



Audition Sides

“Objects in Mirror May Be SPOOKIER Than They Appear”

To audition, actors must submit the casting form and send a recorded video performing one of the monologues from the sides below. You can choose whichever one you feel best suits you. Those ages 14+ are eligible to audition. MCC Tax District residents receive priority casting. Casting form, audition sides and character descriptions available at aldentheatre.org. All characters can be any gender or ethnicity, and there are characters of a variety of ages above 14 years old. Some characters require actors with backgrounds in dance, as well as puppetry. Several cast members will serve as Foley artists. Foley training will be provided, but a background in music/percussion is also preferred for some characters. Full audition packets must be received by **September 28 at midnight**.

Call backs will be on September 30 over Zoom. All actors invited to call backs will receive advance notice of the time that they are called. Descriptions of each character are available at: www.aldentheatre.org.

Side 1 WEREWOLF

Oh... (sniffs again) Oh gosh. The Monster! He's anxiously awaiting your arrival. Did you know? I'd hate to be in your shoes! What are you talking to me for? You better get going! BUT! Before you continue onward, I beg of you: be extremely cautious of what comes next. You're headed straight for Castle West and you must beware the zombies. Castle East is beyond, yonder. That's where you want to end up. The Monster is there every single night for... The Gathering. (shivers) GRAHH AND ONE MORE THING! This part's important. I need you to bring him a coded message for me: my howl and my growl. WA-OO! Grrr. (four rhythmic alternating claws, tearing at the air) My cry is not a normal one, but it's the best I've got. WA-OO! Grrr. (The Claw move again) Can I hear and see you do it, before you leave? It must be perfect. Please? (the passengers howl) Beautiful. Thank you. (forboding:) Safe travels... AND HURRY! The wolf gestures them on, and goes back to their pacing.

Side 2 ZOMBIE WARRIOR

When The Monster first arrived, we zombies were the first at the scene. A hideous creature The Monster was. I know that may sound rich coming from a zombie but it's truuuuuuuuuuue. I yelled "chaaaaaaaarge". And we gallantly stormed towards The Monster at this EXACT speed. (moving slowly) I'm not reenacting a slow mo it was PRECISELY this speed. I raaaaaaaised my sword like so (physically demonstrates) with the EXACT same intensity on my face that you see right now. And like a Kung Fu Panda master, The Monster caught the blade with its claws and snapped it in half like a Kit Kat. I dropped what remained of my blade and swung for The Monster's jaw like so (physically demonstrates) but before I was even remotely close to his jaw it pulled my arm off like a wishbone, and with the force and precision of a Tom Brady it flung it a hundreds yards away, deep into the forest. I remember thinking "How rude! It could have at least thrown it somewhere in my general vicinity. It'll take me days to find that arm!"