
PECULIAR = THINGS =

A Not So Strange 80's Play

Written by:
Ashton Schaffer

SAMPLE SCRIPT FOR PERUSAL ONLY

SOME SCENES AND PLOT POINTS HAVE BEEN CUT TO AVOID SPOILERS.

Written exclusively for Synetic Theater
2155 Crystal Plaza, Arcade T-19
Arlington, VA 22202

By Ashton Schaffer (Camp Director and Education Manager)
Ashton@synetictheater.org | AshtonGSchaffer@gmail.com
Synetictheater.org/Camps

Time: Now, or a not so distant future

Location: Kingston Vally, Maine

Characters

THE WALKMAN WARRIORS

A group of semi-fearless teens just trying to make it society.

JUSTIN - The nerd of the group.

MIC - Self proclaimed leader of the group. Big gamer

WILLIAM - Youngest of the group. Not easily scared

CASEY - True brains of the group, quick with technology

JAY - Skeptic. Doesn't believe in the supernatural

THE FEATHERS

Popular group of Kingston Valley. They are modeled after the movie Heathers.

JULES - Wears red. Very snobby - thinks they're better than everyone

KIT - Wears green

LINDSAY - Wears yellow. The nicest of the three

RADICAL RUCKUS

The 'adults' of our world.

OLLIE / 014 - A clumsy worker at the Plant Emporium. Revealed to have supernatural powers

MX. LIVERWORT - The sleazy owner of Liverwort Plant Emporium. Always looking for a quick buck

DR. MORGAN BENT - Owner and lead scientist at the Kingston Valley Laboratory

DOC GRAY - The wacky science teacher of Kingston Vally

UNDERGROUNDIANS

GOBO - Can always be seen wearing a purple cardigan. Loves to explore and look for adventure.

MOKEY - Almost a hippy. A dreamer. The "leader" of the group, cares for everyone.

BOOMER - Does not like fun, often pessimistic. Easily frightened. Gets annoyed by RED.

WEMBLEY - Enjoys a good banana! Energetic but also insecure. Agrees with everyone, hates conflict.

RED - Full of energy and very athletic.

UNCLE MATT - An old explorer. Has explored far beyond the Underground, and lived to tell the tale.

SCENE 1

A school classroom. A table sits at Center. It is dimly lit. On the table there is a board game - Dragons & Doorknobs, the most popular role-playing game around. Huddled around the table in various medieval costumes are THE WALKMAN WARRIORS, a group of friends that are inseparable. JUSTIN is in the middle of a roll as the lights come up.

JUSTIN

Boom! Rolled a twelve! I'm gonna use my magic blaster to destroy your legion of DragonKittens!

MIC groans as some of his game pieces are wiped off the board.

CASEY

Justin, that's like the fifth twelve you've rolled. Think you can let the rest of us play now?

JAY

Pretending to be asleep

What?! Did someone say something?! I was over here growing a beard waiting for my turn!

WILLIAM

Come on guys, let Justin play. Rules are rules.

JUSTIN

And rules say that I get to roll again!

More groans from the group as JUSTIN grabs the dice and rolls again. This time, the dice roll off the table and onto the floor. MIC walks over to retrieve them.

MIC

Are you kidding!?! TWELVES AGAIN!

JUSTIN

Getting nervous but trying to keep cool

Well ya know, some people just have all the luck. *(Goes over and tries to grab the dice).* I'm going to use my magic blaster and take your -

MIC

Wait a minute! *(Examines the dice)* These dice are loaded!

CASEY

Loaded dice? Let me see!

MIC tosses the dice to CASEY who inspects them and rolls them.

JAY

Leaning over CASEY'S shoulder:

Twelves. Let me try.

JAY rolls.

CASEY

Twelves again.

They all glare at JUSTIN who is slowly backing away.

JUSTIN

Hey! Listen, we all gotta have some advantage.

MIC

Grabbing the rule book

Uh-huh. Well guess what? Advantage OVER!

DOC GRAY enters. They have a plate of cubed cheese.

DOC GRAY

Would anyone like some cheese? I found this in the teachers lounge. How's Dragons and Doorknobs going? Did we make any progress in the last...three hours...

CASEY

Not really. But we did figure out that Justin was cheating!

DOC GRAY

Cheating! Not in my classroom you don't.

JAY

We were just about to dish out the punishment.

DOC GRAY

Well hot dog! I'm just in time for something exciting!

DOC GRAY sits on the floor and begins to eat the cheese plate - loudly.

MIC

Opening the rule book

Let's see what our rule book has in store for cheaters! *(MIC flips through a comically large amount of pages, then finally reads from the game script.)* Do you hear that? Something's coming. Something hungry. Hungry for cheaters!

WILLIAM

Go easy on him Mic.

MIC

Oh I'll go easy on him, but will the monster? *(Continues to read)* A shadow grows on the wall behind you - swallowing you in darkness. It is almost here...

JAY

What is it?

JUSTIN

Please don't be the Vaporclaw, that would destroy me!

MIC

A creature so fowl...so huge... so bloodthirsty...The VAPORCLAW!

DOC GRAY screams in surprise, they almost spill the cheese. MIC slaps down a playing piece on the table, knocking some other pieces off the board. JUSTIN groans and falls to the floor in defeat. The other friends laugh.

JAY

But the Vaporclaw effects all of us! Quick, William, use your freeze ray!

CASEY

To JAY

That's too risky - cast a protection spell.

JAY

Freeze ray!

CASEY

Protection spell!

All speak at the same time.

CASEY

Protection spell is the only way to stop it!

JAY

Freeze ray is the only way to stop it!

WILLIAM

Rolling a seven is the only way to stop it!

MIC

Enough! The Vaporclaw is tired of your earthly arguing! It begins to use its vapor power on all of you. Rolling a nine means the Vaporclaw will attack

They continue to argue over what to do, JUSTIN chimes in with his argument. Eventually WILLIAM rolls the dice but too hard and they fly off the table. The friends scatter and look for the dice. A school bell rings.

DOC GRAY

Four-o'clock already, and just as the fun was starting. Time to wrap it up - they don't pay me enough to be here past the bell.

END SCENE

SCENE 3

CUT

Just before this, DOC GRAY is recounting the night he saw WILLIAM'S disappearance. It is a long, almost silent movie scene. As DOC GRAY finishes his story to the students. They are silent.

MIC

We have to save William!

JULES

And, like, just how are you going to find your nerd friend?

JUSTIN

Passionately

With the power of friendship - anything is possible!

They all look at JUSTIN

JUSTIN

Yeah I know, too cheesy.

JAY

There's no such thing as a giant plant monster. There has to be another answer.

MIC

Then we should go and talk to the one person that knows everything about plants.

KIT

Like a plantologist!

LINDSAY

Ooo or a paleontologist!

JULES

Maybe even a leaf-tometrist! (*leaf-tom-a-trist*)

CASEY

After a beat of confusion

I believe the word you're looking for is a botanist.

KIT

Why would we need the help of a boating expert?!

JAY

Liverwort Plant Emporium! Mx. Liverwort can help us set the record straight.

MIC

And hopefully give us some answers as to what took William.

END SCENE

SAMPLE SCRIPT

SCENE 4

The stage is dark. We are in the Underground. Slime oozes up and down the walls and a constant heart-beat noise is heard. Through the darkness, lights emerge. An almost glow-stick like light can be seen coming closer to the audience. It's the UNDERGROUNDIANS. They are a happy group of workers that keep the Underground operating in tip top shape.

MOKEY

Alright gang, this is where we'll work from today.

GOBO

That was such a beautiful walk across the Underground.

BOOMER

Beautiful? I don't know what's so beautiful about exercise.

WEMBLEY

Aw come on Boomer, doesn't the stale damp air of the Underground just make you come alive!

RED

I could walk another 100 miles! I just might!

RED begins to run around the group UNCLE MATT stops them.

UNCLE MATT

I know every inch of the Underground. There's nowhere you could run that I haven't been.

MOKEY

Alright gang, time to work! The Underground isn't going to fix itself! Red, did you bring your radio?

RED

Sure did!

RED pulls out their radio. "Down Under" by Men At Work plays as the UNDERGROUNDIANS pantomime working on various jobs. The work happens to the beat of the song. Occasionally they switch spots and help each other out. It's not very clear what they're actually doing. Some are jumping rope, hammering, washing the floor, etc. After a while of this movement sequence WILLIAM enters.

WILLIAM

Hello?!

The music abruptly stops. The UNDERGROUNDIANS freeze.

WILLIAM

Talking to BOOMER

Can you help me? I don't know where I am. Hello?

MOKEY

Talking in a loud whisper

Don't move gang. They won't see us.

WILLIAM

But I do see you.

GOBO

No you don't!

WILLIAM

Yes I do. I can hear you too. Just because you're frozen doesn't mean you're invisible.

BOOMER

Alright gang, the jigs up. The kid can see us.

They unfreeze.

WEMBLEY

Hello! Sorry for the rude welcome, us Undergroundians gotta protect ourselves! I'm Wembley!

MOKEY

I'm Mokey

GOBO

Gobo

BOOMER

Boomer

RED

I'm Red!

UNCLE MATT

And I'm Uncle Matt - I'm old!

UNCLE MATT attaches a beard to their face.

WILLIAM

Nice to meet you all. *(Thinking)* wait a minute: aren't those the names of characters in Fraggles Rock?

The Fraggles Rock theme song plays for a moment. The UNDERGROUNDIANS bob their heads to the music.

UNCLE MATT

Yeah? What about it?

RED

It's the only TV show we get down here.

WEMBLEY

Makes sense if you think about it.

WILLIAM

Can you help me figure out where I am? And who you are?

ALL UNDERGROUNDIANS

You're in the Underground!

BOOMER

The parallel dimension to the earth that you live on.

GOBO

And we're the Undergroundians. *(Holds up a sign that matched the text, it keeps getting longer)*

We make sure this dimension is working smoothly and staying clean.

RED

We're basically the janitors of the 5th dimension.

RED slowly mops in front of GOBO who lowers the sign.

UNCLE MATT

But we can hold our own against all the scary things down here!

They all strike warrior poses.

WEMBLEY

Oh I just hate conflict though.

WILLIAM

So how do I get back to the other dimension? I can't stay here forever!

MOKEY

Relax, kid. Stick with us, we'll help you get home. We know every inch of this place. Let's roll out!

"Down Under" plays again as the UNDERGROUNDIANS and WILLIAM exit.

END SCENE

Thanks for reading our sample script. The full play consists of 30 pages, 7 scenes, a lot more characters, and even more fun!

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