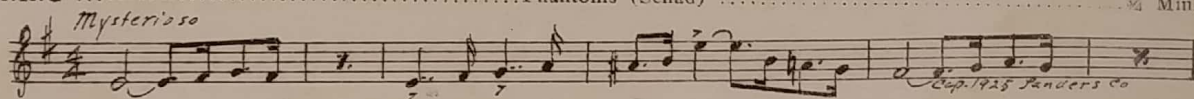
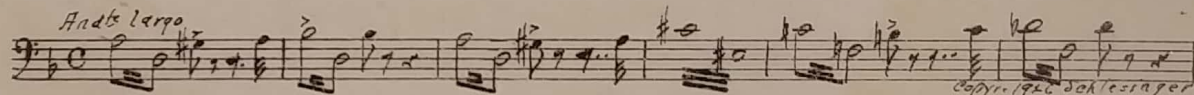


 M. J. MINTZ (PATENT)
 JULY 31, 1923.

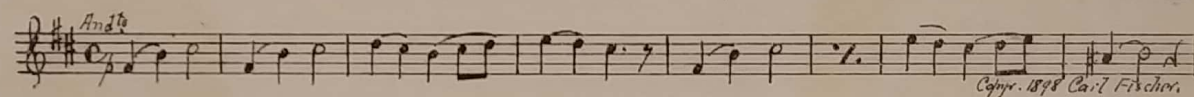
- 1 AT SCREENING Phantoms (Schad) ¾ Min.



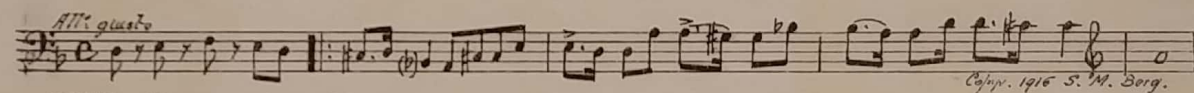
2. (Title) ON A LONELY PINE CLAD HILL The Hour of Ghosts (Becca) 1 Min.



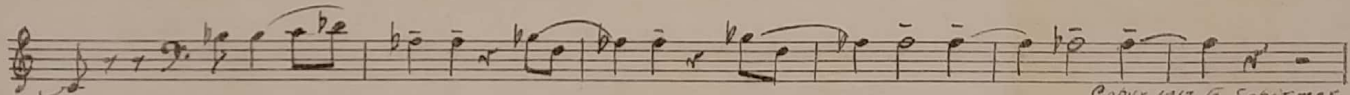
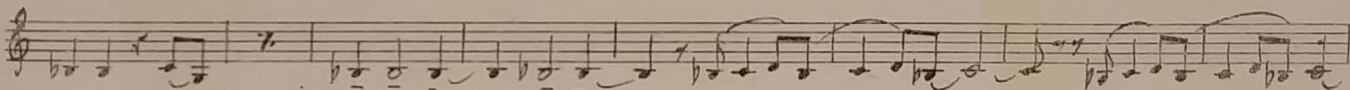
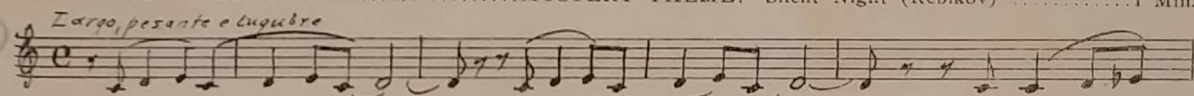
3. (Action) INSERT—LAST WILL AND TESTAMENT OF...Ase's Death from "Peer Gynt" (Grieg) ½ Min.



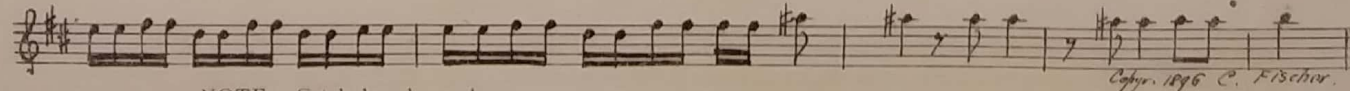
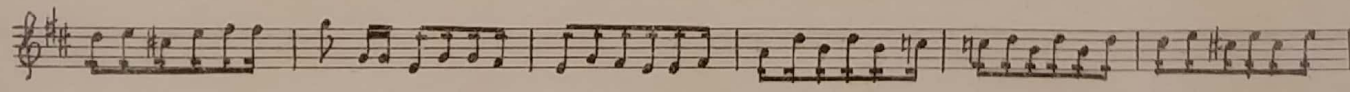
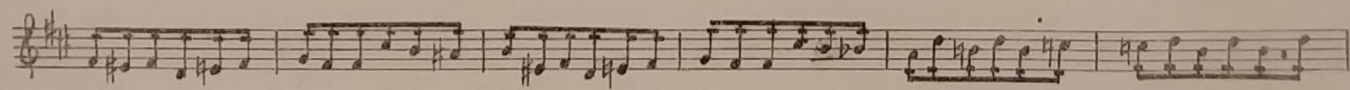
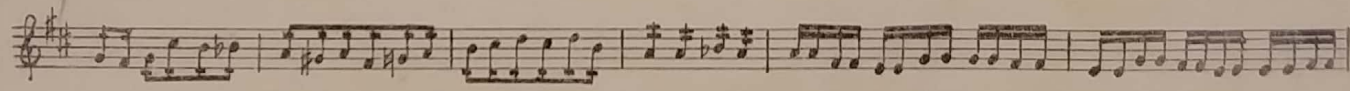
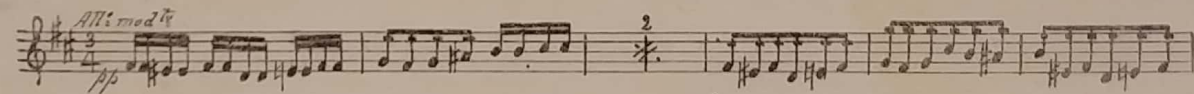
4. (Title) AND FOR TWENTY YEARS Misterioso Dramatico No. 22 (Borch) ¾ Min.



5. (Title) NOTE: Play very slow "PP" with monotonous bass.
BUT ON THE NIGHT MYSTERY THEME: Silent Night (Rebikov) 1 Min.

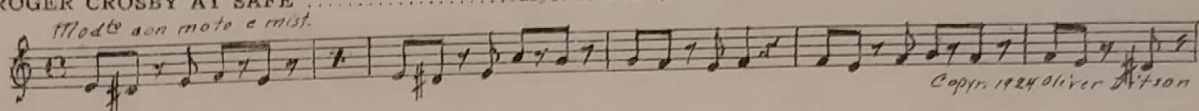


6. (Action) NOTE: Play with muted brass "PP" and very weird.
MAMMY PLEASANT APPEARS MAMMY THEME: Unfinished Symphony (Schubert) 2 Min.

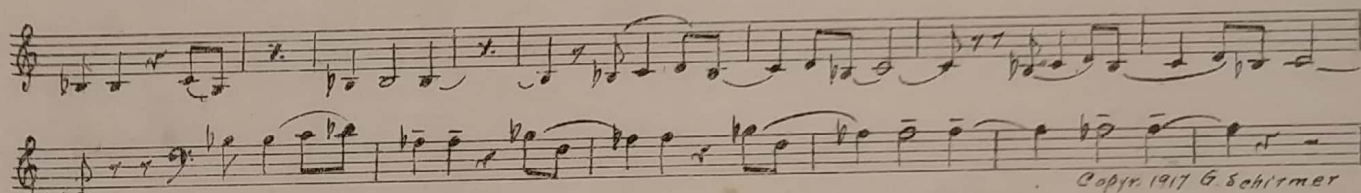
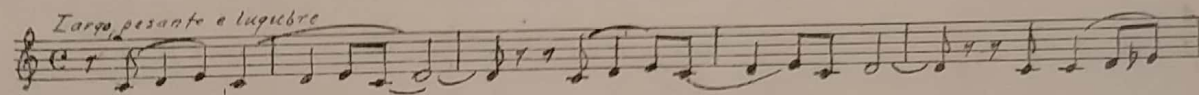


NOTE: Catch knock on door.

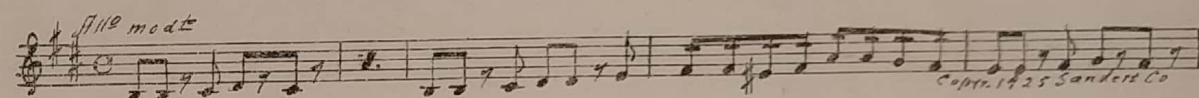
7. (Action) ROGER CROSBY AT SAFE Mystification (Hosmer) ½ Min.



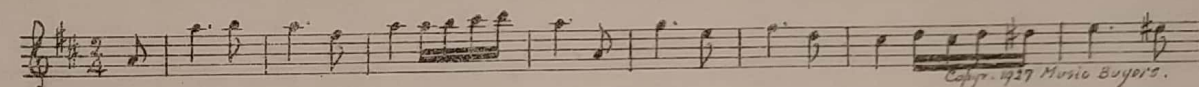
8. (Action) HE SEES MOTH IN SAFE MYSTERY THEME: Silent Night (Rebikov) ¼ Min.



9. (Action) KNOCK ON DOOR Omens (Schad) 1 Min.



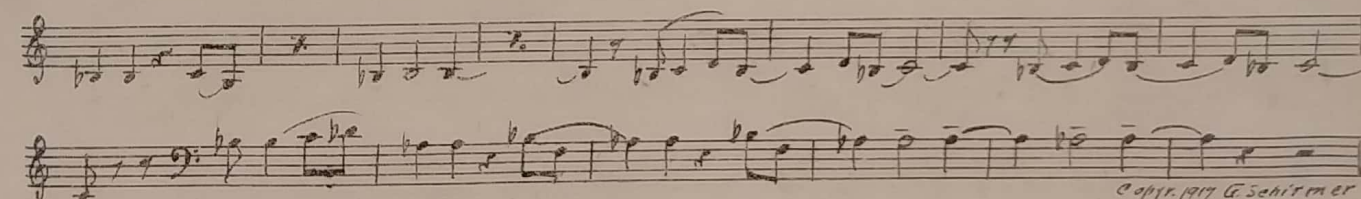
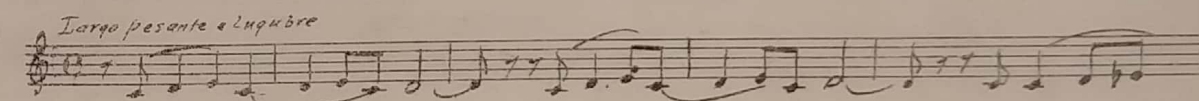
10. (Title) HARRY BLYTHE The Season's Greetings (Marquardt) ½ Min.



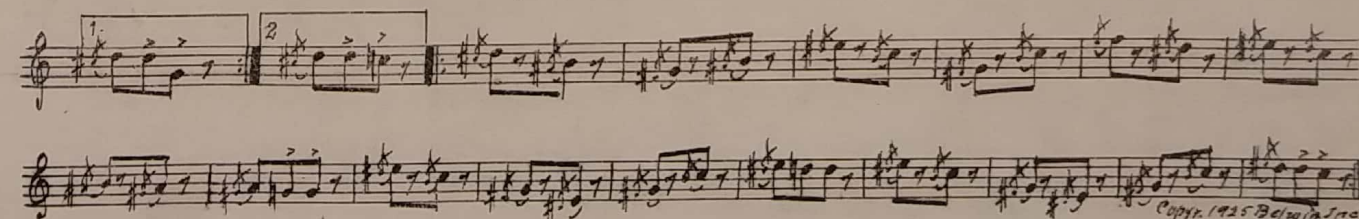
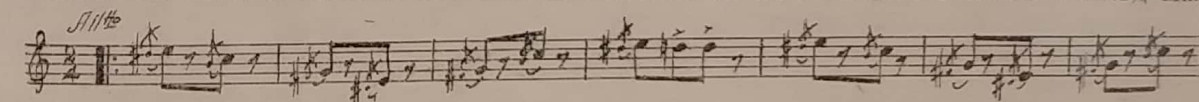
11. (Action) AUTO HEADLIGHTS APPEAR ON DARK ROAD Elopement (Carrozzini) 1½ Min.



12. (Action) AUNT SUSAN AND CECILY ENTER MYSTERY THEME: Silent Night (Rebikov) ½ Min.

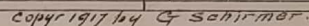


13. (Action) EXTERIOR—HEADLIGHTS OF ANOTHER MACHINE APPEAR PAUL THEME: Animal Cartoonix No. 2 (Aborn) 2¼ Min.

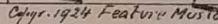


NOTE: Play "PP" when cat is seen on road, and produce effect of cat spitting if possible. Do not fail to catch report of tire blow-out, knocking on door as previously, wind effects, etc.

14. (Title) My Theme

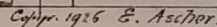
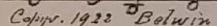


15. (Action) A
Playful
allegro.

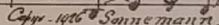
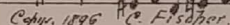


16. (Title) T
17. (Action) C

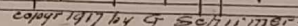
- all yes there



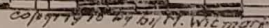
- My Thesis



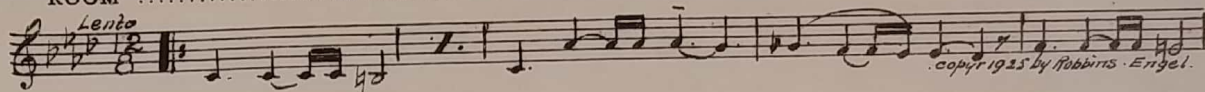
21. (Title) *My. Ther.*



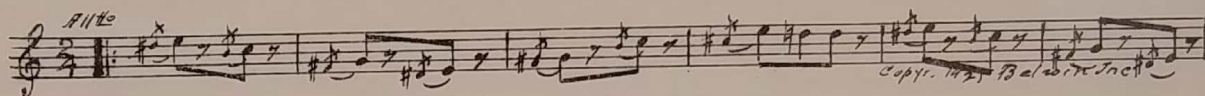
22. (Title) All up There



23. (Action) ANNABELLE AND CROSBY ALONE IN ROOM Sinister Misterioso (Berge) ¾ Min.



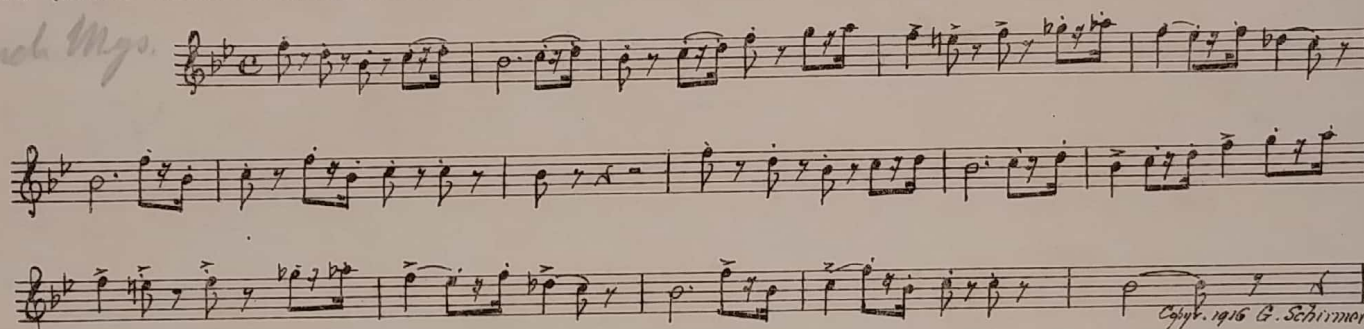
24. (Action) FLASH-BACK TO FAMILY AT TABLE—PAUL TALKING PAUL THEME: Animal Cartoonix No. 2 (Aborn) ½ Min.



25. (Action) MAMMY PLEASANT ENTERS WITH TRAY...MAMMY THEME: Unfinished Symphony (Schubert) ½ Min.

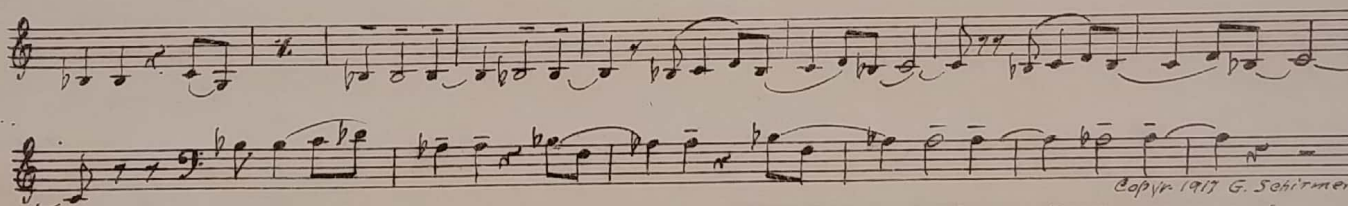
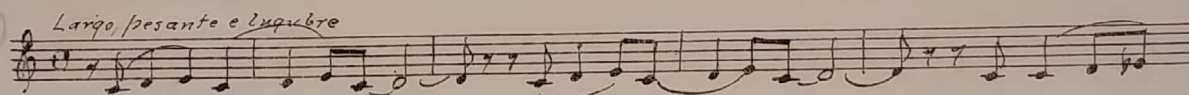


26. (Action) GUARD ENTERS GUARD THEME: Marche Miniature (Jacobi) 2¾ Min.



NOTE: Play rather moderately as a March Mysterioso.

27. (Action) FLASH-BACK TO ANNABELLE AND CROSBY. MYSTERY THEME: Silent Night (Rebikov) 1½ Min.



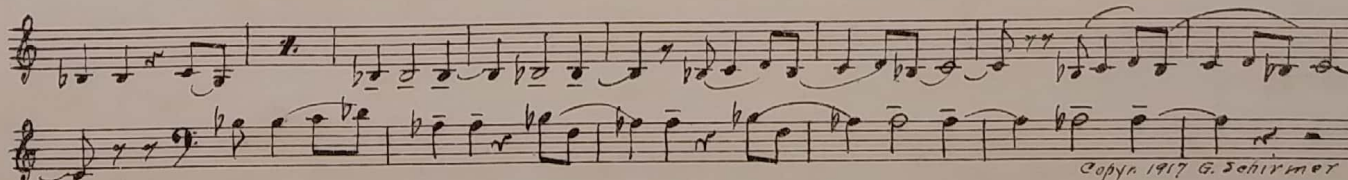
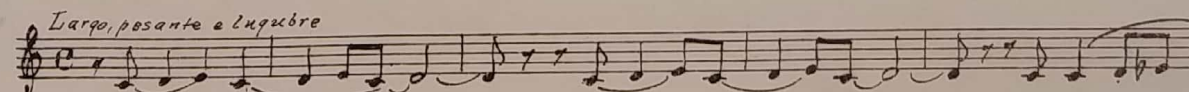
NOTE: Crescendo on muted brass as bookcase in back moves—very weird, same effect for appearance of hand, strangling of Crosby, disappearance.

28. (Action) ANNABELLE DISCOVERS CROSBY MISSING...Laocoon (Leuschner) 2½ Min.

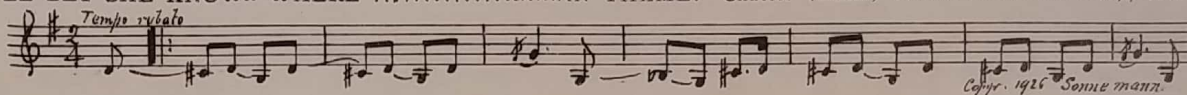


NOTE: Open up "FF" and play to temperament of picture.

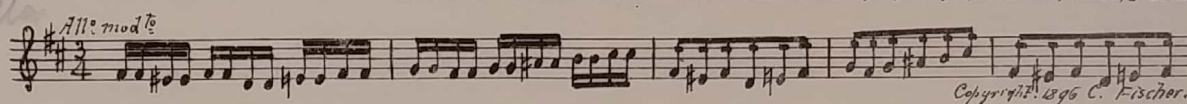
29. (Action) CLOSE-UP OF ANNABELLE MYSTERY THEME: Silent Night (Rebikov) ¾ Min.



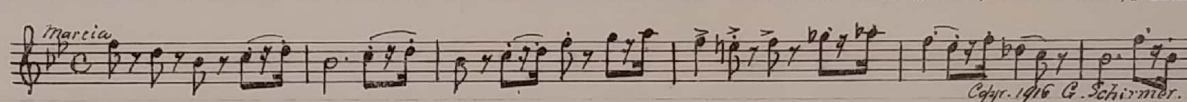
30. (Title) I'LL BET SHE KNOWS WHERE SUSAN THEME: Chatter (Kahn) ¾ Min.



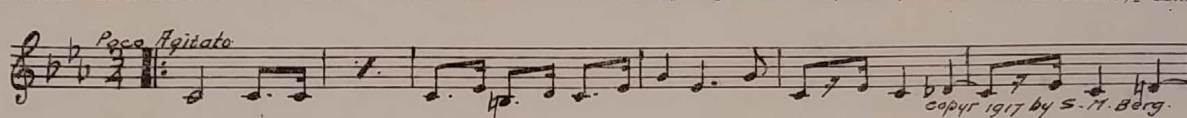
31. (Action) MAMMY ENTERS MAMMY THEME: Unfinished Symphony (Schubert) ½ Min.



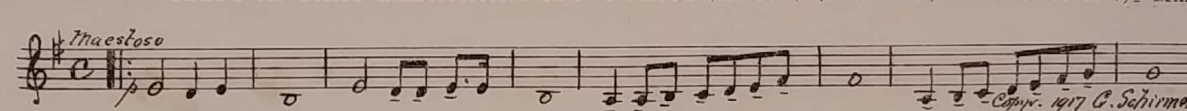
32. (Action) GUARD APPEARS AGAIN GUARD THEME: Marche Miniature (Jacobi) ½ Min.



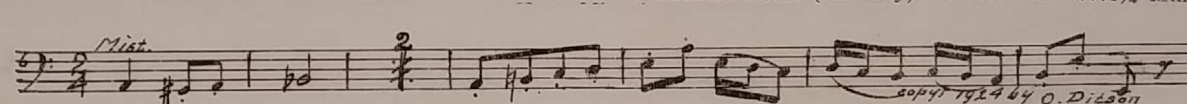
33. (Action) ANNABELLE ALONE IN ROOM Misterioso Dramatique No. 54 (Borch) ½ Min.



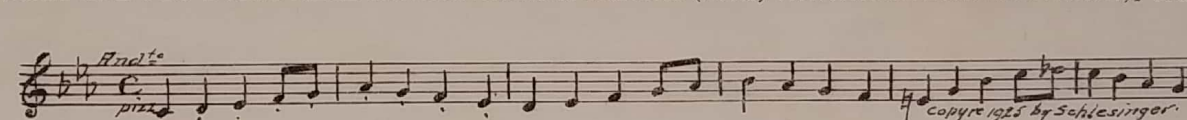
34. (Title) NOBODY HAS SLEPT IN THAT BED Indian Invocation (Herbert) (2nd Move.) ½ Min.



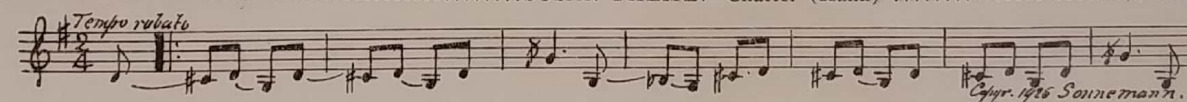
35. (Action) SUSAN SITTING ON BED ALONE Ghost In the Haunted Room (Anthony) 1¾ Min.



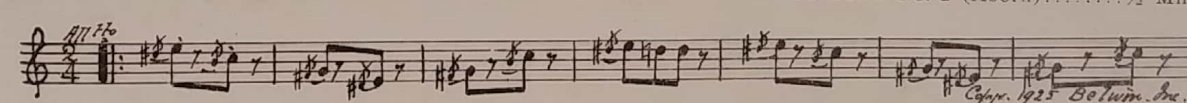
36. (Title) WHAT ARE YOU DOING HERE Notte Misteriosa (Bece) ½ Min.



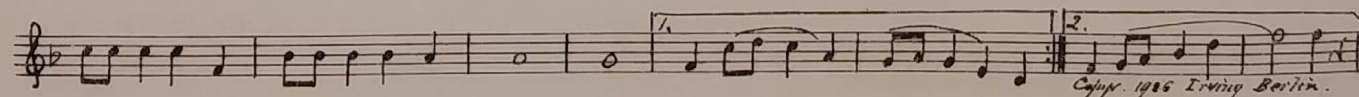
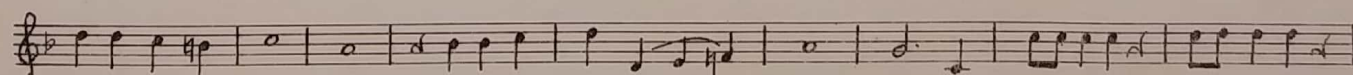
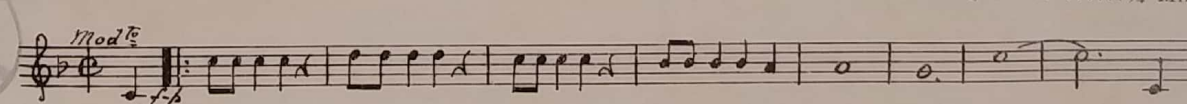
- NOTE: Play second strain only.
37. (Action) FLASH-BACK TO SUSAN SUSAN THEME: Chatter (Kahn) ½ Min.



38. (Action) PAUL AT DOOR OF ANNABELLE'S ROOM... PAUL THEME: Animal Cartoonix No. 2 (Aborn) ½ Min.

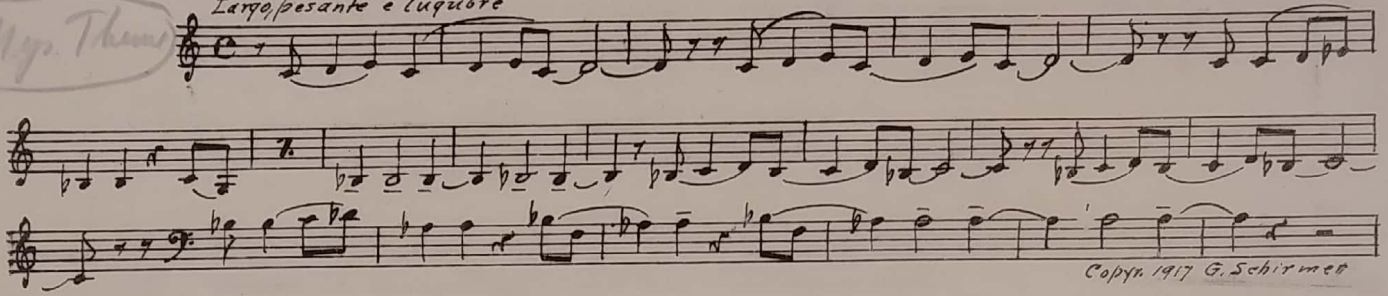


39. (Title) I'M NOT AT ALL CLEVER LOVE THEME: How I Love You (Brown) ¾ Min.



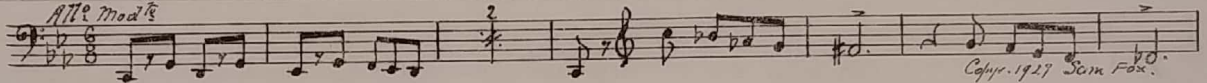
40. (Action) ANNABELLE OPENS LETTER MYSTERY THEME: Silent Night (Rebikov) 1 Min.

Largo, pesante e lugubre



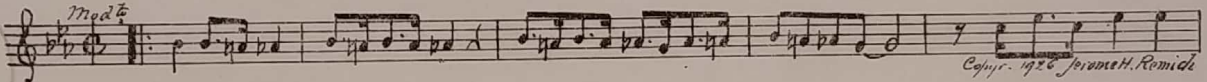
41. (Action) PAUL IN DARK HALLWAY Queer Antics (Zamecnik) 1 Min.

All: Mod:to



42. (Action) CECILY STARTS TO REMOVE CLOTHES..... I Gotta Get Myself Somebody to Love (Handman)..... 1 1/4 Min.

Mod:to



NOTE: Play very quietly and deliberately.

43. (Action) SUSAN LOOKS UNDER BED Majestic Misterioso (Kilenvi) 1/2 Min.

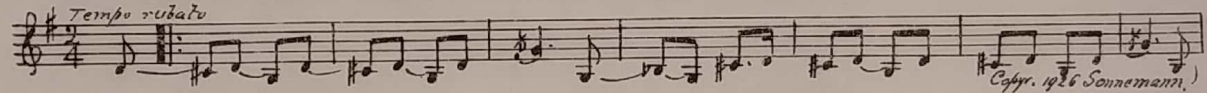
All: maestoso



NOTE: Start "P" and gradually work up, and catch her scream on one of the "F" chords.

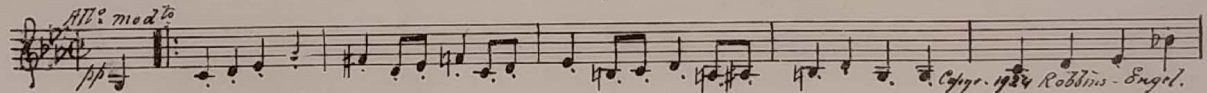
44. (Title) YOU'RE NOT WHAT AUNT SUSAN EXPECTED SUSAN THEME: Chatter (Kahn) 1 1/4 Min.

Tempo rubato



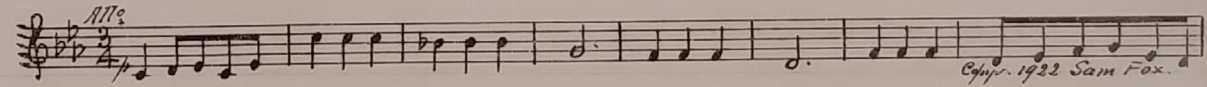
45. (Action) ANNABELLE LOOKING FOR BUTTON..... Misterioso Burlesque (Savino) 1/2 Min.

All: mod:to



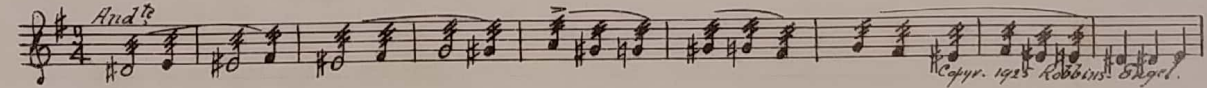
46. (Action) PANEL OPENS—ANNABELLE FINDS JEWEL CASE Conspiracy (Zamecnik) 1/2 Min.

All:



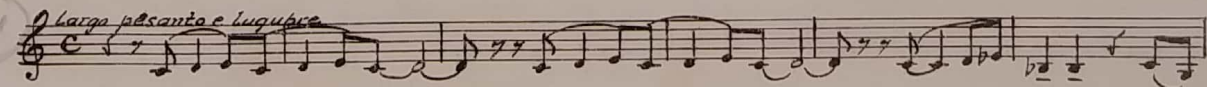
47. (Action) PAUL ON DARK STAIRS In Gloomy Forest (Axt) 1 Min.

And:te

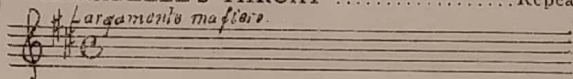


48. (Action) CURTAINS AT HEAD OF BED MOVE..... MYSTERY THEME: Silent Night (Rebikov) 1/2 Min.

Largo, pesante e lugubre

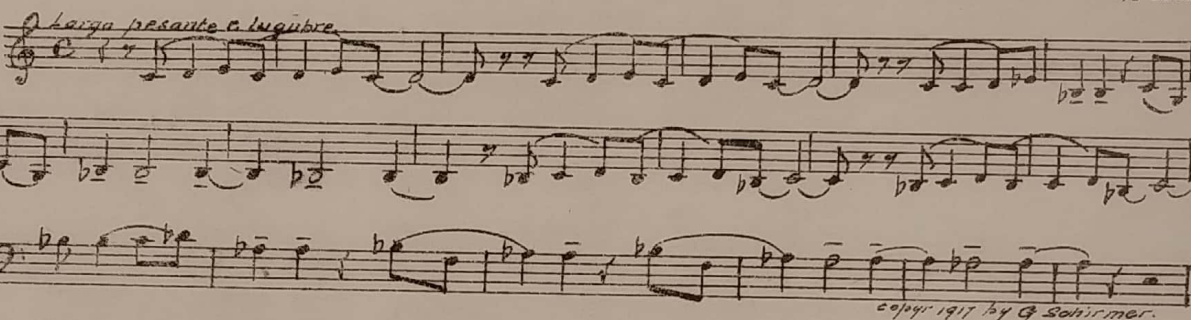


49. (Action) HAND TEARS NECKLACE FROM ANNABELLE'S THROAT Repeat No. 28 "Laocoon" 3 Min.



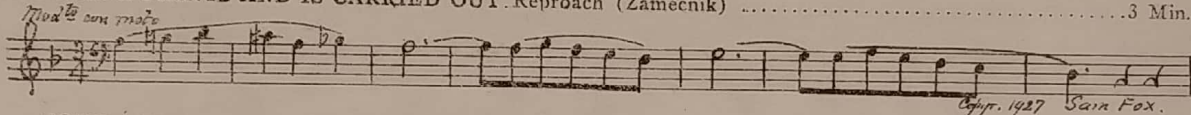
NOTE: Catch piercing scream as Annabelle awakens.

50. (Action) PANEL OPENS—CROSBY'S BODY FALLS OUT MYSTERY THEME: Silent Night (Rebikov) ½ Min.

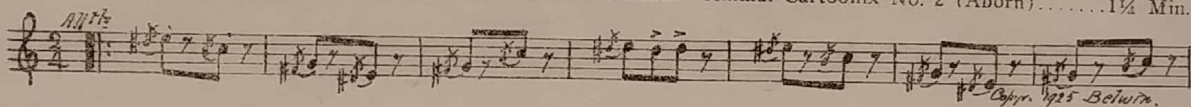


NOTE: Stop music when panel opens—absolute quiet—just a dull thud on the timpany as body falls, then start music.

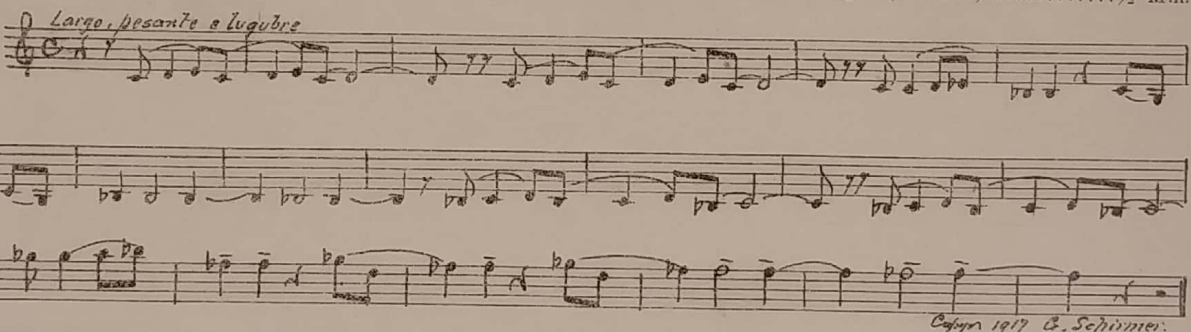
51. (Action) ANNABELLE FAINTS AND IS CARRIED OUT. Reproach (Zamecnik) 3 Min.



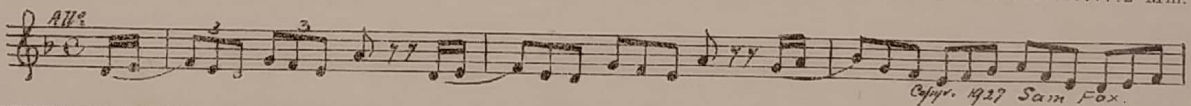
52. (Title) WHAT'S ALL THIS ABOUT PAUL..... PAUL THEME: Animal Cartoonix No. 2 (Aborn)..... 1½ Min.



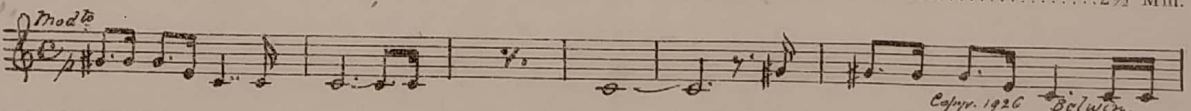
53. (Action) BODY DISCOVERED MISSING MYSTERY THEME: Silent Night (Rebikov) ½ Min.



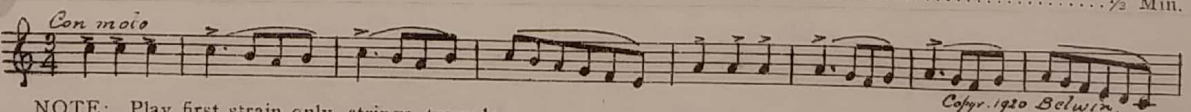
54. (Action) PAUL ENTERS PANEL—ANNABELLE CAUGHT Defense of Honor (Zamecnik) 2 Min.



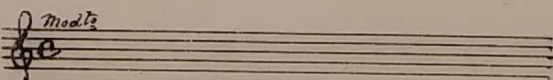
55. (Action) FIGURE IN DOORWAY WATCHING ANNABELLE Weird Misterioso (Kilenyi) 2½ Min.



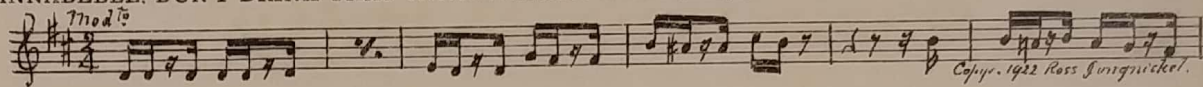
56. (Action) PAUL IN CELLAR Dramatic Agitato No. 22 (Simon) ½ Min.



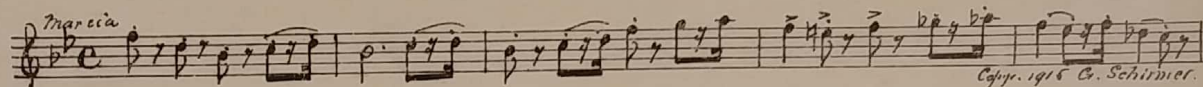
57. (Action) FLASH-BACK TO ANNABELLE AND DOCTOR. Repeat No. 55 "Weird Misterioso" ½ Min.



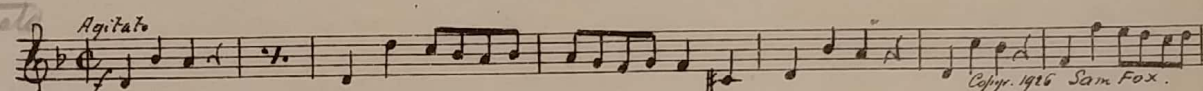
58. (Title) ANNABELLE, DON'T DRINK THAT Agitato No. 84 (Berge) ¾ Min.



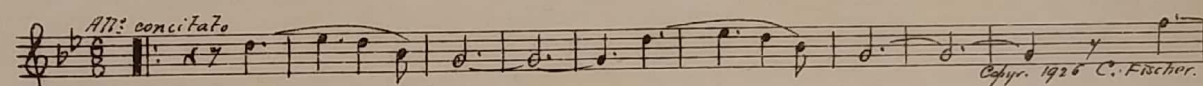
59. (Action) GUARD APPEARS GUARD THEME: Marche Miniature (Jacobi) ½ Min.



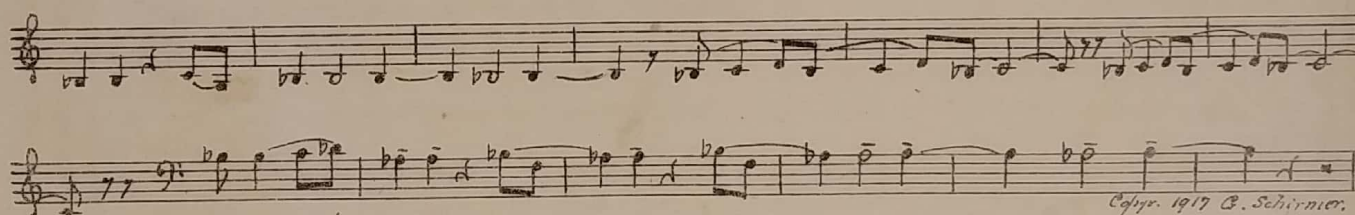
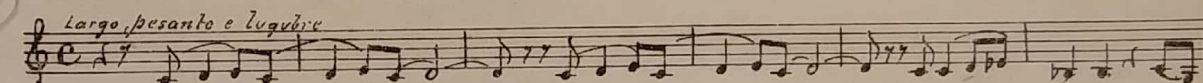
50. (Action) FLASH TO PAUL IN CELLAR AGAIN Disturbance (Zamecnik) 2 Min.



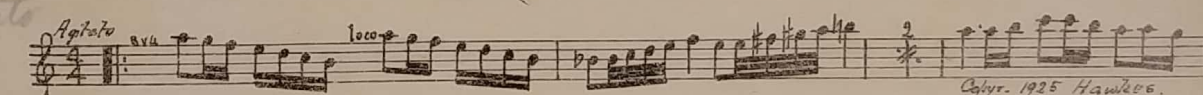
- NOTE: Catch fall, etc., ad lib.
51. (Action) MILK WAGON AND SUSAN Poursuite Dramatique (Drigo's Cinema Classics) ¾ Min.



62. (Action) ANNABELLE ALONE IN ROOM—
DOOR OPENS IN BACK OF HER MYSTERY THEME: Silent Night (Rebikov) ¾ Min.



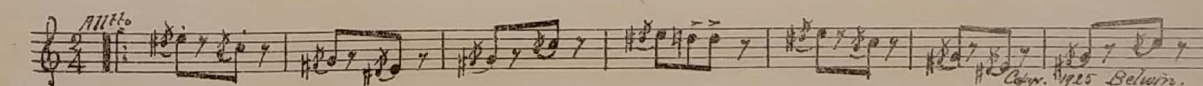
63. (Action) CLOAKED FIGURE GRABS ANNABELLE The Ambush (Patou) 2 Min.



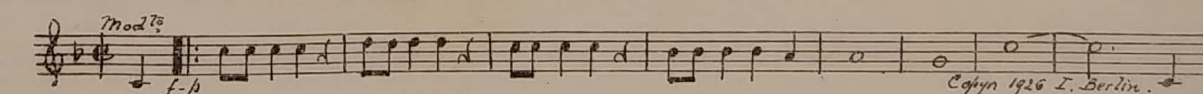
- NOTE: Catch crashes, falls, etc., ad lib.
64. (Title) LOOK OUT FOR HIM Agitation (Borch) 1 Min.



65. (Title) EVERYTHING'S ALL RIGHT ANNABELLE...PÄUL.THEME: Animal Cartoonix No. 2 (Aborn) ½ Min.



56. (Action) CECILY AND AUNT SUSAN OPEN DOOR LOVE THEME: How I Love You (Brown) 1 Min.



THE END

Printed in U. S. A.

Orchestrations or single piano parts of each separate musical selection suggested hereon, can be purchased from CAMEO MUSIC SERVICE CORPORATION, 315-317 WEST 47TH STREET, NEW YORK CITY.

SUGGESTIONS *for* PLAYING

- Cue 1. Open up with a Phantom Patrol, and play rather "F" with muted brass.
- Cue 2. A dramatic mystical selection of a dread character. Snarling animals such as cats may be reproduced moderately, but great care must be exercised in the handling of such effects so as not to burlesque this sequence.
- Cue 3. A dirge typical of death and loneliness.
- Cue 4. A marked Mysterioso played "P" with a soft tread effect on tympani, and wind effects softly for the corridor bits.
- Cue 5. **MYSTERY THEME**
- Cue 6. **MAMMY THEME:** Here the knocking effect may be used as arrivals appear at door. Crescendo wind for opening of door; "P" for corridor bits.
- Cue 7. A soft Mysterioso.
- Cue 8. **MYSTERY THEME**
- Cue 9. An ominous marked Mysterioso with dramatic pauses. Here knocking on door occurs again with the wind "F" for opening, and "P" for corridor.
- Cue 10. A light hurry of the perpetual motion character. A soft auto horn may be used effectively, be careful not to burlesque. Here knocking on door occurs again with the following effects as previously used.
- Cue 11. A light Intermezzo brightly played to offset the previous mystical atmosphere.
- Cue 12. **MYSTERY THEME**
- Cue 13. **PAUL THEME:** A humorous characteristic. Catch effect of Ford auto horn "P," cat in middle of road spitting, and tire blow-out. Here knocking on door occurs again with the following effects as previously used.
- Cue 14. **MYSTERY THEME:** Here knocking on door occurs again followed as previously suggested.
- Cue 15. A light Caprice played very brightly as a relief to the previous selections.
- Cue 16. Silence—a chime clock off stage may be effectively used here, chiming the hour of midnight. If no clock can be obtained, play the Mystery Theme here, but do not use bells in orchestra pit, or the illusion will be absolutely ruined.
- Cue 17. A weird monotony of gruesomeness and suspense—muted brass throughout.
- Cue 18. A light Novelette or Intermezzo as a relief to previous selections.
- Cue 19.—**MAMMY THEME**
- Cue 20. **SUSAN THEME**
- Cue 21. **MYSTERY THEME:** Silence until portrait crashes to floor; catch fall of painting on tympani, then start the music.
- Cue 22. A light eccentric selection used as relief.
- Cue 23. An ominous Mysterioso with a sinister character.
- Cue 24. **PAUL THEME**
- Cue 25. **MAMMY THEME**
- Cue 26. **GUARD THEME:** A March Mysterioso played "MF" and very marcato.
- Cue 27. **MYSTERY THEME:** A careful performance at this point is necessary, as the bookcase moves have brass crescendo very reedy with mutes; again with the appearance of the hand, and trill for strangulation and disappearance of Crosby.
- Cue 28. A furious Agitato depicting Annabelle's despair and fear; play open and start "P"—catch scream and work up.
- Cue 29. **MYSTERY THEME**

Continued on Back Cover

- Cue 30. **SUSAN THEME:** A chatter number characteristic of a gabbling woman—humoristic.
- Cue 31. **MAMMY THEME**
- Cue 32. **GUARD THEME:** A March Mysterioso—play “MF” and very marcato.
- Cue 33. An ominous Mysterioso of a sinister character.
- Cue 34. A weird Invocation brass muted—very sinister and fearful.
- Cue 35. A comic Mysterioso as a relief to previous sequences.
- Cue 36. A Dramatic Mysterioso.
- Cue 37. **SUSAN THEME:** A chatter number characteristic of a gabbling woman.
- Cue 38. **PAUL THEME**
- Cue 39. **LOVE THEME:** A popular song ballad with a text suitable for these two young lovers.
- Cue 40. **MYSTERY THEME**
- Cue 41. A comedy characteristic of a burlesque type played rather “P” with muted brass.
- Cue 42. A popular song appropriate to the situation.
- Cue 43. A weird comedy Mysterioso—start “P” and gradually accelerando to scream; try and catch scream on one of the “F” chords.
- Cue 44. **SUSAN THEME:** A chatter number as previously suggested.
- Cue 45. A Mysterioso burlesque very marked in tempo, but “P.”
- Cue 46. An agitated Mysterioso depicting the discovery of the jewel.
- Cue 47. An ominous mystical selection depicting the dark recesses of a haunted house at night.
- Cue 48. **MYSTERY THEME:** Play as at Cue 27, only eliminate the trill for finish; make the same crescendo, etc. though. Catch scream.
- Cue 49. A furious Agitato—play “F” until action slows down again.
- Cue 50. **MYSTERY THEME:** Stop music as panel opens—absolute quiet—just a dull thud on the tympani as body falls, then start music.
- Cue 51. A light agitated movement with plenty of action in the minor preferably. Wind effect again for corridor flashes.
- Cue 52. **PAUL THEME:** Play as previously.
- Cue 53. **MYSTERY THEME:** Play as previously.
- Cue 54. An Agitato showing the fearlessness of Paul as he enters dark recess. Horses’ footfalls may be reproduced on tympani for milk wagon flashes. Music “PP” for exteriors.
- Cue 55. A weird mystical foreboding Mysterioso for the development of a new weird character.
- Cue 56. A dramatic Agitato with regular pizzicato bass for searching of Paul in dark cellar.
- Cue 57. A weird mystical foreboding Mysterioso as at Cue 55.
- Cue 58. An Agitato of a mystical type.
- Cue 59. **GUARD THEME:** A March Mysterioso—play “MF” and very marcato.
- Cue 60. Agitato full of action for a severe struggle of two men. Catch effects of falls, etc., on tympani—no cymbal crashes.
- Cue 61. A poursuite number with effect of horses’ hoofs reproduced on tympani, but not a galop.
- Cue 62. **MYSTERY THEME:** Play as at Cues 27 and 48 with the brass crescendos for opening of door, and hand clutching for Annabelle’s throat.
- Cue 63. A furious Agitato for the continuation of the struggle that started in the cellar—accelerando.
- Cue 64. A furious Agitato—a continuation of the previous number. Keep the motion going until the final capture by the police.
- Cue 65. **PAUL THEME:** A relief for the closing selection—play very bright.
- Cue 66. **LOVE THEME:** Start rather “MF,” and gradually crescendo for close; be sure and time this accurately for the finish.

THE END.