

SPACE PIRATES!

A Musical Adventure Through Cyberspace

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Music and Lyrics by Dianne Saichek

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STORY OF THE PLAY

Space Pirates! is a musical adventure through cyberspace; a song-filled battle between technology and imagination. The story begins simply in the home of a couple of ordinary kids, but when their baby-sitters are sucked into a video game, the adventure begins! To rescue their baby-sitters, the kids must figure out how to get "into the game" and then somehow get "back out." Once inside the game, the kids discover that their baby-sitters are not the only ones in trouble! An evil sorceress called Chasm is draining all the imagination and color out of cyberspace and soon there will be nothing left! The kids enlist the aid of the rebellious Space Pirates to stop Chasm, rescue their baby-sitters, and restore peace and harmony to the universe. In the end, the kids use their imaginations as a weapon to defeat Chasm and finally get themselves back home.

Running Time

ACT ONE: 45 minutes

ACT TWO: 30 minutes

CAST OF CHARACTERS

6 male (m), 10 female (f), 7 either (e), 20+ extras

The Children

KYLE: 12-year-old video game expert (m)

LIZ: Kyle's smart 10-year-old sister (f)

BARBIE: 11-year-old spoiled brat (f)

BARNEY: Barbie's 12-year-old brother, class clown type (m)

The Baby-sitters

TIFFANY: Valley girl baby-sitter (f)

DUKE: Tiffany's jock boyfriend (m)

LISA: Tiffany's clueless friend (f)

NED: Lisa's equally clueless boyfriend (m)

The Space Pirates

CAPTAIN JAMIE: A bold heroine (f)

CAPTAIN AUSTIN: A strong hero (m)

LIEUTENANT SPROCKET: An android (e)

CHIEF BRONSON: Gruff cowboy type, chief of engineering (m)

SERGEANT NOODLES: The wacky navigational officer (e)

DOCTOR LOVELY: The ship psychiatrist (f)

PRIVATE ZIP: A crew member (e)

PRIVATE ZAP: A crew member (e)

The Bad Guys

CHASM: Evil Diva of Cyberspace (f)

GORGE: Chasm's bumbling assistant (e)

RAVINE: Chasm's bumbling assistant (e)

CRATER: Chasm's evil henchman (e)

Aliens

M-BOT: A message-carrying robot (f)

PRINCESS ERRESTRIA: Beautiful supreme being of goodness
(f)

CREVASSE: Errestria's Sister who serves as Chasm's imprisoned
Prophetess (f)

Extras

PARENTS, TEENAGERS, CHILDREN OF EARTH: Can be
doubled with characters in the rest of the musical

THE ASTROBELTERS: The Princess's singing court, minimum of 3

THE VORTEX: A group of dancers who work for Chasm, minimum of 3

BORK PATROL: Chasm's brainless army of zombies, minimum of 3: Bork Leaders 1, 2, and 3

THE PIXELS: Primitive, peace-loving, colorful little aliens. There are 7 speaking Pixels: GREEN (sarcastic), RED (excitable), LIME (methodical), YELLOW (nervous), PURPLE (curious), BLUE (not too bright), and ORANGE (abrasive). **(Note:** *These seven characters could play all the Pixels, or you can expand your cast by making the speaking Pixels leaders of their color squad. Each speaking Pixel could have up to three Pixels in their color-coded squad. The show was originally done with 21 Pixels – 7 units of 3 – and each squad was dressed in a different color of the rainbow.*)

SONGS AND MUSICAL NUMBERS

(A rehearsal/performance CD is available.

Call 1-800-HI-STAGE to order.)

ACT I

Prologue

VIDEO MANIA *Earthlings*

Scene 1: Suburbia

VIDEO MANIA (Reprise) *Children*

Scene 2: Inside the Game

HELP WE CANNOT DO *Pixels*

WE'RE THE PIXELS *Pixels, Children*

SHE'S DRAINING US OF COLOR *Pixels*

WE'RE THE PIXELS (Reprise) *Pixels*

CHASM'S SONG *Chasm*

CHASM'S THREAT

BORKS ON PARADE *Borks*

TIME IS OF THE ESSENCE *Pixels*

SPACE PIRATES (Entrance) *Space Pirates*

SPACE PIRATES (Reprise) *Space Pirates*

SPACE PIRATES (Reprise #2) *Space Pirates, Children*

Scene 3: Inside the Tower of Doom

DANCE OF DARKNESS *Vortex Dancers*

CALLING CREVASSE *Chasm, Crevasse*

Scene 4: On Board the Space Pirates' Starship

IMAGINARY DISTRACTIONS, Part 1 *Space Pirates, Children*
IMAGINARY DISTRACTIONS, Part 2 *Space Pirates, Children*
IMAGINE *Princess, Astrobelters*
IMAGINE (Conclusion) *Princess, Astrobelters*

Scene 5: Inside the Tower of Doom

BABY-SITTERS BYE-BYE *Chasm, Baby-sitters*

ACT II

ENTR'ACTE *Band*

Scene 1: On Board the Space Pirates' Starship

SAILIN' THROUGH SPACE *Space Pirates, Children*
TIME WARP *Space Pirates, Children, Vortex Dancers*
TIME WARP (Conclusion) *Space Pirates, Children*
HOME *Children*
SHINE IT ON *Princess, Crevasse, Astrobelters, Children*

Scene 2: Inside the Tower of Doom

BORKS ON PARADE (Reprise) *Gorge, Ravine, Crater, Borks,*
Baby-sitters
TRY TO TOP THAT *Chasm, Space Pirates, Borks*
FINALE *All*
BOWS *Band*

Additional Production Notes at the end of the script.

ACT I

PROLOGUE

(AT RISE: An open space, perhaps a school playground or a big backyard. In the darkness we hear zapping photon blasters, cruising missiles and soaring shuttle crafts. Into the mix, we begin to hear CHILDREN cheering on their warrior heroes. The sound effects and cheers become entwined as the music builds and the LIGHTS "explode" on! We see the CHILDREN OF EARTH mesmerized by playing hand-held video games as they sing:)

[MUSIC CUE #1: SONG - "VIDEO MANIA"]

CHILDREN OF EARTH:

LAUNCH A PROBE OR BUILD A BASE,
TRAVEL TO ANOTHER TIME AND PLACE,
DESIGN A GARDEN OR A WHOLE NEW NATION –
THAT'S THE POWER OF DIGITAL ANIMATION!

VIDEO MANIA, THAT'S OUR THING!
I CAN BE PICARD OR LORD OF THE RINGS!
VIDEO MANIA, THAT'S OUR GIG!
YOU DON'T NEED TO LEARN A SINGLE PAGE OF TRIG!

SLAY A DRAGON AND WIN THE GOLD!
OPEN UP YOUR MICROSCOPE AND ANALYZE SOME MOLD,
PILOT A STARSHIP OR RUN A SPACE STATION!
THAT'S THE POWER OF DIGITAL ANIMATION!

(The CHILDREN OF EARTH are chased offstage by their PARENTS.)

PARENTS OF EARTH:

STOP! STOP! STOP! STOP! STOP! STOP!

OUR KIDS ARE TOTALLY WHACKED –
THEY'RE GLUED TO A MONITOR AND CAN'T TURN BACK.
WHAT'S BECOME OF OUR PRETEEN KID?
(S)HE'S A VIDEO MANIAC!

THERE'S FOOD ON THE FLOOR AND THEIR ROOM'S A
MESS.
WHEN DID THEY LAST BRUSH THEIR TEETH? TAKE A
GUESS!
FORGET ABOUT HOMEWORK OR THE DINNER HOUR,
THEY EVEN PLAY THESE GAMES IN THE BATHROOM

SHOWER!!

VIDEO MANIACS!
TOTALLY INSANIACS!
THE GAME IS ALL, THEY'RE HEADING FOR A FALL.
THEY'RE VIDEO MANIACS!

(The CHILDREN OF EARTH re-enter.)

ALL EARTHLINGS:
VIDEO MANIA, IT'S THE BEST!
HEROES QUEST. CROW'S NEST! CYBERFEST!
VIDEO MANIA, IT'S OUR THING!
VIRTUAL ADVENTURES MAKE OUR HEARTS TAKE WING!

(BLACKOUT)

End of Prologue

SCENE1: SUBURBIA

(AT RISE: The living room of a typical family home. A computer or television monitor DC. The computer has four control units or joysticks "connected" to it. The light from within the monitor illuminates the CHILDREN, huddled around the monitor, playing a computer video game. After a moment, the LIGHTS come up to illuminate the rest of the playing space.)

BARBIE: Come on, go! Go! Go!

BARNEY: I'm gonna get you!

LIZ: I'm doomed!

KYLE: Ha! Take that!

BARNEY: Kaboom!

BARBIE: Hey! That's not fair!

KYLE: Yes!

LIZ: Kyle, you won again!

BARNEY: I let him win.

BARBIE: Sure you did.

KYLE: So, what's next?

BARNEY: *(Pulling a game cartridge out of HIS pocket.)* "Tomb Raider VII!"

BARBIE: No way – that Lara is way too skinny!

BARNEY: She's a babe!

BARBIE: *(Pulling a game cartridge out of HER pocket.)* How

End of Freeview

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