

January 6, 1970

THE KOOKIE SPOOKIES

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The "Kockie Spookies" are the four famous characters: Frankenstein, the Wolfman, Dracula, and the Mummy; streamlined for today's audience as a Kookie musical group.

Residing at Horrible Hall, a creepy old Wayside Inn where mysterious traveling creatures gather, our four stars are supported by a cast of regulars. These include Bella LaGhostly, the switchboard operator; Hagatha the Inn cook; and the three little creepers: Batso, Ratso and Gauntleroy. Together with guest musical groups, the entire Kookie Spookie gang produce a way-out wacky fun bonanza guaranteed to send laugh-shocks up and down the spine.

CHARACTERS

Dracula runs Horrible Hall. He is the testy authority symbol and finds fault with everybody and everything. He tries to maintain a phoney air of Gothic dignity and especially resents the nickname ("Drac") bestowed upon him by his associates. Although he maintains the voice inflection of the classical Bela Lugosi Dracula character, his personality is quite different. Our Dracula is all bluff. He doesn't really know his job as a vampire and is constantly covering up his own ineptness. His favorite scapegoat is Frankenstein who is to Dracula what Gomer Pyle is to Sergeant Carter.

Frankenstein: "Frankie" for short. He is big clumsy and child-like. He's afraid of the dark, superstitious/and refuses to retire until he has his teddy-bear and bed-time story read to him. His voice and his personality are like a deep-throated Mortimer Snerd. He irritates and frustrates Drac by taking everyone of his orders literally. For instance, when Drac exclaims: "--You drive me up the wall!" Frankie flings him into his small cold-rod car and tries to drive him up the wall. He is actually kind-hearted and means well, but everything he touches crumbles.

Wolfie: Wolfie is, (no pun intended) a dead-beat. Being a member of the younger generation, (he is centuries younger than your garden variety of monster) he is constantly at odds with Dracula and the older members of the household. Drac is always picking on him about his unkempt appearance. "--Why don't you get a mane-cut?" he demands. Hi is a thorough Kook, popping in and out of the scene whenever the fancy strikes him.

The Mummy: He is a complete bore. He loves to talk about the old days in a loud, dry nasal voice. He always interrupts with: "---I'm reminded of a story that---" He is like an old vaudeville performer who is "on" at the drop of a bat. He breaks into sand-dances, very soft-shoes and moldy monologues. He is very sentimental

and especially about his dear old Gray-bandaged Mummy. He is allergic to wolf-hair and sneezes great clouds of dust every time Wolfie gets near him.

Bella La Ghostly: The switchboard operator. Her personality goes beyond the gum-chewing, wise-cracking operator. She gives advice ala Dear Abbey to all the Kooks and Spooks who call on the Telebone. She sees herself as the mother-figure with everyone except the Mummy who bugs her by breaking in on her calls to speak to his "Momma".

Hagatha: The chief cook and bottle washer. She has the same forgettable beauty and charm of Marjorie Main. She talks rough and has Hash-House expressions. She dominates everyone and even Drac hesitates about venturing into her kitchen. Even the strong stomachs of her associates cannot cope with her bizarre recipes.

Hoolahand: The hired-hand...literally. He is a hand in a glove who does all the odd jobs around the place. He is a know-it-all and highly sensitive to any criticism

Batso and Ratso: A mischeivous pair of little creeps who live at the Inn. They delight in playing pranks on the adults and especially on Gauntleroy.

They are much like the Katzenjammer kids chasing Rollo, with Drac as "der Captain" and Hagatha as "Momma".

/ Gauntelroy: The prissy, tattletale nephew of Drac. He tries to thwart the kids' attempts at pranks but always ends up getting blamed instead.

Guest Groups: Each week we feature a new Rock group who perform for the guests of Horrible Hall. The songs they play will be in the same wacky mood of they show.

They will be patterned after existing groups like:

The Mummies and the Puppies

The Japanese Beatles

The Rolling Rocks

The Door Jammers

The Snapping Turtles

SINUS & CARBUNCLE

In addition to the cast of characters, there are a number of props and furniture around the Inn which are imbued with their own personalities: A chair that is a practical joker...pulls itself out from under people and laughs. A love-seat that is very affectionate, it giggles when one sits on it, and a man-eating plant named Orville, who grows in the lobby flower-shop.

Kooky Spookies Department

THE BUG--The Bug is a tiny, bug-shaped car owned by Bella. The headlights animate like big, round eyes. A pair of radio aerials twitch like insect antennae. It is painted in wild, psychedelic colors and designs. The Bug makes a funny little puttering noise as it drives along, and if Bella wants to take to the air she presses a button, and a pair of insect-like wings sprout from the top. Then The Bug takes off into the air with a buzzing noise similar to a bumble bee in flight. Although it is a very small car, sometimes the entire gang of kooky spookies will get into the Bug and go for a ride. This department will often begin with views of The Bug puttering along down the road. Then The Bug will stop, and the whole gang will pile out like the familiar and favorite circus routine where a gang of clowns get out of a tiny car.

KOOKIE-SPOOKIE FORMAT

A comedy variety featuring Kookie Creepie characters, terror-ific musical guest groups and things that go "--AAAAAGGGGGGHHHHHHHH--" in the night, all combined in a way-out, quick-paced gag-fest.

The show will also be high-lighted by visits from Sabrina, her friends and family. Although Sabrina digs the residents of Horrible Hall, this feeling is not shared by her family who look upon the Kookie-Spookies as misfits and black sheep in their own peculiar world.

Although there will be no story-line to the show, it will have a cohesive look thanks to running gags and books songs.

DEPARTMENTS

1. Wolfie's Weird World of Sports. Such as Slab-board Riding...The Rat Race...The Spook Open Goolf Tourney, etc.
2. Hagatha's Bed-time Story. She tells Frankenstein a Fairy Tale at bed time. This will be a real Fairy Tale changed around to give it a creepy flavor.
3. The Mummy Wrap-up. Quick news items from around the world of Creepy people. The action plays against the dialogue.
4. Wolfman's Wild World of Animals. How to train

household pets such as bats, lizards, frogs, toads, spiders, scorpions, etc.

5. The Weird Wall. This would be a fast sequence of horrid one-liners. Doors open and characters pop out to deliver their "quickies." Besides the characters, virtually anything from a tornado to a Shriner's Convention can happen from behind the doors to further confuse the situation. Sabrina and the witches appear from time to time. One of the features included under the heading of the Wall will be the "Ask-it-Basket". You ask it questions and the lid goes up and down like a mouth as it answers. Sometimes the answers come out in the form of props. The voice is similar to the Senor Wences "All right? All right!" Bit.

6. Ratso and Batso's Invent-tory. An area of Horrible Hall where Batso and Ratso put together their fun-filled fiendish plots against Gauntleroy as well as Drac and the rest of the establishment. The room bears a marked resemblance to the classic Frankenstein laboratory but in juvenile form.

7. Hagatha's Cooking Hints..where anything can pop out of her witch 's pot. For instance: She opens the lid and there's a Mexican singing and playing his guitar. One of the other characters complains that he can't stand Mexican food.

8. The T.V. Jeebies. A TV set in the lobby turns on by itself. It moves around on wheels and reacts to whatever goes on. If Dracula or one of the others speaks to it, it answers in rude style ala Jack E. Leonard. At other times, we can zoom in on the set and cut to live-action comedy clips.
9. Hoolahand's Handy Hints. A section of the show where the hired hand (literally) gives us tips on how to fix things around the house.
10. The Bella Telebone Minute. One minute of wild telephone switchboard gags featuring Bella. Hands come out of the plugs, thunder and lightning flash and roar out of the phone. Weird people calling up with silly questions such as: "Got any dry onions? Water 'em!" "Is your Inn on the road to Riverdale? Well, get it off! There's a bus coming."
11. The Little Red Spook House. It's a teen-oriented segment in which Dracula conducts a classroom quiz on the art of being a creep. Under this heading we could handle other subjects such as Bat-to-School Wear, Bat-on Twirling, Playing Batty Cake, etc.
12. Spookie-Kookie Flickers. Hoolahand shows us his collection of family home movies featuring the Kookie-Spookie gang from the good old days (Four or five hundred years ago). The films are badly

edited and for no reason, action footage of cowboys
and injuns pops in and out.

13. The Whether Report. Dracula comes on to say
"Whether you like it or not, it is going to be a
lobely dark, cloudy day. Unlike other weather men
who guess what it's going to be like, our team of
The Wolfman and Dracula make up their own weather.
Dracula argues for dark nights while Wolfman wants
a nice, full moon.

KOOKIE SPOOKIE CHARACTER
RELATIONSHIPSSABRINA

All of the characters in Horrible Hall like Sabrina. She, in turn, is very fond of them. Sabrina's main difficulties stem from the fact that her "Black-Sheep Cousins" complicate her life by annoying and embarrassing Aunt Hilda as well as "spooking" the citizens of Riverdale. She has a problem in keeping her identity as a witch a secret because she is forced to use her magic to get out of the ridiculous situations the Kookie Spookies cause in trying to help her. To goof things up even more, her magic is erratic when she tries to use it on the members of Horrible Hall.

DRACULA

Although Dracula is the epitome of the testy tyrant, he has one soft spot in his black heart.....Sabrina. He tries to conceal this shameful warmth but Sabrina can twist him around her little finger without even trying. He tries to help Sabrina but he doesn't like for the others to know it...especially, when he goofs up.

FRANKENSTEIN

He has a child-like crush on Sabrina and his normally healthy green color turns to pink when she's around. When he tries to help Sabrina, his heavy-handed attempts are cause for a lot of slap-stick fun. Two characters are

especially spooked by him. Salem, the cat and Reggie. Frankie always wants to pet the pretty kitty kat, which sends Salem into cat-fits. As for Reggie, he is continually seeing Frankie but when he tries to point him out to the other kids, Frankie's nowhere in sight. This is a constant source of fright and frustration to Reggie.

WOLFIE

During the day, Sabrina's cousin, Wolfie, looks like your garden variety hippy. He likes the Archie kids and doesn't realize he's different and even thinks he's better looking when the moon comes up and he catches glimpses of himself in the mirror. He has a compulsion to chase cats, thanks to the wolf nature. When he tries to help Sabrina, it ends up with her having to use her magic to cover up his other self.

THE MUMMY

He comes in handy when Sabrina and the others use his bandages for first-aid purposes. Sabrina also finds him useful when he acts as "duster" around the place. He speaks in a musty, sepulchral voice as befits an ancient mummy. He keeps volunteering to help Sabrina by entertaining or serving as MC at school functions and she has to keep him in his place without hurting his feelings.

BATSO AND RATSO

Batso and Ratso are the perennial pranksters. They play tricks on everybody, except Sabrina. She is the only one who can really control them. They're like Jekyll and Hyde when she's around. The minute she's gone, the tricks hit the fan. They're constantly being confined to the house with the result that they have to devise ingenious methods of getting out so they can play pranks on the people of Riverdale. However, even though they never do it deliberately, this penchant for mischief causes problems for Sabrina, which she has to put right.

GAUNTLEROY.

To put it bluntly, he is the spoiled little brat. He doesn't even like Sabrina and if he can use her to gain his rotten little ends, he doesn't hesitate. He puts Sabrina in a bad light with Aunt Hilda because of this. Sabrina tries to act like a big sister to Gauntleroy and she doesn't let him get away with things because she knows it wouldn't be good for him. Aunt Hilda is buffaloed by him and thinks he's a perfect little gentleman. She doesn't know it, but he's always making faces behind her back. Gauntleroy is always asking for trouble and Batso and Ratso give it to him. This is his principal function in the show.

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HOO LA HAND

He is the top hand at Horrible Hall and never lets anyone forget it. He thinks he can fix anything and doesn't want anybody telling him his business even when he goofs up royally. The only one who can talk to him is Sabrina, especially, when he goes off in a huff.

HAGATHA

She is forever wanting to cater Sabrina's affairs or to have her try out one of her new recipes. She is perfectly willing to have guests in her kitchen with one exception. She and Aunt Hilda have a strong rivalry between them as to which one is the best cook. Sabrina has a hard time keeping peace between the two temperaments.

BELLA LAGHOSTLY

Sabrina calls on Bella for the latest information. Like all switchboard operators, Bella knows what's going on with everybody. She'll confide in Sabrina when she won't do it for anyone else.

"SABRINA AND THE KOOKIE SPOOKIES"

DEPARTMENTS

THE WEIRD WALL

(Short Departments which can work within the WEIRD WALL)

1. DRACULA'S WHETHER REPORT - Short
2. WOLFIE'S WACKIE WORLD OF ANIMALS - Short
3. THE ASK IT BASKET - Short
4. THE MAGIC MIRROR
5. FUNNY PUNS
6. THE MAIL BOX
7. THE SKELETON IN THE CLOSET
8. ORVILLE AND THE MAN-EATING-PLANT
9. HOOLAHAND'S HANDY HINTS

In addition to these departments, we will insert other quickies as they occur to us.

LONGER DEPARTMENTS
(one minute plus)

1. WOLFIE'S WEIRD WORLD OF SPORTS
2. FRANKENSTEIN'S BED TIME STORY
3. MUMMY WRAP UP
4. BATSO AND RATSO'S INVENT-TORY.
5. COOKING HINTS FOR HAGATHA
6. THE BELLA TELEBONE MINUTE
7. THE LITTLE RED SPOOK HOUSE
8. SPOOKIE KOOKIE FLICKERS
9. TELL IT TO BELLA
10. WOLF WAGON
11. BATSO, RATSO AND GAUNTELROY (Ala Katzenjammer Kids)
12. THE FIRST AID KIT -- The Mummy
13. THE WOTCHAMACALLIT
14. HAGATHA'S GARDEN

"SABRINA AND THE KOOKIE SPOOKIES"

ADDITIONAL LONG DEPARTMENTS

1. DRACULA'S GUIDED TOUR.

Dracula does the Jackie Kennedy bit thru the White House, except he shows the viewers Horrible Hall. Doors won't open, he falls through trap doors, he gets stuck in a secret passage, etc.

2. FRANKIE'S HORRIBLE HOBBIES

Frankie is engaged in some delicate hobby like glass blowing but he gets the hiccups and blows nothing but percolator tops, etc. He can't drive a nail to hang a picture without knocking down the entire wall.

3. DRACULA'S GAME (●) TIME.

Each time Drac involves the other characters in some creepy game: Pin the Stake on the Donkey, Spin the Bat, Ghost office, etc.

4. DRAC'S WACK'S MUSEUM.

Drac brings back some famed, colorful figure from the past to our present and they have some goof-up of the famed one's best known talent.

5. FRANKIE'S MUSCLE-LEUM.

(POLISH EXERCISES)

He has a dungeon fixed up like a gym. Instead of rubbing table, he has the rack, he uses the chains on the wall for pulley exercises..

6. A FIEND IN NEED (Featuring Frankie)

- CHAIN REACTION

Frankie is always lending un-asked for assistance to the other characters; with disastrous results.

FEAR OF FRANKIE

7. WOLFIE'S FREAKY FADS.

(QUICKIE)

What's happening in the world of today's young creeps as demonstrated by Wolfie.

8. WOLFIE'S SNEAK-IN

Here we high-light the generation gap. Drac's adult is forever waiting to catch Wolfie the youthful upstart coming in late. Each episode features Wolfie's attempts to sneak by the waiting vampire with slapstick results.

9. ICKY QUICKY