

## 1 – 0 : Signs and Portents

### Characters:

Chrono.....an overbearing father (Chrono Trigger)  
 Marle ..... an embarrassing mother (Chrono Trigger)  
 Sora ..... an embarrassed son (Kingdom Hearts series)  
 Sonya..... the exasperated girlfriend (Mortal Kombat)  
 Nethack .....a curmudgeonly grandparent (Nethack)  
 Ansem ..... a nefarious villain (Kingdom Hearts series)  
 Stella D. Tail ..... a text adventure narrator

< Lights up on stage right wing. Enter the Narrator.>

1 - **Stella D. Tail:** The doors are locked and your wallet is empty. It is dark. You may be eaten by a gru.

<Narrator exits. Lights down on stage right wing and lights up on small portion of stage. Hero family is gathered together... watching home movies. TV is set up so that it faces away from audience. Marle and Chrono are wearing 8-bit costumes. Sonya and Sora are dressed normally, except for the keyblade that Sora has leaning against the couch. It would be cool if there was a pixelated dog sitting by the couch. Somewhat off to the side is Nethack, who is dressed all in black except for an '@' on their shirt. They're sleeping in a chair while initial conversation takes place. >

2 - **Marle:** Well, Sonya. We're just *so glad* that Sora here finally got himself a girlfriend. He's so handsome that I thought that girls would just be throwing themselves at my little boy...

3 - **Chrono:** Of course they are! He's my son, isn't he?

4 - **Sora:** <horribly embarrassed> Mom. Dad. PLEASE. You're KILLING me here.

5 - **Chrono:** Don't be such a baby. Why wouldn't Samus here –

6 - **Sonya:** Sir, it's Sonya.

7 - **Chrono:** Sure, sure. But why wouldn't she want to see movies of you as a kid? Even as a young lad you took after me: handsome, athletic...

8 - **Marle:** Oh, look! There's Sora with his first sword. He was such a little guy...

<Sora and Sonya suddenly cringe.>

9 - **Chrono:** Yep, he went through a lot of lives until he got the hang of that thing...

*<Sora clutches at chest, stumbles forward, dies melodramatically. Sonya looks shocked, starts to get up, but Chrono waves at her to sit back down.>*

10 - **Chrono:** Oh don't worry about him. He does this all the time.

11 - **Sonya:** Well, sir. Maybe if you went a little easier on him...

*<Nethack suddenly starts awake>*

12 - **Nethack:** Eh? What? What's going on? *<looks suspiciously at Sonya>* Who are you? What are you doing here? Why's Sora on the floor again?

13 - **Sonya:** Oh, um. I think he died of shame. *<looks nervously at Marle and Chrono>* It's funny, I didn't know that could actually happen.

14 - **Nethack:** Bah! Kids these days! In my day we had to appreciate extra lives! 'Course we called 'em continues, 'cause that was the style at the time. Not like today where you kids burn through them like... like water!

15 - **Marle:** Now, Nethack... I don't think our guest wants to hear –

16 - **Nethack:** You kids don't know how good you have it! In my day we didn't have polygons! And we only had ONE color! Green! Or was it amber... Anyway, you take my advice, young Tifa...

17 - **Sonya:** *<sounding annoyed>* It's Sonya.

18 - **Nethack:** *<to Sora>* Oh, I see. One of *those* types. Why couldn't you date a nice girl from your own console?

*<Sora twitches while Nethack is berating him.>*

19 - **Sora:** *<gets up, brushes himself off, looks annoyed>* Don't start that again. Get with the times! These days everything is cross-console. *<to his girlfriend>* Come on, let's just get going. We still need to get tickets for the movie.

20 - **Chrono:** What are you and young Chun Li going to see?

21 - **Sonya:** For the last time, it's Sonya! And we're going to see the new Uwe Boll documentary.

22 - **Nethack:** Bah! What rot! In my day –

23 - **Marle:** *<picks up the remote>* Well let me check the weather for you.

24 - **Sora:** *<exasperated>* Mom!

25 - **Marle:** Well you'd feel pretty silly if you defeated all the monsters between here and the theater only to catch your death of a cold, now wouldn't you?

*< Marle uses the remote to change the channel. News Anchor's lines are delivered by a voice-over.>*

26 - **News Anchor:** ...with this late breaking story. I've just received a bulletin that, Michael Jackson, the King of Pop and music legend is, apparently *still dead*.

27 - **Sora:** That's news? Give me a break...

28 - **Marle:** Now, now dear. It should be almost time for the weather report.

29 - **Nethack:** Weather Report? I thought he said Michael Jackson!

30 - **News Anchor:** Now back to world news and our continuing coverage of the crash of the continues market. The continues market continued to plunge, losing another ten percent of its value today and spurring very real fears that with production discontinued and the markets in continual decline we might see a total depletion of the continue supply. Coverage, er, continues after a brief commercial break.

31 - **Nethack:** See? You kids take everything for granted! Why in nineteen-dickety-six, we'd wear a continue on our belts, 'cause the ESRB stole our word for...

32 - **Sora:** Whatever. We're going to go to our movie now.

33 - **Marle:** Have fun, sweetheart!

34 - **Chrono:** Remember to be back by curfew!

*<Sora makes a "whatever" sort of gesture. Sora and Sonya walk to the other side of the stage, then come forward to the front edge of the stage. Lights go down on the living room scene, then curtain comes down.>*

35 - **Sonya:** Wow. This whole economy thing is pretty scary. I mean, what's going to happen if we run out of continues?

36 - **Sora:** I don't know... I mean, [Grandma/Grandpa] Nethack has been going on about how we're all going to die when we run out of lives since I was a baby, and it hasn't happened yet...

37 - **Sonya:** *<walks a few steps away, looking thoughtful>* Well I think –

*<Is interrupted by random battle sound effect>*

38 - **Sonya:** Oh great, just what we needed.

*<Ansem walks out with two or three henchfolk. Ansem, henchfolk, and heroes come together stage center.>*

39 - **Sora:** *<aggressively>* You had to choose now for a random boss fight, huh? I'd better not miss the previews or you're going to get it!

40 - **Ansem:** Oh you're going to miss more than just the previews. *<shoves Sora>* I'm going to send you crying back to Mama and Papa and show Rikku here what a real man is like.

41 - **Sonya:** That is *it!* Let's go!

*<Battle music starts. Heroes and villains split up and go off to the wings, heroes on the left wing, villains on the right wing. Both sides line up. Heroes pull out weapons and bounce a la Street Fighter or Final Fantasy 9. Bored Villains pose threateningly but do not have weapons.>*

*One of the henchfolk steps forward and makes a swiping motion, then steps back into line. After a small delay, Sora reacts like he has been hit.*

*Sora steps forward, attacks the air with his keyblade. One of the henchfolk falls over dead.*

*Another henchfolk steps forward and makes the EXACT SAME swiping motion as the first henchfolk. Again, there is a small delay before Sora reacts like he has been hit.*

*Sonya steps forward, strikes a bizarre pose.>*

42 - **Sonya:** FIREBALL!

*<The rest of the henchfolk fall over dead.>*

*Ansem steps forward, strikes a bizarre pose, then makes an attacking motion similar to the one used by the henchfolk. Sora cries out, falls over dead. Game over music plays. Sonya sighs, puts away her weapon. Ansem poses triumphantly and indulges in a maniacal laugh.>*

43 - **Sonya:** Aw, I was hoping he'd last more than three rounds this time. I guess that's it for date night, then.

*<Dead henchfolk get up, give each other and Ansem high fives and generally gloat silently. Sora continues to lie there after Game Over music finishes. After a lengthy delay, henchfolk and Ansem stop gloating, look expectantly at Sora, who continues not to move.>*

44 - **Ansem:** Well? Doesn't he want to try again?

45 - **Sonya:** *<annoyed>* I don't know why he has to make dying so melodramatic.  
*<bends down, checks Sora's pulse>* Oh my god... Sora... he's dead!

46 - **Ansem:** Well, *duh*.

47 - **Sonya:** No, I mean. Of course he's dead, but he's... DEAD!

*<Duh-duh-DUH>*

*<Lights down, end scene>*

## Opening

You'll Have Some Fun

To the tune of "(If You're Wondering If I Want You To) I Want You Too" by Weezer

The curtains open, and on the stage tonight,  
Some console villains are spoilin' for a fight,  
And 8-bit heroes, they wanna save the princess; save the night.  
Some weary monsters, can't take it anymore,  
Life is fleeting, they're getting kind of sore,  
When fat old plumbers, jump and crush them right into the floor.

The doors are closed, the stage is set and it's no longer light,  
So blow upon your cartridge so you make it run alright.  
And we say, "FASS! If you're wondering if you'll have some fun, you'll have some fun.  
Don't turn and run, just let the game begin!"

You want some mushrooms, these will make you high,  
You want some PacMan, that's just TMI.  
Grab your Wiimote, and shake it hard until the well runs dry.  
Loved Pong first, balls bouncing on the tube,  
We don't need colours, black and white will do,  
Keep your Xbox, don't want no Gates to fence off our game cube.

Need to have more power, so we say with all respect,  
Up down up down left right left right A B Start Select  
And we say, "FASS! If you're wondering if you'll have some fun, you'll have some fun.  
It's just begun, we won't be outdone!  
Oooh whoa FASS! If you're wondering if you'll have some fun, you'll have some fun.  
Don't turn and run, just let the game begin."

Link and Peach, Master Chief,  
Are in for just a bit of nasty existential grief.

The die is cast, the river crossed, continues disappear,  
When a lup's needed most in this wild frontier,  
And we say, "FASS! If you're wondering if you'll have some fun, you'll have some fun.  
It's just begun, we won't be outdone!  
Oooh whoa FASS! If you're wondering if you'll have some fun, you'll have some fun.  
Don't turn and run, just let the game begin."

## 1 – 1 : It Ain't Easy Being Mean

### Characters:

Dr. Robotnik ..... A robotic villain (Sonic the Hedgehog)  
 Revolver Ocelot ..... A villain (Metal Gear Solid series)  
 Gannon ..... A villain from Hyrule (Zelda series)  
 Bowser ..... A giant turtle villain (Mario series)  
 Claire Redfield ..... A hapless hero (Resident Evil)

*<Dr. Robotnik and Revolver Ocelot are walking outside. It's dark, presumably night. >*

1 -**Dr. Robotnik:** Thanks for the help. I expect my friends will like your idea.

2 -**Revolver Ocelot:** It was my pleasure.

3 -**Dr. Robotnik:** Ah-ha, here we are.

*<Dr. Robotnik and Revolver Ocelot enter a room. Gannon and Bowser are inside having a drink. Some villains from later scenes should be present as extras.>*

4 -**Gannon:** Hey Dr. Robotnik. Who's the friend?

5 -**Bowser:** Something's different about you, Doctor. What's going on?

6 -**Dr. Robotnik:** I'll explain everything in a moment. If I could have your attention, comrades. Grab a drink, take a seat.

*<Everyone in the room complies. Gannon grabs a laptop. >*

7 -**Dr. Robotnik:** Where is Mother Brain?

8 -**Gannon:** She couldn't make it in person. A two ton brain in a jar just isn't built for locomotion.

9 -**Dr. Robotnik:** I must talk to her later. I have several glorious devices that could make her a much more intimidating opponent--

10 -**Gannon:** HAH! Maybe if she wants to explode next time she encounters a woodland creature. Anyway, she's joining us online on Google Chat.

11 -**Bowser:** Mother brain has Google Chat?

12 -**Dr. Robotnik:** You reptilian imbecile; Mother Brain *is* Google!

13 -**Bowser:** Mother Brain is *Google?!?*

14 -**Dr. Robotnik:** What did you think ran it? *Computers?* Pfft. A giant, evil brain is the only way to get search results that accurate.

15 -**Gannon:** With a slogan like "don't be evil", you just know whatever is behind Google is really, *really* evil. Anyway, I'm keeping her in the loop.

16 -**Dr. Robotnik:** Now gentlemen, I know that usually, these meetings go something like this: we get together, Gannon brings whatever he's been brewing, and we spend the night complaining about our respective arch-enemies. The night ends in drunkenness, and in Bowser's case, quiet sobbing. I insist tonight will be different!

17 -**Gannon:** Why should tonight be any different? It's fun to watch crybaby here.

18 -**Dr. Robotnik:** Because I have killed Sonic the Hedgehog.

*<Crowd gasps. You can have a villain do a spit-take if you want. There is a pause. Dr. Robotnik looks smug, Bowser and Gannon are confused. >*

19 -**Gannon:** *<Slams his fist on the desk>* How? Poisoned chili dogs? Booby-trapped baked goods? Biological warfare?

20 -**Bowser:** *You were behind hedgehog flu??*

21 -**Dr. Robotnik:** Alas, the media has over-estimated the effectiveness of Hedgehog flu. *<pause>* No, it turns out that, while that damned hedgehog was skilled at demolishing my robots, he didn't fare nearly as well against proximity mines.

22 -**Revolver Ocelot:** I'm told the hedgehog could run faster than sound. You know what else is faster than sound? Bullets.

23 -**Bowser:** Mario outruns my bullets all the time!

24 -**Gannon:** And you're the guy who thinks drawing angry faces on bullets makes them go faster!

25 -**Dr. Robotnik:** Quiet, you're getting distracted! That hedgehog is finally dead, and I owe it all to the co-operation of Revolver Ocelot here. I even have Sonic's rings!

*<Dr. Robotnik holds up rings, crowd oohs >*

26 -**Gannon:** *<Looks at laptop.>* Ha! Mother Brain says your bullets are slow because you have a fetish for human girls. Why can't you have your way with a giant turtle, like god intended?

27 -**Dr. Robotnik:** Quiet! *<Takes breath, calms.>* The problem is we've always complained, but we've never worked together. With the help of Revolver Ocelot here,



finally killing that stupid hedgehog was *easy*. With his help, and if we trade enemies, I know we can finally be successful, and rule our respective realms.

28 -**Gannon**: How can we trust you, Revolver Ocelot? You were never 16 bit.

29 -**Revolver Ocelot**: I thought you'd ask that. *<Revolver Ocelot checks his timepiece.>* Perfect timing.

*< Claire Redfield runs forward onto the stage >*

30 -**Redfield**: I have you now, Albert Wesker! Your days of unleashing zombie plagues and cross dressing are over!

31 -**Revolver Ocelot**: *<to Villains>* I've lured Claire Redfield here, tricking her into thinking this is Umbrella Headquarters. She has a most interesting physical weakness. Redfield here cannot walk and turn at the same time. Neither can she walk sideways. Observe.

32 -**Redfield**: *<to Revolver Ocelot>* Where is Wesker? He has to pay for what he's done! And who are you?

33 -**Revolver Ocelot**: I'll tell you, but you'll have to come and get me first.

*<Redfield runs straight towards Revolver Ocelot. At the last moment, Revolver Ocelot sidesteps away, and Redfield continues in a straight line.>*

34 -**Redfield**: *<stops running, and laboriously turns on the spot to face Revolver Ocelot>* Hey! Stand still when I'm trying to grab you! I've got an inner ear problem.

35 -**Revolver Ocelot**: How about you just try to shoot me from there, then?

36 -**Redfield**: You're going down! *<Redfield awkwardly raises a gun, and fires once. Revolver Ocelot makes no move to avoid>* Damn! I missed! And that was my last bullet!

37 -**Revolver Ocelot**: *<to Villains>* In addition to physical limitations, (s)he is also chronically short of ammunition. *<to Redfield>* Now it's my turn! Just try to follow me!

*<Revolver Ocelot approaches Redfield and begins to run circles around him/her. Redfield spins on the spot, trying to keep Revolver Ocelot in sight>*

38 -**Redfield**: *<while spinning, growing increasingly nauseated>* Hey--I--told--you--about---my-----ear-- Argh!!!

*<Redfield falls over dead. A brain hemorrhage. Revolver Ocelot turns to the Villains and smirks. >*

39 -**Gannon**: Wow! That looked so...*easy*.

40 -**Bowser:** It really worked!

41 -**Dr. Robotnik:** See? We're unsuccessful because our enemies know our strengths, weaknesses, and patterns. But If we trade enemies, our foes will be surprised...just like Sonic was, and Redfield here. We're certain to be successful.

42 -**Bowser:** It sounds like an okay idea. Good luck to whoever gets Mario.

43 -**Gannon:** Mother Brain says you're a pussy. She also says that after being stalked by a woman wearing full body armour and carrying a plasma rifle, she would welcome the change to a fat plumber.

44 -**Bowser:** Are you kidding? Do you have any idea how many mushrooms Mario does? He's essentially high *all the time*. I send my koopa troopas after him, he thinks he can fly. I confuse him with my castle mazes, he thinks he's a doctor and plays with the dirt. The fat Italian is nutso. You can have him.

45 -**Dr. Robotnik:** So we're all going to help each other?

46 -**Gannon:** Mother Brain is in. Oh, and I'm in too.

47 -**Bowser:** I'm in.

48 -**Revolver Ocelot:** Excellent.

49 -**Dr. Robotnik:** Alright, so here's what we're going to do...

<*Lights down. End scene.*>

## 1 – 2 : Your Tax Dollars At Work

### Characters:

Dr. Cid.....A nontagonist scientist  
 Dr. Headcrab .....A nontagonist scientist with a headcrab  
 Dr. Light..... A bearded nontagonist scientist (MegaMan series)  
 Slime .....A slime dignitary  
 Shopkeeper..... A shopkeeper dignitary  
 Roger Wilco ..... An adventure game hero (Space Quest series)  
 Mega Man ..... A desperate hero (MegaMan series)  
 Dr. Wiley..... Mega Man's villain (MegaMan series)  
 Ninjas .....Robotic ninja army

*<Scene opens in laboratory. A sofa is prominent, upon which two scientists, **Dr. Headcrab** and **Dr. Cid**, are sitting, eagerly playing video games on an enormous flat screen TV. Whenever **Dr. Headcrab** appears on stage, she has a headcrab on her head. At NO POINT should any character ever react to or point out the headcrab on her head. There is a beer fridge beside the sofa. Prototype Continue Generation Tube sits upstage.>*

*<Enter **Roger Wilco**. The whole time he is on stage, he is unnoticed by the scientists. He picks up various items--test tubes, scalpels, clipboards, whatever--and sets them back down. Finally, he opens the beer fridge and pulls out a jar of pickles. He eats one, nods, sticks another in his pocket and leaves. >*

*<Enter **Dr. Light** with dignitaries of the nontagonist world, **Slime**, and **Shopkeeper**.>*

1 -**Slime**: I must say, Dr. Light, my colleagues and I are quite impressed by what we've seen so far.

*<Shopkeeper nods enthusiastically.>*

2 -**Dr. Light**: Good, good!

3 -**Shopkeeper**: Frankly, the other two competing facilities we've visited so far just don't compare. We were recently touring one of Black Mesa's research facilities and... let's just say it didn't end well.

4 -**Dr. Light**: Oh? What happened?

5 -**Slime**: *<counting off on fingers>* Lab accident, aliens, building lockdown, Special Forces... we were detained for a good few weeks. And worst of all, there was no coffee! But that's all over with and I'm happy to be a free man again.

6 -**Shopkeeper:** And don't get me started on the Duke Nukem R&D project – we poured money into that void forever-

7 -**Slime:** *<interrupting>* – only twelve years, actually –

8 -**Shopkeeper:** *<resuming>* whatever – and never saw *anything* come of it.

9 -**Dr. Light:** I heard they spent it all on hookers and pipe bombs.

10 -**Slime:** *<sarcastically>* That's lovely. *<to Shopkeeper>* Maybe we could count it as an ongoing *<air quotes>* “corporate bailout.”

*<Slime and Shopkeeper shake their heads disgustedly.>*

11 -**Shopkeeper:** So, given all that, we're quite honestly amazed that you're so far along!

12 -**Slime:** Indeed, I think this is a fine example of the benefit of stimulus spending. The tax dollars of nontagonists everywhere are certainly put to good use here!

13 -**Dr. Light:** I'm glad you think so. Imagine, however, what we could do with direct investment from your august organization. We're so close to seeing the manufacture of artificial Continues become reality!

14 -**Shopkeeper:** Yes, about that – how soon is “close,” really?

15 -**Dr. Light:** I feel confident in saying we'll have a prototype ready this quarter. Beyond that, however, I can't be more specific.

*<Slime and Shopkeeper exchanges glances with one another, “hmm”-ing non-committally.>*

16 -**Dr. Light:** *<nervously eager>* But now that you've toured our state-of-the-art facilities, I'd like to introduce you to our top scientists, Drs. Cid and Headcrab.

*<Dr. Cid and Dr. Headcrab keep on playing. The dignitaries look at each other in disbelief.>*

17 -**Dr. Light:** *<clears throat, moves to Dr. Cid and Dr. Headcrab, leans in, speaks loudly>* I said, I'd like to introduce you to Drs. Cid and Headcrab!!

*<Dr. Cid shrieks and dives over back of sofa.>*

18 -**Dr. Headcrab:** *<throws controller in the air, jumps to her feet.>* Sweet vertex shaders, Dr. Light! Never do that again!

*<Dr. Light gestures emphatically at the dignitaries, who look very nonplussed.>*

19 -**Dr. Headcrab:** I mean, here are Dr. Cid and I, partaking of a little innocent diversion, and along you come—*<notices Slime and Shopkeeper>* oh—oh, I mean...

20 -**Dr. Light:** Dr. Headcrab, permit me to introduce you to Slime and Shopkeeper. They are *highly placed members* of the NPC Budgetary Commission.

21 -**Dr. Headcrab:** Ha ha, um, delighted to meet you! We are very eager to obtain the largess of your limitless discretionary financing!

22 -**Slime:** Why, uh, thank you, doctor.

23 -**Dr. Light:** *<hurriedly interjecting>* What Dr. Headcrab means, of course, is that we are honoured that you would visit us.

24 -**Dr. Headcrab:** Yes, yes! Because more money means bigger salaries, and really, who wouldn't want that?

25 -**Dr. Light:** Ahem! Dr. Headcrab, just what happened to Dr. Cid, anyway? I'm sure these fine people would like to meet the head of prototype development.

26 -**Dr. Cid:** *<from behind sofa>* Don't worry, I'm right here! I'm just trying to figure out how to untangle myself from this fetal position without any incurring additional ligament damage.

27 -**Dr. Light:** Of... course. *<turns to dignitaries>* Say, why don't you folks tour the lab a little? I need to get a project update from my staff, and I'm sure all these pretty chemicals and impressive machines are very interesting.

*<Slime and Shopkeeper begin nosing around the lab.>*

28 -**Dr. Light:** You idiots!

29 -**Dr. Cid:** *<peeking up behind the sofa>* What? Did we leave the trans-dimensional portal to a blasted and horrific hell universe open yet again?

30 -**Dr. Light:** Portal? What? No, you moron! These people could make or break us, and here you are playing videogames and spouting nonsense!

31 -**Dr. Cid:** Good, because now that you mention it, I'm pretty sure we did.

32 -**Dr. Headcrab:** We're sorry, Dr. Light. We'll try to be on our best behaviour from now on. But, you know... *<points to TV>* ...it's just so easy to get sucked in!

33 -**Dr. Light:** *<turns to TV>* Well, that does look pretty interesting. *<pauses, looking at screen quizzically. Examines TV from various angles by rotating his head, but still no help.>* What am I looking at, anyway?

34 -**Dr. Cid:** *<jumps over sofa excitedly.>* That's the newest expansion pack for the University of Waterloo MMO! It's called School of Pharmacy MMX!

35 -**Dr. Light:** And just what does “School of Pharmacy MMX” have to do with your research?

36 -**Dr. Cid:** Well, nothing really, but I did use the stimulus money to pay for the fancy TV.

37 -**Dr. Light:** You what??

38 -**Dr. Headcrab:** Stimulus dollars are very important to us! The whole economy depends on them! We had so much money left over after building the lab.

39 -**Dr. Cid:** *<chiming in>* So we thought we'd acquire a few amenities since we wanted to make sure the funding was completely spent. You wouldn't want us to waste taxpayers' money, would you?

40 -**Dr. Light:** Very good point.

*<Slime and Shopkeeper finish nosing around and make their way back to Dr. Light, Dr. Cid, and Dr. Headcrab.>*

41 -**Slime:** Well, I think we've seen enough, doctors. We're willing to give you a small advance. What we're really looking forward to, though, is the day your prototype rolls off the line.

42 -**Dr. Light:** Of course! With your help, that will be very soon.

*<Dr. Cid and Dr. Headcrab look at each other in confusion.>*

43 -**Dr. Cid:** But Dr. Light, we already have a prototype.

44 -**Dr. Light:** You—what?

45 -**Dr. Headcrab:** We finished it last week! We were going to tell you, but Dr. Cid got so involved in leveling up his Bachelor of Arts student that we just plum forgot.

46 -**Dr. Cid:** Yeah! I keep getting stuck on this quest in a high level zone called Fed Hall. I have to pick up a Kinesiology co-ed to beat the quest, but I don't think I've leveled my small talk skill up high enough. I keep getting slapped every time I talk to her!

47 -**Dr. Light:** How did you ever get a prototype together so quickly?

48 -**Dr. Headcrab:** We got the plans from some gold farmers in Hong Kong.

49 -**Dr. Cid:** And all the parts came from NewEgg.ca.

50 -**Shopkeeper:** Wait, you're saying you have a working Continue prototype, and you didn't tell us? Dr. Light, you sly dog! You just wanted to see if you could get more money out of us!

51 -**Dr. Light:** No, um, no! It's not like that at—

52 -**Shopkeeper:** *<slaps Dr. Light on the back, heartily>* I like the way you operate, Light! I think we'll go far together.

53 -**Dr. Light:** I mean, yes! Yes, of course! Well, we'd be delighted to have you back here next week to watch a live test of the Continue prototype.

54 -**Dr. Headcrab:** Well, we can have a test right now if you like.

55 -**Slime:** Really? That's very exciting! But where are we going to get a hero to test it on?

56 -**Dr. Headcrab:** Don't you worry about that! We put ads on Craigslist and Kijiji.

*<Doorbell rings.>*

57 -**Dr. Cid:** Well look at that! *<walks to door, brings in Mega Man>* Hey Mega Man! Long time no see!

58 -**Mega Man:** I just saw your tweet! Hey pops!

59 -**Dr. Light:** Mega Man??

60 -**Mega Man:** Wow, this is really exciting! You guys have a real Continue? You should have seen the lineup just to get in here. I had to incinerate Pac Man and Lara Croft just to get in the door.

61 -**Dr. Light:** Mega Man, I'm not sure this is such a good idea...

62 -**Dr. Headcrab:** *<moves to take Mega Man by the arm>* Nonsense, Dr. Light! Your creation is in good hands. After all...

**SONG: Head Crab and Dr. Cid**  
*(to the tune of the "Pinky and The Brain" theme)*

**Group:**

Head Crab and Dr. Cid

Head Crab and Dr. Cid

**Cid:** I'm an engineer

**Head Crab:** I have a crab upon my head

**Group:**

They're crackpot scientists  
Inventing random shit  
They're clichés  
They're Head Crab and Dr. Cid, Cid, Cid, Cid  
Cid, Cid, Cid, Cid, Cid.

**Cid:**

Since continues are all gone  
To the heroes we shall pawn  
Our untested prototypes  
What could possibly go wrong?

**Group:**

They're Head Crab and Dr. Cid  
Making unsafe counterfeits

**Head Crab:**

The goods may be beset  
With unknown side effects  
To prove our knock-offs work  
We'll test 'em on some jerks

**Group:**

They're insane  
Head Crab and Dr. Cid, Cid, Cid, Cid  
Cid, Cid, Cid, Cid  
Narf!

*<As they sing, Dr. Light tries to stop Mega Man; he's intercepted by Slime and Shopkeeper, who move him to the sofa and sit down beside him. Meanwhile, Mega Man is placed in the Prototype Continue Generation tube. As the song winds down, light flash, spotlight swirls around Mega Man.>*

63 -**Mega Man:** Wow, I feel great!

64 -**Slime:** Those flashing lights were very impressive, doctors, but how are we going to test if the prototype actually works?

*<Dr. Wiley enters.>*

65 -**Dr. Wiley:** I've found you at last Mega Man!

66 -**Mega Man:** Dr. Wiley! How did you find me here?



67 -**Dr. Wiley**: Because I'm a genius! I got this note, you see.... *<produces note>* ..and it lead me right to you!

68 -**Dr. Light**: *<snatches note from Dr. Wiley, reads out loud.>* Dr. Wiley, ha ha ha, you'll never catch me. Signed, Mega Man. P.S. You're stupid. P.P.S. I'm hiding out at Dr. Light's laboratory. P.P.P.S. Michael Jackson is still dead.

69 -**Mega Man**: I never wrote that!!

70 -**Dr. Wiley**: That was very clever of you, Mega Man, trying to trick me like that! But I'm not a robotic genius for nothing! After hours of trying to unlock your clever cipher, I realized that the note was telling me exactly where you were! Plain-text cipher... Brilliant!

71 -**Shopkeeper**: *<to Dr. Cid and Dr. Headcrab>* Well-played, doctors!

72 -**Dr. Headcrab**: Thanks! I did most of the writing, but Dr. Cid added the bit that says "you're stupid". That was the genius of it!

73 -**Dr. Cid**: Aww, it was nothing.

74 -**Dr. Wiley**: I know you're out of Continues, Mega Man! This time you're going to die for good!

75 -**Mega Man**: *<poses dramatically>* You and what army, old man?!

76 -**Dr. Wiley**: THIS ARMY!

*<Enter army of robotic ninjas. Mega Man charges Dr. Wiley, but the ninjas dog pile him.>*

*<Sound cue: video game punching and kicking noises>*

*<Ninja army leaves. Mega Man lies on the stage, motionless. Slime, Shopkeeper, Dr. Cid and Dr. Headcrab look on in excitement.>*

77 -**Dr. Light**: Nooo!!

78 -**Dr. Wiley**: Yes! All my plans shall be realized! Victory at last!! *<exits>*

79 -**Dr. Light**: *<cradles Mega Man>* Mega Man! Mega Man, my ersatz son!

80 -**Shopkeeper**: So, um, when's that Continue going to kick in?

81 -**Dr. Cid**: Wait for it...

82 -**Dr. Light**: How could you, you horrible, horrible people!

83 -**Dr. Cid**: Wait for it...

84 -**Dr. Light**: I trusted you! *<Jumps up, seizes Dr. Headcrab>*

*<Slime and Shopkeeper hold Dr. Light back.>*

85 -**Dr. Cid**: Wait for it!

*<Mega Man stands. Slime and Shopkeeper cheer. Dr. Headcrab and Dr. Cid high five. Dr. Light turns, arms spread wide.>*

86 -**Dr. Light**: Mega Man! You're alive!

87 -**Mega Man**: RAAAAMMM...

88 -**Dr. Light**: What's that Mega Man? I don't... understand!

89 -**Mega Man**: *<turns to Dr. Light, arms outstretched>* RAAAAM!!

*<Dr. Light looks very upset>*

90 -**Dr. Headcrab**: *<To audience; sheepishly>* Well, there might be some bugs to work out.

*<Scene end>*

## Vignette 1

### Characters:

Chun Li ..... A bored hero (Street Fighter)  
Ico ..... Another bored hero (Ico)  
Tommy Vercetti..... Another bored hero (GTA 3)

*<Lights up on the left wing. Three heroes sit on a couch. In front of the couch is a tv with some sort of console. The heroes are playing video games. Several long moments pass before anyone speaks.>*

- 1 - **Chun Li:** Dammit! Tommy wins again!
- 2 - **Tommy:** Oh yeah! You losers couldn't beat me if I was playing blindfolded with both hands tied behind my back!
- 3 - **Ico:** Whose bright idea was it to play Counterstrike with Tommy, anyway? Doesn't he always win?
- 4 - **Chun Li:** Yeah, well it was either Counterstrike, Pong, or Harvest Moon. It's not like we have a whole lot of options.
- 5 - **Ico:** I guess Sim's user didn't bother to buy [him/her] a decent collection of games.
- 6 - **Tommy:** Too bad for you two. Anyone feel up to another ass-whupping?
- 7 - **Ico:** Oh can it, Tommy.
- 8 - **Tommy:** *<looking around>* Hey, whatever happened to Sim, anyway?
- 9 - **Chun Li:** I think the user bricked [him/her] up in the kitchen and is watching [him/her] starve to death.
- 10 - **Ico:** That's sick!
- 11 - **Tommy:** Wow. And people think the game I'm from is messed up.
- 12 - **Chun Li:** Dude, this sucks.
- 13 - **Ico:** Well you're welcome to leave if you want.
- 14 - **Chun Li:** No thanks. It's dangerous outside! If I die out there, with no lives left it's game over! I'll stay inside, where it's safe.

*<The three heroes sit in silence just long enough for the silence to get awkward. They look around, obviously trying to think of something to do.>*

15 - **Chun Li:** So! What do we do now?

16 - **Tommy:** We could -

17 - **Ico:** Get bent. We're not playing more Counterstrike.

18 - **Tommy:** *<Leering at Chun Li>* Or we could -

19 - **Chun Li:** *<to Tommy>* As if. I'd rather date a slime.

20 - **Tommy:** *<Leering at Ico>* Or we could -

21 - **Ico:** Okay.

*<Tommy and Ico get up and run offstage. Chun Li looks bemused.>*

22 - **Chun Li:** Man. Who'd have ever thought I'd miss grinding?

*<Lights down. End Vignette 1>*

### 1– 3: Qualified Like a Co-op Student

#### Characters:

Sam Mich.....A human conveyor belt  
 Carrie Traes.....A waiter serving unruly patrons  
 Ima Hogg .....A specific unruly patron  
 Cho Sun Won..... A Chosen One Army recruiter  
 Cho Sun Tu ..... another recruiter  
 Garland..... Villain in charge of the Chosen Ones (Final Fantasy IX)  
 Commander Keen .....A 16-bit Chosen One (Commander Keen)  
 General Protection Fault ..... A Chosen One General  
 Commodore 64..... A Chosen One Commodore

*<Several tables with patrons, tables separated by a demarcated aisle that runs from up-stage to centre stage. One empty table, beside the vat of acid. One buffet table up-stage centre, piled high with big cardboard hamburgers. A vat of acid, down-stage right. A patch of spikes, down-stage left. A giant saw, up-stage right.>*

*<Carrie Traes waits at the end of the aisle. Sam Mich fetches a hamburger from up stage, and walks down the aisle to centre stage. About half way, one of the tables of patrons begin to clamour. When Sam Mich reaches centre stage, Carrie Traes takes the hamburger and runs to the table with the clamouring patrons, places the hamburger down, and returns to centre stage. This continues in a similar vein for a short while. There might be some near misses. Critically, Carrie Traes can never go and get a burger him/herself; Sam Mich must always deliver it.>*

*<Enter Cho Sun Won, Cho Sun Tu and —two Chosen Ones—stage right. They play Rocks-Paper-Scissors and tie a few times; Cho Sun Won wins and gestures victoriously. They turn to face Carrie Traes.>*

1 - **Cho Sun Won:** *<Snaps his fingers>* Hey! Garçon!

2 - **Sam Mich:** *<Noticing the trio>* Oh! Fresh meat!

3 - **Carrie Traes:** *<Comes over to empty table as trio seat themselves.>* No, no, don't worry. We're only spoofing you. We don't make our hamburgers out of people.

*<Cho Sun Won and Cho Sun Tu look at each other, confused. Shrug collectively. Cho Sun Tu picks up a menu.>*

4 - **Carrie Traes:** Hey, so, can I get you guys something?

5 - **Ima Hogg:** Hey!

- 6 - **Cho Sun Tu:** Um, I think I'll have...
- 7 - **Carrie Traes:** Ha ha ha! You're so funny! Isn't he funny? *<Leans in>* You're also kinda cute, you know that? What are you doing after I finish this level?
- 8 - **Cho Sun Tu:** You're... kind of creepy.
- 9 - **Carrie Traes:** You betcha! But seriously, folks, what'll it be?
- 10 - **Ima Hogg:** Hey! Hey!
- 11 - **Cho Sun Tu:** *<Points to menu>* I'm kind of interested in the...
- 12 - **Carrie Traes:** Ha ha ha! Another joker in the group! You're not my type, though, so I'd appreciate it if you stopped hitting on me.
- 13 - **Cho Sun Tu:** What the hell are you talking about??
- 14 - **Ima Hogg:** Hey! Hey! Hey! *<points emphatically to the empty plate in front of him/her>*
- 15 - **Cho Sun Won:** Please, please, let me handle this. I was wondering if we could talk to you a minute about...
- 16 - **Carrie Traes:** Nope! You can wait your turn, just like everybody else.
- <Carrie Traes turns around and leaves to deliver more hamburgers (but not to Ima Hogg).>*
- 17 - **Cho Sun Tu:** *<to Cho Sun Won>* Great work. You're really rolling along.
- 18 - **Cho Sun Won:** I'm just getting started!
- 19 - **Cho Sun Tu:** Would you mind getting started a little faster?
- 20 - **Cho Sun Won:** Have some more faith. Hey, garçon!
- <Carrie Traes pays them no attention.>*
- 21 - **Cho Sun Tu:** Wow! My faith is increasing as we speak! Well, okay, the inverse of my faith is increasing. Is that what you were hoping for?
- 22 - **Ima Hogg:** Hey, don't you know the meaning of "hey"?
- <Ima Hogg leaps up, seizes Carrie Traes.>*
- 23 - **Carrie Traes:** Oh, ha ha ha, I didn't even see you there!

24 - **Ima Hogg:** Where's my burger, you lazy freak!

25 - **Sam Mich:** Damn it! Not again!

*<Ima Hogg drags Carrie Traes to the spikes, tosses him down on them. Cho Sun Won and Cho Sun Tu jump up in alarm. Carrie Traes dies, then hops back up.>*

26 - **Carrie Traes:** *<Laughing>* Wow, only three lives left!

*<Carrie Traes brushes himself off, gets back to work.>*

27 - **Cho Sun Tu:** *<To Ima Hogg>* What the hell was that?!

28 - **Ima Hogg:** That was my tip.

29 - **Cho Sun Tu:** But you killed him!

30 - **Ima Hogg:** *<Looks at the spikes>* Let's just say that I think he got the point.

*<Carrie Traes brings Ima Hogg a hamburger, then heads over to Cho Sun Won and Cho Sun Tu.>*

31 - **Carrie Traes:** *<To Cho Sun Tu>* Hey, cutie, I couldn't help but overhear the concern in your voice.

32 - **Cho Sun Tu:** Concern?? You just got murdered because you didn't give the guy his hamburger!

33 - **Carrie Traes:** *<All smiles>* Well, yes, that will happen.

34 - **Cho Sun Won:** But it shouldn't happen! That's horrendous!

35 - **Ima Hogg:** Hey!

36 - **Carrie Traes:** No, that's not horrendous. You should see it when they toss me in the vat of acid over there! *<Proudly>* Now *that* is horrendous!

37 - **Sam Mich:** We have a YouTube channel for it with over 3 thousand subscribers!

38 - **Cho Sun Won:** Look, now, this is ridiculous. You don't have to let any of that happen to you.

39 - **Ima Hogg:** Hey! Hey!

40 - **Carrie Traes:** Listen, buddy, you're making just about as much sense as that yellow freak who came in last week looking for power pellets. Which is to say, non.

41 - **Cho Sun Tu:** “Non”? Don't you mean “none”?

- 42 - **Carrie Traes:** No, I mean “non”. As in “nonsense”. Which I've had about enough of!
- 43 - **Cho Sun Won:** But wait! There’s more!
- 44 - **Carrie Traes:** I don't have time for this. *<Starts to leave.>*
- 45 - **Cho Sun Won:** But what if I told you that you could become the Chosen One!
- 46 - **Carrie Traes:** ...the Chosen One?
- 47 - **Cho Sun Won:** Yes, that's what I said. The Chosen One. The One and Only. The Scion of Fate. The... Plenipotentiary of Prophecy, if you will. *<Emphatic>* I want to make *you* the Chosen One.
- 48 - **Ima Hogg:** Hey! You pathetic excuse for a minimum wagger!
- 49 - **Carrie Traes:** Wow, I... I don't know what to say! I've never been the Chosen One before!
- <Ima Hogg leaps up.>*
- 50 - **Ima Hogg:** I want my burger! *<points to Sam Mich>* Get your camera ready cuz' this loser's going right in the acid!
- <Ima Hogg comes towards Carrie Traes. Carrie Traes looks between Ima Hogg and Cho Sun Won, who nods encouragingly.>*
- 51 - **Carrie Traes:** *<Suddenly brave>* Stuff your burger, chowder head! I'm going to be the Chosen One!
- <Carrie Traes takes down Ima Hogg.>*
- 52 - **Sam Mich:** You show him who's boss, Carrie!
- <Carrie Traes kicks Ima Hogg a few times.>*
- 53 - **Ima Hogg:** Aaaaah! My spleen!
- 54 - **Sam Mich:** Ha! The customer is always wrong!
- 55 - **Cho Sun Won:** See what power you can have? No more painful death at the hands of zealous patrons!
- 56 - **Ima Hogg:** But.. but we really like that part!
- 57 - **Cho Sun Tu:** Do you realize that might make you a bit of a sociopath?



<Pause, patrons shrug>

58 - **Cho Sun Won:** <to *Carrie Traes*> So what do you think?

59 - **Carrie Traes:** <Wiping hands> Gee, that does sound kind of interesting. I do spend an awful lot on aprons.

60 - **Cho Sun Won:** Of course it's interesting! And if you say yes, all you have to do is go out and recruit three more Chosen Ones! Oh, and, um, ah, you'll have to obey every whim and command of our villain overlords.

61 - **Carrie Traes:** <Testing it the phrase> The... CHOSEN One... THE Chosen One... The Chosen ONE... That's exciting! I'll do it!

<All patrons leap up and surround *Carrie Traes* in a ring, bowing toward him.>

62 - **Patrons:** <Chanting> The Chosen One! The Chosen One! The Chos—

63 - **Carrie Traes:** —Hey, wait a minute!

<Patrons freeze.>

64 - **Carrie Traes:** <Skeptically, arms akimbo> Is this some kind of weird Ponzi Scheme?

65 - **Cho Sun Won:** Um, eh, I...

66 - **Cho Sun Tu:** <Jumping in.> No no, not at all! It's not a Ponzi Scheme!

67 - **Carrie Traes:** Oh, good. I was worried.

68 - **Cho Sun Tu:** More like a... Pyramid scheme!

69 - **Carrie Traes:** A pyramid! Pyramids are stable structures. I'm in!

70 - **Patrons:** <Chanting> The Chosen One! The Chosen One!

71 - **Carrie Traes:** Recruit three Chosen Ones, you say?

72 - **Cho Sun Won:** Yep.

<Carrie Traes moves upstage. Patrons follow obsequiously.>

73 - **Carrie Traes:** Hey, Sam! You want to be the Chosen One?

74 - **Sam Mich:** Do I!!

<Patrons whine about being hungry>

75 - **Sam Mich:** Back off! Get your own sandwich!

*<Carrie Traes and Sam Mich begin talking silently while scene continues. At some point during the conversation, patrons will begin bowing in unison toward Sam Mich, and Carrie Traes flashes the devil horns. Carrie Traes starts gesturing to a patron, while Sam Mich does the same with another.>*

*<Garland, Commander Keen, General Protection Fault, Commodore 64 and Chosen One extras enter. All Chosen Ones, including Cho Sun Won and Cho Sun Tu should have some kind of unifying costume element like a colored armband.>*

76 - **General Protection Fault:** So *this* is where we're recruiting the rest of our army?

77 - **Commodore 64:** Wow, this is great!

78 - **General Protection Fault:** Commodore 64, this is so... so... so 8-bit!

79 - **Commodore 64:** Ooh, look! Free food! *<goes to fetch hamburger>*

80 - **Commander Keen:** *<to General Protection Fault, snickering>* I bet these graphics are even in CGA.

81 - **Garland:** Did I hear something about CGA?

82 - **General Protection Fault:** Yeah, boss, this place is really the dumps—

83 - **Garland:** Ah, CGA! What simple nobility!

84 - **General Protection Fault:** Uh, yes... noble.

85 - **Garland:** Sublime cyan, mysterious magenta, whimsical white...

86 - **Commander Keen:** I don't even know how to respond to that.

87 - **Garland:** And bold, basic black! Which isn't even a colour, but they counted it anyway! Isn't that piquant!

88 - **Commander 64:** *<Returning>* What? Pecans? Is there pie for dessert?

89 - **Garland:** But anyway, my little friends—and by saying “little”, I'm attempting to be condescending, just so you know—but anyway, after that little nostalgic escapade, it's time to get down to business. Now, you know me well enough by now to understand that I'm not being egotistical when I say this...

90 - **Commander Keen:** Of course not, Garland. No one ever expects a villain to be egotistical.

- 91 - **Garland:** I just honestly think I have a great plan.
- 92 - **General Protection Fault:** Oh, I honestly think you honestly think you do.
- 93 - **Commodore 64:** But he honestly does!!
- 94 - **Garland:** Thank you, Commodore! I mean, I know I've come up with a lot of great plans before...
- 95 - **Commander Keen:** Or... do you honestly know that you honestly *think* you know?
- 96 - **Commodore 64:** You're so transparent! I honestly know that you honestly know that you honestly think Garland doesn't honestly know that he honestly knows what he thinks he honestly knows! And I honestly don't like that!
- 97 - **Ima Hogg:** My head asplode!
- 98 - **Garland:** ...and a few of them have even almost succeeded! But this is a sure fire winner.
- 99 - **General Protection Fault:** *<sarcastically>* Well, I know I'm convinced.
- 100 - **Commodore 64:** Don't you think you two should be a little more respectful? Garland is a *villain overlord* after all.
- 101 - **Commander Keen:** What do I care? I am the Chosen One. *<pauses, smugly>* *After all.*
- 102 - **Commodore 64:** Keen, we're *all* the Chosen One! *<Gestures around>* Every one of us!
- 103 - **General Protection Fault:** I suppose he has a point. It looks like even that 8-bit waiter over there is the Chosen One, and how much do you want to bet that the most deadly weapon he's ever handled is a roll of quarters?
- 104 - **Commander Keen:** I'm sure I honestly choose not to understand your point.
- 105 - **Commodore 64:** You're more obtuse than most of the polygons I know!
- 106 - **Garland:** *<gesturing grandly>* My lowly minions!
- <Chosen Ones look around at each other in confusion.>*
- 107 - **Garland:** *<pauses. Gestures grandly>* Chosen Ones! Who just happen to be my lowly minions!

<Chosen Ones snap to attention. **Sam Mich** pokes **Carrie Traes**, who is still wheeling and dealing.>

**SONG**

(To the tune of "I Feel Pretty" from West Side Story)

**Garland:**

I feel evil  
Oh so evil  
I feel evil and rotten and vile  
And I pity  
Any hero who crosses me today.

I feel vicious  
Oh so vicious  
It's malicious how vicious I feel  
And so evil  
That no hero would dare come near

See the cunning villain before you now  
(Whose cunning, who?)  
Who can the nefarious one be?  
(Not you, no way)

Such an evil face  
Such an evil laugh  
Such an evil smile  
Such an evil me! (Mwa ha ha)

I feel wicked  
And so cruel  
Feel like scheming  
And conquering the world  
For my plan  
Is the best to ever be unfurled

108 - **Commander Keen:** Stirring.

109 - **Garland:** Chosen Ones, I am here to tell you that a new day is beginning! No longer shall those so-called heroes stride boldly across pre-rendered backgrounds, carelessly eschewing the need for caution with their endless health bars, countless vitality potions, myriad save points, numberless med-paks, multitudinous energy cylinders and indefinite armour-ups! <gasps for air> Chosen Ones, I am here to say to you that a fresh morning is dawning!

110 - **Commodore 64:** My hero! I mean, um, my villain!

111 - **Garland:** You see, with your help I shall succeed where other villains have failed! Because I have something they do not!

112 - **General Protection Fault:** An IQ that's three digits long... in binary?

113 - **Garland:** I have you! You, the Chosen One Army! And with you, I shall crush the heroes, destroy the last of their dratted continues, and finally reign supreme! And when I'm done, everyone will think I'm crafty! And wise! And brilliant! And very, very attractive! *<Turns to audience triumphantly>* And you know what? *640K really will be enough for everyone!!*

*<Cheers of "Chosen One! Chosen One!" as scene ends>*

*<Lights down. End scene>*

## 1 – 4 : Send in the Clowns

### Characters:

Ryu..... a lazy hero (Street Fighter series)  
 Sim.....A Simulated Host(ess) (The Sims series)  
 Mario..... A Famous Plumber (Super Mario series)  
 Luigi.....His Overshadowed Brother (Super Mario series)  
 Kirby ..... A Pink Puff-ball (Kirby series)  
 Samus..... A Bounty Hunter (Metroid series)  
 Link.....Pointy-eared Pottery Enthusiast (Legend of Zelda)  
 Erdrick..... A generic RPG hero (Dragon Warrior series)  
 Roger Wilco .....A Kleptomaniac (Space Quest)  
 Solid Snake..... A guy who hides in boxes (Metal Gear Solid)  
 Steph E. Roth.....A fanatic (Final Fantasy VII)  
 JENOVA's Witnesses ..... Some Fanatics (Final Fantasy VII)

*< The scene resembles a student house. A large couch is in the centre “living room area” with a coffee table covered in magazines, empty pizza boxes and partially finished assignments. There should be several other chairs in the living room area and a floor lamp. At the back is the kitchen area which should have a stove and refrigerator. Stage right is a bathroom area (separated from the main area with some sort of divider). Stage left is the house entrance area.>*

*<Initially, **Ryu** is sitting on the couch, talking on a phone. Lights up on **Ryu**. As **Ryu** is talking on the phone, **Sim** enters from stage left. They have a Sims Mood Indicator above their head. Initially it should be green. If possible, it should change colour over the course of the scene and be completely red by the end. **Sim** walks up behind **Ryu** and makes an angry Sim motion.>*

1 - **Ryu:** *<Talking on the phone>* Have you heard the news lately? *<pause>* Yeah, heroes have been dying and actually *staying* dead. Scary stuff, huh?

2 - **Sim:** *<Pointing at Hero>* Booo!

3 - **Ryu:** *<Still on the phone>* Why? I dunno, something about the continues market crashing due to reckless speculation and poor government regulations. I was too busy playing Guitar Hero Hero.

4 - **Sim:** Baya su du karn.

5 - **Ryu:** Pardon?

6 - **Sim:** You slob! Clean up before your friends come over!

7 - **Ryu:** *<ignoring Sim>* You should have seen this one guy. It was like, splatter! Oh, what? Yeah, I suppose the lack of continues could be kinda bad, but I've got my own personal armoury so I'm not worried.

8 - **Sim:** *<angrily>* Deepwa spanewash deepla blah!

9 - **Ryu:** Yeah, so anyway, I'm having a party at some guy's house. You should totally come over, it'll be a complete blast! *<pause>* Ok, see you in about 32 bits or so.

10 - **Sim:** *<exasperated tone of voice>* Ooo shanga day.

11 - **Ryu:** *<Puts down the phone and turns to Sim>* Thanks again for letting me use your place, man. You're the only guy I know who actually owns a house. Funky decorating, by the way. You do that yourself?

12 - **Sim:** Hora, It comes, I pay, no choice.

13 - **Ryu:** No kidding? Stuff just appears out of nowhere? That's kinda cool. A bit creepy, but still cool.

*<A box appears stage left. The Sims "purchase/place object" sound effect is played>*

14 - **Ryu:** Hey, a box!

*<The doorbell rings, Sim goes to answer. Mario, Luigi and Kirby enter stage left.>*

15 - **Sim:** Comen snala.

16 - **Luigi:** Pardon me?

17 - **Sim:** How's it going, eh?

18 - **Mario:** But Luigi, why didn't you let me help that guy? We could have saved him!

19 - **Luigi:** I keep telling you, *you're not a real doctor!* Besides, I think he was already dead... or worse.

20 - **Ryu:** Yo, Mario Bros! Hi there, um, blob-thing.

21 - **Kirby:** The name's Kirby.

22 - **Luigi:** And what about this now, huh? It's always "Mario" this, "Mario" that. Nobody ever cares about me.

23 - **Kirby:** I care about you, green Mario.

24 - **Luigi:** Gah!

25 - **Mario:** Ah, don't mind my underachieving little brother. He's just a little green with envy.

26 - **Ryu:** Well, come on in and make yourselves comfortable. The others should be here soon.

*<Mario, Luigi and Kirby sit in the living room area. Luigi should stay as far away from Mario as possible for the remainder of the scene. The doorbell rings. Sim answers it again. Samus, Link and Erdrick enter. Samus' armour should be covered in something approximating metroid guts and Link and Erdrick should have their weapons drawn.>*

27 - **Samus:** We're finally here! We should be safe for now. At ease!

*<Link and Erdrick put away their weaponry.>*

28 - **Kirby:** Samus! *<starts running towards Samus>* Samus, Samus, Samus! *<Gives Samus a bear hug>* Eew, you're all slimey.

29 - **Mario:** What happened? It looks like you three have been rolling on the floor at Phil's.

30 - **Link:** Haven't you seen it out there? Everywhere you look it's like a survival horror game. A very strange one, though.

31 - **Erdrick:** Lucky for us, I rolled a natural twenty and scored a monster critical. Bam, k'pow!

32 - **Link:** Now that there are no more continues, well, even chicken wrangling can be game over.

33 - **Kirby:** *<worried>* Is Samus OK?

34 - **Samus:** *<patting Kirby on the head>* Oh, I'm fine there, kiddo. Now lets go join the party.

35 - **Kirby:** Yaaaaaaay! *<runs back to the living room area and sits down>*

36 - **Samus:** *<muttering, mostly to herself but loud enough so that the others can hear>* Stupid Zelda and Peach won't invite me to their slumber party so I get stuck here, lousy stuck up princesses.

*<Samus, Link and Erdrick join the group in the living room area. Samus sits near Kirby and treats him like he is some sort of pet.>*

37 - **Luigi:** You know, Samus, I've always wondered why you dote on Kirby so much.

38 - **Samus:** Look at him! Who wouldn't want to pat him on the head, or scratch him under the chin? *<Samus scratches Kirby under the chin.>*



39 - **Ryu:** What chin?

40 - **Luigi:** I guess he is sort of cute.

41 - **Samus:** He's like a little pink metroid, nearly as ravenous and just as adorable!

42 - **Kirby:** I'm hungry. Is there food?

43 - **Ryu:** Yes, of course, how could I forget? Sim! *<claps hands>* A snack for our guests, if you would. Chop, chop!

44 - **Sim:** *<sighing>* Go spogando.

45 - **Ryu:** What?

46 - **Sim:** I'll take care of it. I don't trust you in my kitchen.

*<For the next several lines, Sim goes to the kitchen area and prepares food. Bonus points if there is any way to show a progress/skill bar like in the Sims. If possible, their Mood Indicator should be starting to turn red now.>*

47 - **Erdrick:** So, has anyone heard about this so-called "Chosen One" army?

48 - **Mario:** Mamma mia! Have I ever! It's-a horrible!

49 - **Erdrick:** I know! I thought that *I* was supposed to be the chosen one. What gives?

50 - **Link:** From what I've heard, this is a big plot being stirred up by the villains. This could be a really serious problem for us.

51 - **Samus:** No, I think Link's right. There's no respawning this time. This is no beta-test. We're all on our last lives here.

52 - **Ryu:** Nonsense! It's nothing that can't be dealt with using a rocket launcher and a couple of med-packs.

53 - **Kirby:** I'm scared...

*<There is a moment of uncomfortable silence, then the doorbell rings.>*

54 - **Luigi:** *<In a high, falsetto voice>* Aaaah! What's that?

55 - **Mario:** See, this is why *I'm* the title character.

*<The doorbell rings again.>*

56 - **Erdrick:** Oh it's just the doorbell... come in already!

*<Roger Wilco enters stage left.>*

57 - **Roger Wilco:** Roger Wilco, at your service!

58 - **Ryu:** Roger! Long time, no see! Good to see you made it here alive.

59 - **Roger Wilco:** Hey everyone, look at what I found on the way here! *<Roger holds up something that looks suspiciously like a finger.>*

60 - **Samus:** Eew, Roger, is that a finger?

61 - **Roger Wilco:** Not just any finger, it's the pinkie finger of a Waterloo engineer, complete with iron ring!

62 - **Link:** Why would you even have something like that?

63 - **Roger Wilco:** I was just going to leave it be, but then I thought to myself: "Roger, you never know when something like that will come in handy," so I did the only logical thing and picked it up. Say, what's burning?

*<Suddenly, the stove catches fire. A fire alarm sounds with some flashing red lights. Sim makes a panicked Sims motion, grabs a nearby fire extinguisher and douses the blaze. If possible, the Mood Indicator should be at least half red now.>*

64 - **Ryu:** It appears that the food is done.

65 - **Kirby:** Yaaaay!

*<Roger Wilco takes a seat in the living room area. Sim takes some plates out of the oven with blackened brick-like objects on them and carries them to the living room.>*

66 - **Sim:** This grau is fretishay.

67 - **Roger:** What?

68 - **Sim:** Bon appétit.

69 - **Ryu:** Bon appétit? What does that even mean? You know we can't understand you when you speak Simlish like that.

70 - **Sim:** Eat your goddamn food.

*<Sim places the food on the table. Most of the heroes look at the food suspiciously. Kirby's eyes light up and he grabs a handful of food and eats it.>*

71 - **Roger Wilco:** Awesome, I was looking for one of those. *<Roger picks up one of the food-bricks and puts it in his pocket. For the rest of the scene he should make a show of pocketing various small objects.>*

72 - **Ryu:** Hey, Roger, did you see Solid Snake on the way here? I invited him over when I was talking to him on the phone earlier and I thought he'd be here by now.

*<The box sneaks forward a foot or two. Nobody notices it.>*

73 - **Roger Wilco:** Nope, can't say that I did.

*<The box moves forward some more, still nobody notices.>*

74 - **Ryu:** Oh well. I hope that the Chosen One army didn't get him.

75 - **Samus:** Nah, he's probably just still in line at the SLC Tim Horton's.

*<The box moves forward again. By now, it should be near where Kirby is sitting. Over the next line, a hand slowly emerges from the box and pokes Kirby.>*

76 - **Link:** This is exactly why the Chosen One army is such bad news. Somebody needs to do someth-

77 - **Kirby:** *<Kirby shrieks as he is poked by the hand and clings to Samus.>*

*< Samus comforts Kirby. Mario reaches into the box and pulls out Solid Snake.>*

78 - **Ryu:** Snake, my man! Same old tricks? I should have known!

79 - **Erdrick:** It's Solid Snake, isn't it? Why do they call you solid?

80 - **Solid Snake:** Well at my age, I'm certainly not all that regular.

81 - **Samus:** Snake, how could you do that to poor Kirby? He's so scared now it'll be impossible to drag him outside.

82 - **Solid Snake:** And well he should be. With the Chosen One army running around, I'm terrified beyond the capacity for rational thought. Why do you think I was hiding in that box?

83 - **Luigi:** Enough with the Chosen One army already! You're ruining the atmosphere. This is supposed to be a party!

84 - **Mario:** *<with Italian accent>* A Mario party.

85 - **Luigi:** Agh! There you go again!

86 - **Ryu:** How about some party games to liven things up? Any suggestions?

87 - **Erdrick:** Maybe that new soccer game? "FIFA Ultimate 20XX, The Last One We Promise At Least Until the Next One Comes Out" or whatever it's called.

88 - **Link:** Sure, if you want to get crushed to death by stampeding fans, or maybe shot. No thanks.

89 - **Luigi:** How about Tetris? I like Tetris.

90 - **Solid Snake:** Are you mad, man? With all those falling blocks the danger of being crushed to death is far too great.

91 - **Kirby:** Hey I know! We can make it a LAN party and play the U.W. MMO.

92 - **Ryu:** An MMO? Aren't those for shut-ins who live in their parents' basement?

93 - **Luigi:** Well, if pretending you're a Waterloo student seems like an improvement...

*<Kirby pulls a laptop from somewhere, possibly the cavernous depths of his mouth, and opens it, ostensibly to play the UW MMO.>*

94 - **Kirby:** No, see, this one's pretty cool. I've been hanging out with this hot chick at Fed Hall who wants me to go on this high-level quest to a place called the Bomber.

95 - **Solid Snake:** Kirby, dude, you know that's probably really a guy, right?

96 - **Kirby:** Nuh, uh! It's a girl! She even made a winky emote at me, see! It's right there in the chat log!

97 - **Solid Snake:** So naïve... Don't you know there are no women on the internet? Or at the University of Waterloo, for that matter? And even if there were, MMORPG really means "Mostly Men Online Role Playing as Girls."

98 - **Kirby:** You lie! Don't lie to me!

99 - **Samus:** Aw, go easy on him, will you?

100 - **Solid Snake:** He's already soft, like a fluffy confectionery. A silky, soft, delectable, mouth watering confectionery that you just want to eat all night long. Somebody needs to toughen him up or he'll be easy prey for the Chosen One army.

101 - **Kirby:** *<sniffing>* But, but, they scare me. You'll protect me, won't you, Samus?

102 - **Samus:** *<patting Kirby on the head>* Yes, yes, there, there. *<Standing and facing Solid Snake>* Well, I guess we're going to have to do something about the Chosen One army after all, aren't we?

103 - **Solid Snake:** Hey, don't look at me. I was planning on riding this out by hiding in my trusty old box.

104 - **Samus:** You can't be serious. This isn't going to just go away you know...

105 - **Roger Wilco:** I'm so disappointed in all of you. I'm a *janitor* for my day job. If I'm not scared, I guess the rest of you are just 2-bit heroes. No, you're barely even 1-bit.

106 - **Solid Snake:** Better that than dead.

*<There is a sudden loud and raucous noise like an angry mob outside.>*

107 - **Kirby:** They're coming! Quick, run and hide!

*<Kirby runs and hides in the bathroom area, closing the door behind him. He takes his laptop with him.>*

108 - **Solid Snake:** Box, don't fail me now!

*<Solid Snake gets into the box and closes the lid.>*

109 - **Sim:** Sabaducia!

*<Sim hides under the lamp shade.>*

110 - **Luigi:** Well, uh, see ya! Urk!

*<Mario grabs Luigi by the collar and prevents him from leaving.>*

*<The noise outside fades and the doorbell rings. Luigi screams like a little girl and faints. The doorbell rings again and then the JENOVA'S Witnesses enter. They are wearing black hooded robes and one should be carrying a black ORB.>*

111 - **Mario:** Who- who are you?

112 - **Steph E. Roth:** We are *JENOVA's* witnesses, spreading the word of Sephiroth, and the church of the One-Winged Angel of latter day summons.

113 - **Jenova's Witnesses (unison):** Praise be to Sephiroth!

114 - **Erdrick:** Oh no, I'm not falling for that again.

115 - **Steph E. Roth:** Are you ready for the Reunion?

116 - **Jenova's Witnesses (unison):** Reunion! Reunion!

117 - **Luigi:** What are you taking about?

118 - **Steph E. Roth:** Jenova is returning, and all who are not purified will suffer a slow painful death. We must spread the message until all are purified

119 - **Ryu:** what happens after everyone is purified?

120 - **Steph E. Roth:** Quick painless death. And blessed reunion.

121 - **Jenova's witnesses:** Reunion! Reunion!

122 - **Ryu:** That doesn't sound much better.

*<The JENOVA'S Witnesses start to advance slowly on the heroes.>*

123 - **Steph E. Roth:** would you like some literature? Here, have a copy of The Kefka Tower to prepare yourself for reunion *<offers a magazine>*

124 - **Jenova's Witnesses:** Praise Be to Sephiroth!

125 - **Ryu:** H-hey! Back off! Did the Chosen One army put you up to this?

*<The heroes start backing away.>*

126 - **Steph E. Roth:** We must prepare you for the Reunion so that all may become one with Sephiroth.

127 - **Jenova's Witnesses (unison):** Reunion! Reunion!

128 - **Samus:** Oh, gee, would you look at the time? Sorry, but we've really got to be going. Everyone, *RUN!*

129 - **Link:** Regroup in Hyrule Castle, we should be safe there!

*<The heroes who are not hiding run off stage right, dragging Luigi with them.>*

130 - **Steph E. Roth:** Come back and be baptized by fire 3!

*<The JENOVA'S Witnesses run after the heroes chanting "Reunion" and "Praise be to Sephiroth!">*

131 - **Solid Snake:** *<poking his head out of the box>* Is it over? Are they gone?

132 - **Sim:** *<Takes off the lamp shade and runs over to the bathroom door, dancing as if needing to go to the bathroom urgently. If possible, the Mood Indicator should be completely red now.>* Atohteh! Atohteh!

133 - **Solid Snake:** What did you say?

134 - **Sim:** What do you think I said? I've gotta go!

135 - **Solid Snake:** *<banging on the bathroom door>* Hey, Kirby, you gonna come out? Sounds like Sim's bladder snuck up all metal beer solid.

136 - **Kirby:** I don't care! I'm not leaving! I feel safe in here and I can play my MMO all day, every day.

137 - **Solid Snake:** What? But you'll starve in there!

138 - **Kirby:** I'll be fine, I can just open the window and suck in all the wildlife when I get hungry.

139 - **Solid Snake:** Suit yourself. And since your body is soft and gooey and oh so sumptuous, just like a marshmallow, be extra careful you don't eat yourself to death or anything! *<to Sim>* Sorry, you're out of luck, pal. Whatever you do, stay away from my box. *<Solid Snake hides back in the box.>*

*<Sim dances around for a bit then runs off stage. Lights fade as Kirby delivers his next line.>*

140 - **Kirby:** I'm hungry. Lets see what's available for lunch. *<opens window>*

*<Lights out, play the "Kirby vacuums stuff in" sound effect.>*

141 - **Kirby:** Hey, where'd all the wildlife go? I guess there's no other choice...

*<There is a munching sound. Scene ends.>*

## Vignette 2

### Characters:

Chun Li ..... A bored hero (Street Fighter)  
 Ico ..... Another bored hero (Ico)  
 Tommy Vercetti ..... Another bored hero (GTA 3)  
 Mega Man ..... A desperate hero (MegaMan series)

*<Lights up on the left wing. Three heroes are on a couch. In front of the couch is a tv with some sort of console. **Chun Li** is reading a book, **Tommy** is reading Playboy, and **Ico** is fiddling with a clock.>*

- 1 - **Tommy:** *<to Ico>* Dude, what are you doing with that clock?
- 2 - **Ico:** Oh, I'm trying to see if I can get it to level up.
- 3 - **Chun Li:** Level up?
- 4 - **Ico:** Yeah. Earlier I got bored and leveled up the coffee maker and now it makes espresso.
- 5 - **Tommy:** Really? Sweet!
- 6 - **Ico:** Yeah. So I thought maybe if I leveled up this clock I could get it to turn into a time machine.
- 7 - **Chun Li:** *<exasperated>* That's the stupidest thing I've ever heard.
- 8 - **Tommy:** *<to Chun Li>* You're just jealous you didn't think of it first. *<to Ico>* Good luck with that, dude. I'm going to go make some espresso.

*<Tommy leaves. There is a long pause during which **Female Hero** puts down her book and starts flipping through the Playboy. **Ico** continues fiddling with the clock. **Tommy** then re-enters with **Mega Man**, who is obviously a zombie. **Chun Li** quickly puts down the Playboy and switches back to her book>*

- 9 - **Tommy:** Hey, guys. Look who I found hanging around outside.
- 10 - **Ico:** Hey! Mega Man! Good to see you, buddy.
- 11 - **Tommy:** I figured he's a robot, he could probably at least help us hack someone's wireless network or something.
- 12 - **Mega Man:** RAAAAAAAAAAAAAMMMMMMM....

*<MegaMan starts advancing toward the television>*



13 - **Chun Li:** Wow. What an amazing conversationalist your friend is.

14 - **Mega Man:** Need... RAAAAAAAMMMMM...

15 - **Chun Li:** Whatever, weirdo.

*<MegaMan starts attacking the video game console, as he continues to moan for RAAAAMMM.>*

16 - **Ico:** What? No, man! Leave that alone!

*<There is a scuffle between Mega Man, Tommy, and Ico, but they drag him offstage. They come back a second later without Mega Man and sit back down. Tommy has an espresso.>*

17 - **Chun Li:** What the hell was that all about?

18 - **Ico:** Beats me.

*<Lights down, end vignette>*

## 1 – 5 : We're Not Going to Take It

### Characters:

Yoko Marx .....	Leader of the Marxists
Cordelia Roy.....	A spineless crony
John Lenin.....	Leader of the Leninists
Jean Zergrate .....	Another spineless crony
Meg O'Phone .....	Leading a protest
Seymour Warez .....	An NPC merchant
The Prince .....	a Persian Prince (Prince of Persia series)
Blinky.....	A Pac Man Ghost (PacMan)
King DeDeDe .....	A strange Kirby villain (Kirby series)
G-Man .....	Gerald Mann (Half-Life)
Protesters .....	Some protesting extras

*<Lights come up on outdoor scene. There is a protest with signs including: "Nontagonist rights now", "Heroes are zeroes", "NPC = Nontagonist Political Committee", and "NPCs are people too". Yoko Marx, Cordelia Roy, John Lenin, Jean Zergrate, Meg O'Phone, and extras are part of the protesting crowd. Off to the side is a small items kiosk with Seymour Warez. Some of the extras are obviously monsters.>*

1 - **Meg O'Phone:** *<shouting>* What do we want?

2 - **All other protesters:** NPC rights!

3 - **Meg O'Phone:** When do we want them?

4 - **All other protesters:** At a time convenient to our oppressors!

5 - **Meg O'Phone:** What? No, that's not how it goes at all.

*<Crowd continues to shout angrily for a bit. Meg O'Phone lets them carry on a bit, then motions for them to quiet down. Crowd obliges.>*

6 - **Meg O'Phone:** Friends! Non-player characters! Compatriots! Lend me your spleens; I come to bury the heroes, not to vilify them. Too long have we languished, oppressed by callous villains and arrogant heroes alike!

7 - **John Lenin:** Sorry Mario, your oppression is in another castle.

8 - **Yoko Marx:** You're not supposed to use the title if it is from an honorary degree, *Doctor Robotnick*.

9 - **Meg O'Phone:** The current situation with the continues market is a sign! We stand at the edge of a new era where we, the nontagonists, will become masters of our own fates! We need to stand together as monsters and henchfolk, townspeople and

shopkeepers, and show our oppressors that non-players are people too. No longer will we let ourselves be silenced! Or worse, repeat the same old blather over and over.

*< Meg O'Phone fades back into the crowd. Yoko Marx, Cordelia Roy, John Lenin, and Jean Zergrate come forward as they shout slogans. Cronies enthusiastically cheer for whatever their particular leader is shouting >*

10 - **John Lenin:** Revolution of the people!

11 - **Jean Zergrate:** Yeah, this revolution will be televised.

12 - **Yoko Marx:** Down with continue-market capitalism!

13 - **Cordelia Roy:** Damn capitalist pig dogs.

14 - **John Lenin:** Power to the workers!

15 - **Jean Zergrate:** Yeah!

16 - **Yoko Marx:** Death to the proletariat oppressors!

17 - **Jean Zergrate:** Um, we're the proletariat.

18 - **Yoko Marx:** Oh yeah, I get those confused... Death to the bourgeois oppressors!

19 - **Cordelia Roy:** Yeah!

20 - **John Lenin:** Death to the who now? *< looks confused >*

21 - **Yoko Marx:** You know. Death to the bourgeois?

22 - **Cordelia Roy:** You know... Kill the vile oppressor? Eliminate continue-capitalist rule?

23 - **Yoko Marx:** *<condescendingly>* It kind of goes hand-in-hand with the revolution of the proletariat, John.

24 - **John Lenin:** Hold on here. I thought we were going to have a peaceful revolution.

25 - **Jean Zergrate:** Violence is a tool of the capitalist oppressors. Wouldn't using violence lower us to their level?

*<Marxists look at each other, shrug >*

26 - **Marxists:** No.

27 - **Yoko Marx:** Whoever heard of a revolution without violence? That's like having Sonny without Cher, Rick without the roll, or shopping online without first taking off your pants.

28 - **Cordelia Roy:** What – are you some kind of dirty *communist*? Some sort of horrible pants wearing communist?

<Marxists high-five each other. **John Lenin** and **Crony** look baffled.>

29 - **Yoko Marx:** As we all know, there is a time for fun, and a time for pants. *And never the twain shall meet.*

30 - **John Lenin:** Um. Now is a time for pants.

31 - **Jean Zergrate:** Look, enough about pants! You're both going about this the wrong way. We can kill them with kindness, murder them with mirth, slaughter them with snuggles.

32 - **John Lenin:** Exactly! What we need is... enlightened dictatorship. We can coexist with the heroes and villains. We just need to be in charge, complete and total control of their every choice, action, and thought; then everyone will be safe.

33 - **Cordelia Roy:** O-kay. You two can just keep eating your crazy-flakes. We'll be over here in the real world.

34 - **Yoko Marx:** I believe what my learned colleague means is, you're stupid, ugly and stupid. I mean... there can be no coexistence with our bourgeois oppressors. We must kill them all.

35 - **Cordelia Roy:** And it's not like the heroes don't deserve it. They kill us and sell our body parts for cash! Seriously, It doesn't get more capitalist than that!

36 - **John Lenin:** Wow. It's a good thing you're not in charge. I mean... responding to violence with violence? Haven't you ever watched the Lion Queen? It's called the Circle of Death for a reason.

37 - **Cordelia Roy:** Whoa there you crazy pants wearing hippie. Yoko Marx is definitely in charge, not you.

38 - **Jean Zergrate:** Nuh-uh. We had a meeting about this last week, we had quorum and voted that John Lenin was in charge. And we stamped it and called no takebacks so it's irrevocable.

39 - **John Lenin:** That's right, who do you think organized this rally? And just who was it that got more funding for the continues project?

40 - **Yoko Marx:** Well of course I let you do all the hard work. I was *delegating*. I'm clearly the one in charge.

*<Marxists and Leninists move back into the crowd as they argue. The Prince comes onstage on the same side as the item kiosk, looks nervously at the protesting crowd, then pulls out a pair of sunglasses before edging over to the kiosk, obviously trying to be inconspicuous.>*

41 - **The Prince:** Uh, listen. Can I -

42 - **Seymour Warez:** *<loudly>* Hello there, sir! How can I help you today?

43 - **The Prince:** *<looking nervous>* Look, I need some potions, but could you not -

44 - **Seymour Warez:** Potions? Well, you've come to the right place! We have a large variety of potions to satisfy our valued hero customers!

45 - **Meg O'Phone:** A hero! Why it's the Prince of Persia!

*<Meg O'Phone picks up a megaphone and marches over to item kiosk.>*

46 - **Meg O'Phone:** *<shouting through the megaphone at The Prince>* Down with rampaging heroes! Nontagonist rights now!

47 - **The Prince:** Look, I just -

48 - **Meg O'Phone:** Down with rampaging heroes!

49 - **The Prince:** Okay, but -

50 - **Meg O'Phone:** Nontagonist rights now!

51 - **Seymour Warez:** Look, Meg, I appreciate the sentiment. But I do need to make a living here, if you don't mind.

52 - **Meg O'Phone:** Don't let yourself be fooled into buying into the evil hero agenda! We need to stop the circle of violence by refusing to hand out cash for the body parts of our fallen compatriots! Only then will there be peace between heroes and nontagonists!

53 - **The Prince:** Oh, come on. I really need potions here! And I... uh... found this great bunch of... appendixes. *<pause>* Appendices. *<pause>* Appen... *<pause>* Spleens.

54 - **Seymour Warez:** Oo! I was almost out of spleens! I'll pay double for those!

55 - **Meg O'Phone:** But what if those spleens came from someone that you know? Haven't you ever had friends killed by heroes before?

*<Seymour Warez thinks for a moment, suddenly gets angry>*

56 - **Seymour Warez:** You know, you're right! I remember growing up, we lived next to a nice family of slimes. They were my friends... until a stupid hero killed them!

57 - **Meg O'Phone:** There, there. *<comforts Seymour Warez>* Let it all out, now.

58 - **Seymour Warez:** *<to The Prince>* How can you live with yourself? You – you – MONSTER! Um, I mean... monster hunter!

59 - **Meg O'Phone:** Yes! Tell him how you feel!

*<Seymour Warez grabs the megaphone from Meg O'Phone who tries to get it back throughout the rest of the rant, Seymour Warez runs around while delivering the rant getting more and more worked up>*

60 - **Seymour Warez:** I was never loved as a child. My father beat me with a stick made entirely of pixies. My mother breast fed me till I was twelve. I was always picked last for pong teams. I use the spleens up so fast because they're delicious. I hate myself for buying them... *<to The Prince>* I know your secret "Prince of Persia", your real name is Albert.

61 - **Meg O'Phone:** *<catching Seymour Warez and grabbing the megaphone back>* Wait, Prince Albert? Your name is Prince Albert?

*<Seymour Warez pulls a sign from behind the counter, joins the crowd in protesting. The Prince looks around, sees that no one is watching the item kiosk, and helps themselves to a bunch of potions before walking back offstage. Blinky and King DeDeDe walk in, congregate on other side of stage from protesters and are ignored.>*

62 - **Blinky:** This is terrible! How could you let this get so out of hand?

63 - **King DeDeDe:** How did *I* let this get out of hand? Well in case you haven't noticed, we've all been a little busy trying to kill off heroes. How was I supposed to realize a few disgruntled monsters and townsfolk would be a big deal? I mean, they're just NPCs.

64 - **Blinky:** Well we can't let this go on. It'll make us look bad! How can the heroes be afraid of us if we can't even keep our peasants in line?

65 - **King DeDeDe:** Hmm. I agree, but I think we could use a little help here.

*<King DeDeDe pulls out a cell phone, makes a call.>*

66 - **King DeDeDe:** Hi, there. You busy right now? *<pause>* Great. We've got some townsfolk that need oppressing, want to help? *<pause>* No, I don't want him to come, he'll just burninate the countryside and burninate all the peasants. *<pause>* We want them oppressed, not on fire. *<pause>* Great. See you soon.

*<King DeDeDe ends call, puts away phone. G-Man enters.>*

67 - **G-Man:** Hey, how's it going? Quite the little uprising you've got here...

68 - **Blinky:** Tell me about it, stud.

69 - **King DeDeDe:** So what do you think would be the best way to deal with this situation?

70 - **G-Man:** Oh, you know. The usual.

71 - **King DeDeDe:** You don't mean...

**SONG (Based on "At the End of the Day", from Les Miserables)**

**VILLAINS:**

At the end of the day there's this riotous horde  
And it's all up to us to bust in a few heads  
'Cause we're villains, and we're tough  
And the peons ought to know there place  
We'll break up their little protest, this ain't no bluff  
One day less of this disgrace

**NONTAGONISTS:**

At the end of the day we won't stand this oppression  
We'll rise up against heroes and villains alike  
No more killing of our friends  
No more ignoring our very presence  
We'll fight 'till we meet our ends  
And we won't be cowed by your violence  
There's gonna be hell to pay  
If you get in our way!

**BLINKY:**

This rabble's getting out of hand  
It's time for us to reign them in  
It's time to show them who the boss is

**KING DEDEDE:**

Ah yes, how 'bout we break some legs?  
Or stick some heads upon some pegs?  
That ought to end this quick no doubt.

**G-MAN:**

Who cares what this was all about?  
Nothing but trouble for our plan  
We'll end this quickly as we can.

**NONTAGONISTS:**

We'll forfeit your levels and shut down our shops

**VILLAINS:**

Get back to work or we'll bust in your chops.

**NONTAGONISTS:**

You're just a bunch of jerks!

**VILLAINS:**

You're all going to hurt!

**BLINKY:**

Right you serfs. Back to work!

*<Lights down. End scene.>*



## 1 – 6 : Pillow Fight

### Characters:

Zelda ..... Princess Zelda, ruler of Hyrule (Legend of Zelda)  
 Peach..... Princess Peach of the Mushroom Kingdom (Mario)  
 Daisy ..... Princess Daisy of Sarasaland (Super Mario Land)  
 Sarah ..... Princess Sarah (or Sara) (Final Fantasy I/III/IX)  
 Ovelia..... Princess Ovelia of Ivalice (Final Fantasy Tactics)  
 Yorda..... Princess Yorda (Ico)  
 Link..... Link, Hero of Hyrule (Legend of Zelda)  
 Stud Buffly ..... Retainer of the Mushroom Kingdom (Mario)  
 Bud Stuffly ..... Retainer of the Mushroom Kingdom (Mario)  
 Phil..... Retainer of the Mushroom Kingdom (Mario)

*<Zelda's bedroom. The room is littered with gifts and pictures of Link's exploits. It should be very "girly". Zelda is onstage. Peach enters with Yorda.>*

1 - **Zelda:** Peach darling! And Yorda! So glad you two could make it.

2 - **Yorda:** Zelda! I love what you've done with the place.

3 - **Zelda:** I've done the best I could, but I'm running out of room. Link keeps bringing me trophies. I guess the sword and shield are okay, but it took me a week to clean up the ink stains from the stuffed octorok.

4 - **Peach:** Is anyone else here yet?

5 - **Zelda:** No, but I'm expecting Ovelia and Sarah any minute now.

6 - **Yorda:** You didn't invite Samus did you?

7 - **Zelda:** Heavens no! All she ever wants to do is talk about her new plasma beam. And I swear she still had metroid guts on her armour during her last visit.

*<Enter Ovelia and Sarah.>*

8 - **Peach:** Princess Sarah, Princess Ovelia, it's good to see you!

9 - **Ovelia:** A pleasure as always. I just love what you've done with your hair, Yorda. And is that a new tiara, Peach?

10 - **Peach:** Oh, so you noticed? Unlike a certain plumber I know.

11 - **Sarah:** Sure, nobody pay attention to me even though I brought the keg which I went to great lengths to steal from my father's castle.

12 - **Zelda:** Just set that over here, Sarah. How did you ever manage to sneak that out of the castle without your father noticing?

13 - **Sarah:** A tune on my lute put the guards to sleep and then I picked the locks using some tricks I picked up from a fellow who called himself a “treasure hunter,” which is really just a fancy way of saying “thief.”

<Enter *Daisy*.>

14 - **Daisy:** Sorry I'm late. Luigi was whining about how he doesn't want to go out adventuring anymore. Something about there not being enough continuums or something like that.

15 - **Sarah:** Continues?

16 - **Daisy:** Yeah, that was it! He was being such a big baby about it.

17 - **Sarah:** You know, Fighter was talking about the same thing. When he wasn't talking about sword-chucks, that is.

18 - **Ovelia:** Delita too! They must think it's really important.

19 - **Sarah:** Oh great, whenever they start getting worried they start getting overprotective. It's only a matter of time until Fighter tries to rescue me. It's all he knows how to do. Well, that and hitting things with swords.

20 - **Daisy:** They're all like that. Sure, it was sweet the first few times. He looked so happy. I didn't have the heart to tell him that I'd already found a loose bar in my jail cell and was ready to let myself out at my convenience.

21 - **Ovelia:** It always starts off that way. Next thing you know, he doesn't leave you alone. I actually started getting Goltana to kidnap me just so I could get some time to myself.

22 - **Yorda:** I wish I could do that. If I'm gone for five minutes, Ico just assumes I'm in trouble and charges off to the rescue.

23 - **Zelda:** Link too! He killed my hairdresser because he thought the hairdryer was a mind-control device! He just ran him through before I could say anything. Do you know how hard it is to find a good hairdresser in Hyrule?

24 - **Ovelia:** How ever did you manage to get rid of him for tonight anyway?

25 - **Zelda:** I didn't. I had to tie him up in the closet to keep him out of the way.

26 - **Daisy:** How could you?! Tonight was supposed to be for us!

27 - **Zelda:** I promise he won't be any trouble.

*<Zelda walks offstage and returns with a bound and gagged Link. Zelda removes the gag>*

28 - **Link:** What is the meaning of this! You can't treat the protector of....

*<Zelda puts a hand over Link's mouth>*

29 - **Zelda:** Now, now dear, I told you I want you on your best behaviour tonight.

*<Zelda removes her hand>*

30 - **Link:** Yes.

31 - **Zelda:** Yes what?

32 - **Link:** Yes Zelda, love of my life.

33 - **Zelda:** Go on.

34 - **Link:** Yes Zelda, love of my life whose boots I'm not worthy to kiss. Fairest in the land with skin so smooth her polygon count approaches infinity.

*<Zelda clears her throat>*

35 - **Link:** And queen of the ponies.

36 - **Zelda:** Isn't he sweet?

37 - **Yorda:** I want one! In teal, so he matches my purse.

38 - **Link:** Honey, could you loosen the ropes on my wrists a bit? I can't feel my fingers.

39 - **Ovelia:** You poor dear. Let me help you.

*<Ovelia pulls out some make-up and starts applying it to Link's face.>*

40 - **Link:** How is this helping?

41 - **Ovelia:** I didn't mean that I was going to untie you, dear me no! But don't you think this is so much more entertaining and, dare I say, liberating?

42 - **Link:** I'm not entirely sure I agree.

43 - **Zelda:** Why, I do believe that you're on to something, Ovelia. Let me help!

*<As the girls talk they proceed to dress up Link like a woman. It may be necessary to untie links wrists temporarily if, for example, they wanted to put a dress on him. His*

*ankles should remain tied and wrists should be re-tied when they're done. He needs to be given a gaudy purse.>*

44 - **Link:** Why me?

45 - **Sarah:** If I had to guess, I'd say it's a deep-seated psychological issue, combined with Japan's apparent predilection for effeminate heroes and a touch of alcohol. But then, what do I know?

46 - **Link:** You can't do this to me, I'm the hero of Hyrule! Wielder of the Master Sword!

47 - **Yorda:** That's not how Zelda tells it.

48 - **Zelda:** Hey!

49 - **Yorda:** Zelda, dear, could you pass me those earrings over there? I think they'd look lovely on Link.

50 - **Link:** I'm never going to be able to show my face in Hyrule again.

51 - **Ovelia:** Nonsense! Besides, don't you heroes wear all sorts of odd accessories anyway just for the stat bonuses?

52 - **Link:** *Maybe...* but it doesn't mean we like it!

*<Zelda, Yorda and Ovelia focus on dressing up Link. They should try to stay between him and the audience. The other princesses should move towards centre stage.>*

53 - **Daisy:** So, Peach, how's Mario these days? Think we could get him to dress up like Link over there? Though I suppose you'd have to shave off his mustache. And his back hair...

54 - **Peach:** *<exasperated>* Ugh! Don't get me started about Mario!

55 - **Sarah:** Oh? Trouble in paradise? Don't leave us hanging, spill the beans, girl!

56 - **Peach:** It's just that he's... *changed*.

57 - **Daisy:** What, other than doubling in height or turning into a raccoon, you mean?

58 - **Peach:** It's tanuki, and no, not that. Rather, he's irrational, angry and even paranoid lately. I think this whole situation with the continues is affecting him.

59 - **Sarah:** Yeah, him and just about every other hero. They're all acting as if the whole world's out to get them!

60 - **Daisy:** I know, I can't believe them! *<mimicking Luigi's voice>* Boo-hoo, I don't have any more continues. I can't come back to life after I die. Poor me!

61 - **Peach:** I never realized how aggravating Mario could be, but now that he's just moping around the castle all day he's driving me insane!

62 - **Daisy:** Peach, dear, it sounds like you need to relax. Lucky for you, I have just the thing! I wanted it to be a surprise, but I took the liberty of inviting some "entertainment" and they should be here any minute.

*<Zelda and Ovelia step aside to reveal Link, now dressed as a woman.>*

63 - **Yorda:** Ta da! What do you think, ladies?

64 - **Sarah:** *<clapping>* Oh, well done. Bravo! She looks marvelous.

65 - **Link:** My life is over.

*<A doorbell sounds.>*

66 - **Daisy:** Oh, that must be the entertainment. Come on in!

*<Enter three male Retainers wearing mushroom caps, open black vests and no shirts.>*

67 - **Retainers:** We are here, my lady.

68 - **Daisy:** Peach has had a rough day. Help her unwind a bit.

69 - **Retainers:** Of course, my lady.

70 - **Peach:** What do you have in mind?

71 - **Stud Buffly:** We have a hot bath waiting for you... with bubbles.

72 - **Bud Stuffly:** And oils and incense burning.

73 - **Phil:** And bubbles.

74 - **Peach:** That sounds... nice, but I think all I really need right now is a drink.

75 - **Stud Buffly:** Then perhaps you'd like to try one of the Mushroom Kingdom's many fine champagnes?

76 - **Bud Stuffly:** They're crystal clear and they all sparkle...

77 - **Phil:** ...and bubble.

78 - **Peach:** No, no, what I'd really like right now is just some hot coffee.

79 - **Sarah:** <to Peach> Oh, you're no fun. <to the *Retainers*> Maybe you'd have better luck with that fine lady over there. <points at *Link*>

<The *Retainers* gather around *Link* and start flexing.>

80 - **Link:** I'm a manly hero, dammit! I don't care if there aren't any more continues, someone put me out of this misery!

81 - **Ovelia:** You know the problem with heroes today? They're all talk and no action.

82 - **Yorda:** And they're so helpless without their precious continues. They're too afraid of dying to do anything about it!

83 - **Sarah:** It's because they always just barge straight in head first without thinking. I've always told them that they're going to get themselves killed for good one of these days if they don't plan better. Now it looks like I'll actually get to say "I told you so!", even if it's just at their funeral.

84 - **Ovelia:** I know! I see it all the time when I get kidnapped. They're so focused on the frontal assault that they don't notice anything else. A little reconnaissance goes a long way.

85 - **Daisy:** You know, I bet we could solve this continues mess all by ourselves. We're just princesses, after all, we never die anyway!

86 - **Sarah:** Do you really think so?

87 - **Zelda:** Sure, why not?

**SONG:** Lets Go Save the World ("A Whole New World")

**Zelda:** We can go save the world  
Who needs boring old heroes?  
Getting kidnapped by their foes  
Gets old, we don't need to hide.

**Peach and Daisy:** We will open their eyes  
Show we're not helpless damsels  
Frisly dresses and floral  
hand bags don't mean we can't fight!

**All Princesses:** We'll save the world!

A new adventure to pursue

**Ovelia, Sarah, and Yorda:** No one to tell us no

You just can't go

Or that we'll be a burden

**All Princesses:** We'll save the world!

Now it's our turn to play the game

**Ovelia, Sarah, and Yorda:** Won't be locked in a tower

We've got girl power

'Cause now we're in a whole new world and game

**Link:** Now I'm in a whole new world of shame

How'd I get in this mess?

I'm a great manly hero

Now I'm dressed like a cheap ho

This purse doesn't match my eyes!

**Daisy:** We'll save the world!

**Link:** Could you untie me now?

**Daisy:** Those villains better watch their backs

**Link:** Hurry – can't feel my toes

**All Princesses:** We're off to save the day

In our own way

No heroes holding us back any more

**Link:** My world's a sham

**Zelda:** It's Link's turn to stay home

**Link:** Did you forget that I'm still here?

**Peach:** And no need for Mario

**All Princesses:** Lets go and kick some ass

With grace and class

We'll go save this whole game world for you

**Zelda:** We'll save the world

**Peach:** All by ourselves

**Ovelia:** Villains watch out

**Sarah:** Get in our way

**Daisy:** I'll punch your face

**Yorda:** You won't stop us

**All Princesses:** Lets save the world!

**Link:** Don't leave me here!

88 - **Peach:** You're right, we can do this! We just need to know how the villains are planning to handle this. I'll go let Bowser kidnap me so I can listen in on his plan.

89 - **Yorda:** Oh, that sounds like fun! I'll come with you so that you have some company.

90 - **Ovelia:** That's a great idea! They tend to ramble a lot before they get to the point.

91 - **Sarah:** I'll bake you some cookies! It'll be a nice vacation for both of you.

*<Princesses exit with Princesses leaving Link behind, still tied up.>*

92 - **Link:** Where are you going? Aren't you going to untie me? Hey, listen! Hey, listen! Anybody? Somebody? Ah, not again...

*<Lights down. End Scene>*



### Vignette 3

#### Characters:

Chun Li .....A bored hero (Street Fighter)  
 Ico ..... Another bored hero (Ico)  
 Tommy Vercetti..... Another bored hero (GTA 3)  
 Aeris.....Another bored hero (Final Fantasy VII)

*<Lights up on the left wing. Three heroes are on a couch. In front of the couch is a tv with some sort of console. **Chun Li** is reading doing a crossword, **Tommy** is still reading Playboy, and **Ico** is fiddling with a chain.>*

1 - **Chun Li:** I'll get it.

*<Chun Li gets up, leaves. Comes back in with Aeris>*

2 - **Aeris:** Hey, guys. I would have called, but I just ran into Mega Man and he ate my phone.

3 - **Ico:** *<without looking up from what he's doing>* Huh. That's weird.

4 - **Aeris:** *<to Chun Li>* What's he doing, anyway?

5 - **Chun Li:** You don't want to know.

6 - **Aeris:** Oh. Okay. *<pause>* You guys know there's a zombie uprising going on outside, right?

7 - **Tommy:** *<still looking at his Playboy>* Yeah, okay.

8 - **Chun Li:** Zombie uprising? No way.

9 - **Aeris:** If you don't believe me take a look out the window.

*<Chun Li walks to the front of the wing, peers out at the audience like she's looking through a window.>*

10 - **Chun Li:** Uh, oh. Guys, I think you'd better have a look at this.

*<Tommy and Ico get up and stand next to her and look out at the audience. Ico is suddenly holding a chainsaw as he stands next to Tommy. The chain is nowhere to be seen.>*

11 - **Tommy:** Yup. Those are definitely zombies all right. *<points at a random audience member>* I mean, look at that guy – the vacant stare, the drool, the endless hunger for brains...

12 - **Ico:** *<points at a different audience member>* What about that guy? Is that - ?

13 - **Chun Li:** Zombie Jesus?

14 - **Aeris:** I guess he died for our sins and now he's come back for our brains.

15 - **Chun Li:** Oh look! *<points at a third audience member>* Isn't that that famous zombie hunter, Jill Valentine?

*<All four heroes cringe suddenly>*

16 - **Ico:** Well, it sure looks like it *used to be* Jill Valentine...

17 - **Chun Li:** So... now what?

*<Lights down. End vignette>*

## 1 – 7: The Good, the Bad, and the Lazy

### Characters:

Mario..... a fat Italian plumber (Mario Bros. series)  
 Luigi..... a skinny Italian plumber (Mario Bros. series)  
 Princess Peach.....of the Mushroom Kingdom (Mario Bros. series)  
 Leisure Suit Larry ..... A creepy womanizer (Leisure Suit Larry)  
 Solid Snake ..... A sneaky dude (Metal Gear Solid series)  
 Samus..... An armored bounty hunter (Metroid series)  
 Lara Croft..... A busty treasure hunter (Tomb Raider series)  
 Sonya.....Sora's distraught girlfriend (Mortal Kombat)  
 Marle..... Sora's distraught mother (Chrono Trigger)  
 Ovelia.....a princess (Final Fantasy Tactics)  
 Cameo .....The cameo!

*<A night club. Spot lights circling, disco ball shimmering, music pulsing. It looks like everyone is doing the 5th grade dance thing: standing around nervously, grouped by sex, no one dancing while the music plays.>*

*<One person has enough, slams their drink down, strides to the middle of the stage, and dances (should be a good dance). Music stops. Spots stop. Everyone stares. Dancer slinks back to crowd. Shortly thereafter, DDR arrows appear on the wall, and everyone cheers, runs out to the dance floor, and does a lovely choreographed DDR dance number. Perhaps the music that plays is the same as the music for the song in the scene, sans-vocals.>*

*<If DDR number isn't possible, well, that's sad, but it works just fine without it. Music, dancing, drinking, carrying on. The heroes are trying to forget their worries.>*

*<Enter **Mario, Luigi**, several named heroes and princesses (not **Peach**. The heroes/princesses on stage should now be: **Mario, Luigi, Leisure Suit Larry, Solid Snake, Samus, Lara Croft, Ovelia, Sonya, and Marle**. (Some may have been on stage previously as dancing extras) There also need to be at least three hero extras that are part of each group (for and against going on the quest).>*

1 -**Mario**: Peach? Peach! Dammit, where the heck is Peach?

*<Enter **Silent Protagonist** with **Cameo**. Mario flag capture music plays as **Cameo** enters.>*

2 -**Luigi**: Hey look, it's [Cameo] from [Cameo organization].

3 -**Cameo**: Hey Mario and skinny Mario. How's it going?

4 -**Mario:** Terrible! We're looking for Peach. I don't suppose you've seen her?

5 -**Cameo:** <*shrugs*> Sorry, Mario. Your princess is in another castle.

6 -**Luigi:** I don't suppose you'd be willing to help us find Peach?

7 -**Cameo:** Try an orchard. Look, I think I'll leave the dangerous quests to the professionals.

<*Silent Protagonist and Cameo exit*>

8 -**Mario:** I can't believe I trusted you, Luigi! You're supposed to be my brother, and when I need you the most you let me down!

9 -**Luigi:** I told you, it's not my fault!

10 -**Mario:** Not your fault? *Not your fault?* Peach has been *kidnapped!* For all I know, Bowser has *eaten* her and she's *dead!* And you stand here and say it's not your fault?

11 -**Luigi:** Look, Mario, I'm sure she's fine. She's *always* fine! But you expect me to keep an eye on her twenty four hours a day, and really, I just can't do that! She's an independent woman, and I'm not going to be your personal stalker!

12 -**Mario:** Twenty four hours a day? As if! I only expect you to watch her every single millisecond that I don't. It's simple. I follow her every little move from dawn until dusk—with spy drones when necessary—and you just take the night shift. Half a day is not that hard! Remember, we had an agreement! And it's not like you actually *do* anything with your life, after all.

13 -**Luigi:** An agreement? There was no agreement! You made up this nonsense, and then then you told me that I agreed!

14 -**Mario:** Look, I offered you shower and bathroom duty. It's not my fault you turned it down.

15 -**Luigi:** Listen to yourself, Mario! I think you need help!

16 -**Mario:** Oh, yeah, make this all about me, why don't you? Well, looks I'd better go rescue my dearest beloved, seeing as a *certain someone* thinks it's *too much work!*

<*Mario starts to storm off stage, collides with **Peach**, who is just entering with **Yorda**.*>

17 -**Mario:** Oh, um, hi there, my tender truffle.

<*Luigi shoots **Mario** a dirty look. **Mario** shrugs.*>

18 -**Peach**: Oh, hello, Mario.

<*Peach and Mario hug.*>

19 -**Mario**: My pretty portabella. <*Mario takes Peach's hands.*>

20 -**Peach**: ...hi.

21 -**Mario**: My melodious morel.

22 -**Peach**: Yes, yes.

23 -**Mario**: <*Increasingly fervent*> My charming chanterelle.

24 -**Peach**: Mario, really, I have important news.

25 -**Mario**: My endearing enoki!

26 -**Peach**: Mario, please.

<*Peach starts to push past Mario. He blocks her, clasps her elbows.*>

27 -**Mario**: Opulent oyster!

28 -**Peach**: Mario! Enough!

29 -**Mario**: <*Goes down on one knee, gazing up at her adoringly.*> Fabulous fungus! Marvellous mild milkcap! Slender succulent superb shiitake! Beautiful benevolent brave buxom button! Positively perfect precocious precious pleasant porcini!

30 -**Peach**: Mario!! <*Peach slaps Mario.*> I said enough!

31 -**Mario**: Um, sorry.

32 -**Yorda**: Now, look, you. All of you! Pay attention!

<*Peach waves, and people turn to listen. Mario crosses to Luigi, grabs him by his lapels.*>

33 -**Mario**: You stay away from my girl, creep!

34 -**Luigi**: What are you *talking* about!

35 -**Mario**: I told you to keep your hands off her, you two-timing princess-stealing freak!

<A crowd begins to form around **Mario** and **Luigi**>

36 -**Luigi**: I never touched her! But even if I did, whatever happened to Super Mario Bros before Hoes?!

37 -**Mario**: Do you think I'm stupid, Luigi? Peach certainly didn't go and rescue herself!

38 -**Peach**: What? That's exactly what I did!

39 -**Mario**: Just like I said! Peach didn't rescue herself! And I didn't rescue her, so that means you did! You're trying to put the moves on my woman! <Crosses arms, turn away.> To think I trusted you!

40 -**Solid Snake**: Luigi! That's really uncool!

41 -**Leisure Suit Larry**: Stealing another dude's broad? Geeze, even I wouldn't sink that low!

42 -**Solid Snake**: Yes you would, Larry.

43 -**Leisure Suit Larry**: Well, okay, I would, but still—not cool!

44 -**Luigi**: I told you, I had nothing to do with her rescue!

45 -**Mario**: <Wheels around> Oh, I see how it is! The love of your brother's life—the apple of his eye; his one and only; his darling Peachy-weachy gets kidnapped—*on your watch*—and you don't do anything to help her!

46 -**Luigi**: <throws up his arms> I can't win!! That's it, I'm out of here. Valet! Fetch me my... my *Luigi* cart!

<Techie wheels on a “Luigi cart”, possibly just a tricycle. **Luigi** exits on cart.>

47 -**Peach**: Guys, come on! It's not like that! None of you listen! Mario, Luigi didn't let me get kidnapped, I *let* Bowser do that so that Yorda and I could find out what the villains' plans are!

48 -**Yorda**: And as soon as we found out, we both escaped.

49 -**Samus**: Oh, a likely story. Peach wears a dress to race go-karts! And suddenly she's acting like a master spy?

50 -**Yorda:** Oh please, and you're the queen of secrecy? Yep, you're *all about* subtly, what with your *inconspicuous* plasma beams, your *covert* power bombs, and your *stealthy* seeker missiles. No one *ever* knows when Samus Aran is nearby!

51 -**Ovelia:** I think you're just jealous that she was able to execute a brave and daring plan and still retain her womanly charms! You've been a hero for so long that you've forgotten how to be a lady. Do you even own a dress?

52 -**Lara:** <*Lara speaks with a British accent*> Hey now! I'm a hero, and I think it's pretty clear that I'm a woman.

53 -**Ovelia:** A woman yes; a lady, never.

54 -**Lara:** Of course I'm a lady: I have a British accent! And I'll have you know that I own huge tracts of land in England!

55 -**Ovelia:** I bet you inherited it from your geriatric husband when he died! That's why they call you the tomb raider isn't it? You only marry men with one foot in the grave!

56 -**Lara:** <*arms crossed, nose in the air, haughty.*> I won't rise to the bait. I'm above all that! The impoverished, inbred nobility has always looked down on us landed aristocracy!

57 -**Ovelia:** You bosomy wench!! I'll take you blindfolded and with my *noblesse oblige* tied behind my back!

<*Everyone looks on the verge of brawling. Solid Snake steps into the middle, holds up his hands.*>

58 -**Solid Snake:** Please, please! There are far more important things going on! Peach, Yorda, you said you managed to listen to the villains' plans? I think we all need to hear what you have to say!

59 -**Yorda:** At least *someone* was listening! Well, most of what I heard was just the usual nonsense. <*Ticks off items on her fingers*> Rampant egomania; self-indulgent gloating; more narcissism than a house of mirrors. <*looks confused*> Some quiet sobbing...

60 -**Solid Snake:** Was there anything about world domination?

61 -**Yorda:** Oh yes.

62 -**Solid Snake:** Grandiose, baroque designs relying entirely on unlikely and impractical events?

63 -**Yorda:** Yes, a few of those, too.

64 -**Leisure Suit Larry:** Sumptuous, silk-draped harems full to bursting with scantily-clad eager nubile contortionists?

65 -**Yorda:** <long pause> Uh.... no.

66 -**Leisure Suit Larry:** Dammit!

67 -**Yorda:** But anyway, the villains seem to have two big plans in the works. There's this Chosen One army thing...

68 -**Solid Snake:** Dear God, no!

69 -**Yorda:** ...and something called a "hero swap".

70 -**Peach:** Is that anything like Wife Swap? 'Cause I could sure use a vacation from a certain someone...

71 -**Mario:** Hey, I'm right here!

72 -**Leisure Suit Larry:** While I'm all for wife-swapping, I don't see how any of this helps us.

73 -**Yorda:** Oh, well, there was some bit about how they had to do absolutely everything in their power to make sure the heroes didn't get to talk to someone called the Wise One.

74 -**Leisure Suit Larry:** Cool! So, all we have to do is go find this Wise One, and we're in!

75 -**Sonya:** What, and get killed on the way? Uh-uh! We don't have any continues left, remember?

76 -**Marle:** No way I'm going! That Chosen One army is terrifying!

77 -**Solid Snake:** Yeah! I hear they're going on a hero killing spree!

78 -**Sonya:** Dear God, no!

79 -**Marle:** I hear they're turning fully rendered heroes into 16 by 16 four colour sprites!

80 -**Solid Snake:** Dear God, no!

81 -**Sonya:** I hear they're utterly heartless and completely unstoppable!

82 -**Marle:** Dear God, no!



83 -**Solid Snake:** I hear they were behind Sarah Palin!

84 -**Marle:** And Kanye West!

85 -**Sonya:** Dear God, no!

86 -**Ovelia:** Look. *<Switches to ugly Kanye West sunglasses>* Imma let you finish, but the KISS army was the best army of all time, OF ALL TIME. We can't give into fear! We have to do something. I say we go find this Wise One and see what he, she or it knows.

87 -**Sonya:** You can say that all you want. I'm having nothing to do with it!

88 -**Marle:** Nor me!

89 -**Solid Snake:** Not me!

*<Solid Snake, Sonya, and Marle leave with half of the extras. Remainder looks around from one to another nervously.>*

90 -**Ovelia:** Oh, stop looking like that. If you guys are too scared, go join the others in hiding. Us princesses will take care of this one!

91 -**Lara:** You can't be serious.

92 -**Samus:** Leave this to us. Being heroic is our business.

93 -**Ovelia:** I thought that would make you grow a spine. But look, it *is* dangerous out there. There aren't enough of you heroes left. We're coming with you whether you like it or not. *Someone's* got to keep you safe.

94 -**Samus:** Not a chance. Go home and work on your embroidery or something.

95 -**Peach:** *<throws her tiara to the floor angrily>* We're going and that's final!

*<Peach storms offstage as the other princesses all nod, crossing their arms resolutely.>*

*<Everyone freezes. Lights dim. God spot on tiara. With everyone else frozen, Samus looks around as if making sure no one is watching, picks up the tiara, hugs it and sighs. She then puts it on her head, does a pirouette, and exits. Lights up, scene resumes.>*

96 -**Ovelia:** *<to the heroes.>* Just make sure you don't slow us down.

**SONG**

*Save the Day (to the tune of "Never gonna stop" by Rob Zombie)*

**Lara Croft:**

Yeah, need continues to keep up the fight,  
Chosen ones are keeping us from doing right,  
Now Ovelia thinks she has a hero's soul,  
But all of us will show her just how heroes roll, yeah!

**Heroes:**

Heroes will save the da-ay, we know just how it's done  
Villains won't know what hit them, we'll have them on the run  
But you won't know what to do, when put under the gun  
You're going to be defeated and, it won't be very fun!

**Ovelia:**

Yeah well we're tired of always sitting out,  
Villains kidnap us and have us squirm and pout,  
But now, it's finally our turn  
So just sit back and you are gonna learn, yeah!

**Princessess:**

We've seen you all in action, we know just what to do  
Anything in our way, we'll beat it black and blue  
You may talk a big game, but we know what is true  
When it comes to heroics you don't have any clue!

**Heroes:**

We need more continues!

**Princessess:**

You need us more!  
We'll travel together!

**Heroes:**

This is such a chore!

**Lara & Ovelia:**

Off to see the wise one, he might set us free,  
We can't go back to the way things used to be  
Between villains and chosen ones abound,  
They'll run us right down into the ground, yeah!

**Princesses:**

We can't just sit and argue, extending our delay

We'll take them down together, no matter what you say

**Heroes:**

With the Wise One cheat codes, we'll fin'ly save the day

We'll have continues flowing until we're old and gray

**All:**

Hero and princess

Together make war!

Anything in our way

Will fall to the floor!

*<Lights and curtain down. End Act 1>*

## 2 – 1 : We're Off to See the Wise One

### Characters:

Roger Wilco.....	Adventure Game Hero
Erdrick.....	He's a Dragon Warrior
Lara Croft.....	the Tomb Raider
Serious Sam.....	An FPS Hero, no brains, just brawn
Silent Protagonist.....	Strong but silent
Zelda.....	Princess Zelda of Hyrule
Princess Sarah.....	Princess Sarah
Daisy.....	Princess Daisy
Stella D. Tail.....	Text Adventure Stella D. Tail
Garland.....	A villain
Carmen Sandiego.....	An unpredictable villain
Lottie Bucks.....	A currency farmer
The Wise One.....	An old game icon who speaks in non-sequiturs
Sir Vent.....	An acolyte of the Wise One
Al Collyte.....	An acolyte of the Wise One
Seamus O'Ran.....	Like Samus, but drunker

*<Initially, the stage is empty. **The Stella D. Tail** enters the stage right wing and is illuminated by a spotlight. A “>” (a typical text adventure game prompt) is projected above the stage. The word “look” appears beside the prompt.>*

1 - **Stella D. Tail:** You enter a small, quaint town, surrounded by wilderness.

*<Lights up on main stage. Props for a few buildings are carried on and positioned stage right. If possible, they should look like they are from a NES or SNES era console style RPG.>*

2 - **Stella D. Tail:** The hot sun blazes overhead. An ominous wall of clouds lurks over the tall mountains in the distance, threatening apocalypse.

*<A sun is lowered above the town area. A backdrop, painted with mountains and evil looking clouds, is lowered.>*

3 - **Stella D. Tail:** There is a well near the edge of town. You might think that there is something to it, but in fact it is just an ordinary well.

*<A well is placed at the left edge of the town area, near centre stage. NPC and various extras enter. The heroes and princesses enter from stage left.>*

4 - **Stella D. Tail:** The townsfolk go about their business, content to ignore you. NPC is standing beside the well.

*<The extras each repeat a single action over and over in the background.>*

5 - **Zelda:** Finally, a town! Now maybe *somebody* will let us stop and ask for directions for a change?

6 - **Serious Sam:** And who were we supposed to ask? That troll back in the Forest of Danger? Or maybe the rodents of unusual size in the fire swamp?

7 - **Princess Sarah:** You could have at least tried, but *nooooo*, you just went and killed them. Typical heroes.

8 - **Erdrick:** Yeah, and we took their stuff. *<holding up an object>* I got a spleen!

9 - **Princess Daisy:** Eeeeww! Put that thing down! What are you going to do with it, anyway? It's just going to get all rancid in this heat.

10 - **Erdrick:** But... but... shinies! Plus I leveled up at least once...

11 - **Serious Sam:** And we need to defeat random enemies so I can refill my ammo.

*<Collective sigh from the princesses.>*

12 - **Zelda:** Do I have to remind you that we're *supposed* to be looking for the Wise One so we can figure out how to defeat the Chosen One army?

13 - **Princess Daisy:** Not to mention that you've been dragging us through all manner of strange places for no logical reason, we haven't seen a save point since forever and my feet are killing me!

14 - **Roger Wilco:** I know it must seem pretty random right now, but it'll all make sense eventually... probably. Just think of it as an adventure!

15 - **Serious Sam:** Besides, it wouldn't be any fun if it were too easy.

*<The Silent Protagonist steps forward and starts gesturing emphatically.>*

16 - **Roger Wilco:** What's that [Silent Protagonist]? Mario fell down the well? *<Roger looks down the well.>* Helloooooo down there? Everything all right?

*<Silent Protagonist sighs visibly then goes over to Lara Croft and nods a couple of times and makes some hand gestures, as if they were talking.>*

17 - **Lara Croft:** Good idea! We could use some supplies. *<Kicks Roger who is still looking down the well>* Stop that, there's no one down there. We're going into the Item Shop over there to restock.

*<The heroes and princesses, except for Roger, start to enter one of the buildings that is adorned with a sign that says "The Item Shop" (which should resemble "The Body*

Shop”). The text “> take well” is projected above the stage. **Roger** looks up, then back to the well and shrugs, then attempts to pick it up. **Zelda** stops just before entering The Item Shop and looks over at **Roger**.>

18 - **Stella D. Tail**: You cannot take the well.

19 - **Zelda**: What do you think you're doing?

20 - **Roger Wilco**: I'm trying to take the well.

21 - **Zelda**: <Zelda puts her hands on her hips and gives Roger an icy, disapproving stare.> Do I want to ask why?

22 - **Roger Wilco**: Just in case we needed it later. That's how these things work, after all. ... Oh, never mind. <Roger follows the others into The Item Shop>

<Lights fade on stage right, focus shifts to stage left>

23 - **Stella D. Tail**: A heady, pungent aroma greets you as you enter The Item Shop, nearly rendering you unconscious.

<A sign that reads “The Item Shop”, resembling “The Body Shop” is lowered over stage left. A backdrop painted with several shelves of potions and vials and so on is brought on.>

24 - **Stella D. Tail**: Mysterious potions and elixirs line the shelves. A strange-looking man minds the shop.

<A counter is positioned in The Item Shop and **Garland** enters, standing behind it. **Garland** should be dressed so that he/she is obviously **Garland**, except with one small, out-of-place accessory, such as an obviously fake nose/moustache or a funny hat.>

25 - **Stella D. Tail**: There is a rack of magazines by the counter.

<A rack of magazines is placed by the counter. The heroes and princesses emerge from behind the town props and enter The Item Shop. The text “> take everything” is projected above the stage and Roger Wilco should make a show of wandering around, picking up various random objects whilst whistling nonchalantly.>

26 - **Garland**: Welcome to “The Item Shop”! Our items are not tested on animals, only naïve adventurers, and are 100% “inspired” by nature, and are not at all synthetic knock-offs marked up for a significant profit. How may I help you?

27 - **Serious Sam**: <loud and pompously> Yes, I want stuff. And things. But not those, never those. Maybe you can suggest something? <whispering> Here's a hundred credits, slip me some of “those” on the way out.

28 - **Garland:** Perhaps I could interest you in one of our “Potion” energy drinks. Only 50% as vile and disgusting as the other leading brands!

< *Garland and most of the heroes start bartering in the background. **Roger Wilco** notices the magazine rack and selects a magazine to browse through.* >

29 - **Roger Wilco:** Hey, look! A game guide. <*Those not bartering gather around Roger.*> “The Hitchhiker's Guide to the GameSpace.”

30 - **Stella D. Tail:** <*As Roger opens the guide and flips through it.*> The Hitchhiker's Guide to the GameSpace is a wholly remarkable book. In fact, it is the most remarkable guide book to come out of the publishing corporations of Brady Games and is an invaluable resource for any adventurer trying to see the wonders of the game world in less than thirty gold pieces per day.

31 - **Roger Wilco:** Wow! This is pretty awesome. It looks like it has everything in it. I bet we could definitely use this to find the Wise One. But it's so expensive... do we even have this much?

32 - **Serious Sam:** Not anymore. We just got loaded... with ammo.

33 - **Erdrick:** And energy drinks! But don't worry, we'll just go kill random critters and sell their internal organs for some quick cash.

34 - **Zelda:** We don't have time for that!

<*Enter a shady looking **Lottie Bucks.***>

35 - **Lottie Bucks:** Nihao! Oh ho, what have we here? Need the latest, greatest in-game trinket and lacking the currency? Look no further 'cause I've got you covered.

36 - **Lara Croft:** Who are you, and why did I get this sudden skin-crawling feeling when you came in?

37 - **Lottie Bucks:** Just think of me as your local currency exchange. Need rupies, gil, gold or credits? I've got them all – in exchange for cold, hard, *real*, cash.

38 - **Roger Wilco:** Gee, mister, you're a life saver! How much for this guide book here?

39 - **Princess Daisy:** I don't know, Roger, this doesn't feel right.

40 - **Lottie Bucks:** I provide a valuable service to people with more money than good sense, so don't worry your pretty face, my dear. But, if your doubts are still not assuaged, perhaps this might ease your worries....

**SONG: Real Bucks**

*(to the tune of “real Emotion” by Kumi Koda)*

**Lottie Bucks:**

What can I sell to you?

What can I sell to you?

What can I sell to you?

What can I sell to you?

Real bucks only

What can I sell to you?

What can I sell to you?

What can I sell to you?

**Far** beyond the **cozy** sofa **in** your house,  
**Living** in a **place** like **North** Korea,  
**Eighteen** hours a **day** I'm clicking **on** my **mouse**;  
**Fifty** cents a **week's** not **my** idea!

**Clicking** 'til I **bleed--I've** got mouths to **feed--**  
**and** my frail **gramma's** near **her** end!  
**If** you **understand** it,  
**Make** it PayPal **at** full speed!

A **cheque**, sure **thing**, just **want** to see for **certain** that it's **certified**;  
**Why's** my **address** go to  
**Galt**, don't **fret**, my **cousin** Bob is **there** to send **along** the **dough**  
He's **such** a **pal**, helping **out** like **this**;  
You **wanna** **help** me **too**?

**Princess:**

What would I buy from you?

What would I buy from you?

What would I buy from you?

What would I buy from you?

Work at Wal-Mart

You **are** a **fraud** and **if** I had the **rights** I'd **go** and **blacklist** you,  
**Mouths** to **feed** what a  
**Joke**, no **way**, you're **just** a lonely **teenaged** phishing **spammer** **brat**,  
I **won't** give **into** this **drek**, you **see**,  
I'm **on** to **you**...

And **though** I **know** those **awesome** gold-plate **panties** are so **super** **rare**,



Never **drop** from the,  
**Boss**, it **sucks**, but **paying** cash is **not** the way I **wanna** go,  
You **are** a **leech** on **humanity**,  
When **will** you **get** a **soul**?

**Princess:**

What would I buy from you?  
What would I buy from you?  
What would I buy from you?

**Gold farmer:**

Real bucks only!

**Princess:**

Work at Wal-Mart!

41 - **Roger Wilco:** Wow, I'm sold! Here, take my credit card, debit card, these long-distance phone cards, these personal cheques, these traveler's cheques, and my entire RRSP! Stores around here don't accept them, so it's not like they're doing me any good.

42 - **Lottie Bucks:** That will do nicely. A pleasure doing business with you. And if you ever need a quick power level, I can hook you up. Take my card. *<gives card to Roger>*  
Ciao!

*<Lottie Bucks exits>*

43 - **Zelda:** Well, at least we can find the Wise One now. Let's get going.

*<Heroes and princesses leave The Item Shop and go back to the town portion of the stage. Ominous music plays and Carmen Sandiego enters the item shop from stage left.>*

44 - **Carmen Sandiego:** Garland, report! What's the mission status?

45 - **Garland:** The foolish heroes have taken the bait! And not only was my agent able to convince them to purchase the guide, he was also able to relieve them of some excess cash.

46 - **Carmen Sandiego:** Excellent. Deposit it in my offshore account in the landlocked country with a red, white and blue flag.

47 - **Garland:** Luxembourg?

48 - **Carmen Sandiego:** Ssshhhhhh! ...I trust you were able to slip in our "fake walkthrough" without being noticed?

49 - **Garland:** Yes, they don't suspect a... *<trails off, noticing and picking up some loose papers on the counter>* Ah, dammit! I always screw up some mundane detail!

50 - **Carmen Sandiego:** This isn't a mundane detail, fool! It's vital to our entire scheme! Quickly, we've got to catch up to them and slip our false information into the guide without raising their suspicions.

*<Garland and Carmen exit. Lights fade on stage left, lights up on stage right as the heroes and princesses come out from behind one of the buildings. Erdrick and Roger are reading the guide intently.>*

51 - **Serious Sam:** Wow, this book really does have everything! Look, it even tells you how to mine for fish!

52 - **Roger Wilco:** *<Grabbing the guide>* Gimme that! *<flips to random page>* Oh, hey! There's a secret code that gets Zelda to take off her clo-

53 - **Zelda:** L-lies! Libel! Completely untrue! *<the others stare at her>* It... it was just the one time, I... I needed the rupies. And he told me he loved me.

54 - **Princess Sarah:** C'mon guys, stop horsing around. Just find where it says how to get to the Wise One.

*<The Silent Protagonist grabs the guide, rifles through it and raises a fist in triumph, then points towards stage left, with purpose.>*

55 - **Roger Wilco:** Everybody follow [Silent Protagonist]!

*<Full lights on stage. All heroes and princesses start to walk towards centre stage where they start walking in place. As they are walking, techies come on and remove the scenery through stage right. Other scenery is carried across stage from left to right to create the illusion the heroes are moving. Scenery can be any sort of video game scenery – trees, barrels, crates, coloured blocks and so on. Some techies could carry larger objects towards the back of the stage (moving slower) and some could carry objects across the front of the stage (moving faster) to create a parallax effect.>*

*After a short time, Garland enters from stage left, still obviously dressed as Garland but with a different out-of-place accessory. Scrolling scenery stops and Carmen Sandiego enters, hiding behind a piece of scenery, though still visible to the audience.>*

56 - **Serious Sam:** What have we here? Think it's hostile? Maybe I should shoot it.

57 - **Garland:** I'm just a wandering merchant who is in no way suspicious. At all.

58 - **Serious Sam:** Hmmm... our guide doesn't say anything about a merchant in this area. Are you sure you're not a glitch?

59 - **Princess Sarah:** How do we know that you're not really a villain in disguise, trying to mislead us?

60 - **Carmen Sandiego:** *<emerging from hiding>* Enough of this pointless chatter! It seems I'm going to have to, uncharacteristically, handle this myself.

61 - **Zelda:** It's Carmen Sandiego! Where in the world did you come from? Quick! Check the guide! What's her weakness?

62 - **Lara Croft:** Lets see... here it is! Her weaknesses are... personalized arrest warrants, and her unreasonably large personal bubble.

63 - **Roger Wilco:** I've got a warrant on me somewhere!

*<Daisy advances on Carmen, poking fingers into her personal bubble. (Not a euphemism.)>*

64 - **Princess Daisy:** I'm in your space! I'm in your space!

65 - **Carmen Sandiego:** Noooooooo!!! Damn you! You'll never catch me! Never! I have, like, seven million air miles! *<Carmen flees.>*

66 - **Garland:** ...Anyway. As I was going to say before we were so rudely interrupted, your guide is out of date. I can offer you the latest patch, for a small fee.

67 - **Erdrick:** But we're all out of money.

68 - **Garland:** In that case, I'll just take whatever you've got.

69 - **Erdrick:** I've got a spleen!

70 - **Garland:** Eh... good enough. Now, let me apply that patch for you. *<Garland takes the spleen and the guide and shoves some loose papers into the guide and returns it.>* Well, my job's done. Enjoy! Heh, heh, heh... *<Garland exits>*

71 - **Princess Sarah:** You sure meet some unusual people on an adventure.

*<Scrolling scenery resumes – scenery already on stage is removed and the Wise One scenery is brought on as it is described the Stella D. Tail.>*

72 - **Stella D. Tail:** You arrive in a small green space surrounded by stony hills. A strangely pixelated building lies to the west.

*<A blocky, pixelated hut is placed stage left>*

73 - **Stella D. Tail:** There is a small table in the clearing.

*<The two acolytes, **Sir Vent** and **Al Collyte**, enter carrying a table and two chairs which they place in front of the hut on the centre stage side and start to walk off.>*

74 - **Stella D. Tail:** Two acolytes sit at the table, playing some sort of game.

*<The acolytes sigh then sit at the table and start playing a game as the heroes and princesses stand and watch.>*

75 - **Al Collyte:** I stab the Davis Centre with my pointy dagger. Stabbity, stabbity!

76 - **Sir Vent:** For the bazillionth time, the Davis Centre is a building. Your dagger has no effect.

77 - **Al Collyte:** But it's ugly, and I wanna blow it up. I cast Ultima!

78 - **Sir Vent:** Fine, you cast Ultima. It has no effect, but the Davis Centre comes alive and eats you. You die.

*<The **Silent Protagonist** coughs loudly and pointedly.>*

79 - **Sir Vent:** *<startled>* Can I help you?

80 - **Zelda:** We've come to see the Wise One.

81 - **Al Collyte:** Yeah, you and about a million other people. But we can't just let anyone in or the glorious Wise One would be swamped with visitors all day leaving no time for napping or writing dirty limericks or anything. If you want to see the Wise One...

82 - **Sir Vent:** ...you'll have to bring us the following three items: a rat's tail, a half-eaten hamburger, and the pinky finger of a UW engineer, complete with iron ring.

83 - **Roger Wilco:** That's where I come in! *<Roger starts handing objects over to Sir Vent>* See, I told you picking up all that random junk would come in handy.

84 - **Sir Vent:** ...ewww. Um, very well then. Al Collyte, will you fetch the Wise One?

*<Al Collyte goes to the hut, opens the door and the wise one steps out as Sir Vent disposes of the three items. Al Collyte guides the **Wise One** over to the heroes and princesses and is joined by Sir Vent. The two acolytes stand on opposite sides of the **Wise One**.>*

85 - **Wise One:** Are you a bad enough dude to save the president?

86 - **Al Collyte:** Um... allow us to translate. He says... welcome.

87 - **Wise One:** Blue wizard needs food... badly.

88 - **Sir Vent:** He knows why you have come.

89 - **Princess Sarah:** He does? Then he knows what we need to do to defeat the Chosen One army?

90 - **Wise One:** John Romero's about to make you his bitch.

91 - **Al Collyte:** Yes, but you're not going to like it.

92 - **Lara Croft:** We've come all this way, we may as well hear it.

93 - **Serious Sam:** As long as it involves blowing stuff up, I'm all set.

94 - **Wise One:** Punch. Kick. It's all in the mind.

95 - **Sir Vent:** Very well. Know this, mighty heroes! To defeat the Chosen One army you must obtain the legendary MacGuffin! Only with its power shall you prevail.

96 - **Wise One:** I need healing soon, lest my hamster become an orphan!

97 - **Al Collyte:** But the legendary MacGuffin is guarded by the dreaded villain Foozle, whose body odor has wiped out whole cities in a single whiff, and her lair is high atop Death Peak.

98 - **Erdrick:** Why do these places always have “death” in the name?

99 - **Wise One:** You spoony bard.

100 - **Sir Vent:** That is something you are not meant to know.

101 - **Wise One:** Avoid missing ball for high score.

102 - **Al Collyte:** Nevertheless, you must defeat Foozle and obtain the legendary MacGuffin if you wish to save yourselves. Mwahahaha! *<cough, cough>* That, um, that laugh at the end was my addition.

103 - **Zelda:** I guess we have no choice then, we have to defeat this Foozle. Sounds dangerous...

104 - **Wise One:** Pick a box. Its contents will help you on your way.

105 - **Sir Vent:** That's, um, more or less what he means.

*<Three boxes, labeled “A”, “B” and “C” are brought out and displayed to the audience.>*

106 - **Stella D. Tail:** Now you, the audience, gets to decide which box our intrepid heroes will pick! Whatever item it contains shall aid them on their quest, so choose

wisely! The box that gets the loudest cheer wins! Will it be “A”? <wait for cheer> “B”? <wait for cheer> Or “C”? <wait for cheer> And the winner is... “[insert winner here]”!

<The **Silent Protagonist** takes the contents from the box the audience selects and holds it up as the Zelda “you got an item” (do do do do!) music plays. The boxes are taken off stage. The boxes contain a plasma rifle, an energy pack, and a morph ball – all items normally used by Samus Aran.>

107 - **Roger Wilco:** A <name of procured item>?

108 - **Daisy:** I think it's for Samus' power suit.

109 - **Serious Sam:** Oh, that'll do us a fat lot of good, now that Samus has conveniently dropped off the face of the earth. Does anyone know how to use this?

<**Seamus O'Ran** enters in spirited haste.>

110 - **Seamus:** Leave it to me!

111 - **Erdrick:** Samus! Is that you?

112 - **Seamus:** Nae! I'm the equivalent non-union bounty hunter of the isles, Seamus O'Ran!

113 - **Lara Croft:** “Equivalent”? You're nothing like Samus.

114 - **Seamus:** Yes I am! I've got my ice cannon, my particle cannon, my wave cannon, and my potato cannon.

115 - **Lara Croft:** See, now you're just making this up.

116 - **Seamus:** And with this <name of procured item> in hand, 'tis my chance to shine. I'll show this "Riley" character what a real bounty hunter is made of.

117 - **Daisy:** "Ridley". Samus' arch nemesis is "Ridley", Seamus.

118 - **Seamus:** Aye, Ridley. And who's this "Mother Brian" I'm supposed to take on?

119 - **Wise One:** I feel asleep. Move Zig... for great justice.

120 - **Al Collyte:** That means he wants you to leave so he can get back to writing dirty limericks – he's got a quota to meet, you know.

121 - **Wise One:** “There once was woman from China, who suffered from crippling angina.”

<**Sudden blackout. End of scene.**>

## Vignette 4

### Characters:

Chun Li.....A bored hero (Street Fighter)  
Ico.....Another bored Hero (Ico)  
Tommy Vercetti.....Another bored hero (GTA 3)  
Aeris.....Another bored hero (Final Fantasy VII)

*<Lights up on the left wing. Four heroes are on a couch. In front of the couch is a TV with some sort of console. **Tommy** and **Chun Li** are playing a video game. **Aeris** is upside down on the couch. **Ico** is scribbling on a note pad.>*

*<Chun Li throws down her controller in frustration.>*

**1 -Chun Li:** I can't stand this anymore!

**2 -Tommy:** You can't give up now! You're the best of these losers and the only reason I haven't thrown myself from the window in boredom.

**3 -Chun Li:** No, not that! This waiting, it's driving me crazy.

**4 -Aeris:** All the blood in my body is now in my head. I feel like I might transcend this pathetic shell and join the universal unconscious.

**5 -Chun Li:** This waiting, it's driving her crazy.

**6 -Ico:** Guys, guys! I got it, listen up!

*<Aeris slides to the floor and looks up at Ico. **Chun Li** and **Tommy** turn to Ico eagerly.>*

**7 -Tommy:** What, what? You have a plan to get us out of here? Fantastic! If it's really good, I promise I'll never mention all those times you fragged yourself with grenades again!

**8 -Chun Li:** Yeah! And I promise I'll go out with you. *<aside>* But just never show up for our date...

**9 -Aeris:** And I promise I'll enter communion with our mighty alien overlord Xenu!

*<Everyone stares at Aeris. She sits up and rubs her head.>*

**10 -Aeris:** Woah, head rush! I meant, uh, I promise I'll bake you a cake.

**11 -Ico:** Here, get a load of this:

I heard that your girl, she quit,  
Leaving you in rather a snit,  
They said she did call,  
“Your joystick's so small,  
“I just can't manage to grip it.”

**12 -Chun Li:** The hell?? How is that a plan??

**13 -Ico:** Oh, it's not! See, I found this guy on the Internet who calls himself the Wise One. He says he'll PayPal me thirty gold for every dirty limerick I send him!

**14 -Tommy:** I've changed my mind. I promise I'll kill you. *Very slowly.*

*<Lights go out. Everyone screams.>*

**15 -Ico:** What the hell was that!

**16 -Tommy:** Dammit, I knew I should have saved!

**17 -Chun Li:** I think it was the zombies. I think they just cut the power!

**18 -Aeris:** That's probably not good.

*<End vignette>*



## 2 – 2 : Middle Mismanagement

### Characters:

Commander Keen.....A Chosen One (Commander Keen)  
 General Protection Fault.....A Chosen One general  
 Captain Courageous.....A Chosen One captain  
 Millie Baize.....Marketing/sales rep for the RTS system  
 Mike Rosoft.....Technical assistant to Millie Baize  
 Timmy Ho.....A soldier who's always got time  
 Jen Erate.....A soldier with the gift of childbirth  
 Penn T. Gonn.....A soldier with big dreams  
 BroadwayUnits.....Soldier extras that just want to sing  
 ExtraUnits.....Soldiers that just want to be in this scene  
 Cloud.....A famous RPG Hero (Final Fantasy VII)  
 CloudHelper.....An aide with many placards and perhaps glitter

*<The stage is mostly bare, save a few scattered blocks or chairs. Soldiers of the Chosen One army are lounging around lazily, killing time with various activities and/or looking bored. **Timmy Ho** is sitting with a newspaper and a pencil. Again, all Chosen Ones onstage have some kind of identifying costume element like an armband.>*

1 -**Timmy Ho:** *<to no one in particular>* What's a seven-letter word for “a number greater than a million, not containing the digits five or nine”?

*<Jen Erate looks over at the newspaper.>*

2 -**Jen Erate:** That's a sudoku.

*<An electronic signal sounds. The soldiers on stage suddenly drop everything and snap to attention, each standing erect and motionless as if a perfectly-disciplined robotic soldier. **Millie Baize** leads **Commander Keen** and **General Protection Fault** onstage, followed by **Mike Rosoft** and **Captain Courageous** wheeling a cart with a computer terminal on it.>*

3 -**Millie Baize:** Sirs, you are now the proud owners of a true innovation in warcraft technology. The Remote Tactical Signaling system!

4 -**Commander Keen:** So how does it work?

5 -**Mike Rosoft:** It's simple! We've provided every recruit in your Chosen One army with a proprietary control implant.

6 -**Captain Courageous:** Really. And they accepted this willingly?

7 -**Millie Baize**: Actually, we slipped it into their Cheerios...and now, with the transmission of a single activation code, every unit with an implant instantly becomes a perfect soldier! – disciplined, alert, and ready to respond...

*<Millie Baize snaps his/her fingers. Each soldier on the stage stamps his/her right foot simultaneously.>*

8 -**Millie Baize**: ...to any command.

9 -**Commander Keen**: Impressive!

10 -**General Protection Fault**: Pick up your jaw Commander. So he made some maggots march. Nothing you can't do with a bit of intimidation and authority!

11 -**Millie Baize**: Ah, but there's so much more to the RTS.

12 -**Mike Rosoft**: The implant transmits *real-time* information about a soldier's position, health, and equipment back to a central host... *<gestures to the computer terminal>*

13 -**Millie Baize**: ...which presents all that data in an attractive, easy-to-read display!

14 -**Mike Rosoft**: But that's not even the best part! Everything you need to control your army has been compacted into a single, elegant, hand-held device.

*<Mike Rosoft reveals a device that looks suspiciously like a console system controller (preferably the giant original Xbox controller, if available) and hands it to Millie Baize.>*

15 -**Millie Baize**: You just have to command...

*<Millie Baize points the controller at Timmy Ho and pushes a button. An electronic signal sounds.>*

16 -**Timmy Ho**: *<pivots to face commander and salutes (henceforth abbreviated "PTFCAS")>* Yes, sir!

17 -**Millie Baize**: ...and conquer!

18 -**Commander Keen**: Wow!...Can I try?

19 -**Millie Baize**: Of course. It's yours now!

*<Millie Baize hands the controller to Commander Keen. Commander Keen points the controller at Timmy Ho and pushes a button. The signal sounds again.>*

20 -**Timmy Ho**: *<PTFCAS>* Yes, sir!

21 -**Commander Keen**: Ha! I love that! Do they do that every time?

22 -**Millie Baize**: Every time. It's one of our most popular features.

*<Commander Keen points the controller back at Timmy Ho and pushes the button repeatedly throughout the next line, triggering the signal each time.>*

23 -**Timmy Ho**: *<PTFCAS>* Yes, sir! *<PTFCAS>* Ready for action, sir! *<PTFCAS>* Awaiting your orders, sir! *<PTFCAS>* All systems go, sir! *<PTFCAS>* I like your hair, sir! *<PTFCAS>* Have you lost weight, sir! *<PTFCAS>* Sometimes I dream about you at night, sir!

24 -**General Protection Fault**: Stop that!

25 -**Millie Baize**: *<intervening, gently takes back controller from Commander Keen>*  
Here, let me show you some *other* features. Soldier! Harvest precious resources!

*<Millie Baize pushes a button on the controller. The signal sounds again.>*

26 -**Timmy Ho**: Sir! Yes sir!

*<Timmy Ho exits. Later, he will return with a Tim Horton's cup and set it down on a surface near Commander Keen, unnoticed. He will then leave to fetch more coffee. He will continue to harvest coffee and deposit Timmies cups next to Commander Keen, always unnoticed, for most of the rest of the scene.>*

27 -**General Protection Fault**: Enough of this secretarial poppy cock. Soldiers, fall in line!

*<Commander Keen looks at Mike Rosoft questioningly>*

28 -**Mike Rosoft**: *<thinking>* Hmmm, it's one of the shoulder buttons...no wait, not that one!

*<Commander Keen pushes a shoulder button on the controller. A different signal sounds. Jen Erate and BroadwayUnits start to fall in line.>*

29 -**General Protection Fault**: Now that's more like it! Company – hup, two, three, four!

*<But General Protection Fault has just inadvertently counted us into...>*

**SONG: We Are the Chosen Ones**

*(To the tune of “We Are the Champions” by Queen)*

**Female Unit:**

We've paid our quarters -  
Play after play -

We've read our game guides  
But for gold we won't pay  
Macros and cheats  
We've hacked a few  
We've had our share of brain washing today  
But we've come through

We are the chosen ones - my friends  
And we'll keep on playing - till the end -

**Female Unit and other Chosen Ones:**

We are the chosen ones -  
We are the chosen ones  
No time for noobies  
'Cause we are the chosen ones - of this game -

**Female Unit only:**

We've gone through our grinds  
And our questing chains  
And now you try to control our every single action  
We hate you all

But it's been no pain or torture  
Just a nice snooze  
It took a little brainwash to join the winning side  
Now we ain't gonna lose

**Female Unit and other Chosen Ones:**

We are the chosen ones - my friends  
And we'll keep on playing - till the end -  
We are the chosen ones -  
We are the chosen ones  
You're not the chosen ones  
'Cause we are the chosen ones - of this game -

*<Throughout the song, Commander Keen, Captain Courageous and General Protection Fault are watching, bewildered, while Millie Baize and Mike Rosoft seem just slightly embarrassed.>*

30 -**Commander Keen:** ...and all that maps to the L button, huh?

31 -**Mike Rosoft:** *<scratched back of head nervously>* Well you see, to accommodate each customer's personal style, our system features a user-definable set of hotkeys to access the most relevant commands.

32 -**General Protection Fault:** Who thought *that* was a relevant command?!

33 -**Captain Courageous:** *<looks shifty>* Maybe we should just focus on the basics first.

34 -**Commander Keen:** Right. How do I move them around?

35 -**Millie Baize:** There's an app for that.

36 -**Mike Rosoft:** *<pointing at the monitor>* You can multiselect with the right stick, and click anywhere on the map you'd like them to go.

*<Commander Keen moves the stick and pushes buttons. A signal sounds.>*

37 -[**Three random ExtraUnits (“PathieUnits”)]:** *<PTFCAS>* Yes, sir!

*<The [PathieUnits] march offstage in random directions.>*

38 -**Captain Courageous:** Um...where are they going? He commanded them to move slightly to the left.

39 -**Millie Baize:** *<nervously>* Well, pathfinding is a highly complex computational problem...

40 -**Mike Rosoft:** But they *\*will\** eventually arrive at their destination point!

41 -**Millie Baize:** See, here they come now!

*<The [PathieUnits] return onstage (from different entrances, if time allows). They converge at a point, where they collide with each other and collapse, unconscious.>*

42 -**Commander Keen:** What the hell was that?!

43 -**Mike Rosoft:** They've arrived at their destination! The very same destination...at the same time.

44 -**General Protection Fault:** *<sarcastic>* Wonderful. They're more useless than a sober engineer. Well, they'll need weapons.

45 -**Millie Baize:** Our company doesn't deliver weapons specifically, that's not really our forté.

46 -**Mike Rosoft:** Instead, some of your units have the ability to research and develop brand-new weapon technologies on the fly, and instantly disseminate that information to the other units!

47 -**Commander Keen:** Maybe that's not the best idea, the Chosen one army wasn't really "chosen" for their brains...the other day I caught one of them having a conversation with his socks. What other unit types do we have?

48 -**Captain Courageous:** *<reading display>* According to this, we have a handful of basic soldiers, a weapons research unit, a few Production Units, a lot of Mathies, and one...Intruder?...

49 -**General Protection Fault:** What's an "Intruder" do?

*<An alarm sounds ("Intruder Alert!"). A soldier near a stage entrance shrieks and falls to the floor, dead. Cloud enters behind him/her and stops a few steps onto the stage. CloudHelper follows discreetly behind. Until the fight begins, Cloud stays in one place, adjusting his accessories and clothes. (Think of it like he's rummaging through the menu screen.)>*

50 -**Commander Keen:** Oh, crap! What do we do?

51 -**General Protection Fault:** Order them to fight!

52 -**Commander Keen:** Right! Of course! *<pause>* How do I do that again?...

53 -**Captain Courageous:** *<grabbing controller>* I can do it! I did it at the product demo! Soldiers, fight!

*<Captain Courageous frantically pushes buttons. A signal sounds.>*

54 -**[Three other random ExtraUnits]:** *<PTFCAS>* Yes, sir!

*<The three random soldiers exit offstage to fetch coffee. Like Timmy Ho, they will bring cups of coffee onstage and set them down next to Commander Keen before leaving to make more.>*

55 -**Commander Keen:** Where are they going?!

56 -**General Protection Fault:** I think they're going to Timmies.

57 -**Captain Courageous:** Dammit! Someone's messed with the hotkeys again!

*<Captain Courageous mashes buttons on the keypad. Random beeps sound. Random soldiers begin to take random actions, such as coughing, breakdancing, etc. Some of them start to perform the song again.>*

58 -**General Protection Fault:** Oh, for the love of... *<to Millie Baize>* How do we make them fight?!

59 -**Millie Baize:** What an excellent question!

<there is a pause>

60 -**Commander Keen:** What? You don't know ?!

61 -**Millie Baize:** Combat, being the core application of our system, is very complex and nuanced! I have trouble keeping track of all the details <nervous laughter>

62 -**Mike Rosoft:** That's why all our products come with a comprehensive and complete operations manual!

63 -**Captain Courageous:** Damnit, I'll go get the box...

<*Captain Courageous* shoves the controller into **General Protection Fault's** hand and scrambles offstage. When **General Protection Fault** takes the controller, he loses his grip on it slightly and mashes some buttons when catching it. The combat signal sounds.>

64 -[**One random ExtraUnit**]: <PTFCAS> Yes, sir!

<[The random ExtraUnit] advances to Cloud and begins slapping him.>

65 -**Commander Keen:** He's fighting! What did you do? What did you do?!

66 -**General Protection Fault:** I don't know!

<*General Protection Fault* fumbles with the controller in his hands. **Captain Courageous** runs back onstage, carrying a large, ornately decorated cardboard box labeled "RTS".>

67 -**Captain Courageous:** Got it!

<*General Protection Fault* pushes a button. Another beep sounds.>

68 -**Penn T. Gonn:** <PTFCAS> Yes, sir! Beginning weapons research program!

<*Penn T. Gonn* moves to a corner and begins miming "researching" actions. **Captain Courageous** digs through the contents of the box frantically, tossing out action figures, CDs, hats, and other merchandising objects.>

69 -**Commander Keen:** What is all that junk?!

70 -**Captain Courageous:** Limited edition bonus swag...I couldn't resist!

<*General Protection Fault* pushes a button. The combat signal sounds again.>

71 -[**Some more ExtraUnits**]: <PTFCAS> Yes, sir!

<[MathieUnits] advance towards **Cloud** and begin slapping him.>

72 -**General Protection Fault:** I think I've got the hang of this!

<**Cloud** slashes one of the soldiers attacking him, killing him/her instantly.>

73 -**Commander Keen:** Is there a button to make them fight better? Don't we have any more soldiers?

74 -**Captain Courageous:** <still rummaging> Ooo, a cloth map of the world.

<Throughout the remainder of the scene, **Cloud** will be attacking the enemy soldiers Final Fantasy style. That is, he will spend long periods of time bobbing up and down on the spot in a fighting stance, and occasionally advance at an enemy, deliver a single strike, killing them, then returning to his previous position to adopt the same bobbing stance. Occasionally he may use a special attack; in this case, just before the attack occurs, **CloudHelper** will hold up a sign over his head listing the name of the attack. If time needs to be padded, some of **Cloud's** "turns" can be him drinking from a vial.>

<**General Protection Fault** pushes a button. The combat signal sounds yet again.>

75 -**General Protection Fault:** Uhhh, all right, hang on...soldiers, attack!

76 -[**Remaining Unoccupied ExtraUnits:** <PTFCAS> Yes, sir! <they join the "fight" against Cloud>

<**Commander Keen** finally notices the large pile of coffee cups and the chain of coffee-making units still fetching coffee.>

77 -**Commander Keen:** It's not enough? Can't we get these yahoo's to stop bringing coffee?

78 -**Millie Baize:** The units have been purposed. Only death will stop them now. Or if the coffee supply runs out, then God help us all...

<**Captain Courageous** digs a thick manual out of the box.>

79 -**Captain Courageous:** Found it!

80 -**Commander Keen:** Isn't there *anything* you can do?

81 -**Millie Baize:** Well, there is one thing. Our company has trained us to deal with emergency situations like this.

<**Millie Baize** strolls casually offstage, as **Captain Courageous** and **Commander Keen** watch expectantly. **Millie Baize** doesn't come back.>

82 -**Captain Courageous:** ...I don't think he/she is coming back.

<**Commander Keen** and **Captain Courageous** turn to **Mike Rosoft**.>



83 -**Mike Rosoft:** Well don't look at me!

<*Mike Rosoft flees the scene. Penn T. Gonn stands triumphantly.*>

84 -**Penn T. Gonn:** Weapons research complete! I have invented... a stick!

<*Penn T. Gonn brandishes a tiny stick. All the living soldiers fighting Cloud produce sticks out of nowhere, then continue to attack him with sticks. Commander Keen grabs the manual out of Captain Courageous' hands and pages through it frantically.*>

85 -**Penn T. Gonn:** Beginning weapons research program, phase II! <*continues to "research"*>

86 -**General Protection Fault:** Dammit! We're getting slaughtered! We need more troops!

87 -**Commander Keen:** It says in here that we can use the production units to generate more troops!

88 -**General Protection Fault:** Which one's the production unit?!

89 -**Captain Courageous:** That one!

<*Captain Courageous points at Jen Erate. General Protection Fault pushes buttons.*>

90 -**Jen Erate:** <*PTFCAS*> Yes, sir! Where shall I produce a unit?

91 -**General Protection Fault:** I don't care, just produce! <*clicks another button*>

92 -**Jen Erate:** I can't produce there. <*General Protection Fault clicks another button.*>  
I can't produce there.

93 -**General Protection Fault:** Keen? Little help?!

94 -**Commander Keen:** <*reading*> Uhh, the manual says production units can only produce on certain types of terrain!

95 -**Captain Courageous:** <*reading monitor*> Well, looking at the map we've got a sleazy motel, a bar bathroom, the back of a Chevy...

<*Eyes go to Jen Erate, curiosity peaked*>

96 -**Jen Erate:** <*shrugs*>Let's go with the Chevy.

<*General Protection Fault pressed another button. Jen Erate grabs the nearest living male soldier by the hand, and they run amorously offstage*>

97 -**General Protection Fault:** Excellent! Now where's our new recruit?

98 -**Captain Courageous:** *<reading monitor>* Looks like it'll be ready in... nine months.

99 -**General Protection Fault:** DOS almighty...useless! *<attention goes back to fight with Cloud>* how can one measly hero be so tough?

100 -**Captain Courageous:** In fairness, sir, he IS Japanese. He has THOUSANDS of hit points.

*<Penn T. Gonn stands triumphantly.>*

101 -**Penn T. Gonn:** Weapons research program, phase II complete! I have invented... a pointed stick!

*<The few remaining living soldiers start poking with their sticks instead of swinging them.>*

102 -**Penn T. Gonn:** Beginning weapons research program, phase III! *<he once again continues to "research">*

*<Around this time, the coffee-makers should return to the table with the coffee cups and remain there, motionless.>*

103 -**General Protection Fault:** These soldiers are worthless! What kind of units are these, anyway?

104 -**Captain Courageous:** *<reading from monitor>* Looks like they're "Mathies".

105 -**Commander Keen:** *<reading from manual>* "Mathies. Standard ground unit. Strong against robots. Weak against... females?"

106 -**Captain Courageous:** Oh, well that explains it then.

107 -**General Protection Fault:** What? That hero isn't a woman!

*<they look closely at Cloud.>*

108 -**Captain Courageous:** *<shrugs>* Close enough.

109 -**General Protection Fault:** Well, I've had enough!

*<General Protection Fault shoves the controller into Commander Keen's hands, who drops the manual.>*

110 -**General Protection Fault:** We've got thousands of soldiers out there with these crummy implants. You two had better hope they're better than this lot!

111 -**Captain Courageous:** *<reading monitor>* Actually, while we were button mashing, we commanded most of the army into crates, flagpoles, and bottomless pits.

112 -**General Protection Fault:** Bah!

*<General Protection Fault tries to storm off, but runs into a couple of the tries to storm off, but runs into the ex-coffee-making units.>*

113 -**General Protection Fault:** And what are these idiots doing?!

114 -**Captain Courageous:** I think... they brought all of Timmies' coffee. All of it.

*<General Protection Fault brushes them aside, and they fall over, dead. He/she storms off. Captain Courageous and Captain Keen trade glances, survey the bodies around Cloud.>*

115 -**Commander Keen:** Limited edition box set? Who buys those?! Idiot!

*<Commander Keen and Captain Courageous retreat. Penn T. Gonn stands triumphantly.>*

116 -**Penn T. Gonn:** Weapons research program, phase III complete! I have invented... a handgun! Wait, really?

*<Penn T. Gonn looks surprised and confused at his accomplishment. Cloud kills Penn T. Gonn, ending the battle, and does a victory pose. Final Fantasy victory music plays as CloudHelper holds up a sign reading "You got 25 XP!" Cloud bends down over Penn T. Gonn's body, takes his/her wallet, and removes a bill from it. CloudHelper holds up a sign reading "You got \$20!">*

*<Lights down. End scene.>*

## 2 – 3 : It Used to be So Easy

### Characters:

Bartholemew T. Ender ..... a creepy bartender  
 Makem Flat ..... Minion of Bowser (Super Mario Bros)  
 Anita Poshun ..... Minion of Bowser (Super Mario Bros)  
 Goombas ..... minion extras (Super Mario Bros)  
 Bowser ..... A villain (Mario)  
 Gerald Mann ..... A villain (Half-Life)  
 Gordon Freeman ..... A crow-bar wielding hero (Half-Life)  
 Yoko Marx ..... Leader in the nontagonist rights movement  
 Freddie Mac ..... An Azerothian (World of Warcraft)  
 Fannie Mae ..... An Azerothian (World of Warcraft)

*< The stage is divided into two areas. On the left is the inside of a pub. On the right is an evil lair. Lights up on the pub. A group of morose **Goombas** wearing long brown coats limp into the pub (one with a crutch?). A shifty looking **Bartholemew T. Ender** stands behind the counter. To one side of the bar, **Yoko Marx** sits, drinking his drink and occasionally watching the other patrons.>*

- 1 – **Bartholemew T. Ender:** Greeting Stranger! What are ya' buyin'?
- 2 – **Makem Flat:** Do you have anything for broken limbs? Deep flesh wounds?
- 3 – **Bartholemew T. Ender:** Got a lot of good things on sale, stranger!
- 4 – **Makem Flat:** Such as? I'm in a lot of pain here!
- 5 – **Bartholemew T. Ender:** Heh, heh, heh. *<points to the drink list above the bar>* Got a lot of good things on sale, stranger!
- 6 – **Makem Flat:** *<indignant>* Are you going to answer me or not?
- 7 – **Bartholemew T. Ender:** Heh heh heh.
- 8 – **Makem Flat:** *<threatening with physical violence>* I'll give you a piece of my mind!
- 9 – **Bartholemew T. Ender:** Ah, yes, I'll buy it at a high price.
- 10 – **Anita Poshun:** *< to Makem Flat >* Hey cool it, the bartender's always like this before someone buys a drink. *< to Bartholemew T. Ender >* We'll have the Mega Potion. Two of them. Doubles. *<slight pause>* And get yourself something strong. We're in need of a rather sympathetic ear tonight.

< **Bartholemew T. Ender** serves them a pair of potions. The **Goombas** knock them back, and seem to gain strength. **Bartholemew T. Ender** pours something into a glass, drinks, and coughs. Effects of **Bartholemew T. Ender's** drink kick in immediately. >

11 – **Makem Flat:** < to **Bartholemew T. Ender** > Sorry, I was a bit out of my mind there. Bowser's been running us real hard lately.

12 – **Bartenter:** <*sympathetically*> That's lousy. What's causing you such grief over in Bowserville?

13 – **Anita Poshun:** We've got this new hero to deal with and it's the worst assignment we've ever had.

14 – **Makem Flat:** At first, it didn't seem like it would be too bad. It all started back when Bowser called a staff meeting...

< **FLASHBACK!** Lights down on pub. Lights up on lair. In the lair, **Bowser** speaks to the group of **Goombas**. **Makem Flat** and **Anita Poshun** walk over to the flashback and stand in the background as extras.>

15 – **Bowser:** ...and the random beatings will cease when my son Iggy's Mohawk has grown back completely!

16 – **Anita Poshun:** <*quietly to another Goomba*> How was I supposed to know that rainbow hair was flammable?

17 – **Bowser:** In other news, at the last meeting of the Big Organisation of Super Shadowy Enterprising Specialists (BOSESSES), we've decided on a new way to combat those tricky heroes. Here to talk to you about this new venture is Gerald Mann, of Lambda Research Labs.

< **G-Man** enters. >

18 – **G-Man:** < *speaking with a lisp* > Yesssss.... You see... there's this man. Free...man. He has somethin...ng I want.

19 – **Anita Poshun:** <*Surprised initially, with growing nervousness* > Wait-- Freeman? You meant Mario, right? We always fight Mario! Good old Mario, always trying to jump on us! Unlike that other guy, what's his name... Jump Man?

20 – **Bowser:** Not this time. Mr. Mann and I are switching operations.

21 – **G-Man:** Corrrrect. I'm sending in my... combat troops... to “secure” Princess Peach and occupy the Mushroom Kingdom. I've been well informed of the multiple failures of your efforts.

22 – **Makem Flat:** < *Pensive* > Combat troops? You mean, with guns? We've never been given those before...

23 – **Bowser:** Maybe if you could do something other than walk slowly towards your target, I might be able to trust you with better weaponry!

24 – **G-Man:** Indeed, it seems like a strange tactic to send such... ineffectual... minions–

25 – **Anita Poshun:** < *interrupting irritatedly* > I object to the use of that word.

< *Bowser attempts, ineffectually, to signal to Anita Poshun to stop talking.* >

26 – **G-Man:** < *surprised; one eyebrow raised* > Oh? Which one?

27 – **Anita Poshun:** “Ineffectual.” We do kill Mario with our plodding. Often.

< *Bowser and G-Man look at Anita Poshun with inquisitive disbelief.* >

28 – **Anita Poshun:** < *sounding less confident* > ...Sometimes?

< *Bowser shakes head; G-Man looks more skeptical.* >

29 – **Anita Poshun:** < *resignedly* > ...Rarely < *hunches up and backs into crowd* >

< *Bowser nods and G-Man smiles knowingly and condescendingly.* >

30 – **Bowser:** < *to Anita Poshun* > And that’s why we’re sending *professionals* to deal with Mario. He is a licensed plumber after all.

31 – **G-Man:** < *resumes speaking to Goombas* > With the loss of Continues, I believe this alternative tactic of sending *ineffectual* minions will catch Mr. Freeman off guard. Unable to quickload, even a honed warrior such as he will perish at his first encounter with enemy forces.

32 – **Makem Flat:** < *Grudgingly reassured* > Alright. We can do this. What do we do?

33 – **G-Man:** First you will need to go to the complex “Black Mesa”...

< *Lights down on Lair. Lights up on pub.* >

34 – **Anita Poshun:** He assured us it would be a simple matter of teleporting into the complex and overwhelming Gordon Freeman. We would be back by dinner!

35 – **Makem Flat:** It was all going fine until...

< *Lights down on pub. Lights up on Lair. Chaos ensues. Gordon Freeman runs in flailing his crowbar wildly. Goombas run in circles and scream for their lives. Several Goombas are beaten to death over the next two lines.* >

36 – **Anita Poshun:** < *cowering* > We're all going to die!

37 – **Goomba Extras:** < *flailing* > Aaaaaaaaaaaaaaaaaa!!!

<*Goombas lay dead or have run off stage. Alone, Gordon Freeman turns his crowbar-rage upon the scenery. He breaks several crates. The Half-Life "item pickup sound" plays a couple of times. Lights down on Lair. Lights up on Pub*>

38 – **Makem Flat:** <*continuing tale of woe*> I barely made it here alive!

39 – **Anita Poshun:** This hero-swap thing is complete bullshit!

40 – **Makem Flat:** We're just not cut out for this! With Mario, at least we knew what we were in for.

41 – **Anita Poshun:** And actually, I kinda liked it when he jumped on me. I found it very slimming. I've never once had to go to the chiropractor.

42 – **Makem Flat:** And without all those fireballs, I'm actually going to have to *pay* for laser hair removal now!

43 – **Anita Poshun:** <*to Makem Flat*> Let's grab a table, and drink our sorrows away. <*to Bartholemew T. Ender*> Thanks for listening, I know you're always good at that.

44 – **Bartholemew T. Ender:** Glad to help. Thanks for the Sunny D.

<*Goombas take their drinks and find a seat elsewhere. Homeowners walk into the Pub*>

45 – **Bartholemew T. Ender:** Welcome!

46 – **Freddie Mac:** <*to Fannie Mae, indignantly*> Ah, it's nice to be treated like *human beings* again!

47 – **Bartholemew T. Ender:** What are ya' buyin'?

48 – **Fannie Mae:** A new house, that's what. Somewhere outside of Azeroth!

49 – **Bartholemew T. Ender:** <*eagerly*> It just so happens that my daughters's fiancée's ex-husband has come by some property in New Orleans. It's been ravaged by zombies, but he thinks it would be a good fixer-upper. Might you be interested?

<*Homeowners stare at Bartholemew T. Ender in confused disbelief.*>

50 – **Fannie Mae:** <*irritably*> You're supposed to sit there and listen to me rant, not offer suggestions! That's what I pay you for, isn't it?

51 – **Bartholemew T. Ender:** <*pointedly*> And all those kegs of Thunder Ale.

52 – **Freddie Mac:** *<to Bartholemew T. Ender, dismissively>* Whatever. Your suggestion was dumb anyway. *<continuing shared rant>* You know, at first it seemed great. The Horde had gone off to invade Hyrule Castle, and for the first time in years, had stopped hassling us!

53 – **Fannie Mae:** We even got this new King. King Gannon. He's been doing a great job so far. The roads are paved, and, so long as you pay your taxes, you don't get killed! They say he's a bit of a pig at the dinner table, but a man's private business is his own!

54 – **Freddie Mac:** About a week after Gannon took over, this green guy named Link has started stirring things up in Azeroth! He's been walking right into our houses and...

*<Lights down on Pub. Lights up on Lair, which is now a House. The Homeowners walk across into the House. Fannie Mae reads the "Azeroth Times," a newspaper. Freddie Mac stands around idly.>*

55 – **Fannie Mae:** Wow, Burning Crusade Explorers discovered yet another continent? It seems like the world gets bigger every single year!

56 – **Freddie Mac:** I heard that you can now get epic mounts for only 3 gold. These government incentive programs are amazing.

*< Link enters.>*

57 – **Fannie Mae:** *< stands up, greets Link >* Why hello there, how can I help you? We get a lot of travelers around here.

*<Link does not respond, he walks over to a pottery and picks it up, looking curiously at it>*

58 – **Freddie Mac:** Are you interested in purchasing that? Are you looking for something? If you aren't, I have a few errands I'd like you to run.

*<Link smashes the pottery on the ground>*

59 – **Fannie Mae:** Excuse me! What do you think you're doing?!

*<Link smashes more pottery>*

60 – **Freddie Mac:** That's worth over 100 gold! You'll have to pay up or get out!

*<The Homeowners run between Link and the remaining pottery. Link ignores them, and continues moving toward the pottery. Homeowners are shoved aside by Link's mere presence. Link continues smashing.>*

61 – **Fannie Mae:** Ah! Stop! I'll have to call for the Alliance! That flimsy green tunic won't stop a King's Ancient Axe of Carnage, you know!



*<Link leaves, having found no rupees. Lights down on House. Lights up on Pub. The Homeowners return to the Pub>*

62 – **Fannie Mae:** The only building in the whole town that *hasn't* been ransacked is the chicken coop!

63 – **Freddie Mac:** And he never even brought me those seventeen Crimson Mage Pelts I asked him for!

64 – **Fannie Mae:** On the bright side, the lawn has never been so well kept.

*< Yoko Marx breaks his silence, and walks up to Homeowners >*

65 – **Yoko Marx:** I can't help but overhear your plight, friends.

66 – **Freddie Mac:** Who are you?

67 – **Yoko Marx:** I'm Yoko Marx. I've come to tell you about a new organization that's in the works. It's going to work for *us*!

68 – **Makem Flat:** What do you mean, a new organization? This isn't like that Chosen Ones army, is it? I thought that was only for villains.

69 – **Anita Poshun:** I tried to join but they said Goombas aren't evil enough!

70 – **Freddie Mac:** Aw, muffin.

71 – **Makem Flat:** *<angrily, to Freddie Mac>* That's racist!

72 – **Fannie Mae:** *<ignoring Freddie Mac and Makem Flat>* And I don't want any part of the military! I'm a peaceful homeowner. All I want is to make outrageous requests to any and all people who walk into my house uninvited.

73 – **Yoko Marx:** No, this is nothing like that.

74 – **Bartholemew T. Ender:** *<interjecting>* I'm going to the cellar to bring up another keg of Thunder Ale. Don't get too rowdy, and *don't touch anything*.

*<Bartholemew T. Ender leaves. Goombas, Homeowners, and Yoko Marx look at each other, look to where Bartholemew T. Ender left, and back at one another.>*

75 – **Yoko Marx:** *<loftily>* Come, we must liberate the opiate of the masses so all might partake!

*<Goombas and Homeowners look at each other, confusedly.>*

76 – **Makem Flat:** *<unsurely>* What are we freeing religion from?

77 – **Yoko Marx:** Huh? No, no, no! <points to bar> Free the booze!

78 – **Goombas & Homeowners:** <understanding> Oh...

<Goombas, Homeowners, and Yoko Marx proceed to raid the bar.>

79 – **Yoko Marx:** Anyway, this movement will turn this world on its head!

80 – **Anita Poshun:** Like when I get hit with a fireball? I like the sound of that! What's this all about?

81 – **Yoko Marx:** Haven't you noticed that ever since the Continues market crashed, the heroes have been becoming more and more helpless?

82 – **Freddie Mac:** You're right – I can't even ask them to get my mail from the post office anymore. <becomes indignant> Actually, it's a real pain. I can't get anything done anymore!

83 – **Yoko Marx:** Now imagine a world where the heroes have their continues back, but they have to come to *you* to get them! Instead of beating you down with crowbars, or breaking your Fabergé pottery, they'll have to show us the respect we deserve.

84 – **Makem Flat:** I do like the idea of no more crowbar wounds. But what do you want from us?

85 – **Yoko Marx:** We need you, all of you, to help make the new Continues. The villains are currently preoccupied with killing off all the heroes, so we're safe for the moment. But once this heroicide is complete, it won't be long before they return to oppressing us again. That's why we need to make new continues – to save our asses.

86 – **Homeowners:** Let's get started!

87 – **Goombas:** Yeah!

## SONG

### **Are You Tired of a World**

*(To the tune of "Can You Hear the People Sing" from Les Miserables)*

**(chorus) Yoko Marx:**

Are you tired of a world  
Made for everyone but you?  
Are you tired of the violence  
And the home invasions too?  
Won't you join me as I sing  
Singing a song about the day  
When the heroes and the bosses are made to pay!

**(verse) Yoko Marx:**

A world without Continues is a world that doesn't work  
But when we control production we can negotiate some perks  
From those crowbar- and flower- and mushroom- and gun-wielding jerks!

**All:**

Are you tired of a world  
Made for everyone but you?  
Are you tired of the violence  
And the home invasions too?  
Won't you join me as I sing  
Singing a song about the day  
When the heroes and the bosses are made to pay!

**Yoko Marx:**

A socialist collective is the solution I propose  
'Cause we who make Continues get to say where each one goes  
And with that comes the power to stop us from getting hosed!

**Homeowner:**

Does this mean that they'll stop throwing all my tchotchkes on the floor?

**Goomba:**

Does this mean I won't get jumped on till my noggin is so sore?

**Yoko Marx:**

Yes, my friends, it means all of that and more!

**All:**

Are you tired of a world  
Made for everyone but you?  
Are you tired of the violence  
And the home invasions too?  
Won't you join me as I sing  
Singing a song about the day  
When the heroes and the bosses are made to pay!

*<During the song, the nontagonists ransack the Pub while they sing. **Goombas**, **Homeowners**, and **Yoko Marx** charge out of Pub, filled with revolutionary energy. **Bartholemew T. Ender** returns from cellar with a keg/barrel under one arm and a martini glass in the other hand. Stops before reaches bar, turns to the audience.>*

88 – **Bartholemew T. Ender:** What were they doing up here? Those boisterous activities nearly sent my vintage Hello Kitty martini glasses crashing to the ground. They're worth a fortune, you know!

*<Bartholemew T. Ender continues to bar and notices effects of ransacking.>*

89 – **Bartholemew T. Ender:** *<to no one in particular> Come back anytime. <Sighs and pours a martini, adding a little cocktail umbrella. Drinks.>*

## Scene 2 – 4 : Follow the Leader

### Characters:

Roger Wilco (RW)..... Adventure Game Hero (Space Quest series)  
 Erdrick.....a generic RPG hero (Dragon Warrior)  
 Lara Croft ..... a busty treasure hunter (Tomb Raider)  
 Serious Sam ..... no brains, just brawn (Serious Sam)  
 Silent Protagonist (SP)..... Strong but Silent  
 Zelda ..... (Legend of Zelda)  
 Ovelia .....A princess (Final Fantasy Tactics)  
 Daisy .....Another Princess (Super Mario Bros)  
 Stella D. Tail..... The text adventure narrator  
 Dr. Wily .....brainy yet eccentric villain (MegaMan)  
 Minsc..... an eccentrically violent hero (Baldur's Gate)  
 Carmen Sandiego ..... suave villan (Carmen Sandiego)  
 Max Payne ..... A gritty ex-cop (Max Payne)  
 Seamus O'Ran.....Like Samus, but drunker

*< Initially, the stage is empty. **The Stella D. Tail** stands on the stage right wing. Spotlight comes up on the **Stella D. Tail**. If possible, a ">" prompt should be projected above the stage. The word "look" appears beside the prompt. >*

1 - **Stella D. Tail:** You are standing beside a dusty road that stretches off as far as the eye can see.

*<Lights up on the main part of the stage and **Roger Wilco, Erdrick, Lara Croft, Serious Sam, Silent Protagonist, Zelda, Ovelia, Daisy** enter stage right.>*

2 - **Stella D. Tail:** The hot sun blazes over head.

*<A sun is lowered from above.>*

3 - **Stella D. Tail:** Beside the road you can see a lonely, conspicuous cactus.

*<Techies place a large cactus, possibly made to resemble a Final Fantasy cactaur, near the heroes.>*

4 - **Stella D. Tail:** A completely unsuspecting looking piece of paper is hanging from one of the cactus' needles.

*<A techie pins a piece of paper to the cactus. Lights down on **Stella D. Tail**.>*

5 - **Serious Sam:** That was very descriptive, but I still have no idea where we are.

6 - **Zelda:** That's because we're *lost*.

7 - **Serious Sam:** Just because we don't know precisely where we are doesn't mean we're lost.

8 - **Zelda:** Actually... it does.

9 - **Erdrick:** I don't think that we're *really* lost. I'm sure one of us has an auto-map unit somewhere... right?

10 - **Roger Wilco:** I think I've got some graph paper.

*<There is some grumbling as the group realizes they're probably lost.>*

11 - **Erdrick:** Anyone...? *<Sighing>* Ok, we're lost.

12 - **Ovelia:** Great. How the hell did we manage to get lost?

13 - **Daisy:** Didn't any of you brainiacs think to stop and check that guide you spent all our money on?

*<Collective sigh from the princesses>*

14 - **Roger Wilco:** *<pointing at the cactus>* Hey, look! There's something attached to this cactus. *<Roger grabs the paper from the cactus. "> take paper" is projected above the stage.>* It looks like a map!

*<Everyone gathers around Roger, reading over his shoulder. Lights back up on the Stella D. Tail.>*

15 - **Stella D. Tail:** You examine the map. On it, you see a maze of twisty passages, all alike.

*<Lights down on Stella D. Tail.>*

16 - **Zelda:** It's not a very good map, is it?

17 - **Roger Wilco:** It's just a matter of looking at it the right way – say, like this. *<Roger turns the map 90 degrees.>* Or maybe this. *<Roger leans to the side while holding the map at an awkward angle.>* And then if you squint just right...

*<Silent Protagonist is trying to get everyone's attention, but they are ignoring him, which leads into...>*

**SONG: Never Have a Conversation**  
*(To the tune of "It's Complicated" by Avril Lavigne)*

**Silent Protagonist:** So um...

**Zelda:** Is someone there?

**Silent Protagonist:** Hey, hey! Hey, you!

**Zelda:** Someone say something?

**Silent Protagonist:** Hey, listen up!

**Zelda:** Who's there? What's that?

**Silent Protagonist:** Oh what's the point...

**Silent Protagonist:**

No use, what's this talkin' for?

I'm just going to be ignored.

Here I wave my hands up in the air

But they just stare!

It's like, you can't even hear

When I'm yelling in your ear

I try talkin' to you but you go

Act like you know

What I would've said

Had I really said

What you thought you heard

Without any words

'Cause I'm just a mute

A cipher – your substitute

Tell me

Why does everything I say get repudiated?

That spooky way you seem to know all of my thoughts

I'm imitated

- Hide quoted text -

It goes like this: I,

I try, but I sigh, 'cause my speech

Fails to reach your deaf ears and you say “whatever”

And it seems clear to me

I'll never have a conversation

Oh no no

*<The heroes and princesses are still pondering the map. The **Silent Protagonist** looks irritated, brandishes the guide and taps **Roger** on the shoulder and then motions emphatically to stage right.>*

18 - **Roger Wilco:** Yes, excellent point, [Silent Protagonist]. *<Roger points toward stage left.>* Let's just follow the guide.

*<Silent Protagonist throws their hands in the air in frustration.>*

19 - **Zelda:** No kidding. That map sucks.

*<Lights down as the heroes exit stage left. Spotlight on the stage left wing as Dr. Wily enters. He is looking around shiftily. Carmen Sandiego enters a moment later.>*

20 - **Carmen Sandiego:** So, how are things going? Is everything going according to plan?

21 - **Dr. Wily:** Ah, yes, I have good news. Which is to say “good” in the sense that events are unfolding according to plan, not “good” in the sense of sunshine and happiness and fluffy bunnies or things of that sort since we are, in fact, evil.

22 - **Carmen Sandiego:** Yes, yes, get on with it.

23 - **Dr. Wily:** *<coughing>* Ahem, yes. As I was saying, the heroes are continuing to follow the fake guide we sold them. We have them right where we want them!

24 - **Carmen Sandiego:** Excellent! However, we cannot afford to get lazy now. We must prevent the heroes from finding the MacGuffin, by any means necessary. I trust you know what to do?

25 - **Dr. Wily:** Of course! You can leave everything to me!

26 - **Carmen Sandiego:** Be sure that you do not fail as I am neither patient, nor particularly forgiving.

*<Dr. Wily salutes then exits. Light down on villains, lights back up on the main stage. Techies remove scenery, replace it with a “pit” at stage left on the middle entrance and a “wall” or some other kind of large obstacle facing the left/right near the middle of the stage.>*

*Enter from stage right a single file line of heroes and princesses in the following order: Serious Sam, Lara Croft, Erdrick, Max Payne, Minsc, Silent Protagonist, Ovelia, Daisy, Zelda, Roger Wilco.*

*Serious Sam is holding a bundle of papers with their head buried in it, not really looking where they're going. All other heroes follow very closely to the next with a hand on the shoulder of the person in front of them. Roger Wilco is constantly looking around excited, everyone else is following relatively sedately.*

*Serious Sam stops suddenly, each other hero bumps into the person in front of them, stopping too late.>*

27 - **Serious Sam:** *<grumbling>* Watch it.



<**Serious Sam** goes back to the papers, pauses, very deliberately turns upstage, takes a couple steps (everyone still following), then turns back towards stage left and proceeds towards the pit.

**Serious Sam** walks directly into the pit.

**Lara Croft** stops on the edge, teetering, **Erdrick** walks into **Lara Croft** and knocks her into the pit.

**Lara Croft** falls screaming. **Erdrick** realizes what has occurred and puts up their arms out to stop the further heroes from falling into the pit. Throughout the rest of the scene **Erdrick** will keep their arms out with hands up and look left to right.>

28 - **Max Payne:** Well that was a weird glitch, that pit isn't supposed to be there.

29 - **Roger Wilco:** What are we going to do now? Sam had the guide! We can't find Death Peak without the guide!

30 - **Max Payne:** Don't worry, I made a photocopy.

<**Max Payne** pulls out his own bundle of papers>

31 - **Max Payne:** Hmm, I think we need to go that way. <points past the pit> Hold this.

<**Max Payne** hands the papers to **Minsc** and proceeds to build a stairway/bridge over the pit, carefully putting down each plank a little further than the last (walking up the planks to reach the next location). As the last 3 planks go down tinny noises are heard as they are placed, when the last one is down, **Max Payne** looks directly at the audience, shrugs and then continues walking. Everyone follows, this time with **Minsc** taking the lead. They walk towards the wall and stop at it, once again everyone bumps into the hero in front of them.>

32 - **Roger Wilco:** What are we going to do now?

33 - **Minsc:** Wall make Minsc angry! Butt kicking for goodness! ME BASH!

<**Minsc** drops the guide and begins swinging their arms from down to back to up to forward asynchronously, smashing right through the wall/obstacle. Tearing down the wall/obstacle reveals an open door. The door should be surrounded by signs saying things like "totally not a death trap", "completely innocuous doorway", "SAFE", and "Free CAKE!".>

34 - **Zelda:** Good job, Minsc!

35 - **Ovelia:** What does the guide say we have to do next?

36 - **Max Payne:** *<picks up guide, flips through a few pages>* It says that we have to go through the door.

*<Silent Protagonist gesticulates wildly, making emphatic gestures to not go through the door.>*

37 - **Max Payne:** Oh come on. The guide says that Death Peak is just on the other side of this door. The guide hasn't steered us wrong yet, has it?

*<Silent Protagonist puts their hands on their hips, looks annoyed and points at the pit.>*

38 - **Max Payne:** Okay, aside from not mentioning the bottomless pit that just killed Lara and Sam.

*<Seamus O'Ran enters by rolling on stage, then jumps over the pit.>*

39 - **Seamus O'Ran:** Top o' the mornin' te ye folks! What did I miss?

40 - **Ovelia:** *<annoyed>* What did you miss? Where have you been? We could have used you earlier!

41 - **Roger Wilco:** Yeah! Some missiles sure would have been nice for getting through that wall.

42 - **Daisy:** And a grappling hook would have let us get across that pit without Lara and Sam having to fall in!

43 - **Seamus O'Ran:** Ai-dee-die!

*<There is a pause as everyone stares at Seamus for a moment>*

44 - **Max Payne:** That's all you have to say for yourself? Ai-dee-die?

45 - **Seamus O'Ran:** They'll never get me lucky charms!

46 - **Ovelia:** Okay, now you're not even trying.

47 - **Minsc:** Minsc thinks we should pummel this fool! And Boo agrees!

48 - **Seamus O'Ran:** Hearts, stars, rainbows, diamonds, and balloons!

49 - **Roger Wilco:** Whatever, Seamus.

50 - **Seamus O'Ran:** Ai-dee-die! Who wants a beer?

51 - **Roger Wilco:** Look, everybody, we need to decide if we're going to follow the guide and go through the door or if we're going to try to find another way to get to Death Peak.

52 - **Daisy:** *<reading the guide over Max Payne's shoulder>* Oh, look, Minsc. It says that there are free hamster treats through the door.

53 - **Minsc:** Hamster treats! Oh, happy day! Minsc and Boo shall feast upon hamster treats and be ever so happy!

*<Minsc gestures triumphantly, knocks Seamus through the open doorway. The lights go down on the main stage and go back up on the Stella D. Tail.>*

54 - **Stella D. Tail:** It is very dark. You may be eaten by a gru.

*<Seamus screams. Lights down on Stella D. Tail, back up on main stage.>*

55 - **Ovelia:** Oh my god! Seamus!

56 - **Zelda:** *<pointing at the sign that says "Free CAKE!">* The cake is a lie!

57 - **Max Payne:** *<not at all bothered by Seamus' apparent death>* Right. So it looks like we shouldn't follow the guide anymore.

*<Roger Wilco pulls out the map, stares at it for a moment, then turns it 90 degrees. Silent Protagonist stands next to Roger, also looks at map.>*

58 - **Minsc:** So... there are no hamster treats?

59 - **Max Payne:** Uh, no, Minsc. There are no hamster treats.

60 - **Minsc:** And the drunken bounty hunter?

61 - **Max Payne:** That was a trap, Minsc. Seamus is dead.

62 - **Minsc:** Curse you, evil! Minsc will find you and deliver to you such a beating of righteousness!

63 - **Ovelia:** Um. Yeah, that's... great.

64 - **Minsc:** It will be a beating of such righteousness that evil will be quaking in its fuzzy slippers!

65 - **Daisy:** Yeah, whatever, Minsc.

66 - **Minsc:** It will be recorded as the most ferocious of beatings in all of history!

*<Silent Protagonist points at map, gestures.>*

67 - **Roger Wilco:** Ooooooh! I get it! I know where we are now.

68 - **Daisy:** Really? Way to go, Roger!

69 - **Roger Wilco:** Death Peak is just right over that way. *<Roger points back the way that they entered>*

70 - **Minsc:** LEEEEEEEEEEEEEROY JENKINS!

*<Minsc charges offstage, waving his sword. Everyone but **Erdrick** (who is still just standing there looking left to right) runs offstage after him shouting for **Minsc** to stop.*

*The lights go down with a spotlight remaining on **Erdrick** so they are the last thing the audience sees before full lights out. A moment passes, then the spotlight comes back on **Erdrick**, who continues looking left to right. Just enough time passes for it to be awkward, then a sign comes above **Erdrick's** head from behind that says 5, then one that says 4, then 3, then 2, then 1. **Erdrick** brings their arms in to the sides of their head, bends their knees, and shakes their head side to side. Lights go out and an explosion is heard. End scene.>*

## Vignette 5

### Characters:

Chun Li .....A bored hero (Street Fighter)  
 Ico ..... Another bored hero (Ico)  
 Tommy Vercetti..... Another bored hero (GTA 3)  
 Aeris.....Another bored hero (Final Fantasy VII)

*<Lights up on the left wing. Four heroes stand in front of a couch. In front of the couch is a tv with some sort of console. Each hero has a gun, and **Tommy** looks frustrated as he is trying to explain things to the other heroes. **Tommy** is also holding a pair of binoculars.>*

1 - **Tommy:** Okay, look. This really isn't that hard.

2 - **Ico:** Why are they even out there? *<Ico moves towards the window and yells outside of it>* What do you want?

3 - **Zombies:** BRAAAAAAAAAAAAAAAAAIIIIIIINNNNS

4 - **Ico:** When do you want it?

5 - **Zombies:** BRAAAAAAAAAAAAAAAAAIIIIIIINNNNS

6 - **Ico:** *<to Tommy>* Look, I almost hit one last time. Let me try again.

7 - **Tommy:** Sure. Whatever. Fine.

*<Tommy goes to stand next to Ico. Tommy looks through his binoculars, then points out at the audience.>*

8 - **Tommy:** Okay, see the big fat one? Why don't you try for him.

9 - **Ico:** Right. Big fat zombie. I can do this.

10 - **Tommy:** Now just like we talked about, sight along the length of the gun and –

*<Ico "fires" the gun, then winces>*

11 - **Aeris:** And you hit a cat.

12 - **Chun Li:** There are *hundreds* of zombies out there and you couldn't even hit one?

13 - **Aeris:** Talk about pathetic.

14 - **Ico:** Well, maybe it was a zombie cat... scratching its enemies... *<makes scratching motions and meows>* I'd like to see you hit a zombie!

15 - **Aeris:** All right, then.

*<Aeris points her gun and fires. Psychedelic flashing colours briefly play across the stage. Tommy looks through binoculars, then looks at Aeris in shock.>*

16 - **Tommy:** I can't believe it. You killed Him.

17 - **Aeris:** *<to Ico>* Told you so!

18 - **Tommy:** *<in shock>* You killed the cutest vampire ever!

19 - **Aeris:** What are you talking about, I shot a zombie!

20 - **Tommy:** *<angrily>* No, you killed Edward Cullen!

*<Chun Li takes the binoculars from Tommy, looks through them briefly, then nods.>*

21 - **Chun Li:** Yup. That's Edward all right. I wonder what he's doing in the game world with a bunch of zombies...

22 - **Aeris:** I was aiming at something else, but my eyes were drawn to the sparkles. They were distracting.

*<Aeris shrugs, looking unapologetic. Tommy runs offstage, sobbing quietly>*

*<Lights down, end vignette>*

## 2 – 5 : Who Wants to Rule Forever?

### Characters:

Ansem ..... a bored villain (Kingdom Hearts series)  
 Remy Niss ..... Ansem's Henchwoman  
 Sy Anide ..... A Minion  
 Various Minions.....Minion Extras  
 John Lenin:..... A nontagonist Leader  
 Bowser ..... A large angry turtle (Super Mario Bros)  
 Mother Brain.....A large Brain in a Jar (Metroid series)  
 Blinky..... Pixilated red ghost (Pac-Man)  
 G-man ..... Mysterious government agent (Half-Life)  
 Carmen Sandiego ..... A suave villain (Carmen Sandiego)  
 King DeDeDe..... Giant frog-thing with a mallot (Kirby series)

*<The setting is the castle/fortress/base of Ansem. A throne or other sort of seat of authority is in centre stage. Ansem is draped across it, asleep. Remy Niss stands to Ansem's left and a small table is to the right of the throne. A tray with some glasses and a pitcher is on the table.*

*All minions are in a semi-circle towards the front-left of the stage. They are playing rocks-paper-scissors or drawing straws or some similar activity. Sy Anide always loses. Eventually, Sy Anide does an "I give up" gesture and approaches the throne. The other minions remain on stage and return to playing cards.>*

1 - **Sy Anide:** Uh, sir... Sir!

2 - **Ansem:** *<Bolting upright, clearly startled>* Huh!? Who! What! Tell the peons to keep mining gold! Go steal some crystals! Queen's bishop to- oh, it's just you.

3 - **Sy Anide:** Yes, sir! Only me, sir, your faithful minion, sir! And may I remind you that you have all the crystals already? Not to mention the mystical knick-knacks, the enchanted doohickeys *and* you've stolen the candy from all children within a five kilometer radius.

4 - **Ansem:** *<still sleepy>* Right, yes, of course... *<sudden agitation>* was there a purpose to this sudden interruption? Couldn't you see I was...thinking, profoundly?!

5 - **Sy Anide:** *<gulp!>* Y-yes, of course sir! You see, your minions, we randomly decided who would have to suffer your wrath for interrupting your sl...profound thought!

6 - **Ansem:** And what is so important?

7 - **Sy Anide:** *<cowering>* Well you see sir, there is someone here to see you and please don't smite me! *<Sy Anide braces themselves>*

8 - **Ansem:** *<motions as if preparing to smite Sy Anide, but then slumps back onto his throne>* Oh, what's the point? Just go bring in this visitor.

9 - **Sy Anide:** Y-yes sir!

*< Sy Anide goes back to the minion group, talks to another minion, who goes scurrying offstage >*

10 - **Ansem:** *<sighing>* Nothing seems to excite me anymore... Remy? What's the latest tech report?

11 - **Remy Niss:** The word from our scientists is that they are currently working on researching "Fricking Laser Beams." We were hung up for a bit on "Mass Production," but the pace is starting to pick up and we expect a break through any day now!

12 - **Ansem:** Isn't that the exact same thing you told me last time? What's taking so long?

13 - **Remy Niss:** Well, you see, it's your citizens, sir, they're just not very happy.

14 - **Ansem:** What, do you mean that they're rioting? Are they up in arms? *<getting excited>* Oh, oh! I'll bet they're advancing on the castle as we speak!

15 - **Remy Niss:** No... not quite. It's more a general ennui. They're just listless and spend most of their time at work surfing for porn on the internets.

16 - **Ansem:** *<depressed>* Oh... but isn't that why we researched, "Casual Fridays," to make them happy? Ugh... well, have some public floggings or something, maybe that will motivate them.

17 - **Remy Niss:** Your minions will be happy to hear that. They've not been in the best of spirits lately, either. Word has it that most of them have resorted to drinking, gambling and eating strange mushrooms to keep themselves occupied.

18 - **Ansem:** What a sorry lot we've become. You know, Remy, I used to think that defeating Sora and ruling the world would be exciting and glamorous. But now that I've achieved all that... it's turned out to be quite different.

19 - **Remy Niss:** Everyone certainly seems to be dreadfully depressed around here lately.

20 - **Ansem:** Because everything is so boring now! All I do is spend my whole day micromanaging everything. I have to tell the peons exactly which building to repair, I have to tell the peasants *exactly* which square of land to harvest and I *even have to tell people when to go to the bathroom!* It's like they're all just mindless automatons!

21 - **Remy Niss:** It is the price of success, I suppose.



22 - **Ansem:** It's gotten so bad, that even selling expired mac and cheese to poor students at the Turn Key doesn't thrill me anymore. What we need is something to liven things up a bit - an attack on the castle, a peasant uprising, heck, I could even go for a good assassination attempt right now!

23 - **Remy Niss:** Are you suddenly feeling suicidal?

24 - **Ansem:** No, it's just that something needs to happen. Something exciting...

25 - **Both:** ...just like the bad old days.

### SONG

*(Those Bad Old Days, to the tune of "Those Canaan Days" from Joseph and the Amazing Technicolor Dream Coat)*

#### **(Ansem)**

Do you remember the bad days of villainy  
Of stealing and killing for gold  
of taking candy from small children  
and breaking the canes of the old

#### **(Ansem)**

We'd fight off invasions from heroes  
and compare their mothers to swine

#### **(Ansem & Remy Niss)**

Now Sora is in the grave  
there's nothing left him to save  
but without him, things are in decline

#### **(Ansem, Remy Niss, & Minions)**

Those bad old days we used to know  
Where have they gone, where did they go?  
Eh bien, raise your berets to those hero days

#### **(Remy Niss)**

Do you remember their ultimate weapons  
The size of which bordered obscene  
Extravagant, stupid attacks  
The longest the game world has seen

#### **(Ansem)**

[spoken] It's funny, but since we lost Sora  
[sung] We've gone to the other extreme  
No one comes to fight us now  
We'd only kill them anyhow  
And how we're missing those hero... teams

(Ansem, Remy Niss, & Minions)

Those bad old days we used to know  
Where have they gone, where did they go?  
Eh bien, raise your berets to those hero days

<The minion who left earlier comes back with **John Lenin** and brings him to **Sy Anide**>

26 - **Sy Anide:** Uh... Sorry to end your reveling so abruptly, but here is John Lenin to see you.

27 - **John Lenin:** <bowing> Greetings, most malevolent and magisterial malefactor.

28 - **Ansem:** What do you want? Whatever it is, make sure it's snappy and interesting.

29 - **John Lenin:** <John Lenin starts to say something but is interrupted.>

30 - **Ansem:** No, sorry, you're losing my interest here. Were you even trying? Maybe if you delivered it in the style of...haiku! Then maybe I won't do some unspeakably horrible thing to you.

31 - **John Lenin:** Uhh...all right. Let's see here... <counts syllables on his fingers>  
Arrange a standoff. I promise entertainment. It's time for a change.

<**John Lenin** hands **Ansem** a folded piece of paper with the plan on it. **Leninist leader** leaves. **Ansem** glances at paper. **Ansem** lights up with a smile.>

32 - **Ansem:** Hmmm. Remy, summon the villain council! It's time we actually *do* something for a change.

<**Remy Niss** nods and exits.>

33 - **Ansem:** While we wait... <pointing at **Sy Anide**> You there!

34 - **Sy Anide:** Me, sir?

35 - **Ansem:** Yeah, you. I'll give you... five days without a beating if you drink a whole glass of vinegar without stopping.

<**Ansem** pours vinegar from the pitcher on the tray into a glass and holds it out for **Sy Anide**>

36 - **Sy Anide:** What? No, that's disgusting! Why do you have a pitcher full of vinegar anyway?

37 - **Ansem:** Why do you think? *So I can bully my minions for my entertainment*, of course! Now come on, ten days without a beating if you drink it. No, fifteen! Fifteen days. You know you want to.

38 - **Sy Anide:** No! We're not your playthings. And how about *no* beatings, then I'll drink it.

39 - **Ansem:** *No* beatings?! I can't *not* beat you. What would the neighbours think...okay, what if I mix the vinegar with...*<looks around, find vial>*...acid!

40 - **Sy Anide:** That...that's much worse.

41 - **Ansem:** Fine. No acid. *<tosses vial off stage. explosion ensues>*.

42 - **Sy Anide:** Throw in some money to sweeten the deal, and I'll do it!

43 - **Ansem:** Are you one of those guys who will take any dare for a quarter? Always entertaining to have one of those around...

44 - **Sy Anide:** You're going to have to do a little better than that...

45 - **Ansem:** Fine...ten bucks! That's my final offer.

*<Sy Anide sighs. Ansem holds up the glass and proffers it towards Sy Anide. Sy Anide hesitates, but is egged on by the other minions and eventually breaks down and takes the glass. After a big breath, they chug back the contents of the glass and starts coughing and sputtering.>*

46 - **Sy Anide:** There! Now fork over the money.

47 - **Ansem:** No. I lied about the money. I am a villain, after all.

*<Sy Anide raises a fist in anger, but then collapses, dead.>*

48 - **Ansem:** And also, it may have been poisoned. Someone get the corpse out of here!

*<The other minions drag Sy Anide's corpse off stage.>*

*<The villains (except for Mother Brain), led by Remy Niss, enter.>*

49 - **Remy Niss:** Villains, represent!

*<Villains gather around Ansem's throne, equal numbers on each side.>*

50 - **Ansem:** Finally. Is everyone here?

51 - **Bowser:** *<counting on his fingers as he enumerates the villains present>* Well, there's me, then him, then that guy over there, and the other one. And so on. All present and accounted for.

52 - **Blinky:** Wait, what about Mother Brain?

53 - **Bowser:** Ok, everyone *who matters*.

54 - **King DeDeDe:** Pwned!

55 - **Mother Brain:** *<from offstage>* Hold your horses, I'm comin', I'm comin'!

*<Mother Brain is wheeled on stage by a random minion.>*

56 - **Bowser:** Well, look what the goomba dragged in.

57 - **G-Man:** Listen, can we just get started? I had a little... incident the other day and I have an appointment to remove a pipe wrench from a rather anatomically awkward location.

58 - **Mother Brain:** Well excuse me! I'm a brain, in a jar, mobility is not exactly my forte!

59 - **King DeDeDe:** Yeah, well, yo mamma... *<voice trails off as all eyes go to Mother Brain>*

60 - **Mother Brain:** Go on. Say it. *<growls menacingly>*

61 - **King DeDeDe:** I don't think I want to anymore...

62 - **G-Man:** Oh oh, I'll take a crack at it...yo momma so fat, that if there were a zombie apocalypse, they'd be eating her for weeks! *<awkward pause>* Because she's a brain?... *<collective groan from the villains>*

63 - **Ansem:** All right, enough bickering...or do I need to use the "Light of Judgment" to keep everyone in line?

64 - **Blinky:** Bowser's the one who started it. Fry him if you need to make an example out of anyone.

65 - **Bowser:** Hey, everything was fine until the overgrown science experiment showed up!

66 - **Mother Brain:** You're just upset 'cause Samus has been kicking your ass!

67 - **Bowser:** Look, I deal mainly in turtles. They're not the brightest lot, in fact many of them will walk into a gaping pit if there's nothing stopping them, but they're loyal and, most of all, cheap and easily replaced. They just weren't made for taking missiles and plasma beams to the face! And I still have scorch marks on my shell!

68 - **Ansem:** Enough already! Let's talk about the real issue here. We are indeed killing heroes; we're just not killing them *fast* enough. Ideas?

69 - **Carmen Sandiego:** Well don't look at ME. I just killed three heroes on the way here!

70 - **Blinky:** Pfft, you've been picking off the easy ones.

71 - **Carmen Sandiego:** More than you've done you incorporeal, pixelated, jerk!

72 - **G-Man:** Well my hero's been a real pain in the ass. I mean that literally. It's going to be weeks before I can sit down without bleeding.

73 - **King DeDeDe:** I blame the Chosen One Army. Really scraping the bottom of the barrel with those guys...

74 - **Blinky:** Well this continues market shortage isn't going to last forever! The market will recover in time...just ask Larry Smith!

75 - **G-Man:** Exactly! It's about time we step up and do something about the situation ourselves if we want to accomplish anything.

76 - **Blinky:** You can't mean... working together?

77 - **Bowser:** *<points at Mother Brain>* No way am I working with that... *thing*.

78 - **King DeDeDe:** Villains working together? But that's never been done before! Is it even allowed? We should consult the manual!

79 - **Ansem:** That is, actually, exactly why I summoned the council. We need to take matters into our own hands and attack the heroes directly. They won't see it coming!

80 - **Blinky:** You know, it could work. Those heroes often go around in parties, so why shouldn't we? So where do we find them?

81 - **Ansem:** My sources inform me that a group of heroes is currently on their way to Death Peak where they plan to defeat Foozle and take the MacGuffin. That will make an excellent place to launch an ambush.

82 - **King DeDeDe:** What are we waiting for then? To Death Peak!

83 - **All Villains:** To Death Peak!

*<All villains leave, except for Ansem.>*

84 - **Ansem:** I'm rather surprised that they accepted that so willingly.

85 - **Remy Niss:** Did you happen to consider that this might just be a trap?

86 - **Ansem:** Naturally, of course. Success has made me highly cynical and suspicious. But if it spices things up around here, I'm game.

87 - **Remy Niss:** As you wish. Shall I oppress the peasants whilst you are away?

88 - **Ansem:** Knock yourself out.

<*Ansem exits. End Scene.*>

## 2 – 6 : In Which Our Intrepid Heroes Challenge the Mighty Foozle at the top of Death Peak

### Characters:

Foozle..... A villain with a MacGuffin  
 Simon Belmont..... An intrepid vampire hunter (Castlevania)  
 Pac-Man ..... A would-be foodie (Pac-Man)  
 Tetris Piece..... An S-shaped Tetris piece (Tetris)  
 HK-47 ..... A hunter-killer assassin droid (KOTOR)  
 Leisure Suit Larry ..... A hedonist (Leisure Suit Larry)  
 White Mage..... A healer (Final Fantasy V/8 Bit Theater)  
 Minsc..... A barbarian with a phony Slavic accent (Baldur's Gate)  
 Max Payne..... A gritty (Max Payne)  
 The Prince ..... A Hero (Prince of Persia series)  
 Peach..... A Princess (Super Mario Bros)  
 Zelda ..... A Princess (Legend of Zelda)

*<Outdoor backdrop. Noise of crickets. Campfire downstage centre, around which sit Simon, Pac-Man, Tetris, Larry, and Minsc. White Mage sits in a comfy chair near the campfire, being fanned by HK-47. Sleeping bags, other camping gear are piled behind them. Maybe someone plucks at a guitar. Minsc occupies his time with his hamster Boo. Larry can't help but check out the women. Tetris does whatever it is he does. Simon broods. Pac-Man is inexplicably upbeat. Foozle sits on a chair on the right wing of the stage, reading a newspaper. She doesn't pay any attention to the others until later in the scene. Beside Foozle is a small table with a large box, labelled "MacGuffin.">*

- 1 - **Simon:** *<poking at the fire.>* Well, my friends, this is it. Death Peak.
- 2 - **Pac-Man:** *<looking around appraisingly>* You know, it doesn't actually look that scary.
- 3 - **Simon:** *<All lines to be delivered in an increasingly brooding tone>* Yes, Death Peak. The dreadful, fearsome, notorious, noxious Death Peak.
- 4 - **Pac-Man:** In fact, it looks kind of cozy.
- 5 - **Simon:** Death Peak. *Death Peak.* Take a good look around, because for most of us, this may just be the last thing we'll ever see.
- 6 - **Pac-Man:** I think I could get to like it here. Fresh air, peaceful surroundings...
- 7 - **Minsc:** Beautiful place for smashing and fighting!

8 - **Simon:** We've all worked hard to get here. Damn hard. We've fought, we've struggled, we've striven, we've sweated.

*<Pac-Man's attention wanders to other things. Simon retreats into a morose, brooding state.>*

9 - **Pac-Man:** This would be a great place to open a falafel stand. What do you think, Tetris Piece? You're a fellow gourmand. Would a falafel stand do well here?

10 - **Tetris Piece:** Gourmand? What are you talking about? I don't even have a mouth.

11 - **Pac-Man:** What I mean is, you know how to have a good time. Good food, good fun; you're the kind of guy who can break out of the mould. I respect that.

12 - **Tetris Piece:** Pac-Man, you're not making any sense. I don't eat, I don't party. I fall from the top of the screen... to the bottom of the screen. Occasionally, I rotate. The only mould-breaking I ever do is when I finish a line and disintegrate.

13 - **Pac-Man:** Okay, geeze, I get it. Look, I was just trying to get you in on the ground floor of an amazing opportunity.

*<A miniscule moment of silence. Simon seizes the opportunity and resumes.>*

14 - **Simon:** We've had to watch good friends fall to get here. But they shall not have died in vain. For we still fight for a brighter future—

15 - **Pac-Man:** *<interrupting>* What about you, HK? You interested in a little business transaction? Falafel? Gyros? Maybe some samosas—the ones with cheese and spinach?

16 - **HK-47:** Inquiry!

17 - **Pac-Man:** Yes?

18 - **HK-47:** Are you in fact capable of consuming non-corporeal former bags of meat?

19 - **Pac-Man:** You mean, do I eat ghosts?

20 - **HK-47:** Statement: Your question is redundant. If I answered it, I would only be demeaning myself. *And that must never happen.*

21 - **Pac-Man:** Okay, well, yes I do. But what does that have to do with my question?

22 - **HK-47:** Further inquiry: And aside from the spirits of deceased meatbags, what else do you consume?

23 - **Pac-Man:** Pac-dots and power pellets. I'm not sure what this has to do with falafel.



- 24 - **HK-47:** Clarification: Pac-dots and power pellets?
- 25 - **Pac-Man:** Uh, little circles and bigger circles.
- 26 - **HK-47:** Further query: And this is the sum total of your experience with the sustenance of organics?
- 27 - **Pac-Man:** Well, yes.
- 28 - **HK-47:** Conclusion: You are a simpering moron. *<turns to White Mage.>* Mistress, may I exterminate this meat bag?
- 29 - **White Mage:** No, HK. You may exterminate villains, not heroes.
- 30 - **HK-47:** Observation: That requirement severely reduces my personal entertainment potential.

*<Pac-Man again silenced, Simon leaps back in>*

- 31 - **Simon:** Tonight we stand at a crossroad. Behind us are our brave and noble struggles. And ahead of us is the road that leads straight to the shining potential of a great future.
- 32 - **Leisure Suit Larry:** And what about to the left and right? Up and down? In and out?
- 33 - **Simon:** But our travails are not finished, no indeed. Danger awaits us at every turn.
- 34 - **Leisure Suit Larry:** Hey, whoa, come again? Danger at every turn?
- 35 - **Simon:** Yes, good friend. It is an unfortunate product of our perilous quest for freedom.
- 36 - **Leisure Suit Larry:** But if the road leads straight to the shining potential of a great future, how can there be danger at every turn?
- 37 - **Simon:** It's a metaphor! A metaphor! Don't you get what a metaphor is? That's it! I try and I try and I try! But no one ever takes me seriously! I've had enough. No more peril! No more inspiring speeches! No more whips, no more vampires, no more facing evil alone! I'm going to retire! And farm piñatas! And bring joy to children the world over!

*<Simon storms off. The others stare after him for a long moment.>*

- 38 - **Minsc:** Boo has some words to say about that man, but Minsc thinks they are not for repeating.
- 39 - **Pac-Man:** Hey, Larry. You up for a little business opportunity? You're a fellow epicurean.

- 40 - **Leisure Suit Larry:** I prefer the term hedonist.
- 41 - **Pac-Man:** You ever think of selling gyros?
- 42 - **Leisure Suit Larry:** Gyros, Pac-Man? I'm much better with my sausage.
- 43 - **White Mage:** Hey, guys, concentrate on preparing to fight Foozle!
- 44 - **HK-47:** Observation: Mistress' directive is valid. We are here to exterminate a specific meat bag. We have yet to do so. That is making me cross.
- 45 - **White Mage:** The Wise One said defeating Foozle is the only way to get the MacGuffin, and getting the MacGuffin is the only way we're going to protect ourselves from the villains until we get our continues back. Sitting around here isn't doing us any good.
- 46 - **Minsc:** Minsc agrees! Less talk, more pummel!
- 47 - **Tetris Piece:** But what do we know about this Foozle, anyway? How are we supposed to beat her?
- 48 - **White Mage:** You're right. We'll just have to wait for the recon group to get back.
- 49 - **Pac-Man:** Hey, uh, Minsc...
- 50 - **Minsc:** Minsc said, less talk, more pummel!
- 51 - **Pac-Man:** Okay okay!

*<Enter the Prince and Max Payne>*

- 52 - **The Prince:** Wow, that sure was dangerous. *<Edges over to White Mage. Elbows Max Payne.>*
- 53 - **Max Payne:** Uh, yes, quite.
- 54 - **The Prince:** Yes siree, that was perhaps the most danger we've ever faced.
- 55 - **Max Payne:** Dangerous! Very, very dangerous!
- 56 - **The Prince:** Facing that kind of danger, well, that's just downright heroic!
- 57 - **Max Payne:** That would be us. Grade A, top cut, first class heroes.
- 58 - **White Mage:** You're still not getting a date.
- 59 - **Leisure Suit Larry:** I don't understand why you even bother when she's already under the spell of this *<motions to self>* perfection of man.

- 60 - **White Mage:** Ugh! What did you find out?
- 61 - **Zelda:** Fozzle is over there.
- 62 - **White Mage:** We know that! She's been over there the whole time.
- 63 - **Peach:** And that doesn't worry you?
- 64 - **White Mage:** Why should it? We haven't talked to her yet. What did you learn about her? Strengths? Weaknesses? Hobbies?
- 65 - **Pac-Man:** Does she like... *falafel*?
- 66 - **The Prince:** How should we know if she feels awful? We haven't fought her yet.
- 67 - **Tetris Piece:** Some help you are! We don't know anything more now than when you left.
- 68 - **Zelda:** Hey, where's Simon?
- 69 - **Tetris Piece:** He had a meltdown.
- 70 - **Minsc:** Minsc wonders what we are waiting for. Minsc believes in facing danger head on!

*<Minsc jumps up and picks up his sword, strides over to Fozzle. Everyone shouts (No! We're not ready! Wait! Etc. etc.) HK-47 jumps up too, but is restrained by White Mage.>*

- 71 - **Minsc:** Evil villain! We are here to kick your butt in the name of goodness!  
*<Brandishes sword.>*
- 72 - **Fozzle:** *<Folds up paper slowly, stands up.>* Oh, hello there. How nice to have a visitor! Might I interest you in some petit fours? *<Pulls out a plate of petit fours.>*
- 73 - **Minsc:** Minsc is not disarmed by your polite words and kind offerings of delicious and colourful little appetizers! Prepare to be injured!
- 74 - **HK-47:** Observation: That large meat bag's demeanour is violent and belligerent! Most commendable! Mistress, may I aid him in maiming and mutilating our foes?
- 75 - **White Mage:** Oh, I guess so.

*<Minsc waves his sword around. Fozzle gestures vaguely. Minsc falls to the ground.>*

- 76 - **Minsc:** Go for the eyes, Boo, go for the eyes! Raaaaask!

*<Minsc launches Boo at Foozle. She deflects. Foozle gestures again and Minsc is down>*

77 - **Minsc:** *<weakly>* No... Boo...

78 - **Pac-Man:** Minsc! *<Stands up, faces Foozle.>* My future business partner! How could you?

79 - **White Mage:** Get her!!

*<Characters charge Foozle, except for Tetris Piece. Foozle just waves dismissively, and one by one they fall over. >*

80 - **Foozle:** *<Stepping over the fallen heroes, who are groaning, nursing their limbs, etc. Speaks to Tetris Piece>* Well? Aren't you going to attack me? Aren't you going to prove how brave you are?

*<Foozle and Tetris Piece begin to circle each other slowly.>*

81 - **Tetris Piece:** I'm not really all that brave.

82 - **Foozle:** Bravery is not a prerequisite to dying.

83 - **Tetris Piece:** As I told a dear friend... *<looks at Pac-Man>* ...well, okay, as I told an idiot, I don't know a whole lot. I drop from the top of the screen to the bottom of the screen. Occasionally, I rotate.

84 - **Foozle:** This is supposed to stop me? Prepare to drop one final time!

85 - **Tetris Piece:** ...But I know feng shui.

86 - **Foozle:** *<Stops suddenly.>* Show me.

*<Foozle and Tetris Piece engage in a feng shui battle. One will move some stage object, perhaps rotating it, perhaps shifting it a few inches. The other will do the same. This continues for a bit.>*

87 - **Foozle:** *<panting>* Your feng shui is strong!

88 - **Tetris Piece:** You got that right.

89 - **Foozle:** But I'm not done yet!

*<Battle continues. They are obviously getting exhausted. Other characters begin pulling themselves up to their feet.>*

90 - **White Mage:** While she's distracted! Get the MacGuffin and get out of here!

91 - **Leisure Suit Larry:** I'll bust over and snatch her box before she even knew I was in!

*<Leisure Suit Larry snatches up the box. He and the Prince and Max Payne run off stage.>*

*<Foozle shifts some piece of scenery. Tetris Piece falls to his knees.>*

92 - **Foozle:** Ha! Your angles are more crooked than my favourite falafel stand!

93 - **Zelda:** Tetris Piece!

*<Peach and Zelda stand between Tetris Piece and Foozle.>*

94 - **Peach:** Get out of here guys! We'll keep her distracted.

95 - **Tetris Piece:** Watch it, she's dangerous! Look at those angles! She doesn't even need a protractor!

96 - **Zelda:** Don't worry about us. We're not heroes, we're princesses. We never die! Just go!

*<The rest of the characters exit.>*

97 - **Foozle:** Hmm, not heroes?

98 - **Zelda:** *<Arms akimbo.>* Nope. You don't scare us one bit!

99 - **Foozle:** Rescuing your comrades? Impossible odds? Unflappable confidence? Doesn't that strike as... *heroic?*

100 - **Peach:** *<Exchanges looks with Zelda>* Uhh, can we get back to you on that one?

101 - **Foozle:** You're playing by new rules now! I'm definitely going to look forward to this...

*<Lights down. End scene.>*

## Vignette 6

### Characters:

Chun Li .....A bored hero (Street Fighter)  
 Ico ..... Another bored hero (Ico)  
 Tommy Vercetti..... Another bored hero (GTA 3)  
 Aeris.....Another bored hero (Final Fantasy VII)

*<Lights up on the left wing, still dim as though the power is out. Four heroes stand in front of a couch. In front of the couch is a tv with some sort of console. Each hero has a gun, they are standing at the front of the wing trying to figure out what to do.>*

- 1 - **Ico:** This isn't working, guys. We're almost out of ammo.
  - 2 - **Chun Li:** What are we going to do?
  - 3 - **Tommy:** I can't believe this. We haven't even made a dent. There's still hundreds out there!
  - 4 - **Aeris:** It won't be long before they force their way in at this rate.
  - 5 - **Tommy:** We're all going to die!
  - 6 - **Ico:** No. It's okay, I have an idea!
- <Ico drops his gun, runs offstage>*
- 7 - **Aeris:** What does he think he's doing?
  - 8 - **Tommy:** We don't have time for this. We need to work on figuring out an escape plan.
  - 9 - **Chun Li:** I think it's a little late for that. Look!

*<Chun Li points. A couple of zombies enter from the other side of the stage, start shuffling toward the heroes. Chun Li, Aeris, and Tommy raise their guns and get ready to fire, then Ico walks out and stops them. Ico is now wearing a red jacket and one glove. (Bonus points if it's a power glove.)>*

- 10 - **Ico:** It's okay, guys. I've got this under control.

*<Thriller music cue. Ico struts toward the zombies, starts to do part of the Triller dance. Zombies hesitate, then line up behind Ico. It looks for a second like Ico is going to succeed in controlling the zombies as they all dance together. Then the zombies turn on Ico and dogpile him as they tear him to pieces. They continue "eating" Ico for the rest of the scene.>*

11 - **Aeris:** Oh my god! Ico!

12 - **Chun Li:** This is terrible!

*<Tommy is not paying attention. He looks like he's not feeling well.>*

13 - **Tommy:** Uuuuuuurrrrrrrrgh....

14 - **Chun Li:** What's wrong with you, Tommy?

15 - **Aeris:** Come on! You have to help us fight the zombies!

*<Tommy lurches away from Chun Li and Aeris.>*

16 - **Tommy:** I – I'm sorry. When Mega Man broke in earlier, he... I meant to tell you, but...

17 - **Aeris:** I don't understand, what's going on?

18 - **Tommy:** I'm sorry. I... *<reaches out for Aeris and starts shuffling like a zombie>*  
I... need... BRAAAAAAAAAINNNNNNS...

*<Tommy lunges for Aeris. Aeris screams. Lights down. End vignette.>*

## 2 – 7 : This is the Way FASS Ends

### Characters:

Mario .....	An Italian plumber (Super Mario Bros.)
Tetris piece .....	Pixilated geometric shape (Tetris)
Link .....	Knows how to play the ocarina (Legend of Zelda)
Samus .....	She feels pretty (Metroid)
Roger Wilco .....	Why did he pick that up? (Space Quest)
Zelda .....	Don't mess with Zelda (Legend of Zelda)
Peach .....	Not a cobbler ingredient (Super Mario Bros.)
Mega Man .....	Does whatever a robot can (Mega Man)
Luigi .....	We love you, green Mario! (Super Mario Bros.)
Dr. Light .....	Invented Mega Man (Mega Man)
Dr. Cid .....	NPC engineer (Final Fantasy II-XIII)
Dr. Headcrab .....	There's something wrong with his head
John Lenin .....	Some kind of dirty socialist
Mother Brain .....	A brain in a jar (Metoid)
Bowser .....	A giant turtle (Super Mario Bros.)
Ansem .....	That villain, who did that thing (Kingdom Hearts)
Dr. Wiley.....	One of many Mega Man villains (Mega Man)
Ovelia.....	Princess Ovelia of Ivalice (Final Fantasy Tactics)
Sarah .....	Princess Sarah (Final Fantasy I/III/IX)
Silent Protagonist.....	The strong, silent type

< *Lights up. Mario, Tetris Piece, Link, Roger Wilco, and Silent Protagonist stumble out on stage as if they have just outrun something.* >

- 1 - **Mario:** I can't believe we just left them back there!
- 2 - **Link:** Oh come off it, Mario. They volunteered to stay behind. And anyway, it's not like *they* can die! ...I think.
- 3 - **Mario:** But they're not heroes, they're just princesses! They're helpless... shapely, but still helpless!
- 4 - **Roger Wilco:** And what about Kirby? And Solid Snake? And all the other heroes who didn't come along with us? Face it Mario, we needed their help.

<*Ovelia and Sarah run in. Sarah is carrying the MacGuffin.*>

- 5 - **Link:** Ovelia! Sarah!
- 6 - **Sarah:** We managed to get the MacGuffin from Foozle, but she's just too strong.
- 7 - **Ovelia:** She managed to kill a bunch of us before we could get away.



8 - **Mario:** What about Peach and Zelda? Why aren't they with you?

9 - **Ovelia:** They... they stayed behind to let us escape.

10 - **Sarah:** We're pretty sure Fozzle killed them. Without the MacGuffin they didn't stand a chance.

11 - **Mario:** What? *<angrily to Link>* Oh sure, princesses can't die. You idiot!

*<Mario makes as if to attack Link, but Silent Protagonist steps in between them and makes a series of furious gestures.>*

12 - **Link:** Silent Protagonist is right.

13 - **Roger Wilco:** We need to worry about getting out of here alive so we can use the MacGuffin to defeat the villains.

14 - **Ovelia:** Come on, Mario. We'll worry about trying to bring back Peach and Zelda later.

*<Bowser enters from opposite side of stage.>*

15 - **Bowser:** Oh dear. It looks like we've interrupted something important. *<Bowser gestures to offstage>*

*<Mother Brain, Bowser, Dr. Wiley, Ansem and some other villains enter>*

16 - **Mother Brain:** Looks like you were right, Ansem. Here they are, just like you said they would be.

17 - **Ansem:** Of course they are. Would I lie to you? Because I wouldn't. Ever. ... Uweh heh heh!

18 - **Mario:** You killed Peach! You bastards!

19 - **Dr. Wiley:** Aw, look. The poor little heroes are so upset that we killed their precious princesses.

20 - **Mother Brain:** Don't worry, little heroes. You'll get to see them again real soon... in the game over screen!

*<Silent Protagonist steps forward and points at the villains, then grabs the MacGuffin from Sarah and brandishes it threateningly at the villains. While this is going on, Ansem walks away from the villains and pulls out a cell phone to make a surreptitious phone call.>*

21 - **Sarah:** Yeah! Well, you'd better watch out because we've got a MacGuffin and we know how to use it!

22 - **Mother Brain:** <*sarcastically*> Oh no! Not a MacGuffin!

<*Ansem hangs up the phone, rejoins the villains*>

23 - **Ansem:** Uh, yeah! Like we haven't heard that one before. Do you expect us to actually believe that you have a MacGuffin?

24 - **Bowser:** You're not going to fool us so easily. Prepare to die, *zeroes*.

25 - **Link:** We'll show you who's a zero! Come on, everyone!

<*Heroes and villains line up in opposing groups. Villains start snapping all together. Then heroes start snapping all together. They walk/dance slowly towards each other. Band starts playing music as if for song cue. Dr. Light, Dr. Cid, Dr. Headcrab, and Luigi walk in, start forcibly separating the two groups.*>

26 - **Dr Light:** All right, all right. That's about enough of that.

27 - **Luigi:** Break it up, now, everyone. We've got something you'll all want to see.

<*John Lenin enters.*>

28 - **Roger Wilco:** Luigi? What are you doing here?

29 - **Dr. Wiley:** Yeah. What's going on here? Why should we listen to a bunch of NPCs and skinny Mario?

30 - **John Lenin:** Ansem! Good to see that you could get everyone here and that you're wearing pants. You really came through for me.

31 - **Ansem:** A stroke of luck there, I stole them out of a donation bin – pretty snazzy, don't you think? And they give +2 to my *\*ahem\**... oh, you mean these people? Not the easiest crowd to work with, far too eager to kill each other, but I kept them in line.

32 - **Mother Brain:** What are you talking about, Ansem?

33 - **Bowser:** My turtle senses are tingling. Something's not right here. Are you siding with these <*growls*> non-entities, Ansem? How could a loyal villain like you sell us out?

34 - **Ansem:** Oh, give it a rest. We're villains. Selling people out is what we do.

35 - **Mother Brain:** But selling us out to a bunch of peons? I just don't understand...

36 - **John Lenin:** Well, all this is really quite simple. I'll be taking over the world – seeing as how us nontagonists are now in charge.

37 - **Mother Brain:** In charge? Since when are a bunch of townfolk and monsters in charge?

38 - **Mario:** And Luigi, are you in on this too? Why is my own brother siding with them? *<pointing at the nontagonists>* You're supposed to be a hero!

39 - **Luigi:** You guys never let me be anything but Green Mario or Skinny Mario or Dumb Mario! But now I can be a part of something big. Something important! So just shut up and listen to what John has to say!

40 - **John Lenin:** Well said, Luigi. As for all of you heroes and villains, while watching you fight each other has been entertaining and will no doubt earn rave reviews, it has given us nontagonists ample time to move in and take over, unmolested.

41 - **Mother Brain:** Quit monologuing and get on with it!

42 - **John Lenin:** It was all quite simple, really. After deposing that non-pants-wearing Marxist Leader, I engineered this little “confrontation,” with Ansem's help, in order to put an end to this whole continues crisis.

43 - **Dr. Headcrab:** You see, after several false starts, some unintended side effects and squandering billions in government bailout money, we have finally perfected the synthetic continue! Behold!

*<Dr. Headcrab holds up something shiney as the heroes ooh and ahh over it.>*

44 - **Dr. Cid:** Yes, go ahead and bask in the warm glow of our brilliance, the magnificence of which astounds even me. And with the synthetic continue in our hands we now control the power of life and death over all of you heroes.

45 - **John Lenin:** Now, I know what you must be thinking, but let me assure you that I'm not evil, like the villains over there – mostly. I intend to be a benevolent overlord and usher in a new era in which there shall be pants and continues for all!

46 - **Bowser:** I still don't quite get it. How does this actually change anything? I mean, what's to stop us from oppressing you like we usually do?

47 - **John Lenin:** You poor, simple turtle. The heroes will, of course! They're essentially addicted to their continues so they'll do whatever we say for their daily fix.

*<The heroes look sullen and mutter amongst themselves.>*

48 - **Roger Wilco:** So long as I can still pick up random objects on the premise that they might come in handy later on, well, I suppose it won't be too bad.

49 - **John Lenin:** Not so fast! There'll be no more rampant kleptomania, killing monsters and selling their body parts for cash or any of those typical hero shenanigans. If you want money for power-ups, you'll just have to do some honest work for a change.

50 - **All Heroes except Luigi:** *<angrily>* Work? That sucks!

<**John Lenin** “ahems” and holds up a continue, waving it enticingly.>

51 - **All Heroes except Luigi:** <sheepishly> Yes Mr. Lenin. <sigh>

52 - **John Lenin:** See? They know which side their bread is buttered on. <to the villains> So that means no more oppressing us, or we’ll make sure the heroes are up to their eyeballs in continues.

53 - **Dr. Cid:** Yeah! You’ll have a hard time engaging in villainy when you’re getting killed every five minutes by some hero.

54 - **John Lenin:** Now, there’s just the small matter of distributing continues. Doctors?

55 - **Dr. Light:** With pleasure! <to the heroes> Now dance for me, my puppets, dance!

<**Dr. Light, Dr. Headcrab, and Dr. Cid** start passing out continues to all of the heroes. As they do so, some of the heroes are forced to dance for the Doctors' amusement.>

56 - **John Lenin:** And as a gesture of good faith, to prove our benevolent intentions, we’ve also provided all of your fallen comrades with continues as well.

<All dead heroes enter at this point: **Peach, Zelda, Mega Man**, along with **Max Payne, Redfield, Erdrick, Kirby, Lara Croft, Minsc, Seamus O’Ran, Serious Sam, and Sora**. **Dr. Light** runs over and hugs **Mega Man**, then the two of them walk offstage with **Dr. Cid**, gesturing as if they are talking to each other.>

57 - **Dr. Wiley:** I can’t believe this! This is terrible! And Ansem, you were in on this all along?

58 - **Ansem:** Why yes. Yes I was. I always pride myself on being able to pick the winning side.

59 - **Bowser:** How could you do this to us? No proper villain would just let the heroes win everything.

60 - **Ansem:** But that’s just it. Without heroes, being a villain just isn’t worth it. Do you have any idea how boring oppressing peasants and torturing your minions gets? Face it, we need the heroes just as much as they need us.

61 - **Mother Brain:** But – but – but...

62 - **Dr. Headcrab:** Yes? There’s not a problem, is there?

63 - **Dr. Wiley:** I believe what Mother Brain is trying to say is...

<**Dr. Wiley** comes forward to center stage, faces the audience and falls on his knees with his hands in the air. The next line should be an obvious imitation of Darth Vader.>

64 - **Dr. Wiley:** NOOOOOOOOOOOOOOOOO!

*<All villains besides Ansem slink offstage dejectedly. Heroes all get together and high five. They chatter amongst themselves for a moment. Then Samus enters, now wearing a princess dress and still wearing Peach's tiara. Her dress should either be worn over top of her armour or have large shoulder pads to make it look like it's being worn over her armour.>*

65 - **Samus:** You guys are absolutely unbelievable!

66 - **Link:** Huh? What are you talking about?

67 - **Samus:** You know what I'm talking about! How come no one has tried to rescue me yet?

68 - **Ovelia:** Rescue you? What would you need rescuing from?

69 - **Sarah:** Didn't you notice that we were a little busy dealing with the villains?

70 - **Samus:** I went and got myself locked in a perfectly awful castle tower and nobody came to rescue me!

71 - **Roger Wilco:** Why would we come to rescue you? You don't need rescuing, you have more weapons than we do.

72 - **Link:** Yeah! You know, we would have appreciated a little help. Some missiles would have come in handy, but you just had to run off! And your replacement, Seamus, well, fat lot of good he did for us.

73 - **Peach:** Hey, isn't that my tiara?

74 - **Sarah:** And one of my old dresses?

75 - **Samus:** None of you understand! I never wanted to be a bounty hunter. I wanted to be a princess and feel pretty! And now that I have the chance none of you are helping me. Princesses are supposed sit around and wait to get rescued! That's how it's supposed to work!

76 - **Zelda:** Maybe before all this happened, but not any more. We're looking out for ourselves, now, and you should too.

77 - **Ansem:** *<Comes forward, puts his arm around Samus' shoulders>* You know. I've always wanted to give this hero thing a try. And now that I've betrayed the rest of the villains to the nontagonists, now is as good a time as any.

78 - **Samus:** Do – do you really mean it?

79 - **Ansem:** Why don't we find a nice dangerous castle for me to rescue you from?  
<pause> All night long.

<Samus squeals in delight as Ansem picks her up and carries her offstage. The other heroes all shake their heads.>

80 - **Zelda:** Well that was... odd.

81 - **Link:** Zelda, I'm glad that you're okay! And, um, I think I owe you a bit of an apology, for sort of being a bit of a jerk. I, uh, think you'll do fine with this hero stuff.

82 - **Zelda:** You know, Link, I kind of did and said some things to you I maybe shouldn't have either. Lets call it water under the bridge. Just promise not to rescue me anymore, alright?

83 - **Link:** Sounds like a deal.

84 - **Zelda:** Well, apology accepted, then. Though you still need to find me another hair dresser.

85 - **Link:** Come on, I know a really good salon. They've got this fantastic shampoo that makes your hair tingle!

<Zelda and Link walk offstage holding hands. Mario steps toward Peach, crosses his arms.>

86 - **Mario:** So. Um.

87 - **Peach:** <hopefully> Yes, Mario?

88 - **Mario:** I suppose you're done with all this hero nonsense then?

89 - **Peach:** Nonsense? You're unbelievable, Mario! After all that's happened, that's all you have to say to me?

90 - **Mario:** But, Peach! You don't understand!

91 - **Peach:** Well why don't you explain it to me then?

**SONG: "Another Castle"**  
(To the tune of "Happy Together" by The Turtles)

**Mario:**  
Remember when we met? I bet  
I saw you in a pink go-cart, right at the start  
They told me that you loved me true, but I'd see you  
In another castle

You know it bothered me, is that a crime?  
 To think I'd have to rescue you, another time  
 I've had to do it every day, and every way  
 It just isn't worth it

I can't see me saving your life every day  
 It's just not fair  
 Pits of spikes and lava still stand in my way  
 You just don't care

**Peach:**

Me and you, and you and me  
 We've been together far too long, or can't you see  
 You thought I'd always wait for you, to rescue me  
 You're not really needed

You never cared for me, not very well  
 You spent all your time stomping on, green koopa shells  
 You'd come home high on magic 'shrooms, and smell like hell  
 I'd rather kiss Bowser

I don't need you saving my life every day  
 You're obsolete  
 Can't you see that I have learned how to stand on  
 My own two feet

92 - **Peach:** I'm sorry, Mario. But I've never wanted you to rescue me. I want to solve my own problems.

93 - **Mario:** But – but. What about all the times I saved you? Doesn't that mean anything?

94 - **Peach:** Oh, get over yourself.

*<Peach starts to leave, stops as she walks past Silent Protagonist. Peach eyes Silent Protagonist speculatively, then puts her arm around Silent Protagonist's waist.>*

95 - **Peach:** Hey there, cutie. What are you doing tonight? You know, I've always liked the strong silent type.

*<Silent Protagonist makes some sort of "oh yeah" gesture. Peach and Silent Protagonist walk off arm in arm. Mario looks crestfallen, walks over to Luigi. Luigi does not notice Mario at all and is instead gazing raptly at Tetris Piece>*

96 - **Mario:** Well, Luigi. Even though I'm all alone now, I know that you'll always be a pathetic bachelor like me. We can be single together!

97 - **Luigi:** Oh, S-Shaped Tetris Piece. I can't stand it any longer! I've loved you ever since I first saw you! You're beautiful! Will you slot me into your life and be mine, forever?

98 - **Tetris Piece:** Oh, Luigi! Yes! Yes! A thousand times yes!

*<Luigi and Tetris Piece kiss dramatically, then run off stage together. Mario stares after them dumbfounded for a moment as light dim and a spotlight focuses on Mario. He then looks angry, almost evil, and as he looks at the audience with a wicked smile he replaces the M on his cap with a W. Mario then gives a villainous laugh and marches off stage with newfound purpose. Lights return to normal.>*

99 - **Dr. Headcrab:** Well, I guess things can finally start getting back to normal. Or, whatever passes for normal around here, anyway.

100 - **John Lenin:** Not just yet. We have a lot of work to do. Come on, let's get to it, folks.

*<Everyone remaining onstage files off. For a long beat, the stage remains empty. Then, a lone zombie shuffles onstage, moaning. Which leads us into closing.>*



Closing Song, FASS 2010

To the Radio version of Michael Jackson's "Thriller"

(In the "Thriller" version, zombies sang the bracketed lyrics. MJ sang all other lyrics)

It's close to ending, yet someone else is lurking in the dark  
Under the stage lights, you see a sight that almost stops your heart  
You close your eyes, and hope that this ain't your imagination  
You start to scream, as MJ looks you right between the eyes  
You're overjoyed

FASS was a killer, killer night  
And no one's gonna blame you if you cannot sleep tonight  
FASS was a killer, killer night  
You really want to clap 'cause FASS was killer, killer tonight

You hear the wise man, he tells you that you've got to save the one  
You slay the dragon, there's loot enough to outfit everyone  
You see the girl, she takes your sword and joins you at your side, woah!  
And at the end, you find out that your brother is your mom  
Your quest is done!

FASS was a killer, killer night  
There ain't no reason why you can't stand up out of your seats (no)  
(Killer, killer night)  
You really want to clap 'cause FASS was killer, killer tonight

S-pieces fall and the stack starts to grow uncontrollably  
There's no escaping the build-up of pieces this time  
(They're falling fast)  
This is the end of your game

They're out to get you, there's Koopas closing in on every side  
They will upset you, unless you eat that mushroom up ahead  
Now is the time, for you to go to Bowser's secret la-ir  
But all the while, you can't ignore the numbers on the screen,  
You're out of time!

FASS was a killer, killer night  
And we can thrill you more than any game could dare try  
(Killer, killer night)  
You really want to clap 'cause FASS was killer, killer, killer  
Killer here tonight

FASS was a killer, killer night  
And we can thrill you more than any game could dare try  
(Killer, killer night)  
You really want to clap 'cause FASS was killer, killer

At this point in the 'Thriller' song version, there is a rap, and then maniacal laughter.