

# Dark Adventure Radio Theatre

## The **FACTS** IN THE CASE *of* **M. VALDEMAR**

### The Players

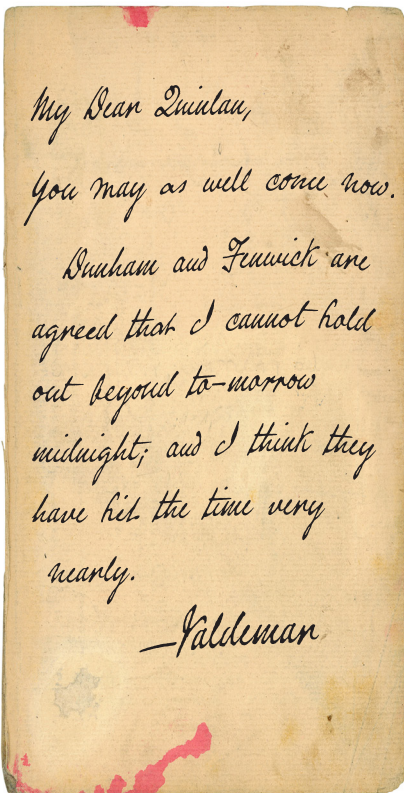
|                         |                |
|-------------------------|----------------|
| Sean Branney .....      | Quinlan        |
| Matt Foyer .....        | Valdemar       |
| Andrew Leman .....      | Dunham         |
| Jacob Andrew Lyle ..... | Lionel         |
| David Pavao .....       | Fenwick        |
| Kevin Stidham .....     | Martin Gaspee  |
| Josh Thoemke .....      | Announcer      |
| Time Winters .....      | Creighton Cobb |

### The Staff

Based on the story by Edgar Allan Poe  
Written by Sean Branney & Andrew Leman  
Original Music by Reber Clark

Vocals Recorded at The Jungle Room, Glendale, California  
Audio Engineering by Ben Soldate  
Cover Illustration by Darrell Tutchton

Produced by Sean Branney and Andrew Leman



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

[Some of his tales] "...represent the literature of supernatural horror in its acutest form; and give their author a permanent and unassailable place as deity and fountain-head of all modern diabolic fiction."

—H.P. Lovecraft, writing about Edgar Allan Poe.

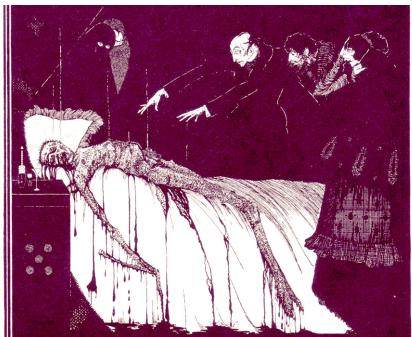


Illustration by Harry Clarke, from the 1919 Harrap edition of *Tales of Mystery and Imagination*.

We have long wanted to do a *Dark Adventure* episode based on a story by Edgar Allan Poe. He wrote many wonderful works which might have made for an exciting episode of audio theatre, but we liked the idea of choosing a tale less well-known to modern audiences. This story also seemed a good fit for our series as it can be seen in many ways as equal parts horror and science fiction.

Among the story's delightful qualities is the fact that it was first published as a hoax in 1845. The story ran in the December issues of both *Broadway Journal* and *American Review: A Whig Journal*, and — perhaps because it has the word "Facts" in its title — it was taken as a piece of non-fiction. Many people believed "The Facts in the Case of M. Valdemar" was a true

account of the disturbing power of mesmerism. Poe enjoyed the confusion for a while, but eventually confessed in various letters that it was pure fiction.

Maybe people were inclined to believe it because, in the 18th and 19th centuries, mesmerism was considered to be a genuine scientific phenomenon. Named for the German doctor Franz Mesmer (1734–1815) — and more properly known as Animal Magnetism — it is based on the notion that all living things possess an invisible natural force, and that this force is susceptible to magnetism. Mesmer and his followers believed they could manipulate the magnetic fluid in a body, rectifying imbalances and restoring health. Like other "scientific" disciplines such as phrenology, anthropology and radionics, the practice of mesmerism fell away by the early 20th century, though similar concepts linger in contemporary healing practices like reiki and qigong.

Longtime listeners to *Dark Adventure* will notice that this episode has an unusual opening, and that it is shorter than other shows in the series. Poe's story is brief, and we thought it well suited to an episode more in keeping with the length of classic 1930s radio shows — about 30 minutes. This episode isn't offered on CD with a collection of bonus prop documents like our other shows; it's only available via download. We thought it would be fun to release a special free episode for stalwart fans and new audiences who have yet to experience *Dark Adventure Radio Theatre*. Stay tuned for more wireless thrills, both classic-radio and feature length, coming soon.

—SB & AHL



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