

Star Warts: The Umpire Strikes Back

Junior Script
(Reduced Version)

by

Craig Hawes

Named Characters 55

Speaking Roles 50

Reduced Cast Size 28

Duration (minutes) 50

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CAST LIST

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

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

The Rebels

*Daft Ada	(55)
*Luke Warmwater	(48)
*Princess Nebula	(39)
Qwerty	(23)
*Zak Solo	(20)
Nigel The Nookie	(12)
Toby Wonky Nosebleed	(25)

The Umpire's Court

*The Umpire	(44)
Spocky McSpock	(18)
Alexi	(6)
Sira	(6)

The Jelly Nits

*Lord Yoga	(28)
Anne Dromeda	(4)
Alfie Centauri	(4)

The Trekkies

Cosmic Ray	(1)
Photon Phil	(2)
Romulan Rose	(2)
Buck Quasar	(1)
Buzz Wormhole	(1)
Jaffa The Nut	(2)
Stella Artois	(2)
Flash Ultra	(2)
Luna Orbit	(2)
Aurora Rocket	(2)

The Cosmic VIPs

Doctor Woo	(10)
King Basil Oregano	(8)
Queen Saffron Oregano	(6)

The Space Rangers

Ranger Roger	(15)
Ranger Over	(12)
Ranger Out	(12)

The Racketeers

Borg	(5)
Becker	(5)
Venus	(4)
Graf	(4)
Mack	(8)
Roe	(8)

The Diddly Squits

Commodore Nintendo	(13)
Amiga	(4)
Atari	(3)
Sega	(3)
Snez	(4)
Pong	(2)
Kong	(2)
Pixel	(2)
EC	(2)

The Apprentices

Axe	(1)
Bax	(1)
Crax	(1)
Drax	(1)
Fax	(1)
Max	(0)
Quax	(0)
Sax	(0)
Trax	(0)
Wax	(0)

SUGGESTED CAST LIST FOR 55 ACTORS

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

*Daft Ada.....	55
*Luke Warmwater	48
*The Umpire.....	44
*Princess Nebula	39
*Lord Yoga	28
Toby Wonky Nosebleed	25
Qwerty.....	23
*Zak Solo	20
Spocky McSpock	18
Ranger Roger	15
Commodore Nintendo.....	13
Nigel The Nookie	12
Ranger Over	12
Ranger Out	12
Doctor Woo	10
Mack	8
Roe	8
King Basil Oregano	8
Queen Saffron Oregano.....	6
Sira	6
Alexi	6
Borg	5
Becker.....	5
Anne Dromeda.....	4
Alfie Centauri	4
Amiga.....	4
Venus.....	4
Graf.....	4
Snez.....	4
Atari	3
Sega	3
Romulan Rose	2
Photon Phil.....	2
Stella Artois.....	2
Jaffa The Nut	2
Flash Ultra.....	2
Luna Orbit	2
Aurora Rocket.....	2
Pong	2
Kong	2
Pixel	2
E.C.....	2
Cosmic Ray.....	1
Buck Quasar	1

Buzz Wormhole.....	1
Axe.....	1
Bax.....	1
Crax.....	1
Drax.....	1
Fax.....	1
Max.....	0
Quax.....	0
Sax.....	0
Trax.....	0
Wax.....	0

SUGGESTED CAST LIST FOR 28 CHARACTERS

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

*Daft Ada.....	55
*Luke Warmwater	48
*The Umpire.....	44
*Princess Nebula	39
*Doctor Woo/Yoga	38
Spocky/Basil (<i>also covers lines of Saffron</i>)	32
Toby Wonky Nosebleed.....	25
Qwerty.....	23
*Zak Solo	20
Alexi (<i>also covers lines of Sira</i>)/Anne (<i>also covers lines of Alfie</i>).....	20
Ranger Roger	15
Commodore Nintendo.....	13
Ranger Out	12
Ranger Over	12
Nigel The Nookie	12
Amiga (<i>also covers lines of Sega & Kong</i>).....	9
Atari (<i>also covers lines of Snez & Pixel</i>).....	9
Borg (<i>also covers lines of Venus</i>)	9
Becker (<i>also covers lines of Graf</i>).....	9
Mack	8
Roe	8
Quasar (<i>also covers lines of Jaffa, Luna & Buzz</i>)	6
Photon (<i>also covers lines of Stella & Aurora</i>).....	6
Romulan (<i>also covers lines of Cosmic & Flash</i>).....	5
E.C. (<i>also covers lines of Pong</i>).....	4
Axe (<i>also covers lines of Drax</i>)	2
Bax (<i>also covers lines of Fax</i>).....	2
Crax	1

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

CHARACTERS IN EACH SCENE**Prologue**

Qwerty
Princess Nebula

Scene One

Daft Ada
Luke Warmwater
Chorus
Trekkies
Anne Dromeda
Alfie Centauri
Apprentices
Diddly Squits
Doctor Woo
Princess Nebula
Qwerty
Basil Oregano
Saffron Oregano
Toby
Zak Solo
Nigel the Nookie

Scene Two

The Umpire
Spocky McSpock
Sira
Alexi
Racketeers
Space Rangers

Scene Three

Zak Solo
Nigel The Nookie
Toby
Qwerty
Luke Warmwater
Daft Ada
Princess Nebula
Chorus
Space Rangers
Diddly Squits

Scene Four

Spocky McSpock
Racketeers
The Umpire
Sira
Alexi
Space Rangers

Scene Five

Anne Dromeda
Alfie Centauri
Apprentices
Yoga
Luke Warmwater
Chorus

Scene Six

The Umpire
Chorus
Luke Warmwater
Princess Nebula
Spocky McSpock
Daft Ada
Basil Oregano
Saffron Oregano
Doctor Woo
Toby
Space Rangers
Qwerty

LIST OF PROPERTIES

Star Warts Scroller	Saxophone
Nebula's Cut out Ship	Space Ship
Imperial Cut out Ship	Steering Wheel
Steering Wheel	Fluffy Dice
Handheld Control Panel	Wings x2
Junction 51 Signpost	Large Torches x2
Feather Duster	Crossing Patrol Sign
Ada's "Star Wares" Stall	Tennis Ball Galaxy Display
Bunch Of Flowers	Sira & Alexi Computer Screens
Cosmic Crystals	Rackets x7
Blast Proof Underwear	Cosmic Cloth
Baby Space Suit	Wig
Baby Dennis	Humanoid Phrase Book
Phone Box	Diddly joystick
Medical Bag Containing Cream & Spanner	Squitty squirter
Small, Medium & Large Gordon	Bottle of Sauce
Plinth	Bling Blades x2
R-U-1-2	Giant Tennis Ball
Galaxy Necklace	Giant Gordon Leaf

PROLOGUE**TRACK 1: OVERTURE & STAR CHASE**

(As the House Lights dim, the overture music begins. The curtain rises and a light reveals a scrolling title banner. As we hear a familiar voice setting our scene, the title banner scrolls upwards to subtitle the voiceover, mimicking a famous cinematic opening sequence.)

VOICE: The universe has fallen into slavery under the control of the evil Umpire, with his tyrannical grip and formidable forehand. From his base on Planet Wimbledon, he punishes all who break his rules. But a new hope is dawning. Pursued by the Umpire's sinister agents, Princess Nebula races through the galaxy on a mission to restore freedom to the universe. Dot dot dot! That's it. No, that's the end of the dramatic introduction. There's no more. You can stop now. Stop! STOP!

(A lighting change as dramatic music and laser blasts are heard. Two Trekkies move a cut out of Nebula's ship and a pursuing Imperial ship across the stage. As the sounds suddenly dim, another lighting change reveals Princess Nebula and her android butler, Qwerty, together at the controls of their spaceship. Nebula holds an intergalactic steering wheel whilst Qwerty presses buttons on a large handheld control panel. They are tense and desperate.)

QWERTY: The Imperial ships are gaining on us, miss.

NEBULA: We can outrun them, Qwerty. We just need more power!

QWERTY: But the fuel cells are empty, miss.

NEBULA: Well that's just great! We're out of fuel and Space Rangers are about to blast us into a billion atoms. Any suggestions?

QWERTY: We could just surrender, miss.

NEBULA: Surrender to the Umpire? Are we miserable cowards who take the easy way out, or brave heroes who laugh at danger and fight to the death?

QWERTY: Oh, miserable cowards, definitely. We're doomed! We're doomed!

NEBULA: Qwerty, you're an android. You can't be scared!

QWERTY: Put it this way, miss - that's not oil running down my leg!

NEBULA: Nonsense! We're on a mission - millions of lives depend on us. We just need somewhere to hide till we can refuel.

QWERTY: I've detected a small space station just out of range, miss. Junction Fifty-One.

(Fade out any remaining underscore from Track 1.)

NEBULA: Out of range? Then we'll have to make an emergency crash landing. Qwerty, hold on to your nuts and bolts, and set a course for Junction Fifty-One!

TRACK 2: **JUNCTION FIFTY-ONE**

(The light goes out on Nebula and Qwerty and they exit. Dramatic music and sound effects resume as a Trekkie enters with Nebula's cut out ship on a new course, heading toward the Junction Fifty-One signpost. It crashes headfirst into the sign and sticks there. The Trekkie exits as Ada enters and starts dusting the Junction 51 signpost as the scene changes.)

SCENE ONE

(Lights fade up on Junction 51 - an intergalactic Service Station with motel, restaurant, shop etc.- a veritable home from home for the weary space traveller. Eccentric proprietor Daft Ada looks up to see an approaching space craft and calls off to her nephew, Luke Warmwater.)

ADA: Luke? Luke? The spaceships are landing! Luke?

(Luke enters.)

LUKE: Alright, Aunt Ada, I'm here! I'm here!

ADA: Well get the docking bay open! *(Luke walks off and exits as Ada calls after him)* And smarten yourself up, Luke - it's show time!

(As the music gets louder, the stage erupts into a hive of activity as the chorus enter. They are space travellers making a pit stop at Junction 51. A colourful variety of alien species, they greet each other and point at and inspect the merchandise on offer. Others cross the stage. They then get into song positions to sing.)

ALL: WHEN YOU'RE LIGHTYEARS AWAY
SEEKING SOMEWHERE TO STAY
WIND YOUR WONDERING WAY TO WHERE WE'RE CALLING
IF YOU'RE LOSING ACCELERATION
SET A COURSE FOR OUR CONSTELLATION
WE'VE GOT ALL THAT YOU NEED
AND WE'RE WAITING FOR YOU!

AS WE RACE AROUND THE UNIVERSE,
THERE'S A PLACE WE WANT TO BE!
IT'S A HOME FROM HOME FOR THOSE WHO ROAM
ACROSS THE GALAXY!

WITH THE WARMEST WELCOME WAITING THERE,
IT'S A GOLDEN GUARANTEE!
THERE'S A PLACE IN SPACE FOR EVERYONE -
JUNCTION FIFTY-ONE!

SO WHEREVER YOU ARE
FLYING NEAR OR FAR
LIKE A SHIMMERING STAR, YOU'LL SEE US SHINING!
TAKE THE INTERGALACTIC HIGHWAY
TAKE A TURN AND YOU'RE HEADING MY WAY!
TAKE A BREAK FROM THE ROAD
FOR A MOMENT OR TWO!

AS WE RACE AROUND THE UNIVERSE,
THERE'S A PLACE WE WANT TO BE!
IT'S A HOME FROM HOME FOR THOSE WHO ROAM
ACROSS THE GALAXY!

WITH THE WARMEST WELCOME WAITING THERE,
IT'S A GOLDEN GUARANTEE!
THERE'S A PLACE IN SPACE FOR EVERYONE -
JUNCTION FIFTY...

(An instant lighting change as the chorus freeze - a spotlight hits a thoughtful Luke as he looks up and out at the stars and begins to sing.)

LUKE: ONE DAY, OUT THERE IS WHERE YOU'LL FIND ME
LEAVE THIS SATELLITE FAR BEHIND ME
I'LL BE SURFING THE STARS!
I'LL BE WALKING THE SKY!

S.O.S, A DISTRESS I'M SENDING
NEED ADVENTURE THAT'S NEVER ENDING
I DON'T WANT TO SPEND LIFE
WATCHING LIFE PASSING BY...

(The lighting returns to normal as the chorus sing once more.)

ALL: AS WE RACE AROUND THE UNIVERSE,
THERE'S A PLACE WE WANT TO BE!
IT'S A HOME FROM HOME FOR THOSE WHO ROAM
ACROSS THE GALAXY!

WITH THE WARMEST WELCOME WAITING THERE,
IT'S A GOLDEN GUARANTEE!
THERE'S A PLACE IN SPACE FOR EVERYONE -

GROUP 1: JUNCTION FIFTY-ONE! JUNCTION FIFTY-ONE!
JUNCTION FIFTY-ONE! JUNCTION FIFTY-ONE!

GROUP 2: YOU ARE WELCOME TO COME, WE WILL TAKE ANYONE!
YOU ARE WELCOME TO COME, WE WILL TAKE ANYONE!
YOU ARE WELCOME TO COME, WE WILL TAKE ANYONE!
YOU ARE WELCOME TO COME, WE WILL TAKE ANYONE!

ADA: *(speaking with an arm around Luke)* It's our home in the stars!

ALL: JUNCTION FIFTY-ONE!

(The song ends on the last beat with the chorus in a frozen pose around a central Ada and Luke. Ada stands happily hands on hips, Luke is grumpy with arms folded.)

TRACK 3: JUNCTION PLAY OFF

(The chorus and Luke exit, leaving Ada with the Trekkies - a group of exotically colourful alien travellers from every corner of the universe. They gather around Ada's stall of space merchandise. A large sign reads "Daft Ada's Star Wares" in a familiar font. The Diddly Squits are in a group at one side of the stage, and Anne, Alfie and the apprentices are in a group at the other side of the stage.)

ADA: Welcome, star trekkers, to our humble commode - Junction Fifty-One. I'm Daft Ada, and while my nephew, Luke, services your ships, please peruse our star wares.

COMMODORE: Who's thirsty Diddly Squits?

DIDDLY SQUITS: Diddly, diddly, diddly!

COMMODORE: How much is a cup of cosmic coffee, Amiga?

AMIGA: Fifty Starbucks!

COMMODORE: Great, let's all get a decapitated coffee!

DIDDLY SQUITS: Decapitated coffee?

COMMODORE: Yes - there's no head on it! Follow me!

DIDDLY SQUITS: Diddly diddly diddly diddly!

(Commodore Nintendo leads the Diddly Squits off stage and they exit.)

ALFIE: Now apprentices, keep together.

ANNE: We're taking a ten-minute toilet break!

APPRENTICES: Yes, Anne Dromeda!

ALFIE: Now follow us to the bathroom.

ANNE: And remember, if they have a stiff American tap...

APPRENTICES: *(punching the air)* Just force it!

(Alfie and Anne lead the Apprentices off stage.)

STELLA: What are those lovely flowers, Ada?
ADA: *(holding the flowers)* These are Romulan Rose's.
STELLA: Great, I'll take them!
ADA: You can't, they're Romulan Rose's. Here you are, Romulan Rose.
ROMULAN: *(taking the flowers)* Thanks, Daft Ada.
QUASAR: *(pointing at some crystals)* What are those, Ada?
ADA: *(holding the crystals)* These are Cosmic Crystals.
QUASAR: Great, I'll take them!
ADA: You can't.
BUZZ: Don't tell me, they belong to Cosmic Crystal.
ADA: No! They belong to Photon Phil.
PHOTON: *(taking the crystals)* Thanks, Daft Ada!
JAFFA: I could do with some new Space Suits, Ada.
FLASH: *(pointing at a pair of pants)* Look, Blast Proof Underwear!
ADA: I call it Thunderwear! *(she passes a pair over)*
LUNA: *(reading the label)* Can withstand the deadliest gas explosions!
AURORA: *(wafting a hand)* Daft Ada could do with a pair herself!
ADA: *(snatching the pants back and shouting)* Bog off!
JAFFA: Pardon?
ADA: *(falsely sweet)* Buy one, get one free, dear!

(Cosmic has found a small baby space suit and holds it up to show the others.)

COSMIC: Oh look, Daft Ada even sells cute baby space suits!
TREKKIES: *(cooing)* Awww!
ADA: *(suddenly snappy, snatching them)* They're not for sale!

(Ada takes the Space Suit and moves to one side, looking at it and sadly reminiscing.)

PHOTON: Didn't you know? They were her long, lost son's!
ALL: Long lost son?
BUCK: Tell us what happened, Ada?
ADA: I never, ever talk about it. *(she folds her arms and looks away)*
ALL: Oh, go on!

ADA: *(instantly happy to oblige)* Alright then! I remember just like it was yesterday....

TRACK 4: **FLASHBACK**

(Flash and Luna speak over the flashback music.)

FLASH: Gather round everyone!

LUNA: She's having a flashback!

(The crowd surround Ada as she goes into a trance. Unseen, she swaps the space suit for a spotty, crying baby. It is her long-lost baby son, Dennis. We hear a music box melody as she emerges from the crowd in a flashback memory sequence comforting her crying son. The crowd turn and face the back.)

ADA: Cheer up, Denny-poos! Be a good boy for mumsie and drink your blue milk. Those spots are getting worse. Don't worry, Denny-poos! I've called the doctor!

TRACK 5: **PHONEBOX #1**

(We hear familiar music and sounds as a telephone box appears on stage. Doctor Woo emerges from it carrying a medical bag and the small Gordon pot-plant puppet.)

DOCTOR: Greetings, I'm the Doctor!

ADA: Doctor who?

TRACK 6: **SFX COPYRIGHT ALARM #1**

DOCTOR: *(shouting over the alarm and looking up)* No, not Doctor Who. I'm Doctor Woo! Doctor Woo! *(to Ada)* Goodness, you have to be so careful these days. I'm Doctor Woo and this *(he indicates his pot plant)* is my companion, Gordon. Now, what's the emergency?

ADA: My Diddy Denny-Poos has got green spots, so I called a doctor.

DOCTOR: That's a little rash.

ADA: I thought it was quite sensible, actually.

DOCTOR: No, your son's got a little rash. My sonic spanner will confirm the diagnosis...

TRACK 7: **SFX SONIC SPANNER**

DOCTOR: *(he gets his sonic spanner from the bag and wiggles it)* Just as I thought! It's a severe case of... Star Warts!

TRACK 8: **SFX COPYRIGHT ALARM #2**

DOCTOR: Oh, not again! *(looking up and shouting)* I said "Star Warts! Star Warts!"

ADA: Star Warts?

DOCTOR: Yes, a green sticky virus discovered in 1977 by George Mucus. *(he replaces his spanner and takes a tube which he passes to Ada)* Just rub this cream into both cheeks.

ADA: Right! *(she takes the cream and rubs it into her rear)*

DOCTOR: Not you... and not there! *(he swaps his plant for the baby and applies the cream)* There, that's better! Now I must dash, I need to fight the smelliest robots in the universe.

ADA: The smelliest robots in the universe?

DOCTOR: The Garlix! Toodle-pip!

TRACK 9: **PHONEBOX #2**

(We hear sound effects and music as the telephone box disappears with Doctor and baby on board. Ada looks down at the plant and gasps in horror. She calls after him shouting but she is too late.)

ADA: *(shouting)* Doctor Woo! Come back! You've still got my Denny-Poos!

(Ada runs to the side of the stage as the flashback ends. Unseen, she hands Gordon the Pot Plant off stage and looks sad.)

AURORA: So, Doctor Woo took your baby?

ROMULAN: And he's not come back after all this time?

ADA: No. But I'm sure my Denny-Poos is somewhere out in the great unknown... missing his mumsie! *(she sobs loudly)*

ALL: Awww!

(Luke enters with the medium Gordon pot-plant puppet. Gordon has evidently grown in the intervening years.)

ADA: *(recovering instantly)* Oh well, never mind! At least I've got my nephew Luke!

LUKE: And Gordon, of course.

TRACK 10:**SFX GORDON #1**

(Ada goes to stroke Gordon, but he snaps at her fingers as puppeteered by Luke.)

LUKE: Star Trekkers, make your way to the docking bay - it's time for take off!

ALL: Hooray!

(The visitors cheer and exit happily, chatting to each other as Ada and Luke wave goodbye.)

ADA: Come back soon!

LUKE: *(looking up at the stars above him)* I wish I was out there too, on my own adventure...

ADA: It's no good star gazing, Luke. *(looking up also)* Adventure won't just fall out of the sky, you know...

TRACK 11:**SFX ROOF CRASH**

(We hear a loud crash. The lights flicker, and Luke and Ada hold each other scared, staring up.)

ADA: Bless my stars, what was that?

LUKE: I think a spaceship's just crashed into my bedroom!

ADA: *(cross)* Luke! Did you leave the landing light on again?

LUKE: Don't be daft, Ada! I wonder who it is. Maybe someone really important, sophisticated and intelligent!

ADA: Or **[INFAMOUS CELEBRITY]!**

TRACK 12:**NEBULA PLAY ON**

(Nebula and Qwerty enter and approach Ada & Luke.)

NEBULA: Princess Nebula Oregano. Where am I?

LUKE: Well, if there's a bright centre to the universe, you're in the most boring dump furthest from it.

NEBULA: **[LOCAL TOWN]?**

LUKE: No, Junction Fifty-One.

NEBULA: This is Qwerty, my android. He was damaged in the crash. I'm sure one of his parts is broken but I'm not sure which.

QWERTY: (to Ada) Oh, madam, you are a heavenly beauty! A vision of loveliness!

LUKE & NEBULA: (nodding at each other) Eyes!

TRACK 13: **SFX R-U #1**

(We hear some robotic beeps from off stage, then R-U-1-2 enters. Luke helps R-U into position.)

LUKE: This is my very own droid! R-U-1-2!

NEBULA: No! I'm human! (*approaching R-U and patting him on the head*) Hello, R-U! I'm Nebula Oregano.

TRACK 14: **SFX MESSAGE #1**

NEBULA: (*R-U beeps and shakes upon hearing Nebula's name*) What's he doing?

LUKE: He seems to be regurgitating a holographic space message...

(We hear strange sounds and music as the lights dim and a spotlight picks out King Basil and Queen Saffron, Nebula's parents on one side of the stage. They are a recorded hologram message. They deliver their message out to the audience and Nebula, Luke and Ada stare into the audience on the other side of the stage as if watching the projection.)

BASIL: Nebula! This is a message from your parents, Basil and Saffron Oregano.

SAFFRON: If you're receiving this, we've fallen into the clutches of the evil Umpire!

BASIL: But all is not lost! You can still save us!

SAFFRON: Get help from Toby Wonky Nosebleed!

BASIL: Toby Wonky Nosebleed is your only hope!

NEBULA: Toby Wonky Nosebleed? Who's he?

BASIL: Sorry, dear, we can't answer questions.

SAFFRON: We're just a recorded message.

BASIL: Remember, Nebula, wherever you go, you carry us with you!

SAFFRON: And whatever you do, Nebula, it is absolutely essential that you never, ever...

TRACK 15: **SFX MESSAGE OVER**

(We hear a beep indicating the end of the message.)

BASIL: Sorry, love, the tape's run out!

(Basil and Saffron go dark and exit unseen as we hear the communication end.)

NEBULA: *(reaching toward the audience)* Mum, Dad, come back!

LUKE: What's going on?

NEBULA: I've just come from Planet Wimbledon

QWERTY: It's the base of the evil Umpire!

LUKE & ADA: No!

NEBULA: Yes! He's gone power-mad in his high tower, punishing all who break his rules!

LUKE & ADA: No!

QWERTY: Yes! He's been making whole galaxies disappear!

LUKE & ADA: No!

NEBULA: Yes! This necklace was all that remained of my galaxy. I stole it from the Umpire. He must be stopped!

LUKE: We'll help you!

QWERTY: And your parents said Toby Wonky Nosebleed could help too.

ADA: Toby Wonky Nosebleed?

(Toby Wonky Nosebleed immediately pops up from behind the plinth. He is a mysterious melodramatic cross between Doc Brown and a Shakespearian actor.)

TOBY: Did somebody call?

ADA: *(stepping back, screaming in shock)* Aagghh! What are you doing there?

TOBY: *(mysteriously)* I've lived here for forty-two years, Ada. Hiding... watching... *(now close up face to face with Ada)* waiting!

ADA: *(turning a worried face to the audience)* Bit creepy.

TOBY: I knew this day would come, for it is written... *(he arcs both hands in the air above him, wiggling his fingers mysteriously as we hear a tinkle)*

TRACK 16:

SFX FINGER WIGGLE #1

TOBY: ...in the stars!

LUKE: Are you Toby?

TOBY: *(over dramatically)* Toby or not Toby? That is the question...

LUKE: *(getting cross)* Just yes or no.
TOBY: Alright then, yes.
NEBULA: Then help me, Toby Wonky Nosebleed. You're my only hope!
TOBY: I shall indeed help you, Nebula, for it is written... *(another finger wiggle)*

TRACK 17: **SFX FINGER WIGGLE #2**

TOBY: ...in the stars! And Luke Warmwater will join us on our mission.
LUKE: Really?
TOBY: Indeed, young Luke. For it is written...

TRACK 18: **SFX FINGER WIGGLE #3**

LUKE: *(mimicking the finger wiggle)* ...in the stars?
TOBY: No, in the script! Scene one, page nine.
NEBULA: Well to fight the Umpire, we'll need a rebel army.
TOBY: And the power of... The Sauce! You will learn its power from my master. His name is... Yoga!
ALL: Yoga?
TOBY: Yes, Yoga. He lives on Planet Pilates in the Tai Chi System.
LUKE: Then we need a fast spaceship and a cool captain!

TRACK 19: **SFX SOLO LANDING**

(We hear a roar of engine, a squeal of breaks and a fanfare as Captain Zak Solo enters and strikes a cool pose. He is a self-obsessed dude with charisma and a John Travolta quiff.)

ZAK: You need a fast spaceship and a cool captain, right?
ALL: Yes!
ZAK: A Captain who's fearlessly daring and finger-lickin', mirror-snoggin' gorgeous?
ALL: Yes!
ZAK: Well, have no fear, I'm here! *(he slaps his thigh, poses with hands on hips then winks with a nod, a smile and a sound effect)*

TRACK 20: **SFX ZAK WINK #1**

ALL: *(punching the air)* Hooray!

ZAK: My ship's parked outside. *(he pretends to point his fob at it and it beeps and locks)*

TRACK 21: **SFX SHIP LOCK**

(Nigel the Nookie enters with a saxophone round his neck.)

ZAK: This is Nigel The Nookie! He's my first mate.

NIGEL: I'm his only mate! We fly the Millennium Penguin!

LUKE: The Millennium Penguin? But that must mean you're...

ALL: ...Zak Solo!

TRACK 22: **SFX SAX SOLO #1**

(Nigel plays a familiar tune on his saxophone.)

ZAK: No, Nigel, not "Sax Solo", Zak Solo!

NEBULA: But I don't understand, Captain Solo.

ZAK: I know! You're finding the temperature confusing. How can I be so cool... and so hot... at the same time! *(he slaps his thigh and poses with a winking smile again)*

TRACK 23: **SFX ZAK WINK #2**

NEBULA: But is the Millennium Penguin fast?

(Zak praises his vehicle in John Travolta style as the others strike poses on the strong beats.)

TRACK 24:**SPACE TRIP**

ZAK: Why this ship is enigmatic! *(all pose on the strong beat)*
 It's aerobatic! *(all pose on the strong beat)*
 It's part-aquatic! *(all pose on the strong beat)*
 Why, it's the Millennium Penguin!

(Nigel plays a sax solo as the crew move set pieces to create the front of the spaceship, then get into their riding positions preparing for take-off. The ship comprises a front bonnet with badge and number plate, behind which Zak holds a steering wheel, Ada holds up fluffy dice and Toby and Qwerty have a wing each. Luke and Nebula kneel in front with large torches as headlamps. In the chorus, Nigel operates the windscreen wipers. See Production notes for more detail.)

ZAK: PACK YOUR BAGS, COME AND JUMP ON BOARD 'COS I'M
 REVVING THE ENGINE AND READY TO ROLL!
 START IGNITION, WE'RE ON A MISSION,
CREW: THE CAPTAIN IS IN CONTROL!

(The chorus enter singing and move to song positions.)

GROUP 1: DESTINATION A MILLION MILES AWAY...WAY

GROUP 2: CELEBRATION FOR NOW WE'RE ON OUR WAY!

(In the chorus, the crew move their props in time with the two beats of their echoed lyrics "Space Trip".)

ALL: WE'RE GOING ON A SPACE TRIP!

CREW: SPACE TRIP!

ALL: SHINE LIKE A SHOOTING STAR,
 WE'RE HAVING A BALL!
 WE'RE ON A SPACE TRIP!

CREW: SPACE TRIP!

ALL: BLAZING A TRAIL SO FAR,
 WE'RE GIVING OUR ALL!
 WE'RE ON A SPACE TRIP!

CREW: SPACE TRIP!

ALL: WONDER JUST WHERE WE ARE, BUT WE KNOW
 WE KNOW WE'LL NEVER, EVER STOP
 TILL THE END OF THE ROAD!

(Nigel plays his saxophone over the instrumental as the crew point at landmarks through the windscreen.)

ALL: HIT THE TRACK, THERE'S NO TURNING BACK
SO LET'S GET INTO GEAR, GET THE SHOW ON THE ROAD.
TAKE A FLIGHT AT THE SPEED OF LIGHT
WITH OUR SENSES ON OVERLOAD!

GROUP 1: DESTINATION A MILLION MILES AWAY...WAY

GROUP 2: CELEBRATION FOR NOW WE'RE ON OUR WAY!

ALL: WE'RE GOING ON A SPACE TRIP!

CREW: SPACE TRIP!

ALL: SHINE LIKE A SHOOTING STAR,
WE'RE HAVING A BALL!
WE'RE ON A SPACE TRIP!

CREW: SPACE TRIP!

ALL: BLAZING A TRAIL SO FAR,
WE'RE GIVING OUR ALL!
WE'RE ON A SPACE TRIP!

CREW: SPACE TRIP!

ALL: WONDER JUST WHERE WE ARE, BUT WE KNOW
WE KNOW WE'LL NEVER, EVER STOP...

(The singing and dancing stops abruptly. A crossing patrol person enters with a STOP sign. A line of aliens walks across the stage in front of the crew, who look fed up with this interruption. The crossing patrol person twists the sign to read "Heavy Plant Crossing" as Ada crosses with Gordon. Over this we hear a radio traffic update.)

RADIO DJ: Here's your rush-hour traffic update, folks! We've got a space jam on Intergalactic Highway 3 with tailbacks all the way to Junction 51. It's booster to booster out there, folks, but drivers are urged to sit tight and stay calm - I said "stay calm"... **(shouting)** "stay calm!"

GROUP 1: DESTINATION A MILLION MILES AWAY...WAY

GROUP 2: CELEBRATION FOR NOW WE'RE ON OUR WAY!

ALL: WE'RE GOING ON A SPACE TRIP!

CREW: SPACE TRIP!

ALL: SHINE LIKE A SHOOTING STAR,
WE'RE HAVING A BALL!
WE'RE ON A SPACE TRIP!

CREW: SPACE TRIP!

ALL: BLAZING A TRAIL SO FAR,
WE'RE GIVING OUR ALL!
WE'RE ON A SPACE TRIP!

CREW: SPACE TRIP!

ALL: WONDER JUST WHERE WE ARE, BUT WE KNOW
WE KNOW WE'LL NEVER, EVER STOP
TILL THE END OF THE ROAD...

NO WE'LL NEVER-EVER, NEVER-EVER, NEVER-EVER...
STOP TILL THE END OF THE ROAD...
SPACE TRIP!

*(The song ends on a final beat as the crew and chorus strike their end pose.
Blackout.)*

TRACK 25: **SPACE TRIP PLAY OFF**

SCENE TWO

(The Evil Umpire's High Tower on Planet Wimbledon. A sophisticated space station style interior. The plinth is set centre stage with a collection of tennis balls prominently displayed on the top. To one side Sira and Alexi stand still holding silver computer screen frames which they look through towards the audience. We hear familiar heavy breathing and The Umpire is revealed facing the back, centre stage, admiring his tennis ball galaxy display. Spocky, The Umpire's first officer enters, concerned for The Umpire's health.)

SPOCKY: Mr. Umpire, sir! Do you need medical assistance? Should I get your inhaler?

UMPIRE: Panic not, Spocky! I was just doing some sinister breathing! **(turning to Sira and Alexi)** Sira, Alexi! Give me an update.

SIRA: We've found another naughty Galaxy, sir!

ALEXI: Full of planets breaking your rules, sir!

UMPIRE: And what dark, dirty deeds have they done?

SIRA: Going to bed late! (*Spocky gasps*) Eating with their mouths full!
(*Spocky gasps*)

ALEXI: Burping in public! (*Spocky gasps*) Not cleaning between their toes!

ALL: Yuk!

UMPIRE: These villains must be punished! I'll shrink their galaxy and add it to my collection!

SIRA: Please explain again how you became The Umpire?

UMPIRE: Ah, you're curious about my motivation and deepest desires?

ALEXI: No, but the audience need to understand the plot.

UMPIRE: 'Tis a tragic tale! Abandoned as a child and raised by the Wombles of Wimbledon, I built my High Tower and learned the dark side of The Sauce.

ALL: How?

UMPIRE: Years of contemplation, meditation... and a series of helpful YouTube videos.

SPOCKY: And now as The Umpire you ensure the universe plays by your rules.

UMPIRE: And those who break them pay the price. Whole galaxies punished, captured and shrunk to tiny spheres.

SPOCKY: Ta-da! (*holding his hands out to the galaxy display*)

UMPIRE: But wait - one is missing! Who's been ball tampering? Summon my Racketeers! Beam them up, Spocky!

SPOCKY: All Racketeers on court!

TRACK 26:**RACKETEER PLAY ON**

(The Racketeer Guards enter marching, armed with their spacey tennis racket blasters. They form a line and strike a cool pose with rackets above their heads on the last beat.)

SPOCKY: Racketeers, address yourselves to the court of The Umpire!

(Each stand to attention, salute and shout out their names.)

BORG: Borg!

BECKER: Becker!

VENUS: Venus!

GRAF: Graf!

MACK: Mack!

ROE: And Roe!

UMPIRE: Now, Racketeers, one of my balls has been stolen from right under my nose!

BORG: Why did you keep it under your nose?
UMPIRE: Not under my nose. Some thief has broken in!
SPOCKY: Impossible! I installed all the updates on my Security Computer.
BECKER: Maybe you left... "Windows" open!

(The Racketeers all laugh at Becker's joke.)

SPOCKY: Or maybe a wee Racketeer left the key in the door! *(The Racketeers gasp)*
BORG: *(pointing at Mack)* Well, Mack shut the door!
BECKER: *(pointing at Mack)* And Mack got the key!
VENUS: *(pointing at Mack)* And Mack turned the key!
GRAF: *(pointing at Mack)* So Mack left the key in the door!
MACK: The key was out!
ROE: The key was in!
MACK: It was out!
ROE: It was in!
MACK: It was out!
ROE: It was in!
MACK: It was out
ROE: It was in!
UMPIRE: Mac and Roe!
MACK & ROE: Yes?
UMPIRE: Stop arguing!
MACK & ROE: *(shouting at Umpire with US accent and arm actions)* You cannot be serious, man!
UMPIRE: The Umpire is always serious! Perhaps a demonstration of The Sauce will help...

TRACK 27:

SFX SAUCY TICKLE

(The Umpire wiggles saucy fingers and remotely tickles the Racketeers who writhe & giggle as they shout.)

BORG: Not the tickling!
BECKER: Please!
VENUS: No!
GRAF: Stop!
MACK: Help!
ROE: We give in!

(The Umpire lowers his fingers and the tickling stops—the Racketeers catch their breath, relieved.)

UMPIRE: If you serve in The Umpire's court, you play by my rules.

TRACK 28: **SFX DOORBELL**

SIRA: Three Space Rangers have landed, sir!

ALEXI: They bring news and crave an audience!

SPOCKY: Crave an audience?

UMPIRE: What do they think this is, a space musical? Beam them up, Spocky!

SPOCKY: Aye, aye, sir! *(he hits a button on the plinth control panel)*

TRACK 29: **SFX TRANSPORTER BEAM #1**

(We hear the transporter beam operate as lights flash. Eventually, we hear the visitors materialise and Space Rangers Roger, Over and Out enter.)

ROGER: We are Space Rangers from Star Command. Roger! *(he salutes)*

OVER: Over! *(he salutes)*

OUT: And Ouch! *(he salutes and pokes himself in the eye)*... I mean Out!

UMPIRE: And what news do you bring, Space Rangers Roger, Over and Out?

ROGER: Rumours are rife of a revolting rebellion...

OVER: A rabble of revolting rebellious rebels...

OUT: Rallying, ready to rebel and revolt!

SPOCKY: A rebellion? What if they strike, your game-set-and-matchness?

UMPIRE: They can strike if they like, but be warned... The Umpire strikes back!

TRACK 30: **SFX COPYRIGHT ALARM #3**

UMPIRE: *(looking up and shouting)* I said "The Umpire strikes back!"

ROGER: We also spotted someone on your wanted list!

OVER: That Princess Nebula and her rusty robot.

OUT: But they crashed into a small space station.

ROGER: I bet all that was left was that pretty sphere round her neck.

ALL: Sphere!

SPOCKY: So Princess Nebula pinched your ball!

UMPIRE: And you rotten Rangers let her go!

RANGERS: Sorry, Mr. Vampire!

UMPIRE: *(rhythmically, stamping foot twice)* Umpire! Umpire!

RANGERS: *(rhythmically, doing a little dance)* Stick it up your jumpire!

UMPIRE: All is not lost, for I sense in The Sauce that Princess Nebula is...
alive!

ALL: Alive?

UMPIRE: And she carries the galaxy with her. I will offer a reward for her return.
(to Out) So, are you in?

OUT: *(pointing at himself)* No, I'm Out, sir.

UMPIRE: *(turning to Over)* Well then, Roger - will you take on my mission?

OVER: *(pointing to himself)* No, it's Over, sir.

UMPIRE: Over? It's not even started!

ROGER: You'll have the princess and the Galaxy by the end of the show!

UMPIRE: And soon she'll learn when you cross The Umpire...

ALL: ...The Umpire strikes back! *(maniacally evil with raised arms)* Mwa-ha-ha-ha-ha... *(a beat as they look at each other, before finishing with a final loud...)* Ha!

(Fade to Blackout.)

SCENE THREE

TRACK 31: GAME BATTLE

(Back on board The Millennium Penguin, we hear laser blasts as lights come up to reveal the crew fighting a space battle. They huddle behind the front bonnet of the ship, looking into the audience. Nigel & Zak are at the controls; Luke & Toby are giving advice and Qwerty is quaking with fear. They shout over the sound effects in desperation and panic.)

ZAK: Star fighters at four o'clock!

NIGEL: Lasers locked on target!

QWERTY: I can't watch! I can't watch!

LUKE: Look out behind you!

TOBY: Great Scott, they're everywhere!

ZAK: Quick, reload and fire again!

NIGEL: We're running out of fuel!

QWERTY: We'll be vaporised for sure!

LUKE: Watch out for that asteroid!

TOBY: Too late, we're going to...

ALL: *(terrified)* Aagghh...!