

The Wizard of Odds

By Butch Maxwell and Bert Furioli

At a Glance

Genre: Interactive Musical Comedy Murder Mystery

Running Time:

Cast: 5 performers (2W, 3M) — Dorothy also plays Odds in the final scene; the Witch also plays Gulp and appears as Odds at the end of Act One; Joe, Harry & Burly each play a Minchkin and double as Scarecrow, Tin Man & Lion, respectively

Setting: A Kansas farm, then the casino floor of the mysterious Odds in the Emeril City

Audience Participation: Extensive — audience members are recruited as Uncle Henery and Aunt Eminem (Dorothy's farm family), Brenda (the Witch of the North by Northwest) and her Minchkin friends, a Doorman, and Flying Monkeys, plus a Q&A period and Detective Cards

Ideal Venues

- Dinner theatres
- Community theatres
- Fundraisers
- Performing arts organizations
- Civic organizations
- Corporate and private events

Program Notes

A precocious child, Dorothy Grail was suspended from kindergarten when she “found ways” to persuade boys out of their lunch money. In second grade she was expelled for soliciting her principal. She was ambitious to replace her father with a richer dad, so she didn't mind when her parents shipped her away – until she found herself in Kansas. She has never forgiven them.

The Witch is tired of sharing her dominion with her evil sister and other witches, and likes to take her anger out on innocent little dogs and restaurant patrons.

The Mystery Theatre Experience

An evening with Mystery Theatre Unlimited begins before the first scene. Upon arrival, guests are seated and receive a program, Detective Card, pen, and one Character Fun Fact Card at their place setting. As the cast mingles in character, guests are encouraged to read their Fun Fact aloud, exchange cards with other tables, and meet the suspects before the mystery officially begins.

The Evening's Format

A typical performance follows this sequence:

1. **Guest Arrival & Character Mingling** — Characters circulate, meet the audience, and establish relationships before the scripted action begins.
2. **Act One** — Dorothy Grail is swept from her Kansas farm to the Emeril City, where a falling house kills the Wicked Witch of the Northeast and Dorothy sets off down the road to find the mysterious Odds.
3. **Dinner / Intermission** — Characters may remain available for informal interaction as appropriate.
4. **Act Two** — Odds sends Dorothy and her companions to retrieve the Witch's broom, the body count climbs, and Odds turns to the audience for help solving the murders.
5. **Question & Answer Period** — Audience members question the suspects directly.
6. **Guessing Break** — Guests complete Detective Cards identifying the killer and explaining their deductions.
7. **Act Three** — The solution is revealed, followed by recognition of the evening's successful detectives.

Audience Participants

The Wizard of Odds draws its audience participants into several running bits, selected and coached in the moment by the cast member running that scene. No advance preparation or theatrical experience is required.

The audience roles are:

- Uncle Henery and Aunt Eminem — audience members who play Dorothy's farm family in the opening scene
- Brenda, the Witch of the North by Northwest, and her Minchkin friends
- The Doorman — a designated audience member who answers the casino door
- The Flying Monkeys — designated audience members sent to fetch Dorothy

The entire audience also participates throughout the evening — questioning the suspects and completing Detective Cards before the solution is revealed.

Characters

The show is played by five performers, several double-cast.

Dorothy Grail (*also plays Odds in the final scene*)

Newly arrived in the Emeril City by way of a Kansas farmhouse and a very inconvenient tornado, ambitious to trade her family in for a richer one — and none too subtle about it.

The Witch (*also plays Gulp, and appears as Odds at the end of Act One*)

Tired of sharing her dominion with her evil sister and other witches — and none too pleased that Dorothy's house has just made the problem simpler.

Joe (*a Minchkin, also plays Scarecrow*)

Running from people he owes money, and figures that if he can't lie low, he can at least hang loose.

Harry (*a Minchkin, also plays Tin Man*)

Wants women. But not just any woman — all of them.

Burly (*a Minchkin, also plays Lion*)

Would kill for the perfect con game, or con for the perfect kill game — he's not sure which.

Character Fun Facts

Before the performance begins, each guest table receives one Character Fun Fact Card. The cards introduce the suspects, encourage conversation among guests, and give performers natural material for the pre-show mingle.

Dorothy wants all the simple things in life. Like simply, to live like a Goddess. Is that asking so much?

The Witch loves a nice pair of shoes, and one day hopes to visit Italy — where the best shoes are made.

Scarecrow is running from people who he owes money and took a job as a scarecrow because if he can't lie low, he can at least hang loose.

Tin Man wants women. But not just any woman. He wants all of the women.

Lion would kill for the perfect con game or con for the perfect kill game, he's not sure which.

Odds is a mysterious and reclusive figure. Since opening his casino in the Emeril City, some have speculated that he is really a celebrity in hiding — perhaps Jimmy Hoffa or Elvis.

Key Props and Sound Needs

- Tito, a small prop dog
- A heavy bucket
- A pair of ruby flip-flops
- Two prop feet/legs, for the Witch under the house
- A witch's broom
- A crystal ball
- Flashlights, for the audience "spotlight" bits
- A bulb horn that honks like a doorbell chime
- A long black robe and Darth Vader-style mask, for Odds
- A voice-effect microphone, for Odds

- Detective Cards
- Playback for the show's musical numbers and sound cues (listed under Music, above)

ACT ONE

DOROTHY enters. She wears a gingham dress, but it is tight to her sizable chest, and cut low. She is heavily made-up – false eyelashes included – and has very blond hair. When she moves, she never rushes, but sways her hips as she struts. When she stops, she poses. She is keenly aware of her sexiness, and uses it always. She carries a dog in one arm and a bucket, which appears to be heavy, in another. She stops and puts the bucket down.

DOROTHY

[To the audience.]

Ooo. Working on a farm is hard. I hate farm work. But I love farm hands. And farm legs. And farm – Ooo! You're probably wondering, how did a girl like me end up on a farm? I guess I was born in the wrong side of the tracks. About a thousand miles on the other side of the tracks. The only one who understands me is my little dog, Tito.

[To Tito.]

We have to get out of Kansas. Hayseeds and rain barrels and outhouses! *Phew!* New York is where I'd rather stay. I get allergic smelling hay. I just adore a penthouse view. Kansas I love you, but give me Park Avenue.

UNCLE HENERY

[An audience member.]

Oh no you don't, Dorothy. You're not playing Monopoly 'til you've finished your chores.

DOROTHY

Uncle Henery – That mean Mr. Gulp is trying to grab my Tito.

AUNT EMINEM

[An audience member.]

Watch your language, young lady.

DOROTHY

I said Tito! *TEET-O!*

AUNT EMINEM

Now, Dorothy, have you been picking on Mr. Gulp again? Just because he's not your kind of man is no reason to –

THE WIZARD OF ODDS

DOROTHY

He's nobody's kind of man, Aunt Eminem.

UNCLE HENERY

A real man's man, is what I hear. A man for a man, I mean.

DOROTHY

I don't care what he wants. He's trying to kill my dog.

AUNT EMINEM

I told you to keep that dog away from his leg.

DOROTHY

Ooo. It's probably the best offer he's had in years.

UNCLE HENERY

[Chuckling.]

That's my daughter!

AUNT EMINEM

She's not your daughter, Fred.

UNCLE HENERY

Stop torturing me this way, Ethel.

GULP enters. He wears a jacket and pants, plainly dressed, but with a touch of flair. He carries himself with perfect posture and speaks in a sarcastic and somewhat effected manner.

GULP

Dorothy Grail, I must talk to you about your mangy dog.

DOROTHY

Hmm. Mr. Gulp. My dog hasn't had the mange since he broke up with Lassie.

GULP

[Closing in on her.]

Your precious pooch piddled on my prize petunias!

DOROTHY

[Wiping spit from her eye.]

Ooo. He did?

[To Tito.]

Tito! Bad dog! Bad dog!

[Whispering to Tito.]

Good dog. Next time make a boom-boom in his begonias.

GULP

[Producing a paper.]

I have an order from the E.P.A. to bring in your little dog!
He's been designated a hazardous waste dumper.

DOROTHY

You'll never get Tito. I know some high-powered lawyers. I'm well acquainted with their briefs.

GULP

Well, Miss Grail –

[Still closing in on her.]

– as any of your lawyers could tell you –

[Taking the dog away from her.]

– possession is 99% of the law!

Gulp exits, laughing, with dog.

DOROTHY

[Watching them go.]

Hmm. It's just as well. I didn't want to hold that stupid dog all through my song.

SFX: Music – “Over the Rainbow”

[Singing]

Somewhere, over the rain barrel, once again,
There's a land that I heard of full of the richest men
Somewhere, over the rain barrel, Park Avenue,
And the dreams that you dare to dream really pay for you

Someday I'll find a man or two
Or maybe someone who I knew would ply me
With gifts of clothes and diamond rings
And furs and lavish girly things
That's what he'd buy me

Somewhere, over the rain barrel, its sublime
Bad girls over the rain barrel,
What? Is it such a crime?

THE WIZARD OF ODDS

So if you think you'll make the climb
Why don't you come up – and see me sometime?

[Speaking.]

Ooo. The wind seems to be picking up.

[Pause, then, annoyed.]

I said, "The wind seems to be picking up."

[To SFX audience members.]

You **do** know how to do wind, don't you? You just pucker up your lips – and blow.

FX: AUDIENCE MEMBERS use fans and make whirling sounds.

[Still encouraging them.]

Come on! Make some wind here, boys.

[Singling out someone.]

Hey, you! I said "make wind" – not "break wind."

Dorothy begins to struggle against the wind.

Now, there's a stiff wind. And you know I like stiff... winds.

As Dorothy continues to fight the wind, Tito is blown from offstage into her arms.

Tito, I knew you'd come back. Mr. Gulp didn't like your dating his leg.

She continues whirling with the dog and then suddenly stops and looks around in awe.

Tito – I've a feeling we're not in a red state anymore. We must be over the rain barrel!

FX: AN AUDIENCE MEMBER shines a flashlight around the room and Brenda, another audience member, stands, wearing a silly tiara and waving a wand.

Ooo, now I know we're not in Kansas.

[Looking at Brenda.]

We're in Las Vegas.

THE WIZARD OF ODDS

BRENDA

[An audience member.]

Welcome to the land of Odds. Are you a good witch, or a bad witch?

DOROTHY

Hmm. When I'm good, I'm very, very good. But when I'm bad, I'm better.

BRENDA

I assumed you were a witch, because your house landed on the wicked witch and killed her.

[Pointing to production table.]

There's the house, and here you are, and that's all that's left of Hillary, the Wicked Witch of the Northeast.

Dorothy pulls back the tablecloth on the sound table to show two feet sticking out with red flip-flops on them.

DOROTHY

Are you sure she's dead? I've had some nights where I've ended up passed out, under a house.

BRENDA

You really brought the house down on her.

DOROTHY

[To Tito.]

At least she's housebroken.

[To Brenda.]

Who are you?

BRENDA

I'm Brenda, the Witch of the North by Northwest.

DOROTHY

I'm Dorothy Grail from Kansas. But not for long. I'm out to marry my fortune. *[Gesturing to audience.]* Who are all these little people?

BRENDA

These are my little friends, the Minchkins.

AUDIENCE MEMBERS giggle as Brenda (and others) say, "Minchkins."

THE WIZARD OF ODDS

DOROTHY

Minchkins? Ooo. Don't they run a deli in Topeka?

BRENDA

Your house also landed on a few of them. Now they're the Crunchkins.

Three Minchkins, BURLY, HARRY and JOE, enter. Joe has a bowl haircut, Harry is bald with Burly hair, and Burly is close-cropped to bald and portly.

JOE

[Singing, low tone and sustaining.]

Hello-o-o-o!

HARRY

[Singing, higher third.]

Hello-o-o!

BURLY

[Singing, still higher.]

Hello-o!

JOE, HARRY & BURLY

Hello!

DOROTHY

Are you Minchkins?

BURLY

Why, soitenly!

DOROTHY

Ooo. You're kinda cute – in a Neanderthal sort of way.

Dorothy flirts with Burly, who does his bashful schtick.

BURLY

Ruff! Ruff!

JOE

Down, Lassie!

[To Dorothy.]

We represent the Lollipop Guild Local 573. Was this house demolished with union workers?

DOROTHY

No, a twister hit it.

HARRY

I always said that game was dangerous!

[To Dorothy.]

It's a lucky break for you.

JOE

Yeah, otherwise, we'd have to picket you.

BURLY

Aw! Does this mean we can't picket?

[Pantomimes picketing.]

Dorothy Unfair to Michkins!

JOE

[To Burlly.]

You nitwit!

[Smacking him on the head.]

Where's the papers?

BURLY

[Checking his pockets.]

I gave 'em to Harry so's I wouldn't lose 'em.

JOE

[To Harry,] Hand 'em over, knucklehead!

HARRY

I locked them in the safe so I wouldn't lose them.

JOE

What's the big idea?

[To Harry.]

Come 'ere, porcupine.

[Pulling a fistful of Harry's hair out.]

You imbecile!

BURLY

[Producing a paper rolled up.]

THE WIZARD OF ODDS

And I took 'em out of the safe so's they wouldn't be lonely.

[Laughing.]
Nyuk Nyuk Nyuk!

JOE

[To Burly.]
Oh, a wise guy, eh?

Holding out his fist, Joe hits it with his other hand. The first arm rotates widely landing on Burly's head.

Gimme that.

BURLY

[Pulling it away from Joe.]
Let me read it!

Burly slowly opens the scroll.

[Humming.]
La-le-la, la-le-la.

[Looking at it upside down.]
Hey! I can't read this! It's in Chinese.

JOE

[Looking at paper.]
Why you – ! You got it upside down, Chowderhead! I oughta –

[To Burly, holding up two fingers.]
You see this?

BURLY

Well, soitenly!

JOE

[Poking Burly in the eyes with them.]
Now you don't!

Harry laughs.

BURLY

Ouch! Hey! I was a victim of soicumstance.

Joe notices Harry laughing at Burly's misfortune. Joe brings his two fingers to Harry's face.

JOE

I got two more for you!

Harry puts his hand between his eyes to prevent Joe from poking him.

HARRY

[Laughing.]

Too smart for you.

JOE

Yeah, too smart!

Joe pokes Harry in the eyes with index fingers from each hand.

Joe then begins opening the paper.

Burly and Harry close in on either side of Joe.

[To the others,]

Spread out.

Harry and Burly move away, then right back in again.

[To Harry and Burly.]

Remind me to moider you later!

[To Dorothy.]

We intend to file a grievance with Mother Nature against this unauthorized demolition –

[Pauses, then reading it.]

“Dorothy Grail from Kansas – you are a heroine – because you killed the witch!”

HARRY

The witch is dead?

BURLY

The witch is dead?

JOE

Are you sure? Did anyone call the witch doctor?

DOROTHY

Oh, she's dead.

HARRY

Well, whadda ya know?

BURLY

You know what this means?

JOE

A song!

HARRY

A song!

BURLY

Oh boy!

SFX: Music – “Ding Dong the Witch Is Dead”

JOE, HARRY, BURLY & DOROTHY

[Singing.]

Ding Dong! The Witch is dead.

BURLY

[Singing.]

Which old Witch?

JOE, HARRY & DOROTHY

[Singing.]

The Wicked Witch!

JOE, HARRY, BURLY & DOROTHY

[Singing.]

Ding Dong! The Wicked Witch is dead.

JOE

[Singing.]

Spread out, you knuckleheads
I'll poke your eyes - That's what I said

JOE, HARRY, BURLY & DOROTHY

[Singing.]

Ding Dong! The Wicked Witch is dead.

HARRY & BURLY

THE WIZARD OF ODDS

[Singing.]
She's gone, gone where the Goblins go

BURLY
[Singing and stooping.]
Below

HARRY
[Singing and stooping lower.]
Below

JOE
[Singing and stooping lowest]
Below

JOE, HARRY & BURLY
[Singing.]
Yo -- ho

DOROTHY
[Singing.]
It wasn't a big thing

JOE, HARRY & BURLY
[Singing.]
Oh, ring the bells out.

JOE, HARRY, BURLY & DOROTHY
[Singing.]
Ding Dong! The merry-oh!

BURLY
[Singing.]
Sing it high

JOE
[Singing.]
Sing it low

JOE, HARRY, BURLY & DOROTHY
[Singing.]
Let them know The Wicked Witch is dead!

THE WICKED WITCH, played by the same actor playing Mr. Gulp, enters. He's in full witch's attire and carries a broom.

THE WIZARD OF ODDS

WITCH

[Laughing.]

Oh, I just love a good song! – And that wasn't one of them.

[To audience.]

What are you laughing at? I can't help it that I'm a witch trapped in a warlock's body!

HARRY

[Alarmed.]

Look! It's the witch!

BURLY, LARRY & JOE

[Frightened.]

Nyahhhh-ah-ah!

Harry and Joe run and exit, leaving Burly behind.

BURLY

[Realizing and running to the exit.]

Whoop whoop whoop whoop whoop whoop!

[Stopping at the witch and, defiantly.]

Rrrowf! Rrrowf!

WITCH

[Loudly.]

Aurgh!

BURLY

[Frightened.]

Ngah-ngah-ngah!

Burly exits running.

DOROTHY

A witch? Ooo. I thought you said she was dead.

BRENDA

It's the Wicked Witch of the Central Southwest. And she's worse than the other one was.

The Witch has turned her back on her dead sister. Dorothy sneaks behind her and takes the flip-flops, which she puts on quickly.

WITCH

THE WIZARD OF ODDS

Who killed my sister? Who killed the Wicked Witch of the Northeast?

[To audience members.]

Was it you? Did you drop a house on my sister? No, not you. You look like the trailer park type to me. How about you? I think you look suspicious! Did you commit house and run? Who was it, then? Tell me!

AUDIENCE MEMBERS all point to Dorothy.

[To Dorothy.]

So, it was you, was it? You killed her, didn't you?

DOROTHY

Ooo. It was an accident. I had to land the house someplace. I'm sure it's covered in the homeowner's insurance.

WITCH

Accident, huh? Well, my little pretty, I can cause accidents, too – and this is how I do it!

The Witch strikes a fierce pose with the broom, then tipping her hat and fluttering it while making long broad kick-steps, begins singing.

[Singing.]

“Hello, my honey! Hello, my baby! Hello, my ragtime gal!”

BRENDA

Aren't you forgetting the ruby flip-flops?

WITCH

Flip-flops – Yes – those fabulous flip-flops!

[Gliding over to the production table.]

With the ruby flip-flops, I'll be sashay shantay! Work it, sister.

[She looks under the table cloth.]

They're gone! The ruby flip-flops! What have you done with them? Give them back to me, or I'll – scratch you eyes out!

DOROTHY

Ooo. I'm a lover, not a fighter.

BRENDA

THE WIZARD OF ODDS

[Pointing with her wand to Dorothy's feet.]
It's too late! There they are, and there they'll stay!

DOROTHY
[Looking at the flip-flops.]
Do you have anything in a patent leather?

WITCH
Give me back my flip-flops! They do nothing for you, girlfriend.

BRENDA
Keep them on! No one can hurt you as long as you wear them.

WITCH
You stay out of this, Brenda, or I'll fix you as well!

BRENDA
[Laughing.]
Oh, rubbish! You have no power here.

WITCH
Oh yeah? Well! I'll get you, my pretty, and your little dog, too! In fact, let me take care of that right now.

The Witch waves her broom at Tito. It thrashes around in Dorothy's arms, staging a tragic death scene, eventually dying in Dorothy's arms.

DOROTHY
[In horror.]
Oh my God! You've killed Kenny! – I mean, Tito!

BRENDA
I guess you **do** have a little power here.

WITCH
[To audience.]
Hey, and that doesn't count as the murder in this mystery, either! It's just a little warm-up.

[To Dorothy.]
Now, hand over those flip-flops or you're next! I've got a purse that matches them perfectly.

The Witch cackles and exits.

DOROTHY

Ooo. She doesn't scare me.

[Dropping Tito roughly.]

And I never liked that dog, anyway. I just want to find my way to the big city with some big daddy for some big fun.

BRENDA

Then you must go to the Emeril City to see the Great and Wonderful Wizard of Odds!

DOROTHY

The Wizard of Odds? Is he like the King of Pop? The Duke of Earl? The Count of Basie? How do I find him?

BRENDA

[Waving the wand toward the road.]

All you do is follow the Goldbricker Road. Goodbye!

FX: Designated audience member flashes light at Brenda, then away as she sits.

DOROTHY

[To audience, as if Brenda had disappeared.]

Ooo, people come and go so quickly here. Reminds me of my love life. Hmm, follow the Goldbricker Road. Follow the Goldbricker Road.

MINCHKIN #1

[An audience member.]

Follow the Goldbricker Road.

MINCHKIN #2

[An audience member.]

Follow the Goldbricker Road.

MINCHKIN #3

[An audience member.]

Follow the Goldbricker Road.

MINCHKIN #4

[An audience member.]

Follow the Goldbricker Road.

SFX: Song – “Follow the Yellow Brick Road/Off to See the Wizard”

THE WIZARD OF ODDS

DOROTHY

[Singing, getting Minchkins to help.]

Follow the Goldbricker Road.

Follow the Goldbricker Road –

Follow, follow, follow, follow – Follow the Goldbricker Road.

[Singing.]

Follow the Goldbricker –

Follow the Goldbricker – (etc.)

I'm off to see the Wizard –

The Wonderful Wizard of Odds

And if I find he's taking a whiz –

I'll go whenever he nods

Where ever oh ever the Wiz he plods –

The Wizard of Odds – Is one who trods

He's Odds, he's Odds, he's Odds, he's Odds, he's Odds

He's Odds of the wonderful Wiz facades

I'm off to see the Wizard –

The Wonderful Wizard of Odds!

Dorothy walks around the room, following the road.

SCARECROW enters and strikes pose as if he is hanging from a pole. He wears a tattered tuxedo coat with tails, has wire-rimmed glasses, hair parted in the middle and has an exaggerated greasepaint moustache and set of eyebrows. Some straw and patches also suggest his being a scarecrow.

DOROTHY

Follow the Goldbricker Road? Follow the Golden – ?

[Looking quizzically at a crossroad.]

Now which way do we go?

SCARECROW

[Pointing right.]

Some people go this way – .

DOROTHY

Ooo, who said that?

SCARECROW

[Pointing left.]

Some people go that way –

THE WIZARD OF ODDS

DOROTHY

Ooo, just like a man. He doesn't know if he's coming or going.

SCARECROW

Of course, people do –

[Pointing right and left.]

– go both ways!

[Posing; mock-cutesy.]

But, that's a personal lifestyle preference, don't you think?

DOROTHY

Oh, so it **was** you talking, big boy. Say, is your back strapped to a pole or are you just happy to see me?

SCARECROW

It's a pole all right, and I only wish it was stuck up my back. Can you get me off this thing before another bird uses me for target practice?

DOROTHY

Sure. How'd you get yourself up there, anyway?

She helps him off the pole.

SCARECROW

[Dismounting the pole.]

I had help. A very angry farmer put me here. Something about his daughter.

[Off the pole, now.]

Maybe I should take that pole with me. That way I can walk softly and carry a big stick.

DOROTHY

Or a big schtick. You're a scarecrow, aren't you?

SCARECROW

Who me? Why would you think that? Those guys usually have poles stuck up their butts. I'm a free man now! Free! I'm so free I'm totally broke. You don't happen to have any money on you, do you? Say, a small fortune? Or a large fortune, I'm not picky.

DOROTHY

THE WIZARD OF ODDS

Ooo, you got me on a bad day, handsome. I've been swept away in a tornado, killed a witch, ticked off a different witch, and my dog was murdered. All I've got to show for it is a new pair of flip-flops.

SCARECROW

Nice shoes, but –

[Sarcastically]

– they're just not my color. Say, what do you think we could get if we return them for a refund?

DOROTHY

I'm not taking them off until I see this Wizard of Odds in the Emeril City. Hmm. I could use a big, strong escort.

[Looking at him closely.]

But, you'll do in a pinch. Want to come along?

SCARECROW

Sure, I'm good at pinching. Say, is this Wizard rich? I've got no problems money wouldn't solve.

DOROTHY

Here's a problem – we still don't know which way to go to see the Wizard.

LION enters. He has a lion's mane and tail, but he wears a slightly pointed brimmed hat and a short-waisted jacket.

LION

Maps! Maps! Get-a you official map to the Emeril City!

DOROTHY

How much for a map, you big handsome beast?

LION

Only a dollar while-a they last.

DOROTHY

What do you mean, while they last?

LION

'Cause if I don't sell no maps, I'm-a not gonna last here no more.

SCARECROW

THE WIZARD OF ODDS

Okay, we'll take a map. But don't let that stop you from going away.

[Producing a bill.]

Here's a ten. Give me change.

LION

[Pocketing the money.]

I got-a no change. I'll have to give you nine more maps.

Lion hands maps to Dorothy, who opens one of them during this sequence.

SCARECROW

You know, you bear a striking resemblance to the Cowering Lion. Are you his brother?

LION

That's-a me.

SCARECROW

So, you're the Cowering Lion's brother?

LION

No! I'm-a lyin'! Some joke, eh boss?

SCARECROW

If there was one in there, I missed it.

LION

Yeah, I'm-a watch-cha call a cowering lion.

SCARECROW

Well, no wonder you look like him. But I still insist, there is a resemblance.

LION

Heh-heh. He thinks-a I look alike.

SCARECROW

Well, if you do, it's a tough break for both of you.

DOROTHY

[With open map.]

Hmm, this map you sold us is blank.

THE WIZARD OF ODDS

LION

You want-a one with print, that's-a gonna cost you extra.

DOROTHY

How about if we don't want this map at all?

LION

That's-a gonna cost you even more.

SCARECROW

How about if we want a refund?

LION

You couldn't afford-a that.

DOROTHY

You've been some help. I'd be mad at you, if you weren't such a beast of a man.

She growls at him, playfully.

SCARECROW

Yeah, you better get a new angle.

LION

My angle's okay. But my foot-a, she aches sometimes.

DOROTHY

So, tell me, hunk, which way is it to Odds?

LION

Hey! I gotta friend who just-a might know!

[Whistling toward entrance.]

Hey-a Rusty!

TIN MAN enters. He wears silver clothing, including an oversized knee-length coat with lots of pockets and a ragged top hat. He has a bright curly wig on and carries a taxi horn, which he squeezes from time to time.