The Amazing Adventures of Superstan

Junior Script
by
Craig Hawes

Ideal Cast Size	**54**	**Speaking Roles**	**42**
Minimum Cast Size	**25**	**Duration (minutes)**	**70-90**

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CHARACTERS IN EACH SCENE

Scene One
Bogeyman
Candy King
Chorus
Crumblies
Curator
DC
Max Volume
Mayor
Citizens
Marines
Reporters
Stanley Marvel
Sunny Day
Superstan

Scene Two
Candy King
Curly
Dr What
Dr When
Dr Why
Max Volume
Minions
Sunny Day
Wurly

Scene Three
Chorus
Citizens
Curly
DC
Crumblies
Max Volume
Stanley Marvel
Sunny Day
Superstan
Wurly

Scene Four
Max Volume
Reporters
Sunny Day

Scene Five
Chorus
Citizens
Marines
Max Volume
Mayor
Reporters
Sunny Day
Superstan

Scene Six
Candy King
Curly
Dr What
Dr When
Dr Why
Max Volume
Minions
Sunny Day
Wurly

Scene Seven
Chorus
Crumblies
DC
Max Volume
Sunny Day
Superstan

Scene Eight
Candy King
Chorus
Citizens
Crumblies
Curly
Dr What
Dr When
Dr Why
Marines
Max Volume
Mayor
Minions
Reporters
Stanley Marvel
Sunny Day
Superstan
Wurly

LIST OF PROPERTIES

Scene One

Green goo gun...The Bogeyman
Key to the City .... Mayor Doughnut
Microphones x 2 ....Max Volume & Sunny Day
'Midnight at City Hall' card .... Sunny Day
Broom .... Stanley Marvel
Comic sound effect cards ....The Megaville Citizens
Stan's candy stall...Stanley Marvel
Comic book... Set behind stall
Shopping trolley ....Gran
Bananas .... Inside shopping trolley
Hat .... Inside shopping trolley
Scarf .... Inside shopping trolley
Sweets .... Inside shopping trolley
Fish.. Inside shopping trolley
Slice of cake .... Inside shopping trolley
Prunes .... Inside shopping trolley
Broken broom .... Set behind stall
Mobile phone .... Stanley Marvel
Candy cane shrink ray... Candy King
Cameras & microphones ....The Megaville Reporters
Wad of money .... Candy King
Car key and fob .... Candy King
Large pair of underpants .... Candy King
Large hollow cake.. Set behind stall
Beret .... Stanley Marvel
Vase ....The Curator

Scene Two

Toffee apple computer ....Set on stage

Candy King's throne ....Set on stage

Sweets and chocolates ....Placed around stage

Microphone ....Max Volume

'Meanwhile, across the City' card .... Sunny Day

Candy cane shrink ray .... Candy King

Remote control ....A Minion

Scene Three

Microphones x 2 ....Max Volume & Sunny Day

'Back at Proton Park' card .... Sunny Day

Box of stock (including toffees) .... Stanley Marvel

Shopping trolley ....Gran

Remote control ....Curly

Large comedy syringe .... Inside shopping trolley

Silver flight case containing anti-gravity pants ....Gran

Scene Four

Microphones x 2 ....Max Volume & Sunny Day

'Meanwhile, at the office of the Daily Globe' card .... Sunny Day

Cameras & microphones ....The Megaville Reporters

Blank newspaper .... Dan Deadline

Card right angles ....The Megaville Reporters

Mobile phone .... Parker

Scene Five

Microphones x 2 ....Max Volume & Sunny Day

'Over at City Hall' card .... Sunny Day

Tutu ....Private Keep Out

Mobile phone .... Mayor Doughnut

Cameras & microphones ....The Megaville Reporters

Shower head .... Sunny Day

The big red button .... Sunny Day

Scene Six

Candy King's throne ....Set on stage
Toffee apple computer...Set on stage
Microphone...Max Volume
'Meanwhile, across the City' card .... Sunny Day
'We're on strike!' placards .... The Candy King's Minions
Candy cane shrink ray.. Candy King
Mini Minion doll...Set on stage
Remote control ....Curly
Computer disc ....Dr When

Scene Seven

Large binoculars ....DC
'Back at Proton Park' card .... Sunny Day
Microphones x 2 ....Max Volume & Sunny Day
Shopping trolley..Gran
Anti-gravity pants...Superstan
Superhero manual .... Inside shopping trolley
Microwave (marked with danger/radiation signs) with chicken inside ....Bernard
Jar of pickles... Gloria
Giant batteries x 2 .... Inside shopping trolley

Scene Eight

Microphones x 2 ....Max Volume & Sunny Day
Long roll of paper (with caption text) .... Sunny Day
Remote control ....Curly
Candy cane shrink ray.. Candy King
Comic sound effect cards ....The Megaville Citizens
Minion dummy ....Superstan
Utensil belt...Frank
Cameras & microphones ....The Megaville Reporters
Shopping trolley..Gran
Large comedy syringe ....Gran
Candy King doll ....Superstan

PRODUCTION NOTES

Welcome to **The Amazing Adventures Of Superstan!** I am sure you will enjoy rehearsing and performing this musical comedy, but to aid you in your production it may be helpful to consider the following notes.

CASTING

The script is written for 42 speaking characters. These range from principal parts to smaller supporting roles. For productions with fewer cast members, condensing of characters is possible. This can be done in numerous ways, but the following example reduces the cast number to 25 (This is shown in more detail on pages 7-8):

Reduce Minions to just Fizz, Whizz and Buzz (reallocating other lines)

Reduce Citizens to just Banjo, Haribo and Ferrero (reallocating other lines)

Combine/share roles of the three Minions and Citizens (involving costume changes)

Remove Private Property and Private Matters (reallocating lines between Eye and Keep Out)

Remove Clark and Kent (reallocating lines between Peter and Parker)

Double role of Bogeyman with Candy King

Double role of Curator with Sunny Day

To expand the cast, unlimited chorus parts may be used as additional citizens, minions, reporters and marines, possibly redistributing some lines. An off-stage choir can also be used for chorus backing on songs. When casting, bear in mind that Stan and Superstan are played by separate actors not only to permit "instant" transformations from mortal to hero, but also to allow two strong performers to share what would otherwise be a rather large role. The minions work well being smaller, and if you have a group of younger performers in your cast this role would be ideal for them. In many ways, Gran is one of the pivotal roles in the show and perhaps the most tricky to cast as it requires a highly comical and exaggerated portrayal of an eccentric elderly lady with appropriate body language and voice. Use your imagination here, as the role could be effectively played by a male or female actor! Similarly with Frank, Gloria and Bernard, the roles require the ability to portray more "mature" people effectively both physically and vocally, hopefully to comic effect.

COSTUMES

The characters in Superstan are literally straight from a comic book, so achieving a fun and colourful style is essential. However, try to avoid the 'explosion in a paint factory' look by picking out a few bright colours for each set of characters and trying to stick to those as a colour scheme. Curly and Wurly could look hilarious in bright purple fuzzy wigs with a white top and purple dungarees (costumes themed on the British chocolate bars themselves!) Then sticking with these colours for the other baddies, the evil scientists might wear traditional white lab-coats with purple bow ties and braces, topped with Einstein hairstyles and glasses. The Candy King could complete the evil line-up with purple tuxedo, waistcoat, trousers and top hat with frilly shirt and possibly sport an eccentric curly moustache. As for the minions, a fun, uniformed approach is required and may include blue dungarees with

yellow t-shirts topped with hats and goggles. The citizens should be costumed simply and uniformly, sticking to the same colours for all. The style could be based upon an era such as the 1950s, perhaps with colourful dresses and skirts or jackets and ties with headscarves or hats. Alternatively, they could wear brightly coloured t-shirts and baseball caps. The Bogeyman's costume really has to match his name - a bright green lycra suit and glasses, with a green or yellow fuzzy wig and cape. Superstan must look like a real superhero, and adapting an easily sourced, ready-made superhero is probably the best way to achieve this. Ensure you make Superstan look unique, however, by perhaps altering any lettering to read 'Superstan' or a lightning bolt "S". The costume should include an eye-mask, cape and boots - and perhaps even a hood and gloves! Do not forget the anti-gravity pants, a rather large pair of comical white Y-fronts that fit over the top of the Superhero suit. Stan, as his mortal self, must look as un-superhero-like as possible. A shirt, bow tie and tank-top with trousers and glasses, perhaps in unassuming brown, will set him apart from his Superhero alter ego. His best friend, DC, on the other hand, must look much more colourful and fun, so try bright dungarees with a t-shirt and backwards facing cap. As for the Crumblies, a grey wig is a must for Gran with a pair of round glasses perched on the end of her nose. Grey "talc" hair for the others would be good, or even wigs to create bald patches or a blue-rinse. Remember that they are training for a marathon, so perhaps brightly coloured shorts/leggings and vests/shirts with accessories such as leg warmers and sweat bands, and why not even have longer socks and sock suspenders for the men for a really authentic "elderly" feel. The Mayor needs to look like a smart and flamboyant civic leader, so a colourful suit and tie would be perfect, embellished perhaps with a large tummy by way of a cushion. Do not forget his chain of office which can be made simply with round plastic lids linked together with string and sprayed gold. Our narrators Max and Sunny both need bold and fun outfits to emphasise their status as Megaville's most famous broadcasters. Max could be in a loud, brightly coloured checked suit with a boldly coloured shirt, tie and glasses. Sunny could be in a similarly bright suit or dress (depending on the gender chosen) and have a fun, bright wig, appearing with different accessories each scene depicting the weather; a raincoat and umbrella when it is raining, for instance. The Marines should wear camouflaged attire with berets, and of course Private Keep Out needs a tutu rather than trousers for one of his scenes. Black trousers and brightly coloured shirts and ties are simple but effective for the reporters, perhaps with a pair of glasses, a traditional trilby hat and a camera round their neck. Above all, remember that a fun and colourful "comic book" style is essential and you can never have too many wigs, glasses and stripy socks!

STAGING

This production can be staged effectively with very simple scenery. Large flats, brightly painted to look like pages from a comic book, are incredibly eye catching set against a simple black background and set the scene instantly. These can include lots of stylised comic-book "sound effect" words such as "Kaboom!" or "Splat!" split into comic-strip boxes. If you feel adventurous, you can attach large sound effect cards to the scenery with Velcro, magnets or hooks and these can be taken by cast members to be held up in the Bogeyman Battle and Minion Fight, then reattached to the scenery after use. Additional large double-sided flats can be placed centrally as a cityscape to represent scenes at Proton Park and as the Fun Factory on the other side. The cityscape could feature skyscrapers shooting up and spreading out at an angle through cartoon clouds to add that comic book feel, and the Fun Factory on the flip side could be dozens of enormous brightly coloured sweets and chocolate bars fanning up and out. City Hall and Daily Globe scenes can be abstract, using the Proton Park scenery behind, perhaps adding a desk and hat stand to give the "office" effect. Stan's Candy Stall could be created by simply using a piece of cardboard or plywood cut to "stall" shape and painted in bright colours with a sign on the top and a leg to hold it up. Alternatively, something a little more three-dimensional on wheels may be even more effective.

The Candy King's Toffee Apple computer is a large desktop console with buttons, levers, knobs and lights, possibly with a familiar "bitten fruit" logo embellished with a toffee-apple stick. The computer's invisible screen is actually the audience's "fourth wall", but this could be enhanced with a large empty screen "rim" sticking up from the desktop through which the performers can look. However, as this may cause a viewing obstruction for the rest of the scene, the additional rim would be best used on a moveable computer that can be carried or wheeled into place for use at the correct point in the scenes.

The moment the brief case containing the anti-gravity pants is opened can be one of the most memorable parts of the show and is easily created. Line the inside of a silver flight case with aluminium foil and glue a number of bright LED push lights inside. The pants should be tucked in carefully to not hinder the path of the light out of the case. The lights should be switched on ready for Gran to take the prop onstage, and as it is opened, dim the stage lights to a near blackout and ensure the actors onstage are closely gathered with their faces as close to the case as possible. As the case opens, the ethereal light illuminates the faces of the awestruck characters creating a truly magical effect!

The life-size minion dummy thrown by Superstan is another prop that can be easily made and have an impressive effect. Two pairs of tights packed with polyester soft-toy stuffing will create arms and legs, and these can be sewn together at the waist of each to create a body in the middle. A stuffed head with painted face can be sewn on top, then dress the dummy in the exact same costume worn by the minions, including any accessories, to convince the audience that this is a member of the cast!

The majority of props in this show will look better the bigger they are - in particular, the remote control. This can be created simply with a long thin cardboard box as tall as a child, with similar proportions to a TV remote control, covered in black paint or tape. Painted or printed buttons can then be stuck on, perhaps with a large fake brand logo such as 'Fony'

for an added comedy element.

Alternatively, instant scenery is now available with our digital backdrops. **Project It!** provides a different backdrop for EVERY scene change and is supplied in both a PowerPoint presentation and as individual JPG files.

CHOREOGRAPHY

Each musical number is designed to have movement, and even simple choreographed moves will bring the songs to life. For maximum effect, the whole cast is intended to perform most of the songs and dances on stage as chorus, whether they are in the preceding drama or not. Of course this is at the discretion of the director and can depend on available space. Choreography of musical numbers is left to the creativity of your own director/choreographer so that moves can be designed to more accurately match the ability of the individual cast. However, excellent example choreography and useful advice for all the musical numbers in this show can be found on the highly recommended Choreography DVD, **Dance It!**

MUSIC

All the music required to stage this production, including sound effects, is found on the Backing Track CD.

Incidental music including Overture, Play On, Play Off and Scene Change tracks, are provided to allow cast and chorus entrances, exits and scene changes to occur smoothly without pauses, resulting in a slick performance. A vocal recording is provided as a guide and to enable the swift learning of songs. The backing tracks without vocals are ideal to use in rehearsals and performances. Directors may, if they wish, allow a choir or separate character to accompany or replace a soloist in a song or section intended for a soloist. This may be necessary if certain cast members are unable to perform the solo themselves or a larger chorus is required to be employed more fully. However, I highly recommend the use of 'sound cue' software or iPad app which allows for instant playback at the touch of a screen. This results in smooth and seamless playback of all sound cues for an entire show and is often easier, more flexible and more reliable than using a CD player.

A brand new product; a CD-ROM or download of all the songs called **Sing it!** is also available. This CD-ROM or download can teach the songs to the children without any teacher input. Children can use it at school or at home - think of the time it will save you! Most schools use it in class on an interactive white board or in the school hall on the overhead projector to allow full cast practice.

LOCAL AMENDMENTS

Throughout Superstan, there are mentions of confectionery brands that although currently popular in the UK may not be so familiar in the locality you are performing this show. Please feel free to replace these with brands originating a little closer to home if necessary. In the same vein, it may be prudent to mention that all references to "pants" in this production have the British meaning of undergarments rather than the alternative meaning of trousers as is popular in other regions. The director may, at their discretion, amend such references to avoid confusion.

AND FINALLY…

This musical comedy is intended to be a fun show to rehearse and perform, so remember to enjoy yourselves and your audience will, too! My very best wishes for a successful and enjoyable production.

May the "forks" be with you!

Craig Hawes