

VOICES IN THE WILDERNESS FINAL DRAFT EDIT 22.2.2024
ALL CHANGES IN GREEN
COSTUME, SET AND STAGE PROPERTIES

Sound-beam: set up downstage right where it will be out of the way and safe. This is, when energised, the "Portal".

Door Decoration for Scientist's entrance in Act 3, with Sonic Research Lab sign.

Four Wooden stage blocks - different heights for levels.

Sasqua: a large sculpted (Living the Dream Demon Queen Sized) hairy Neanderthal Yeti/bigfoot-like creature hidden offstage upstage right. The creature has growths and bleeding tumours on its skin, applied in such a way (Velcro?) that they can easily be removed.

Kabarra, The Dragon Lord: a large sculpted (Living the Dream Demon Queen Sized) reptilian metallic dragon winged humanoid creature hidden offstage upstage left. Metallic domed head to match Dragon Lord Bowler.

Stones (painted and weighted cardboard boxes) piled upstage centre.

Orchestra and Choir in place,

Stone City Boss Billy Bright's Dragon Lord Bowler Hat:

This is an artistically modified bowler hat, to fit Billie Bright (Matt): shiny metallic with a suggestion of demon eyes and scaliness and side wings in the style of Hermes. Set near Miranda Fidelis

The Control Box: *This is a hand-held shiny metallic box to match the hat, with a control like a game control stick and buttons to press. Set offstage.*

Straw Hand Baskets of polluted fruit, fish, bread and veg, *all made of foam/polystyrene, heavy enough to throw and light enough not to hurt and water bottle (clear plastic construct with polluted water effect, set stage right.*

The basket that Sai-Go will carry has a domestic wooden safe knife in it.

6 Plain black berets *for Team B in Act one and 4 for Stone City Rebels in Acts 2 and 3 plus one for Charlie Uccello.*

6 Straw Hats *for Team A in Act 1. Plus one for Miranda Fidelis*

Protest Banners *for Rappers.*

The painted pollution. *A long nastily coloured metre wide ribbon that winds alongside the Seven as they travel.*

CAST

Choir. Children from various schools.

Musicians. Children and adults.

Sasqua's crew: Preferably the ones who made her to operate her/bring her onstage on cue etc.

Kabarra The Dragon Lord's Crew: Preferably the ones who made her to operate her/bring her onstage on cue etc.

Wilderness Ringleaders, onstage from halfway through Act 1 to end. who are:

Shiri Tai, the Curious One

Kay-Ra, the Face-reader

Sai-Go, Seeker of Justice

Ya-Su, the Healer

Stone City Rebels, onstage from last part of Act 2 to end.

who are:

Jo-Ho, the Factfinder

Kyo-So, the Imagineer

Sen-Shi, Shy Warrior.

Matt & Mahaliah as Charlie Uccello and Miranda Fidelis ready with cello and violin respectively.

Two teams of movers/dancers (A&B) 6 in each to work together to be the Islanders at the start of Act 1.

Team A: Wilderness People: This team of 6 each have a straw hat handy, on a box, ready to wear.

Team B: Stone City Citizens: This team of 6 each have black berets on a box ready to wear.

Robot Crew of 6: who appear at various times through the script. Non-speaking movement and action.

Rappers: Crew of 6 plus. who appear in Act 2.

Processors of pollution. A team of 6 plus who work with a long nastily coloured metre wide ribbon that winds alongside the Seven as they travel the drain.

Sonic Scientists white lab-coated coated heroes who arrive in Act 3 and operate the portal.

Robot Bears, Eagles and Wolves (6 plus) suitably but minimally costumed who attack the World saving 7 in Act 3.

Pre-show set up.

Choir and Musicians in place.

Sasqua: a large sculpted (Living the Dream Demon Queen Sized) hairy Neanderthal Yeti/bigfoot-like creature hidden offstage upstage right. The creature has growths and bleeding tumours on its skin, applied in such a way (Velcro?) that they can easily be removed.

Kabarra, The Dragon Lord: a large sculpted (Living the Dream Demon Queen Sized) reptilian metallic dragon winged humanoid creature hidden offstage upstage left. Metallic domed head to match Dragon Lord Bowler.

Stones (painted and weighted cardboard boxes) piled upstage centre.

Orchestra and Choir in place,

Sound-beam: set up downstage right where it will be out of the way and safe. This is, when energised, the "Portal".

The Dragon Lord Bowler Hat:

This is an artistically modified bowler hat, to fit Billie Bright (Matt): shiny metallic with a suggestion of demon eyes and scaliness and side wings in the style of Hermes. Set near Miranda Fidelis

The Control Box: This is a hand-held shiny metallic box to match the hat, with a control like a game control stick and buttons to press. Set offstage.

6 Straw Hand Baskets of polluted fruit, fish, bread and veg, all made of foam/polystyrene, heavy enough to throw and light enough not to hurt and water bottle (clear plastic construct with polluted water effect, set stage right.

Protest Banners in place for Rappers.

Door for Scientist entrance, with Sonic Research Lab sign.

Matt & Mahaliah as Charlie Uccello and Miranda Fidelis ready with cello and violin respectively.

Two teams of movers/dancers, six in each, sitting on the ground onstage – mixed in with each other, ***Team A: Wilderness People:*** This team each have a straw hat handy, on a box, ready to wear and ***Team B: Stone City Citizens:*** This team each have black berets on a box ready to wear.

Procession of pollution. Ready with nastily coloured metre wide ribbon.

Sonic Scientists white lab-coated coated heroes ready outside door.

Robot Bears, Eagles and Wolves ready for Act 3.

Four Wooden stage blocks - different heights for levels.

Act 1. Division & disaster.

Short overture, as if rising up from the earth, echoes of Living the Dream theme, mingling and shifting into Voices in The Wilderness theme, featuring Miranda Fidelis on Violin and Charlie Uccello on Cello.

Charlie and Miranda start humming and scatting as they play.

CHARLIE & MIRANDA

Hmmmm. Hmmmm.

Humbubble hoo.

Humbubble. Grimgrubble.

Grumble, grumble, groo.

CHARLIE

Can you hear it? Can you feel it,
From your fingers to your toes?

MIRANDA

Something coming up to visit,
But what-is-it? No one knows.

CHARLIE

In your belly, in your backbone,
Bubbling up, about to spout:

MIRANDA

It's a *story*! Say them with me,
Words we never start without:

MIRANDA & CHARLIE & EVERYONE

(cues everyone by mouthing the first syllables)

Once – upon – a time.

*As Miranda gives a harmonious flourish on violin the 12 Islanders stand.
The islanders enact this section circle-dance style with action.*

MIRANDA

Once upon a time, the people of the Island of Dreams lived as one,

MIRANDA & TEAM A & TEAM B

Farmed the earth, fished the sea and feasted together,

CHARLIE

After their day's work was done.

MIRANDA

Watched over by the Ancestor Spirits,

CHARLIE & TEAM A & TEAM B

From the rising to the setting of the sun,

MIRANDA

By the side of The Sacred Mountain,

CHARLIE

While the months and years rolled on.

Like everywhere else, good times and bad,
Years they were happy, years they were sad.

MIRANDA & TEAM A

A year when our nets are full of fish,

CHARLIE & TEAM B

A year of boats lost at sea.

MIRANDA & TEAM A

A year when the fields are full of corn.

CHARLIE & TEAM B

A year when larders are empty.

MIRANDA & TEAM A

Somehow, together, we always pull through,

Teams A&B five seconds of improvised intense whispered worried discussion.

CHARLIE & TEAM B

But some lose patience ...

MIRANDA

And after a while

CHARLIE

The people divide into two.

Team A and Miranda put on their straw hats, become the Wilderness People and move Stage Right.

MIRANDA

One half living in the old ways.

Team B put on their berets, become the Stone City Citizens and move Stage Left.

CHARLIE

One half *on the lookout* for something new.

Charlie puts on beret and becomes Billy Bright.

CHARLIE *as Billy Bright*

Too much *don't know what's coming next.*

STONE CITY CITIZENS

Too much *fiddle dee-dee!*.

CHARLIE *as Billy Bright*

Feast and famine!

STONE CITY CITIZENS
Here and there!

CHARLIE *as Billy Bright*
When and what?

STONE CITY CITIZENS
Why and where?

CHARLIE *as Billy Bright*
Too much *uncertainty!*

Portal style music begins (recorded on Sound-beam)

MIRANDA
For days and weeks they argue and complain
Without an answer. It's driving them insane,
Until one of them, bold Billy Bright by name,
Hears music, which no one else hears, worm into his brain.

CHARLIE *as Billy Bright*
(*as if music has inspired him*)
Time we had a leader,

STONE CITY CITIZENS
Strong and clear and in control.

CHARLIE *as Billy Bright*
Me!

MIRANDA
(*producing the Dragon Lord silver bowler hat and crowning him with it as described*)
A strange sound, a strange sight,
A strange hat, like a crown of light,

Appears and flies, as if pulled by invisible thread,
To land with a fizz and a pop on Billy Bright's head.

*Everyone still apart from Billy Bright. Time out of time.
Whispery sounds from everyone.*

MIRANDA

Then he starts to hear voices, but no one else hears
What words are said.

*Charlie holds hands either side of his head.
It's as if words are coming out of his hat.*

CHARLIE *as Billy Bright*

What's that? Who's there? Yes, I hear you.
More! Tell me more!. Can it be true?
Yes, I understand. It's a deal! I'm your man.
Tell me what I have to do.
(listens - slowly)
Yes yes

MIRANDA

Then a silver control box appears in his hands.

Control Box with shoulder strap presented to him, like the Hat, by Miranda.

CHARLIE *as Billy Bright*

Oh, yes, I see!

MIRANDA

He pulls the red lever.

*Portal music stops. Billy takes on the persona and attitude of the Stone City
Boss he has become.*

CHARLIE *as Billy Bright*
(To Team B)
Quick march. Follow me!

MIRANDA
And they do. It's as if a dark spell takes hold.
They listen to Billy and do as they're told.

Team A leave the stage. Team B salute and follow Billy offstage. As Billy operates the Control Box, Stone City Robots appear. (Group of 6)

MIRANDA
A City! They built a city!
A City of Stone, big and tall,
And they built a Robot Army.
And, around Stone City,
The Robot Army built a wall.

Steam Robot music 20 – 30 seconds as the Robots controlled by Billy with his Box, build the wall from upstage centre pointing downstage right about a third of the way across the stage. Choreographed dance/movement. As they build the choir sings or chants mechanically.

CHOIR
Order, law and order.
That's what life's about.
Keep the city safe.
Keep the chaos out.
Listen to the leader.
Do only what's allowed.
Make our city great.
Make our people proud.

The robots speed up and then suddenly run out of puff and slowly collapse beside Team B (The Stone City Citizens)

MIRANDA

Sometimes the robots ran out of steam, but all the same,
The work went on.

*Either Team A returns to the stage or a TEAM C - a new group of 6
movers/dancers - who can use same straw hats.*

CHARLIE

(doffing bowler hat and coming out of role)

When Citizens **needed** food, it came
From the people who fished and farmed in the ancient way
To the South of the Sacred Mountain, on Wilderness Bay:

MIRANDA

Fresh fruit, fresh bread, fresh fish, fresh veg!

CHARLIE

Until one day... until one Harvest Day,
When they gather the best of their foodstuff, to share, to show,

MIRANDA

To offer to the Ancestors who came to this land long ago.

CHARLIE

It's a day when they let their hair and their spirits fly free,
A day of wild dervish dancing and fiddle dee-dee!

*Miranda goes wild on her fiddle. The Wilderness People (Team A or Team C)
have a wild free time as Charlie encourages them in their dance.*

CHARLIE

Diddle-diddle dee. Diddle-diddle-diddle dee
Diddle-diddle-diddle, diddle-diddle, diddle-diddle dee.
I can feel it in my hands, let it show, let it show!
I can feel it in my feet , to and fro, to and fro!
I can feel it in my body, let it go, let it go!

I can feel it in my heart, beating fast, beating slow!

(change of pace - dreamy)

I can feel it in my soul, so wild and free.

I can feel *my spirit*. I can feel *their spirits*.

I can feel the Dreamers *dreaming in me!*

Miranda suddenly breaks off playing, leaving Charlie and the Wilderness People high and dry.

They pick up the straw baskets containing the produce.

MIRANDA

Only this one harvest day,

this one time,

Nothing was good, and nothing whatever was fine.

Charlie Uccello takes up the underscore/musical commentary on the cello.

The Wilderness People respond to Miranda with exclamations and reactions.

MIRANDA

Something didn't look right.

WILDERNESS PEOPLE

(pulling deformed fruit from baskets)

Twisty! Mouldy! Blue!

MIRANDA

Something didn't smell right.

WILDERNESS PEOPLE

(putting noses in air and in baskets)

Niffy! Whiffy! Poo!

MIRANDA

Something didn't taste right.

WILDERNESS PEOPLE
(sipping water and making a face)
Like water from a drain!

MIRANDA
Something didn't sound right.

WILDERNESS PEOPLE
(clutching head)
Melting my brain!

MIRANDA
Something didn't feel right.

WILDERNESS PEOPLE
Nothing whatever was right!

The Wilderness People lay down the baskets and leave the stage.

Charlie stops playing the cello and narrates. The Four Wilderness "Ringleaders", Shiri Tai, the Curious One, Kay-Ra, the Face-reader, Sai-Go, Seeker of Justice and Ya-Su, the Healer, walk onstage, pick up the baskets as their name is mentioned, and commence to "climb" up the Sacred Mountain, perhaps using the wooden stage blocks.

CHARLIE

All the same,
The chosen ones, Sai-Go, Seeker of Justice, the Curious One Shiri Tai,
Face-reader, Kay-Ra and Ya-Su, the Healer climb high
With baskets of food up the sacred Mountain,
through the mist and rain.
With nothing to offer to the Ancestor Spirits
but a song of pain.

CHOIR & RINGLEADERS.

(singing)

To the Spirits of our Ancestors

We cry out in distress.

Our life here on Dream Island

What made it such a mess?

When the wind blows from the North, it smells of smoke.

When we breath it in, it makes us cough and choke.

On our trees the fruit grows rotten.

The cause we cannot guess.

Our children pale and sickly:

We need to find redress.

Spirits of the Sacred Mountain, right this wrong.

Hear the voices of your people raised in song:

Voices, voices, voices, voices ...

Voices in the Wilderness.

Repeat and fade out

No answer. No sign. The People despair.

(drum begins with distant howling)

But what is that thumping sound they hear?

A howl of anguish

- coming from where?

Drum continues, howling gets louder. Sasqua theme music, voices incoherent vowel sounds without words, drum and bass, primitive, powerful, painful.

Knocking, rustling. The large Sasqua creature is moved out of its hiding upstage right.

CHARLIE

The Ancestors?

MIRANDA

No. Not they.

Long gone, a long time ago long turned to clay.

From out of her cave, Sasqua, The Wild One of the Mountain,
makes her way.

*Sasqua theme music continues, voices incoherent vowel sounds without words,
getting angrier, drum and bass, primitive, powerful, painful.*

CHARLIE

Cries Sai-Go,

SAI-GO

Look out! It's coming for us.

SHIRI-TAI

Coming for me!

MIRANDA

Shrieks Shiri-Tai

SHIRI-TAI

Give me a leg-up this tree!

MIRANDA

Says Ya-Su,

YA-SU

(looking at Sasqua)

It's covered in blood and gore!

CHARLIE

Cries Sai-Go,

SAI-GO

(to Sasqua)

One step more

(taking knife from basket)

And this knife shall pierce your heart, so full of hate.

KAY-RA

Hold on!

MIRANDA

Exclaims Kay-Ra, the Face-reader.

KAY-RA

Wait!

Put down your weapon and let her draw near.

That's not hate you see in her eyes, that's fear.

CHARLIE

Ya-Su the Healer speaks.

YA-SU

Look at the state she's in.

I see now that's not blood and gore. It's sores on her skin.

Make some space. Be quiet.

(to Sasqua)

We mean you no harm.

I have medicine here for your wounds, a herbal balm."

MIRANDA

Sasqua gives them her trust. All through the night

They sit near her, helping with healing. Then, at first light

The curious one, Shiri-Tai, says,

SHIRI-TAI

(showing the basket with the fish)

Your wounds look to me,

Like the ulcers which cover these fish we caught in the sea.

What did this to you?"

The "puppet" Sasqua makes a sign with her hand to follow her.

CHARLIE

She signs "Follow". With Sasqua as their guide
They push up a steep rocky path to the peak, then look over the side.

*Appropriate LX, SFX, weird noises, grinding of mining machinery, , steam,
smoke dogs barking in the distance, a snatch of quiet ominous portal theme.
After a pause.*

MIRANDA

Tall towers, monstrous machines, a sight to break every heart:
Great engines billowing smoke, rip the mountain apart.
Sai-Go, Seeker for Justice, *stands up*, gives an angry groan,
And cries,

SAI-GO

This must stop! We go now - to The City of Stone!

End of Act 1.

Act 2. Confrontation and Confinement

Journey to Stone City. Short musical transition echoing Stone City theme from Robot wall-building in Act 1.

Robot crew rearrange wall to make a tall plinth. A1 poster/drawing of Big Boss Billy Bright wearing the Dragon Lord hat on the plinth. A couple of stage blocks arranged as a high seat for Stone City Boss, Billy Bright.

The Rappers, arriving as from the Wilderness with banners and join the four ringleaders who address the crowd.

MIRANDA

Hearts full of hurt they take no food or rest on the way,
And, joined by an angry crowd from the Wilderness,
arrive at the Gates of Stone City later that day,

CHARLIE

Led by Sai-Go, Seeker for Justice:

SAI-GO

Fear not. Follow me!

MIRANDA

Shiri-Tai, The Curious One:

SHIRI-TAI

Truth will set us free!

CHARLIE

Kay-Ra The Face-reader:

KAY-RA

Keep watch. And be aware!

MIRANDA

And Ya-Su The Healer

YA-SU

This damage they must repair!

Charlie puts on the shiny bowler, becomes Stone City Boss, Billy Bright, ushers them forward and takes the high seat.

MIRANDA

Billy Bright the Big City Boss, is there to greet them.
And take them to City Hall. He seems pleased to meet them.
He smiles.

CHARLIE *as Billy Bright, Stone City Boss.*

A hot drink? A snack? *(no response)* So, why are you here?

MIRANDA

But it isn't for tea and toast, as they soon make clear.

Wilderness People pick up protest placards. Music starts as they perform a passionate protest rap outlining the causes of their grievances. Chorus in italics.

RAPPERS

No time for that (no time no time).
We've come here to lay it on the line.
No time to waste with pleasantry,
No small talk between you and me,
Just dealing with an emergency,
Stuff here and now, can't you see?

*Reckless drilling in the Mountainside
Where Spirits of our Ancestors all reside
Causing this. We've come today
To say "Stop now! Stop right away!"*

Apples so tiny like an olive or a nut
Tastes rank, just rotting in your gut,
Spuds full of maggots, stink like hell,

Carrots and turnipsonions as well,
Mash-up fish float dead on the sea.
Don't you say that it's nothing to do with me!

*Reckless drilling in the Mountainside
Where Spirits of our Ancestors all reside
Causing this. We've come today
To say "Stop now! Stop right away!"*

Our wheat has blight. Our corn glows blue.
Our bread and puddings go rotten too.
Cakes and pastries just taste like poo.
Don't even say that it wasn't you!
We've all seen what you're up to.
Put it right now - not leaving till you do !

*Reckless drilling in the Mountainside
Where Spirits of our Ancestors all reside
Causing this. We've come today
To say "Stop now! Stop right away!"*

Our water smells like eggs gone bad.
Air's thick with smoke, driving us mad.
All the kids just fighting for breath.
Elderly folk coughing 'til death.
Noises and flashes of fire in the night!
Animals scared. It just ain't right!

*Reckless drilling in the Mountainside
Where Spirits of our Ancestors all reside
Causing this. We've come today
To say "Stop now! Stop right away!"*

CHARLIE *as Billy Bright, Stone City Boss.*

Oh dear, oh dear. Oh deary me.
I hear your pain and misery.
You have my absolute sympathy
You should have come here immediately
But let me assure you that, fortunately,
Your discomfort will only be temporary.

RAPPERS

Stop now! Stop right away!

CHARLIE *as Billy Bright, Stone City Boss.*

Don't expect to have answers instantly.
Your complaints needs processing carefully.
Researched in all their complexity.
To deal with this matter efficiently
I'll appoint a committee of enquiry
To make recommendations with agility.

MIRANDA

Says the curious one, Shira-Tai:

SHIRA-TAI

How long will that be?

CHARLIE *as Billy Bright, Stone City Boss.*

Three months. Urgent case! Top priority.

MIRANDA

Says Kay-Ra:

KAY-RA

I see insincerity.

MIRANDA

Says Ya-Su:

YA-SU

Three months of misery!

MIRANDA

Says Sai-Go:

SAI-GO

Put it right immediately"

CHARLIE *as Billy Bright, Stone City Boss.*

How rude. How ungrateful! Listen to me.

There's a power from beyond can set us free,

Change all our lives here totally.

There'll be no more uncertainty.

All our food will be made

Synthetically.

Life is safer behind a wall.

Just leave it all, leave it all, to me.

SAI-GO

Boo!

RAPPERS

Boo!

CHARLIE *as Billy Bright, Stone City Boss.*

I'm warning you!

CHOIR & RAPPERS

Boo! Boo!

CHARLIE *as Billy Bright, Stone City Boss.*

The rest of you, too.

CHOIR

Boo, boo, boo! Boo, boo, boo! Boo, boo, boo! Boo, boo, boo!

CHOIR & RAPPERS

Boo, boo, boo! Boo, boo, boo!
You didn't want to listen to us.
Why should we listen to you?
You look down your nose and patronise.
You play for time. You tell us lies.
You think we're weak. You think you're wise.
Boo, boo, boo!

CHARLIE *as Billy Bright, Stone City Boss.*

Listen to me! I'm warning you!

CHOIR

Boo, boo, boo! Boo, boo, boo!
Boo, boo, boo! Boo, boo, boo!

CHOIR & RAPPERS

Boo, boo, boo! Boo, boo, boo!
You didn't want to listen to us.
Why should we listen to you?
You think you're smart in your fancy hat.
If you're wondering what we're laughing at,
It's like an upturned potty on the head of a rat.
Ha, ha, ha!

CHARLIE *as Billy Bright, Stone City Boss.*

That's it! That's it! You've gone too far!

RAPPERS

Ha, ha, ha!

CHOIR & RAPPERS

(Choir in two sections. one section sing words in brackets)

Ha, ha, ha! Ho, ho, ho!

(Ha, ha, ha. Ho, ho, ho!)

What's going on here? We need to know!

(No, no, no. We won't go)

What's this thing you're bringing up from down below?

We need to know.

(No, no, no. No, no, no)

Till you tell us the truth or we won't go!

(No, no, no. We won't go.)

Outro. All parts sung at same time.

CHOIR

No, no, no. We won't go!

(We won't go. We won't go.)

RAPPERS

We shall not, we shall not be moved.

We shall not, we shall not be moved.

SAI-GO

(spoken)

Till the Sacred Mountain crumbles to the sea
We shall not be moved!

CHARLIE *as Billy Bright, Stone City Boss.*

Except to jail, and sooner than you think.

For what? For breaking in here, for kicking up a stink,

For making accusations without any proof,

Containing, it's clear to me now, not one word of truth!

SAI-GO

(picking up a fish and signalling the others to do the same with their produce)

Is that so? Don't believe us, eh? Not convinced enough? *(to his Wilderness friends)* Perhaps what they need is a closer look at the stuff?

They take the hint and throw produce at the Boss and the councillors, who react in a disgusted fashion. Ya-Su holds the mouldy fish near Big Boss Billie's nose.

MIRANDA

Says Ya-Su:

YA-SU

What's up? Does it smell a bit stale?

CHARLIE as Billy Bright, Stone City Boss.

Sling them out! Seize the ringleaders! Lock them in jail.

Freeze. Billy Bright operates his control box. Robot Army music.

Robots activated and enter from around the stage. Everyone runs off as if chased. Robots use stones to make minimalist walls of prison around Shiri Tai Kay-Ra, Sai-Go and Ya-Su and lay a "stone slab" in the centre on the floor.

In the opposite corner to the "Ringleaders" sit the Stone City Rebels, Jo-Ho, the Factfinder, Kyo-So, the Imagineer and Sen-Shi, Shy Warrior. Charlie takes off hat and comes out of role.

MIRANDA

The robot army came for them. Nothing they could do.

They forced them from the city, and into a cell they threw
(*sitting, as if thrown down, as their name is mentioned*)

Shiri- Tai, The Curious, Kay-Ra, The Face-reader,
Sai-Go, Seeker for Justice, and The Healer, Ya-Su.

CHARLIE

Ya-Su was full of regret.

YA-SU

We all lost our cool!

CHARLIE

Says Sai-Go.

SAI-GO

He made my blood boil. I feel such a fool.

CHARLIE

Whispered Shiri-Tai,

SHRI-TAI

Shush. Keep it down. Can't you see?

Over there - faces in the darkness:

(as Shiri numbers them they stand up one after the other)

- one, two three."

The Wilderness Ringleaders without Kay-Ra, stand up to face them.

CHARLIE

Citizens of Stone City: were rumours about them real?

Did their bodies have oil for blood, hearts of cold steel?

The Wilderness Ringleaders step forward to challenge them.

WILDERNESS RINGLEADERS

Cold steel!

MIRANDA

The Wilderness People. What was it the Big Bosses said?

Were they demons in human form, possessed by the dead?

The Rebels step forward to challenge them.

REBELS

The Dead!

RINGLEADERS

Cold Steel!

REBELS

The Dead!

CHARLIE

Cried, Kay-Ra:

KAY-RA

Stop there. Look each other in the eyes.

(they do)

Decide for yourselves. Don't listen to rumours and lies.

MIRANDA

A moment of silence. Then speaks the Curious One, Shira-Tai.

SHIRA-TAI

Since we're locked here together in prison, let's find out why.

Shira-Tai sits with Kay-Ra. The two groups back off and join him in a circle.

CHARLIE

The Stone City three introduce themselves.

JO-HO

We're Rebels,

(introducing himself)

Fact-finder Jo-Ho.

(indicating)

Shy Warrior Sen-Shi, and Imagineer, Kyo-So.

MIRANDA

Then Sai-Go tells them, as we told you, all that happened before.

CHARLIE

Says Kyo-So,

KYO-SO

As I guessed. But there's more to this, much more.
Jo-Ho will give you the facts on our way.

SHIRA-TAI

On our way?

JO-HO

Yes. But first we need help with the floor.

(pointing to the stone slab under their feet)

There's a **secret** tunnel to the Sacred Mountain under this **slab of** stone.
We tried, but no way **can** we lift it - not on our own.

The seven gather round the stone, bend at the knees and grasp it.

CHARLIE

Let's help them. Ready? Count along with me.

CHARLIE & EVERYONE

One - two - three!

They heave the stone up and cast it to one side. Cheers! Adventure music begins as Robots return and start moving the "stones" out of the way to make part of the frame of the "portal". The City Rebels and Wilderness Ringleaders use stage blocks to pose together for an "action hero" comic book cover illustration.

MIRANDA

Like a cork from a bottle - up came that stone.
And off went the World-Saving Seven. (That's what they were now.)

MIRANDA & CHARLIE & EVERYONE

into the unknown.

End of Act 2.

Act 3. Beyond the Beyond.

Procession of pollution. A long nastily coloured metre wide ribbon that winds alongside the Seven as they travel.

CHARLIE

The tunnel to the mountain **turns** out to be a sewer.

EVERYONE

Gross.

CHARLIE

As they **walk** alongside it, Jo-Ho told them all he **knows**.

JO-HO

This is the poison that pollutes our land,
The earth, the water and the air:
Waste from the Weird Mine Building!
Our Scientists are locked in there.

CHOIR

Tell us more. Tell us more.
Tell us why and what for.

JO-HO & CHOIR

They've been ordered by the Boss
to create a special sound,
An ultrasonic key to open a door
Found underground,
A portal to a place beyond,
Our ancient scribes record,
Ruled over by a Demon Queen
And a Demon Dragon-Lord.

CHOIR

Tell us more. Tell us more.
Tell us why and what for.

JO-HO & CHOIR

For that box of tricks he uses
To make robots out of men,
For power, for absolute control
Of every Stone Citizen,
For a world that never changes,
For safety and certainty,
We think he's made a dreadful deal
To set the Dragon Lord Free!

The pollution ribbon winds away and off as CHOIR finishes.

SHIRI-TAI

Oh no! It can't be!

MIRANDA

But it can. As they climb from the sewer ...

The Robots starts marching towards the door displaying the sign "Sonic Research Laboratory".

JO-HO

Look out!

SHIRA-TAI

(pointing to the door)
Over there.

KYO-SO

Heads down!

KAY-RA

Watch and see.

They duck down out of sight.

SAI-GO

Keep well-hidden and wait
for the right opportunity.

As Miranda narrates, the Robots open the door/s and escorts out the scientists wearing their white lab coats.

They walk them to the Portal (the Sound-beam set up. LFX. Ominous music led by Miranda on her violin..

As Billy Bright (played by Charlie) joins the Scientists she stops playing and narrates.

MIRANDA

When all is in place, the Stone City Boss,
With his Hat and Control-box appears.
While the Wilderness ones watch anxiously,
Shira-Tai shares their fears.

SHIRA-TAI

(getting up)

It's already gone too far. Follow me.

Let's stop this while we can!

Jo-Ho pulls Shira-Tai back down.

MIRANDA

But Jo-Ho says,

JO-HO

Not now! Those Scientists are on our side.

We've worked out a plan.

CHARLIE *as Billy Bright, Stone City Boss.*
The time has come, my ingenious friends
To bring my dreams of power to fruition.
Be ready, on command, to open the portal...
Three - two - one Ignition!

SFX rumbling explosion sound like recordings of distant atomic explosion. The Scientists start operating the Sound-beam machine.

LFX. For a while the music builds without dramatic effect. Then there's a shimmering and a cracking and creaking SFX like a Slow-Mo heavy old wooden door opening.

CHARLIE *as Billy Bright, Stone City Boss.*
It's working! Yes! Yes! Don't stop!

The team operating the Dragon Lord start moving it into position behind/beside the Sound-beam.

MIRANDA
In the shadows, The Seven watch unseen
Scarcely able to believe their eyes
As something emerges from Beyond,
Formless, of monstrous size.

SHIRI-TAI
Jelly-like tentacles!

KYO-SO
A giant squid!

MIRANDA
Soon they see what it is in plain sight.

KYO-SO
A spider. An Enormous Spider!

MIRANDA

But it's just a trick of the light.

(Dragon Lord now in position)

There he stands now between two worlds,
Scaly skin, wings, eyes blood red,
Beyond all doubt The Dragon Lord,
Filling their hearts with dread.

The Sound-beam music stops abruptly. A roar from the Dragon Lord who can't move from the portal. The Big City Boss holds his hat. He's getting a message.

CHARLIE *as Billy Bright, Stone City Boss.*

Stuck - yes - halfway. *(another roar)* I hear you! I hear you!
(to the Scientists)

Why on earth have you stopped? Play on! Let him through!

JO-HO

That's it. Let's go! That's our cue!

Using the stage blocks for levels, Shiri Tai, Kay-Ra, Sai-Go, Ya-Su, Jo-Ho, Kyo-So and Sen-Shi stand together and face up to The Big City Boss. He looks at them, and at the defiant Scientists.

CHARLIE *as Billy Bright, Stone City Boss.*

Rebellion eh? You think I couldn't foresee this,
That I would be taken aback.

(taking his control box in his hands)

It's not only people that I can control.

(as he calls their names a group of each robotic animal appears at a different points around the performance space making an appropriate sound.)

Wolves! ... Eagles! Bears!

(he moves the control stick on the box decisively)

Attack!

The robot animals, snarling, crying, growling, converge slowly and menacingly to surround the World Saving Seven. Sen-Shi holds up an arm.

MIRANDA

Sen-Shi, the Shy Warrior's time has truly come.
Bravely, she leads her friends
- into the thick of the scrum!

Slow-motion martial arts as she fends off the attack with help from Shiri Tai, Kay-Ra, Sai-Go, Jo-Ho and Kyo-So. At the same time Ya-Su sneaks swiftly behind The Big City Boss.,

MIRANDA

And while Sen-Shi provides a useful distraction,
Ya-Su sneaks behind the Stone City City Boss
And takes action!

*Grabbing the box from Billy
Ya-Su pulls the lever around.
And the robots and robotic creatures
Switch off and sink to the ground.*

Ya-Su snatches the control box from Billy the Big City Boss and pulls the lever back down. The Robot animals stop fighting and sink to the ground. The Robots likewise. A cheer from the Seven and everyone for Ya-Su.

CHARLIE *as Billy Bright, Stone City Boss.*

(to Ya-Su)

Clever. Oh, very clever. And yet I believe,
All in vain. For I still have an ace up my sleeve.

(to the Scientists)

On strike, professors? No sweat! I don't need *you*.
I've got your machine. *I* can let his Lordship through!

As he speaks, Billy uses his arm to operate the Sound-beam. It just takes one loud chord. The Dragon Lord is pushed forward. LFX, The Dragon Lord's operatives cry "Free!"

MIRANDA

Ya-Su is gripped round the neck by a steel-like claw.

YA-SU

Can't breathe!

MIRANDA

Very soon - he will be no more.

He lets out a strangled cry ...

YA-SU

Help!

MIRANDA

And is answered, close by, with an angry roar.

A roar from Sasqua - who appears, with her team of facilitators, on the opposite side to The Dragon Lord. Music. The two giant creatures face each other.

SASQUA FACILITATOR/S

Sasqua, the Wild One, does not forget friends easily.

MIRANDA

The Dragon Lord loosens his grip. Ya-Su breaks free.

Ya-Su steps out of the way. Sasqua and The Dragon Lord grow closer. Music - tension rising. They are stuck - equal forces. The music grinds to a juddering low ominous hum. Amanda looks from one to the other.

MIRANDA

*There they stand, Sasqua and Dragon Lord,
Transfixed, face to face. They both know*

They are perfectly matched, two forces
Equal in power with nowhere to go.
Sasqua: instinctive, uncertain, wild and free.
The Dragon Lord: total control, tight security

The mighty Dragon Lord dares not move an inch.
He fears it would mean defeat were he to flinch.
So he reaches out with his mind-control instead
And Billy Bright hears that voice inside his head.

Billie The Stone City Boss is listening to his hat.

CHARLIE *as Billy Bright, Stone City Boss.*
Yes, I hear you - yes, yes - open the portal, yes?
And push Sasqua through!

MIRANDA
Says Ya-Su,

YA-SU
"That's enough of that.
(grabbing the silver hat from Billie's head)
It's you that we need to talk with - not the hat."

MIRANDA
Bare-headed, Billy is instantly who he once was
Before the Dragon Lord turned his brains to stew.

CHARLIE *as Billy Bright, Stone City Boss.*
Where am I? What's happening? Who are you?

YA-SU
Who are you? That's what we need to discover.
From now on consider yourself our long-lost brother.

CHARLIE *as Billy Bright, Stone City Boss.*

I didn't mean to do harm.

I wanted a better world with less up and less down.

I wanted everything safe and sorted and nice.

YA-SU

Yes, we know, but look around. At what price?

(to everyone)

There is so much healing here that has to be done

If two halves of our island are ever to live as one.

SAI-GO

To bring back peace and plenty we need to be brave,

Send the Dragon Lord back to Beyond, Sasqua back to her cave.

KYO-SO

They've created an energy block! Quick, before it gets worse,

Fire-up the portal again. Put it into reverse.

The scientists start up the Sound-beam. Sasqua and The Dragon Lord circle, as if in a dance and return the way they came.

MIRANDA

Sasqua and the Dragon Lord stand like statues,

Locked together as if in a trance,

But as soon as the scientists open the portal

They begin a crazy dance.

Round and around in a circle, they fly,

Then, flung by a sonic wave

The Dragon Lord vanishes back to Beyond

And the Sasqua back to her cave.

Say's Sai-Go

SAI-GO

Time now to make amends.

MIRANDA

Says Kyo-So,

KYO-SO

Let's start today,
Demolish the mine in the mountain, the wall,
make friends, take the middle way.

CHARLIE *as Billy Bright, Stone City Boss.*

Agreed. Let's work together.
Together is where we belong.

MIRANDA

Then they set to work, and, while they work,
Together, they sing this song.

Those who were the Robots and Robot Animals take the "stones" that were the wall, carry them off and return to sing with everybody.

FINAL SONG

We are people of Dream Island.
It's not so very far.
The Sasqua and the Dragon
Are part of who we are.
Chaos and Security, these both we own.
City and the Wilderness, both are home.

The world may not be perfect.
A wall won't put it right,
Nor making everyone the same,
Nor looking for a fight.
Spirits of the Sacred Mountain, we are one.
Hear the voices of your people raised in Song.
Voices, voices, voices, voices. Voices in the Wilderness.
Voices in the Wilderness. *end*