

# Video Mania

*(A Play Version of the Musical "Space Pirates!")*

*By  
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### **STORY OF THE PLAY**

This is an adventure through cyberspace; a 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 action 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 return home.

Performance time: About 75 minutes.

## **CAST OF CHARACTERS**

*(5 m, 12 w, 10 flexible, and extras if desired)*

### **The Children**

KYLE: 12-year-old video game expert.

LIZ: Kyle's smart 10-year-old sister.

BARBIE: 11-year-old, somewhat spoiled.

BARNEY: Barbie's 12-year-old brother, class clown type.

### **The Baby-sitters**

TIFFANY: Valley girl baby-sitter.

DUKE: Tiffany's jock boyfriend.

LISA: Tiffany's clueless friend.

### **The Space Pirates**

CAPTAIN JAMIE: A bold heroine.

LIEUTENANT SPROCKIT: An android.

CHIEF BRONSON: Gruff cowboy-type, chief of engineering.

SERGEANT NOODLES: The wacky navigational officer.

DOCTOR LOVELY: The ship psychiatrist.

### **The Bad Guys**

CHASM: Evil diva of cyberspace.

GORGE: Chasm's bumbling assistant.

RAVINE: Chasm's bumbling assistant.

BORK #1: One of Chasm's brainless army of zombies.

BORK #2: Another.

BORK #3: Another.

### **Aliens**

PIXELS: Colorful, peace-loving, little aliens.

*GREEN PIXEL(S): Methodical, leadership abilities.*

*RED PIXEL(S): Excitable and sometimes abrasive.*

*BLUE PIXEL(S): The youngest and most naïve.*

M-BOT: A message-carrying robot.

PRINCESS ERRESTRIA: Beautiful princess of goodness.

CREVASSE: Errestria's clairvoyant sister, now Chasm's prisoner.

SOSOSHI: An Astrobelter and member of the Princess's court.

HALA: Another.

QUAMAR: Another.

***FLEXIBLE CASTING:*** *Actors in the roles of the Parents and Children in the Prologue can be doubled with characters in the rest of the play. You can expand your cast by adding extra Astrobelters, Borks, Pixels, etc. The GAME VOICE can be prerecorded or spoken offstage.*

### **SYNOPSIS OF SCENES**

#### **Act I**

Prologue

Scene 1: Suburbia, inside a living room

Scene 2: Inside the game

Scene 3: Inside the Tower of Doom

Scene 4: On board the Starship

Scene 5: Inside the Tower of Doom

#### **Act II**

Scene 1: On board the Starship

Scene 2: Inside the Tower of Doom

### **NOTES**

While this play may seem fantastical, it is not a play about special effects. It can be simply staged on a unit set with very little scenery. Boxes, sawhorses, and ladders work just as well as elaborate set pieces. Use earth tones for the real-world scenes and bright colors for the scenes in cyberspace. Different stage levels, however, are highly recommended. This is a large-cast play and an audience of mostly parents will want to see their children whenever possible. There should be several hiding places for the Pixels and M-Bot. The original production used two roll drops, a painted back wall, a main curtain, various levels and a large thrust with a trap door in the center. The trap was opened for the final scene to represent the Pit of Doom. Directors and designers are encouraged to develop the show in their own creative ways.

***Production Notes:*** See end of script for complete notes on setting, costumes, props and sound effects. Sound effects numbered within the script correspond to a special CD which can be ordered online at [histage.com](http://histage.com). (Item #9113.)

## ACT I

### Prologue

*(AT RISE: In the darkness we hear zapping photon blasters, cruising missiles and soaring shuttle crafts.) {SFX #1}*

*(Into the mix we begin to hear children's voices cheering on their warrior heroes. The SFX and cheers become entwined as the LIGHTS "explode" on and the CHILDREN shout.)*

CHILDREN: *(Dragging out the first word and exploding the second.)* Space Pirates!

CHILD #1: *(Working his console.)* Photon torpedoes away!

CHILD #2: *(Working her console.)* Time warp straight ahead!

CHILD #3: *(Working another console.)* Take that, you gorgon!

PARENT #1: *(Entering.)* Travis!

PARENT #2: *(Entering.)* Susannah!

PARENT #3: *(Entering.)* Terry!

PARENTS: You've been playing long enough!

CHILDREN: Ah, gee, Mom! *(Or Dad.)* Just a little longer...

PARENTS: No!

PARENT #1: You've become a video maniac!

CHILD #1: But isn't that better than getting mixed up with drugs?

PARENT #2: Well, I guess.

PARENT #3: But twenty-four hour game playing can't be healthy!

CHILD #2: Oh, but Dad, there's so much more in here!

CHILD #3: Look, besides the games, I can also organize my life with this!

PARENT #1: And what about your room?

CHILD #1: I can also see what it would be like to travel to another time or place!

PARENT #2: Your room's a mess.

CHILD #2: It's not just about "Star Trek" and "Lord of the Rings" anymore!

PARENT #3: Did you brush your teeth?

CHILD #3: I can design a whole new virtual world!

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PARENT #1: You should get to your homework.

CHILD #1: *(Returning to his console.)* Run a space station.

PARENT #2: We'll talk about this more at dinner.

CHILD #2: *(Returning to her console.)* Pilot a starship!

PARENT #3: I've had just about enough of this!

CHILD #3: *(Returning to another console.)* Slay a dragon!

*(More video game SFX. The PARENTS try to be heard over the noise.)*

PARENTS: Like I said before ....

CHILDREN: This is the power of digital animation!

PARENTS: You've become a video maniac!

*(BLACKOUT)*

**End of Prologue**

**SCENE 1: SUBURBIA**

*(AT RISE: The living room of a typical family home. KYLE, LIZ, BARBIE and BARNEY are huddled around a video monitor, playing a 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 CD case out of his pocket.)* "Tomb Raider VI."

BARBIE: No way! That Lara is way too skinny!

BARNEY: She's a babe!

BARBIE: *(Pulling a CD case out of her pocket.)* How about "Star Fox."

KYLE: That's old.

BARNEY: Girly game!

BARBIE: Shut up, you dork!

BARNEY: *(Pulling another CD case out of his pocket.)* Hey, let's play "Splatmasters."

LIZ: You like that game?

BARNEY: Yeah! Nothing but guts and gore!

BARBIE: It's disgusting.

LIZ: How about "Indy 500"?

BARBIE: That's for babies.

KYLE: *(Pulling a CD case out of his pocket.)* Hey, there's always "Space Pirates."

LIZ: *(Grabbing the case.)* Best game ever created.

BARNEY: Help the space pirates rescue the princess and restore order to the universe!

BARBIE: Let's play!

### **End of Freeview**

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