Dark Adventure Radio Theatre

"Going Forth by Day"

The Players

Amir Abdullah.....Museum Guard, Mr. Hill
Annie Abrams.....Madame Eliška
Yeni Alvarez.....Carolyn, Police Receptionist
Leslie Baldwin.....Tilly, Edith McGill, Marjory
Sean Branney.....Zebulon Pierpont
Kacey Camp..Olive, Mrs. Wallingston-Astor, Agnes Praun
Ken Clement.....Lester Mayhew
Dan Conroy.....Joe DeGuglielmo, Jarvis, Boone
Matt Foyer.....Jerome Turnbull, Professor Gaines
Andrew Leman.....Nate Ward
Dick Lizzardo.....Dean Hayes, Detective Lambert
Yuri Lowenthal.....Ludlow, Richard Potts
Grinnell Morris.....Dr. Headrick, Ormandy
David Pavao.....Woodrow Fricker, Chad
Kevin Stidham.....Brother René
Josh Thoemke.....Announcer
Sarah van der Pol.....Ginny, Katherine St.George
Time Winters.....Dolph, Monsignor Wójceck

The Staff

Written by Sean Branney, based on his game
Original Music by Empusae
"Old King Tut" music by Harry Von Tilzer, lyrics by William Jerome, performed by Billy Jones & Ernest Hare, 1923
"Ich habe die Nacht geträumet" traditional
Dark Adventure Theme by Troy Sterling Nies
Paintings by Darrell Tutchton
Prop Inserts by Andrew Leman
Special Thanks to Jonas Kyratzes, Donald Frew, Brother L. Glenn Kerfoot S.J., Alessandro Giovanucci and Erika Skirpa
Produced by Sean Branney and Andrew Leman
For more fascinating information, visit:
WWW.HPLHS.ORG/DARTGFD.PHP

...in Mythophone

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LUDO FORE PUTAVIMUS

We humans are remarkably capable creatures. Our combined imaginations and tenacity have led us to solve a great many problems and led us to become the world's dominant species, yet for all of our successes, one challenge has eluded us from the dawn of consciousness: death.

Ever since humankind was able to grasp the inevitability that we must "shuffle off this mortal coil", death has loomed large in our imaginations. Religions and sciences, poets and philosophers have all grappled with the troublesome notion of what awaits us beyond our inescapable demise.

Throughout human history, we have created technologies to try and stave it off and religions to help us grapple with the unknowable nature of what ~ if anything ~ happens to us after we die. All the world's great civilizations have built belief systems to help their adherents grapple with the unknowable mysteries of death, and no culture's belief system was more spectacular than that of the Ancient Egyptians. Mummies, tombs, and the Great Pyramids themselves were all physical embodiments of a complex system of beliefs surrounding the afterlife.

The spark for "Going Forth by Day" came from a live-action role-playing game (LARP) in which Sean played a professor of archeology at Miskatonic University. In the game, one of the professor's students was dying and she asked if the professor would be willing to mummify her remains once she died. What a question! Hmm, would he? Mulling that over outside of the game led to the development of this story as an adventure for the ***Call of Cthulhu*** role-playing game (coming from the HPLHS Dept. of Games & Recreations). Outside of the game world, the story sounded like it could be a swell ***Dark Adventure*** episode too.

There are many ways in which we grapple with mortality. Some turn to psychics to contact "the other side", while others turn to the church for answers. From the thrill of a roller coaster ride to being "respawned" after a death in a video game, we take pleasure in encountering death in a manner that doesn't involve actually dying. This is one of the enduring appeals of horror movies, ghost stories, and ***Dark Adventure Radio Theatre***.

We hope you enjoy our ghost story.

SB & ARHL