

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

ISBN: 978 1 84237 157 2

Published by

Musicline Publications

P.O. Box 15632

Tamworth

Staffordshire

B78 2DP

01827 281 431

www.musiclinedirect.com

Licences are **always required** when published musicals are performed.

Licences for musicals are only available from the publishers of those musicals.

There is no other source.

All our Performing, Copying & Video Licences are valid for
one year from the date of issue.

**If you are recycling a previously performed musical,
NEW LICENCES MUST BE PURCHASED
to comply with Copyright law required by mandatory
contractual obligations to the composer.**

Prices of Licences and Order Form can be found on our website:
www.musiclinedirect.com

(House lights off. Stage lights up.)

TRACK 1: MUSIC - INTRODUCTION

(During the music, the Choir enter the auditorium and take their positions - offstage but still visible to the audience. A group of Video Game Characters enter and freeze in place across the stage. They are a somewhat surreal bunch comprising colourful cheery plumbers, blue hedgehogs, monkeys holding large wooden barrels, warriors and adventurers!)

(Backdrop – The Video Game Arena.)

(The backdrop is a landscape of computer graphics starting stage right with blocky buildings and trees made from large black and white pixels. Moving towards stage left a little the graphics improve slightly. There are limited colours and smaller pixels. Moving left a bit more the colours and details improve further still. This progress continues to the far stage left of the backdrop which is lushly drawn and almost photo realistic.)

(Track 1 ends.)

SCENE ONE: THE VIDEO GAME ARENA

(The Video Game Characters march stiffly in time with the music - bursting with energy, singing and dancing with dominance.)

TRACK 2: SONG - VIDEO GAME GENERATIONS

CHORUS: LET THE GAME BEGIN,
 KEEP THEM PLUGGING IN,
 TO BE INTROSPECTIVE,
 TRAPPED IN OUR COLLECTIVE,

 LEADING THEM ALONG
 FROM THE BIRTH OF PONG,
 TO BE BRINGING ON VIDEO GAME GENERATIONS.

 BEEP BEEP BOP TO THE
 BEEP BEEP BOP,
 THEY CAN HARDLY STOP.

 WHEN THE 90S HIT,
 WE WERE 16-BIT,
 DIGITAL ARCADES
 WERE 2D PARADES.

KIDS AT HOME WOULD GO
FOR THE NINTENDO
OR THE SEGA SYSTEM,
HOW WE USED TO TWIST 'EM!

MORE THAN PLAYTHINGS IN THEIR MACHINES,
MORE THAN PIXELS ACROSS THEIR SCREENS,
THROUGH THOSE WINDOWS,
ONES AND ZEROS
MAKING HEROES FOR VIDEO GAME GENERATIONS.

BEEP BEEP BOP TO THE
BEEP BEEP BOP,
THEY CAN HARDLY STOP.

SONIC AND MARIO,
LARA AND LIU KANG,

LOADED AND GOOD TO GO,
POWER IN YOUR HAND.

ALEX, DONKEY KONG,
LEMMINGS LED ALONG,
PACMAN OVERATE
SO WE CAN VEGETATE,
GOIN' 8 HOURS STRAIGHT,
THOSE WINNIN' GENERATIONS
GROW AND GROW AND GROW AND GROW.

THROUGH THOSE WINDOWS, ONES AND ZEROS
MAKING HEROES FOR VIDEO GAME GENERATIONS.

MORE THAN PLAYTHINGS IN THEIR MACHINES,
MORE THAN PIXELS ACROSS THEIR SCREENS,
THROUGH THOSE WINDOWS, ONES AND ZEROS
MAKING HEROES FOR
VIDEO GAME GENERATIONS, VIDEO GAME GENERATIONS,
VIDEO GAME GENERATIONS, VIDEO GAME GENERATIONS.

(Hold for applause.)

(Track 2 ends.)

TRACK 3: MUSIC - VIDEO GAME GENERATIONS PLAY-OFF

(The music continues over the following instructions and into the next scene:)

(Blackout.)

(The Video Game Characters exit. End of Scene One.)

(Backdrop change – Grandad’s Lounge. A typical “dated” country cottage.)

SCENE TWO: GRANDAD’S HOUSE IN THE COUNTRY - THE LOUNGE

(Track 3 from the previous scene continues as the stage is set up in darkness for this scene.)

(Enter Grandad, Vicky, Robin and Marney. Grandad sits and reads quietly in his chair centre stage left.)

(Track 3 ends.)

(Lights up.)

(Vicky sits close to her Grandad, immersed in her mobile phone, pressing buttons and smiling with satisfaction. Centre stage are her two younger brothers. Robin is serious, frowning with concentration, adjusting his specs. Marney, the youngest, is noisy and full of bounce. He prances around the lounge delighted with his own cleverness. They are competing in a game on their mobile phones. Marney is winning and everyone must know he is.)

MARNEY: Gotcha! Gotcha again! I am unbeatable! Totally wrecked you! Three times in a row. I am the boss! *(Bows to everybody)*

ROBIN: *(Shakes his head, resigned to defeat)* OK, calm down. It’s just a game Marney.

GRANDAD: And a very noisy game too! *(Awkwardly rises from his chair and hobbles to centre stage)* I don’t know how you can play with all those diddy little buttons. Phones, computers, remote controls. It’s incredible. In my day, the remote control in our house was ‘me mother!’

MARNEY: *(Oblivious to grandad’s comments)* Did you see Gramps? Did you see how I wrecked him! Three times in a row! YES! *(Punches the air)* Want another game, Rob? I’ll give you another chance to beat ‘THE BOSS’ *(Punches the air again)*

GRANDAD: Not now Marney. I think we need a bit of peace and quiet, don’t we Vicky? *(Louder)* Vicky? *(Vicky isn’t listening. She’s immersed in her mobile phone)* *(Grandad shouts)* VICKY?

VICKY: Er, *(Pause)* yes, Grandad? *(Pause)* Just a minute.

- GRANDAD:** It's incredible. The amount of time you young people spend indoors buried in these screens. You've been staying with me for a week now and you've hardly moved. In my day we were never indoors, always outside, playing with our friends. **(Proudly with a big smile on his face)** I had lots of friends. Nine or ten!
- VICKY:** Well I've got **(Smugly looking at her phone)** two thousand, six hundred and forty three friends, Grandad.
- GRANDAD:** But it's not real, is it? How many of these 'friends' have you actually met, or spent time with, Vicky?
- VICKY:** It's not like that these days Grandad. Everyone's on Snapchat, Twitter, Instagram.....
- GRANDAD:** But there's a whole world of experience out there just waiting for you to explore.
- MARNEY:** Do you mean Google, Grandad?
- GRANDAD:** Ughhhh! **(Folds his arms and shakes his head in frustration)** I can see I'm not going to win here without help. **(Fumbles around in his jacket pocket)** Now listen! **(Pause)** Years and years ago I met a wise old man. And he gave me a gift.

TRACK 4: **MUSIC - A GIFT**

(Track continues and ends under dialogue.)

(Grandad produces from his pocket a pair of seven-sided dice.)

- ROBIN:** Are they valuable, Grandad?
- GRANDAD:** Robin, my boy, they are priceless. Now, you can look - but DO NOT TOUCH!

(The children move closer to Grandad.)

- VICKY:** Let me see. But they're just two dice – a pair of dice!
- ROBIN:** No. **(Looking intently)** Wait a minute. These aren't just ordinary dice. They've got seven sides. That's weird! They won't roll properly. What's the use of dice that don't roll properly?
- GRANDAD:** Exactly. But these are magic dice. If you roll or drop them, strange things might happen. That's why you can't touch them, in case you accidentally drop them.
- MARNEY:** Don't be daft – they're just dice. You were conned, Grandad!

(Marney snatches the dice from Grandad.)

- GRANDAD:** No Marney! Give them back.

MARNEY: *(Grinning)* I want to see some of this magic! *(To audience)* Don't you?

(Grandad tries to grab back the dice.)

TRACK 5: **MUSIC AND SFX - DICE ROLL INTO GAME LAND**

(The SFX and music continue over the following instructions and into the next scene.)

(In time with the 'bang' sound effect, Marney drops the dice towards downstage centre. During the blackout Grandad picks up the dice and hands them to Lady Fortune offstage.)

(Blackout.)

(Grandad exits.)

(Bright flashes of light. End of Scene Two.)

(Backdrop change – Game Land Entrance. A land constructed from traditional board game pieces, elements and styles, such as cone shapes, counters, chess pieces etc. On the horizon there is a city skyline of Monopoly houses and hotels.)

SCENE THREE:**GAME LAND**

(Track 5 from the previous scene continues as the stage is set up in darkness for this scene. Vicky, Robin, and Marney sit huddled together downstage right.)

(Track 5 ends.)

(Lights up.)

MARNEY: *(Looking around)* Wh.. wh.. where are we? What happened?

ROBIN: And where's Grandad?

VICKY: *(Moving closer to Robin)* Guys... I'm scared!

TRACK 6:**SONG - FORTUNE'S MARCH**

(A royal Entourage fronted by a dashingy dressed Will Luck enters the stage through the audience, preparing the way for their Queen: the powerful, flamboyant and slightly sinister Lady Fortune.)

(Performed by Lady Fortune, Will Luck and the Chorus.)

**FORTUNE'S
ENTOURAGE:** HERE WE COME NOW WITH DRUMS ALL A-BLAZING,
FORTUNE'S SERVANTS ALL ARE WE.
HERE WE COME NOW WITH GAMES SO AMAZING,
SO THAT JOY WE'LL SURELY BRING, YOU SEE.

THROW THE DICE
AND IT'S WE WHO WILL SERVE YOU,
MAKE YOUR WISHES ALL COME TRUE.
WE ARE SERVANTS OF GREAT LADY FORTUNE.
TROUBLES FLY WHEN SHE COMES ROUND TO YOU.

SO STAMP YOUR FEET AND CLAP YOUR HANDS
AND JOIN OUR MARCHING,
SING OUR SONG AND JOIN OUR RANKS, TWO BY TWO.
FORTUNE'S HERE, SING DON'T SIGH,
SEND YOUR TROUBLES FLYING HIGH,
SHE IS COMING TO YOU, COMING TO YOU,
FORTUNE NOW IS NIGH!

(The Entourage march around the stage during the instrumental.)

SO STAMP YOUR FEET AND CLAP YOUR HANDS
AND JOIN OUR MARCHING,
SING OUR SONG AND JOIN OUR RANKS, TWO BY TWO.
FORTUNE'S HERE, SING DON'T SIGH,

SEND YOUR TROUBLES FLYING HIGH,
SHE IS COMING TO YOU, COMING TO YOU,
FORTUNE NOW IS NIGH!

(Hold for applause.)

(Track 6 ends.)

TRACK 7: MUSIC - FORTUNE'S ENTOURAGE

(Marching in time with the drums, Lady Fortune's Entourage position themselves across the back of the stage. Lady Fortune moves to downstage centre.)

(Track 7 ends.)

VICKY: I'm still scared!

ROBIN: This is all very strange, I'm sure we'll wake up in a minute.

(Will Luck strides towards the children.)

WILL LUCK: *(Beckons to the children)* Come with me to meet Lady Fortune!

MARNEY: I think I'm going to stay right here if you don't mind, mate... er... I mean Sir.

(Will ushers the nervous children to Lady Fortune, who stands menacingly at downstage centre.)

LADY FORTUNE: Welcome my dears to my land of games. Here we are at your service. This is where everyone gets to play their favourite games ... for real! *(Sniggers)* We hope you will find your stay exciting and memorable. Now come, my dears, what games would you like to play?

VICKY: *(Sheepishly)* Well, I was playing Monopoly on my phone.

LADY FORTUNE: On your what? *(Pointing to Vicky's phone)* On that little thing! Impossible! This is the real world! Will Luck – take that wretched thing away.

(Will Luck bows to Lady Fortune and takes Vicky's phone.)

LADY FORTUNE: *(Beckons to Marney)* Now, little boy, come here. Marney, isn't it? How sweet! You are the one who rolled the magic dice. Yes?

MARNEY: *(Sounding very unsure/nervous)* Yes, your highness, er, majesty, er, honourable-ness. But what's so special, ...your worship-ness, about those dice?

LADY FORTUNE: Sweet child.
The dice you see before you here....
Are the dice of fortune, fame and fear.
The number seven may be true and pure,
But I will win the game, of that, I'm sure!....
Let us show you!

(Lady Fortune waves the children aside so her Entourage can perform 'Song Of The Dice'.)

TRACK 8: SONG - SONG OF THE DICE

(Performed by Lady Fortune, and Dice Chorus, comprising Will Luck, Fortune's Entourage and the Side Dancers.)

(In the song, one by one, as their numbers are mentioned, individual dancers portraying numbered "sides" of a dice enter – spinning onstage. They are dressed in black and hold large black cards displaying the appropriate number of white dots. During the song, the sides of the dice meet, centre stage to form a seven-sided dice - an ideal situation for creative choreography!)

DICE CHORUS: SEVEN, SIX, FIVE, FOUR, THREE, TWO, ONE.
SPIN THE DICE, THE GAME'S BEGUN.
SEVEN, SIX, FIVE, FOUR, THREE, TWO, ONE:
MAGIC NUMBERS EVERY ONE.

ONE'S THE NUMBER ON ITS OWN,
TWO'S THE NUMBER NOT ALONE,
THREE'S THE NUMBER MAKES A CROWD,
FOUR'S THE NUMBER, SHOUT IT LOUD,
FIVE'S THE NUMBER, TWO TO GO,
SIX THE NUMBER WE ALL KNOW.

LADY FORTUNE: *(Spoken)* Seven is the number of the seven-sided dice!

DICE CHORUS: SEVEN IS THE NUMBER OF THE SEVEN-SIDED,
SEVEN-SIDED DICE.

ONE'S THE NUMBER ON ITS OWN,
TWO'S THE NUMBER NOT ALONE,
THREE'S THE NUMBER MAKES A CROWD,
FOUR'S THE NUMBER, SHOUT IT LOUD,
FIVE'S THE NUMBER, TWO TO GO,
SIX THE NUMBER WE ALL KNOW.

LADY FORTUNE: *(Spoken)* **Seven is the number of the seven-sided dice!**

DICE CHORUS: SEVEN IS THE NUMBER OF THE SEVEN-SIDED,
SEVEN-SIDED DICE.

SEVEN, SIX, FIVE, FOUR, THREE, TWO, ONE.
SPIN THE DICE, THE GAME'S BEGUN.
SEVEN, SIX, FIVE, FOUR, THREE, TWO, ONE:
MAGIC NUMBERS EV'RY ONE.

(Hold for applause.)

(Track 8 ends.)

TRACK 9: **MUSIC - FORTUNE'S ENTOURAGE EXIT**

(Lady Fortune, Fortune's Entourage and Dancers all exit, leaving Vicky, Robin, Marney and Will Luck to move to downstage centre.)

(Track 9 ends.)

VICKY: *(Firmly)* I don't like Lady Fortune.

MARNEY: You're right Vicky. She gives me the creeps!

ROBIN: I think we should be very, very careful.

VICKY: Where are we, then?

WILL LUCK: Game Land! The land of Lady Fortune.

VICKY: Scary!

WILL LUCK: Yes. When she plays games, she plays for keeps.

MARNEY: Who are *you*, then?

WILL LUCK: My name's Will Luck. I haven't been here very long, and I'll try to help you, but if they catch me talking to you, I'll be done for. If you lose your games you'll become like the rest of us. The only way to escape is to win.

ROBIN: And how exactly do we do that?

WILL LUCK: *(Looking around nervously)* I must go; they'll be looking for me. I'm your friend. Trust me, I will help you. *(Shouting to the children as he exits)* Win the games, and you win your freedom.

MARNEY: What's he mean, 'win our freedom?'

ROBIN: There's no way out!

VICKY: Have we got to stay here forever then?

MARNEY: Hope not *(Rubbing his tummy)* I'm starving.

ROBIN: It looks like it's up to us. As Will Luck says, we have to win the games. But I'm not sure how he'll be able to help us.

VICKY: *(Smiling broadly)* I think he will. I liked him.

(Lady Fortune enters and 'swans' to downstage centre, accompanied by boos and hisses from the audience.)

LADY FORTUNE: *(Addressing the audience)* Now, now, now, please, none of that. You must understand: My followers have a wonderful exciting time. I have rescued them from the tedious boredom of living an unpredictable life. They love me for it. There are a few rules, naturally. One always needs rules. Occasionally there are rebels, like that Will Luck. I have to keep a close eye on him. After all, Lady Fortune knows best and I always win.

(More boos and hisses from the audience. Lady Fortune turns her nose up at them. She then puts on a fake smile and creeps towards the children.)

LADY FORTUNE: *(Rubbing her hands together)* Now my dears. You've seen the all-powerful magic dice. The rest is up to you. Let's get started. Ladies first, I think. So Vicky, what game would you like to play?

VICKY: I think Monopoly ... because I'm good at that and I'd love to go to London. To walk around and see all the sites.

LADY FORTUNE: Excellent choice. *(Handing the dice to Vicky)* So roll the dice Vicky, and let the game begin.

TRACK 10: SFX AND MUSIC - DICE ROLL INTO MONOPOLY LAND

(The SFX and music continue over the following instructions and into the next scene.)

(In time with the 'bang' sound effect, Vicky rolls the dice towards downstage centre.)

(Blackout.)

(Lady Fortune exits. Vicky picks up the dice, exits and gives them to Will Luck once she is offstage. End of Scene Three.)

(Backdrop change – Monopoly Land. Road leading away to the horizon. Red and green plastic Monopoly houses and hotels line the road. The pavement tiles are squares from a Monopoly board. 'Parked' along the roadside are various silver coloured playing pieces, such as a car, a hat, a dog and an iron.)

SCENE FOUR:**MONOPOLY LAND**

(Track 10 from the previous scene continues as the stage is set up in darkness for this scene.)

(Lights up.)

(The Monopoly Land Street Chorus enters. This includes Barrow Boys, Market Traders, Shoppers, Pearly Kings and Queens, Flower Sellers, a jolly Police Sergeant twirling a truncheon, and so on. Some of these Citizens carry large Monopoly playing cards. They all go about their business silently upstage behind Lady Fortune and the Children standing downstage centre.)

(Track 10 ends.)

PAPERSELLER: *(Enters upstage right, waving a stash of newspapers at the children as he/she approaches them. Speaks in a cockney accent)* Extra, extra, read all about it. Lady Fortune set to win latest challenge. Paper, Miss? *(Offering Vicky a newspaper)*

VICKY: No thanks, I don't have any money. *(She tries to read the headlines)*

PAPERSELLER: *(Snatching away the newspaper)* Sorry, Miss, I ain't a library! *(Moves away)* Extra, Extra, read all about it. Lady Fortune set to win latest challenge.

(The Paper Seller joins the Street Chorus at upstage centre. An Estate Agent enters and approaches the Children.)

ESTATE AGENT: Morning, ladies and gentlemen. Could I interest you in a property around here? Student accommodation? Penthouse apartment? Time-share perhaps?

VICKY: Oh no, really, thank you.

(Lady Fortune 'glides' onstage dismissing boos and hisses from the audience with a forced smile and a flick of her hand. She moves towards the Children, teasingly brandishing a wad of Monopoly money.)

LADY FORTUNE: Well now, Miss Vicky. This is your lucky day. I feel it is going to be very profitable for you. It's time to play your game, my dear. Here, this is for you to spend. *(Hands over Monopoly money)* It's all about property. Buy it cheap and sell it dear. You can make a fortune here.

TRACK 11:**SONG - MONOPOLY**

(Performed by the Street Chorus. The Street Chorus can be split into two groups. Group A sing 'Monopoly' while Group B sing the response each time.)

(Lady Fortune exits. The Street Chorus moves downstage to perform the song with energy and gusto! The Children stand centre stage in awe of the proceedings.)

STREET CHORUS: MONOPOLY! IT'S ALL ABOUT PROPERTY.
MONOPOLY! IT'S ALL ABOUT PROPERTY.
MONOPOLY! IT'S ALL ABOUT PROPERTY.
MONOPOLY! IT'S ALL ABOUT PROPERTY.

WHEN THE PRICES HAVE ALL SOARED,
YOU CAN REAP A RICH REWARD.
THERE YOU STAND, CASH IN HAND, AIN'T IT GRAND?

(During the song Vicky enjoys the bustle as the Estate Agent begins to show her round encouraging her to spend her money on various properties. Robin and Marney 'hang out' with the Street Chorus.)

MONOPOLY! AN EMPTY OFFICE TOWER,
MONOPOLY! GETS DEARER EVERY HOUR.
MONOPOLY! INVEST ALL YOU HAVE GOT,
MONOPOLY! IN YOUR OWN BUILDING PLOT.

DIVIDENDS GROW YEAR ON YEAR,
BUYING CHEAP AND SELLING DEAR.
THERE YOU STAND, CASH IN HAND, AIN'T IT GRAND?

YOU'RE SNAPPING UP TRAFALGAR SQUARE,
A NICE HOTEL ON MAYFAIR.
YOU'LL GRAB A BUCK FROM HERE AND THERE,
AND SPLASH THE CASH, ANYWHERE.
THE PRICE IS RIGHT FOR LEICESTER SQUARE,
LET'S GO COMPARE!

MONOPOLY! MINGLE WITH WEALTHY FOLK,
MONOPOLY! AND ONCE YOU GET 'EM BROKE,
THERE YOU STAND, CASH IN HAND, AIN'T IT GRAND?

MONOPOLY! IT'S ALL ABOUT PROPERTY.
MONOPOLY! IT'S ALL ABOUT PROPERTY.
MONOPOLY! IT'S ALL ABOUT PROPERTY.
MONOPOLY! IT'S ALL ABOUT PROPERTY.

WHEN THE PRICES HAVE ALL SOARED,
YOU CAN REAP A RICH REWARD.
THERE YOU STAND, CASH IN HAND, AIN'T IT GRAND?

MONOPOLY! IT'S ALL ABOUT PROPERTY.
 MONOPOLY! IT'S ALL ABOUT PROPERTY.
 MONOPOLY! IT'S ALL ABOUT PROPERTY.
 MONOPOLY! IT'S ALL ABOUT PROPERTY.

MONOPOLY! MONOPOLY!
 MONOPOLY'S THE GAME FOR ME.
 YEAH!

(Hold for applause.)

(Track 11 ends.)

TRACK 12: MUSIC - THIS IS FUN!

(The Street Chorus lines the sides and rear of the stage. The Children and the Estate Agent move to centre stage.)

(Track 12 ends.)

VICKY: This is fun. Much better than playing it on my phone. Is it finished now? Have I won?

ESTATE AGENT: *(Checking his/her notepad)* Well, looking at all the properties you've bought, you are very heavily in debt. Do you have any money left to clear this debt?

VICKY: I don't think so *(Checking her pockets)* What can I do?

ESTATE AGENT: Oh dear, Oh dear, Oh dear! Not good! You'll have to pick a card. *(Retrieves two large Monopoly cards from offstage and presents them face-down to Vicky)* You have the choice of two. One will give you another chance and the other will put you in Jail.

VICKY: *(Looking scared)* Robin, Marney, what do I do?

ROBIN: *(Shrugging his shoulders)* It's a 50/50 chance, Vicky.

MARNEY: Close your eyes, and pick. That's what I always do. And sometimes it works.

VICKY: That's very helpful, Marney! Oh well. Here goes. *(Closes her eyes and picks a card)*

(The Estate Agent holds it up high, and it reads, 'GO TO JAIL'.)

VICKY: Oh no!

ROBIN: *(Raises his arms in the air)* Tragedy!

MARNEY: *(Also raises arms in the air)* Disaster!

(The Police Sergeant walks over to Vicky, truncheon twirling.)

SERGEANT: Sorry, Miss. You have to come with me. It's in the rules.

VICKY: ***(Looking really scared)*** I don't want to go to Jail. I want to go home. Grandad, where are you? Help me!!

SERGEANT: ***(Puts his hand on Vicky's shoulder)*** Very sorry Miss. I have to obey the rules. This way, if you please.

(The Sergeant escorts Vicky slowly offstage, followed by the Estate Agent, as the Street Chorus performs the song 'Go To Jail' - pointing menacingly at the poor bewildered girl.)

TRACK 13: SONG - GO TO JAIL

(Performed by the Street Chorus. The vocal parts can be allocated in a similar manner to Monopoly.)

STREET CHORUS: GO TO JAIL! NO LONGER CAN YOU PLAY,
GO TO JAIL! YOU MUST BE LOCKED AWAY.
GO TO JAIL! YOU CANNOT GO PAST GO,
GO TO JAIL! YOU KNOW WE TOLD YOU SO.
YOU HAVE LOST, SO OFF TO JAIL
SPENT TOO MUCH - AN EPIC FAIL,
GO TO JAIL, GO TO JAIL, GO TO JAIL.
(Shouted) GO TO JAIL!!

(Track 13 ends.)

(The Street Chorus actors position themselves around the back and sides of the stage. Robin and Marney move to downstage centre.)

MARNEY: ***(Looking flustered)*** What happened there, then?

ROBIN: I have absolutely no idea, it all happened so fast!

(A group of Reporters enter carrying note pads, pencils and a camera. They ruthlessly hound the Boys, constantly making notes and taking photos.)

REPORTER 1: Hello lads. What's occurred? Has there been an accident? Any blood? Anybody been robbed?

MARNEY: ***(Looking annoyed)*** What's it got to do with you? Who are you lot, anyway?

REPORTER 1: We're representatives of the press. So, what's the story here? Are you a witness?

REPORTER 2: Is the victim a celebrity, would you say? Just give us the details.
ROBIN: Our sister's been taken.
REPORTER 3: Kidnapped?
REPORTER 2: Any ransom demand?
REPORTER 1: Can I have your name? Grieving relation are you?
REPORTER 3: Maybe she just ran away from home.
REPORTER 2: She leave a note? *(Pause)* *(Writes on notepad)* No note?

(Will Luck enters and rushes towards the Boys.)

WILL LUCK: What's happened?
ROBIN: It's Vicky; she seems to have been arrested!
REPORTER 1: *(Continuing to harass the Boys)* Has she got a record? Any criminal tendencies? Is it a family trait?
ROBIN: *(Firmly)* I've had enough of this. We're not going to answer any more questions.
REPORTER 3: Oh, don't be like that; we're only trying to do our job!
ROBIN: *(Frustrated and angry)* Then why don't you listen, and write down what people tell you... you know... the TRUTH!

(There is a long pause as the three Reporters look at each other in shock.)

REPORTER 3: That's a really good idea!
REPORTER 2: It will be sensational. A scoop.
REPORTER 3: We can sell it to the really big papers.
REPORTER 1: Like the **Aberdovey Advertiser. (*Insert the name of a local paper here!)*
REPORTER 2: We'll be on the telly.
REPORTER 3: Can you see the headlines?
3 REPORTERS: NEWS REPORTERS TELL THE TRUTH.
REPORTER 3: *(To the audience)* But nobody will ever believe it!
WILL LUCK: Right. Come with me. We need to find the Stationmasters.
MARNEY: *(To Robin)* Stationmasters? How can they help?
ROBIN: No idea. But Will seems genuine and he wants to help us.

TRACK 14: **MUSIC - THE JAIL**

(The music continues over the following instructions and into the next scene.)

(Will Luck leads the Children offstage, pursued by the Reporters, still making notes and taking photos. The Street Chorus exits.)

(Blackout.)

(End of Scene Four.)

(Backdrop change - Inside A Jail Cell. A brick wall with a small window high up and with metal bars vertically over it. Bucket in one corner.)

SCENE FIVE:

THE JAIL

(Track 14 from the previous scene continues as the stage is set up in darkness for this scene. Enter Vicky and Prisoners.)

(Lights up.)

(Vicky hunches centre stage on a stool and is sobbing. Martha, one of the prisoners, moves over to Vicky and attempts to comfort her.)

(Track 14 ends.)

MARTHA: What's the matter love? No need to get so upset. *(Gives Vicky a handkerchief)* Here, dry your eyes.

VICKY: Thank you. I'm sorry to be so silly but it's all my fault. I should have won my game. I'm usually so good at it. I can't understand what went wrong.

PRISONER 1: Sometimes things don't go as planned. If they did, I wouldn't be here!

VICKY: I know. But now the boys have to win their games to get us out of this mess!

MARTHA: But it's not your fault Vicky. It's that Lady Fortune, she doesn't play fair.

PRISONER 2: Ain't that the truth. If she'd played fair, I wouldn't be here!

MARTHA: I am sure your brothers will find a way to beat her. Robin's clever and Marney's brave. Cheeky, but brave.

PRISONER 3: Yes, it seems those qualities are what you need to win here. If I'd had both those qualities, I wouldn't be here!

VICKY: *(Sighs)* It would have been a lot easier if I'd won.

PRISONER 4: If I had won my game I

ALL: WOULDN'T BE HERE!!

MARTHA: *(Laughing)* That's right! But winning isn't always the most important thing, you know. What you learn by playing the game is just as important.

TRACK 15: SONG - GETTING BACK IN THE GAME

(Performed by Vicky, Martha and Prisoners.)

VICKY: WINNING IS SOMETHING YOU CHASE AROUND,
NEVER KNOWING WHEN TO QUIT.
LOSING A GOOD THING CAN BREAK YOU DOWN
WHEN YOUR HOPES ARE PINNED ON IT.

PRISONERS: LADY LUCK CAN BE STRANGE,
MAKING A CHANCE TO CHANGE.
WHEN WILL YOU BE WILLING?

VICKY: ALL THE HEART ACHING THIS WORLD CAN MAKE
DOESN'T HELP YOUR CONFIDENCE.
FIGHTING WITH FATE, HOW LONG WILL IT TAKE
TO BE THROUGH WITH MAKING SENSE?

PRISONERS: LADY LUCK CAN BE STRANGE,
MAKING A CHANCE TO CHANGE.
THEN YOU BEGIN
GETTING BACK IN THE GAME.

ALL PRISONERS: THE SAYING IS TRUE:
'YOU ARE WHAT YOU DO',
YOU FAIL, LEARN FROM THE TALE.

GO ON AND SUCCEED
IN WAYS THAT YOU NEED,
DON'T BAIL, KEEP ON THE TRAIL.

MARTHA: 'CAUSE WHEN THE GAME FEELS LIKE IT'S OVER,
SURELY THERE'S SOMEONE ROOTING FOR YA.
YOUR OPPORTUNITY'S
COMING UP TO BE SEIZED.

ALL: LADY LUCK CAN BE STRANGE,
MAKING A CHANCE TO CHANGE.
THEN YOU BEGIN
GETTING BACK IN THE GAME.

THEN YOU BEGIN
GETTING BACK IN THE GAME.

(Hold for applause.)

(Track 15 ends.)

TRACK 16: MUSIC AND SFX - THE RAILWAY STATION

(The SFX and music continue over the following instructions and into the next scene.)

(Slow blackout.)

(Everyone exits. End of Scene Five.)

(Backdrop change – The Railway Station. Harry Potter Style brick arches on a train platform with various destination signs (Game Land Central, Monopoly Square, Cluedo Manor)

SCENE SIX: THE RAILWAY STATION

(Track 16 from the previous scene continues as the stage is set up in darkness for this scene. The backdrop shows an old-fashioned London railway station.)

(Lights up.)

(Various Commuters [members of the Street Chorus] enter from all sides and bustle about, sometimes crossing the stage to exit, then re-entering somewhere else. Four Stationmasters enter amidst the Commuters and try to keep things flowing. The railway station sound effects continue playing under the dialogue and gradually fade out as the track ends.)

MR FENCHURCH ST: *(Emerges from crowd)* Please hurry... train leaving platform seven for Fenchurch Street. *(Goes back into crowd)*

MR MARYLEBONE: *(Emerges from crowd)* The train arriving at platform five will be stopping at Marylebone station... I hope... well, it did last week. *(Goes back into crowd)*

MR KING'S CROSS: *(Emerges from crowd)* I would like to apologise for the delay of the train to King's Cross. We seem to have lost it... I'm sorry, I'm afraid you'll all have to walk *(Goes back into crowd)*

MR LIVERPOOL ST: *(Emerges from crowd and ushers a loitering commuter)* Hurry along please - you're blocking the platform... *(To a lady commuter)* Toilets, Madam? Yes, they're over... er... there.

(The Stationmasters continue assisting people on their way and the congested platform begins to clear.)

MR MARYLEBONE: *(Trying to assist a straggling commuter who carries a tatty map)* Tamworth? *(Insert local town name here!)* Sorry Madam. I've never heard of it. I'd get a taxi if I were you.

MR KING'S CROSS: *(Waving at the last commuter leaving the stage)* Thank you Madam, thank you for travelling by train... Bye.

(The Stationmasters are now alone. They stand an equal distance apart along the front centre of the stage. There are a few awkward seconds of silence.)

MR. KING'S CROSS: Mr Fenchurch!

MR FENCHURCH ST: Yes, Mr King's Cross.

MR KING'S CROSS: Is that it? Is rush hour over?

MR FENCHURCH ST: Looks like it, Mr King's Cross.

(Pause)

MR KING'S CROSS: Mr Fenchurch!

MR FENCHURCH ST: Yes, Mr King's Cross.

MR KING'S CROSS: I'm fed up now.

(Pause)

MR KING'S CROSS: Mr Fenchurch!

MR FENCHURCH ST: Yes, Mr King's Cross! *(Slightly irate)*

MR KING'S CROSS: It's very boring standing here, doing nothing.

(Pause)

MR MARYLEBONE: *(Mr Marylebone yawns and sighs loudly)* Ahhhhh....

MR KING'S CROSS: Ah, Mr Marylebone, I thought you were asleep.