

Rock Bottom

Junior Script

by

Craig Hawes

Speaking Roles 41

Minimum Cast Size 25

Duration (minutes) 80

ISBN: 978 1 84237 158 9

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

CONTENTS

Cast List	5
Speaking Roles By Number Of Lines.....	6
Suggested Cast List For 28 (And 25) Actors.....	8
Characters In Each Scene.....	10
List Of Properties	11
Production Notes.....	14
Prologue.....	19
Track A1: Overture.....	19
Track A2: Planet Earth.....	19
Track A3: Back To The Beginning (Song).....	20
Track A4: Back To The Beginning Play Off.....	21
Scene One.....	22
Track A5: SFX Prehistoric Earth.....	22
Track A6: SFX Gas.....	22
Track A7: Idea Hatch #1.....	23
Track A8: Zig & Zag Play On.....	24
Track A9: SFX Belch #1.....	25
Track A10: SFX Sausages Off.....	25
Track A11: Miners March On.....	26
Track A12: Miners March Off.....	27
Track A13: SFX Triangle.....	27
Scene Two.....	29
Track A14: Rock Bottom Rocks (Part 1) (Song).....	29
Track A15: Juan On #1.....	31
Track A16: Stone Stall.....	31
Track A17: SFX Boing.....	33
Track A18: Rock Bottom Rocks (Part 2) (Song).....	34
Track A19: Dino Drill #1.....	35
Track A20: Smile (Song).....	36
Track A21: The Feast.....	37
Track A22: Lady Lava Entrance.....	38
Track A23: SFX Selfie Chisel.....	38
Track A24: SFX Tiddles #1.....	39
Track A25: SFX Tiddles #2.....	39
Track A26: SFX Slide Up.....	40
Track A27: SFX Belch #2.....	40

Track A28:	Volcanic Rumble	40
Track A29:	VO Rex #1	40
Track A30:	SFX Egg Shake	41
Track A31:	VO Rex #2	41
Track A32:	Running	41
Track A33:	SFX Stone Throw.....	42
Track A34:	Wild Willie Entrance	42
Scene Three		43
Track A35:	Birds Fly On	43
Track A36:	SFX Dodo #1	43
Track A37:	SFX Dodo #2	43
Track A38:	SFX Dodo #3	44
Track A39:	SFX Dodo #4	44
Track A40:	SFX Dodo #5	44
Track A41:	SFX Dodo #6	45
Track A42:	SFX Dodo #7	45
Track A43:	Egg Hatching	45
Track A44:	VO Rex #3	46
Track A45:	VO Rex #4	46
Track A46:	Welcome To My Life (Song)	46
Track A47:	Welcome To My Life Play Off	48
Scene Four		49
Track A48:	Krakatoe-Or-Two (Song)	49
Track A49:	SFX Dyson.....	49
Track A50:	SFX Tiddles #3	50
Track A51:	SFX Time-Turner #1	50
Track A52:	Eggheads Play On.....	51
Track A53:	Dan Dan Dan #1	51
Track A54:	Dan Dan Dan #2	52
Track A55:	Dan Dan Dan #3	52
Track A56:	Juan On #2	52
Track A57:	Tequila #1	53
Track A58:	Juan Off & Miners On	54
Track A59:	Down Low	55
Track A60:	Down Low Play Off	57
Scene Five		57
Track A61:	Boulder Music	57
Track A62:	VO Rex #5	58
Track A63:	VO Rex #6	58

Track A64:	Rex Play Off.....	59
Track A65:	Idea Hatch #2	59
Track A66:	Latest News	59
Track A67:	Rock Bottom Rocks (Part 3) (Song)	60
Track A68:	SFX Turn & Sneaky Creep	61
Track A69:	SFX Footsteps #1	61
Track A70:	SFX Footsteps #2	62
Track B1:	SFX Dino Object Sequence	63
Track B2:	SFX Dino Drill #2	63
Track B3:	SFX Dino Tap	64
Track B4:	Juan Away #2	64
Scene Six		64
Track B5:	SFX Time-Turner #2	65
Track B6:	Ticking	65
Track B7:	Welcome To My Life (Reprise) (Song)	66
Track B8:	Start All Over Again (Song)	67
Track B9:	Start All Over Again Play Off.....	68
Scene Seven		69
Track B10:	Lava Play On	69
Track B11:	Tequila #2	69
Track B12:	SFX Tiddles #4	70
Track B13:	Lava Play Off & Roar	70
Track B14:	Fuse.....	70
Track B15:	Roar & Juan Away	71
Track B16:	Coral And Cliff.....	71
Track B17:	Bone Trail	72
Track B18:	SFX Cliff Hanger	72
Track B19:	SFX Roar	72
Track B20:	Cavey Play On.....	72
Track B21:	SFX Sat Nav	73
Track B22:	SFX Sat Nav & Roar	73
Track B23:	SFX Sat Nav & Exit.....	73
Track B24:	SFX Dodo #8 & Rex.....	73
Track B25:	SFX Dodo #9	73
Track B26:	Rex & Miners March On.....	74
Track B27:	The Crystal Crevice	74
Scene Eight		74
Track B28:	Spell On You (Song)	75
Track B29:	Glug Magic Baby.....	77

Track B30:	Tequila #3	77
Track B31:	VO Rex #7	78
Track B32:	SFX Roar & Rex	78
Track B33:	Back To The Beginning (Reprise) (Song)	78
Track B34:	Rock Bottom Rocks (Reprise) (Song)	80
Track B35:	Company Play Out.....	80
Photocopiable Lyrics		81

CAST LIST

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 Cobblestones

*Bobby (85)
*Coral (61)
*Cliff (53)
Zig (1)
Zag (1)

The Timekeepers

*Crater (43)
*Crevice (42)
*Creek (34)

The Krakatoe-or-two Crackpots

*Lady Lava (68)
Gravel (48)
Tiddles (0)
Dinosaur (0)

The Three Amigos

Juan 1 (49)
Juan 2 (51)
Juan 3 (53)

The Caveys

*Wild Willie (35)
Rocky (37)
Gerty (8)
Glenda (8)
Gladys (8)
Dickiesquit (5)
Dinkydonk (4)
Dribblebut (3)
Dunkmonkey (2)
Funkydink (3)
Pumpfreckle (3)
Scabmaggot (3)
Skunktrumpet (3)
Spleenbandage (3)

The Growlers

Ying (0)
Yang (0)
Klik (0)
Klak (0)
Trig (0)
Trog (0)
Tick (0)
Tock (0)

The Mini Miners

Morris Miner (16)
Argie (4)
Bargie (4)
Cheeky (1)
Dippy (2)
Eggy (2)
Floppy (2)
Grouch (5)

The Eggheads

Edison (13)
Edgar (6)
Edwin (5)
Enzo (6)
Emmett (5)
Ezra (6)

SPEAKING ROLES BY NUMBER OF LINES

In the following list, the number shows the number of speaking lines each role has.

An asterisk (*) by the character's name indicates that this characters also has solo or featured sung lines.

*Bobby	85
*Lady Lava	68
*Coral	61
*Cliff	53
Juan 3.....	53
Juan 2.....	51
Juan 1.....	49
Gravel.....	48
*Crater	43
*Crevice	42
Rocky	37
*Wild Willie	35
*Creek	34
Morris Miner	16
Edison	13
Glenda.....	8
Gladys	8
Gerty.....	8
Edgar.....	6
Enzo	6
Ezra	6
Edwin.....	5
Emmet	5
Grouch.....	5
Dickiesquit	5
Dinkydonk.....	4
Argie	4
Bargie	4
Dribblebut	3
Funkydink	3

Pumpfreckle	3
Scabmaggot	3
Skunktrumpet	3
Spleenbandage	3
Dunkmonkey	2
Dippy	2
Eggy	2
Floppy.....	2
Cheeky	1
Zig	1
Zag	1
Ying	0
Yang	0
Klik.....	0
Klak	0
Trig	0
Trog	0
Tick.....	0
Tock.....	0
Tiddles.....	0
Dinosaur	0

SUGGESTED CAST LIST FOR 28 (AND 25) ACTORS

In the following list, the number shows the number of speaking lines each role has.

An asterisk (*) by the character's name indicates that this characters also has solo or featured sung lines.

*Bobby	85
*Lady Lava.....also uses a puppet (or a stuffed toy) to represent Tiddles	68
*Coral	61
*Cliff	53
Juan 3.....	53
Juan 2.....	51
Juan 1	49
Gravel.....	48
*Crater	43
*Crevice	42
Rocky	37
*Wild Willie	35
*Creek	34
Morris Miner	16
Edison.....also says the lines of Enzo.....	19
Glenda.....also says the lines of Dinkydonk, Funkydink & Skunktrumpet	18
Gladys.....also says the lines of Dribblebut, Pumpfreckle & Spleenbandage....	17
Gerty.....also says the lines of Dickiesquit, Dunkmonkey & Scabmaggot	18
Edgar.....also says the lines of Emmett	11
Edwin.....also says the lines of Ezra	11
Grouch.....	5
Argie.....also says the lines of Dippy.....	6
Bargie.....also says the lines of Eggy	6
Cheeky.....also says the lines of Floppy	3
Zig.....also says the lines of Zag.....	2
Ying	0
Yang	0
Klik.....	0

For this reduction:

- ***Where a character is “saying the lines of.....” the parts are merged into one part.***
- ***The parts of Klak, Trig, Trog, Tick and Tock (Growlers) are deleted.***
- ***The part of the Dinosaur is to be played by a willing adult!***

To achieve the full reduction to 25 actors, the parts of Gerty and Edison will need to be played by the same actor. Similarly, the actor playing Glenda can also play the part of Edgar, and the actor playing Gladys can also play the part of Edwin.

CHARACTERS IN EACH SCENE**Scene One**

Timekeepers
 Zig and Zag
 Bobby
 Cliff and Coral
 Rocky
 Growlers
 Miners
 Lady Lava
 Eggheads
 Chorus (for songs)

Scene Two

Timekeepers
 Juans
 Caveys
 Growlers
 Rocky
 Gerty, Glenda and Gladys
 Bobby
 Cliff and Coral
 Lady Lava
 Gravel
 Tiddles
 Dinosaur
 Chorus (for songs)

Scene Three

Bobby
 Wild Willie
 Timekeepers
 Chorus (for songs)

Scene Four

Timekeepers
 Lady Lava
 Gravel
 Tiddles
 Eggheads
 Miners
 Juans
 Chorus (for songs)

Scene Five

Timekeepers
 Cliff and Coral
 Bobby
 Wild Willie
 Rocky
 Caveys
 Growlers
 Juans
 Dinosaur

Scene Six

Gravel
 Bobby
 Lady Lava
 Tiddles
 Eggheads
 Timekeepers
 Chorus (for songs)

Scene Seven

Timekeepers
 Juans
 Lady Lava
 Gravel
 Tiddles
 Dinosaur
 Bobby
 Eggheads
 Cliff and Coral
 Zig and Zag
 Rocky
 Growlers
 Gerty, Glenda and Gladys
 Wild Willie
 Miners

Scene Eight

Timekeepers
 Bobby
 Lady Lava
 Gravel
 Edison
 Juans
 Wild Willie
 Cliff and Coral
 Zig and Zag
 Rocky
 Dinosaur
 Chorus (for songs)

LIST OF PROPERTIES

Scene One

Bone Set on floor
 Light Bulb..... Coral
 Giant Egg..... Zig and Zag
 String of Sausages Zig and Zag
 Triangular Wheel Bobby

Scene Two

Bone Microphones..... Timekeepers
 Lime Stone Juan 1
 Lemon Stone Juan 2
 Flag Stone Juan 3
 Keystone..... Juan 1
 Moonstone..... Juan 2
 Rolling Stone Juan 3
 Real Rock Juan 1
 Sham Rock..... Juan 2
 Bed Rock..... Juan 3
 Glam Rock..... Juan 1
 Punk Rock Juan 2
 Blackpool Rock..... Juan 3
 Slate Juan 1
 Bone Rocky
 Feast Covered by Cloth Scene Prop
 Giant Egg..... Zig and Zag
 Smart Phone Shaped Rock and Chisel Dickiesquit

Scene Three

Love Bird Puppet Crater
 Parrot Puppet Crevice
 Dodo Puppet..... Creek
 Puppet Egg and Rex Puppet and Blanket Bobby
 Bird Puppets Chorus

Scene Four

Toilet Seat and Toilet Brush	Edwin
Dyson the Mammoth	Set On Stage
Time-Turner	Set On Stage
Wrinkle Mask	Set On Stage
Feather Duster.....	Gravel

Scene Five

Box of Boulder Washing Powder	Crater
Leopard Skin Item of Clothing	Coral
Washing Basket full of Stone Age Clothes	Coral
Leopard Skin Underpants.....	In Washing Basket
Light Bulb.....	In Washing Basket
Bone Microphones.....	Timekeepers
Puppet Egg, Rex Puppet and Blanket	Wild Willie
Triangular Wheel	Bobby
Coat Hangers x 2.....	Bobby
A.S.P.I.R.I.N	Juan 2
Rubik's Cube	Scabmaggot
Tin of Beans	Spleenbandage
T.V. Screen.....	Skunktrumpet
Microphone.....	Pumpfreckle
Garden Trimmer	Glenda
Sack Containing Script	Juan 1
Bone	Rocky

Scene Six

Dyson the Mammoth	Set On Stage
Time-Turner	Set On Stage
Wrinkle Mask	Set On Stage
Light Bulb.....	Selected Egghead

Scene Seven

Sack Containing Dynamite Juan 1
 “BNAG” Sign Juan 2
 Bones Eggheads
 Coat Hanger Bobby
 Sat Nav Gerty
 Puppet Egg and Rex Puppet and Blanket Wild Willie
 Love Bird Puppet Crater
 Parrot Puppet Crevice
 Dodo Puppet Creek

Scene Eight

Goblet Lady Lava
 Cocktail Glass Bobby
 Baby Lady Lava Bobby
 Puppet Egg and Rex Puppet and Blanket Wild Willie
 Wrinkle Mask Lady Lava

PRODUCTION NOTES

Welcome to ***Rock Bottom!*** 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 41 individual speaking characters and 10 non-speaking characters (Tiddles, the Growlers and the Dinosaur). 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:

- Reduce Growlers to just Ying, Yang and Klik.
- Reduce Caveys to just Gerty, Glenda and Gladys (reallocating other Cavey lines)
- Reduce Eggheads to just Edison, Edgar and Edwin (reallocating other Egghead lines)
- Double role of Gerty, Glenda and Gladys with Edison, Edgar and Edwin (with costume changes)
- Combine Zig and Zag into just one part, Zig.
- Reduce Mini Miners to just Morris, Argie, Bargie, Cheeky, Grouch (reallocating other Miner lines)
- Use a stuffed animal or puppet held/operated by Lady Lava for Tiddles.
- Use an adult to play the Dinosaur.

To expand the cast, unlimited chorus parts may be used as additional Caveys, Growlers, Eggheads (and possibly Miners) optionally redistributing some lines. An off-stage choir can also be used for chorus backing on songs.

The Growlers work well being smaller as they are the cave children, and if you have a group of younger performers in your cast this role would be ideal for them. Cliff and Coral require a comical and exaggerated portrayal of an eccentric elderly couple with appropriate body language and voice. The role of Lady Lava could be very effectively played by a male actor, as could Gerty, Glenda and Gladys! Please note that as Rex is a baby dinosaur inside an egg, he is not a character but written as an operated puppet with recorded dialogue as part of the tracks provided.

COSTUMES

The costuming of Rock Bottom can be really simple but effective by keeping most costumes in the same style but in different colours, and by adding Stone Age accessories. Try to avoid the 'explosion in a paint factory' look by picking out a few bright colours for each group of characters. This not only helps the audience identify who is who, but also helps everyone backstage organising the cast!

Most characters can wear the same basic costume: black trousers cut with a zigzag at the knee and an oversized t-shirt on top with bottom and sleeves again cut with a zigzag. Each t-shirt can be decorated with a simplified Flintstone-style animal-print design (randomly

scattered small, rounded black triangles). The colours of these t-shirts identify individual character groups.

Caveys could be in blue with girls wearing a large bone on the top of their head gripped into the hair to look like a bow. Rocky Rockefeller could be dressed similarly but with a giant bone necklace, almost like a Mayor's chain of office. Gerty, Glenda and Gladys could be in pink with matching fur handbags and headscarves. Growlers could be in green with huge, brown caveman-style wigs, each carrying an optional caveman club.

The Timekeepers need to stand apart from the others, so perhaps purple tops with green triangles rather than black. A colourful “steam-punk” style can be achieved with a purple top hat dressed with a green material tie around it and funky green glasses.

The Miners could be in red with huge bright yellow initials on their shirts and a plastic helmet painted or decorated to look stone or wood-fashioned. A pickaxe also makes a fun optional extra for each miner!

The Cobblestone Family could be in yellow, Cliff in an old man's wig and glasses with an orange tie, Coral with a bone in her hair and a bone necklace with an off the shoulder Wilma Flintstone-style dress. Zig and Zag can be dressed like the growlers but in yellow and perhaps with slightly different wigs - hair must be done neatly under their wigs ready for the reveal at the end after they have evolved. At this point, the twins return to stage in the same costume but without the wig and with glasses and possibly a tie. Bobby is slightly different to everyone else with a plain yellow T shirt and furry orange waistcoat over the top - perhaps some fur also tied round his head, and orange rather than black trousers with the triangular pattern on.

All the 'Baddies' could be dressed within the black/white/red colour scheme. The Juans in black tops with red triangles, red trousers and huge Mexican sombreros and moustaches. Eggheads in white tops with 'mad scientist' wigs and glasses. A black top with white triangles, a bowler hat and little black moustache for Gravel - a sort of Charlie Chaplin look. He may even sport a small white apron for his domestic duties. Tiddles can be played by a small child in a tiger costume with full face paint and a collar and lead. Finally Lady Lava in a long black Cruella De Vil-style dress, black and white animal print around the collar, and mad, bright-red wig, reminiscent of an erupting volcano, to emphasise her hot-headed, explosive personality!

Finally, the Dinosaur (Rex's Mum), could be a giant mascot costume, but would work just as well as an art project using a papier-mâché box head with blue onesie and gloves.

STAGING

This production can be staged effectively with very simple scenery. Large flats, brightly painted to look like rocks and caves, are incredibly eye-catching set against a simple black background. A central section at the back can incorporate the place sign for 'Rock Bottom' painted on a huge rock stack or arch. Add brightly coloured doors and letter boxes to the caves to give them a fun, Flintstone cartoon look. In amongst the rocks can be enormous,

brightly-coloured, exotic trees and plants. These flats can remain in position for the entire show, with other pieces of scenery brought in front to represent other scenes. For instance, a large cauldron and wall section with a mammoth on could be positioned in front for the Lady Lava sections. Choosing a different colour for the stones on these pieces would help convey the change of scene, for instance using a purple for the rocks and cauldron. Putting these on wheels helps to make scene changes quicker and easier. For Lady Lava's Loathsome Larval Labyrinth, just adding a large painted sign is a very simple way of conveying the scene change, though other flats depicting tunnels and rock walls could be added if you want to make more elaborate scenery.

This production works well as a one-act musical, but some directors may prefer to split the show into two acts and this is perfectly acceptable. Rock Bottom can easily be performed as a two-act production with an interval following the song "Down Low" in Scene Four. In doing this, "Track A60 Down Low Play Off" can serve as the Act One play off music, then be repeated after the interval as the Entr'acte music for Act Two which would begin with Scene Five.

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! Many of the props can be made simply using large 2D painted cardboard props or card-mounted prints, such as the light bulb and futuristic objects. The selfie stone block and eye chart could be flats also, but may be more effective as 3D narrow cardboard boxes painted to look like stone.

The mammoth head could be painted onto a large piece of card or wood with a hose for a trunk; it could be a Henry Hoover covered in fur; or it could be a large foam or wire structure covered in fur with huge moving polystyrene eyeballs and a gigantic ducting hose trunk! The cauldron, again could simply be painted as a flat, or could be a large 3D prop.

The Time-Turner is an enormous egg timer and could be created with two plastic goldfish bowls stuck together between a circular polystyrene top and base, sprayed stone-grey. Three large bones instead of wooden struts give it that caveman look, perhaps with some artificial ivy wrapped around. Fill with little golden polystyrene balls and a central mesh inside for them to fall through, and you have an effective working Time-Turner. A painted piece of wood or card would work just as well although would not quite portray the effect of the timer filling at the bottom.

The Juans' rock/stone section during their first appearance is always well-received by the audience if done well, but may initially seem a little complicated and daunting. However, a good bit of prop-labelling and organisation prior to their entry will ensure it is actually as easy as Juan-two-three! To make the rocks, use A2/A3 sheets of stiff card cut and painted to look like rocks and stones. Simply stick or paint a large picture onto each card to depict the rocks eg. a picture of a bed on bedrock, a safety pin and coloured spiky hair for punk rock etc. Then label the back of the cards with a number (identifying which order to hold up the cards), the name of the rock (to assist the performers in getting the names in the correct order) and with a colour allocated to each Juan so they know which rocks are theirs. This way the Juans would have a set of rocks with labels in the colour they have been allocated,

and in the correct order with number one face down on top, then 2, 3, and 4 underneath in order.

The giant egg and Rex dinosaur puppet can be achieved simply using a large papier-mâché balloon and a puppet made from a sock. If you want something more elaborate then plastic eggs and dinosaur puppets can be bought. Paint the egg cream or beige, with darker brown speckling for the authentic look. You might choose to make 2 versions of the giant egg, a complete one for before Rex hatches, and one with a hole for after he hatches so he can pop through it. The string of sausages should be made as large as possible - swimming woggles cut into small sausage shapes and stuffed into a pair of knotted tights is a simple but effective way to create this prop.

Several large bones are used throughout the production as props in various guises—these can be made from large white card, but inexpensive, large plastic bones are easily obtainable from fancy-dress suppliers and can be more effective and time-saving.

Three large bird puppets are used by the Timekeepers in this production, which can either be made or easily and inexpensively purchased. However, for the song “Welcome To My Life”, having the chorus enter with additional bird puppets to operate and perform the song with adds a very effective magical and colourful twist. An alternative would be for the chorus to enter in brightly-coloured bird costumes or feathery headpieces for this song.

Lady Lava’s wrinkle mask is simply an old lady latex mask cut to cover just the top of the face (forehead, eyes, nose and cheeks) allowing the performer to speak freely. To make this mask easier to apply on stage whilst wearing a wig, it can be attached to a pair of glasses so that it can be popped on and off quickly.

Finally, at the end of the production Lady Lava gets her wish for youth as she becomes a baby. This is represented by a baby doll with a nappy and if possible a small scale version of Lady Lava’s wig.

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 two Backing Track CDs. 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 (such as Go Button) 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.

Note from the editors: for technical reasons the backing tracks and vocal tracks have each been split onto two CDs, with tracks A1-A70 on disc A and tracks B1-B35 on disc B. The final 15 tracks on disc B are SFX (sound effects) and VO (voiceovers) for use in conjunction with a live pianist. See the Performance Score for more details of how and where to use these.

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

The director may, at their discretion, amend Lady Lava's spoken potion ingredients in the song "Spell On You" to include local references such as teachers' names (eg. "The stinky socks of Mr Smith") on the proviso that the new lines rhyme and scan appropriately. In addition to the obvious [LOCAL TOWN] mention, you may need to localise other names such as Specsavers opticians, Birdseye or Black and Decker, and also change the word nappy to diaper!

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.

Craig Hawes

PROLOGUE**TRACK A1:****OVERTURE**

(As the House Lights dim, the overture music begins. At the end of the overture, the curtain rises and lights slowly reveal an atmospheric abstract scene representing space - possibly a starry background with a projected spinning globe in the background.)

TRACK A2:**PLANET EARTH**

(Following a fanfare we hear ticking as light comes up on the Timekeepers stood together at one side, who address the audience in a dramatic attention-grabbing style with choreographed hand actions.)

CRATER: Planet Earth!
CREVICE: Twenty-first Century!
CREEK: Population eight billion!
CRATER: Eight billion and one...
CREVICE: Eight billion and two...
CREEK: Eight billion and three...
CRATER: Increasing with every tick of the clock...
CREVICE: As new lives are born to this wondrous world...
CREEK: In these times of technological triumph...
CRATER: But how did it start?
CREVICE: Where did we come from?
CREEK: What was it like?
TIMEKEEPERS: When did it all begin?
CRATER: We're taking you on a journey...
CREVICE: Turning back the hands of time...
CREEK: Winding back the clock...
CRATER: Back...
CREVICE: Back...
CREEK: Back...
TIMEKEEPERS: ...to the beginning!

TRACK A3:**BACK TO THE BEGINNING**

(As the music starts, the chorus enter and dance energetically into position ready to perform the song and dance.)

ALL: TICK, TOCK!
IT'S TIME TO TRAVEL ON A JOURNEY!
TICK, TOCK!
WE'RE TURNING BACK THE HANDS OF TIME!
THE PAST BECOMING THE FUTURE,
THE FUTURE FADING TO BLACK.
WE'LL TAKE A WALK INTO HISTORY,
SO STOP THE CLOCK 'COS WE'RE GOING BACK!
TIME TO PACK,
HIT THE TRACK!

GOING BACK TO THE BEGINNING,
REWINDING THE CLOCK,
'COS WE'RE SINGING AND WE'RE SPINNING
AROUND ON A ROCK.
GOING BACK TO THE BEGINNING,
WHERE EVIL WAS PRIME.
WE'RE ON A JOURNEY TO THE DAWN OF TIME!

GOING BACK TO THE BEGINNING,
REWINDING THE CLOCK,
'COS WE'RE SINGING AND WE'RE SPINNING
AROUND ON A ROCK.
GOING BACK TO THE BEGINNING,
WHERE EVIL WAS PRIME.
WE'RE GOING BACK IN TIME!
GOING BACK, GOING BACK!

(The three Timekeepers rap over the instrumental section as the chorus dance.)

CRATER: You know we're going back in time to where it - all began!
CREVICE: And we don't even need a Tardis or DeLorean!
CREEK: Because we're heading for the Stone Age if you want to be
 specific!
TIMEKEEPERS: When man was brave
 And lived in caves
 And acted Neolithic!

ALL: TICK, TOCK!
 WE'RE HEADING FOR A NEW HORIZON!
 TICK, TOCK!
 WE'RE BOUND FOR WHERE IT ALL BEGAN!
 WE'LL TURN THE TIDE OF THE SEASONS,
 WE'LL MAKE THE CALENDAR CRACK.
 WE'LL TAKE A WALK INTO HISTORY,
 SO STOP THE CLOCK 'COS WE'RE GOING BACK!
 TIME TO PACK,
 HIT THE TRACK!

GOING BACK TO THE BEGINNING,
 REWINDING THE CLOCK,
 'COS WE'RE SINGING AND WE'RE SPINNING
 AROUND ON A ROCK.
 GOING BACK TO THE BEGINNING,
 WHERE EVIL WAS PRIME.
 WE'RE ON A JOURNEY TO THE DAWN OF TIME!

GOING BACK TO THE BEGINNING,
 REWINDING THE CLOCK,
 'COS WE'RE SINGING AND WE'RE SPINNING
 AROUND ON A ROCK.
 GOING BACK TO THE BEGINNING,
 WHERE EVIL WAS PRIME.

GROUP 1:
 WE'RE GOING BACK
 IN TIME!
 WE'RE GOING BACK
 IN TIME!
 WE'RE GOING BACK
 IN TIME!
 WE'RE GOING BACK
 IN TIME!

GROUP 2:
 AIN'T NO TURNING
 BACK NOW!
 AIN'T NO TURNING
 BACK NOW!
 AIN'T NO TURNING
 BACK NOW!
 AIN'T NO TURNING
 BACK NOW,

TIMEKEEPERS:
 GOING BACK,
 GOING BACK!
 GOING BACK,
 GOING BACK!
 GOING BACK,
 GOING BACK!
 AIN'T' NO TURNING
 BACK NOW,

ALL: WE'RE GOING BACK!

*(At the end of the music, the chorus fall to the floor in an explosive climax.
 Blackout.)*

TRACK A4: BACK TO THE BEGINNING PLAY OFF

SCENE ONE

(Stoney Street, 8.27am. The chorus exit as the scene changes to become Stoney Street in the Stone Age town of Rock Bottom. A large, cracked stone sign saying 'Rock Bottom' is prominent, surrounded by colourful, stone cave dwellings and buildings. Lighting remains dim and atmospheric. A spotlight reveals Crater, Crevice and Creek who address the audience again over an underscore of strange sounds.)

TRACK A5:**SFX PREHISTORIC EARTH**

CRATER: Planet Earth!
CREVICE: Five thousand BC!
CREEK: Population... forty-two!
CRATER: A world of rocks and caves...
CREVICE: Prehistoric plants and creatures...
CREEK: And our first glimpse of primitive human life...
TIMEKEEPERS: Stone Age Man!

(Cliff Cobblestone enters, looking distinctly Stone Age. He lumbers around like a monkey. He's old with a bad back, but to the audience he appears to be an animalistic caveman who hasn't evolved yet.)

CRATER: He emerges from his cave to explore his strange surroundings...
CREVICE: A primeval soup of hot springs, bubbling lava...
CREEK: ...and putrid, noxious gasses...

TRACK A6:**SFX GAS**

(Cliff bends over to look at the ground and we hear gas escaping. He then approaches the Timekeepers.)

CRATER: Wild!
CREVICE: Primitive!

(Cliff lifts Creek's arm and sniffs his armpit.)

CREEK: Curious!

(Cliff moves to centre stage, close to where a bone is lying.)

CRATER: Ready to evolve...

CREVICE: ...stand upright...

CREEK: ...and attempt the very first example of human communication.

(Cliff lifts the bone and stands up straight emitting a long, loud, primeval scream. He holds the bone high.)

CLIFF: Aaaggghhh!

(The Timekeepers exit. Coral Cobblestone enters looking cross, and shouts at her husband, who is rubbing his painful foot and back.)

CORAL: Cliff Cobblestone, stop that awful racket right now! You've probably woken every neighbour on Stoney Street!

CLIFF: Sorry, Coral dear. It's just my back went again, and then I stubbed my toe on this blinking bone someone left in the street. I bet it was Bobby.

CORAL: For goodness sake, Cliff. What am I always telling you?

CLIFF: *(after a thoughtful pause)* Don't do that in the sink?

CORAL: I've told you a million times to be quiet in the mornings.

CLIFF: You certainly have, dear.

CORAL: I don't want to be woken at the crack of dawn.

CLIFF: You certainly don't, dear.

CORAL: I need my beauty sleep.

CLIFF: *(to the audience)* You certainly do, dear!

(Bobby enters.)

CLIFF: Bobby Cobblestone, please stop leaving your bones all over the place.

BOBBY: There it is! Thanks, Gramps, I might need it for a new invention.

CLIFF: BC, you need to stop wasting your time with silly inventions and do something real.

TRACK A7:

IDEA HATCH #1

(We hear odd sound effects as Bobby pulls strange faces, holds his head and wobbles.)

BOBBY: *(mesmerised)* Real... wheel... wheel... wheel...

CORAL: Oh no, not again!

CLIFF: He's hatching another idea!

(As the sound effect ends we hear a bell and Bobby emerges from his trance with a smile and a raised finger as Coral holds a large light bulb cut-out above his head.)

BOBBY: Thanks Gramps, I've hatched an idea for a new invention!

(Bobby takes the light bulb and goes to leave, but a worried Coral calls to stop him.)

CORAL: New invention? Now wait a second, BC!

BOBBY: It's brilliant, Gran! You're going to love it! *(he exits in a hurry)*

CLIFF: That boy and his inventions! Why does he bother?

CORAL: Well, he wants to be an inventor. He wants to join the Eggheads. *(inspiringly)* He wants to shape our future!

CLIFF: He wants to pack it in! That grandson of ours never invents anything useful. A young boy like him shouldn't be stuck in the cave inventing things; he should be out clubbing with his friends!

CORAL: It's just a phase, Cliff. We all have them. Remember when you were addicted to the Hokey Cokey?

CLIFF: Yes! But I turned myself around, and that's what it's all about!

CORAL: Exactly. He'll be a fine grown-up caveman before you know it! I'm more worried about the twins. I don't think Zig and Zag will ever evolve.

CLIFF: Well at least they're good at hunting! I hope they've bagged something tasty. *(calling off)* Zig, Zag?

TRACK A8:

ZIG & ZAG PLAY ON

(Zig and Zag enter with clubs. They carry a giant egg and a string of enormous sausages.)

ZIG & ZAG: *(growling fiercely and waving their clubs)* Aarrgghh!

CORAL: There you are! And how are my little Growlers?

ZIG & ZAG: *(growling again)* Aarrgghh!

CORAL: They're so cute, bless them! And look, sausage and egg. They're such clever hunter-gatherers.

CLIFF: More like hunter-gobblers! They eat more than they ever bring home. What have you done with the rest of the food?

TRACK A9:**SFX BELCH #1**

(Zig and Zag belch loudly and rub their tummies. Coral takes the egg and looks at it whilst Cliff tries to get the sausages from Zig and Zag. They are unwilling, and it soon becomes a tug of war. Zig and Zag slowly exit so that only the taut string of sausages can be seen being pulled from the side.)

CORAL: Well never mind, this egg's the biggest I've ever seen!

CLIFF: *(struggling with Zig and Zag over the sausages)* It sure is a whopper! Maybe we... could... fry... them up... with these... lovely... looking... sausages.

CORAL: Are they fresh?

TRACK A10:**SFX SAUSAGES OFF**

(Cliff lets go of the sausages which fly off stage.)

CLIFF: No... they've just gone off!

(Rocky Rockefeller enters followed by a line of Growlers, the wild youngsters of the town, possibly each with an optional club. Rocky is bossy and very self-important.)

ROCKY: This way, Growlers! Oh, look! It's Mr & Mrs Cobblestone.

CORAL: *(to Cliff)* Oh no, it's Rocky Rockefeller.

ROCKY: Say good morning, Growlers!

GROWLERS: *(waving the clubs)* Aarrgghh!

ROCKY: Morning Coral, morning Cliff.

CLIFF: Morning Rocky. You look busy.

ROCKY: "Busy" is my middle name.

CLIFF: I thought it was Bernard?

ROCKY: *(proudly)* Chief Growler-Trainer, Chair of the Rock Bottom Residents' Association. Oh yes, in this town, I'm known as the "big cheese!"

CORAL: Because you're covered in blue veins and you stink?

(Cliff and Coral laugh.)

ROCKY: Oh, cheese jokes? Very mature! Well, I'm too busy to stand gossiping with you. I'm organising today's Feast Of Krakatoe-or-two.

CLIFF: Oh yes, the Feast Of Krakatoe-or-two!

CORAL: When we gather food and drink!

CLIFF: And make offerings to the great volcano Krakatoe-or-two!

CORAL: So she doesn't blow her top and wipe out our town!

ROCKY: Yes, thank you! I think the audience are now aware of that important plotline. The Growlers have been hunting and gathering food for the feast, haven't you, Growlers?

GROWLERS: Aarrgghh! *(they wave their arms and growl)*

ROCKY: And later, yours truly will be greeting our special guest...Lady Lava!

CLIFF: Lady Lava? Here in Rock Bottom?

CORAL: But she's the biggest celebrity of the modern Stone Age!

ROCKY: Exactly. Which is why I need an impressive centrepiece for the feast. *(pointing at the giant egg)* Like that!

CORAL: This? But this is...

ROCKY: ...just what I was looking for? Yes, I know! *(he takes the egg and examines it)*

CORAL: No, you see it's not really...

ROCKY: ...good enough for Lady Lava? Nonsense, she'll love it!

CLIFF: No, we mean we really don't want you to...

ROCKY: ...thank you in public? Don't worry - I'll tell everyone it was my donation. Well, must pebble dash. Busy, busy, busy! Growlers?

GROWLERS: *(waving their arms)* Aarrgghh!

TRACK A11:**MINERS MARCH ON**

(A cross Coral and Cliff watch Rocky and the Growlers exit with the egg as the Mini Miners march on.)

MORRIS: Mini Miners, halt!

MINERS: *(saluting)* Yes, boss!

CORAL: Oh look, it's the Seven Dwarfs!

MORRIS: We're Mini Miners actually! Got an appointment with Lady Lava, haven't we lads?

MINERS: *(saluting)* Yes, boss!

MORRIS: You wouldn't happen to know where she lives, would you?

CLIFF: Of course! She lives in the great volcano Krakatoe-or-two.

MORRIS: The great volcano Krakatoe-or-two? And what's the best way to Krakatoe-or-two?

CLIFF: Drop a boulder on your foot! *(he laughs at his own joke)*

CORAL: Zip it, Cliff! It's straight down Stoney Street, right on Rocky Road, past the Creepy Crevice Of Doom and Krakatoe-or-two is straight ahead.

MORRIS: Marvellous! Mini Miners, march!

MINERS: *(saluting)* Yes, boss!

TRACK A12:**MINERS MARCH OFF**

(The Mini Miners march off and exit as Bobby enters excitedly, holding a concealed triangular wheel.)

BOBBY: Eureka! I've done it! I've really done it! Gran, Gramps, I've reinvented ...the wheel!

CORAL & CLIFF: The wheel?

BOBBY: Yes, you see, last night I was watching an enormous boulder roll down the mountain... and then it hit me!

CORAL: Ouch!

BOBBY: Not the boulder, the idea. A brand new shape for the wheel! I call it a tri-an-gle!

TRACK A13:**SFX TRIANGLE**

(Bobby proudly reveals his triangular wheel, made from three bones tied together with fur strips.)

CLIFF: But it's not square!

CORAL: Wheels are square!

CORAL & CLIFF: Everybody knows that!

BOBBY: Yes, but square wheels have four corners, so four bumps every turn. Mine has three corners, so just three bumps! Meaning a smoother ride on your wagon! What do you think?

(Cliff takes the wheel and looks in wonder at it, speaking slowly as if in amazement at Bobby's invention.)

CLIFF: *(awestruck)* Bobby Cobblestone! This... is... the most... *(suddenly angry)* useless invention I have ever seen! *(he gives it back to Bobby)*

CORAL: It's crazy!

CLIFF: It's kooky!

CORAL: It's wacky! And for that reason...

CORAL & CLIFF: *(turning away, arms folded)* ...we're out!

BOBBY: *(sadly)* Oh.

(Bobby moves to a spotlight on the side of the stage and Coral and Cliff follow him. Lady Lava and the Eggheads enter unseen in the dark on the other side of the stage.)

CORAL: (*kindly*) Don't be blue, BC! You're very good at having ideas.
CLIFF: It's just your ideas aren't very good. Like when you connected the kettle to the toilet.
CORAL: I kept getting hot flushes! Then there was non-stick Sellotape!
CLIFF: Waterproof teabags!
CORAL: Fireproof matches!
CLIFF: The inflatable dartboard!
BOBBY: You're right. I'm never going to be a successful inventor. I just wanted to become an Egghead and work for Lady Lava. (*dreamily*) She's the most beautiful, kind celebrity...

(A quick-changing split scene follows between each side of the stage, aided by lights if possible. Lights up on the other side to reveal a cross Lady Lava shouting at her terrified Eggheads gathered around her.)

LADY LAVA: (*furiously*) Eggheads, you useless bunch of baboon's bottoms!
EGGHEADS: (*petrified*) Yes, Lady Lava.

(Lighting change.)

BOBBY: ...and she really loves her Eggheads.

(Lighting change.)

LADY LAVA: (*furiously*) I really hate you, Eggheads!
EGGHEADS: (*petrified*) Yes, Lady Lava.

(Lighting change.)

BOBBY: They say they're the cleverest cavemen of the Stone Age.

(Lighting change.)

LADY LAVA: (*furiously*) You're the dumbest dingbats in history!
EGGHEADS: (*petrified*) Yes, Lady Lava.

(Lighting change. Lady Lava and the Eggheads exit unseen.)

CLIFF: Well, maybe we could have a word with Lady Lava.

BOBBY: Common Caveys can't meet Lady Lava! She's a Stone Age celebrity! She's a volcanic VIP! She's a "rock" star!

CORAL: And she's coming here today for the Feast Of Krakatoe-or-two!

BOBBY: What? Lady Lava's coming to Rock Bottom? *(becoming highly dramatic)* I can't believe it! This is amazing! Incredible! *(now on one knee, expressive arms flying in all directions, really hamming it up)* I'm overcome! I'm overwhelmed! I'm overwrought!

CLIFF: You're overacting!

CORAL: Come on, BC! Today's your lucky day.

CLIFF: Today your dreams will come true!

BOBBY: Today... Rock Bottom rocks!

SCENE TWO

TRACK A14: ROCK BOTTOM ROCKS (PART 1)

(Stoney Street, 9.23am. A lighting change as the three Cobblestones exit and the Timekeepers enter to one side in a spotlight as cheesy news reporters Harry, Larry and Barry. They sing, holding bones as microphones. The chorus enter in lines clicking fingers in time to the beat to reach their song positions.)

CRATER: WE'RE LIVING HERE BY THE BIG VOLCANO KRAKATOE-OR-TWO!

ALL: KRAKATOE-OR-TWO!

CREVICE: LIVING IN FEAR OF THE BIG VOLCANO KRAKATOE-OR-TWO!

ALL: KRAKATOE-OR-TWO!

CREEK: MUST TRY TO PLEASE THE VOLCANIC BEAST OF KRAKATOE-OR-TWO!

ALL: KRAKATOE-OR-TWO!

TIMEKEEPERS: WE'LL KEEP THE PEACE WHEN WE HOLD THE FEAST OF KRAKATOE...OR...TWO!

(The Timekeepers and chorus join together to sing and dance.)

GROUP 1: NO PLACE THAT I'D RATHER BE.

GROUP 2: ROCK BOTTOM!

GROUP 1: NO PLACE THAT I'D RATHER SEE.

GROUP 2: ROCK BOTTOM!

GROUP 1: RAVIN' IN A CAVE LIKE I'M GOIN' CRAZY!

GROUP 2: DOO-WAH! DOO-WAH!

ALL: ROCKIN' LIKE A ROLLIN' STONE!

GROUP 2: ROCK BOTTOM ROCKS!
GROUP 1: NO PLACE THAT I'D RATHER BE.
GROUP 2: ROCK BOTTOM!
GROUP 1: NO PLACE THAT I'D RATHER SEE.
GROUP 2: ROCK BOTTOM!
GROUP 1: RAVIN' IN A CAVE LIKE I'M GOIN' CRAZY!
GROUP 2: DOO-WAH! DOO-WAH!
ALL: ROCKIN' LIKE A ROLLIN' STONE!

GROUP 2: ROCK BOTTOM ROCKS!
ALL: *(whispered)* Rock Bottom rocks!

(The chorus continue to whisper in time to the beat underneath the Timekeepers' dialogue.)

CRATER: Yes, Rock Bottom really rocks - especially today, Larry!
CREVICE: Sure does, Harry! The perfect day for a feast, Barry?
CREEK: Sure is, Larry! The Feast Of Krakatoe-or-two is the highlight of the Stone Age calendar, isn't it, Harry?
CRATER: That's right, Barry! The day we make offerings to the volcano Krakatoe-or-two!
CREVICE: And it happens right here in Rock Bottom!
CREEK: Who'd want to be anywhere else?

(The Timekeepers join the chorus to sing and dance again.)

GROUP 1: NO PLACE THAT I'D RATHER BE.
GROUP 2: ROCK BOTTOM!
GROUP 1: NO PLACE THAT I'D RATHER SEE.
GROUP 2: ROCK BOTTOM!
GROUP 1: RAVIN' IN A CAVE LIKE I'M GOIN' CRAZY!
GROUP 2: DOO-WAH! DOO-WAH!
ALL: ROCKIN' LIKE A ROLLIN' STONE!

GROUP 2: ROCK BOTTOM ROCKS!
GROUP 1: NO PLACE THAT I'D RATHER BE.
GROUP 2: ROCK BOTTOM!
GROUP 1: NO PLACE THAT I'D RATHER SEE.
GROUP 2: ROCK BOTTOM!
GROUP 1: RAVIN' IN A CAVE LIKE I'M GOIN' CRAZY!
GROUP 2: DOO-WAH! DOO-WAH!
ALL: ROCKIN' LIKE A ROLLIN' STONE!
 ROCK BOTTOM ROCKS!
(whispered) Rock Bottom rocks!

(The chorus continue to whisper in time to the beat underneath the Timekeepers' dialogue.)

CRATER: So don't miss the Feast Of Krakatoe-or-two! Who's invited, Larry?
 CREVICE: All are welcome, Harry, whether you're a local or a stranger.
 CREEK: And they don't come any stranger... than this lot!

TRACK A15: **JUAN ON #1**

(The Timekeepers point to the opposite side, then exit. The three Juans (Juan pronounced "h-waan" similar to "one") enter dancing on the opposite side. They are clearly Mexican in style, and each carry a set of large flat prop stones. The chorus remain frozen on stage. Juan 2 and 3 give a huge sigh and look fed up.)

JUAN 1: Come on, amigos! It's not that bad!
 JUAN 2: Not bad? We haven't sold so much as a pebble for days!
 JUAN 3: We're stoney broke! We haven't got two flints to rub together.
 JUAN 2: *(noticing the town sign)* And now we've hit Rock Bottom!
 JUAN 1: Don't exaggerate.
 JUAN 2: No, I mean we've hit Rock Bottom - look!

(He points at the "Rock Bottom" sign, cracked through the word "bottom", and they all look.)

JUAN 3: Rock Bottom! Looks like a bit of a dump.
 JUAN 2: How can you tell?
 JUAN 3: *(pointing at the sign)* Their bottom's got a crack in it!
 JUAN 1: *(spotting the Caveys offstage)* Cheer up, amigos! I spy customers!

TRACK A16: **STONE STALL**

(The Juans move to centre stage and place their stone props in front of them on the floor as the Caveys come to life and gather around them.)

JUAN 1: *(excitedly with arm movements)* Arriba! Arriba! Arriba!
 JUAN 2: *(excitedly with arm movements)* Arriba! Arriba! Arriba!
 JUAN 3: *(excitedly with arm movements)* Carpets! Carpets! Carpets!
 ALL: What?
 JUAN 3: Carpets! Carpets! Carpets! Oh, sorry... Underlay! Underlay! Underlay!
 JUAN 1: Ladies and cavemen, I am Juan!

JUAN 2: And I am Juan too!

JUAN 3: And I am another... *(looks over shoulder at the other two)* Juan!

JUAN 1: Together we are the three amoebas - Juan for all...

JUANS: ...and all called Juan!

DICKIESQUIT: Yes, but what are you doing here?

JUAN 2: We're selling rocks and stones!

DINKYDONK: Rocks and stones?

DRIBBLEBUT: But we live in caves!

DUNKMONKEY: Surrounded by rocks!

FUNKYDINK: In the Stone Age!

PUMPFRECKLE: If there's one thing we don't need...

CAVEYS: ...it's more rocks and stones!

JUAN 1: Ah yes, but these are modern Stone Age times and you're modern Stone Age families.

JUAN 2: You don't want old fashioned flint stones.

JUAN 3: *(shouting excitedly)* Yabba dabba...

JUAN 1&2: *(stopping him with a shout and a point)* Don't!

JUAN 1: So we're not selling ordinary rocks and stones.

JUAN 2&3: *(happy and excited)* Oh no!

JUAN 1: We're selling special rocks and stones!

JUAN 2&3: *(happy and excited)* Oh yes!

JUAN 1: As we'll expertly demonstrate!

JUAN 2&3: *(looking at each other, sounding worried)* Oh dear!

(The Juans proceed to hold up high a series of large prop stones in turn. These are made from flat card cut and painted like rock, each with a different picture painted in the centre of each one as per their dialogue.)

JUAN 1: *(showing a stone with a lime on)* We have Lime Stone!

JUAN 2: *(showing a stone with a lemon on)* Lemon Stone!

JUAN 3: *(showing a stone with a flag on)* And Flag Stone!

CAVEYS: *(leaning forward)* Oooh!

(The Juans put their props on the floor and proceed to hold up their next stones.)

JUAN 1: *(showing a stone with a key on)* We have Keystone!

JUAN 2: *(showing a stone with a bare bottom on)* Moonstone!

JUAN 3: *(showing a stone with Mick Jagger on)* And Rolling Stone!

CAVEYS: *(leaning backward)* Ahhh!

(The Juans put their props on the floor and proceed to hold up their next stones.)

JUAN 1: ***(showing a rock with a tick/check mark on)*** We have Real Rock!
JUAN 2: ***(showing a rock with a shamrock on)*** Sham Rock!
JUAN 3: ***(showing a rock with a bed on)*** And Bed Rock!
CAVEYS: ***(leaning forward)*** Wow!

(The Juans put their props on the floor and proceed to hold up their next stones or in Juan 3's case, a large pink stick of Blackpool rock.)

JUAN 1: ***(showing a rock covered in silver glitter)*** We have Glam Rock!
JUAN 2: ***(showing a rock with a safety pin and coloured spiky hair)***
 Punk Rock!
JUAN 3: ***(showing an enormous pink stick of rock)*** And Blackpool Rock!

TRACK A17: SFX BOING

CAVEYS: ***(confused)*** Blackpool rock?
SCABMAGGOT: ***(pointing)*** Hang on - these are all fakes!
SKUNKTRUMPET: ***(pointing)*** They're just con men!
SPLEENBANDAGE: ***(pointing)*** Craggy crooks!
DICKIESQUIT: ***(pointing)*** Rocky robbers!
DINKYDONK: ***(pointing)*** Chiselling cheats!
JUAN 1: Now don't go starting anything. ***(striking a strong pose)*** We're strong as stone!
JUAN 2: ***(striking a strong pose)*** Rock solid!
JUAN 3: ***(striking a strong pose)*** Hardcore!

(The Growlers growl and point their clubs at the three Juans.)

GROWLERS: Aarrgghh!
JUAN 2: Uh-oh!
JUAN 3: Spaghetti-oh!
JUAN 1: Amigos, my rock clock tells me it's time to leave.
JUAN 2: Why?
JUAN 1: ***(holding up a slate with 9.30 a.m written on in chalk)*** It's... slate!
JUANS: Juan away!

TRACK A18: ROCK BOTTOM ROCKS (PART 2)

(The Juans pick up their stones and run away comically as the chorus move to their song positions to sing and dance again.)

GROUP 1: NO PLACE THAT I'D RATHER BE.
GROUP 2: ROCK BOTTOM!
GROUP 1: NO PLACE THAT I'D RATHER SEE.
GROUP 2: ROCK BOTTOM!
GROUP 1: RAVIN' IN A CAVE LIKE I'M GOIN' CRAZY!
GROUP 2: DOO-WAH! DOO-WAH!
ALL: ROCKIN' LIKE A ROLLIN' STONE!

GROUP 2: ROCK BOTTOM ROCKS!
GROUP 1: NO PLACE THAT I'D RATHER BE.
GROUP 2: ROCK BOTTOM!
GROUP 1: NO PLACE THAT I'D RATHER SEE.
GROUP 2: ROCK BOTTOM!
GROUP 1: RAVIN' IN A CAVE LIKE I'M GOIN' CRAZY!
GROUP 2: DOO-WAH! DOO-WAH!
ALL: ROCKIN' LIKE A ROLLIN' STONE!
 ROCK BOTTOM ROCKS!

(At the end of the song, Rocky Rockefeller enters holding a bone and addresses his fellow Caveys.)

ROCKY: Caveys of Rock Bottom, as Chair of the Residents' Association I'd like to thank you all for gathering.
DRIBBLEBUT: Like we have a choice!
DUNKMONKEY: Why are you always in charge?
ROCKY: I'm the Chair!
FUNKYDINK: I wish someone would sit on him.

(The Caveys laugh.)

ROCKY: Yes, thank you! We all know what happens to loud fools who say ridiculous things!
PUMPFRECKLE: Yes, they become the Chair of the Residents' Association!

(The Caveys laugh again.)

ROCKY: Now, as you know, today is the Feast Of Krakatoe-or-two!
CAVEYS: Hooray!

ROCKY: So we need to go through some health and safety rules!

CAVEYS: Boo!

ROCKY: A ferocious monster has been seen around town and we must be prepared. So we'll have a quick emergency drill. When I put this bone in the air, **(he holds it aloft)** it means we are being attacked by a ferocious monster!

CAVEYS: Aagghh! **(They scream)**

ROCKY: **(still holding the bone aloft)** No, this is just a drill!

SCABMAGGOT: **(pointing at the bone)** No it's not, it's a bone!

ROCKY: **(bringing the bone down)** I know it's a bone, but when I put it in the air **(he holds it up)** it's a drill.

SKUNKTRUMPET: **(pointing at the bone)** No, it's still a bone.

ROCKY: I mean it's a practice!

CAVEYS: Oh!

SPLEENBANDAGE: We'll just stay here, then.

ROCKY: You can't just stay here. You must practise what you'd do if it was a real monster attack!

CAVEYS: Oh! **(a pause)** Aagghh!

TRACK A19:**DINO DRILL #1**

(The Caveys scream and exit, running with hands in the air. Rocky calls after them to no avail, and continues to talk not seeing a large dinosaur walk slowly across the stage behind him.)

ROCKY: No! Wait! Come back! There's no ferocious monster! I'm Chair of the Residents' Association. I'm in charge round here. I'm eagle eyed, quick witted, always alert! If there was a ferocious monster about, I'd be the first to know.

(Bobby enters and runs up to Rocky.)

BOBBY: Mr Rockefeller!

ROCKY: BC, what is it? Can't you see I'm holding a drill?

BOBBY: No you're not, it's a bone.

ROCKY: Don't you start!

BOBBY: I was just wondering if I could meet Lady Lava at the feast.

ROCKY: Lady Lava?! She won't want to talk to silly cave boys like you! She'll want to talk to important, intelligent, sophisticated people. **(a pause as he strikes a superior pose)** Like... what... I... is!

BOBBY: Yes, but I thought maybe you could...

ROCKY: *(crossly)* No! Absolutely not! Totally out of the question. You'll spoil my big day! You'll rain on my parade! In fact, I'm putting my foot down with a firm hand. You and the terrible twins are banned from the feast. Yes, banned!

(Rocky exits angrily as Coral and Cliff enter excitedly.)

CORAL: Today's the day, BC!
CLIFF: You're going to meet Lady Lava!
BOBBY: Afraid not. Mr Rockefeller's banned me from the feast.
CORAL: *(deflated)* Oh dear.
CLIFF: Well, never mind, BC. You'll think of something.
BOBBY: I don't think I'll ever bother thinking again.
CORAL: Don't be blue, BC.
CLIFF: When you're old fossils like us, you learn many lessons in life.
CORAL: Like always look after number one.
CLIFF: And never tread in a number two.
CORAL: And what to do when you're blue.

TRACK A20:

SMILE

CLIFF: You see, BC, if you're feeling off colour, you know what you've got to do?

BOBBY: No?

CLIFF: YOU'VE GOT TO
 SMILE JUST A LITTLE BIT,
 GIGGLE JUST A LITTLE BIT,
 THAT'S WHAT YOU DO!
 SMILE JUST A LITTLE BIT,
 GIGGLE JUST A LITTLE BIT,
 WE KNOW IT'S TRUE.
 AND WHEN YOU SMILE JUST A LITTLE BIT MORE,
 THEN YOU'LL FIND THE SUN COME SHINING THROUGH!
 SO, SMILE JUST A LITTLE BIT,
 GIGGLE JUST A LITTLE BIT.
 YOU WON'T BE BLUE!

CORAL: He's right, BC, but that's not the only way.

BOBBY: No?

CORAL: YOU'VE GOT TO
DANCE JUST A LITTLE BIT,
SHIMMY JUST A LITTLE BIT,
THAT'S WHAT YOU DO!
DANCE JUST A LITTLE BIT,
SHIMMY JUST A LITTLE BIT,
WE KNOW IT'S TRUE,
AND WHEN YOU DANCE JUST A LITTLE BIT MORE,
THEN YOU'LL FIND THE SUN COME SHINING THROUGH!
SO, DANCE JUST A LITTLE BIT,
SHIMMY JUST A LITTLE BIT.
YOU WON'T BE BLUE!

(The chorus enter singing as they reach their song positions. Cliff and Coral do a comical dance routine as they la-la, with Bobby singing along and watching.)

ALL: LA, LA, LA, LA, LA, LA,
LA, LA, LA, LA, LA, LA, LA,
LA, LA, LA, LA!
LA, LA, LA, LA, LA, LA,
LA, LA, LA, LA, LA, LA,
LA, LA, LA, LA!

AND WHEN YOU SMILE JUST A LITTLE BIT MORE,
THEN YOU'LL FIND THE SUN COME SHINING THROUGH!
SO, SMILE JUST A LITTLE BIT,
GIGGLE JUST A LITTLE BIT.

CLIFF & CORAL: DANCE JUST A LITTLE BIT,
SHIMMY JUST A LITTLE BIT!

ALL: SMILE JUST A LITTLE BIT,
GIGGLE JUST A LITTLE BIT.
YOU WON'T BE BLUE!
YOU WON'T BE...
YOU MAY BE PURPLE, PINK OR ANY OTHER HUE!
YOU WON'T BE...

CORAL: *(Spoken)* Come on, BC, give us a smile!

ALL: *(Spoken)* You won't be blue!

TRACK A21: **THE FEAST**

(The Caveys rearrange themselves into new positions as we hear arrival music. The feast table is brought on, covered in a cloth with Zig, Zag and the giant egg hidden behind. Gravel, Lady Lava's grovelling servant, enters to announce the arrival of his mistress.)

GRAVEL: Ladies and cavemen, Growlers and howlers, common, dirty peasants of Rock Bottom, please welcome the delectably youthful...

CAVEYS: *(leaning forward)* Oooh!

GRAVEL: The inconceivably beautiful...

CAVEYS: *(leaning backward)* Aah!

GRAVEL: The celebrity so hot you could fry an egg on her bonnet!

CAVEYS: *(leaning forward)* Wow!

GRAVEL: Lady Lava!

TRACK A22: **LADY LAVA ENTRANCE**

(The Caveys cheer as Lady Lava enters and strikes a pose. She moves to the centre, waving regally. She is accompanied by Tiddles, a cute, small sabre-tooth tiger on a lead and collar.)

LADY LAVA: Greetings, scruffy, common and rather smelly people. It is I, Lady Lava.

ALL: Hooray!

(Dickiesquit runs forward with a smartphone-shaped block of stone and a chisel, accompanied by Dinkydonk.)

DICKIESQUIT: Lady Lava, we're your biggest fans!

TRACK A23: **SFX SELFIE CHISEL**

(The two Caveys lean into Lady Lava smiling at the block as Dickiesquit quickly chisels a selfie.)

LADY LAVA: What are you doing?

DICKIESQUIT: Chiselling a selfie!

DINKYDONK: This is going straight on Faceblock!

(The two Caveys run back to the crowd giggling excitedly as Rocky approaches Lady Lava.)

ROCKY: Lady Lava, it is a great honour to welcome you and your prehistoric pussy cat!

LADY LAVA: Well, of course it is, isn't that right, Tiddles?

TRACK A24: **SFX TIDDLES #1**

(Tiddles mimes a loud violent roar and the Caveys shake in fear.)

LADY LAVA: But I thought I should show my face.

GRAVEL: And doesn't she have a lovely face! *(he strokes his own face)*

LADY LAVA: And lend a helping hand...

GRAVEL: And doesn't she have a lovely hand! *(he strokes his own hand)*

LADY LAVA: ...to the fine folk of Rock Bottom.

GRAVEL: *(bending sideways and pointing to his rear)* And doesn't she have a lovely bot...

LADY LAVA: *(interrupting Gravel)* Gravel!

GRAVEL: Sorry, your ladyship!

LADY LAVA: We have ventured from my mountainous mansion to mix with you poor peasants for the Feast Of Krakatoe-or-two, isn't that right, Tiddles?

TRACK A25: **SFX TIDDLES #2**

(Tiddles mimes another loud violent roar and the Caveys shake in fear again.)

LADY LAVA: Where each year we bring food offerings to appease the great volcano and have what you cave people refer to as "a good nosh up"! So without further ado, reveal the fabulous feast!

(Lady Lava moves to one side as two Caveys remove the cloth covering the feast and the crowd provide a vocal fanfare.)

ALL: Ta-da....ahhh!

(The fanfare becomes a gasp of horror as the Caveys see the empty table.)

DICKIESQUIT: The food!

DINKYDONK: The drink!

DRIBBLEBUT: The feast!

DUNKMONKEY: It's not there!

FUNKYDINK: It's gone!

CAVEYS: Gone? (*providing a vocal dramatic sting*) Da - da - daaaa!

GRAVEL: (*crossly*) Who dare do dis dirty deed?

TRACK A26: **SFX SLIDE UP**

(Zig and Zag slowly emerge from behind the feast, holding the giant egg, food on their faces.)

ROCKY: Zig and Zag! This is an outrage! What do you have to say for yourselves?

TRACK A27: **SFX BELCH #2**

(Zig and Zag open their mouths as if belching. Rocky takes the egg and places it centre stage at the front.)

LADY LAVA: I've come all this way for a giant boiled egg! Well it seems I've had a wasted journey, Mr Rockefeller! You've ruined the feast.

GRAVEL: (*crossly echoing his mistress*) Ruined the feast!

LADY LAVA: You've angered the volcano!

GRAVEL: Angered the volcano!

LADY LAVA: And now I can't eat, drink and get stuffed. (*she exits haughtily*)

GRAVEL: Get stuffed! (*he follows his mistress quickly and exits*)

GERTY: Angered the volcano? What a lot of mumbo jumbo!

GLENDA: That volcano's never moved a muscle.

GLADYS: Never made so much as a murmur!

CAVEYS: And never, ever will!

TRACK A28: **VOLCANIC RUMBLE**

CAVEYS: Run away!

(All exit, screaming comically with hands in the air. The stage is left empty except for the giant egg centre stage. Bobby enters on one side, looking around. The Timekeepers enter on the opposite side.)

BOBBY: Where is everyone? Hello? Hello? Is anybody out there?

TRACK A29: **VO REX #1**

REX: *(from inside the egg)* Hello? Hello? Is anybody out there?
BOBBY: *(staring at the egg)* The egg?
CRATER: Bobby was baffled...
CREVICE: Boggled...
CREEK: And bamboozled...
BOBBY: I'm baffled, boggled and bamboozled! I think this egg is talking to me.
CRATER: He was confused... *(Bobby scratches his head)*
CREVICE: He was shocked... *(He pulls a shocked face at the audience)*
CREEK: He was itching...

(Bobby turns sideways and comically scratches his rear.)

CREEK: *(correcting Bobby, rather annoyed)* ...to find out what it was!
BOBBY: *(To Creek)* Oh, sorry!
CRATER: He held it. *(Bobby holds the egg)*
CREVICE: He shook it. *(Bobby shakes the egg and we hear a wail from inside)*

TRACK A30: **SFX EGG SHAKE**

CREEK: And finally he decided to whisk it!
BOBBY: *(shocked)* Whisk the egg?

TRACK A31: **VO REX #2**

REX: *(from inside the egg)* You're not whisking me, mate!
CREEK: Whisk it straight over to Wild Willie's!
BOBBY: Wild Willie! I've heard about him! They say he knows all there is to know about eggs and birds. But I'm not sure where his cave is. Well, there's no time to lose, I'd better run!

TRACK A32: **RUNNING**

CRATER: And so Bobby Cobblestone took the egg and ran!
CREVICE: He ran faster than a mammoth! He ran faster than the wind.
CREEK: He ran like no caveman had ever run before!

(A lighting change as we hear fast moving music and Bobby runs on the spot facing the audience, the egg under his arm. The three gossips Gerty, Glenda and Gladys enter and stand watching him run on the spot.)

GERTY: Oh look, he's running like no caveman has ever run before.
GLEND A: You mean all pigeon-toed and flat-footed?
GLADYS: No! All on the spot, not going anywhere.
GERTY: Coo-ee!
GLEND A: Excuse me!
GLADYS: Young man!
GERTY: You'll never get anywhere like that!
BOBBY: ***(still looking ahead, running)*** Sorry, can't stop. I've got to get to Wild Willie's!
GLEND A: Wild Willie's?
GLADYS: Well you don't need to run, son!

(The music ends, Bobby stops running and looks at them.)

BOBBY: Why not?
GERTY: ***(pointing off)*** He only lives over there.
GLEND A: It's just a stone's throw away.
BOBBY: A stone's throw away? Are you sure?

TRACK A33: **SFX STONE THROW**

(Gladys mimes picking up a stone and throwing it off stage - they all watch it fly. We hear a shout off stage.)

WILLIE: ***(off)*** Ouch!
GLADYS: Yes!

TRACK A34: **WILD WILLIE ENTRANCE**

SCENE THREE

(Stoney Street, 10.42 a.m. A lighting change as Gerty, Glenda and Gladys exit. Wild Willie enters, rubbing his head in pain.)

BOBBY: Are you Wild Willie?

WILLIE: Wild? I'm absolutely livid! People throwing stones at me. People interrupting my peace and quiet. Leave me alone!

BOBBY: Sorry, I just want some help.

WILLIE: Go away!

BOBBY: I need to know what to do with this egg.

WILLIE: Beat it!

BOBBY: I don't think that's very good advice.

WILLIE: Who are you?

BOBBY: I'm Bobby Cobblestone - my friends call me BC! They say you know all about eggs and birds. *(slow and deliberate)* Are you some sort of naturalist?

WILLIE: Yes, but only at weekends. Well, now you're here, you can meet the gang. *(he whistles)*

TRACK A35:**BIRDS FLY ON**

(Crater, Crevice & Creek enter with large colourful bird puppets (a Love Bird, a Parrot and a Dodo) and fly them over to land on Willie's head and shoulders. They operate these and provide their bird-like voices.)

WILLIE: These are some of my feathery friends! Squeak...

CRATER: Hi there!

WILLIE: Squawk...

CREVICE: How 'ya doing?

WILLIE: ...and Darwin!

TRACK A36:**SFX DODO #1**

(Darwin opens his beak and we hear a sound effect.)

WILLIE: Darwin's a clever Dodo, but he only speaks in sound effects - don't you Darwin?

TRACK A37:**SFX DODO #2**

(Darwin opens his beak and we hear a sound effect.)

BOBBY: Where do they come from?

WILLIE: I take them under my wing when they're sick and give them what they need.

BOBBY: And what do you give sick birds?

WILLIE: Tweetment!

TRACK A38: **SFX DODO #3**

(The birds laugh and Darwin produces a boom-ching sound.)

WILLIE: I'm getting them strong enough to fly south for the winter.

BOBBY: Why do they have to fly south in the winter?

WILLIE: 'Cos it's too far to walk!

TRACK A39: **SFX DODO #4**

(The birds laugh again and Darwin produces another boom-ching sound.)

BOBBY: Tell me more!

WILLIE: Well all right. Take gulls for instance. If they live by the sea, they're...

BOBBY: Seagulls?

WILLIE: Right! And if they live by the bay?

BOBBY: Bagels?

WILLIE: Wrong!

CRATER: Wrong!

CREVICE: Wrong!

TRACK A40: **SFX DODO #5**

(Darwin opens his beak and we hear a "wrong answer" buzzer sound effect.)

BOBBY: Typical! It seems like I fail at everything. I wanted to invent amazing things like Lady Lava's Eggheads, but it always ends in disaster. I'll never find the secret to success.

WILLIE: Now don't get your feathers ruffled, young fledgling. It takes time to learn to fly - not to mention a few crash landings. Just keep taking that leap of faith off the branch, and one day you'll spread your wings and discover you're not just flying... you're soaring!

BOBBY: *(suddenly remembering)* The egg! I'd forgotten all about it.
WILLIE: Well, hand it over, and let's get cracking. I'm the egg-spurt! *(he takes the egg and lifts it up and down, followed by the birds)* Up, down, up, down, up, down!
CRATER: What's he doing?
CREVICE: Egg-cersize!

TRACK A41: **SFX DODO #6**

WILLIE: This is no bird's egg. But how on prehistoric earth did you get hold of it? It's impossible! It's miraculous! It's getting cold! Go to my cave and wrap it in a blanket!
BOBBY: Ok, I'll be right back. *(he exits with the egg)*
WILLIE: This is amazing! We'll have to tell the ducks when they wake up.
CRATER: And when do ducks wake up?
WILLIE: The quack of dawn!

TRACK A42: **SFX DODO #7**

(The birds laugh again and Darwin produces another boom-ching sound.)

CRATER: So you want to do bird jokes, eh?
CREVICE: Well, "toucan" play at that game!
CRATER: Stop yolking around!
CREVICE: You're cracking me up!
CRATER: Egg-sactly!

(Bobby enters carrying a puppet egg - a replica egg with a Rex dinosaur puppet concealed inside and a large hole for the puppet to appear through, currently hidden from view. A small blanket can be used to cover Bobby's arm as it enters the egg to operate the puppet.)

CREVICE: Oh look, he's coming back...
BOBBY: So tell me Willie, what's inside?

TRACK A43: **EGG HATCHING**

WILLIE: I think we're about to find out...!

(We hear cracking sounds as the egg hatches. The egg wobbles as Willie and Bobby look in amazement. As the music finishes, Bobby turns the egg to reveal the hole and Rex's head emerges from the egg. Rex is a blue baby dinosaur puppet. Bobby operates the Rex puppet as the baby dinosaur's voice is heard.)

REX: Morning guys, how you doing? Hey, it's great to be out at last—I was getting a bit cramped inside that egg. So, what's happening?

WILLIE: Well stone me! I was right! He's a dinosaur!

BOBBY: A dinosaur! Wow!

WILLIE: Welcome to our world, little fella! Now you'll need a name. How about... Rex?

TRACK A44: **VO REX #3**

REX: Rex? Yeah, I like that! You say I'm a dinosaur? What sort?

CRATER: A stegosaurus?

CREVICE: A brontosaurus?

BOBBY: He seems to know lots of words!

WILLIE: He must be a "thesaurus"!

TRACK A45: **VO REX #4**

REX: Sorry to interrupt, but, um, which of you guys is my mum?

BOBBY: Well none of us. Your mum isn't here, I'm afraid.

WILLIE: You seem to be lost.

CRATER: Very lost.

CREVICE: By a few million years!

TRACK A46: **WELCOME TO MY LIFE**

(The dialogue continues over the musical introduction as the chorus enter and move into position for the song and dance. If possible, the chorus each carry a colourful bird puppet to perform with them.)

REX: But who's going to look after me? You know, teach me stuff, show me the world?

WILLIE: Us, of course! We're your friends.

BOBBY: And we'll share this adventure together!

LIFE...
 IT'S A RIP-ROARING RIDE I SWEAR,
 BUT YOU DON'T NEED TO HIDE,
 I'M THERE FOR YOU; I'LL CARE FOR YOU!
 WHATEVER COMES OUR WAY

WILLIE:
 AND WHEN...
 ALL THE DARK CLOUDS ARE IN THE
 SKY,
 AND YOU CAN'T FIND YOUR WAY,
 I'M BY YOUR SIDE; I'LL BE YOUR
 GUIDE.
 WE'RE SHARING EVERY MOMENT,
 EVERY DAY!

ALL:
 SO WELCOME TO MY LIFE!
 SO WELCOME TO MY WORLD!
 WE'RE FLYING AS HIGH AS A BIRD
 IN THE SKY, WHERE WE'VE HEARD
 THAT THE RAINBOW NEVER ENDS!

SO WELCOME TO MY LIFE!
 SO WELCOME TO MY WORLD!
 WE'RE FLAPPING LIKE BIRDS OF A
 FEATHER,
 WE'RE STICKING TOGETHER, AND
 THEN...
 WE'LL BE BEST FRIENDS!

CHORUS:
 AH
 AH, AH

 AH
 BY YOUR SIDE, BE YOUR GUIDE.

AH, AH
 AH, AH

AH, AH,
 AH, AH

REX: **We're really going to be best friends?**
WILLIE: **Sure! We're your besties, your buddies, your BFFs!**
BOBBY: **And we'll stick together forever!**

ALL: LIFE...
 IT'S A RIP-ROARING RIDE I SWEAR,
 BUT YOU DON'T NEED TO HIDE,
 I'M THERE FOR YOU; I'LL CARE FOR YOU!
 WHATEVER COMES OUR WAY!

GROUP 1:
 AND WHEN...
 ALL THE DARK CLOUDS ARE IN THE
 SKY,
 AND YOU CAN'T FIND YOUR WAY,
 I'M BY YOUR SIDE; I'LL BE YOUR
 GUIDE.
 WE'RE SHARING EVERY MOMENT,
 EVERY DAY!

GROUP 2:
 AH
 AH, AH

 AH
 BY YOUR SIDE, BE YOUR GUIDE.

 WE'RE SHARING EVERY MOMENT,
 EVERY DAY!

GROUP 1: SO WELCOME TO MY LIFE!
GROUP 2: SO WELCOME TO MY LIFE!
GROUP 1: SO WELCOME TO MY WORLD!
GROUP 2: SO WELCOME TO MY WORLD!

GROUP 1:
 WE'RE FLYING AS HIGH AS A BIRD
 IN THE SKY, WHERE WE'VE HEARD
 THAT THE RAINBOW NEVER ENDS!

GROUP 2:
 AH, AH
 AH, AH

GROUP 1: SO WELCOME TO MY LIFE!
GROUP 2: SO WELCOME TO MY LIFE!
GROUP 1: SO WELCOME TO MY WORLD!
GROUP 2: SO WELCOME TO MY WORLD

GROUP 1:
 WE'RE FLAPPING LIKE BIRDS OF A
 FEATHER,
 WE'RE STICKING TOGETHER, AND
 THEN...

GROUP 2:
 AH, AH,

 AH, AH

GROUP 1: WE'LL BE BEST FRIENDS!
GROUP 2: WE'RE GONNA BE FRIENDS FOREVER!
GROUP 1: WE'LL BE BEST FRIENDS!
GROUP 2: WE'RE GONNA BE FRIENDS FOREVER!
GROUP 1: WE'LL BE BEST FRIENDS!
GROUP 2: WE'RE GONNA BE FRIENDS FOREVER!
GROUP 1: WE'LL BE BEST FRIENDS!
GROUP 2: WE'RE GONNA BE FRIENDS...

ALL: SO WELCOME TO MY LIFE!

(The song ends with the new friends hugging and the birds tweeting happily around them. Fade to Blackout. All exit.)

TRACK A47: **WELCOME TO MY LIFE PLAY OFF**