

# **GROSSBUSTERS: The Monster Musical**

Junior Script  
by  
Craig Hawes

**Ideal Cast Size 57**

**Speaking Roles 49**

**Minimum Cast Size 31**

**Duration (minutes) 75**

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**CAST LIST**

***N.B. In the following list, the bracketed number shows the number of spoken lines each role has.***

***An asterisk (\*) before the character's name indicates that this character ALSO has solo or featured sung lines.***

***The Grossbusters***

\*Felix F Finkleman (34)  
 \*Igor J. Spandex (30)  
 \*Bungle T Spoon (24)  
 \*Skid E. Pants (29)

***The Monsters***

\*Monica McMonster (38)  
 Elton Monster (13)  
 Fred Ex (8)  
 Boomer (6)  
 Blitz (6)  
 Muffin (7)  
 Bagel (7)  
 Jenzy (4)  
 Sigma (4)

***The Normaltons***

\*Mayor Dudley Dullsworth (51)  
 Milton Middling (33)  
 Average (4)  
 Bland (3)  
 Common (4)  
 Mundane (3)  
 Plain (3)  
 Regular (3)  
 Standard (3)

***The Heroes***

\*Norman Normal (95)  
 \*Nibs (63)

***The Fanacker Gang***

\*Fifi Fanackapan (75)  
 Quibble (24)  
 Tweak (24)

***The B.U.M. Brigade***

Maximus Gluteus (29)  
 Rumpster (4)  
 Tootles (2)  
 Wigglecheeks (2)  
 Fudgebut (2)  
 Moonie (2)  
 Cracklepants (2)  
 Fluffbum (2)  
 Windypops (2)

***The Normtroopers***

Biggins (1)  
 Marbles (1)  
 Noodles (1)  
 Spats (1)  
 Winkle (1)  
 Slapjack (1)

***The Gloopers***

Sloppy (0)  
 Sludge (0)  
 Muckie (0)  
 Drip (0)  
 Squidge (0)  
 Blobster (0)  
 Gumdrop (0)  
 Squirt (0)

***The P.A.N.T.S. Agents***

Agent A (41)  
 Agent U (11)  
 Agent R (8)  
 Agent Y (6)  
 Agent O (5)  
 Agent I (5)  
 Agent C (5)

### **SUGGESTED CAST LIST FOR 57 ACTORS**

***N.B. In the following list, the number shows how many spoken lines each role has. An asterisk (\*) before the character's name indicates that this character ALSO has solo or featured sung lines.***

*Norman Normal .....	95
*Fifi Fanackapan .....	75
*Nibs .....	63
*Mayor Dudley Dullsworth .....	51
Agent A .....	41
*Monica McMonster .....	38
*Felix F. Finkleman .....	34
Milton Middling .....	33
*Igor J. Spandex .....	30
Maximus Gluteus .....	29
*Skid E. Pants .....	29
*Bungle T. Spoon .....	24
Quibble .....	24
Tweak .....	24
Elton Monster .....	13
Agent U .....	11
Agent R .....	8
Fred Ex .....	8
Muffin .....	7
Bagel .....	7
Agent Y .....	6
Boomer .....	6
Blitz .....	6
Agent C .....	5
Agent O .....	5
Agent I .....	5
Jenzy .....	4
Sigma .....	4
Average .....	4
Rumpster .....	4
Common .....	4
Bland .....	3
Mundane .....	3
Plain .....	3
Regular .....	3
Standard .....	3
Tootles .....	2
Wigglecheeks .....	2
Fudgebut .....	2
Moonie .....	2
Cracklepants .....	2
Fluffbum .....	2
Windypops .....	2
Biggins .....	1



Marbles .....	1
Noodles.....	1
Spats.....	1
Winkle .....	1
Slapjack .....	1
Sloppy .....	0
Sludge.....	0
Muckie.....	0
Drip .....	0
Squidge.....	0
Blobster.....	0
Gumdrop .....	0
Squirt.....	0

### **SUGGESTED CAST LIST FOR 31 ACTORS**

***N.B. In the following list, the number shows how many spoken lines each role has. An asterisk (\*) before the character's name indicates that this character ALSO has solo or featured sung lines.***

*Norman Normal .....	95
*Fifi Fanackapan .....	75
*Nibs .....	63
*Mayor Dudley Dullsworth .....	51
Agent A .....	41
*Monica McMonster .....	38
*Felix F. Finkleman .....	34
Milton Middling .....	33
*Igor J. Spandex .....	30
Maximus Gluteus .....	29
*Skid E. Pants .....	29
*Bungle T. Spoon .....	24
Quibble .....	24
Tweak .....	24
Elton Monster/Agent C .....	18
Muffin/Bagel .....	14
Fred X/Agent I .....	13
Boomer/Blitz .....	12
Agent U .....	11
Jenzy/Sigma .....	8
Rumpster/Wigglecheeks/Moonie .....	8
Agent R .....	8
Common/Standard .....	7
Tootles/Fudgebut/Fluffbum .....	6
Bland/Regular .....	6
Agent Y .....	6
Mundane/Plain .....	6
Agent O .....	5
Average .....	4
Sloppy .....	0
Sludge .....	0

***With this reduction, some lines will need to be adapted or rearranged, especially where characters are mentioned by name but covered by other actors.***

**CHARACTERS IN EACH SCENE****Prologue**

Normal Parent  
Normal Child  
Monster Parent  
Monster Child  
Grossbusters  
Chorus

**Scene One**

Normaltons  
Norman  
Nibs  
PANTS Agents

**Scene Two**

PANTS Agents  
Norman

**Scene Three**

Normaltons  
Middling  
Mayor  
Gloopers  
PANTS Agents  
Normtroopers  
Quibble  
Tweak  
Fifi  
Chorus

**Scene Four**

Monica  
Muffin  
Bagel  
Jenzy  
Sigma  
Boomer  
Blitz  
Fred Ex  
B.U.M. Brigade  
Elton  
Norman  
Chorus

**Scene Five**

Grossbusters  
Nibs  
Gloopers

**Scene Six**

B.U.M. Brigade  
Norman  
Chorus  
Monica  
Muffin  
Bagel  
Boomer  
Blitz  
Jenzy  
Sigma

Fred Ex  
Elton  
Nibs

**Scene Seven**

Mayor  
Middling  
PANTS Agents  
Normaltons  
Fifi  
Quibble  
Tweak  
Normtroopers  
Grossbusters  
Nibs  
Gloopers

**Scene Eight**

Monica  
Muffin  
Bagel  
Norman  
Jenzy  
Sigma  
Boomer  
Blitz  
B.U.M. Brigade  
Elton  
Nibs  
Grossbusters

Fred Ex

**Scene Nine**

Grossbusters  
Normaltons  
Normtroopers  
Fifi  
Quibble  
Tweak  
Norman  
Nibs  
Boomer  
Blitz  
Monica  
Muffin  
Bagel  
Jenzy  
Sigma  
Fred Ex  
B.U.M. Brigade  
Elton  
Mayor  
Middling  
Gloopers  
PANTS Agents  
Chorus

**LIST OF PROPERTIES**

Normal Blanket	Large Slamazon Box
Monster Blanket	B.U.M. Placards
Clapperboard	TNT Detonator
Megaphone	Grossbusters' Emergency Phone
Music Blaster	Grossbusters HQ/ Normsville sign
Newspaper	Grossmobile
Packet Of Spicy Crisps	Cheese Costume
Litter Picker	Slimeade Power Spray (Water Pistol)
Traffic Cones	Super Squirter (Larger Water Pistol)
De-Flavouring Spray	Mega Squirter (Fire Hose)
Radiation Box	Kazoos
Lectern with microphone	McMonsters Crate
Slime Splats	Unhappy Meal Bag
Feathery Fans	Slappy Meal Bag
Monster Detector	Zappy Meal Bag
Green Silly String	Chocolate Splats
Rubbish Chute of Doom	Store Card
Monster Street Signpost	Hypnotic Glasses
Monster Street Dumpster	Normaliser
Muffin/Bagel Puppets (If used as part of the character)	Red MINGA Caps
Elton Monster Puppet (If used as part of the character)	The Wall
Elton's Dustbin/Piano	Wall Bricks
	B.U.M. Blaster

### **LIST OF PROPERTIES IN EACH SCENE**

#### **Prologue**

Normal blanket ..... Normal child  
 Monster blanket ..... Monster child  
 Megaphone ..... Felix  
 Clapperboard ..... Bungle  
 Music blaster ..... Igor

#### **Scene One**

Newspaper ..... Common  
 Packet of spicy crisps ..... Plain  
 Megaphone ..... Agent A  
 Traffic cones ..... Agents Y and C  
 De-flavouring spray ..... Agent I  
 Litter picker ..... Agent U  
 Radiation box ..... Agents R and O

#### **Scene Two**

No properties required

#### **Scene Three**

The Rubbish Chute Of Doom ..... On stage (set)  
 Lectern with microphone ..... On stage (set)  
 Slime splats ..... Gloopers  
 Feathery fans ..... Quibble & Tweak  
 Monster detector ..... Norman  
 Green silly string ..... Gloopers

#### **Scene Four**

Monster Street signpost ..... On stage (set)  
 Monster Street dumpster ..... On stage (set)  
 Elton's dustbin/piano ..... On stage (set)  
 Muffin/bagel puppets (If used as part of the character) ..... Muffin, Bagel  
 McMonsters meal bags ..... Jenzy & Sigma  
 TNT detonator ..... Boomer, Blitz  
 Large Slamazon box ..... Fred Ex  
 B.U.M. placards ..... B.U.M. Brigade  
 Elton Monster puppet (If used as part of the character) ..... Elton

**Scene Five**

Grossbusters' emergency phone..... On stage set  
 Grossbusters HQ/Normsville sign..... On stage set  
 Grossmobile ..... On stage set  
 Cheese costume..... Nibs  
 Monster Detector ..... Igor  
 Slimeade power spray (water pistol)..... Felix  
 Super squirter (larger water pistol) ..... Bungle  
 Mega squirter (fire hose).....Skid

**Scene Six**

Monster Street signpost..... On stage (set)  
 Monster Street dumpster ..... On stage (set)  
 Elton's dustbin/piano ..... On stage (set)  
 Kazoos..... B.U.M. Brigade  
 Placards..... B.U.M. Brigade  
 Elton monster puppet (If used as part of the character)..... Elton  
 Muffin/Bagel puppets (If used as part of the character) ..... Muffin, Bagel  
 TNT detonator ..... Boomer, Blitz  
 McMonsters' crate ..... Fred Ex  
 Unhappy meal ..... Set inside McMonsters crate  
 Slappy meal..... Set inside McMonsters crate  
 Zappy meal..... Set inside McMonsters crate  
 Chocolate Splats ..... Jenzy & Sigma

**Scene Seven**

Lectern with microphone..... On stage (set)  
 Store card ..... Middling  
 Hypnotic glasses ..... Fifi  
 Normaliser ..... Normtroopers

**Scene Eight**

Monster Street signpost..... On stage (set)  
 Monster Street dumpster ..... On stage (set)  
 Elton's dustbin/piano ..... On stage (set)  
 Elton Monster puppet (If used as part of the character)..... Elton  
 Muffin/Bagel puppets (If used as part of the character) ..... Muffin, Bagel  
 TNT detonator ..... Boomer, Blitz  
 Music blaster ..... Skid  
 Large Slamazon Box ..... Fred Ex

**Scene Nine**

The Wall ..... On stage (set)  
Normaliser ..... On stage (set)  
Lectern with microphone..... On stage (set)  
Red MINGA caps..... Quibble, Tweak  
TNT detonator ..... Boomer, Blitz  
Bricks..... Grossbusters  
B.U.M. Blaster ..... Maximus

## **PRODUCTION NOTES**

Welcome to ***GROSSBUSTERS: The Monster Musical!*** 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 49 individual speaking characters and 8 non-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 31 (this is shown in more detail on page 8):

- Reduce B.U.M. Brigade to just Maximus, Rumpster & Tootles (reallocating other lines)
- Reduce Normaltons to just Average, Bland, Common & Mundane (reallocating other lines)
- Remove Normtroopers (Lines can be said by Quibble & Tweak or simply removed)
- Combine role of Muffin and Bagel by having one puppeteer using 2 different voices
- Combine Boomer and Blitz into just one part, Boomer
- Combine Jenzy and Sigma into just one part, Jenzy
- Double Fred Ex with one of the P.A.N.T.S. Agents (with costume changes)
- Double Elton McMonster with one of the P.A.N.T.S. agents
- Reduce the number of Gloopers to just two

To expand the cast, unlimited chorus parts may be used as additional Normaltons, Normtroopers, B.U.M. Brigade and Gloopers, optionally redistributing some lines. An off-stage choir can also be used for chorus backing on songs. The Gloopers work well being smaller, so if you have a group of younger performers in your cast, this role would be ideal for them. Fifi Fanackapan is a comical role that would be equally suitable for a male or female actor.

### **COSTUMES**

The costuming of Grossbusters can be as simple or as elaborate as you like. As always, try to avoid the 'explosion in a paint factory' look by choosing a few key colours for each group of characters. This helps the audience instantly recognise who's who and makes life much easier backstage when organising the cast! The show offers endless opportunities for creativity. There are so many ways to costume the characters using bright colours, bold fabrics and fun accessories. The monsters could even be presented as puppets, adding another dimension to the show and giving your cast a chance to develop new performance skills.

The central design idea is contrast. The Monsters are colourful, creative, fun and accepting, while the Normaltons are colourless, bland, and frightened of anything different. This contrast can be beautifully reflected in both costumes and scenery.



All Monster costumes must include both horns and a tail - these are essential features that define them as monsters. Beyond that, let their individuality shine! Each monster should be bright, bold and unique, with Norman's tail being the most extravagant of all. The Normaltons, by contrast, should wear black, white and grey, with neat, conservative styles. The sharper the visual difference between these two groups, the clearer the story - and the funnier the result.



All logos mentioned below can be found on the 'Free Resource' tab on the 'Grossbusters' product page on our website:

<https://www.musiclinedirect.com/grossbusters-the-monster-musical/>

### **The Grossbusters**

Take inspiration from the famous film! Khaki overalls; black backpack with a pipe or hose – as simple or elaborate as you like; 'Grossbusters' logo on the chest and arm.

### **Monica McMonster**

A brightly coloured 1950s-style dress; apron with the McMonsters' logo; monster tail and horns.

### **Elton McMonster**

Elton works brilliantly as an extravagant puppet with a feather boa, straw boater and even lavish glasses. The puppeteer should wear an Elton John-style outfit: striped blazer or sequinned waistcoat; straw boater hat; extravagant glasses.

### **Fred X**

A delivery-style outfit with 'Fred X' and 'Slamazon' logos; furry arms and legs; wig, monster tail and horns.

### **Boomer and Blitz – The Nitro Twins**

Bright red outfits; furry arms and legs; wig, monster tail and horns.

### **Muffin and Bagel – Talking Buns Puppets**

Large hand puppets shaped like burger buns; puppeteers dressed as chefs or 1950s diner waiters.

### **Jenzy and Sigma**

Wacky patterned shorts and t-shirt; furry arms and legs; wig, monster tail and horns.

### **The Normaltons**

Everyone should look identical - no bright colours! White shirt and black bow tie; black and white argyle-style tank top; black bowler hat and knee-length bottoms; black and white striped socks; round glasses.

### **Mayor Dudley Dullsworth**

White shirt and bow tie; black knee-length bottoms and black-and-white striped socks; mayoral hat, gown and chain; round glasses.

### **Milton Middling**

White shirt and bow tie; black knee-length bottoms and black-and-white striped socks; pin-striped waistcoat and bowler hat; round glasses.

### **The PANTS Squad**

Bright orange hazmat-style suits with hoods; each agent's name should appear clearly on the front of their suit.

### **Norman & Nibs**

Norman and Nibs should resemble the Normaltons but have subtle differences so the audience can easily identify them. For example -

#### **Norman**

Black jacket and bowler hat (to hide tail and horns); white shirt with red bow tie and braces; black knee-length bottoms; black and white striped socks; round glasses; monster horns and an elaborate, colourful tail (think Cheshire Cat!)

#### **Nibs**

Red bowler hat and braces; black knee-length bottoms; black and white striped t-shirt and socks; round glasses.

### **Fifi Fanackapan, Quibble & Tweak**

Try to keep these characters coordinated - purple and black work perfectly. For example -

#### **Fifi Fanackapan**

Purple bowler hat; black bob-style wig; purple business-type suit with large shoulder pads.

#### **Quibble & Tweak**

Black bowler hats; white shirts with purple ties and waistcoats; black tailcoats and black knee-length trousers; purple and black striped socks.

### **The B.U.M. Brigade**

Our members of the Monster Union look united with a bold, colour palette - orange, green and purple look great together! Orange bucket hats (Maximus could wear a colourful top hat with 'B.U.M.' lettering); orange-and-white striped long-sleeved t-shirt; green t-shirt over the top with logo; black knee-length bottoms; purple furry legs; green and orange monster tail.

### **The Normtroopers**

Think 'Men in Black'! A cool look, with black suit and tie, white shirt and black sunglasses.

### **The Gloopers**

Lime-green onesies with slimy splat designs; green comedy glasses.

## **STAGING**

This production can be staged effectively with very simple scenery. There are two main locations - Normsville and Monster Street - both of which can be created using large painted flats. The Normsville set represents the Town Hall and should be neat, straight-edged and monochrome - black, white and grey with clean lines and very few curves. In contrast, Monster Street bursts with bright colours, curved shapes and wild creativity. Include McMonsters Restaurant and other quirky buildings with crooked windows, uneven doors and even graffiti-style artwork. If it's difficult to completely change scenery between scenes, smaller flats or portable set pieces can be brought on to suggest each location.

Grossbusters works perfectly as a one-act musical, but some directors may prefer to split it into two acts - an ideal interval point is immediately after the musical number 'Monster Street.'

## **PROPS**

The props in this show can be made as simply or as elaborately as you like - though as with most props, the bigger they are, the better! For visual inspiration, example prop photos can be found in our online, free resources.

### **Normaliser**

The Normaliser should be large enough for children to go behind so they can disappear from view. It should have plenty of knobs, buttons, and flashing lights, with 'Normaliser' painted in bold lettering. Adding an image of a 'normal' person gives it a fun, finishing touch.

### **Grossmobile**

The Grossbusters' car should look as iconic as possible - white bodywork, blue and red lights on top, and the Grossbusters logo with the 'No Monsters' sign. This can be built simply as a flat on wheels, facing the audience head-on for maximum comic effect.

### **Normsville / Grossbusters HQ Signpost**

Create a double-sided sign that either twists at the top or spins on wheels. This allows it to be flipped quickly between 'Normsville' and 'Grossbusters HQ.'

### **The Wall**

The wall is an iconic part of the show but needn't be complicated. Two flats painted to look like a complete wall with jagged edges that meet in the middle work perfectly. Place them on wheels so they can be pulled apart during the final song. As the wall 'breaks,' cast members can rush through waving prop bricks, sending them flying through the air, in slow motion, for a spectacular, comic effect.

### **Lectern**

The lectern can be multi-purpose, used for the Mayor's speeches, Fifi's grand addresses, and even as a stand for the Grossbusters' emergency phone.

### **Rubbish Chute of Doom**

Build this as a cardboard or wooden flat with side panels and a bold 'Chute of Doom' logo, complete with a large lever on one side. If your budget allows, hide a fog or haze machine inside so that, when the lever is pulled, a jet of mist shoots upward as characters 'disappear' down the chute. Synchronising the sound effect, lever pull, victim ducking action, and lighting or smoke creates a brilliantly theatrical illusion!

### **Music Blaster**

An oversized 1980s-style 'ghetto blaster' can easily be created from a decorated, cardboard box. The simpler the better - it's the comedy that counts!

**Radiation Box**

Used by the P.A.N.T.S. Squad to safely dispose of the spicy crisps, this can be a metal flight case or a sturdy cardboard box. Add yellow and black hazard tape and 'Caution' or 'Radiation' labels to complete the look.

**Monster Detector**

A comic, oversized gadget used to detect nearby monsters! It can be built from a decorated cardboard box. Add flashing LEDs, knobs and an 'alert' light for extra fun. A working dial or spinning pointer is a great touch for the moment it goes off!

**Muffin & Bagel Puppets (If used)**

Large, round, hand puppets shaped like burger buns, used in Monica's café scene. Each puppet should have large eyes and mouth movement. They can be adapted from existing puppet heads or made from large foam balls, possibly painted in golden brown tones with sesame-seeds as freckles.

**Elton Monster Puppet (If used)**

Elton Monster should be a full or half-body type hand-puppet and look flamboyant, echoing his musical namesake. He will need moveable arms and hands so he can play his piano. There are many suitable monster puppets available to purchase online.

**Elton's Dustbin/Piano**

Elton's trademark set-piece - a dustbin that doubles as a piano! A painted wood or cardboard flat that Elton (and his puppeteer/s, if used) can hide behind. A painted keyboard can be added, or even a cardboard flap with a keyboard on.

**TNT Detonator**

A slapstick favourite! Use a classic, plunger-style detonator box, either made from wood or cardboard with a big red handle. Connect it to 'explosive' effects like confetti, sound cues or a puff of smoke. Label it boldly with 'TNT'.

**B.U.M. Blaster (Toilet Roll Blower)**

A fun and fitting Fifi-stopping comedy weapon, the B.U.M. Blaster is simply a toilet roll blower. Attach the handle of a paint roller to the end of a leaf blower using duct tape or hose clamps. Slide a roll of toilet paper onto the roller so the loose end faces the air outlet. When the leaf blower is switched on, the airflow will unroll the paper, creating a stream of toilet paper that should cover Fifi. Maximus should help the flow by moving the blower up and down and Fifi should spin to allow maximum coverage!

**B.U.M. Protest Placards**

Each member of the B.U.M. Brigade carries a placard made from painted card or plywood. These should be lightweight and have a handle to make them easier to use on stage. Each placard has a different, cheeky slogan such as 'Monsters R Revolting', 'United Cheek To Cheek', 'Smell The Wind Of Change', 'No Monster Left Behind', 'We'll Never Crack', 'We're

Bringing Up The Rear’ and, of course, a union type banner ‘The Bureaucratic Union Of Monsters’ with the logo (supplied in the free resources). Use bright colours, bold lettering and toilet-humour-inspired imagery - loo seats, bottoms, plungers, etc. They should look handmade and proudly ridiculous!

### **Slime Splats (Gloopers’ Slime Attack)**

The Slime Attack is chaotic fun, but real slime can be tricky to work with! As a theatrical cheat, cut irregular 2D ‘splats’ from bright green fabric, vinyl, or 3D versions in foam in a variety of shades, shapes and sizes. These can be thrown or stuck onto the set and cast to create the slime effect, whilst also being reusable and easily removed at the end of the scene. Combine with cans of green, silly string (if available) for added movement and fun.

## **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 ‘Dance It’ videos.

## **MUSIC**

All the music required to stage this production, including sound effects, is available as a digital download.

The ‘Sing It!’ resource is highly recommended as an incredibly easy way for the whole company to learn all the songs within the show.

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. Any music played between scenes is designed to cover the scene change, so that lights can come up and action begin immediately upon the music finishing. 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.

*\*\* Please note that there are some vocals present on the backing track for the song The Monsters Are Revolting (Track 93). The vocals are a repeat of the lyric Whoa! This track has been created in this way to beef up and strengthen your children’s live singing of the ‘Whoa!’s in what is a highly impactful, musical moment in the show.*

## XTRA TRACKS

We also provide two sets of XTRA tracks:

- Backing Tracks without Voice Over – For those wishing to assign Voice Overs to cast members.
- SFX only – For those wishing to use a live pianist.



These XTRA tracks can be found on the 'Free Resource' tab on the 'Grossbusters' product page on our website:

<https://www.musiclinedirect.com/grossbusters-the-monster-musical/>

## VOICES

Certain vocal elements of this show have been provided as recorded tracks for use in the performance. These include the Prologue Voice Over, the Normsville Narrator and the Monster FM DJ, along with all Elton Monster's sung lines. Elton was conceived as a puppet who would talk with the puppeteers own voice, but would 'mime' to recorded vocals that strongly resemble his namesake! If you would prefer to use a performer to deliver recorded lines, backing tracks without the vocal element are available for you to do this.

## MUSIC PLAYBACK

The various sound effects and music tracks are a fun and central part of the show. Grossbusters is the first Musicline musical to feature our newest, time-saving product called 'Cue It!' Cue It! can be easily used on a computer, an ipad or an iphone utilising the excellent, free 'Go Button' 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 simple enough for a child (or even a teacher!) to operate.

## LIGHTING

Stage lighting is not essential for any part of this show. However, if you are fortunate enough to have stage lighting available, some suggestions have been made in the stage directions.

## LOCAL AMENDMENTS

Some lines in square brackets (like *[local town]* or *[popular TV drama]*) are there for you to personalise. Directors are encouraged to swap them for local or topical references that will connect with your cast and make your audience smile!

## AND FINALLY...

**Grossbusters** 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 – now let's get busting!

**Craig Hawes**