

Dark Adventure Radio Theatre

The Players

Annie Abrams..... Frankie Grimaldi
Yeni Alvarez..... Marilyn Knowles
Leslie Baldwin..... Myrna Muldoon/Nebtiti
Sean Branney..... Al Neville
Kacey Camp..... Vivienne Wallace/Haptoomet
Ken Clement..... Lester Mayhew
Dan Conroy... Cantankerous Client, Davidson, Bompensiero
Matt Foyer..... Eugene Fritz
Larissa Gallagher..... Dierdre Wallace
Daniel Kaemon..... Bouncer, Jack Dagna
Ophelia Larsen..... Stella Wallace
Andrew Leman..... Dicky Wheeler, Tahra Bey
Dick Lizzardo..... Landis King/Menkaure
Yuri Lowenthal..... John Older
John A. McKenna..... Bosco, Professor Pratt
Grinnell Morris..... Egon Pierce
David Pavao..... Forrest J Ackerman
Ray Porter..... Louie Mayfield, Sound Guy
Kevin Stidham..... Jack Parsons
Josh Thoenke..... Announcer
Sarah van der Pol..... Dottie, Jean Harlow
Johnno Wilson..... John Wayne, Elron Hunter
Time Winters..... Day Player/Old Khendu, G. Warren Shufelt

After producing more than thirty episodes of **DARK ADVENTURE RADIO THEATRE** over the past twenty years, we continue to look for ways in which we can expand the series, explore diverse inspirations, and surprise our audience with new tales. We have long thought it would be fun to produce an episode in the vein of a classic Hollywood film noir. While film noir didn't really come into its own until a few years after Lovecraft's death, there are numerous elements of the style that seemed well-suited to a Dark Adventure.

Many film historians cite the 1941 film **THE MALTESE FALCON** as the first true noir movie. It featured many classic ingredients: the world-weary detective, the femme fatale, and a twisting plot that wended its way through a world that's literally shadowy with corruption. As a film genre, noir took off and became a staple of the cinema of the 1940s and '50s. Nearly a century later, the tropes of film noir have left an indelible mark on popular culture.

As much as we love Providence and Lovecraft country, the HPLHS itself is based in Glendale, California, and we thought it would be an entertaining departure to set one of our adventures in our own back yard. Los Angeles in the 1920s and '30s was transitioning through an incredibly rapid journey from small town to major city. Drawn by the reliably good weather, Los Angeles became the nexus of the motion picture, aviation, manufacturing, and oil industries. It also grew to become a major hub of goods (and people) entering the country, and shipments of California's abundant agricultural products.

Los Angeles was a city filled with fascinating people doing some incredible things, and we couldn't resist the opportunity to include a number of them as characters in this story.

The "BLOOD RED SPHINX"



The Staff

Written by Sean Branney and Andrew Leman

Original Music by Reber Clark

'All I Do Is Dream of You' by Nacio Herb Brown

'Moon Glow' by Will Hudson and Irving Mills

'Syrinx' by Alexander Maloof

all arranged by Reber Clark

Dark Adventure Theme by Troy Sterling Nies

Paintings by Darrell Tutchton

Prop Inserts by Andrew Leman

Atlas Pictures originally featured in *Shadow of Yag Sothoth* ©1982 Chaosium Inc. Used with permission.

Produced by Sean Branney and Andrew Leman

For more fascinating information, visit:

WWW.HPLHS.ORG/DARTBRS.PHP

Philosophy

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LUDO FORE PUTAVINUS

"The Blood Red Sphinx" is peopled by many actual historical figures: Forrest J Ackerman, Jack Parsons, G. Warren Shufelt, Tahra Bey and Jack Dagna were all real people shaking up the world in a variety of ways. Be sure to visit the episode's web page at www.hplhs.org/dartbrs.php to explore fascinating biographical details about these folks.

For our leading man, we reached back into our own past for the character of Al Neville, a classic gumshoe detective created by our dear friend—and co-founder of the HPLHS—Phil Bell. First appearing in the **CTHULHU LIVES!** game "Fear on the Water" in 1985, Al survived a number of encounters with the forces of the mythos alongside Charlie Tower and Nate Ward, and we thought it was high time he got a dark adventure of his own.

We chose to set our story during the Great Depression. In the early '30s, the economy was in the tank, fascism was on the rise, and motion pictures were thriving. The character of August Wallace is fictional, but the move to censor the motion picture industry was very real. Under pressure from groups like the National Legion of Decency, Hollywood adopted the Motion Picture Production Code in July of 1934. History repeats itself, and many of these forces are still at work. But our goal is to spin a yarn in noir style, one filled with goons and gangsters, dames and detectives, Mythos monsters and a smattering of fun-filled fanatics.

We hope you'll enjoy this noir journey with its epic mix of personalities, forces and locations, in a show too big to fit on a compact disc!

—SB and ARHL