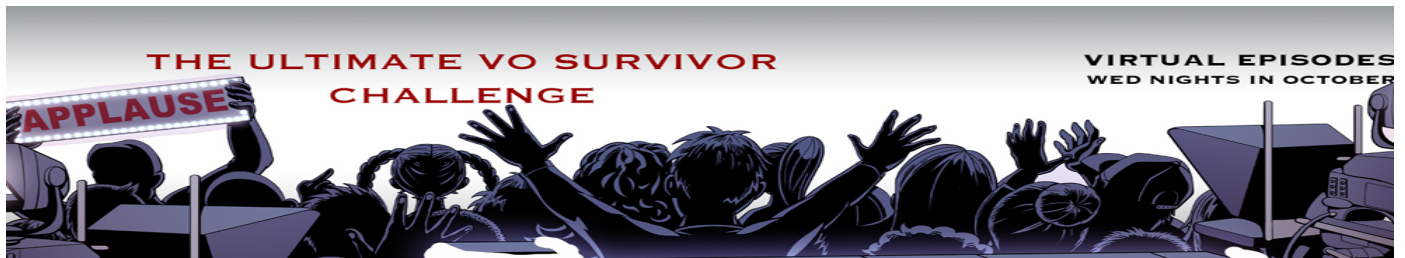
Despite his idealist nature Graham is often cruel and stubborn very much determined to get his way and as a fantastic tactician he plots to overthrow his father and change the future of the family.

**Voice:** well spoken, soft, eloquent, approachable, friendly

### **Casting Lines:**

“Mr. Reed, I'm not going to punish a man for trying to feed his family. If that man needed more food, he could just say so. Tell that man he can take what he stole. If he needs more, let him come again. I believe his family will need some medicine too. Can you give him this? It's not much, but I hope it'll help him.”

“I know it wasn't easy, Mr. Reed, but you've made the right choice. A noble choice, despite everything it entailed.”



## **GAMING #22 Johannes van der Berg**

**Age:** unknown

**Gender:** Male

**Ethnicity:** White European, high education.

**Occupation:** Misanthropic occultist and an avatar of The King in Yellow who tries to open the Gates of Cthygonnaar and release Cthylla.

**Personality:** Van der Berg is a rich, well-educated occultist. Arriving in Oakmont only a few years before the flood, he has adapted and integrated into the city's community diving deep into the city's secrets.

Van der Berg will try to manipulate Charles for his own ends as he knows about the Seed and wishes it to be delivered into Cthylla.

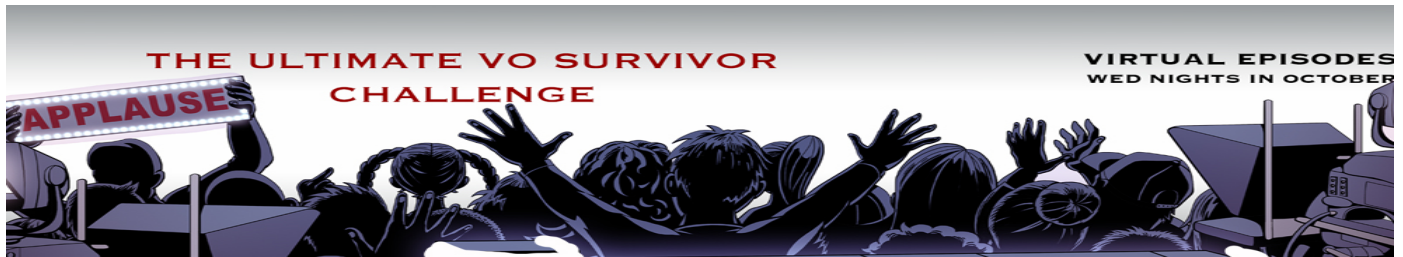
No one knows his true goals and no one ever will. But he helps Charles throughout the game because finally he wants him to complete his mission."

**Voice:** Slight Dutch accent but English educated, well spoken, upper class, cold

### **Casting Lines:**

"You can kill my body, but not my ideas"

"I'm influential and charismatic I gained favour with the Chandler family. They are one of the old respected families of Oakmont and now I reside in their manor. I have dedicated followers who devoting themselves to intellectual pursuits, to Spiritism, séances and secrets beyond your comprehension."



## **GAMING #23 - Joseph Hill**

**Age:** under 30

**Gender:** Male

**Ethnicity:** White American, well educated.

**Occupation:** Anthropologist, and an occultist who tries to prevent the end of the world.

**Personality:** Whilst Joseph is somewhat hyperactive and can be difficult to reason with, he can be helpful. He is distrustful, feels isolated and misunderstood, but if won over, or rather if he feels you support him, he'll be a very loyal friend. Of course, Joseph thoroughly checks loyalty and honesty first with penetrating enquiry.

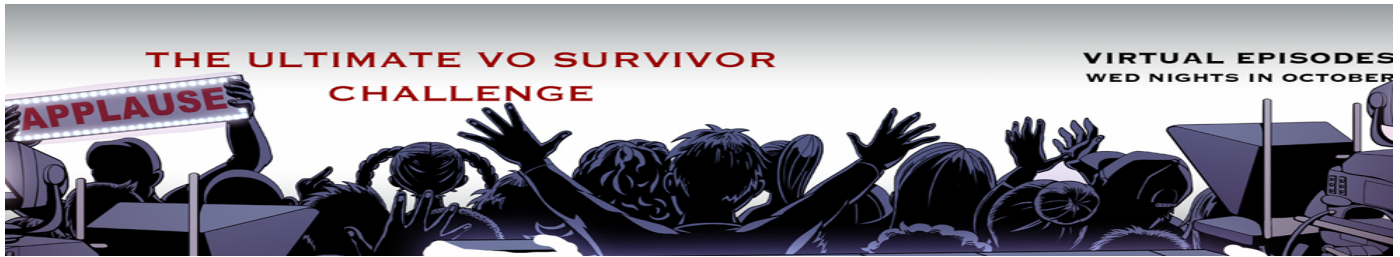
**Voice:** highly educated but half mad,

### **Casting Lines**

“I am told I was driven mad by my belief that the apocalypse is nigh. Although I'm highly educated and was once a respected anthropologist ...I returned from an archaeological expedition obsessed by the idea that the key to the end of the world was buried right beneath Oakmont. For which I have become somewhat of an outcast. I will go to any lengths to prevent what I believe to be true from happening. My dedication is upon my body, these ritual Mayan tattoos and wounds protect me from evil spirits and the hell beneath us.”

*uses Mayan words in lexicon. Speaks quickly with hysterical notes, ramblingly almost without pauses.*





## **GAMING #24 - Robert Throgmorton**

**Age:** 50's

**Gender:** Male

**Ethnicity:** Hybrid of White American and white ape, high education.

**Occupation:** Head of Throgmorton family obsessed with creating a race of ape-like Übermenschen.

**Personality:** Deep rooted in the belief that his family and bloodline is more advanced than humans. This has given him a sense of superiority and racial supremacy. Because of his extreme beliefs, like his ancestors, Robert supports incestuous marriages within the Throgmorton family.

I am an authoritative and cunning man. I am intelligent and well educated with an affinity for animals. I am wealthy with influence over Oakmount and its people. However, I am also a narcissistic, racist with a tendency to lose control of my temper.

I am very demanding of my children and I expect them to be immaculate in both mind and body.

I am a collector of rare and fine things (only the best will do) and I have an unquenchable thirst for knowledge, especially anything that helps me "prove" his theory.

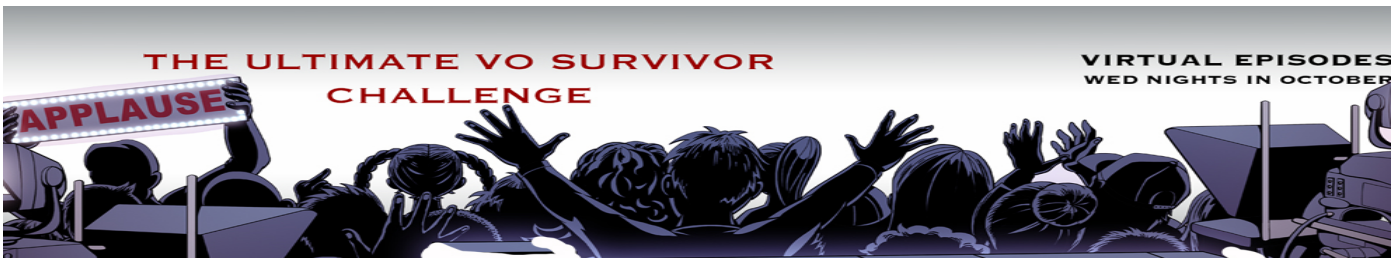
**Voice:** Strong, confident, well spoken with conviction.

### **Casting Lines:**

"You haven't been here when it started, Mr Reed. What happened then was far beyond any scientific explanations. Which gives us more field for research. What lies beyond the boundaries of the known? That's for us to find out."

"What?! How could any of those degenerate hybrids be there? Taking Innsmouters in the expedition was strictly forbidden! By me!"

"How can this be true? My son... he couldn't have allowed any hybrids in their ranks! Have you got any proofs?"



## **GAMING #25 - Caleb Lyons**

**Age:** late 30's

**Gender:** Male

**Ethnicity:** White American, middle education.

**Occupation:** Captain of the Oakmont Police (lets the hero looking at the archives, can propose some quests for the Police.)

**Personality:** Caleb is a typical high-ranking police officer for the time "married to the job".

With everything going on he is always busy in his job and is highly irritated and insecure that Charles has arrived in Oakmont to investigate. He begrudgingly helps Charles on occasion but generally treats him as a nuisance until he proves that he's not. Because of his insecurity and need to prove himself he will help Charles more if the cases are minor and will try to take the important cases from him.

**Voice:** Obvious senior cop, extrapolate from Caleb..

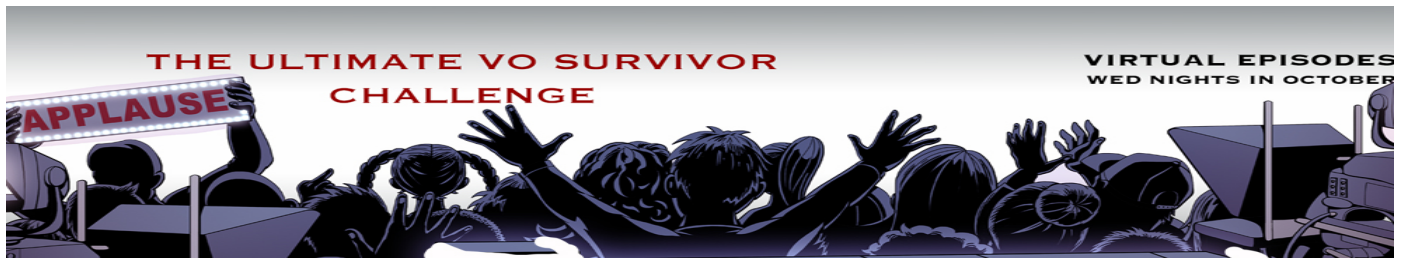
### **Casting Lines:**

"I take my job extremely seriously and I am, in truth, struggling with all the recent events in Oakmont. I know I am very stubborn and I hate when someone tells me how to do my job but I don't believe in this supernatural hokum. I know this puts me at odds with events. I am deeply frustrated which does, I admit, lead me to being short tempered and sarcastic towards others."

"We can't enforce law and order there. All criminals, hobos, rioters and other sorts of scum dwell in those parts of the city."

"Fishfaced degenerates, if you ask my opinion. Brought here by Blackwoods, as if their business wasn't enough trouble already."

"I have more important things to do than chatting with you."



## **GAMING #26 - Martin Wilder**

**Age:** 20's

**Gender:** Male

**Ethnicity:** White American, well educated. **Occupation:** University Clerk

**Personality:** Martin is a science nerd, passionate about discussing theories and studies so much so that he even takes an interest in the fake sciences. He's always fascinated to hear new stories about strange anomalies and findings in Oakmont.

He tries to be helpful to Charles but only if Charles feigns an interest and pretends to share an affection for strange sciences. Martin struggles with his confidence and speech and has a stutter which worsens when emotional. He doesn't like being put on the spot or singled out and gets very upset and angry if pointed at

**Voice :** Young, whiny, self-conscious, stammers when excited, upset or angry

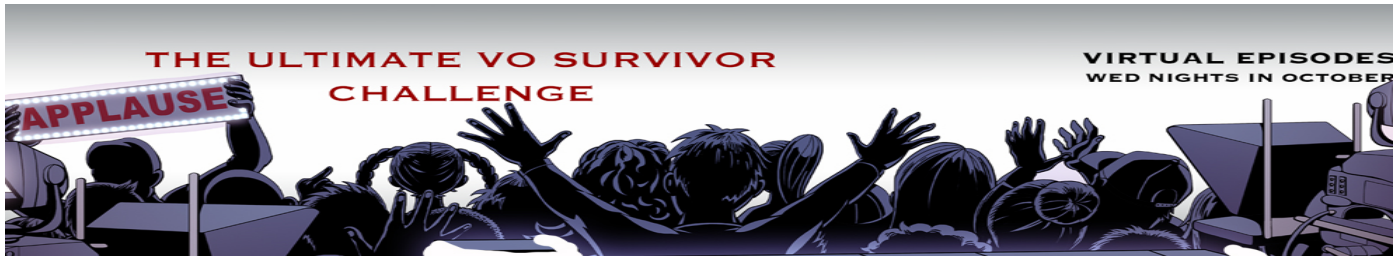
### **Lines:**

"For sure! Professor Marconi gives great lectures on modern physics, I used to attend each and every one!"

"There are s-s-students, who can perform a chemical analysis for a f-f-few bullets. I know some guys, who are s-s-skilled in chemistry."

"It re-re-resembles the drawings in the p-p-poor districts. Done in the same s-style."

"St-t-top j-joking me!"



## **GAMING #27 - Amos**

**Age:** 60s

**Gender:** Male

**Ethnicity:** African American

**Occupation:** Harbour Keeper, old sea dog, no

**Voice** – Aged tough and can be somewhat coarse.

### **Personality and Casting lines:**

“I lost my son during the war and have withdrawn. As you know, I avoid and dislike strangers, can you blame me?”.

“Since I was 11 years old I worked on the sea so now that I’m on dry land, I help the sailors and fishermen and ignore other folks. I know everyone here on the docks. You help them and I may help you in return.”

“I don’t like the hybrids. They are just plain wrong if you ask me.”

“For few extra dollars I’ll smuggle whatever you want. I may be the Harbour Master but you know, the pay is poor and I do no harm.”

“Damned Innsmouthers, dirty toads! Broke in, threw everyone out, like this is their city! And the cops don't come!”



**Character Voice Auditions  
Sketches and Lines**

# **Me in a Tree – Character Lines**

## **MALE Adult Audition Characters:**

### **Main Characters**

- General Trinket
- Famalot
- Waddlemon

### **Sub Characters**

- Funster
- Mannerix

## **FEMALE Adult Audition Characters:**

### **Main Characters**

- Miabella
- Erstellen
- Waddlemon

### **Sub Characters**

- Gleeta
- Array

## **CHILD Audition Characters:**

### **Main Characters**

- Waddlemon
- Miabella (girls)

### **Sub Characters**

- Gleeta (girls)
- Huggler (boys)
- Mannerix (boys)



General Trinket is a very serious creature that strives to protect the land and motivates the inhabitants to be stronger, smarter, and more successful. He is half robot half creature. His big torso is made of robot parts, and has a large compartment that opens and creates useful mechanical object to overcome challenges. It's always been a mystery to what happened to him that he needed to be repaired by using robot parts.

General Trinket is your stereotypical “silver-screen” general that is loud and stern. His voice is crisp and motivating.



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Famalot loves to talk and listen to others. He is very diplomatically suave. As Famalot always is able to talk his way out of predicaments, he is the lands greatest hero that never has raised a hand to hurt anyone, . He doesn't carry a weapon, only a magical loop that he is able to amplify his voice when speaking through it and hear things from miles away when he listens through it. Years ago, The Guardians of the Land made Famalot special armor that magically helped him understand and speak every language. He has an sharp and clear English accent and carries a sense of confidence. His voice is fun and jolly that everyone loves to listen too.



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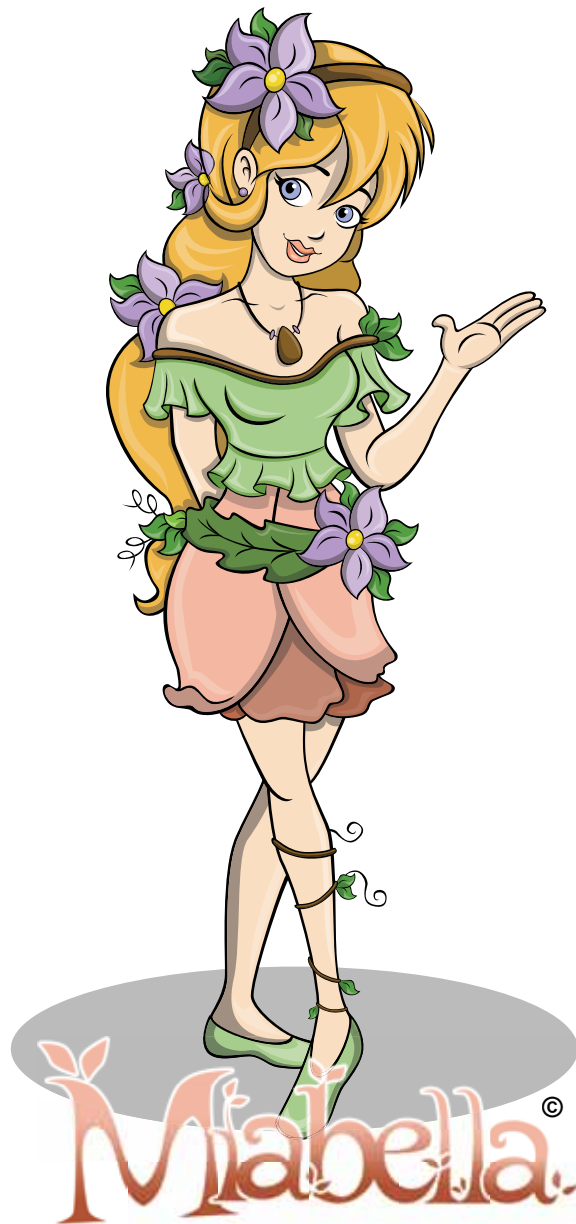




Waddlemon is a very fun loving creature that always likes to help out. He has been around *Me in a Tree* for longer than anybody, but never seems to age. As an expert adventurer, over the years Waddlemon has been the guide and messenger for the leaders of the land. He is a very compassionate creature that is well liked by everyone. However, when he does get nervous, or has any anxiety, he disappears until he is able to calm down, and then he reappears. Waddlemon is also a junk collector, which he has gathered many “stuff” on his adventures. (He tends to misinterpret what the actual use of the item is for). Waddlemon comes across being very curious but always fun and loving. He has a very odd and funny voice that makes people smile.



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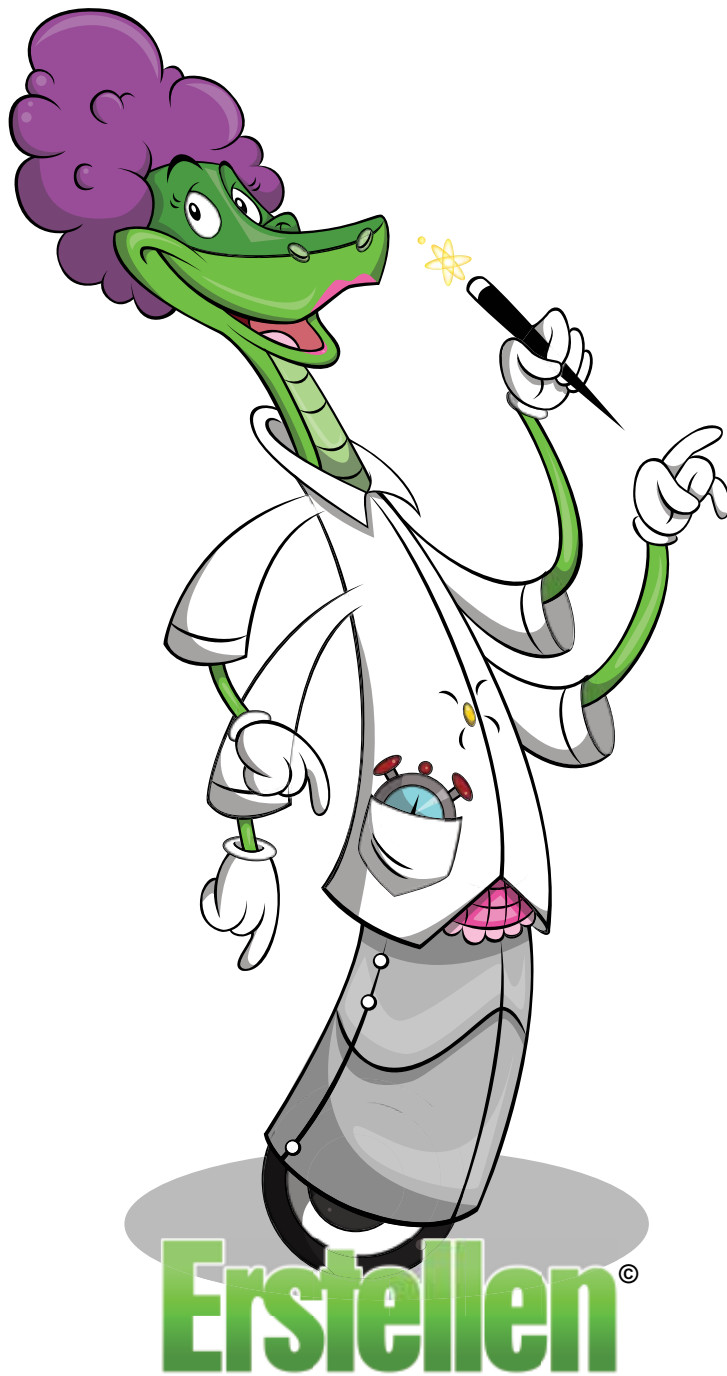


Miabella is the only daughter of the Great Guardian Vigoren, former guardian of Truphoria (the land of Me in a Tree). She was left to be the Guardian of Truphoria when her Father and Mother left in search of his missing brother. She is the youngest and most inexperienced Guardian in all the lands, but unknowing, the most powerful.

Miabella is a tiny, fragile and sweet teen ager. She is very calm but intelligent and witty. With the help of her assistant Waddlemon, she is able to understand the needs and rule the land accordingly. However, she can be a bit naïve to the evil ways. Miabella speaks very clearly and precise, in a calm but sturdy voice.



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**Erstellen**®

Erstellen is the one that makes sure the land is organized and is running smoothly. She is very fast and is able to think through problems and create solutions almost instantaneously. Erstellen is quite the project manager that always wants to make sure everything is in order and on time. She carries a large clock with her that has said to be able to stop time for one minute when she needs that extra minute.

Erstellen, has that typical librarian feel and sound to her. She is very prim and proper and matriculate and sometimes corrects people with their grammar. She has a dry sense of humor and sometimes doesn't have the time to laugh.



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## SUB CHARACTER



Gleeta is your typical head cheerleader. She is a very excited, energetic and fun person. Always concerned that everyone feels good about themselves, she cheers people on no matter what they do. She has a very bubbly voice and sometime rhymes when she talks.



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## SUB CHARACTER



Array has a very keen eye on how things are run. She has an almost perfect memory and uses it to her advantage in helping Erstellen in organizing the land. Her job is to make sure that things are done and completed in the right order. A very serious lady, she is witty and has a sense of mystery about her. Array speaks intelligently and has a habit of correcting people on how they do things. Primarily the order they do them in.



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## SUB CHARACTER



# MANNERIX

Mannerix is the highly trained special agent of etiquette. He is a firm teacher of good manners. He is very stylish and sophisticated. Mannerix speaks with a foreign accent that is very clean and classy.



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## SUB CHARACTER



Funster is the entertainer of the land. His job is to make sure people are loving life and enjoying every moment. He is always looking for things to do and always shares the experience with others. Funster is a high energy character that talks quite loud and sparks enthusiasm in others.



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## SUB CHARACTER



The Huggler is the fun loving character that loves to cheer people up. He is a small little guy with a small cute voice that just melts your heart. Who doesn't like a hug from the huggler?



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# VOICE LINES

## MAIN CHARACTERS



"I'm General Trinket and I challenge you, family. Pull the lever for your first challenge."

It's time we pull up our socks and start working as a unit. Within every family there is always a magnetic force that pulls everyone together, and that's called teamwork, family. You understand!?"



"Let's share something that bothered you this week. If an issue needs to be discussed, add it to the sandbox."

"From what I hear... and I hear a lot.... the families are all struggling with communication and definitely not connecting with each other. We need to help them out Miabella. Their voices need to be heard."



"Hey! I'm Waddlemon, your guide. Welcome to Me in a Tree. Let's get you going. What's your name?"

"I've travelled beyond the land of the trees and I've never seen anything like this. I'm sure it has magical powers.... Let me see, let me see."

"It has taken me so long to find you, and thing don't take long for me to find. Well, except this other red shoe. Do you know how hard it is to find a shoe to fit these feet?"

# Miabella

"What beautiful comments you made for you Family Pledge. Read through everyone's entries and then work together to create your family's pledge"

"Your family is very special. There is bond between you all that is greater than you can imagine. However, you will need to work hard, as individuals, to find that magic and save Truphoria."

# Erstellen

"Let's schedule some fun with the family. Click on any of the four sections to choose some activities around your community."

"We all have a constant battle against time. It is either our enemy or our friend; it all depends on how we manage it. You for one, need to start realizing that if you don't get this place organized you will lose that battle with time."

## SUB CHARACTERS

# Gleeta

"You've come so close, you are so near, your comment gave me a happy tear. Look at you, I'm so very proud. I want to cheer extremely loud!"

# ARRAY

"You really didn't think I was not going to catch that, did you? The orders of those events are imperative, and you will find yourself in much aggravation if you don't amend it."

# MANNERIX

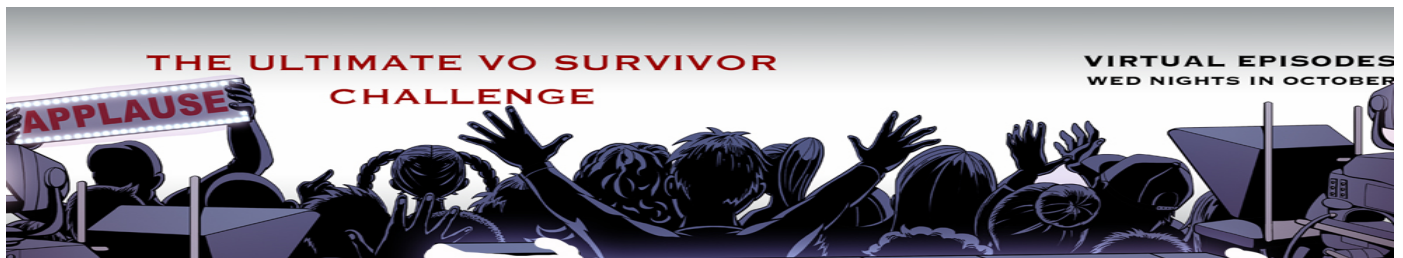
"I see you forgot your manners. It is very important to understand how to demonstrate etiquette. Respecting yourself first is crucial and then follow-up by respecting others just as much. That is the Mannerix way."

# Funster

"Okay, I have this crazy idea, but really what idea do I have that's not crazy? We build a waterslide throughout the trees with rushing chocolate milk and splashing into a tub of jello! What do you think... what do you think? No really seriously!"

# HUGGLER

"Don't look so sad. Things are not so dark. The world always looks brighter from behind a smile. What you need is a hug. You can't wrap love in a box, but you can wrap a person in a hug."



## **EFFORTS & REAX – SPEED ROUND**

**A series of three separate efforts  
throwing a medium- effort punch**

**A series of three separate efforts  
being punched in the face**

*character laugh*

*death scene*

*jumping reax*