Scotch 'n' Soda
presents

WHATSERFACE

A musical by Iris Ratner and Lawrence Stephens
Directed and choreographed by Larry Miller
Musical Direction and orchestrations by Sherman Himelblau
Settings designed by John Kavelin
Costumes designed by Timothy Miller
Lighting designed by Ken Moses
Recording engineers - John Hain and Ken Moses

Cast:

Sidney R. Gruber	Stephen Weinreich
Jerry	J. William Burdett
Ron /	Bill Law
Steve / the admen	Joseph Califf, Jr.
Dave /	Richard Mesnick
Ann Kaye	Esther Lieber
Zelda	Becky Smith
Myrtle	Jo Ellen Silberstein
Herman	Michael Allen Futterman
Scarlett Best	Gina Valetta
Lillian Alucard	Lenore Engelmann
Frieda Gruber	Susan Martin
Harry	Ray Boorstein
Chatty Bitchwell	Kay Morgan
Chorus	David Altman, Rita Baragona, Sheldon Bell, Becky Emerson, Janie Hornick, Annette Moser, Ruth Pollack, Sheri Rakoff, Gerald Ronkin, Karla Shapiro, Marci Watzman, Jim Williams, Carole Wolfe
Orchestra	Anthony Ames, William Balawajder, Pasquale Buba, Terry Detwiler, Bernard Dobrowski, David Gerwig, Harry Kraft, John Lindberg, Karen Rosenstock, Betsy Schmidt, Richard Shoup, Lawrence Stephens, Frank Talenfeld

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Recorded April 25, 1965, in the Fine Arts Theater, Carnegie Institute of Technology, Pittsburgh, Pennsylvania. The original recording was made at 15 ips on low-noise tape with six specially designed and constructed capacitor microphones in three channels feeding a stereo mixer in turn feeding a specially designed and built stereo tape recorder. The frequency response of the master tape was 40-25,000 cps ± 1 db.

The Story of WHATSERFACE

The Gruber's Gook-on Corporation, dealing in cosmetics extraordinaire, has been using as its advertising gimmick the ding-dong of a doorbell; however, constant use of the gimmick has driven everyone, particularly the employees of Gook-on, completely batty (Ding Dong).

Zelda, a night-shift cleaning lady in the Gook-on offices, is celebrating her birthday—alone. Her friend, Myrtle, feeling that Zelda has potential she hasn't realized, tries to pull Zelda out of her rut, but Zelda insists that she is contented (As a Failure I'm a Great Success).

Myrtle and Zelda leave for the Gook-on office, where Zelda is sure her boyfriend Herman will meet her with a birthday gift and perhaps a long-awaited proposal. Herman does arrive, but he and Zelda argue, and he leaves her downcast. Jerry, Mr. Gruber's right-hand man, enters to find Zelda crying, and convinces her to Smile.

Dawn arrives, and the Gook-on executives begin to appear for a top secret meeting with Mr. Gruber. Mr. Gruber informs them that the ding-dong must go; a new gimmick is needed. They need a girl, a Gook-on Girl—the Ding Dong Belle. But none of the models are satisfactory when they are interviewed. All looks black until Jerry gets a brilliant idea: He takes the best facial feature from each model's picture and assembles them into a picture of the perfect girl, which just happens to be a likeness of Zelda! But Jerry doesn't remember the crying cleaning lady, and no one knows where to find the girl to match the face. That night, Zelda sweeps up wearily, unaware of her momentous opportunity. She laments that she can't sleep because, unlike other girls, she has no Dreams. But she is so exhausted that she falls asleep under the desk.

The next day, Gruber's admen are still searching for Whatserface, as they call her. Just as they are about to give up, Zelda crawls out from under the desk. They talk her into becoming the Gook-on Girl (Your Face Is Worth a Fortune).

Zelda quickly becomes a success, going from the covers of the minor magazines to international fame (On the Way).

Jerry and Zelda become engaged and all seems rosy. Herman returns, but he finds a different Zelda. He tries to coax her back, warning her that her high life is not the kind for her, but she doesn't want him any more (They All Come Around).

Act II opens on an ebullient Gook-on office (We're Rich).

But not everyone is happy. Zelda has told poison-pen columnist Chatty Bitchwell about Herman, and Chatty has made him the laughing-stock of the nation. Angrily, he walks out for good, but Zelda is too caught up in her success to be affected (Big Shot and Whatserface).

Others are unhappy, too. Mr. Gruber's daughter, Frieda, is hurt by the attention lavished on Zelda and the lack of concern for her own feelings. Left alone, she wonders What Has She Got?

Jerry and Zelda are still riding the crest. They happily contemplate what married life will be like (You'll Have Me All Day Long).

Zelda, satisfied at last, decides she would like to retire, but now it is Jerry who stands in her way. He needs her face for his continued success. They quarrel and Jerry leaves. Zelda falls asleep and dreams about her fictional prototype, Cinderella, in the hilarious Dream Sequence.

But the story doesn't work out. Zelda awakens realizing that life is not a fairy tale. After thinking by herself for a day, while the Gook-on admen frantically search for her, she makes her decision. She tells Jerry that she won't marry him, although she will continue to work for him. Left alone again, she faces her failure and sadly heads Up to the Top.

-L.S.