

Dark Adventure Radio Theatre

But first, a few words from our sponsor...

The Players

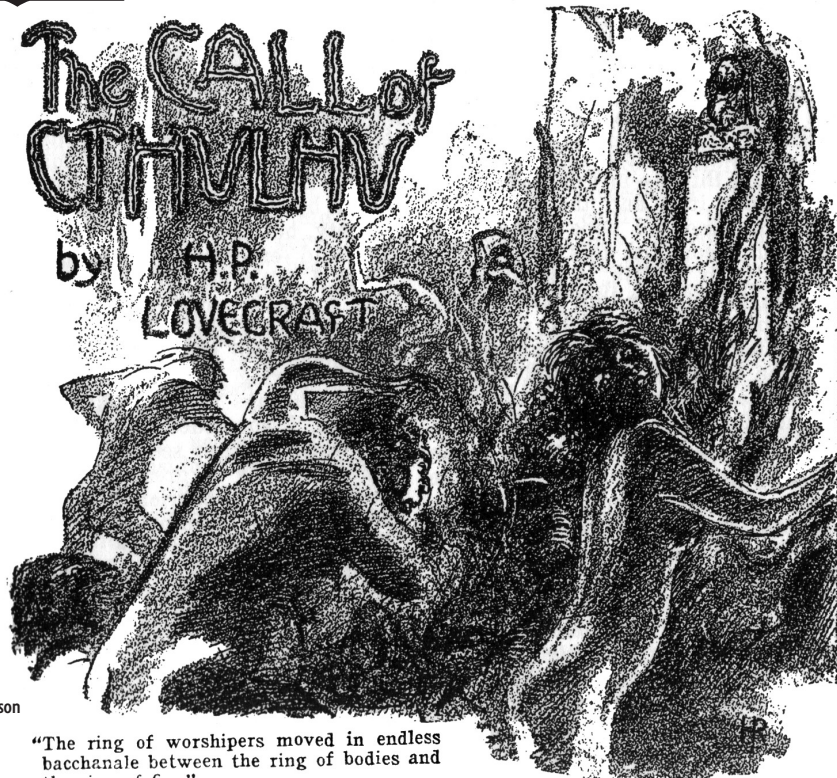
Leslie Baldwin Landlady, Greta Johansen
Sean Branney Castro, Rodrigues, Prof. Webb,
Witness, Jabaley, Seaman
Mark Colson Inspector Legrasse
Dan Conroy Erskine Blackwell, Parker, Kincade, Thibidoux
Mike Dalager Galvez, Guerrero
Matt Foyer Detective Mallory, Dr. Tobey, Prof. Bell
Conny Laxell Johansen
Andrew Leman Thurston, Prof. Quintana, Borque,
Capt. Collins
Barry Lynch Sergeant Hale, Ångstrom
Erin Noble Swamp Mama, Kiwi Nurse, Museum Matron
David Pavao Prof. Henning, Hawkins
Kevin Stidham Henry Wilcox, Roy, Briden
Josh Thoemke Announcer
Time Winters... Professor Angell, Swamp Papa, Vigilant Capt.
Cultists: Dee Calhoun, David G. Cercone, Jr.,
Reber Clark, Jon Crimmins, Bryan Davis,
Martin Holt, Catrin Jones, and Marc Thomas

The Staff

Based on the story by H. P. Lovecraft
Radio Adaptation by Sean Branney & Andrew Leman
Music by Troy Sterling Nies
Audio Engineering by Chris Horvath
Cover and Disc Illustrations by Darrell Tutchton
"Haul Away Joe" performed by Slugger O'Toole
Nautical Consultants: Chief Michael W. Tapp, U.S.C.G.
and Darrell Tutchton

Thanks to Mike Dalager, Bryan Davis, Chad Fifer and Steve Johnson

Produced by Sean Branney & Andrew Leman



"The ring of worshipers moved in endless bacchanale between the ring of bodies and the ring of fire."

Original *Weird Tales* title art by Hugh Rankin.

For fans of H.P. Lovecraft, what's not to like about "The Call of Cthulhu"? It's his most famous and influential tale: a globetrotting adventure story filled with brave academics, crazed cultists and dreaming gods. Its rich language, complex structure, cosmic scope and iconic characters have inspired countless writers, artists, gamers, musicians and dreamers. And of course it inspired our 2005 silent film adaptation.

We were thrilled beyond measure by the reception our movie received, and perhaps, like Lovecraftian protagonists, we should have left well enough alone. But once you've heard the Call, it's hard to resist. And while we had a great time telling the story through the images and music of a silent film, we thought it would be fun to explore the story further, this time as a 1930s-style radio drama.

Silent cinema and radio drama both work well as forms for adapting Lovecraft's work in part because they instantly help put us into his own Jazz Age world. But even more importantly, these vintage art forms — like HPL's writing itself — leave a great deal up to the imagination of the audience. Our film version followed Lovecraft's story closely, but we did make some omissions. In this radio version we could not only serve up virtually all of the original story, but we could add an extra dimension to its multi-layered structure. We could also take this very literary piece of weird fiction and give it an affectionate nudge towards the action and suspense of the pulps.

Ultimately, we think "The Call of Cthulhu" has endured and thrived because it strikes the very chord Lovecraft was after: it evokes a sense of cosmic horror. There are vast forces at work in the cosmos and our only protection from them is our ignorance. In the story, the Cthulhu cult draws in its victims, leaving them dead or mad. We hope our newest radio play will draw you in, thrill and entertain you, but leave you in good enough shape to tune in your wireless next week for another episode of *Dark Adventure Radio Theatre*. —SB & AHL



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LUDD FORE PUTAVIMUS

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