

A script from



## **“Star Warped: A Trek Through Time and Space”**

by  
Nancy Whitney

## SYNOPSIS

Star Warped is the story of Darth Hater and his journey to track down the Insurgents who have stolen the plans to an Interplanetary Demise Machine which he plans to use to create a resort and disco. The Insurgents jump through time to visit with well known sci-fi and comedy favorites in hopes of finding their way to their home planet.

## SET

The show should be performed on a large stage. Backgrounds will include a futuristic starship looking scene, a stone garage that also is the castle wall and wrestling ring scene, a wild west scene that doubles for the caveman scene and a living room that doubles as Sherwin Homes home and Nurse What's home.

## CAST

\*Many characters are parodies from movies.

Captain Quirk- Captain Kirk from Star Trek

Scooty / Dr. McJoy- Scottie from Star Trek

Mr. Speck- Spock from Star Trek

K1D5- C3PO from Star Wars

Z2Z8- R2D2 from Star Wars

Princess Thea- Princess Leia from Star Wars

Han Duo- Han Solo from Star Wars

Munchy- Chewbacca from Star Wars

Duke Starman- Luke Skywalker from Star Wars

Darth Hater- Darth Vader

Universal General- Loosely based off Grand Moff Tarkin in Star Wars (this guy's way nicer)

Squall Trooper- Storm Trooper from Star Wars

Squall Trooper 2- Storm Trooper from Star Wars

Marty McButton- Marty McFly from Back to the Future

Doc Green- Doc Brown from Back to the Future

Sherwin Homes- Sherlock Holmes

Winston- Watson from Sherlock Holmes

Susie- from Dr. Who

Nurse What- Dr. Who

Man in White 1- from Men in Black

Man in White 2- from Men in Black

Dr. Mean- Dr. Evil from Austin Powers

Red- "a red shirt" from Star Trek

Calamity Jane

Trumpeter

King Henry

Anne Boleyn

Gill- Bill from Bill and Ted's Excellent Adventures

Ed- Ted from Bill and Ted's Excellent Adventures

Caveman

Cavewoman

Tiny Me- Mini Me from Austin Powers

Herman- Sherman from Mr. Peabody and Sherman

Mr. Peapod- Mr. Peabody from Mr. Peabody and Sherman

Nacho Cheese- Nacho from Nacho Libre

Conqueso- Esqueleto from Nacho Libre

Referee

Ensemble- includes Squall Troopers for dance, ladies in waiting and men for King  
Scene

## PROPS

Blue and Red Lightsabers

Gun for Han Duo

Crossbow for Munchy

Futuristic computer equipment for the ship- laptops, flashing lights, etc. Lots of things can be created with some silver spray paint

Flex Capacitor for Dr. Green

Tools for Doc Green

Work Bench for Doc Green to work at

Files for Sherwin Homes

Magnifying glass for Sherwin Homes

Table for Sherwin Homes

Black chair for Dr. Evil

2 chairs for Sherwin Homes which are also used for Nurse What

Neuralyzer- a wand with a flash on the end that makes people forget, from the movie Men in Black (Google "neuralyzer" for a picture and get creative!)

Fire for cave people

Plans to the Demise Interplanetary Machine

Match.com application

Canes for dancing Squall Troopers

Omelet

Wrestling ring and gun for Calamity Jane

## SOUND CUES

Sound cues are played at the moment they pop up in the script. You can download the sounds directly to your desktop for easy access and use.

- 1 Star Wars Opening Theme
- 2 Star Wars Laser Fire
- 3 Use the Farce Message
- 4 Use the Farce Focus Message
- 5 Use the Farce Left Message
- 6 Trek Energize Sounds
- 7 Vader Entrance Theme
- 8 Back to the Future Theme
- 9 Garbage Cans Knocked Over
- 10 Car Accelerating Followed by Sonic Boom
- 11 Sherlock Holmes Theme
- 12 Boom Followed by Car Crashing
- 13 SW hailing Call
- 14 Dr. Who Theme
- 15 Knocking on Door
- 16 Men in White Theme
- 17 Austin Powers Theme
- 18 Big Fall
- 19 Time Travel Sound from Dr. Who
- 20 Western Music
- 21 Horse Galloping with Gun Fire
- 22 Laser Crossbow Fire
- 23 Puttin on the Ritz
- 24 Royal Music
- 25 Royal Trumpets
- 26 Rocky Theme
- 27 Caveman Music
- 28 Time Travel Bill & Ted Sound Effect
- 29 Mr. Peabody Type Music
- 30 Poof Type Travel Sound
- 31 Wrestling Music
- 32 Wrestling Start 3 Bells
- 33 Wrestling Single Bell
- 34 Big Reveal Suspense Music

### Notes for the Director

Most of these characters are parodies from popular movies. While we wouldn't recommend showing elementary kids an Austin Powers movie, you might have a clip of Dr. Evil with Mini Me (and all the other movies) just so they have an idea of what those characters are like and then be able to imitate them.

There are a lot of sound cues in this play! We recommend having a full tech rehearsal, which means a full cast rehearsal with pauses and breaks for the sound tech, the lighting tech, and the stage crew to make sure they get their cues down. This is the least favorite rehearsal for actors because it's a lot of "hurry up and wait". If adult actors get impatient with this, think of how kids will respond! But it's necessary for a successful performance and a great learning experience for your kids. Make sure they, and their parents, know that this rehearsal is coming. Explain to them what to expect and what's expected of them so they're ready.

You got this!

### A Note from the Writer and Director

Comedic productions are some of my favorite not just because I love to laugh, but because of the way it helps build an actor's confidence and imagination.

"Star Warped" is based around some of my most favorite movies and characters from my childhood. Movies like Star Wars, which helped bring science fiction and action to the big screen, to Nacho Libre, a movie that brings tears of laughter to my eyes, are all included in this show.

As I ran this production with my local children's theatre I had the opportunity to share memories from my childhood based around the movies incorporated in this show. The participants loved hearing the audience's laughter at famous lines from Austin Powers and Bill and Ted. After our first show the actor who played Bill came up to me and said, "I thought 'bogus dude' was a weird line but the audience really laughed hard!"

I loved writing this play and working it with my cast and I know you will too! Best wishes and

"May the Farce be with you"!

-Nancy Whitney

## Act One Scene One

*Lights up. Stage is set to look like a futuristic spaceship. Stage left there is futuristic computer equipment. SOUND CUE 1 plays and then K1D5 and Z2Z8 enter stage left.*

**K1D5:** Oh goodness Z2Z8, they're right on our tails.

**Z2Z8:** Beep bop boop beep.

**K1D5:** I know we have no tails, you rolling pile of metal. It is a saying.

*Z2Z8 stops moving, K1D5 stops to wait for Z2Z8.*

**Z2Z8:** Beep beep bop beep.

**K1D5:** I do apologize. I didn't mean to hurt your feelings. And yes, I know that you just had your rotors changed, a polish and a wax job. The stress of this plan has gotten my screws all loose. You look very nice but this is not the time or place to argue. The Princess is waiting for us.

**Z2Z8:** Bop bop beep bop.

*Princess Thea, Han Duo and Munchy are stage left. Han Duo and Munchy are working on the ship and Princess Thea is pacing.*

**Princess Thea:** Han, have you fixed the rotating calibrator yet? We're running out of time.

**Han Duo:** You know...the Biennial Eagle isn't just your regular run of the mill ship. She's a fine piece of machinery. Her repair requires love and a tender hand.

**Munchy:** *Grunt sounds.*

**Princess Thea:** Well we don't have time for love or a tender hand. Darth Hater will be here soon. Let's get a move on.

*Z2Z8 and K1D5 reach them.*

**Princess Thea:** Finally, you two. Do you have the plans?

**Z2Z8:** Beepety bop beep.

**Princess Thea:** *(Looking at K1D5)* What'd he say?

**K1D5:** He said yes.

**Princess Thea:** Wait, where's Duke?

**K1D5:** Master Duke held back to keep the Squall Troopers off our tail. He said if he doesn't make it back in time, to go on without him.

**Han Duo:** I've never left a man behind and I ain't gonna start with Duke.

**Munchy:** *Grunt sounds.*

**Han Duo:** That's right, Munchy. We'll wait for him till the bitter end.

*SOUND CUE 2 plays as Duke Starman enters stage left fighting two Squall Troopers. Deflecting with his saber until he takes them down and heads for the group.*

**Duke Starman:** You got that ship working yet Han?

**Han Duo:** It's not looking good buddy. We may have to find another way out.

**Duke Starman:** Well let's move on then. I can feel Darth Hater's presence. He's sure to be here soon.

**Han Duo:** Well we ain't gettin' out in my baby here. We'll have to come back for her later. What if we escape down that trash chute over there? *(Points stage left)* It leads to the Universal Realm star fleet. We can hotwire one of their ships and take off.

**Princess Thea:** That's a silly idea. Who ever heard of someone sneaking down a trash chute? That's disgusting! And surely they would see us leaving and just shoot us out of the sky or something.

**Munchy:** *Grunt sounds.*

**Han Duo:** Well than what brilliant idea do you have?

*SOUND CUE 3 A voice spoken over the speakers says "Use the Farce Duke. Use the Farce". Duke closes his eyes to concentrate.*

**ZZZ8:** Beep, boop, beep.

**Munchy:** *Grunt sounds.*

**Princess Thea:** What in the world are you doing? There's no time for napping.

**Duke Starman:** Shush I'm using the *Farce*. (Closes his eyes to concentrate) I just need to focus. (Closes eyes for another moment)  
Nope...got nuthin'.

*SOUND CUE 4. Voice is heard again. "Use the Farce Duke. You can do it. Focus."*

**Han Duo:** Well try harder man.

**Munchy:** *Grunt sounds.*

**Duke Starman:** I'm tryin' guys. Gee. Lay off. This isn't easy.

*SOUND CUE 5. Voice says, "Oh for goodness sake head out the door and take a left."*

**Duke Starman:** I got it! We should head out the door and take a left.

**K1D5:** Good job master Duke.

**Duke Starman:** Why thank you K1D5.

*The group heads out stage left door, lights dim, and group walks backstage to enter stage right. K1D5 and Z2Z8 go to computer equipment.*

**Princess Thea:** I can hear them coming. Hurry guys we need to just beam out of here. Set a course for home.

**Han Duo:** Well someone has to stay here to work the machine. Unless Duke over there can use the *Farce* to push the button.

**Duke Starman:** Um, yea, I'd kind of rather not. I mean, I'm good with the *Farce* and everything but I think I need to rest my *Farce* power.

**Princess Thea:** Oh definitely. We don't need you wearing yourself out.

**K1D5:** Z2Z8 has extensive experience with this machine. I am certain he could operate it with ease.

**Z2Z8:** Boop.

**K1D5:** I most certainly did not throw you under the bus. What I said is factual and helpful.

**Z2Z8:** Beep beep.

**K1D5:** Don't you take that tone with me.

**Duke Starman:** Cut it out you two. Is it true Z2Z8? Can you help us?

**Han Duo:** You know I'm gonna come back for ya buddy. Gotta come back for my ship too.

**Z2Z8:** Beep.

**Princess Thea:** Oh Z2Z8. You're my hero.

**Z2Z8:** Beeeepppppp.

**Duke Starman:** Well let's go. Set a course for home, planet RH123.

**Han Duo:** You sure you know what you're doing?

**Z2Z8:** Beep.

**K1D5:** What do you mean sort of?

*SOUND CUE 6*

*Lights flash and then turn down, K1D5, Princess Thea, Han Duo and Duke Starman exit stage right. Lights up.*

**Z2Z8:** Uh oh.

*Lights down.*

## Act One Scene Two

*SOUND CUE 7. Darth Hater and the Universal General enter stage right with two Squall troopers behind them.*

**Darth Hater:** I am certain they are in here General. I feel the presence of, ugh, hope.

**Universal General:** The room is empty dark one.

**Darth Hater:** I see that. They must have transported off the ship. I've had it with these...insurgents, and their interference.

**Universal General:** These fools continually sabotage our plans.

**Darth Hater:** *Our plans?*

**Universal General:** I mean *your* plans. Never my plans. Always your plans.

**Darth Hater:** We must retrieve the plans immediately. With each moment wasted I am losing millions of dollars on both labor and from the potential profit I could make from the N.E.R.D.

**Universal General:** Really, sir, must we call it that?

**Darth Hater:** What?

**Universal General:** N.E.R.D. Must we call it N.E.R.D? I understand it stands for National Entertainment Resort and Disco but it seems to have a...lackluster, appeal to it.

**Darth Hater:** The name is N.E.R.D. It is powerful and demands respect.

**Universal General:** *(Said passively)* If you say so.

**Darth Hater:** Are you questioning my authority?

**Universal General:** Oh no sir, I wouldn't...

**Darth Hater:** I am the almighty Darth Hater and you will cower at my power...

*Darth Hater uses his hands, like he is strangling the air. The Universal General bends down and holds onto his leg.*

**Universal General:** Hater, ouch, gee, Okay, I'm sorry. That hurts.

**Darth Hater:** *(Looks discouraged and stops)* I never can get that right.

**Universal General:** It was a nice try, dark one.

**Darth Hater:** Oh, you're just saying that.

**Universal General:** No really, great job. It really did hurt my leg. I would've had a very difficult time running away.

**Darth Hater:** Well thank you General. I was aiming for your throat, you know.

**Universal General:** I know, sir. Someday you will get it though, and I will collapse and you will be so proud of yourself. Just remember to never give up.

**Darth Hater:** Thank you, General. *(Pauses)* Now what were we doing again? Ah yes, we were looking for the plans for the Demise Interplanetary Machine so I can build my N.E.R.D.

**Universal General:** It appears the Insurgents have transported off the ship. You there, *(points at a Squall Trooper)* check the log and tell us where they have traveled to.

*Squall troopers walk over to computer.*

**Squall Trooper 1:** They have traveled to Region 2 of Earth.

**Darth Hater:** Region 2?

**Squall Trooper 2:** Yes, Region 2 is a small area of Earth known as Valley Side. Only...

**Universal General:** Only what?

**Squall Trooper 1:** Only it appears they've traveled in a different time space continuum.

**Darth Hater:** What does that mean?

**Squall Trooper 2:** It means they leaped.

**Darth Hater:** Leaped?

**Universal General:** Yes, leaped, a Quantum Leap...back...to the future.

**Darth Hater:** Very Interesting. You, trooper, anything yet?

**Squall Trooper 1:** No sir, no luck yet. I think we need to call in our specialist.

**Darth Hater:** Call in Mr. Speck.

**Squall Trooper 2:** *(Yells)* Mr. Speck!

**Darth Hater:** Really? I could have done that myself.

*Mr. Speck enters stage right.*

**Darth Hater:** Mr. Speck, we need your help with the teleporting machine.

**Mr. Speck:** It is called a portable interdimensional transporter.

**Universal General:** Ah, yes, what you said.

**Mr. Speck:** Yes, it is what I said, as I referred to it in its correct vernacular, where you did not. Where are you wanting to go?

**Darth Hater:** We are not certain. We need you to find out where the device sent the people who used this prior to us.

**Mr. Speck:** You do not need...you want. A need means what you are requesting is essential for life. This is not.

**Darth Hater:** *(Whispering to General)* Speck is starting to irritate me.

**Universal General:** *(Whispering back to Darth Hater)* Do your best sir. We need his expertise.

**Darth Hater:** *(Sighs with irritation)* Yes, we need assistance following the Insurgents who transported off the ship. They have stolen the plans to the...

**Mr. Speck:** All trivial information, I do not need. I will tell you where they are.

*Darth Hater starts to lift his hand like he is going to try and hurt Speck but the General holds his arm down.*

**Universal General:** Hold it together for just a little bit longer, Dark One.

**Darth Hater:** One more snide comment from him and I don't think I will be able to hold myself back.

**Mr. Speck:** Are you ready for the information I have discovered?

**Darth Hater:** Yes, tell us what you have found.

**Mr. Speck:** The group you are looking for has traveled to Earth and are in a small town named Valley Side. Approximate population, 22,300. Temperatures range from a low of 32 in the winter and 93 in the summer.

**Universal General:** Excellent job Mr. Speck. Can you transport us to their location?

**Mr. Speck:** I can.

*Everyone stands there waiting and looking around.*

**Darth Hater:** Ok, so will you?

**Mr. Speck:** I will. I just needed to show you the difference between can and will. Asking if I can, is essentially asking if I have the ability to do something, which I do. I am quite versatile. Now if you ask if I will...

*Darth Hater once again lifts his hand and begins squeezing in the air.*

**Mr. Speck:** I feel a slight twinge in my radius and ulna.

*Darth Hater squeezes harder.*

**Darth Hater:** Perish Mr. Speck. Perish I say.

**Mr. Speck:** I am certain I will not perish from a mere pain in the forearm vicinity. Perhaps more practice would serve you well.

**Universal General:** Restrain yourself mighty one. We have more pressing matters to deal with.

**Mr. Speck:** Take the voice transponder. *(Hands them remotes)* This will allow you to contact me when you are ready to return.

**Universal General:** Thank you, Speck.

**Mr. Speck:** Live long with the Farce. *(Holds up hand, saluting goodbye)*

*Lights down. SOUND CUE 6.*

### Act One Scene Three

*Stage is now set to look like the inside of a garage. Doc Green is standing at a table working on the Flex Capacitor.*

*SOUND CUE 8. Lights up.*

**Marty McButton:** *(Looking off stage)* Wow! Great car, Doc. I didn't know you were into mechanics.

**Doc Green:** That is no ordinary car, Marty. It is a time machine. And it is going to save your parents...and...secure...your...future.

**Marty McButton:** Oh, Doc. You're off your meds again aren't you?

**Doc Green:** No, really. It is...a time machine. I'm telling you, Marty my boy, throughout history humans and "others" have found ways to travel through time. And I have finally uncovered the secret... too.

**Marty McButton:** Okay, what's the secret?

**Doc Green:** It is called the...

*SOUND CUE 6 followed by sound 9.*

**Marty McButton:** What was that?

**Doc Green:** I have a feeling that was the future. Slapping us...right...upside...our heads. *(Slaps self in head)*

*Enter Princess Thea, Duke Starman, K1D5, Han Duo and Munchy stage right with weapons in hand.*

**Duke Starman:** Where in the universe are we?

**Munchy:** *Grunt sounds.*

**Doc Green:** You, my time traveling friends and very large dog slash bear like looking creature, are in...Valley Side.

**Princess Thea:** Valley Side?

**Han Duo:** That doesn't sound like any region of RH123 that I've ever heard of. That heap of metal must have sent us to the wrong planet.

**Marty McButton:** Did you say, wrong planet?

**K1D5:** And according to my time receptors, Han, we have jumped light years into the future as well.

**Marty McButton:** Wait a second, wait a second. That doesn't make sense. You, are from, the past? You don't look like you're all from the past. I mean, a talking robot. *(Pointing at Duke's lightsaber)* And what kind of weapon is that? What year are you from?

**Munchy:** *Grunt sounds.*

**Marty McButton:** Huh?

**Duke Starman:** The year 6 LCY.

**Doc Green:** Amazing...just...amazing. These creatures measure time in a...whole...other...bearing than we do. Just amazing.

**Han Duo:** Yeah, real amazing. What's the chance you can get us home?  
*(Directs question towards Doc)*

**Doc Green:** Well that grandiose machine there can travel...in...time. But unfortunately, I've not mastered the art of space travel just

yet. But I do believe I can get you back in time to someone who is quite the problem solver.

**Duke Starman:** Well, let's get a move on. We haven't time to waste. We need to get these plans back to our home planet to save the universe.

**Doc Green:** Well, we mustn't waste another moment. Time is a fragile thing you know. *(Looking at Marty)* Marty, you will travel with them. I fear my presence is...needed...here...for other...things. And besides, you need some practice before you head back in time to save your family.

**Marty McButton:** Alright Doc, I'll go. But where are we going to?

**Doc Green:** To England my dear boy. To England. I'm setting the time flex calibrator to the year...19...0...2.

*Marty, Duke, Han Duo, Princess Thea, K1D5 and Munchy exit stage right.*

*SOUND CUE 10. Doc Green continues working at his work table.*

*SOUND CUE 6. Darth Hater and the Universal General enter stage right.*

**Doc Green:** Great Scott. Who in the universe are you?

*SOUND CUE 7. Doc looks around oddly for the music.*

**Darth Hater:** Kinda late ain't it? I mean I'm already here.

**Universal General:** I'll speak to the sound booth, Lord Hater.

**Darth Hater:** I am the almighty Darth Hater. And you will do what I say or crumble in pain and fear.

**Doc Green:** Do you have a few short circuits in there? That isn't the way to make a new friend. *(Shakes Darth Hater's hand vigorously)* I'm Doc Green but my friends just call me Doc.

**Darth Hater:** We are no friends. *(Pulls hand away from Doc)*

**Doc Green:** Huh? Say that again. Going a little deaf in this ear *(points at ear)*. Happened a long time ago. I was playing with some friends, it was cold outside, mid-winter for sure. When my brother was sledding down a hill. Slid right onto a patch of ice that wasn't quite thawed over. I jumped in to save him but

caught a terrible illness from it. Hearings been messed up ever since. Important lesson there.

**Universal General:** What is?

**Doc Green:** What is what?

**Universal General:** The lesson.

**Doc Green:** Oh, gosh, I forgot.

**Darth Hater:** We've come for the Insurgents and the plans to the Demise Interplanetary Machine.

**Doc Green:** Insurgents? Oh, you must be talking about those nice kids who came through here. They left.

**Universal General:** Where did they go? They don't have access to a transporter on this planet.

**Doc Green:** Who needs a transporter? I'm not just any old guy. I'm a scientist... a great scientist. And I created a...time...machine.

**Darth Hater:** So, they have traveled to another time? Thanks to you and some absurd machine? And you've been sitting here sharing foolish stories, to what, distract us with your gibberish?

**Doc Green:** It's hardly absurd. In fact, it is a fabulous car. One of the best of all time, in my opinion.

**Darth Hater:** You and your foolish "car" have thwarted my mission and hence delayed the construction of the Demise Interplanetary Machine. Costing me millions of dollars.

*Darth Hater raises hand to choke Doc. Doc touches his hair.*

**Doc Green:** Great Scott, my hair follicles are tingling? Could it be my body has found a way to reinvigorate the pheomelanin in my hair? Might I once again have the beautiful golden locks I once had?

**Darth Hater:** *(Feeling defeated)* Someday, I promise someday, the Farce will work correctly within me.

**Universal General:** Someday it will, Dark One. Now, Doc Green, tell us before I unleash my saber on you. Where did they travel to in your machine of time?

**Doc Green:** *(Yells out excitedly)* Always watch where you are going.

**Darth Hater:** Huh?

**Doc Green:** The lesson. You know from the story I told you. That's the lesson. I remembered. I think that brain massage you gave me sparked my memory. Thanks!

**Darth Hater:** That's great! And now the directions to the Insurgents.

**Doc Green:** Oh yes, they traveled to 1902 London England to visit with one of the greatest minds of our time.

**Darth Hater:** Awe, they are seeking out an intellect. Who is this mastermind?

**Doc Green:** None other than the very famous and well know Sherwin Homes.

**Universal General:** We will go to him, immediately, and find our plans.

**Darth Hater:** Our plans?

**Universal General:** I mean your plans.

**Darth Hater:** That is correct, now call on Speck and get him to transport us. We haven't time to waste.

*SOUND CUE 13*

**Universal General:** Speck, come in Speck.

**Mr. Speck:** *(Over speaker)* Speck here.

**Universal General:** Speck we need you to transport us to 1902...London England.

**Mr. Speck:** Are you certain that is the time you would like to travel to? Although economically it was a strong time for that region, the area was also recovering from a terrible small pox epidemic.

**Universal General:** I said 1902, didn't I?

**Mr. Speck:** Yes, you did. *(Pauses)* So are you certain you would like to go?

**Darth Hater:** Yes, we would like to go immediately.

**Doc Green:** He's a little sassy, eh?

**Darth Hater:** You have no idea! (*Lights out. SOUND CUE 2e.*)

## Act One Scene Four

*Stage is set like a living room with a table and two chairs. Files are on the table.*

*SOUND CUE 11. Lights up. Sherwin Homes and Winston are sitting down in two chairs looking over paperwork.*

**Sherwin Homes:** And so, as we have uncovered the mystery of the absent timepiece and it has become increasingly apparent that the guards inadequate minding was the cause for the timepieces disappearance. Had he been paying better attention in the first place the thief would never have found the opportunity to steal it. Paying attention and following the directions of our superiors are important attributes to have. Remember Winston, one must always look at the beginning to find truths end.

**Winston:** (*Seeming to space out and not pay attention*) Ever so wise Homes, ever so wise.

**Sherwin Homes:** I don't see you keeping notes. Ample record keeping is essential to documentation and for sealing our fate as the world's most brilliant mystery solvers. Write that down, Winnie.

**Winston:** Winston, the name is Winston.

**Sherwin Homes:** When you begin taking good notes, I will make more of an effort to get your name correct.

*SOUND CUE 12.*

**Winston:** What was that?

**Sherwin Homes:** Well it's rudimentary my dear Winston, rudimentary. The large sound you heard was the transference of an entity from one dwelling onto a stationary item creating an energy which produced an elevated sound.

**Winston:** Or it could just be some odd-looking people in a strange looking vehicle.

**Sherwin Homes:** Why, that's what I said, Winston. Weren't you listening?

*Marty, Duke Starman, Princess Thea, Han Duo, Munchy and K1D5 enter stage weapons in hands.*

**Sherwin Homes:** Pardon me, but are you all quite aware that you have entered my domicile, without my express approval? And animals are not allowed in the house!

**Munchy:** *Grunt sounds.*

**Han Duo:** Huh?

**Winston:** He asked what you are doing in here. And I hope your pet here is house broken.

**Munchy:** *Grunt sounds.*

**Marty McButton:** We're in search of a mystery solver?

**Sherwin Homes:** Well, you have come to the right place my boy. You are in London England, and I am the world's most renowned and respected detective. What can I do for you, my dear boy?

**Duke Starman:** Well, we need to obtain a portal of sorts that has the ability to, um...transport people in time...and space, so that we can get home.

**Han Duo:** Dream on Duke. There's no way they have what we need here.

**Sherwin Homes:** Au contraire, mon frère.

**Marty McButton:** Huh?

**Sherwin Homes:** What I am trying to say is that I believe I can get you what you desire.

**Princess Thea:** Really? You have a time and space machine?

**Sherwin Homes:** Not I, but Nurse What does.

**Princess Thea:** Who?

**Sherwin Homes:** Not the Doctor no, Nurse What.

**Duke Starman:** Nurse who?

**Sherwin Homes:** Not who, What? You really must leave the Doctor out of this.

**Munchy:** *Grunt sounds.*

**Han Duo:** Doctor Who?

**Sherwin Homes:** Yes, but no, you need to see Nurse What.

**Winston:** What. Her name is What.

**Princess Thea:** I'm confused.

**Sherwin Homes:** By What? There is nothing to be confused by. She is colleague of the Doctor's but she is who is here. She is lovely...and a genius.

**Marty McButton:** Who is lovely?

**Sherwin Homes:** Not who, What?

**Han Duo:** Oh my gosh, put a fork in me, I'm done!

**Winston:** I think the confusion is falling around her name.

**Han Duo:** Ya think?

**Winston:** Her name is Nurse What.

**K1D5:** Ah I see. Her name is a play on words. Curious and witty. Whoever named her is quite the intellect.

**Princess Thea:** Indeed. Well let's not waste another moment. Off to see Nurse What!

*Lights go down. Sherwin Homes, Winston, Munchy, Han Duo, Marty, Princess Thea, K1D5 and Duke exit stage right. Stage crew removes the table and files. Chairs and backdrop stay the same.*

## Act One Scene Five

*SOUND CUE 14. Lights up. Nurse What and Susie are now sitting where Sherwin Homes and Winston were sitting.*

**Susie:** I don't understand why every time we venture into another place or time in that thing (*points offstage*) we get stuck. This is getting ridiculous. The early 1900's are a terrible time. The people are ill mannered. The food is awful. You must be doing something wrong. Why won't you just look at the operator's manual?

**Nurse What:** Have you seen that thing? It's ridiculous. I don't have time to read through that. It's like a dictionary.

**Susie:** Well, what if you just skim through it to see how to set a course? That way at least we might arrive at our destination safely.

**Nurse What:** I know what I'm doing. I've done this so many times, I can't even remember. I think I've got this.

*SOUND CUE 15. Susie walks stage right.*

**Sherwin Homes:** (*Sherwin Homes enters stage right*) Good afternoon, Susie, is your aunt in?

**Susie:** Yes, come in.

**Sherwin Homes:** I had some company drop by who are in need of your services. Let me introduce you to Marty, Princess Thea, Han Duo, Duke Starman, K1D5 and their pet Munchy.

**Munchy:** *Grunt sounds.*

*Han Duo looks around oddly.*

**Nurse What:** We are happy to help in whatever way we can.

**Princess Thea:** Oh, that's so nice to hear. We were teleported here...

**K1D5:** Transported.

**Princess Thea:** Yeah, what he said, transported here mistakenly. We need help returning to our planet RH123 so that we can save Earth from Darth Hater.

**Marty McButton:** Apparently, he wants to blow up the planet so he can build a N.E.R.D.

**Susie:** How odd. What in the world is that?

**K1D5:** It's an entertainment resort and disco.

**Susie:** Oh that sounds nice.

**Duke Starman:** Yeah, real nice.

**Munchy:** *Grunt sounds.*

**Duke Starman:** Till you've been obliterated to make room for the thing. He wants to clear the solar system of Earth to make space for it.

**Han Duo:** You know what I find odd? *(Looking around house)* The fact that this house looks identical to Sherwin Homes house over there. What...the crew for this show couldn't come up with a new design for your house? Looks like this production crew is slackin' on the job!

**Crew:** *(Yelling from back stage)* Hey!!

**Nurse What:** *(Ignoring Han)* Well, I have a really amazing ship there *(points offstage).*

**Munchy:** *Grunt sounds.*

**Nurse What:** That fine piece of machinery has gotten me in and out of many crazy adventures. Why, one time Susie and I had traveled back in time to—

**Princess Thea:** *(interrupting)* That's all fine and dandy but we really don't have a lot of time.

**Han Duo:** You call that box fine machinery? Can you both even fit in it?

**Susie:** Fine machinery may be a bit of a stretch, nightmare would be closer. And we fit just fine and can take all of you, it's a bit bigger on the inside.

**Nurse What:** And It really does work great! *(Gives a dirty look to Susie)* Most of the time.

**Marty McButton:** You know what works surprisingly great? Doc's old Chevy there. And it's about time I hit the road. Doc and I have our own trouble to work out.

**Duke Starman:** Thank you for your help Marty! I think Nurse What is just the person we need to get us home.

**Marty McButton:** Anytime...well not really. This has been a really odd day. I don't know how much more I can handle.

**K1D5:** The human mind is an amazing machine but may not be quite equipped for the craziness of time travel and intergalactic wars and destruction.

**Munchy:** *Grunt sounds.*

**Marty McButton:** Most definitely. When I get home, and tell everyone about what I've seen, it is going to blow their socks off. Best of luck...

**Nurse What:** Wait, hold on for just a second. *(Claps hands)*

*SOUND CUE 18. "Men in White" enter stage right. They walk up to Marty and hold up the Neuralyzer and flashes it to make them forget.*

**Man in White 1:** There is no Darth Hater or plans to build a N.E.R.D.

**Man in White 2:** When you return home you will begin a journey of self-exploration to uncover who you are and what you would like to be someday.

**Man in White 1:** You enjoy playing the guitar.

**Man in White 2:** And strongly dislike being called a chicken.

*Men in White turn around and exit stage right.*

**Han Duo:** What in the world was that all about?

**Susie:** You can never be too careful. "The Men in White" are just a little safety precaution.

**Marty McButton:** *(seeming a little dazed)* Alright, guess I'll be heading out. I have a strange desire to go play my guitar.

**Nurse What:** Well, safe travels young man.

**Marty McButton:** *(scratches head)* Okay, sure thing. I think.

*Marty exits stage right. Lights flash. SOUND CUE 10*

**Nurse What:** *(looking at Duke)* So let me make sure I have this right. Darth Hater, wants to use the Demise Interplanetary Machine to blow up Earth so he and the Universal General can build a N.E.R.D.

**Duke Starman:** Yes, that's right. He plans to build his resort and spa right where Earth sits.

**Winston:** Oh, how terrible.

**Sherwin Homes:** A quandary that might just be outside of mine or Winnie's jurisdiction. It is certainly a good thing I have brought you to the Nurse. She has persevered through much over her years, bringing peace to not only this planet, but others as well. I am certain you are in good hands now, therefore Winnie and I will bid you adieu. We have other more pressing mysteries to solve.

**Princess Thea:** More pressing than saving your planet?

**Munchy:** *Grunt sounds.*

**Sherwin Homes:** Yes, you see, the crown jewels were stolen from the Queen and we must continue our work on this very important case.

**Winston:** What he really means to say is that with your case comes no notoriety but with the crown jewels comes a lot of publicity.

**Sherwin Homes:** Hey, we all have to make a living somehow. Best of luck to you all.

*Sherwin Homes and Winston exit stage right.*

**Nurse What:** I can get you to your planet, but currently my ship, is, well, out of commission. If you all wouldn't mind giving me a hand perhaps we can get her running more quickly.

**Han Duo:** Well this is your lucky day, because Munchy and I can fix almost anything and I'd love to see what that box looks like on the inside.

**Munchy:** *Grunt sounds.*

**Han Duo:** I included you. You weren't listening, again, were you?

**Munchy:** *Grunt moan sound*

**Susie:** Excellent! We have a manual if you want to take a look at it.

**Han Duo:** Nah, only pansies read directions. We got this.

**Susie:** Ugh!

*Lights out. Nurse What, Susie, Duke, Han Duo, Princess Thea, K1D5 and Munchy exit stage. Stage crew out the table back on the stage with files on it.*

## Act One Scene Six

*Lights up. Sherwin Homes and Winston are sitting back in their chairs. Backdrop has not changed. Darth Hater and the Universal General have been transported to Sherwin Homes and Winston's house. They enter stage where Sherwin Homes and Winston are working. SOUND CUE 6 and then SOUND CUE 7.*

**Sherwin Homes:** Ugh, let me guess. You are looking for some space type people who are hoping to get back to their planet with some plans to save the universe.

**Universal General:** He is quite the mystic.

**Winston:** He's not a mystic, we just left the people you are looking for.

**Sherwin Homes:** *(Reading through some papers)* Don't you people realize we are working here.

**Darth Hater:** So you have sent the Insurgents home?

**Sherwin Homes:** Insurgent's? Oh those kids! No, we don't have that ability. We did however, tell them that What could help them.

**Darth Hater:** What?

**Sherwin Homes:** *(Seeming distracted)* Yes, What.

**Darth Hater:** That is what I am asking you.

**Universal General:** We are asking you, who did you send them to?

**Sherwin Homes:** *(Slams papers down)* I told you...What.

**Winston:** Oh gee, not this again. He sent them to see Nurse What. Her name...is Nurse What.

**Darth Hater:** Your names on this planet are ridiculous. Thank goodness you will all soon be annihilated to make way for my resort, the N.E.R.D.

**Winston:** And you claim we have weird names. What kind of resort is called a N.E.R.D.?

**Darth Hater:** How dare you insult me or criticize my resort. You will see—you will all see—the strength of my Demise Interplanetary Machine and the awesomeness that will be the N.E.R.D.

**Sherwin Homes:** No we won't.

**Darth Hater:** Yes you will.

**Sherwin Homes:** No we won't.

**Universal General:** Yes you will.

**Darth Hater:** Wait a second. What makes you so certain that we will not prevail?

**Sherwin Homes:** Because, *(Sits down gently with an air of triumph)* what year are you from?

**Universal General:** The year 6 LCY.

**Sherwin Homes:** And what year is this?

**Darth Hater:** 1902.

**Sherwin Homes:** Correct, and do you see a N.E.R.D. here.

**Winston:** *(out to audience)* I think I do.

**Sherwin Homes:** I think not. Therefore, it was never created, hence you never got what you wanted.

**Darth Hater:** This is all circumstantial. And time can be altered. Therefore, if I find the plans to the Demise Interplanetary Machine we can still change the future by altering the past.

**Sherwin Homes:** Just pointing out the obvious here.

**Darth Hater:** I don't like your tone.

**Sherwin Homes:** I'm certain you don't. Most people don't like when they are shown how what they are saying, doing or thinking is incorrect. In fact, the tone I am exhibiting is one of intellectual triumph over your inadequate ideas.

*Darth Hater raises hand to squeeze at Sherwin Homes neck with the Farce.*

**Winston:** What are you doing?

**Darth Hater:** I am using the Farce.

**Winston:** Is it working?

*Sherwin's leg starts kicking in the air.*

**Sherwin Homes:** *(Excitedly)* Quite the numinous manifestation.

**Darth Hater:** That is not what was supposed to happen. Ugh...someday. I tell you, someday, it will work!

**Universal General:** *(Trying to calm him down)* Yes, someday it will!

**Sherwin Homes:** Are you quite done here? We have more pressing matters to attend to. Why don't you go pester Nurse What. She's just a block away with your colleagues.

**Universal General:** Why didn't you say that in the first place?

**Darth Hater:** Someday, I will be back for you, when the Farce within me is strong.

**Sherwin Homes:** Sure you will. Good luck with that.

*Lights down, Darth Hater, Universal General, Sherwin Homes and Winston exit stage right. Table is removed with files. Lights up. Darth Hater and Universal General reenter stage right.*

**Darth Hater:** General, it seems the Insurgents have once again transported.

**Universal General:** Perhaps we should reconvene on the ship.

**Darth Hater:** I agree.

**Universal General:** *(General opens up remote)* Speck, come in Speck.

**Mr. Speck:** *(Over speaker)* Speck here. How can I be of assistance, Captain?

**Universal General:** Beam us up.

**Mr. Speck:** Right away sir.

*Lights go down on stage. SOUND CUE 6.*

### Act One Scene Seven

*Lights up. Stage is once again set as space ship. Darth Hater and the Universal General are on stage with Speck who is at the computer. SOUND CUE 7.*

**Darth Hater:** I need you to locate the Insurgents. I understand they are with Nurse What but upon approaching her domicile they were nowhere to be seen.

**Mr. Speck:** Nurse who?

**Darth Hater:** No. Nurse What?

**Mr. Speck:** Is this nurse a thing or a person.

**Universal General:** What kind of question is that? She's a person.

**Mr. Speck:** So what is her name?

**Universal General:** That's right!

**Mr. Speck:** What is right?

**Darth Hater:** Yes.

**Mr. Speck:** Confusion and I do not get along, and right now, I am filled with confusion.

**Universal General:** About what?

**Mr. Speck:** That's right.

**Darth Hater:** What is there to be confused about? Her name is Nurse What.

**Mr. Speck:** Oh, I see! Nurse What is her name. Interesting. Very interesting. I am looking for her now.

**Universal General:** Where are you looking for her?

**Mr. Speck:** In the Universal white pages. Here we go. Yes, Nurse What is visiting with Calamity Jane in the early 1900's.

**Darth Hater:** What in the universe are they doing there. What use could she be to them in the theft of my plans?

**Universal General:** Perhaps they plan to train her as an Insurgent.

**Mr. Speck:** Looking at her bio, it appears she is quite the sharp shooter.

**Darth Hater:** Do you think they plan to use her sharp shooting skills to take me down? They obviously do not understand the Farce within me or its power.

**Universal General:** *(Sarcastically)* Certainly not.

**Darth Hater:** Man, I really need to work on the Farce. I can't have any mess-ups if shots are being fired on me.

**Universal General:** I'm sure if you continue to practice, the Farce will grow stronger within you.

**Darth Hater:** Surely it will. Speck let's set a course for Calamity Jane.

**Mr. Speck:** Might I make a suggestion sir?

**Darth Hater:** Depends. What do you suggest?

**Mr. Speck:** It is becoming increasingly apparent your tracking skills are not what they could be. Even with perseverance I believe you will never catch the Insurgents on your own. Perhaps you might entertain bringing in a professional for a job such as this.

**Universal General:** Do you have someone in mind?

**Mr. Speck:** I do, he recently boarded the ship. He claims to be a man of great experience in both time travel and criminal doings.

**Darth Hater:** Hey, there's nothing criminal going on here. Just trying to get back what is mine.

**Mr. Speck:** Indeed... now as I was saying... he says he has based his life around making a profit and all things evil.

**Darth Hater:** This description intrigues me. Yes, send him here.

*Lights go out. SOUND CUE 17. A black chair is pushed on stage. Lights go up and Dr. Mean is sitting in the chair. He turns around and stands up.*

**Dr. Mean:**

*(Puts pinky next to mouth)* Good evening. I'm Dr. Mean and I've got a plan that's gonna blow your socks off. You ready to get evil up in here?

*Lights down.*

**Intermission**

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## Act Two Scene One

*SOUND CUE 17. Lights up. Dr. Mean, the Universal General and Darth Hater are on stage in the same places they were when last Act closed out.*

**Universal General:** Who are you?

**Dr. Mean:** The question isn't who am I, but who are you?

**Darth Hater:** Huh?

**Dr. Mean:** Who *(Points at Darth Hater and the Universal General)* Who... are...you?

**Universal General:** I am the Universal General and he is...

**Dr. Mean:** Wait, wait, wait. Hold up. Let me guess. I'm really good at this. He is your uncle, who you were reunited with after a strenuous childhood experience in the second grade where your teacher, a tall, dark and handsome man, gave you a bad grade on your math test, leaving you to continuously seek the praise of others. Yes?

**Universal General:** No, that isn't at all. I am the Universal General and he is Darth Hater...

**Dr. Mean:** A man with an identity crisis.

**Darth Hater:** No. You are very bad at this guessing thing. Let's get back to the situation at hand. We had some important documents that were stolen from us and we need them retrieved so that I may carry on with my Universe domination plan.

**Dr. Mean:** And what are these plans for?

**Darth Hater:** They are for the construction of a machine which will destroy Earth, leaving me room to build my resort and disco, which will span across the Universe, called the N.E.R.D.

**Dr. Mean:** Very interesting. I have a plan to retrieve what you need.

**Darth Hater:** Excellent. And what is your plan?

**Dr. Mean:** We will track down these, *(putting quotes around various words with fingers)*, "do-gooders", and restrain them on a

"post" where we will have "alligators" shoot at them with "lasers" on their heads.

**Universal General:** Huh? That doesn't even make sense. And if you were going to get rid of the "do-gooders" why wouldn't you just do it? Why would you wait around giving them a chance to escape?

**Dr. Mean:** Well, smarty pants, what idea do you have?

**Universal General:** Well we could *(Scratches head)*, no. Well what if we...

**Dr. Mean:** Yeah, you have nothing! Ah-hah, I got it. What if we send our best men *(looks at audience)* or women, back in time to where the Insurgents are and just have them take the plans right out of their hands?

**Universal General:** Well that's what we've been trying to do.

**Dr. Mean:** Yes, but you aren't very good at it. See, I have what I like to call a "time machine". We can use my "time machine" to locate where they were just a few moments ago. Then we can send our best men, or women, there right now.

**Darth Hater:** A genius idea Dr. Mean.

**Universal General:** Well if that is all your plan is, why don't we just go back in time to before they took the plans and hide them better? Or make sure the Insurgents don't get on the ship in the first place?

**Dr. Mean:** Because that isn't the way this works. That's not the way any of this works. Haven't you ever heard of dramatic suspense before?

**Darth Hater:** Yeah. Gee General. Speck, I need our two best men...

**Dr. Mean:** Or women.

**Darth Hater:** Beamed here immediately so that...

*Squall trooper 1 and 2 and Red walks on stage from stage right.*

**Universal General:** Well that was fast.

**Mr. Speck:** You said immediately.

**Dr. Mean:** *(talking to troopers)* Your mission, should you choose to accept it, is to travel back in time to where the insurgents are,

and retrieve the plans to build the Demise Interplanetary Machine, so Darth Hater can begin work on the N.E.R.D.

**Squall Trooper 1:** I accept the mission.

**Squall Trooper 2:** I accept the mission.

**Red:** Umm, no thank you. I don't think this is the plan for me.

**Darth Hater:** Excuse me?

**Red:** Yeah, it's not really my kind of scene. I really try to stay clear of anything that could be considered even remotely dangerous or life threatening.

**Universal General:** You work for Darth Hater, but you're afraid of danger?

**Red:** Look, when I joined FleetStar I was promised I would be wearing a gold shirt and I really had planned to just, sort of, stay in the background, ya know. Then they had me change my shirt to this dreaded red and well, let's just say red is not a good color.

**Darth Hater:** *(begins to lift hand as if to use the Force)* You insolent...

**Dr. Mean:** *(sarcastically)* It's okay Darth. Just let him go.

**Darth Hater:** Really?

**Dr. Mean:** Sure. You must be tired, Red. Working so hard for Darth. Why don't you sit in this chair over here and put your legs up?

**Red:** Thank you, sir. You really aren't as bad as they all say. I mean, some of the guys in the work room were telling stories about things they'd heard about you. And I gotta admit, I thought they were being truthful. But wait till they hear how great you've been. Well I must say, this is a real...

*Lights go out. Quickly, Red turns chair around and exits off the stage.*

*SOUND CUE 18. Lights back up.*

**Darth Hater:** Wow, where'd he go? What a marvel.

**Dr. Mean:** I designed it myself. Amazing chair really. Drops you into a black hole of sorts, leaving you lost in space forever.

**Red:** *(over sound system)* I'm not lost yet. In fact, I have just fallen badly and sustained a minor flesh wound.

**Darth Hater:** Did you hear that?

**Dr. Mean:** Nope, heard nothing.

**Red:** Please if anyone can hear me. I just need a little assistance. Please, I am in great pain.

**Universal General:** Really? You didn't hear that.

**Dr. Mean:** Nope heard nothing. Now as I was saying, you two Squall Troopers will be transported to the Old West, will disguise yourselves as cowboys, and will steal the plans right out of their hands and return back here.

**Squall troopers 1 and 2:** Yes, sir.

**Dr. Mean:** And in the meantime. *(Looking at Darth Hater and Universal General, walks to his chair and sits down)* We sit back and plan how we will enjoy the N.E.R.D. once constructed.

*Lights dim.*

**Red:** Hello, is anyone out there? I still need a hand or a rope or something. Anybody? Anybody?

*Lights down.*

## Act Two Scene Two

*SOUND CUE 14. Off stage you hear discussion.*

**K1D5:** Have you two gotten the time travel and space machine operational yet?

**Han Duo:** Nope, not yet my shiny friend. But soon we will get these plans to safety on our home planet. The time excel and decelerator here is just a bit off. I'm thinking if I just move this doohickey up a bit that it will snap...

*SOUND CUE 20. Voices from offstage.*

**Princess Thea:** What was that?

**Nurse What:** Looks like your little mechanical genius over there got my ship working again.

**Susie:** Yeah genius, my foot! He accidentally touched something and now, who knows where we are.

**Nurse What:** Let's take a look.

*Nurse What, Susie, Duke, Han Duo, Munchy, Princess Thea and K1D5 enter stage right. Calamity Jane, runs in with her gun stage left.*

**Calamity Jane:** You take that *(Sound # 13c, Calamity Jane is shooting)* and that! You'll never take me alive. *(Bumps into Duke)* Ya'll better get out 'a the way! Them Indians gunna take ya down if you don't get a move on.

**Han Duo:** Aren't you a fiery woman!

**Munchy:** *Grunt sounds.*

**Calamity Jane:** Ain't no woman here. I's a gun slinging, shootin' machine. Names Calamity Jane.

**Duke Starman:** What kinda name is that?

**Calamity Jane:** It's the kinda name ya give a hero. I's be a life saver ya know. Saved my Captain I did. Carried him to safety. You need some saving? I like saving people!

**K1D5:** Perhaps... Where are we?

**Calamity Jane:** Oh my, looky what we got here. It's a talkin' drum roaster. How I get ma drink outta it? *(Tries to get a drink out of K1D5 like he has a tap on him)*

**K1D5:** I beg your pardon? *(Shakes her away)*

**Calamity Jane:** Ain't no beggin needed. And I think you're all dried up.

**Princess Thea:** *(Angrily)* He is no drum roaster. That's our friend. Please don't try to drink him. Can you tell us where we are?

**Calamity Jane:** Well, sure I can. That's an easy question. We're in the Wild West and these are vicious times. Lots a shootin' and claimin' your territory. *(Looks a little nervous and crazy suddenly)* You ain't tryin' to take this spot here are ya? Ya's seem like nice folks but I's protect what's mine.

**Duke Starman:** No, just trying to find our way home.

**Calamity Jane:** Aren't we all. Ya know what they say about home, right?

**Han Duo:** No what do they say?

**Calamity Jane:** It's in your heart.

*Susie enters stage.*

**Susie:** Well isn't that sweet. Useless but sweet.

**Han Duo:** It's a nice line. Might be good for this thing I'm working on.  
(*Takes out a piece of paper to write on*)

*SOUND CUE 21. Squall troopers Number 1 and 2 enter stage right on a wooden stick horse, dressed as cowboys, and grab the plans out of Han Duos hands. They exit stage left.*

**Han Duo:** Oh come on! (*Yelling at the troopers*)

**Munchy:** *Grunt sounds. Chases after them firing laser crossbow*

*SOUND CUE 22*

**Calamity Jane:** Gotta hold on to ya stuff around here. People be snatchin' everythin' if you not puttin' a sharp eye on ya stuff.

**Princess Thea:** Oh my gosh! They took the plans! How did they find us?

**K1D5:** Doomed! We are all doomed!

*Munchy enters stage.*

**Han Duo:** Did ya get that back good buddy? That was super important!! And personal.

**Munchy:** *Grunt sounds.*

**Duke Starman:** I can't believe this has happened.

**Han Duo:** Those weren't the plans.

**Princess Thea:** But we saw them take them out of your hands.

**Han Duo:** I put the plans down a few minutes ago. Those were some other documents I was working on for...oh, it doesn't matter

what they were. They were important...and personal...but not the plans.

**Duke Starman:** Well what were they?

**Han Duo:** I said they were private. *(Seeming to get agitated as Nurse What enters stage left)*

**Nurse What:** I think Susie and I have figured out what went wrong with the time machine.

**Duke Starman:** Excellent, so how long till we can get on our way? Tensions seem to be high around these parts.

**Susie:** I think we're good to head out now. But seeing how Nurse What still refuses to read the directions my guess is we'll be in the wrong place again shortly.

**Nurse What:** An astute observation, incorrect, but perceptive.

**Calamity Jane:** Well good meetin' ya kind folks. Hope ya'll find your way home soon.

*Lights go down on stage.*

*SOUND CUE 19*

### Act Two Scene Three

*SOUND CUE 23*

**Mr. Speck:** My sense of sight is not the only sense I utilize, little robot. I can feel your presence and that you are moving away, each time I turn from you. There is no need to worry. I mean you no harm.

**ZZZ8:** Bop beep boopety.

**Mr. Speck:** Yes, I have known you were there the whole time.

**ZZZ8:** Bop bop.

**Mr. Speck:** Nothing good would have come from my releasing your location to Darth Hater. Additionally, I believe I have a way for everyone to get what they want. But I will need some assistance.

**Z2Z8:** Boooooppppp.

**Mr. Speck:** Certainly. I will tell you more.

*SOUND CUE 23*

If your feeling really blue and don't know what you could do,  
to help your friends  
Listen to the Speck  
Problems may get in the way, you still have to face the day,  
With strength and grit.  
Listen to the Speck  
Darth Hater has it out for all things Earthly.  
Sometimes he can be a little surly.  
Surely  
So now let's make up a plan that fits for you and all our friends  
All hands on deck.  
Listen to the Speck  
It really isn't all that hard to change the NERDs location  
Let's get to work.  
Listen to the Speck  
Let's demo another place where life forms are not in the way  
We'll all be saved.  
Listen to the Speck  
We've got to fix this problem in a hurry  
Darth Hater can be a little scary  
When he's angry  
With this plan we can't go wrong  
Now set your phasers to stun  
all hands on deck  
Listen to the Speck  
Listen to the Speck  
Listen to the Speck

**Mr. Speck:** Do you feel this idea will suffice, little robot?

**Z2Z8:** Beep bop.

**Mr. Speck:** It pleases me you like the plan.

**Z2Z8:** Beeeeppppppp.

**Mr. Speck:** Thank you. I like my dance moves as well. (*Straightens himself up and shakes off dance and gets serious again*) It would seem my theatrical half took over for a moment. Now back to what we were discussing, we must work together to construct

new plans for the N.E.R.D. and change the Demise Interplanetary Machine. We will remove Jupiter and Saturn from space, thus leaving a larger area to construct Darth Haters resort and spa and allowing Earth to remain. No one will perish and the Dark One will still be able to make a few bucks.

**Z2Z8:** Beep bop bop bop.

**Mr. Speck:** Thank you, it is a good plan. And yes, this is what Darth Hater should have done in the first place. He seems quite complacent in making his life more difficult than it needs to be.

**Z2Z8:** Bop bop.

**Mr. Speck:** I believe they are returning to the deck. Let us return to our places.

*Dancers exit and Speck and Z2Z8 return to the computer area of the ship. Darth Hater, Universal General and Dr. Mean enter stage right. Squall troopers enter stage left.*

**Dr. Mean:** Excellent, our little time travelers have returned.

**Darth Hater:** Do you have the plans?

**Squall Trooper 2:** Yes sir.

**Squall Trooper 1:** It wasn't easy, but we got them.

*Darth Hater takes the plans and begins reading through them.*

**Squall Trooper 1:** Yeah, we had to disguise ourselves really good. Then we rode horses.

**Squall Trooper 2:** And we grabbed it right out of Han's hands.

**Darth Hater:** What is this?

*Dr. Mean takes the plans from Darth Hater.*

**Squall Trooper 1:** It's the plans you asked for.

**Dr. Mean:** *(Reading paper)* Tall, handsome and fun guy in mid-twenties. Looking for someone who likes walks on the beach and singing in the rain. What?

*Universal General grabs paper from Dr. Mean.*

**Universal General:** You fool! This is a dating profile. Look right here, it says Match.com.

**Squall Trooper 1:** Well that's weird.

**Squall Trooper 2:** Why would you want this, Lord Hater?

**Darth Hater:** I don't you fools!

**Squall Trooper 1:** This guy sounds quite nice.

**Squall Trooper 2:** I have a single sister. She might be interested him. What's his name? *(Looking at document)*

*Darth Hater lifts hand and begins squeezing.*

**Dr. Mean:** *(Talking to Universal General)* What's he doing?

**Universal General:** Shh! He needs to focus.

**Dr. Mean:** It doesn't seem to be working.

**Squall Trooper 1:** He looks kind of angry. Do you think he's mad at us?

**Squall Trooper 2:** Do you really want to wait around and see?

*Squall troopers run off stage right.*

**Darth Hater:** Well, looks like your plan didn't work Dr. Mean. What next?

**Universal General:** Well I have an idea. What if we—

**Dr. Mean:** *(Interrupting Universal General)* I don't think he said Universal General. I think he said Dr. Mean.

**Universal General:** Excuse me?

**Dr. Mean:** What'd ya burp? *(Starts laughing at himself quietly)*

**Universal General:** Why I...

**Dr. Mean:** Shh.

**Universal General:** But...

**Dr. Mean:** Hush.

**Universal General:** I...

**Dr. Mean:** Zip it.

**Universal General:** You...

**Dr. Mean:** Bzz.

*Universal General stomps foot and crosses arms angrily.*

**Dr. Mean:** That's right! Well, Darth Hater, I was hoping I wouldn't have to do this but we may need the help of my strongest, most intelligent, and sneaky cohort. I would like to introduce to you, the person who is going to get back your plans, the one the only...Tiny Me.

*Tiny Me, who looks exactly like Dr. Mean, comes on stage and begins making Rocky like boxing moves.*

*SOUND CUE 26*

**Dr. Mean:** He's rough, he's tough, he's smart and strikingly good looking.

**Darth Hater:** He's kind of cute.

**Universal General:** You've got to be kidding me. This little guy is going to get back the plans. Yeah right!

*Tiny Me kicks the Universal General in the shin and runs behind Dr. Mean.*

**Dr. Mean:** You shouldn't say unkind things about Tiny Me. Ha has a bit of a temper.

*Tiny Me growls at Universal General.*

**Universal General:** I think he has rabies too.

**Dr. Mean:** No, he's up to date on his shots. So, Tiny Me, what are your thoughts on how to retrieve the plans to the Demise Interplanetary Machine?

*Tiny Me starts whispering in his ear.*

**Dr. Mean:** Oh, that's good! He has an amazing plan! The Insurgents are soon going to feel the wrath of Darth Hater and Dr. Mean.

*Dr. Mean starts laughing, soon Darth Hater starts laughing and Tiny Me. Universal General is looking around with a look of annoyance.*

**Universal General:** What's so funny? I don't get it.

*Laughing calms down slowly. Tiny Me pulls on Dr. Mean's shirt.*

**Dr. Mean:** Ah ha, Tiny Me is ready to share with you all his plan for retrieving the designs.

*Tiny Me whispers into Dr. Means ear.*

**Dr. Mean:** Okay, I guess he is feeling a little shy today. *(Tiny Me nods yes)* He wants me to tell you his plans.

**Universal General:** Oh, my goodness, give me a break.

**Darth Hater:** Is there a problem General?

**Universal General:** *(irritated and raising voice)* Yes, there is a problem. This is ridiculous. *(Pointing at Dr. Mean)* He has no idea what he is doing. We've been sitting around, wasting time, when all we really need to do is just beam down there ourselves and take the correct plans and come back. Five minutes and all this would be done. We could move on with the plans and just be done.

**Dr. Mean:** Oh, simmer down.

**Universal General:** *(Irritated)* Ugh!

**Dr. Mean:** Tiny Me and his wee little brain has come up with a great big idea. We will use the Omelet of Fire to transport the Insurgents to the ship. At which time we will arrest them and take back the plans.

**Universal General:** The Omelet of Fire? What is that?

*Lights dim on Dr. Mean, Tiny Me, Darth Hater and the Universal General and up on ZZZ8 and Dr. Speck.*

**Mr. Speck:** This is actually a very good plan. *(Whispering to ZZZ8)* Once the Insurgents return we will switch out the plans we made, which would place the Demise Interplanetary Machine where Jupiter now sits, with the current ones, keeping everyone safe and Darth Hater will still increase his bottom dollar with the N.E.R.D.

*Lights return to Dr. Mean, Tiny Me, Darth Hater and the Universal General and down on ZZZ8 and Dr. Speck.*

**Dr. Mean:** Yes, the Omelet of Fire. It is a transporter, disguised in the form of an omelet.

**Darth Hater:** Is it on fire?

**Tiny Me:** No, just very spicy.

**Darth Hater:** I see. And where is this Omelet of Fire? I would like to see it.

**Dr. Mean:** We must first win it. There is much preparation to be done. Follow me, I will need all of you to assist.

*Dr. Mean, Tiny Me, Darth Hater and Universal General exit the stage. Lights out.*

## Act Two Scene Four

*SOUND CUE 24. Lights up with Nurse What, Susie, Duke Starman, Princess Thea, Han Duo, K1D5, King Henry the VIII, who is sitting on a throne. They are in a castle.*

*SOUND CUE 25.*

**Trumpeter:** All hail King Henry the VIII.

*SOUND CUE 25 again*

**King Henry:** And who do we have before me today? *(Looking at the group)*  
Who dost thou be'est?

**Nurse What:** I don't think we're in the Old West anymore.

**Han Duo:** *(Sarcastically)* What gave that away?

**Duke Starman:** Well where are we then?

**Munchy:** *Grunt sound*

**Duke Starman:** Doesn't look much like our home planet.

**Nurse What:** No it certainly doesn't. I have a feeling my trusty traveling device has faulted us once again.

**Susie:** Big surprise. Read the manual!!

**Munchy:** *Grunt sound*

**King Henry:** *(yelling at the group now)* I asked, who you are?

**Princess Thea:** I apologize your majesty, we are a bit distracted. I am Princess Thea.

**King Henry:** Ah, a Princess. A beautiful princess. And these must be your guards? Surely a princess as lovely as yourself would need thousands of protectors.

**Princess Thea:** Oh my, how, um, nice. We've traveled, quite far, your majesty, and are very weary. Could you please tell me the date?

**King Henry:** Ah yes, my dear. It is April 30, 1536.

**Nurse What:** Oh my. Well we sure are closing in on an important date in England's history, or should I say in Anne Boleyn's history. Is the Queen in?

*Anne Boleyn enters stage right.*

**Anne Boleyn:** Why yes, I am. And what important day do you believe I am approaching?

**Nurse What:** Oh, nothing to lose your head about. *(Chuckles to herself and elbows Munchy in the side. Munchy looks confused)*

**Munchy:** *Grunt sound*

**Susie:** *(Whispering to Nurse What)* Cut it out. That is not funny.

**Duke Starman:** Your majesty. *(Bows)*

**Princess Thea:** You have a lovely kingdom.

**Anne Boleyn:** Why thank you. None of you look to be from this land. I would be happy to show you around. *(Looks in Han's direction)* Especially you. The King is always in need of strong men.

**Nurse What:** Um, actually, I have a feeling you are going to be quite busy over the next few days and we really should get out of your hair. *(Trying to shuffle people out of the room)*

**King Henry:** I am certain we have time for our guests. Princess Thea, would you like to come and see the gardens with me?

*Anne scowls at the King as the King puts his arm out towards Princess Thea.*

**Susie:** Perhaps we will all go together.

**Anne Boleyn:** Yes, I am a much better tour guide anyway. You will surely learn more about our kingdom on my arm. *(Takes Han Duo's arm)*

**Han Duo:** Oh, well certainly.

*Gill and Ed run on to the stage and almost knock the King over.*

**Gill:** Oh no! It's the royal evil dude!

**Ed:** Like totally.

**King Henry:** Not you two fools again. I thought I had you locked away.

**Anne Boleyn:** You told me they'd left the castle.

**King Henry:** These fools? Hardly. I plan to have them beheaded tomorrow.

**Gill and Ed:** No way. *(Look at each other)* Bogus dude!

**King Henry:** Guards, arrest these fools. And take these intruders with them. I'm certain they are spies. Probably plotting against us with these two numbskulls. *(Yells as he exits the stage, looking as though he is commanding guards to chase after them)*

**Ed:** Come on dudes, and dudettes, *(Speaking to the group)* let's like totally vamoose.

**Duke Starman:** What?

**Munchy:** *Grunt sound*

**K1D5:** He is speaking in the tongue of earthlings from the early 1990's. They are informing us that we need to leave quickly.

**Han Duo:** Well you don't have to tell me twice. Let's go.

**Anne Boleyn:** No, don't leave me here. *(She reaches for Han's arm)*

**Ed:** Pretty Queen lady you have your own head to worry about.

**Anne Boleyn:** What is that supposed to mean?

**Gill and Ed:** You'll see.

*Anne Boleyn runs off stage left.*

**Susie:** Alright guys we need to get out of here. This is getting crazy.

**Gill:** You dudes can come with us. We've got a most righteous time machine. We can get out of here quick, and head somewhere safe.

**Ed:** Totally, there's lots of room if you stand up real straight, like this *(Shows the group how to stand straight)*.

**K1D5:** Master Duke I think it is time we part ways with the Nurse What and Susie. They seem to be having a difficult time getting us to our desired location.

**Nurse What:** I actually think you're on to something. My machine really needs a good tune up and I can initiate the cloaking device so we can hide out while I try to fix it.

**Duke Starman:** Would you all have a way to get us to the year 6 LCY?

**Ed:** Like totally, I don't know what that is but I'm sure we can figure it out.

**Princess Thea:** Best of luck to you both.

**Munchy:** *Grunt sound*

**Susie:** And same to you. Be safe.

*Duke Starman, Han Duo, Princess Thea, K1D5, Gill, and Ed run off stage left. Nurse What and Susie walk towards stage right.*

**Nurse What:** Now to initiate cloaking device. *(Lights go down and Nurse What and Susie exit stage and continue talking from off stage)*  
Ah ha and there we go.

**Susie:** So now what auntie?

**Nurse What:** So now we start tinkering.

**Susie:** Can I grab the manual for you?

**Nurse What:** No thanks. I think I can get it.

**Susie:** For goodness sake, just use the manual.

## Act Two Scene Five

*SOUND CUE 27. Turn lights up. Stage looks like a jungle or possibly a cave/rock scene. Cavemen are on the stage*

*SOUND CUE 28 as Duke, Han Duo, Princess Thea, Gill and Ed, Munchy and K1D5 enter stage left.*

**Duke Starman:** So, it looks like we are going back in time instead of the future, which is good, but it still doesn't look like home. Where are we?

**Gill:** Looks like we are in some totally prehistoric times.

**Ed:** Yeah, like the stone age.

**Princess Thea:** Well it is great that we escaped the King and his crazy wife but I don't have any idea where we are now.

**Gill:** We are like totally in the LCY. Just like you asked.

**Han Duo:** There is no way that this is 6 LCY.

**Ed:** Um, like yeah it is.

**Han Duo:** Um no it isn't.

**Munchy:** *Grunt sound*

**Gill:** Yeah it is.

**K1D5:** For clarification. What makes you think this is the year 6 LCY?

**Gill:** Look at all the caveman dudes here. They're all being chill and lazin' around.

**Munchy:** *Grunt sound*

**Princess Thea:** And LCY stands for?

**Gill and Ed:** Lazin' Caveman Years.

**Duke Starman:** Oh my stars! We are never going to get home.

**Munchy:** *Grunt sound and smacks self in head.*

**K1D5:** Yes, we will Master Duke. Think positive. Don't give up. Have faith.

**Princess Thea:** All good suggestions K1D5. We must never give up, never surrender. Even when the times seem...

*Cavemen walk up and start picking at Princess Thea's hair.*

**Caveman:** What you be doing here?

**Cavewoman:** Joining us round fire you can.

**Ed:** Like totally cave chick. This chill is freezin' my lobes.

*Ed, Gill, Duke Starman and K1D5 follow Caveman and Cavewoman.*

**Han Duo:** I am not going over there.

**Munchy:** *Grunt sound*

**Han Duo:** The last thing we need is fleas. Last time Munchy here had fleas we had to bomb the ship, it was a nightmare. And those things, those cave people, are crawling with them.

*Cavewoman scratches her head really hard. Caveman comes over and helps her scratch till Cavewoman's leg starts shaking like a dog's.*

**Princess Thea:** We can't be rude. What if we insult them?

**Han Duo:** Seriously?

**Princess Thea:** Yes, seriously, let's go.

*Han Duo and Princess Thea walk over and stand around the fire, warming up.*

**Ed:** So tell us another story awesome cave peeps.

**Caveman:** Many years ago, at exactly orange and pink sky, we sat around the fire.

**Han Duo:** Wow creative story.

**Munchy:** *Grunt sound*

**Cavewoman:** *(Whispering to Han)* Sshhhh.

**Caveman:** War between two cave groups. Bomp, bomp, bomp.

**Duke Starman:** *(Talking to Princess Thea)* What is bomp?  
*Princess Thea shrugs; Cavewoman bonks Duke on head with her club.*

**Cavewoman:** Bomp.

**Duke Starman:** Oh.

**Caveman:** There was much sadness in the cave. Many sore heads.

*Cavewoman nods yes.*

**Cavewoman:** But we push through hard times, look to sky for guidance, ask for help. Answers come. Good times.

**Caveman:** Was my story.

**Cavewoman:** You take too long.

**Caveman:** No, you have patience of a T-Rex.

**Cavewoman:** I know you are but what am I?

**Caveman:** T-Rex.

**Cavewoman:** I know you are but what I am?

**Caveman:** T-Rex.

**Cavewoman:** I know you are but what I am?

**Munchy:** *Grunt sound.*

**Han Duo:** Munchy watch your language please, there are kids present.

**K1D5:** It's ok sir. I am used to his sometime colorful language but this is quite ridiculous.

**Han Duo:** I wasn't talking about you KIDS I was talking about them.  
*(Points out to audience)*

**Princess Thea:** Gill and Ed. We need to get out of here. Watching these two primitives argue isn't helping us to get home.

**Han Duo:** Hey!

**Princess Thea:** I'm talking about them. *(Points to caveman and cavewoman)*

**Gill:** You need a smart dude. Hey, I know a smart dude.

**Ed:** Me too!

**Gill and Ed:** Mr. Peapod!

**Han Duo:** Who?

**Gill:** Mr. Peapod. Super smart.

**Ed:** The smartest.

**Gill:** Better than Einstein.

**Ed:** Or that Fig Newton dude.

**Gill:** Oh, now I'm getting hungry.

**Ed:** Yummm fig newtons, I'm hungry too dude.

**Duke Starman:** Forget about food for a second, how to we get to this Mr. Peapod?

**Gill:** In our awesome time machine! *(Looks at Caveman and Cavewoman)* Time to hit the road. Smell ya later dudes!

*All exit except for Caveman and Cavewoman who are chasing each other around with clubs.*

*SOUND CUE 28 as lights go down.*

## Act Two Scene Six

*SOUND CUE 29. Lights up, Herman and Peabody are on the stage which has the same backdrop as Sherwin Homes. There is one chair on the stage.*

**Herman:** But Mr. Peapod, Penny doesn't believe a word I am saying.

**Mr. Peapod:** Does it really matter Herman? You've met Marie Antoinette and was present during the French Revolution. You have seen amazing things. Let that childish little girl believe what she wants.

**Herman:** She just makes me so crazy. It's hard letting things go.

**Mr. Peapod:** Someday she will believe you. It may not be today, but someday, she will.

*SOUND CUE 28*

**Herman:** What was that?

*Gill and Ed rush on stage, followed by Princess Lea, Duke Starman, Han Duo and K1D5.*

**Princess Thea:** And where are we now?

**Duke Starman:** I don't know, but this is getting ridiculous.

**Gill:** We're chillin' with our favorite scientist of all time.

**Gill and Ed:** Mr. Peapod.

**Mr. Peapod:** Present.

**K1D5:** I am running my bio recognition program. Ah, here we go. Mr. Peapod is from a popular television show in the 1950's.

**Herman:** And don't forget about Herman!

**K1D5:** And Herman is his adopted child.

**Munchy:** *Grunt sound*

**Han Duo:** Very interesting, but how is a dog and a kid going to help us get home?

**Ed:** Very easy dude. He's like super smart and has an awesome time machine that travels like...everywhere.

**Gill:** Yeah, like he's totally amazing.

**Mr. Peapod:** I certainly appreciate your enthusiastic comments. You are all obviously time and history enthusiasts. How may I be of service?

**Duke Starman:** We need to get to our home planet, RH123 in the year 6 LCY.

**Herman:** 6 LCY? I've never heard of a year like that before.

**Mr. Peapod:** Well Herman, my dear boy, 6 LCY was the way that time was calculated many years ago on their planet. Here on Earth we use the forms AD and BC. AD comes from the Latin phrase Anno Domini meaning "In the year of Our Lord". BC stands for Before Christ. In fact, there are other ways that people calculate time. For example, some, instead of using AD and

BC, use the terms CE and BCE meaning Common Era and Before Common Era.

**Herman:** Wow, that's interesting.

**Munchy:** *Grunt sound*

**Han Duo:** Well, this is all fine and dandy, but we really do need to get going.

**Herman:** Tell me more about AD and BC!

**Gill:** Yeah, I'm totally learning a ton.

**Ed:** We could, like, use this on our history project.

*Gill and Ed slap each other a high five and miss.*

**Princess Thea:** Han is right, we really need to be...

**Mr. Peapod:** Certainly Herman, and Gill and Ed. The AD/BC symbolization was first proposed by the monk Dionysius Exiguus. Dionysius implied, but never stated, that Jesus was born December 25th, or 1 BC. This is the basis on which he linked the divide between BC and AD, though the birth of Jesus is unknown.

**Herman:** Amazing Mr. Peapod. History is absolutely amazing.

**Duke Starman:** Yea, yea, really amazing. But if we don't get home, your future isn't going to be.

**Munchy:** *Grunt sound*

**K1D5:** The safety of Earth has been threatened by the evil Darth Hater. He intends to blow up the planet to make room for an entertainment facility.

**Mr. Peapod:** *(Ignoring others talking)* Additionally, did you know that because of Rome's superstitious beliefs, that even numbers were unlucky, which led to many difficulties in establishing a calendar?

**Han Duo:** *(Sarcastically)* Really? Tell me more.

**Princess Thea:** Don't feed into it, Han! We're never going to get out of here.

*Duke Starman and K1D5 sit down, bored.*

**Mr. Peapod:** Yes, when Rome became a world power, they established months that were 29 or 31 days long, except for February, which had 28 days. However, four months of 31 days, seven months of 29 days, and one month of 28 days added up to only 355 days. Therefore, the Romans invented an extra month called Mercedonius, which had 22 or 23 days. It was added every second year.

**Ed:** Wow, dude, totally awesome.

**Gill:** Yes, tell us more.

**Han Duo:** If we gotta sit here Munchy and I are gonna get some grub. You got anything to eat here?

**Herman:** I think I saw an omelet on the counter.

*Han Duo crosses stage and takes a bite of the omelet, lights go out, he exits stage.  
SOUND CUE 30. Light back on.*

**Princess Thea:** Hey, where did Han and Munchy go?

**Duke Starman:** They were right there. *(Duke yells out for Han)* How weird.

**Gill:** Well what were they doing before they disappeared?

**Princess Thea:** I think they were eating that omelet.

**Mr. Peapod:** Oh my!

**K1D5:** What is it?

**Mr. Peapod:** Well that there, my dear boy, err man, err shiny metal machine, is the Omelet of Fire. I don't really know how it got here.

**Ed:** Looks good! *(Reaches to take a bite and Mr. Peapod slaps his hand)* Hey!!

**Mr. Peapod:** Don't eat that! You have no idea what could happen.

**Duke Starman:** What do you mean? Indigestion problems?

**Mr. Peapod:** No, it is a time portal device. It will transport you somewhere.

**K1D5:** But where?

**Herman:** The world may never know.

**Princess Thea:** Of course, we will know! We have to take a bite of it. We can't let Han go off alone.

**Gill:** If it's the Omelet of Fire why isn't there a flame?

**Mr. Peapod:** It's not really on fire. It's just a bit spicy.

**Duke Starman:** We have to go after him. Are you guys ready?

**Princess Thea:** I sure am.

**Gill:** Good luck dudes.

**Ed:** And dudettes.

*Duke Starman, Princess Lea and K1D5 take a bite, lights go off.*

*SOUND CUE 30. Light up.*

**Gill:** Tubular! They're like gone.

**Ed:** Excellent!

**Herman:** Mr. Peapod, tell me more about the Omelet of Fire!

**Mr. Peapod:** Certainly Herman. The Omelet of Fire was a trophy that was passed around to the winner of the very competitive sport of wrestling in the mid 90's. The amazing wrestler, Nacho Cheese, was its prized owner.

*Lights go down.*

## Act Two Scene Seven

*SOUND CUE 31. Lights come up. There is a wrestling ring on the stage. Universal General, Darth Hater and Tiny Me stand stage left of wrestling ring. Dr. Mean is in a wrestling outfit. Nacho Cheese stands stage right with Conqueso.*

**Nacho Cheese:** Conqueso, we must defeat these odd ones. We cannot lose the Omelet of Fire. It is our destiny.

**Conqueso:** To have a spicy omelet?

**Nacho Cheese:** Yes, don't you like omelets?

**Conqueso:** They okay. I like corn better.

**Universal General:** What is going on here?

**Dr. Mean:** This is wrestling. And I, plan to defeat the famous Nacho Cheese in order to win the Omelet of Fire. Once we have the Omelet of Fire we will use it to transport the Insurgents back to our ship where we will arrest them and take back the plans to the Demise Interplanetary Machine.

**Darth Hater:** This is a good plan, Dr. Mean.

**Dr. Mean:** I know.

**Conqueso:** They look very prepared Nacho. I fear for your safety.

**Nacho Cheese:** Success is not measured in the size of your spandex but in the stretchiness of your heart and intentions.

**Conqueso:** What does that mean?

**Nacho Cheese:** It means, have space for love and kindness and try hard in all you do. There is always room for love.

**Conqueso:** That is nice.

**Nacho Cheese:** Thank you my humble friend.

*SOUND CUE 32*

**Referee:** Please come to the center of the ring Nacho Cheese and Dr. Mean. This will be a clean fight. No hitting in the face, no tripping, no wedgies or pulling of pants over the head.

**Nacho Cheese:** Oh my.

**Referee:** This fight will be clean. Do you both understand?

**Dr. Mean:** *(Puts pinky to mouth)* Oh do behave.

**Nacho Cheese:** I always fight clean. It is in my nature.

**Referee:** Shake hands.

*Nacho Cheese and Dr. Mean shake hands.*

*SOUND CUE 33. Nacho Cheese and Dr. Mean start pacing in a circle. They periodically reach out for one another, swiping at air but not actually touching.*

**Conqueso:** This is a very intense fight.

**Universal General:** This is the most boring fight I have ever watched. I've seen ants fighting over a crumb more interesting than this.

**Darth Hater:** Perhaps I should use the Farce and intervene.

*Darth Hater raises his hand to use the Farce on Nacho Cheese.*

**Nacho Cheese:** I feel a tingle in my under carriage.

**Conqueso:** Do you need to take a potty break?

**Nacho Cheese:** Please, Conqueso. I am about to take him down.

**Dr. Mean:** Never!

**Darth Hater:** The Farce...in me...is just not strong. How can I possibly be feared when my Farce is so weak?

*Nacho Cheese walks over to Darth Hater and puts his hand on his shoulder.*

**Nacho Cheese:** Oh, Dark One. I am a little bit concerned about your salvation and stuff. I am sorry for the struggles within you. We must each fight for our truth. In fact, I am but a lonely chef longing for the excitement of the take down. You are looking for acceptance in a world of do-gooders. The truth is you can have that.

**Dr. Mean:** Hey I thought we were fighting here?

**Nacho Cheese:** Just a moment little, hairless bambino.

**Darth Hater:** How can I have that? I've tried for so long.

**Nacho Cheese:** You must have faith. Dig within yourself, down to the slushy gooey stuff deep within your belly and search for your dreams.

**Darth Hater:** Wouldn't I look for my goals and dreams in my mind?

**Nacho Cheese:** No. Dreams are in the belly. I have a lot of dreams and goals. That is why my belly is so big.

**Dr. Mean:** Oh come on! Are you done, yet! This conversation isn't very evil...or mean.

**Darth Hater:** Dr. Mean, I am going to make a change and try a new tactic. I am digging within. I will get my plans back, and find a way for us all to work together.

**Nacho Cheese:** Congratulations Darth Hater. The darkness within is fading. Kindness, truth and light within that belly of yours is flowing out like massive amounts of vomit from your mouth, but not like nasty, but more in the form of words.

**Darth Hater:** Thank you so much, Nacho Cheese. Your wisdom has reached me on a very deep and profound level.

**Nacho Cheese:** This is what I do. And take the Omelet of Fire. May its spicy cheese bring you the resolution you desire.

**Conqueso:** But Nacho Cheese, you love the Omelet of Fire.

**Nacho Cheese:** I do, but its spicy goodness is needed elsewhere. I can make another. *(Hands the Omelet of Fire to Darth Hater)*

**Dr. Mean:** So the fight is done? That's it?

**Darth Hater:** Yes, the fighting is done. We will plant the Omelet of Fire where the Insurgents will find it, get the plans back from them and come up with a plan that works for all.

**Nacho Cheese:** Your light of goodness is shining so bright it is stinging my eyes.

**Universal General:** This is lame.

**Dr. Mean:** For once I agree with you.

**Darth Hater:**           Lame or not, the Farce is growing within me. I can feel the strength of goodness making me stronger.

**Nacho Cheese:**       Then go my fledglings. May you fly high on your path toward the light.

*Lights down.*

## Act Two Scene Eight

*SOUND CUE 1. Stage is set like Spaceship again. Lights up. Darth Hater is on stage with the Universal General, Mr. Speck and Z2Z8 hiding.*

**Mr. Speck:**           You look different Darth Hater. Kinder, maybe softer in a mask of plastic, sort of way.

**Darth Hater:**       Thank you.

**Mr. Speck:**           And where is the short bald man and his even shorter balder cohort.

**Universal General:** They've left. It's not evil enough for them here. And good riddance.

**Mr. Speck:**           Yes, it is good they have left. There wasn't enough room for both you and them. Your jealousy was making things uncomfortable here as well.

**Universal General:** Hey, I wasn't jealous.

**Mr. Speck:**           You most certainly were. And do not argue the facts. It leaves you looking a little pathetic.

**Darth Hater:**       Mr. Speck, when the Insurgent's return I will use the Farce to take the plans from them. At which time you can help your robotic friend who is hiding behind you rejoin them before you send them home.

**Z2Z8:**                Beep bop beep beep?

**Darth Hater:**       Now that the Farce in me is strong I can sense you there. I can also feel your fear, please do not worry. I have no intention of hurting you or your planet. In fact, I have located a new location for my N.E.R.D., one that won't require the loss of life. It's actually closer to Jupiter. I expect the lost colonist will stop there for fun and games before joining their lost 13<sup>th</sup> colony.

**Mr. Speck:** *(Sarcastically)* Fascinating.

**Darth Hater:** Sarcasm does not become you, Speck.

**Mr. Speck:** My apologies. *(Looking at ZZZ8)* And it looks like your friends and those on Earth will be saved without our interference.

**ZZZ8:** Beep beep. *(Nodding)*

**Darth Hater:** Accepted. Ah look here they come.

*Darth Hater has hand held up as if using the "Farce". Lights flash. Lights off.*

*SOUND CUE 30. Han Duo and Munchy appear. Lights up.*

**Darth Hater:** And soon I expect the others.

*Lights flash. Lights off.*

*SOUND CUE 30. Duke Starman, Princess Lea and K1D5 appear. Lights up.*

**Darth Hater:** Ah, there we go. They have all arrived.

*Everyone except Darth Hater and the Universal General are frozen. Universal General grabs the plans out of Han's hands.*

**Princess Thea:** Oh no, the plans. Han, Munchy, are you okay?

**Han Duo:** Yes, we ate some of that delicious, yet really spicy, omelet and then poof, we were gone.

**Duke Starman:** Us too! We followed right behind you. Couldn't let you go alone.

**K1D5:** I am sorry to point out the obviously unfortunate events, but looks like Darth Hater has us and that he's learned how to use the Farce. I can't move.

**Princess Thea:** Me either!

**Darth Hater:** Please do not fear. I mean you no harm. ZZZ8, why don't you go join your friends.

*ZZZ8 runs across stage. Everyone unfreezes and embraces ZZZ8.*

**Duke Starman:** I'm confused. What is going on here?

**Munchy:** *Grunt sound*

**Z2Z8:** Beep beep beep.

**Princess Thea:** I have no idea what you are saying.

**Mr. Speck:** Darth Hater has embraced the lighter side of the Farce. It has made him stronger and increased his abilities.

**Duke Starman:** So that means that now he can—

**Darth Hater:** Move things and people.

**Munchy:** *Grunt sound*

**Universal General:** But it also means that he has found goodness and that there is no reason to fear him anymore.

**Han Duo:** So no more trying to hurt us? Or blow up Earth?

**Darth Hater:** Yes, that is correct!

**Munchy:** *Grunt sound*

**Darth Hater:** And, yes dear Munchy, that too. In fact, I would like to repair some relationships I have neglected over the years. Now dear Duke, I must confess something to you and about your struggles with the Farce, the same struggles I have had. You see Duke, I am your...

*SOUND CUE 34. Darth Hater takes off the mask and reveals that he is actually a girl.*

**Darth Hater:** Mother.

**Han Duo:** You're a...

**Universal General:** A girl!

**Duke Starman:** You're my mom? I thought you were a guy!

**Darth Hater:** I am so sorry Duke! I've longed to be accepted as a leader since I was a young girl, but the universe just pushed against embracing the thought of following a female. But now, I've learned that you can be anything you want to be if you put your mind to it. I want to be a leader, and your mother. Can I please do both?

**Duke Starman:** You sure can.

*They embrace.*

**Universal General:** Well isn't this just peachy!

**Princess Thea:** It sure is.

**Z2Z8:** May the Farce be with us, each and every one.

*SOUND CUE 1*

*The End*

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