

Yeti, It's Cold Outside

By K.S. Roberts

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DEDICATION

To Kasi Jones for making this work possible.

STORY OF THE PLAY

Two yeti hunters arrive at an abandoned cabin in the middle of the mountains. They believe the legendary yeti will cross through this very spot this very night, Christmas Eve. Once they finish settling in, and laying out their assortment of yeti hunting tools, they go out into the wild for their first scouting expedition. Meanwhile, a family arrives at the cabin, completely exhausted from a Christmas vacation gone awry. Albert, the father, has dragged the family on this whirlwind trip but his incompetence has not only bleached all their clothes white, but has also gotten them stranded here in the middle of a blizzard. The children and their mother, Harper, have all but given up on a merry Christmas, but Albert insists that the trip can still be saved. He excitedly confides in Harper about his “grand finale,” which involves him dressing up as Santa Claus and sneaking back into the cabin. He discovers, to his despair, the Santa outfit has been bleached white along with all their other clothes. Harper insists that a ragged, white, furry costume would not bring the children a delightful Christmas experience, but Albert won’t be convinced. They are interrupted by the arrival of Clara, the desperately lonely and socially inept park ranger, who tries to convince them to come with her, spinning tales of dangerous criminals using the cabin as a hideout. Miscommunication, fright, and chaos unfold as mythological beasts and holiday traditions collide. About 75 minutes of fun and laughter.

CAST OF CHARACTERS

(2 m, 2 w, 1 flexible, 2 kids, plus a yeti.)

KIRK: (M, 19 - any age.) Strong, but eccentric leader of the duo of yeti hunters. Big, brash, and dramatic. He longs to be taken seriously, but his quirks and strange obsessions undermine his goal. He puts up a lot of bravado but is ultimately guided by immense fear and a plummeting self-esteem.

DAN / KAY: (Flexible, 19 - any age.) Kirk's fellow yeti hunter. Generally calm and quiet. His mannerisms are dry and flat. He's very smart but lacks the drive to make his ideas known.

ALBERT: (M, 30 - 45.) Father of Josh and Juniper and husband to Harper. Despairing his progression into middle age, he is obsessed with reliving his perfect childhood Christmas and drags his family on this ill-fated journey.

HARPER: (W, 30 - 45.) Supportive, but feisty wife to Albert. She goes along with his obsessive pursuit of the perfect Christmas because she's holding out hope of a positive resolution and only wants the whole family to get along.

JUNIPER: (8 - 13.) Rude, bratty child. She is disrespectful, snarky, and quite immature for her age. She's under the impression that she can do whatever she wants, and no one has proved her wrong yet.

JOSH / JULIE: (Flexible 12 - 15.) The older sibling of Juniper. Well behaved, but more than a little sarcastic. He's intelligent but far too introverted to endure all the hijinks of their disastrous vacation.

CLARA: (W, 20 - 50.) Eccentric, lonely park ranger. Devoid of social graces. Terrified at the prospect of being alone on Christmas, she imprints on the other characters and searches for any excuse to keep them all together.

SETTING

An abandoned ranger's outpost. Open floor plan with a dusty old couch in the middle near SR and a table to the SL. The whole place is rustic with cobwebs in the corners and broken-down shelves covered in dusty bottles and sundry old tools. Entrances from SL to SR: Hallway leading off SL. Window facing audience. Stairs, a hall leading out of view. Kitchen door facing audience, implied to lead to backdoor. Front door at 45-degree angle to the audience. Fireplace at a 90-degree angle to the audience on the farthest SR wall.

ORIGINAL PRODUCTION

The show was first produced in December 2023 by the Waxahachie Community Theatre with the following cast and crew:

KIRK: Zach Nelson

DAN: Jered Sutton

ALBERT: Cody Murray

HARPER: Terri Roberts

JUNIPER: Mabry Marchbanks

JOSH: Knight Funderburk

CLARA: Brianna Roberts

LIGHTING ENGINEER: Kasi Jones

SOUND ENGINEER: Don Jones

SET DESIGN: Renee Kinslow

SET CONSTRUCTION: Jerry Roberts, Albert Love, Clark Hackney

DIRECTOR: Kevin Roberts

ACT I
Scene 1

(AT RISE: Abandoned ranger's outpost. The front door opens with the SFX: of wind. Two men, KIRK and DAN, enter, both carrying two bags. They're dressed in outdoorsman military-style camouflage and coats. They drop the bags in the center of the room.)

KIRK: And here we are! *(Sniffs loudly.)* Lck, smells like wet dog.

DAN: Yup.

KIRK: But your research really came through, Dan. This place is perfect!

DAN: Mhm.

KIRK: I can see it now... someday they'll turn this very spot into a monument. Or maybe a museum! *(Exits kitchen door. From offstage.)* The kitchen's in rough shape, but at least there's a back door through here in case we need to make a swift exit. *(Enters.)* What's upstairs?

DAN: *(Who has also looked around.)* Just a couple of bedrooms.

KIRK: That's a decent fallback point, but I prefer to sleep somewhere with multiple escape routes.

DAN: Fair enough.

KIRK: *(Scans the room with satisfaction.)* "This is where it happened." That's what they'll say. "This is where Kirk and Dan, legendary cryptozoologists, made their world-shaking discovery."

DAN: That would be nice.

KIRK: You are sure, right? You're sure it'll be here?

DAN: All of my data, comparing sightings, extrapolating food sources, and monitoring weather patterns, indicates that the yeti will be crossing this region within the next 24 hours. If we get our timing right, we should be able to intercept it sometime in the mid-morning on December 25th.

KIRK: Christmas morning. And, oh, what a Christmas present that will be.

DAN: It will certainly be better than socks.

KIRK: But it's not just the yeti, you know! It's the principle. People have been mocking me for years. Laughing at me behind my back.

DAN: And sometimes to your face.

KIRK: The disrespect ends now! I've sacrificed everything for this cause. I've invested every last penny I've ever earned in preparation for the day I catch this dangerous creature. I've sacrificed family, relationships, work, social standing, all for the chance to finally catch the yeti. I've devoted my life to this noble cause. And they call me crazy!

DAN: Can't imagine why.

KIRK: Do you have my gas mask?

DAN: Right here.

(KIRK takes a mask from DAN and hooks it onto his belt.)

DAN: *(Cont'd.)* Do you really think you'll need it for this mission?

KIRK: No. But I have it, so I have to bring it. Think about it. If you own a gas mask and don't keep it with you, that's just tempting fate. It's a perfect recipe for an ironic death.

DAN: And I assume that goes for all this stuff as well?

(DAN digs through one of the large bags, pulling out a variety of objects and placing them on the couch.)

DAN: *(Cont'd.)* Two hundred feet of rope.

KIRK: In case there's a 200-foot hole.

DAN: A blowtorch.

KIRK: In case the hole is cold.

DAN: Night vision goggles.

KIRK: Obviously the hole will be dark.

DAN: A length of chain.

KIRK: To contain the mighty power of the yeti.

DAN: A bone saw.

KIRK: I feel like that one's self-explanatory.

DAN: And a crossbow?

KIRK: You leave Chekhov out of this! *(Snatches the crossbow away and places it on top of the fireplace.)*

DAN: What about you insisting we camouflage the truck? It won't be easy to get it back out from under those branches.

KIRK: But can you imagine how much trouble we'd be in if the yeti found our vehicle?

DAN: Have you ever been diagnosed with any obsessive disorders?

KIRK: They can't diagnose you if you never ask.

DAN: Sir, you need therapy.

KIRK: That's what the gym is for.

DAN: Picking up heavy things doesn't count as mental help.

KIRK: Well, duh. You're the smart one. That's why I have you. You're the mental help.

DAN: I'm not that kind of mental help.

KIRK: Well, if you're not gonna be the mental help, you could at least hit the gym with me so I'm not the only source of physical help.

DAN: I feel like we're having two different conversations.

KIRK: Heck yeah. We can have two conversations at once. That's why we're best friends. Secret handshake.

(DAN and KIRK give a brief but somewhat awkward hug.)

DAN: I feel it necessary to remind you a hug isn't technically a handshake.

KIRK: That's what makes it so secret.

DAN: Fair enough. Well, come on. Let's drop off our stuff and get out to do some scouting. There's a usable room down this hall.

KIRK: You mean that dark, dilapidated hallway that looks like a horror movie?

DAN: Yes.

KIRK: Haha. Awesome!

(DAN and KIRK exit hallway.)

KIRK: *(Offstage.)* Doggone! These doors are as heavy as a vault.

DAN: Well, that should be good if you need to keep the yeti out.

KIRK: Meh. Nothing can stop a yeti. But with these doors, we won't be able to hear it coming.

(DAN and KIRK enter. Kirk grabs his crossbow from the fireplace and both go to front door.)

DAN: *(Gestures to the key still stuck in the front door.)* Should we take the key with us?

KIRK: Let's leave it unlocked. There's no way anyone else could be out here during this storm.

(DAN and KIRK exit front door.)

(BLACKOUT)

Scene 2

(LIGHTS up. Front door opens to the SFX: of wind. ALBERT, HARPER, JUNIPER, and JOSH enter, looking disheveled and haggard. They're wearing a variety of all-white clothes. They're all carrying various pieces of baggage.)

ALBERT: *(Sniffs loudly.)* Lck, smells like a wet dog in here. But this ain't so bad, right?

HARPER: It is certainly a roof with walls.

ALBERT: Whad'ya think, Juniper? A great Christmas adventure!

JUNIPER: I feel like we're gonna get murdered in here.

JOSH: Whatever it takes to end this nightmare.

ALBERT: Josh! It hasn't been that bad! It's a Christmas adventure, just like the one I had at your age! Best Christmas of my life!

JUNIPER: But I wanna be home for Christmas! There's literally a song about it.

JOSH: Not to mention, this is hardly the adventure you had.

ALBERT: Nonsense! We got to go to Santa's Village in Parker City, just like when I was a kid!

HARPER: Albert honey, you must admit it was a bit run down since you went there.

JOSH: I watched a reindeer die of old age right in front of me. I won't forget that.

ALBERT: Hey! Hey! But what about the indoor water park.

JUNIPER: I almost drowned in the lazy river.

ALBERT: I really thought you could swim better, okay. And I swear that roaring rapids section was new!

JOSH: But the ice-skating rink. *(HE shudders.)*

(The whole FAMILY reacts.)

JUNIPER: Don't mention that cursed place!

ALBERT: Yeah, let's not talk about the ice-skating rink.

HARPER: *(Holding back tears.)* I didn't even know it was physically possible for that to happen...

ALBERT: *(Groans.)* Ohh, don't talk about it!

JOSH: Of all the days to skip Advent, that was a bad one...

HARPER: Oh! We *did* skip advent that day!

ALBERT: Alright! I'll admit, there's been some problems. I'll take that on the chin. Forgetting to reserve the Christmas Cabins. Boom, taking it on the chin. Bleaching all of our clothes white. Taking it on the chin!

HARPER: I told you that regular detergent would take out those stains, but no! You insisted on using industrial color remover.

ALBERT: Harper, please! *(Holds up hand to silence HER.)* I've already taken it on the chin. Losing my wallet, I'll take it on the chin. Trying to drive through this blizzard. Pop! On the chin. But I couldn't have guessed it would get bad enough to close all the roads. And do I hear any thanks for finding this place? This really... cool place! It's way better than a Christmas Cabin.

JOSH: It's better than freezing to death on the road.

ALBERT: Exactly! Now you kids go ahead and take your bags and go find a room. There's probably one down that hall.

(JOSH and JUNIPER each take a bag and head towards the hallway but then stop.)

ALBERT: *(Cont'd.)* What's wrong?

JUNIPER: It looks like a murder hallway.

(ALBERT approaches.)

ALBERT: Oh, come on it's just a hall— oh, wow! That is sketchy. Why don't you guys check upstairs for a room?

JUNIPER: Oh, the old spooky staircase. That's MUCH better.

JOSH: Oh, Dad. Did you remember to set the parking brake? The van was making weird sounds on the way up that hill.

ALBERT: Yeah, yeah, I'll double-check. Now go on upstairs.

JOSH: And don't forget, we've still gotta do Christmas Eve Advent! We're on the last candle.

ALBERT: *(Dismissively.)* I think we left the wreath out in the car. My Bible's in there with it.

(JUNIPER and JOSH exit stairs. HARPER sighs.)

ALBERT: What?

HARPER: I thought this was a bad idea.

ALBERT: It's not a bad idea. We've had some bad luck, is all.

HARPER: That's a lot of bad luck. I don't think the kids have enjoyed a single second of this trip.

ALBERT: Nonsense! I remember when I was their age. My parents surprised me with a whirlwind Christmas adventure. Santa's Village, the water park, the Christmas Cabins, the ice-skating rink... *(Pauses to recollect himself.)* All of it was so perfect. So Christmassy. I still get warm feelings thinking about it. I want them to have the same memories I did.

HARPER: Albert, things just aren't the way they were when we were kids.

ALBERT: But they should be.

HARPER: But they're not.

(SFX: Knock at front door. ALBERT and HARPER look at each other, concerned. Albert answers. CLARA, the park ranger, is standing just outside. She is wearing a forest green puffy jacket, boots, and a ranger hat.)

End of Freeview

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