

# Let The Games Begin

Junior Script

by

Mike Smith, Robin Hayes,  
Steve Titford and Wilf Tudor

Ideal Cast Size 63

Speaking Roles 29

Minimum Cast Size 25

Duration (minutes) 50-60

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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.**

**Main Characters**

*Lady Fortune	(36)
Will Luck	(33)
Grandad	(28)
*Vicky	(30)
*Marney	(40)
Robin	(43)

**Monopoly Characters**

Estate Agent	(7)
Reporter 1	(6)
Reporter 2	(5)
Reporter 3	(7)
Police Sergeant	(4)
Paper Seller	(3)

**Stationmasters & Engineers**

Mr Fenchurch Street	(14)
Mr King's Cross	(14)
Mr Marylebone	(7)
Mr Liverpool Street	(5)
Engineer 1	(0)
Engineer 2	(0)
Engineer 3	(0)
Engineer 4	(0)

**Jail House**

*Martha	(6)
Prisoner 1	(1)
Prisoner 2	(1)
Prisoner 3	(2)
Prisoner 4	(1)

**Cluedo Manor**

*Colonel Mustard	(7)
*Professor Plum	(6)
*Reverend Green	(5)
*Miss Scarlett	(4)
*Dr Orchid	(3)
*Mrs Peacock	(2)
*Mrs White	(0)

**Chess Battle**

Chester Castle	(20)
Curley Castle	(9)

**Non Speaking roles:**

**Video Game Characters,  
Lady Fortune's Entourage, 7  
Dice Sides, Monopoly Street  
Chorus, 2 Supervisors and  
White and Black Chess  
Pieces.**

### **SPEAKING ROLES BY NUMBER OF LINES**

**\* 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.**

Robin .....	43
*Marney .....	40
*Lady Fortune .....	36
Will Luck .....	33
*Vicky/White Queen .....	30
Grandad .....	28
Chester Castle .....	20
Mr Fenchurch Street .....	14
Mr King's Cross .....	14
Curley Castle .....	9
Estate Agent .....	7
Mr Marylebone .....	7
Reporter 3 .....	7
*Colonel Mustard .....	7
Reporter 1 .....	6
*Martha .....	6
*Professor Plum .....	6
Reporter 2 .....	5
Mr Liverpool Street .....	5
*Reverend Green .....	5
Police Sergeant .....	4
*Miss Scarlett .....	4
Paper Seller .....	3
*Dr Orchid .....	3
*Mrs Peacock .....	2
Prisoner 3 .....	2
Prisoner 1 .....	1
Prisoner 2 .....	1
Prisoner 4 .....	1
Engineer 1 .....	0
Engineer 2 .....	0
Engineer 3 .....	0
Engineer 4 .....	0
*Mrs White .....	0

**Non speaking roles: Video Game Characters (Dancers), Lady Fortune's Entourage, 7 Dice Sides (Dancers), Monopoly Street Chorus, 2 Supervisors, White and Black Chess Pieces (Dancers)**

**It is recommended that an additional offstage choir be present throughout.**

**SUGGESTED CAST LIST FOR 25 ACTORS**

**\* 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.**

Robin .....	43
*Marney .....	40
*Lady Fortune .....	36
Will Luck .....	33
*Vicky/White Queen.....	30
Grandad.....	28
Chester Castle      also plays Supervisor 1 .....	20
Mr Fenchurch Street.....	14
Mr King's Cross .....	14
Curley Castle      also plays Supervisor 2 .....	9
Estate Agent      also plays *Engineer 1.....	7
Mr Marylebone.....	7
Reporter 3      also plays *Engineer 3.....	7
*Colonel Mustard .....	7
*Professor Plum      also plays Prisoner 2 .....	7
Reporter 1      also plays *Engineer 4.....	6
*Martha      also plays *Mrs White.....	6
*Reverend Green      also plays Prisoner 1 .....	6
*Miss Scarlett      also plays Prisoner 3 .....	6
Reporter 2      also plays *Engineer 2.....	5
Mr Liverpool Street .....	5
Police Sergeant .....	4
Paper Seller .....	3
*Dr Orchid .....	3
*Mrs Peacock      also plays Prisoner 4 .....	3

**For this reduced cast it is intended that all actors (except the 5 main characters) also play/sing the non speaking Chorus roles wherever possible. These comprise: Video Game Characters; Lady Fortune's Entourage; Dice Dancers (7 required); Monopoly Street Chorus and (except for the actor playing Grandad) finally the Chess Pieces.**

**Actors playing the Dice Dancers should double as black chess pieces since that is the colour of their basic costume.**

**CHARACTERS IN EACH SCENE****Scene One**

Video Game Dancers

**Scene Two**

Grandad

Robin

Marney

Vicky

**Scene Three**

Marney

Robin

Vicky

Will Luck

Chorus: Lady Fortune's  
Entourage

Lady Fortune

Dice Dancers

**Scene Four**

Street Chorus

Paper Seller

Vicky

Estate Agent

Lady Fortune

Robin

Marney

Police Sergeant

Reporter 1

Reporter 2

Reporter 3

Will Luck

**Scene Five**

Vicky

Martha

Prisoner 1

Prisoner 2

Prisoner 3

Prisoner 4

**Scene Six**

Mr Fenchurch Street

Mr King's Cross

Mr Marylebone

Mr Liverpool Street

Engineer 1

Engineer 2

Engineer 3

Engineer 4

Supervisor 1

Supervisor 2

Chorus (compromising:

Commuters

Remaining Street  
charactersOptional Extra  
Engineers)

Will Luck

Robin

Marney

**Scene Seven**

Marney

Robin

Colonel Mustard

Professor Plum

Dr Orchid

Miss Scarlett

Reverend Green

Mrs Peacock

Street Chorus

Mrs White (The Cook)

Will Luck

Vicky

**Scene Eight**

Chester Castle

Curley Castle

Will Luck

Robin

Marney

Lady Fortune

White Chess Pieces

Black Chess Pieces

Vicky

Police Sergeant

Grandad

Any remaining Chorus  
or Dancers

Dancers

## WRITER'S WELCOME

Thank you for choosing 'Let The Games Begin'. Our team have worked hard to create a musical which we hope your company and audience will enjoy very much!

Fun is the biggest reason for creating this musical! We had lots of fun making it and we want everyone to be in on it. The snappy script crackles with comedy moments, a pacey plot and many lovable characters. The songs have been specifically produced to be appealing to all ages and a breeze to teach.

Everyone can join in - be they a confident performer, a keen beginner or part of the backstage team. Plenty of singing, speaking and non-speaking parts form an adaptable cast list. The plot allows for your production to be as simple or as ambitious as you want it to be, whether you are performing in a state-of-the-art theatre or the most basic of school halls. A CD player and an enthusiastic team are the only minimum requirements!

Support is there to assist you. 'Let The Games Begin' has been assembled by a group of knowledgeable and highly dedicated specialists in performing arts and education. In other words: we understand what you're going through! We've used our collective experience to make staging your show as simple and enjoyable as possible. In addition to this, our helpful staff are available to answer any queries you may have.

Time-saving resources are included and extra resources are available for purchase to help you. Check out our website for more details.

Finally, please bear in mind that the following production notes are merely a guide to inspire you. This is *your* show so please feel free to stage it as *you* see fit!

So, on we go! Let's start planning your super production! We wish you a successful show and a great time.

Kind regards,

Mike Smith, Robin Hayes, Steve Titford and Wilf Tudor

## PRODUCTION NOTES

### CASTING

A small or large cast can perform the show. It allows for

- up to 29 speaking roles of varying sizes
- several solo singing roles
- an unlimited number of chorus parts
- an unlimited number of non speaking parts, and
- merging roles to reduce the cast size to as few as 25 roles.

We've sorted the cast list in various helpful ways to assist you:

- roles sorted into character groups
- speaking roles by number of lines
- characters in each scene, and
- suggestions on how to reduce the cast size by merging roles.

### STAGING AND ACTING TIPS

#### **Positions**

To save time when blocking scenes (making sure that all the performers are in the right place), the stage directions in the script often refer to traditional stage positions. It will help if your cast and crew know these positions.

Backdrop		
Upstage Right	Upstage Centre	Upstage Left
Centre Right	Centre Stage	Centre Left
Downstage Right	Downstage Centre	Downstage Left
Audience		

Consider using tape to mark out the stage so your performers know where to stand. They should try and avoid standing in rows when acting to avoid a 'school assembly' look! Semi-circles are useful shapes to mark out on the stage to encourage more natural positioning.

## **Delivery**

It is essential that all performers deliver their lines clearly so that the audience can enjoy the story and the comedy. Performers should be encouraged to 'relax', 'breathe', 'leave gaps' and use 'big voices' to project their lines to the back of the audience. They should also be reminded to wait for any audience laughter to quieten down before continuing the scene. Every performer should be encouraged to make the audience 'love' their character by giving an energetic and memorable performance!

## **Timing**

Within the script dialogue, the punctuation and stage directions will help with the timing of the lines. Some of the dialogue is performed to music in accordance with the stage directions. Most of this particular dialogue is performed on the Vocal Track CD to provide examples of how it can be done.

## **Movement and Choreography**

In the script, we have often suggested actions in the songs where they may assist the plot. Where we haven't made specific references to actions, we still encourage the use of simple choreography to boost the energy of your cast's performance. For this, feel free to devise your own movement.

## **The Chess Battle**

This scene has a simple movement routine. A FREE animated storyboard of the movement is available to view online at <http://www.musiclinedirect.com/chessbattle>. We highly recommend that you view this with your cast - it's far simpler to demonstrate than explain in words! Again, feel free to devise your own routine - our suggestions are in the script should you need them.

## **COSTUME SUGGESTIONS**

All the characters can be effectively costumed on a small budget. Feel free to dress your characters as elaborately as you wish if you have the time and resources.

Here are some suggestions for dressing your cast on a modest budget with a bit of help from parents and assistants!

## **Video Game Dancers**

The song for this dance refers mainly to classic video games, many of which are still relevant today. Simply by looking up the names mentioned in the song on the Internet, most of the costume ideas are obvious:

Pong – A large vertical rectangle made of stiff white card and attached to the dancer's costume would suffice here. The dancer could wear black clothes and white face paint to enhance the appearance. Having two dancers thus dressed would allow for interplay between them on stage during Track 2, and greater recognition by the audience.

Sonic – A blue hedgehog. Stock costumes available or simply use a blue onesie, white trainers, white gloves and blue wig!

Mario – A plumber with brown boots, white gloves, blue dungarees, red long-sleeved t-shirt and red cap.

Lara – Green t-shirt, green shorts and brown backpack.

Liu Kang – Black trousers with a red stripe on each leg, black vest and a red band tied around the forehead.

Alex (Alex Kidd) - Elf ears, red jacket, yellow t-shirt, yellow trousers or leggings and a blue medallion.

Donkey Kong – Actually an ape-like creature with brown fur. Could be achieved with a stock costume or with a brown onesie and wig. A good touch would be the addition of a large 'wooden' barrel (actually made from card).

Lemmings – These could wear blue smocks and green wigs.

Pacman – Perhaps black trousers or leggings and a black t-shirt with a large yellow 'Pacman' character drawn on it.

Some other characters not mentioned in the song to use as inspiration:

Rayden and Sub-Zero from Mortal Kombat; Luigi, Koopa Troopa, Yoshi, Toad and Bowser from the 'Mario' series; Tails and Doctor Robotnik from the 'Sonic' series; Link from 'The Legend Of Zelda' series.

### **Grandad**

An old man, grey-haired, dressed in a cloth cap, shirt and waistcoat, trousers and braces.

### **Vicky**

A well-mannered and charming young girl, dressed in contemporary clothing for a 11-14 year-old. Also needs a white gown and a veil to put on over her costume in the Chess Land scene.

### **Robin**

Neat hair, stone-washed denim jeans with a belt, t-shirt and blazer along with optional Clark Kent-style glasses. A very bright well educated 12-14 year-old who loves reading.

**Marney**

Marney is a loveable rogue, (a modern 'Just William' type character) who wears a baseball cap backwards, denim shorts and brightly coloured trainers.

**Lady Fortune**

The Queen of Game Land and a typical pantomime villain. Lady Fortune is a very noble and dominating character who rules Game Land totally for her own pleasure. She wears a large and full red cloak with possibly seven-sided dice motifs all over it. It has a very large collar that stands vertically around her head, terminating in seven spikes. Under the cloak she wears a full dress which is the same colour and material as the cloak. This costume should be dynamic in that it creates a sinister and slightly frightening atmosphere.

**Will Luck**

The dashing, though very modest 'buttons' type hero. Dressed in white, gold and red costume.

**Dice Dancers**

Black trousers/tights, black t-shirts and a large card with their number/side drawn on.

**The Reporters**

The Reporters wear Fleet Street-style attire – e.g. white shirts with black waistcoats, ties and black leggings – maybe even trench coats. They each could wear a black trilby hat and carry note books and pencils; one of them should also have a camera (preferably a working model with a flash).

**Paper Seller**

The Paper Seller is a broad cockney character who wears a jacket and trousers, a flat cap, scarf and fingerless knitted gloves. He/she carries a newspaper bag, with preferably 'THE GAME LAND GAZETTE' printed on it.

**Estate Agent**

The Estate Agent is a gaudily dressed salesman. He wears a flash suit, tie, shirt and possibly a trilby hat. He could wear a carnation in his button hole.

**Police Sergeant**

Standard Victorian police sergeant uniform.

**Street Chorus Characters**

Over black trousers and black or white t-shirts, add appropriate jackets/coats or overalls and caps/hats to depict Barrow Boys, Flower Sellers and other Market Traders; black jackets/skirts encrusted with crystal stickers for the Pearly Kings and Queens; smarter jackets, black umbrellas, briefcases and possibly bowler hats for office or 'city' staff, trench coat, trilby and holdall/grip bag for a 'spiv', and coats, bags, headscarves etc. for shoppers.

**Martha and other Prisoners**

Ragged striped t-shirts, black trousers/tights.

**Stationmasters**

Each Stationmaster has a hat with the name of his station on it. The costume consists of a white shirt, a blue-green waistcoat, matching tie and black leggings or trousers. One stationmaster carries a green flag, another carries a whistle, another a lantern and the fourth carries a clipboard. See the list of properties for more detail.

**Engineers**

The costumes can be somewhat anachronistic – grubby high visibility jackets – hard hats etc. They carry various oversized-tools such as spanners, wrenches, inflatable hammers, shovels etc.

**Supervisors**

Same dress code as the engineers (if a little cleaner) but they carry clipboards.

**Miss Scarlett**

An upper class lady with a slightly flirtatious nature. She wears a red dress with red high-heeled shoes, and long gold earrings.

**Mrs Peacock**

A very prim and proper lady who is very well-spoken. She wears a formal long-sleeved peacock-blue dress, blue hat or hair adornment and a large handbag.

**Colonel Mustard**

Colonel Mustard is a loud regimental gentleman. He wears a yellow jacket, yellow cravat, plus fours and socks. He has a large handlebar moustache and wears a monocle and watch and chain.

**Dr Orchid**

Oriental/Chinese style clothing.

**Professor Plum**

An eccentric professor wearing a plum-coloured smoking jacket and trousers. His tie/cravat is carelessly tied around his neck.

**Reverend Green**

A little less than holy, the Reverend Green wears a green cassock and white clerical collar.

**Mrs White (the cook)**

Wears chef's whites with pale face make-up to give a ghostly appearance.

**White Chess Pieces**

The White Pieces are each dressed in a white t-shirt and wear a headdress suggesting their rank. (See suggestions on page 18). Remember that Chester Castles and Vicky (as the White Queen) will be in the line up.

**Black Chess Pieces**

The Black Pieces are each dressed in a black t-shirt and wear a headdress suggesting their rank. (See suggestions on page 18). Remember that Curley Castle will be in the line up.

**Chorus**

The chorus can wear basic under-costumes of black trousers and black or white t-shirts, which can then be augmented to suit the different scenes in which they appear. Unless you have a large enough cast for different groups to play the chorus characters in each of the scenes, they start as characters in 'Video Game Generations'. They next appear in regal dress as Lady Fortune's Entourage. They then appear as street characters in the 'Monopoly' scene and stay in their 'street' costumes for various subsequent appearances until the end of the 'Cluedo Manor' scene. Finally they appear as White and Black Chess pieces for the 'Chess Battle' and stay in those costumes until the end of the show.

**PERFORMING THE SONGS**

All the music required to stage this production, including sound effects, is found on the Vocal and Backing Track CDs. The 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, and the two scores give vast flexibility if you have the luxury of a live pianist. If you choose to perform live using the scores, there are additional sound effects that you will need for the Stationmaster's song at the end of both the vocal and backing CDs.

The songs (except for a few solos) are designed to be performed with simple actions by the entire cast. The help of a separate choir offstage is highly recommended. A good technique is to use any cast members who are not in the current scene to boost the number of singers in the choir. The choir should also be part of the show - performing the 'actions' and any spoken dialogue marked 'ALL:'. The choir could also perform the solo lines if suitable soloists aren't available.

A great product called **Sing it!** is also available. This CD-ROM or download can teach all 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.

## **SOUND**

The show can be performed with nothing more than a CD player. However, a good sound system along with confident performances will really help make an engaging atmosphere. Ideally, performers should be trained to speak and sing loud enough for the audience to hear them *without* microphones. This way, if you have the luxury of microphones, they will simply *enhance* the show rather than prop it up.

If solo microphones are available, they should be used by any solo singers. If you have a limited number of headset or lapel microphones, these should be allocated to the main speaking characters first.

A powerful set of speakers with a good bass response will allow the performers and audience to get into the show. The volume of the backing tracks and music should be as loud as possible without overpowering the voices of the performers.

For playing back the tracks, it is best to use reliable media player software which can be programmed to automatically pause playback between tracks. We recommend iTunes, which works on PC and Mac. It can be downloaded for free from <https://www.apple.com/itunes/>.

If possible, enlist the help of an experienced sound engineer.

## **SCENERY AND LIGHTING**

Backdrops can be as simple or elaborate as you wish. However, for a really easy solution and fuss free performance, 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.

The show can be performed in daylight with no lighting if necessary! If you have access to some lighting, here are a few hints:

### **For non-technical people!**

Blackouts (switching off the lights) are very effective where denoted in the script. However, arm your crew with torches so that they can see what they are doing and can assist cast members safely around the stage area!

Try and ensure that the whole of the stage area is lit, including the choir section. - If possible, switch off any lighting in the auditorium during the performance to keep the audience's attention focused on the stage.

If possible, enlist the help of an experienced lighting engineer.

## LIST OF PROPERTIES

***All the props can be made or obtained from fancy dress shops. Most of the items will benefit the comedy aspect of the show by having a cartoon look and larger-than-life size. We suggest making most props as brightly-painted cut-outs from stiff and durable card.***

### **Scene One**

No properties required, other than the personal props required for some Video Game Characters. See Costume Suggestions.

### **Scene Two**

Armchair ..... Grandad  
 Book or Magazine ..... Grandad  
 3 Mobile Phones ..... Robin, Marney and Vicky  
 2 Seven-Sided Dice (See template on page 17) ..... Grandad

### **Scene Three**

2 Marching Drums ..... Fortune's Entourage  
 Marching Brass (various)..... Fortune's Entourage  
 Marching Woodwind (various) ..... Fortune's Entourage  
 Mobile Phone ..... Vicky  
 7 Sides of the Dice LARGE ..... Dice Dancers  
 2 Seven-Sided Dice ..... Lady Fortune

### **Scene Four**

Large Monopoly Playing Cards..... Street Chorus Citizens  
 Newspaper Bag..... Paper Seller  
 Newspapers..... Paper Seller  
 File/Notepad and Pencil..... Estate Agent  
 2 Large 'GO TO JAIL' Cards..... Estate Agent  
 Truncheon..... Police Sergeant  
 2 Pads and Pencils..... Reporters  
 Camera..... Reporter 3  
 Wad of Monopoly Money ..... Lady Fortune

**Scene Five**

Stool..... Vicky  
 Handkerchief.....Martha

**Scene Six**

Whistle ..... Mr Fenchurch Street  
 Flag..... Mr King's Cross  
 3 Clipboards..... Supervisors & Mr Marylebone  
 Lantern..... Mr Liverpool Street  
 Tatty Map..... Commuter  
 Large Cardboard Spanner ..... Engineer 1  
 Large Cardboard Hammer ..... Engineer 2  
 Large Cardboard Pick Axe..... Engineer 3  
 Large Cardboard Spade.....Engineer 4  
 2 Trays with Cardboard Cups ..... Supervisors  
 2 Seven-Sided Dice..... Will Luck

**Scene Seven**

Short Ladder ..... Stage prop  
 White Sheet (covering Mrs White) .....Mrs White  
 2 Seven-Sided Dice ..... Marney  
 Large Magnifying Glass .....Colonel Mustard  
 Large Handbag ..... Mrs Peacock  
 Evidence Table ..... Stage prop  
 Tagged Baseball Bat ..... Evidence table  
 Tagged Candlestick..... Evidence table  
 Tagged Gun..... Evidence table  
 Tagged Dagger..... Evidence table  
 Tagged Piece of Rope ..... Evidence table  
 Tagged Leaded Pipe ..... Evidence table  
 2 Seven-Sided Dice ..... Marney

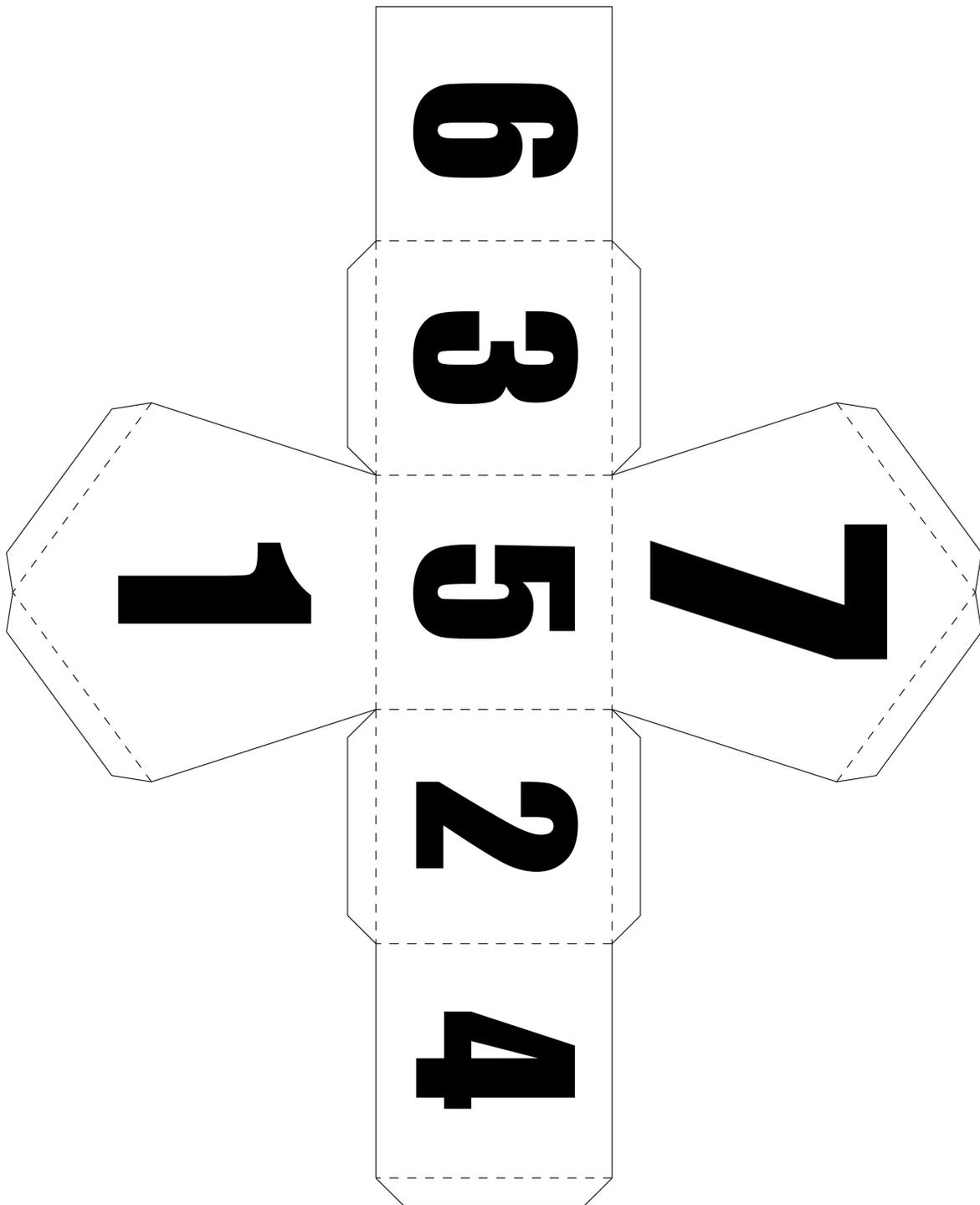
**Scene Eight**

Toiletries (Shaving brush, etc)..... Chester Castle  
 White Flag..... Chester Castle  
 Black Flag ..... Curley Castle  
 White Veil..... Vicky  
 2 Seven-Sided Dice .....Lady Fortune  
 Truncheon..... Police Sergeant

**SEVEN-SIDED DICE TEMPLATE**

This template can also be downloaded from:

<http://www.musiclinedirect.com/junior/let-the-games-begin>



**CHESS PIECES HEADRESS SUGGESTIONS**

*(As with any costumes, these can be as simple or elaborate as time and resources allow. We have provided a simple and cost effective suggestion for cardboard headdresses below that can be attached to head bands.)*

This template can also be downloaded from:

<http://www.musiclinedirect.com/junior/let-the-games-begin>

