

# The Amazing Adventures of Superstan

Junior Script

by

Craig Hawes

Ideal Cast Size 54

Speaking Roles 42

Minimum Cast Size 25

Duration (minutes) 70-90

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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 Heroes***

\*Stanley Marvel (50)  
Superstan (45)  
\*DC (45)

***The Crumbles***

\*Gran (63)  
Frank (24)  
Gloria (23)  
Bernard (25)

***Fun Factory Villains***

Candy King (82)  
Dr What (18)  
Dr When (18)  
Dr Why (17)  
Curly (52)  
Wurly (48)

***Candy King's Minions***

Fizz (3)  
Whizz (1)  
Buzz (1)  
Pow (1)  
Ouch (1)  
Wham (1)  
Zap (1)  
Klang (1)

***Megaville Misfits***

\*Mayor Doughnut (45)  
The Bogeyman (7)  
The Curator (3)

***Megaville Reporters***

Max Volume (27)  
Sunny Day (16)  
Dan Deadline (19)  
Peter (7)  
Parker (7)  
Clark (6)  
Kent (6)

***Megaville Marines***

General Commotion (17)  
Private Eye (3)  
Private Property (3)  
Private Matters (3)  
Private Keep Out (5)

***Megaville Citizens***

Banjo (3)  
Haribo (3)  
Ferrero (3)  
Freddo (3)  
Thornton (3)  
Cadbury (3)

**SUGGESTED CAST LIST FOR 54 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.***

Candy King .....	82
*Gran .....	63
Curly .....	52
*Stanley Marvel.....	50
Wurly.....	48
*Mayor .....	45
*DC .....	45
Superstan .....	45
Max Volume.....	27
Bernard .....	25
Frank.....	24
Gloria .....	23
Dan Deadline .....	19
Dr What.....	18
Dr When.....	18
Dr Why.....	17
General Commotion.....	17
Sunny Day .....	16
The Bogeyman .....	7
Peter .....	7
Parker .....	7
Clark .....	6
Kent .....	6
Private Keep Out .....	5
Private Eye .....	3
Private Property .....	3
Private Matters.....	3
The Curator.....	3
Banjo.....	3
Haribo .....	3
Ferrero .....	3
Freddo .....	3
Thornton .....	3
Cadbury .....	3

Fizz .....	3
Whizz .....	1
Buzz .....	1
Pow .....	1
Ouch .....	1
Wham .....	1
Zap .....	1
Klang .....	1

***Non speaking roles: Chorus of twelve singers***



**SUGGESTED CAST LIST FOR 25 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.***

Candy King	<i>also plays the Bogeyman</i>	89
*Gran		63
Curly		52
*Stanley Marvel		50
Wurly		48
*Mayor		45
*DC		45
Superstan		45
Max Volume		27
Bernard		25
Frank		24
Gloria		23
Dan Deadline		19
Sunny Day	<i>also plays The Curator</i>	19
Dr What		18
Dr When		18
Dr Why		17
General Commotion		17
Peter	<i>also covers Clark's lines</i>	13
Parker	<i>also covers Kent's lines</i>	13
Banjo	<i>also covers Freddo's lines &amp; also plays Fizz, who covers Pow's lines too</i>	10
Haribo	<i>also covers Thornton's lines &amp; also plays Whizz, who covers the lines of Ouch &amp; Zap too</i>	9
Ferrero	<i>also covers Cadbury's lines &amp; also plays Buzz, who covers the lines of Wham and Klang too</i>	9
Private Keep Out	<i>also covers Private Matters' lines</i>	8
Private Eye	<i>also covers Private Property's lines</i>	6

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

***In Scene eight, the comic sound effect cards will need to be held by other cast members (not the Citizens) as the actors playing the Citizens will be onstage as the Minions at that time.***

***For maximum effect, it is suggested that the cast sit near the stage to perform most of the songs and dances as additional 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.***

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

Bogeyman  
 Candy King  
 Chorus  
 Crumblies  
 Curator  
 DC  
 Max Volume  
 Mayor  
 Citizens  
 Marines  
 Reporters  
 Stanley Marvel  
 Sunny Day  
 Superstan

**Scene Two**

Candy King  
 Curly  
 Dr What  
 Dr When  
 Dr Why  
 Max Volume  
 Minions  
 Sunny Day  
 Wurly

**Scene Three**

Chorus  
 Citizens  
 Curly  
 DC  
 Crumblies  
 Max Volume  
 Stanley Marvel  
 Sunny Day  
 Superstan  
 Wurly

**Scene Four**

Max Volume  
 Reporters  
 Sunny Day

**Scene Five**

Chorus  
 Citizens  
 Marines  
 Max Volume  
 Mayor  
 Reporters  
 Sunny Day  
 Superstan

**Scene Six**

Candy King  
 Curly  
 Dr What  
 Dr When  
 Dr Why  
 Max Volume  
 Minions  
 Sunny Day  
 Wurly

**Scene Seven**

Chorus  
 Crumblies  
 DC  
 Max Volume  
 Sunny Day  
 Superstan

**Scene Eight**

Candy King  
 Chorus  
 Citizens  
 Crumblies  
 Curly  
 Dr What  
 Dr When  
 Dr Why  
 Marines  
 Max Volume  
 Mayor  
 Minions  
 Reporters  
 Stanley Marvel  
 Sunny Day  
 Superstan  
 Wurly

**LIST OF PROPERTIES****Scene One**

Green goo gun .....	The Bogeyman
Key to the City .....	Mayor Doughnut
Microphones x 2 .....	Max Volume & Sunny Day
'Midnight at City Hall' card .....	Sunny Day
Broom .....	Stanley Marvel
Comic sound effect cards .....	The Megaville Citizens
Stan's candy stall .....	Stanley Marvel
Comic book .....	Set behind stall
Shopping trolley .....	Gran
Bananas .....	Inside shopping trolley
Hat .....	Inside shopping trolley
Scarf .....	Inside shopping trolley
Sweets .....	Inside shopping trolley
Fish .....	Inside shopping trolley
Slice of cake .....	Inside shopping trolley
Prunes .....	Inside shopping trolley
Broken broom .....	Set behind stall
Mobile phone .....	Stanley Marvel
Candy cane shrink ray .....	Candy King
Cameras & microphones .....	The Megaville Reporters
Wad of money .....	Candy King
Car key and fob .....	Candy King
Large pair of underpants .....	Candy King
Large hollow cake .....	Set behind stall
Beret .....	Stanley Marvel
Vase .....	The Curator

**Scene Two**

Toffee apple computer .....Set on stage  
 Candy King’s throne .....Set on stage  
 Sweets and chocolates.....Placed around stage  
 Microphone .....Max Volume  
 ‘Meanwhile, across the City’ card ..... Sunny Day  
 Candy cane shrink ray ..... Candy King  
 Remote control .....A Minion

**Scene Three**

Microphones x 2 .....Max Volume & Sunny Day  
 ‘Back at Proton Park’ card ..... Sunny Day  
 Box of stock (including toffees)..... Stanley Marvel  
 Shopping trolley .....Gran  
 Remote control ..... Curly  
 Large comedy syringe ..... Inside shopping trolley  
 Silver flight case containing anti-gravity pants..... Gran

**Scene Four**

Microphones x 2 .....Max Volume & Sunny Day  
 ‘Meanwhile, at the office of the Daily Globe’ card..... Sunny Day  
 Cameras & microphones .....The Megaville Reporters  
 Blank newspaper ..... Dan Deadline  
 Card right angles .....The Megaville Reporters  
 Mobile phone ..... Parker

**Scene Five**

Microphones x 2 .....Max Volume & Sunny Day  
 ‘Over at City Hall’ card ..... Sunny Day  
 Tutu..... Private Keep Out  
 Mobile phone ..... Mayor Doughnut  
 Cameras & microphones .....The Megaville Reporters  
 Shower head..... Sunny Day  
 The big red button..... Sunny Day

**Scene Six**

Candy King's throne .....	Set on stage
Toffee apple computer .....	Set on stage
Microphone .....	Max Volume
'Meanwhile, across the City' card .....	Sunny Day
'We're on strike!' placards.....	The Candy King's Minions
Candy cane shrink ray .....	Candy King
Mini Minion doll .....	Set on stage
Remote control .....	Curly
Computer disc.....	Dr When

**Scene Seven**

Large binoculars .....	DC
'Back at Proton Park' card .....	Sunny Day
Microphones x 2 .....	Max Volume & Sunny Day
Shopping trolley .....	Gran
Anti-gravity pants .....	Superstan
Superhero manual .....	Inside shopping trolley
Microwave (marked with danger/radiation signs) with chicken inside .....	Bernard
Jar of pickles.....	Gloria
Giant batteries x 2.....	Inside shopping trolley

**Scene Eight**

Microphones x 2 .....	Max Volume & Sunny Day
Long roll of paper (with caption text).....	Sunny Day
Remote control .....	Curly
Candy cane shrink ray .....	Candy King
Comic sound effect cards .....	The Megaville Citizens
Minion dummy .....	Superstan
Utensil belt .....	Frank
Cameras & microphones .....	The Megaville Reporters
Shopping trolley .....	Gran
Large comedy syringe .....	Gran
Candy King doll.....	Superstan

## **PRODUCTION NOTES**

Welcome to *The Amazing Adventures Of Superstan!* 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 42 speaking characters. These range from principal parts to smaller supporting roles. For productions with fewer cast members, condensing of characters is possible. This can be done in numerous ways, but the following example reduces the cast number to 25 (This is shown in more detail on pages 7-8):

Reduce Minions to just Fizz, Whizz and Buzz (reallocating other lines)

Reduce Citizens to just Banjo, Haribo and Ferrero (reallocating other lines)

Combine/share roles of the three Minions and Citizens (involving costume changes)

Remove Private Property and Private Matters (reallocating lines between Eye and Keep Out)

Remove Clark and Kent (reallocating lines between Peter and Parker)

Double role of Bogeyman with Candy King

Double role of Curator with Sunny Day

To expand the cast, unlimited chorus parts may be used as additional citizens, minions, reporters and marines, possibly redistributing some lines. An off-stage choir can also be used for chorus backing on songs. When casting, bear in mind that Stan and Superstan are played by separate actors not only to permit “instant” transformations from mortal to hero, but also to allow two strong performers to share what would otherwise be a rather large role. The minions work well being smaller, and if you have a group of younger performers in your cast this role would be ideal for them. In many ways, Gran is one of the pivotal roles in the show and perhaps the most tricky to cast as it requires a highly comical and exaggerated portrayal of an eccentric elderly lady with appropriate body language and voice. Use your imagination here, as the role could be effectively played by a male or female actor! Similarly with Frank, Gloria and Bernard, the roles require the ability to portray more “mature” people effectively both physically and vocally, hopefully to comic effect.

### **COSTUMES**

The characters in Superstan are literally straight from a comic book, so achieving a fun and colourful style is essential. However, try to avoid the ‘explosion in a paint factory’ look by picking out a few bright colours for each set of characters and trying to stick to those as a colour scheme. Curly and Wurlly could look hilarious in bright purple fuzzy wigs with a white top and purple dungarees (costumes themed on the British chocolate bars themselves!) Then sticking with these colours for the other baddies, the evil scientists might wear traditional white lab-coats with purple bow ties and braces, topped with Einstein hairstyles and glasses. The Candy King could complete the evil line-up with purple tuxedo, waistcoat, trousers and top hat with frilly shirt and possibly sport an eccentric curly moustache. As for the minions, a fun, uniformed approach is required and may include blue dungarees with

yellow t-shirts topped with hats and goggles. The citizens should be costumed simply and uniformly, sticking to the same colours for all. The style could be based upon an era such as the 1950s, perhaps with colourful dresses and skirts or jackets and ties with headscarves or hats. Alternatively, they could wear brightly coloured t-shirts and baseball caps. The Bogeyman's costume really has to match his name - a bright green lycra suit and glasses, with a green or yellow fuzzy wig and cape. Superstan must look like a real superhero, and adapting an easily sourced, ready-made superhero is probably the best way to achieve this. Ensure you make Superstan look unique, however, by perhaps altering any lettering to read 'Superstan' or a lightning bolt "S". The costume should include an eye-mask, cape and boots - and perhaps even a hood and gloves! Do not forget the anti-gravity pants, a rather large pair of comical white Y-fronts that fit over the top of the Superhero suit. Stan, as his mortal self, must look as un-superhero-like as possible. A shirt, bow tie and tank-top with trousers and glasses, perhaps in unassuming brown, will set him apart from his Superhero alter ego. His best friend, DC, on the other hand, must look much more colourful and fun, so try bright dungarees with a t-shirt and backwards facing cap. As for the Crumbles, a grey wig is a must for Gran with a pair of round glasses perched on the end of her nose. Grey "talc" hair for the others would be good, or even wigs to create bald patches or a blue-rinse. Remember that they are training for a marathon, so perhaps brightly coloured shorts/leggings and vests/shirts with accessories such as leg warmers and sweat bands, and why not even have longer socks and sock suspenders for the men for a really authentic "elderly" feel. The Mayor needs to look like a smart and flamboyant civic leader, so a colourful suit and tie would be perfect, embellished perhaps with a large tummy by way of a cushion. Do not forget his chain of office which can be made simply with round plastic lids linked together with string and sprayed gold. Our narrators Max and Sunny both need bold and fun outfits to emphasise their status as Megaville's most famous broadcasters. Max could be in a loud, brightly coloured checked suit with a boldly coloured shirt, tie and glasses. Sunny could be in a similarly bright suit or dress (depending on the gender chosen) and have a fun, bright wig, appearing with different accessories each scene depicting the weather; a raincoat and umbrella when it is raining, for instance. The Marines should wear camouflaged attire with berets, and of course Private Keep Out needs a tutu rather than trousers for one of his scenes. Black trousers and brightly coloured shirts and ties are simple but effective for the reporters, perhaps with a pair of glasses, a traditional trilby hat and a camera round their neck. Above all, remember that a fun and colourful "comic book" style is essential and you can never have too many wigs, glasses and stripy socks!



## STAGING

This production can be staged effectively with very simple scenery. Large flats, brightly painted to look like pages from a comic book, are incredibly eye catching set against a simple black background and set the scene instantly. These can include lots of stylised comic-book “sound effect” words such as “Kaboom!” or “Splat!” split into comic-strip boxes. If you feel adventurous, you can attach large sound effect cards to the scenery with Velcro, magnets or hooks and these can be taken by cast members to be held up in the Bogeyman Battle and Minion Fight, then reattached to the scenery after use. Additional large double-sided flats can be placed centrally as a cityscape to represent scenes at Proton Park and as the Fun Factory on the other side. The cityscape could feature skyscrapers shooting up and spreading out at an angle through cartoon clouds to add that comic book feel, and the Fun Factory on the flip side could be dozens of enormous brightly coloured sweets and chocolate bars fanning up and out. City Hall and Daily Globe scenes can be abstract, using the Proton Park scenery behind, perhaps adding a desk and hat stand to give the “office” effect. Stan’s Candy Stall could be created by simply using a piece of cardboard or plywood cut to “stall” shape and painted in bright colours with a sign on the top and a leg to hold it up. Alternatively, something a little more three-dimensional on wheels may be even more effective.

The Candy King’s Toffee Apple computer is a large desktop console with buttons, levers, knobs and lights, possibly with a familiar “bitten fruit” logo embellished with a toffee-apple stick. The computer’s invisible screen is actually the audience’s “fourth wall”, but this could be enhanced with a large empty screen “rim” sticking up from the desktop through which the performers can look. However, as this may cause a viewing obstruction for the rest of the scene, the additional rim would be best used on a moveable computer that can be carried or wheeled into place for use at the correct point in the scenes.

The moment the brief case containing the anti-gravity pants is opened can be one of the most memorable parts of the show and is easily created. Line the inside of a silver flight case with aluminium foil and glue a number of bright LED push lights inside. The pants should be tucked in carefully to not hinder the path of the light out of the case. The lights should be switched on ready for Gran to take the prop onstage, and as it is opened, dim the stage lights to a near blackout and ensure the actors onstage are closely gathered with their faces as close to the case as possible. As the case opens, the ethereal light illuminates the faces of the awestruck characters creating a truly magical effect!

The life-size minion dummy thrown by Superstan is another prop that can be easily made and have an impressive effect. Two pairs of tights packed with polyester soft-toy stuffing will create arms and legs, and these can be sewn together at the waist of each to create a body in the middle. A stuffed head with painted face can be sewn on top, then dress the dummy in the exact same costume worn by the minions, including any accessories, to convince the audience that this is a member of the cast!

The majority of props in this show will look better the bigger they are - in particular, the remote control. This can be created simply with a long thin cardboard box as tall as a child, with similar proportions to a TV remote control, covered in black paint or tape. Painted or printed buttons can then be stuck on, perhaps with a large fake brand logo such as ‘Fony’

for an added comedy element.

Alternatively, instant scenery is now available with our digital backdrops. **Project It!** provides a different backdrop for EVERY scene change and is supplied in both a PowerPoint presentation and as individual JPG files.

## **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 Backing Track CD.

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 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.

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**

Throughout Superstan, there are mentions of confectionery brands that although currently popular in the UK may not be so familiar in the locality you are performing this show. Please feel free to replace these with brands originating a little closer to home if necessary. In the same vein, it may be prudent to mention that all references to “pants” in this production have the British meaning of undergarments rather than the alternative meaning of trousers as is popular in other regions. The director may, at their discretion, amend such references to avoid confusion.

**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.

May the “forks” be with you!

***Craig Hawes***

**SCENE ONE****TRACK 1:** **OVERTURE**

*(As the House Lights dim, the overture music begins.)*

**TRACK 2:** **DAYDREAM (PART 1)**

*(The curtain rises over dramatic music to reveal a frozen scene, as if taken from a comic strip. The Bogeyman, a fictional Super-Villain dressed in green, aims a large, comical Green Goo Gun at a terrified Mayor Doughnut who holds a large key. A small crowd of citizens are huddled behind these two figures, looking shocked. All are frozen until the Mayor speaks. Reporters Max Volume and Sunny Day stand facing the audience. Sunny holds up a large white card with a comic style caption reading “Midnight at City Hall...” as Max narrates over the pulsing underscore. )*

**MAX:** Midnight at City Hall, and the Mayor of Megaville has an unwelcome visitor!

**MAYOR:** It's The Bogeyman!

*(The crowd gasp and strike a stylised frightened pose.)*

**BOGEYMAN:** That's right, Mr Mayor! I'm The Bogeyman. Now, hand over the key to the city!

**MAYOR:** *(holding the key away from the villain)* Never!

**BOGEYMAN:** Now, Mr. Mayor, or I'll blast you and your citizens with my Green Goo Gun!

*(The citizens scream and strike a new pose.)*

**MAYOR:** *(handing over the key)* You'll never get away with this, you evil villain!

**BOGEYMAN:** *(holding the key aloft)* At last, Megaville belongs to me... The Bogeyman!

**MAYOR:** *(dramatically to the audience)* If only Superstan were here!

**TRACK 3:** **DAYDREAM (PART 2)**

*(We hear dramatic chords as the characters freeze in position. Sunny flips his caption card round to reveal the text “Meanwhile, across the city...” upon it. Max speaks over the timpani roll. )*

**MAX:** Meanwhile, across the city...

*(A fanfare announces Superstan, who is revealed at the other side of the stage in typical Superhero pose. After the fanfare, Max continues to narrate over the music. )*

**MAX:** Superstan's super-senses detect danger!

**SUPERSTAN:** My super-senses detect danger! The city's in trouble. Sounds like a job for...

**MAYOR:** *(spotting Superstan and pointing)* Superstan!

**CITIZENS:** Hooray!

**SUPERSTAN:** *(approaching Bogeyman and pointing)* Hold it right there, slimeball.

**BOGEYMAN:** You've met your match this time, Superstan - I'm The Bogeyman!

**SUPERSTAN:** Bogeyman? Great name - did you... *(a look to the audience)* "pick it" yourself?

**BOGEYMAN:** I'll have the last laugh when you come to a sticky end. Behold, my Green Goo Gun!

**SUPERSTAN:** You can't defeat me with Green Goo, Bogeyman.

**BOGEYMAN:** This Green Goo may look harmless, Superstan, but it's-ss-not!

**SUPERSTAN:** You're starting to get up my nose, Bogeyman. Time to finish this!

#### **TRACK 4: BOGEYMAN BATTLE**

*(A comical, stylized choreographed fight ensues between Superstan and The Bogeyman. They circle each other over the first half of the music as four citizens move forward to different positions. Each citizen holds a large comic sound effect card on which is displayed Biff! Whack! Kaboom! and Thwack!, hidden from the audience. In the second half of the music, each card is held up in turn on the brass chords as Superstan and The Bogeyman make stylised kick and punch movements. At the end of the music, the four citizens return to original positions as Superstan takes the Green Goo Gun and fires it at the Bogeyman, who cries out in frustration. )*

**BOGEYMAN:** Aagghh! Curse you, Superstan!

*(The Bogeyman is dragged off by two Citizens, as the other Citizens cheer! )*

**CITIZENS:** Hooray!

**SUPERSTAN:** The Bogeyman's been wiped out for good!

**MAYOR:** We owe you our lives, Superstan!

**MAX:** Once again, the city is safe - thanks to our hero... SUPERSTAN!

**TRACK 5:****STANLEY CHANT**

*(The Citizens gather round Superstan punching the air and chanting.)*

**CITIZENS:**           *(chanting)* Stanley! Stanley! Stanley! Stanley!

*(The crowd, including Max and Sunny, march hiding Superstan and exit with him, leaving in his place the mortal Stanley Marvel holding a broom in the same pose, looking dreamily out to the audience. The music changes and lights brighten to reveal that we have witnessed Stanley's daydream and we are actually in Proton Park in the mighty metropolis of Megaville City on a bright, sunny morning. A sweet stall bearing the name sign "Stan's Candy" is to one side of the stage and skyscrapers loom in the distance. DC enters opposite, joining in the chant but as a wake-up call.)*

**DC:**                   Stanley? Stanley? Stanley?

**STAN:**               *(slowly waking from his daydream)* DC! I didn't see you there. You see, I was just...

**DC:**                   Daydreaming again? Honestly, Stanley, where's your get up and go?

*(Stan puts his broom down and picks up his comic from his stand.)*

**STAN:**               It got up and went! Just look at me, DC. Stuck here selling sweets in Proton Park. Must be the most boring job in Megaville, and I've had a few. *(looking at the comic in his hands)* But imagine, DC! Imagine if this was just my "secret identity"!

**DC:**                   Oh, not again.

**STAN:**               *(getting excitedly dreamy)* Imagine if I was really a Superhero!

**DC:**                   Now look, Stan...

**STAN:**               Imagine me ripping off my shirt and trousers and jumping into a pair of lycra tights and knee high boots!

**DC:**                   *(cross)* I'll imagine no such thing! *(shuddering)* Urgh! You've put me right off my breakfast.

**STAN:**               Charming!

**DC:**                   *(taking Stan's comic from him)* Stanley Marvel, you read too many comics. Superheroes don't exist, they're just old fashioned fantasies. And while you're dreaming, you're missing the real adventure!

**STAN:**               Real adventure?

**DC:**                   Life, Stanley! Look around, the sun's out, the sky's blue... and it's a brand new day!

**TRACK 6:****LIVE A LITTLE (SONG)**

*(As the music begins, reporters Max and Sunny enter and begin their morning broadcast to the city.)*

**MAX:** Morning folks, I'm Max Volume and you're waking up to another beautiful day here in Megaville City. What's the outlook, Sunny?

**SUNNY:** Well, Max, the temperature's rising and we're forecasting blue skies, sunshine and a bright and breezy opening number!

*(The chorus enter, dancing happily, and take positions ready to sing the first verse.)*

**ALL:** BIRDS SING, THE ALARM CLOCK RINGS  
AND YOU JUMP RIGHT OUT OF BED.  
IT'S BRIGHT, NOT A CLOUD IN SIGHT  
AND THERE'S BLUE SKIES OVERHEAD!  
IT'S FINE, TIME TO RISE AND SHINE,  
FOR ADVENTURE'S ON ITS WAY.  
WONDERLAND IS JUST A BRAND NEW DAY!

WHY DON'T YOU LIVE A LITTLE, LIVE A LITTLE,  
PICK UP THE PACE?  
GIVE A LITTLE, GIVE A LITTLE  
SMILE ON YOUR FACE,  
FINDING THE FUN, OUT IN THE SUN  
AND YOUR LIFE HAS BEGUN!  
WHY DON'T YOU MAKE A LITTLE, MAKE A LITTLE  
MOMENT WITH ME?  
TAKE A LITTLE, TAKE A LITTLE  
TIME AND YOU'LL BE  
FINDING THE FUN, OUT IN THE SUN  
AND YOUR LIFE HAS BEGUN!

*(DC sings to Stan, indicating the comic book in her hand before she throws it away over her shoulder.)*

**DC:** DON'T LOOK IN YOUR COMIC BOOK  
AND DON'T DREAM THE DAY AWAY.  
HEY STAN, I'VE A BETTER PLAN  
AND WE'RE STARTING OUT TODAY!

*(The chorus provide backing "ah"s for DC.)*

**DC:**  
CAN'T SING WHEN YOU'RE IN THE WINGS  
SO GET ON THAT STAGE AND PLAY.

**CHORUS:**  
AH, AH,  
AH, AH.

**ALL:** WONDERLAND IS JUST A BRAND NEW DAY!

WHY DON'T YOU LIVE A LITTLE, LIVE A LITTLE,  
PICK UP THE PACE?  
GIVE A LITTLE, GIVE A LITTLE  
SMILE ON YOUR FACE,  
FINDING THE FUN, OUT IN THE SUN  
AND YOUR LIFE HAS BEGUN!  
WHY DON'T YOU MAKE A LITTLE, MAKE A LITTLE  
MOMENT WITH ME?  
TAKE A LITTLE, TAKE A LITTLE  
TIME AND YOU'LL BE  
FINDING THE FUN, OUT IN THE SUN  
AND YOUR LIFE HAS BEGUN!  
LIFE HAS BEGUN! WHY DON'T YOU

*(The chorus split into two groups to sing in two parts.)*

**GROUP 1:**  
WHY DON'T YOU  
LIVE A LITTLE, LIVE A LITTLE, PICK UP THE PACE?  
GIVE A LITTLE, GIVE A LITTLE SMILE ON YOUR FACE,  
FINDING THE FUN, OUT IN THE SUN  
AND YOUR LIFE HAS BEGUN!  
WHY DON'T YOU MAKE A LITTLE,  
MAKE A LITTLE MOMENT WITH ME?  
TAKE A LITTLE, TAKE A LITTLE TIME AND YOU'LL BE  
FINDING THE FUN, OUT IN THE SUN  
AND YOUR LIFE HAS BEGUN!

**GROUP 2:**  
LIVE, LIVE A  
LITTLE,  
LIVE A LITTLE,  
IN THE SUN.  
WHY DON'T YOU  
LIVE, LIVE A  
LITTLE,  
LIVE A LITTLE,  
IN THE SUN?

*(The chorus join together once more.)*

**ALL:** WHEN YOU'RE LIVING A LITTLE! WHEN YOU'RE LIVING A LITTLE!  
WHEN YOU'RE LIVING A LITTLE! WHEN YOU'RE LIVING A LITTLE!  
THEN YOU CAN LIVE A LOT!



**TRACK 7:****LIVE A LITTLE PLAY OFF**

*(The chorus exit going about their business as Stan collects his broom. Gran enters through the audience in jogging gear, pulling a traditional fabric shopping trolley. She calls to Stanley, possibly ad-libbing as she passes audience members.)*

**GRAN:** Cooee! Yoo-hoo! Stanley!

**STAN:** *(not particularly pleased to see her, but trying to sound happy)*  
Morning, Gran.

*(Gran arrives between Stan and DC and stands facing the audience with her trolley of props in front of her.)*

**DC:** Morning Mrs. Marvel!

**GRAN:** Oh, hello, AC!

**DC:** DC!

**GRAN:** Yes, of course, dear. Now Stanley, you'll catch your death out here in the park. *(taking a hat and scarf from her trolley and dressing Stan)* I've knitted you a hat and scarf to keep you cosy. *(lovingly pinching Stan's cheek)* There, dear, doesn't my grandson look handsome!

**STAN:** Gran, you've got to stop embarrassing me and making me look ridiculous.

**GRAN:** Nonsense! I'm your Grandmother. It's my job to embarrass you and make you look ridiculous. And you need feeding up, so I've brought some snacks in my trolley.

*(In the following section, Gran bends down low to find each item in the trolley as Stan and DC talk over her. Each time Gran speaks, she pops up quickly and comically between them holding her item, then bends back down to replace it and find the next one.)*

**STAN:** *(to DC)* Between you and me, I think Gran's gone...

**GRAN:** *(popping up with a bunch of bananas)* Bananas?

*(She bends down and puts them back in the trolley.)*

**DC:** Rubbish, Stan. She's just a lovely old....

**GRAN:** *(popping up with a bag of sweets)* Sweetie?

*(She bends down and puts them back in the trolley.)*

**DC:** Exactly!

**STAN:** No, I was thinking she was more like a...  
**GRAN:** *(popping up with a slice of cake)* Nutty old fruitcake?

*(Gran comically sniffs the cake and nibbles a corner as Stan reaches into the trolley. He looks concerned as he begins to pull out a large fish.)*

**STAN:** See what I mean? She's completely...  
**GRAN:** *(shouting at Stan)* Off my trolley!

*(Gran taps her naughty grandson's hand away as she shouts at him and he drops the fish. She bends down one last time to find her bag of prunes.)*

**STAN:** Sorry, Gran! You know I think you're a...  
**GRAN:** *(offering a prune)* Wrinkled old prune?  
**STAN:** Lovely lady. *(taking his hat and scarf off and throwing them in the trolley)* But I'm not a little boy anymore! I don't need looking after.  
**GRAN:** I've looked after you since you were a baby, Stanley Marvel, and I'm not about to stop now. It's what us Grans do best! Well, that and knitting. And running marathons.  
**DC:** Running marathons?  
**GRAN:** That's right, A.C.  
**DC:** D.C!  
**GRAN:** Yes, dear. Me and the old gang are training for the Megaville Marathon! Come on gang!

*(She puts her fingers in her mouth and gives a loud whistle to the gang.)*

## TRACK 8: CRUMBLIES PLAY ON

*(The Crumbles - Gran's three old friends Frank, Bernard and Gloria - stagger on attempting to jog. They come to a dishevelled halt and gasp for breath, holding their backs etc.)*

**STAN:** Oh, no, it's the crazy crumbles!  
**GRAN:** Come on, you lazy lot, where have you been?  
**FRANK:** We were struggling for breath, Ruby.  
**BERNARD:** Didn't you notice my heavy pants?  
**GLORIA:** Yes - every time your shorts fell down!  
**GRAN:** Come on, the Megaville Marathon's just a week away!  
**DC:** You lot are seriously entering the Marathon?  
**STAN:** I told you, DC. They're crazy!

**GRAN:** Crazy?

**FRANK:** Do we look crazy?

**GLORIA:** I'm fully compos mentis!

**BERNARD:** And I'm third party, fire and theft.

**DC:** I don't mean to be rude, but you're not exactly... in the prime of life.

**FRANK:** Rubbish! I've got gymnast's arms! *(he shows off his biceps)*

**GLORIA:** I've got sprinter's legs! *(she slaps her thigh)*

**BERNARD:** And I've got Athlete's foot! *(he points to his foot)*

**GRAN:** Why don't you two join us next week?

**DC:** Stan couldn't run a marathon. He's built upside down!

**CRUMBLIES:** Built upside down?

**DC:** Yeah, his nose runs and his feet smell! *(they laugh)*

**STAN:** *(a little fed up)* Yes, thanks, DC, very funny!

**FRANK:** Never mind, sonny!

**GLORIA:** You can watch and cheer us on.

**BERNARD:** Yes - you can be our athletic support!

**GRAN:** You see, Stan, even when you're old you need a goal in life.

**DC:** Your Gran's right. I love technology and inventing things, so I'm going to start a world famous computer company that'll beat Apple and Blackberry to a pulp!

**GLORIA:** See? DC's going to make smoothies for a living!

**FRANK:** What about you, Stan?

**BERNARD:** What's your dream job?

**STAN:** A Superhero!

**CRUMBLIES:** *(in astonishment)* Superhero?

**STAN:** I know it sounds silly. But I dream of doing something exciting. A job full of deadly danger and daring do!

**GRAN:** But Stan, you're a dreamer, not a doer.

**FRANK:** All talk and no action.

**GLORIA:** Full of hot air but never actually do anything.

**BERNARD:** Have you considered being a politician?

**STAN:** I've had lots of jobs, thank you very much. I just can't seem to keep them for very long. And if I don't get this place cleaned up, I'll lose this job too!

*(Stan starts sweeping with his broom and disappears behind his Candy Stall.)*

**DC:** It's true. He's always getting sacked, just because he's a bit...

**TRACK 9:** SFX SMASH

**DC:** ...clumsy!

**STAN:** *(sticking his head up)* Whoops! *(he disappears again)*

**GRAN:** A bit clumsy? He's a butterfingers with two left feet. Never knew his own strength. Always tripping, crashing and...

**TRACK 10:** **SFX SNAP**

**GRAN:** ...breaking things!

*(Stan emerges from behind the Candy Stall holding his broom (a second identical but ready-broken prop) in two pieces, snapped comically in half, broom head up. The broom head is loose.)*

**STAN:** It's OK, everything's fine!

*(Stan discreetly pushes the head off the broom with his thumb and it lands on the floor with a bang.)*

**DC:** That's why everyone calls him...

**ALL:** ...Staggering Stanley!

**TRACK 11:** **SFX TEXT #1**

*(We hear a text message arrive and Stan gets his phone out of his pocket to look at the message.)*

**DC:** You've got a text, Stan. What does it say?

**STAN:** Wow, I don't believe it! I've been chosen to play a very important role in a very special event!

**DC/CRUMBLIES:** Where?

**STAN:** Right here!

**DC/CRUMBLIES:** When?

**STAN:** Right now!

**TRACK 12:** **MVTV STING #1**

*(Stan, DC and the Crumbles move to the Candy Stall at one side of the stage as the citizens gather quickly and excitedly. Max and Sunny take up their usual positions, mics in hand, to "broadcast" to the audience once again.)*



**MAYOR:** Please welcome the one who makes us all happy with his snacks and treats....

**STAN:** *(stepping forward happily)* Hey, it's just my job you know...

**MAYOR:** ...Megaville's most successful businessman, The Candy King!

**TRACK 14:** **CANDY FANFARE**

*(The Candy King enters carrying his walking-stick sized Candy Cane, pushes Stan out of the way, waves at the crowd and shakes the Mayor's hand. Stan looks surprised, disappointed and embarrassed and sadly shuffles back to his stall.)*

**CITIZENS:** Hooray!

**CANDY KING:** Thank you, Mayor Doughnut, for this unexpected honour! After all, I just work night and day in my Fun Factory to dream up delicious candy. My reward is simply the happiness I create, the joy in people's hearts, the smiles on babies' faces, raindrops on roses, whiskers on kittens...

**MAYOR:** Yes, yes, we get the idea. And that's why we honour you today. Well, that and the enormous donation to my election fund! *(The Candy King hands the Mayor a large wad of money)* And that brand new sports car! *(The Candy King hands the Mayor a large car key and fob)* And the pair of extra-large snickers! *(The Candy King hands the Mayor a large pair of underpants and the Mayor looks disappointed)* Oh, well, close enough, I suppose.

**CANDY KING:** And to all citizens, I offer a brand new gobstopper with a flavour that will blow your minds! There's a gobstopper - free - for everyone!

**BANJO:** A gobstopper?

**HARIBO:** Free?

**FERRERO:** For everyone?

**FREDDO:** That's amazing!

**THORNTON:** Let's get them!

**CADBURY:** Out of my way!

**MAYOR:** All in good time, folks. *(to Candy King)* Just between us, I'm not too keen on gobstoppers....

**CANDY KING:** Say no more! I have a special cream cake for you over at the Candy Stall. *(to Stan)* You, boy, it's time for the Mayor to have his cake and eat it. Well, don't be shy, boy, come out here and let him have it!

**MAYOR:** That's a great idea!

*(All freeze as lighting changes and a spot focuses on Stan, who walks forward holding an enormous cream cake and addresses the audience.)*

**STAN:** This isn't a great idea. I'm Staggering Stanley, remember? Tripping and breaking is my speciality. Oh yes, and getting fired! **(Stan puts the cake down)** Every job I get ends up the same. I remember the first time like it was yesterday. The day I joined... **(putting on a beret)** ...the Marines!

**TRACK 15:                      STAGGERING STANLEY (SONG)**

***(A flashback ensues. As the music begins all move into song positions and the Megaville Marines march into line centre stage. General Commotion approaches Stan, barking at him in typical regimental style.)***

**GEN COMMOTION:** Now, laddy, you've joined the Megaville Marines. My Privates are the finest in the world, and I expect you to follow my orders to the letter. I know you're a new recruit, but I think you can cope with a little drill. Now, fall in!

**STAN:** Pardon?

**GEN COMMOTION:** Fall in!

**STAN:** Aagghh!

***(The music changes and we hear comical sound effects as Stan trips and falls into the line of soldiers who collapse and fall over, taking the General with them. The chorus then begin to sing - General Commotion joins in, but as if telling Stan off with a wagging finger. )***

**ALL:**                      STAGGERING STANLEY!  
STAGGERING STANLEY!  
YOUR FEET ARE OUT OF STEP AND OUT OF TUNE.  
A HORRIFYING HURRICANE,  
A TERRIBLE TYPHOON,  
WITH ALL THE GRACE AND GLAMOUR  
OF A BIG BABOON!

STAGGERING STANLEY!  
STAGGERING STANLEY!  
YOUR CLUMSINESS IS STIRRING UP A STEW!  
YOU'RE STAGGERING US,  
A STAGGERING FUSS  
LIKE THIS WE NEVER KNEW.  
STAGGERING STANLEY, YOU'RE THROUGH!

***(The Marines move away and the Curator enters and approaches Stan with a large vase. Stan addresses the audience again.)***

**STAN:**                      So then I got a job at the Megaville Museum...

**CURATOR:** Now Stan, the Megaville Museum is home to the most valuable artefacts in the world. I know it's your first day, but I think I can trust you with our prize exhibit. This is a priceless ancient vase I brought back from my latest trip.

*(The Curator hands Stan the vase.)*

**STAN:** Latest what?

**CURATOR:** Trip!

**STAN:** Aagghh!

*(The music changes and we hear comical sound effects as Stan trips and throws the vase. It flies through the air in slow motion across the stage (moved by a cast member who animates its flight convincingly). It is followed by pointing fingers and horrified stares of the crowd, and lands offstage with a smash. The chorus then begin to sing - the Curator joins in, but as if telling Stan off with a wagging finger.)*

**ALL:** STAGGERING STANLEY!  
STAGGERING STANLEY!  
YOUR FEET ARE OUT OF STEP AND OUT OF TUNE.  
A HORRIFYING HURRICANE,  
A TERRIBLE TYPHOON,  
WITH ALL THE GRACE AND GLAMOUR  
OF A BIG BABOON!

STAGGERING STANLEY!  
STAGGERING STANLEY!  
YOUR CLUMSINESS IS STIRRING UP A STEW!  
YOU'RE STAGGERING US,  
A STAGGERING FUSS  
LIKE THIS WE NEVER KNEW.  
STAGGERING STANLEY, YOU'RE THROUGH!

*(The Curator exits and the Mayor returns to centre stage as Max moves forward to narrate. Stan addresses the audience as he goes to collect the cream cake.)*

**STAN:** And that brings us back to today!

**MAX:** And so now sweet seller Stanley Marvel will present Mayor Doughnut with his complimentary cake, filled with jam, covered in cream and lined with butterfingers!

**STAN:** Lined with what?

**MAX:** Butterfingers!

**STAN:** Aagghh!



*(The music changes and we hear comical sound effects as Stan trips and throws the cake. It flies through the air in slow motion, its flight again aided by a cast member who carries it aloft. It is followed by pointing fingers and horrified stares of the crowd. This large, hollow and specially prepared prop lands on Mayor Doughnut, completely engulfing his head. The chorus then begin to sing - the Mayor joins in, but as if telling Stan off with a wagging finger, still with his head inside the cake.)*

**ALL:** STAGGERING STANLEY!  
STAGGERING STANLEY!  
YOUR FEET ARE OUT OF STEP AND OUT OF TUNE.  
A HORRIFYING HURRICANE,  
A TERRIBLE TYPHOON,  
WITH ALL THE GRACE AND GLAMOUR  
OF A BIG BABOON!

STAGGERING STANLEY!  
STAGGERING STANLEY!  
YOUR CLUMSINESS IS STIRRING UP A STEW!  
YOU'RE STAGGERING US,  
A STAGGERING FUSS  
LIKE THIS WE NEVER KNEW.  
STAGGERING STANLEY, YOU'RE THROUGH!  
STAGGERING STANLEY,  
YOU'RE THROUGH!

*(Shouted)* You're through!

***Blackout and all exit.***

**TRACK 16:                      STAGGERING STANLEY PLAY OFF**

**SCENE TWO**

*(The Fun Factory: The Candy King’s colourful confectionery factory which doubles up as his secret evil lair. A throne sits centre stage and sweets and chocolates decorate the room. A low “desk” covered in knobs, levers, lights and switches is set at the front of the stage and serves as the Toffee Apple Computer console, the screen being an imagined space above as if the audience are looking at the back of the display. This could be set on wheels and wheeled into (and out of) position when required. The three evil scientists are stood frozen centre stage awaiting their master. Sunny stands to one side holding up another large white card with a comic style caption reading “Meanwhile, across the city...”. Max takes his usual broadcasting position at the side of the stage holding his microphone.)*

**MAX:** Meanwhile, across the city, The Candy King returns to his Fun Factory, where his three evil scientists await him eagerly. But all is not what it seems, folks, and The Candy King’s cooking up a lot more than candy!

*(Max and Sunny exit as the Candy King enters, Candy Cane in hand, greeted by his grovelling scientists.)*

**DR. WHAT:** Welcome back, your majesty!

**DR. WHEN:** How was the ceremony, your majesty?

**DR. WHY:** Did all go to plan, your majesty?

**CANDY KING:** Some butterfingered buffoon almost ruined everything. But no matter, he’s out of a job and out of the picture.

**DR. WHAT:** What about the gobstoppers, your sweetness?

**DR. WHEN:** Did they take them, your chewyness?

**DR. WHY:** Did they suspect anything, your gooeyness?

**CANDY KING:** Suspect me? I’m the Candy King, they all love me. They think I’m a sweet sugary softie! They don’t know that beneath my candy coated shell I conceal... a dark centre! Mwa-ha-ha-ha-ha! *(he laughs with evil finger wiggles)*

**DOCTORS:** *(copying his laugh and finger wiggles)* Mwa-ha-ha-ha-ha!

**CANDY KING:** Megaville is oblivious to what really happens here in my Fun Factory.

**DR. WHAT:** Devising devious deeds...

**DR. WHEN:** ...despicable dirty doings...

**DR. WHY:** ...and maniacal mad mischief!

**CANDY KING:** *(manically)* Mad? Me? I just want to enslave mankind, destroy civilisation, conquer the Earth and make every mortal bow before me as emperor of the universe! *(sweetly, up close to the scientists)* Does that sound mad to you?