

**Behind  
the  
Night  
sky**

**Theater Script**

Brendon G.M.C. Holden

Behind the Night Sky: Theater Script

# Behind the Night Sky

**Finding Run Personal Computer DBR**

**Theater Script**

**—Brendon G.M.C. Holden—**

Brendon G.M.C. Holden



## Introduction

The Behind the Night Sky theater Script is a small dream come true. Now that I have finished it, as well as the novel *Behind the Night Sky: Finding Run Personal Computer PBR*, I could want nothing more than to attempt to fulfill my original intent: to make sort of a franchise out of *Behind the Night Sky*, but not only *Behind the Night Sky*, but *The Game*, *Clutter in my Closet*, *TV Snow*, and *ION*. I have decided to attempt to do this through the Behind the Night Sky kids clubs, obviously with the publics' help! To give a gift to Behind the Night Sky, visit either [www.behindthenightsky.com](http://www.behindthenightsky.com) or [www.drawingsbybrendon.com](http://www.drawingsbybrendon.com), we accept gifts of all types!

I truly have enjoyed watching this script come together; I delight in the hope—that you too will see what Behind the Night Sky is—in inviting this show to your school, meeting halls and places that practice theater. I want nothing more than the generations to come to practice theater, write music, write books, create art, film, understand the beginnings of the personal computer, [a system of black code dancing the light] and work together on the future of music, art, theater, moving slides and literature.

If you have never read or heard of *Behind the Night Sky*, I invite you to read the script, I challenge you to look through it. I believe you will quickly fall in love with its characters, music, and storyline. If you would like more on the hardcopy of the story or perhaps the trilogy to Behind the Night Sky, you may email me: [cartoonsbybrendon@yahoo.com](mailto:cartoonsbybrendon@yahoo.com) and request some of the work or visit: ([www.drawingsbybrendon.com](http://www.drawingsbybrendon.com)) and buy a copy.

It has been several years working up to 2023 and a variety of BTNS theater scrips before this one; *what shall I say, I learned to write as I went*, and this is what makes the **Behind the Night Sky kids clubs** so important, *not that we have finished, rather that we have not*.

If you are interested in finding more from *Behind the Night Sky*, I invite you to visit the website: ([www.behindthenightsky.com](http://www.behindthenightsky.com)) and perhaps find your part *Behind the Night Sky*. The more support BTNS receives from public places the longer the website stays up and running... the longer the website is up and running the more time we will have to build kids clubs, the more time we will have to work on our careers, the more we can grow our economy.

Thank you for being part of Behind the Night Sky and thank you for all those that have supported me and the pleasant journey of Behind the Night Sky

Thank you!

—Brendon G.M.C Holden

*If you create an introduction before each show, mentioning non-profits or the progress of the kids' clubs or anything else that you maybe want to introduce, this is the calculated fifteen minutes in the table of contents... without the show is about one and a half hours in length.*

Brendon G.M.C. Holden

# Behind the Night Sky: Finding Run Personal Computer PBR Theater Script

Written by  
Brendon G.M.C. Holden

(Running time 01:45:00)

## 11 Songs

Behind the Night Sky Theme Song  
Knowing All  
Happy  
Brendon's Behind the Night Sky: Stones  
I'll Stay  
Jasper  
Just Type It  
Machine Echo: if you really think about it  
Train through the portal  
Come Back, back to Life  
Gold

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# Table of Contents

<b>Introduction (15 minutes)</b> .....	005
Intermission (15 Minutes).....	065
End Credits (5 Minutes).....	131
<b>Act 1</b> .....	<b>11-63</b>
Scene 01: Moving to Vermont [00:11:00] .....	013
Scene 02: Meeting Bam [00:06:20] .....	037
Scene 03: Window into the unknown [00:03:35] .....	049
Scene 04: Florida [00:08:00] .....	053
<b>Act 2</b> .....	<b>067-126</b>
Scene 05: Bam’s portal [00:06:30] .....	069
Scene 06: Inside the City [00:10:00] .....	081
Scene 07: Maple’s dilemma [00:11:10] .....	101
Scene 08: Brendon’s journey [00:07:40] .....	119
Scene 09: Through the portal [00:05:40] .....	121
Scene 10: Welcome to the City [00:05:18].....	125

This script is not intended to be used as a lawful magical code to a theater show, but rather it is the gravity to a show. You can make your own judgments, for instance—which instruments you prefer, or which materials you would like to include or remove. Maybe you would like more of a character on a character or maybe you would like to remove a character all together. *And that you can do!* I would advise making it your own, being creative, disregarding the fact that most likely due to this script’s gravity you are going to be walking on the foundation I laid out in this script.

## Find the Song Page Numbers

Behind the Night Sky Theme Song: 017

Knowing All: 023

Happy: 031

Brendon's Behind the Night Sky: Stones: 041

I'll Stay: 059

Train through the portal: 073

Just Type It: 087

Machine Echo: 093

Come Back to Life: 107

Jasper: 113

Gold: 129

## Materials needed.

- 1) Two-dimensional cardboard boxcar
- 2) Country landscape a few cardboard houses.
- 3) Three 8 × 8 feet tables
- 4) Amusement Park painting and upright park map, an amusement attraction of your choice.
- 5) Teacher's desk
- 6) Three student desks
- 7) Five cellphones
- 8) Something of a school bell
- 9) Prom items: *disco ball, balloons, food etc.*
- 10) Inside Florida house
- 11) Electronics
- 12) Plastic garden plants
- 13) Pretend paper mill corporation signs.
- 14) Two alien costumes
- 15) A pretend bed
- 16) Bam's closet, colorful stones
- 17) Cardboard robot suits
- 18) Cardboard golden halls
- 19) Cardboard paper mill machinery powered by a smoke machine.
- 20) Tablecloth
- 21) Two fishing poles, [*stick and string can work.*]
- 22) Holiday items
- 23) Plastic fence
- 24) Ringing phone
- 25) Wedding stuff.

## 17 Characters

- 1) Maple
- 2) Alice
- 3) Bam
- 4) Max
- 5) Brenda
- 6) Brendon
- 7) Maples Mom and Dad
- 8) Grandpa Jed
- 9) Physics teacher Mr. Ward
- 10) Two Extraterrestrials
- 11) Baby Gabriel
- 12) Two Shadow creatures
- 13) Lizzy
- 14) Robot 1 and 2
- 15) Far-out-mike
- 16) Gold
- 17) Restaurant mom and child
- 18) Principal of *West Dale High School*
- 19) Marriage ceremony people of your choice

## Musical instruments needed.

Although this entire show could be done with just the piano, I would prefer if the instruments below were included:

- 1) Piano
- 2) Drums
- 3) 2 Strings
- 4) Violin
- 5) Bass guitar
- 6) Guitar
- 7) Computer/electronic sounds
- 8) Symbol crash
- 9) Rocks
- 10) A drum consisting of a stick and chalkboard and stick and gravestone.

## Act 1

The first half consists of giving the setting for who Maple is, and a question: where did her child come from? ...and then where does Maple need to be.

Maple is searching for knowledge, and not only knowledge but the reason that her lie, (*Gabriel being her child,*) is the truth! Maple needs answers!

At the very beginning of the show the Behind the Night Sky Theme Song plays, towards the end of the song, around I think I want to know, strings playing for a few minutes, Maple says:

*“I need to know! I need to know, but I am too young to know, how do I understand my surroundings—if one word can have several meanings? I must find the knowledge of all things, and I did!*

*...This is my journey, my journey finding: Run Personal Computer PBR.”*

Curtain opens to Maples bed.

Thought thinking creature dance—begins to take place—from the *Behind the Night Sky Theme song*, (dance indicated on the sheet music,) and then some more of the Behind the Night Sky Theme song, strings playing for a few “I think I want to know; I think I would care to know,” and then transitioning to Knowing All.

And then *Knowing All* plays. Two Shadow characters representing Maple’s thoughts (*1 and 0 like the binary code,*) one at the piano and the other sort of tap dancing in Maple’s bedroom. Maple in her bedroom from time-to-time sings “do not worry about me daddy” adding onto *Knowing All*. In this pre scene she is transitioning from a young child to a young adult.

Scene 1: Her and her family move to Vermont.

Scene 2: Introduction to school life.

Scene 3: Mr. Ward and his giant cellphone theory!

Scene 4: Maple is giving reason to ask questions.

Toward the end of the first half, she is covering for her newly acquired lover Alice, she is covering up the truth by saying the child is theirs together. She, Maple, in Scene four she mentions to her parents that she gave Alice a baby, this ending the first half, *close curtain*. This oddity gives Maple a reason to ask questions, but not only this oddity but odd things have been happening in Maple’s school life, cellphones were introduced into the small town they were living in.

Calculated within each scene the time is roughly one minute to scene switches.

Brendon G.M.C. Holden



# Scene 01

## **Moving to Vermont**

Total time needed for scene 01: [00:11:00]

Two Stage setting: [Set 01: A small bedroom. Set 02: *a bigger than normal box car and a country landscape painting in the background.*]

### Songs needed for Scene 01:

- *Theme song. See page: 017*
- *Knowing all. See page: 023*
- *Happy. See page: 031*

### **(Scene 01 Section 01, time needed: 00:08:30)**

At the very beginning of the show the Behind the Night Sky Theme Song plays, [*Curtain Closed*] towards the end of the song, around I think I want to know, strings playing for a few minutes, Maple says:

*“I need to know! I need to know, but I am too young to know, how do I understand my surroundings—if one word can have several meanings? I must find the knowledge of all things, and I did!*

*...This is my journey, my journey finding: Run Personal Computer PBR.”*

Set 01: A small bedroom.

*Curtain opens.*

<sup>1</sup>Thought thinking creature dance—begins to take place—from the *Behind the Night Sky Theme song*, (dance indicated on the sheet music,) and then some more of the Behind the Night Sky Theme song, strings playing for a few Saying “I think I want to know; I think I would care to know,” and then transitioning to Knowing All.

And then Knowing all plays. Two Shadow Characters representing her thoughts (*1 and 0 like the binary code*,) 1 at the piano and the other sort of tap dancing in Maple’s bedroom. Maple in her

---

<sup>1</sup> Opportunity to invent a dark dance. Have fun with it, keep in mind something is better than nothing.

bedroom from time-to-time sings “<sup>2</sup>do not worry about me daddy” adding onto Knowing All. In this pre-Scene she is transitioning from a young child to a young adult.

Close curtain

**(Scene 01 Section 02, time needed: 00:01:30)**

Knowing All fades out and happy begins to play.

*Curtain opens.*

A little before the curtain opens and afterwards play on the piano the song happy.

Happy plays as Maple, Maple’s Mom, and Dad drive to Vermont.

(Walk the 2D/cardboard car around the stage)

As the song is ending, the characters within the car say:

Maple’s Dad: [*Hesitant*] I think this is the house! This is the house, right?

Maple’s Mom: [Sure] No, it is the one next to the red house!

Maple’s Dad: I am sure when Martha showed it to us it was next to the blue house. [*confused*]

Maple: If you go into the house next to the blue one and someone answers, you will know it was next to the red house.

Maple’s Dad: Okay, Maple, then you go knock, we will park at the end of the driveway, if someone answers tell them that you’re selling cookies.

Maple: But I do not have any cookies.

Maple’s Dad: Well...just tell them they are in the car and once you get back to the car we will just go to the next house.

Maple: Um, Dad, I will just tell them [*pause*] the truth.

*Close Curtain*

---

<sup>2</sup> Looking back, some of the jazz sounds like the words, try to find those sounds, this is where Maple prepares to leave childhood.

# Music for Scene 01

## Songs needed for Scene 01:

- *Theme song. See page: 017*
- *Knowing all. See page: 023*
- *Happy. See page: 031*

Brendon G.M.C. Holden



# Behind the Night Sky Theme Song

written by  
**Brendon G.M.C. Holden**

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## In A minor

*Maple takes you on a journey beyond the doors of her great estate.*

*In this song two creatures are representing her thoughts, her mind. Leading up to the song: Knowing All.*

*They the creatures, her mind—conclude to move things out of place, (leaving him/her without answer.)*

*This sets her mind free—from from what she thinks she knows, to what is known.*

*This happens in the book, by a child named Gabriel; she is given in such a way, that Gabriel as Maple's child—appears without cause. This is the theme for the book as well as the theater version of Behind the Night Sky, (giving Maple and her friends out-of-place realities; to allow Maple and her friends to consider other realities.) Answering the question to what lies behind the night sky!*

# Behind the Night Sky

## Theme Song

Written in A minor

Written by  
Brendon G.M.C. Holden



Adagio

Vocal *p* sky: End *As this song ends keep playing the last few measures—as if it did not.*

A minor7 E minor7 G7 A minor7 A minor7 E minor7

Pno.

Vocal As I sit and Small amounts give There is a world that

D minor 7 E minor 7 F 6 E minor 7

Pno.

Vocal dream sight lies wondering if your inwards be behind its gin to my all a dream fight eyes If I'm up to to I you what begin do

Pno.

Vocal high look see falling I be-gin to to see what was a world made for cry. took. me.

Pno.

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# Behind the Night Sky ★ Theme Song ★

Written in A minor

Written by  
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Adagio

Vocal *pp* You must not have seen this will make you free  
 You must not have seen this will make you free  
 Now I fly seeing what truly lies

Pno.

Vocal to see what lies be hind the night night sky,  
 to see what lies be hind the night night sky,  
 be hind the night night sky, sky, sky, sky!

Pno.

*First line disregard repeat-signs and play to the end of page 3.*

Vocal *ff* ~~~~~ Thought/thinking Creature Dance ~~~~~

Pno.

Vocal

Pno. *Faster and more aggressive tempo next 3 measures*



# Behind the Night Sky

## ★ Theme Song ★

Written in A minor

Written by  
Brendon G.M.C. Holden



Adagio

Vocal

*f*

Pno.

G F

Vocal

*pp*

Thought/thinking Creature Dance ends

Go back to the beginning ignoring sky skies.

C minor D# A# C minor G# A# C minor G# A# C minor

E

Play around with the words...

“I think I want to know; I think I would care to know...”

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pg 3

Brendon G.M.C. Holden

# Knowing All

*Written by  
Brendon G. M.P. Holden*



# Knowing all

*Written by  
Brendon G.M.C. Holden*

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*Knowing all is the make-believe world/visuals in Maple's mind, setting the stage for Maple's search of knowing all! Ultimately leading the way for her discovering the truth behind the night sky.*

*In the song she questions the knowledge of the earth; we see some of the thoughts Maple has—as she questions the world around her.*

*The two dark-creatures are a make-believe visual of her thoughts, (one thought bouncing an idea off of another, sort of as positive and negative.)*

*In loving memory of  
my Grandfather,  
Gordon Holden*

# Knowing All

Written by  
Brendan G.M.P. Holden



Written in E<sup>b</sup>  
Presto

Vocal

*f* Everybody loves her everybody hugs her everybody needs some love sometime

Pno.

Vocal

Vocals: Sing words in a way fit for the singer, there is no exact way to sing this song. Try to keep the melody—as written, steady, bend the words however.

*p*

Bass Cleff: play one octave lower

Pno.

Vocal

only thought about it I'd like to learn you can dream about it you'll  
you start to think about it it will ap-pear Dark Creater 1: If you can dream about it you'll  
Dark Creater 2: For fun I think about it for

Pno.

Vocal

take your turn Dark Creater 1: I'd like to dream about it what can I learn.  
fun I care Dark Creater 2: Don't think to think much about it I hate to care.

Pno.

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pg. 1



# Knowing All

Written in E<sup>b</sup>  
Presto

Written by  
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Vocal *f* Bass Cleff: play one octave lower

Pno.

Vocal

Pno.

Vocal

Pno.

Vocal

Pno. *Optional* Next 7 measures: play treble clef one octave lower

C, B, A, G notes, as in previous measures: play with the left hand. I have colored them blue here (above.) for clarity.

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# Knowing All

Written in E<sup>b</sup>  
Presto

Written by  
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Vocal *f* Don't worry about me daddy, I'll be fine, yes, I'll be fine.  
Bass Cleff: play one octave lower

Vocal *p* How  
As

Vocal lightworks I wonder Both creatures: time takes a turn Dark Creature 2: The earth says a lot about it thats  
you think about it don't we make a pair. Dark Creature 1: For fun I think about it for

Vocal what I learn. fun I care. Dark Creature 1: One seems to have so many I'll never learn,  
Dark Creature 2: Don't think too much about it I hate to care.

Pno. *f*

Pno. *p*

Pno.

Pno.

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# Knowing All

Written in E<sup>b</sup>  
Presto

Written by  
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Vocal

*f* Bass Cleff: play one octave lower

Pno.

Vocal

Note-letters: next few measures for easy reading.

Pno.

Vocal

Pno.

Vocal

Pno.

The musical score consists of five systems, each with a vocal line and a piano accompaniment line. The piano part is written in bass clef and includes note-letters for easier reading. The first system has a dynamic marking of *f* and a performance instruction: "Bass Cleff: play one octave lower". The second system includes a note-letters section: "Note-letters: next few measures for easy reading." The piano accompaniment in the second system includes the following note-letters: C, E, F, F#, G, B, C, E, F, F#, G, B, G, F#, F, E, C, B, G. The third system includes the following note-letters: G, B, C, E, F, F#, G. The fourth system includes the following note-letters: G, F#, F, E, C, B, G.



# Knowing All

Written in E<sup>b</sup>  
Presto

Written by  
Brendan G. Holden



Vocal

*f* Bass Cleff: play one octave lower

Pno.

Vocal

Pno.

Vocal

Pno.

Vocal

Pno.

The musical score consists of six systems of staves. Each system has a vocal line on top and a piano accompaniment (Pno.) on the bottom. The vocal lines are mostly rests, indicating that the vocalists are silent during this piece. The piano accompaniment is written in a 4/4 time signature with a key signature of two flats (B-flat and E-flat). The music is marked 'Presto' and 'f' (forte). The piano part features a rhythmic pattern of eighth and sixteenth notes, with some triplets and dynamic markings like 'f' and 'mf'. There are also some fermatas and repeat signs in the piano part.

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pg. 5

# Knowing All

Written in E<sup>b</sup>  
Presto

Written by  
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Vocal *f* Bass Cleff: play one octave lower

Pno.

Vocal *p* Dist. Option 1: I Dist. Option 2: Don't

Pno.

Vocal  
 need to know about it I have to learn. Dist. Option 2: Talk to Jed about it he  
 think to much about it I hate to care. Dist. Option 1: For fun I think about it for

Pno.

Vocal  
 must belong Dist. Option 1: I use the pain of living that is how I learn. **END**  
 fun I care Dist. Option 2: I would like to hear about it if you care to share.

Pno.

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Play ending freely,  
as you see fit.

Playing either page 4 or 5 at  
the end could also be a  
wonderful ending to the song

# Happy

Written by  
Brendon G.M.C. Holden



# Happy

Written by  
Brendon G.M.C. Holden

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*Note:*

*Do not be afraid to play many variation with the few notes in the treble clef. (They have a sound that makes them flow well together.)*

*Page 2: measure 10, 11, 12 and page 3: measure 1,2,3,4 play smoothly, connected, and at a quicker pace; try to picture stream of flowing water.*

# Happy

Written in B major  
Adagio

Written by  
Brendon G.M.C. Holden



Vocal 

Pno. 

Vocal 

Pno. 

Vocal 

Pno. 

Vocal 

Pno. 

*mp*

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Page 1



# Happy

Written in B major  
Adagio

Written by  
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Vocal

Pno.

Vocal

Pno.

Vocal

Pno.

Vocal

Pno.

# Happy

Written in B major

Written by  
Brendon G.M.C. Holden



Adagio

Vocal

Pno.

Vocal

Pno.

Vocal

Pno.

Vocal

Pno.

*END*

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*D.C.*

Page 3

Brendon G.M.C. Holden



# Scene 02

## **Meeting Bam**

Total time needed for scene 02: [00:06:20]

Two Stage setting: [Set 01: School Lunch Hall, a school cafeteria, a few 8-foot tables. A few children at each table. Maple and Bam share one entire table. Set 02: An amusement park.]

### Songs needed for Scene 02:

- *Brendon's Behind the Night Sky. See page: 041*

### **(Scene 02 Section 01, time needed: 00:01:20)**

Set 01: School lunch hall, a school cafeteria, a few 8-foot tables. A few children at each table

*Open Curtain*

*Cafeteria sounds*

*Maple sits alone for a moment and then Bam walks over.*

Maple: [*abruptly*] Hi!

Bam: [*being nice*] Can I sit here?

Maple: [*Girly*] Yeah, sure.

Bam: [*Being kind*] You must be new here.

Maple: Yeah, it is my first day, my parents just moved here...my dad found a job at a Paper mill.

Bam: I have been going to this school since the fifth grade, but... [*pause*]

Bam: [*embarrassed*]...back then the school was under construction, and we had to do our school in temporary trailers, the teacher called them mini classes.

Bam laughs [*Humiliated*]

Maple: You laughed as if you did not learn much.

Bam: I know they needed me to pass for the sake of their jobs, but I didn't think I should have passed...if that's what you're asking!

Maple: [*changing the subject*] You know, my old school was much bigger, and it was attached to a high school.

Bam: That will make you popular around here! ...I will show you around. [*ending lunch, walking out together*]

Lights fade and a spotlight falls on Maple.

[The mature voice of Maple]

Bam and I became good friends during my eighth-grade year at North Dale Middle School!

Quickly eighth grade went by, as if time decided to skip school once I was in authority.

Before the year ended and I began a new school (a high School) my entire eighth grade class took a class trip, a trip to an Amusement Park!

Same stage: light up the amusement park setting of your choice, example: food stand or a small amusement ride.

Maple simply walks onto the set.

Set 02: An amusement park.

At the Amusement Park

Bam: Maple this is Lizzy. [*Being kind*]

Bam: Lizzy this is Maple.

Lizzy: The new school we are going to be going too, is one of the top schools in the country, and not only top but all the teachers think computers will be the future!

[*Maple giggles*]

Bam: That is funny!

Bam: if computers are going to be the future, then why don't we all have one?

Lizzy: I am just the messenger, that's what the principle told my mom.

Maple: the principle just says stuff.

Bam: Just the other day he was talking about a minicomputer, so small it will fit into your pocket, yet more powerful than the big computers today.

Lizzy: I suppose you two are right, but I am not telling him that.

**(Scene 02 Section 02, time needed: 00:04:00)**

Play Song: Brendon's Behind the Night Sky See page: 041

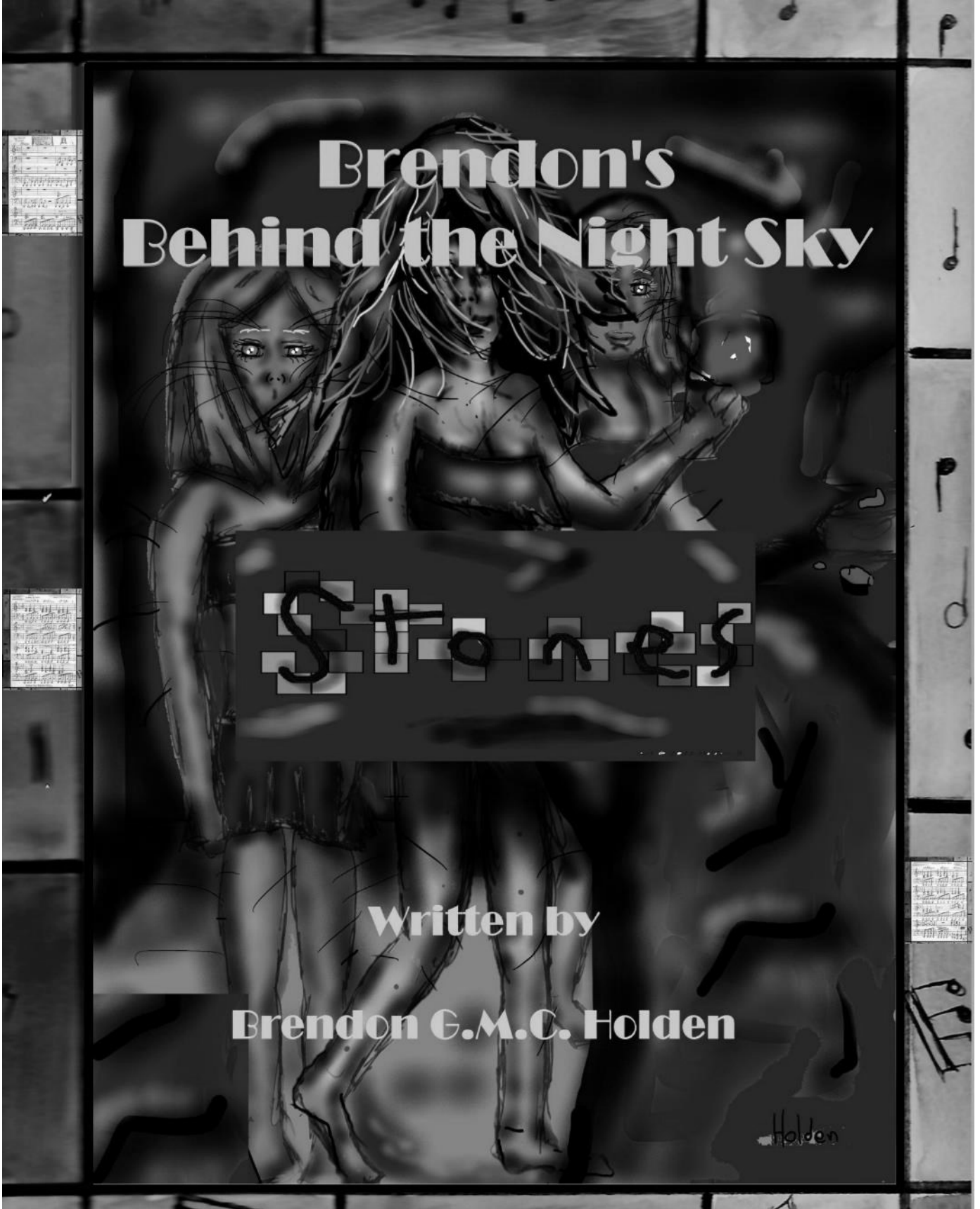
*Close Curtain*

# Music for Scene 02

## Songs needed for Scene 02:

- *Brendon's Behind the Night Sky. See page: 041*

Brendon G.M.C. Holden



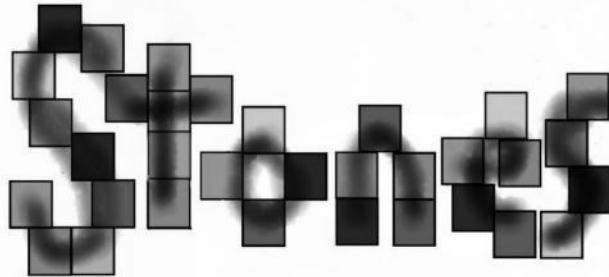


# Brendon's

## Behind the Night Sky

### Stones

Written by:  
Brendon G.M.C. Holden



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The atmosphere to this song is *rich*: tobacco, beauty, old-victorian-style houses, information fed to large unstructured stones. *The older Computers!*

Add out-of-this-world-odd sounds to the song, similar to that of a tropical island; emphasize on computers as wildlife, example: *a bird call as more of an electronic-wave-sounding—for an electronic part!* Possibly even make it appear as if Breka is speaking as these odd sounds.

*A note: if you find the stone beat not working well for you or perhaps it does not sound well in the theater—due to lack of a deep sounding beat, play the bass drum, and have the girls pretend the beat is coming from the stones.*

*Make the stone beat your own, the layout as written—on the sheet music is just the foundation of the beat. Try to emphasize on the stones, even if that means missing a beat in places.*

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# Brendon's Behind the Night Sky Stones

Written in E<sup>b</sup>  
Allegro

Written by:  
Brendon G.M.C. Holden

*mp* Light Stone tap= ✓ Create drum beat with stones  
Heavy Stone tap= ✗

*For an alternative ending: play next 7 measures before playing the last 2 measures on page 5.*

Wind sound, first measure

A C A

For the entire song: play treble clef one octave lower.

C C C C C C C

*p* Here I am walking through a

Cm B<sup>b</sup>

strange la-nd, just a man, I look to wards Bam, to see him stand.

A<sup>b</sup> G Cm C<sup>#</sup>

Light Stone tap= ✓ Create drum beat with stones  
Heavy Stone tap= ✗

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pg 1



# Brendon's Behind the Night Sky

## Stones

Written in E<sup>b</sup> Allegro

Written by:  
Brendon G.M.C. Holden

Vocal

*p*

These 4 beats coris including the B<sup>b</sup> flat and A<sup>b</sup> flat—in the next few measures were originally played as shown below. For the remainder of song the C<sup>#</sup> spot—below—will be a quarter note. You have the option to play it in this fashion.

Pno.

Vocal

For the entire song: *play treble clef one octave lower.*

*f*

Pno.

Vocal

*p* Not finding a lot I see a girl

Pno.

Vocal

shaped like a bot, She moves a rock, that is where I was taught.

Pno.

Light Stone tap = ✓ Create drum beat with stones  
Heavy Stone tap = ✗

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**Brendon's**  
**Behind the Night Sky**  
**Stones**

Written in E<sup>b</sup>  
Allegro

Written by:  
Brendon G.M.C. Holden

Vocal *mp*

Pno. *mp*

Vocal

Pno. *f*

Vocal *p* I do not understand, I must go back

Pno. *p*

Vocal to my la—nd, talk to my friends, see what they think of this far-out land.

Pno. *p*

Light Stone tap= ✓ Create drum beat with stones  
Heavy Stone tap= ✗

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pg. 3

**Brendon's**  
**Behind the Night Sky**

Written in E<sup>b</sup> *This whole page.*  
Allegro *Bass Clef: C low C*  
*high.*

**Stones**  
Written by:  
Brendon G.M.C. Holden



Vocal

*mp*

Pno.

Vocal



*f*

Pno.

Vocal

Pno.



Light Stone tap =   
Heavy Stone tap =  Create drum  
beat with  
stones

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# Brendon's Behind the Night Sky

**Stones**  
Written by:  
Brendon G.M.C. Holden

Written in E<sup>b</sup> *This whole page.*  
Allegro *Bass Clef: C low C*  
*high.*

Vocal

Pno.

Vocal

Pno.

Vocal

Pno.

Vocal

Pno.

*Light Stone tap =*  
*Heavy Stone tap = x* Create drum beat with stones

*Playing the 1st 7 measures on page 1—before this final measure can give a sense of one in thought.*

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pg. 5

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# Scene 03

## **Window into the unknown**

Total time needed for scene 02: [00:03:35]

Two stage setting: [Set 01: a physics classroom, Mr. Ward's desk and a few students at their desks. Set 02: A lake/cabin scene dimly lit in the corner of the stage.]

### Songs needed for Scene 03:

- *N/A*

### **(Scene 03 Section 01, time needed: 00:01:25)**

Set 01: a physics classroom, Mr. Ward's desk, and a few students at their desks.

School bell rings.

*Open Curtain*

*Chatter*

Mr. Ward: Okay, everyone, sit down, this is High School, it is much different than Grade School!

*Chatter and laughter*

Mr. Ward: As you might know, my name is: Mr. Ward, I will be teaching this physics class for the year.

Mr. Ward: I want you all to focus on this class, it is important; I will be going over the very elements that make us, us!

*[Lizzy raises her hand]*

Lizzy: Like what?

Mr. Ward: Wavelengths, photons, and the quantum. I need you all to know how they apply to the modern world and how they apply to us!

Mr. Ward: And because of the importance placed on me by the school, I need you all to have a cellphone.

Maple: You mean...

Bam: You want our parents to buy us one?

Mr. Ward: Yes, exactly!

Bam: My dad will not answer if I ask him.

Maple: Are atoms and the binary code the same thing?

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Mr. Ward: we will be studying those topics later in the year, as the great Dr. Cake said, *'learning without millions of years to do so is vain,'* and as I say, waves coming from outer space is, ah...

Lights fade and a spotlight falls on Maple:

*The voice of Maple:*

We, the students, asked our parents for a cellphone that year and as predicted they bought us one.  
...And that was my freshmen year at high school...

As well as Mr. Ward and his belief the future would be made up of giant wavelength towers controlling the world below!

Set 02: A lake/cabin scene dimly lit in the corner of the stage.

Same Stage Light up a lake scene in the corner of the stage

*Summer Break*

**(Scene 03 Section 02, time needed: 00:00:30)**

Maple's mom: Your Father and I have rented out a cabin by the lake for you and your friends this summer!

Maple: Yes!!! Thank you!

The Voice of Maple:

*To make the cabin at the Lake a bit livelier I invited my recently introduced friends Brendon and Alice.*

*...Bam was invited too.*

Maple: Bam what did you bring to eat?

Bam: Hot dogs and hamburgers!

Maple: Great!

Brendon: I invited Max and Brenda, I hope you do not mind, they will be here later in the day!

(Max and Brenda softly walk onto the stage)

Brendon: Maple and Bam, this is Max, and this is Brenda.

Bam and Maple: Hi

*They all go for a swim and as they come out of the water.*

Max: Did you all see that?

Behind the Night Sky: Theater Script

Brendon: No, what?

Max: Look up!

*[They all look up]*

*[Lights flash in the sky]*

All say: Wow, amazing and wonderful.

**(Scene 03 Section 02, time needed: 00:00:40)**

Back at School

Maple: Bam what do you think the flashing light in the sky was this summer?

Bam: Let us say you're looking at an object...

Bam: It took time for the object to shine its light into your eyes but what the object did apart from shining in your eyes is reality...It is the same idea with the stars...the reality is out there!

Maple: So, we do not see reality...

Maple: ...the reality Behind the Great Oz, Behind the Night Sky!

Bam: Exactly Maple!

*Close Curtain*

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## Scene 04

### Florida

Total time needed for scene 02: [00:08:00]

Two Stage setting: [Set 01: School lunch hall, a school cafeteria, a few 8-foot tables, but design it to look like a prom. Set 02: Same stage Maple's parents' house and Florida house.]

### Songs needed for Scene 04:

- *I'll Stay. See page: 059*

### **(Scene 04 Section 01, time needed: 00:00:34)**

Set 01: School lunch hall, a school cafeteria, a few 8-foot tables, but design it to look like a prom.

*Curtain Opens*

*[Act out sophomore year quickly.]*

*[Prom begins.]*

*[Some children dancing, some children on their cellphones]*

*[All the balloons in the gym burst.]*

Bam, Alice, and Maple rush to ask the principle: [*shocked*] did you have that arranged?

Principle: [confused] What?

Maple: The balloons, they all just popped at one moment.

Principle: No!

Principle pulls his phone out of his pocket, sort of like one of the teenagers...

Principle: Times have changed kids!

*[Maple looks at Bam, she says, lets go back to the dance floor]*

*[Maple and Alice Dancing at the Prom]*

Alice: My mom is moving to Florida; will you spend the summer with us?

Maple: Yeah, but I must ask my parents.

Maple: If Bam wants to, can he come too?

Alice: Yeah, sure.

(Curtain closes, reopens to...)

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Set 02: Same stage Maple's parents' house and Florida house.)

*[Maple asks her parents]*

Maple: Can I spend the Summer in Florida?

Maple's parents: That would be good for you.

(Small scene change: Bam's bedroom)

(Maple asks Bam)

Maple: Do you want to spend the summer in Florida?

Bam: Yes!

(The drive to Florida)

**(Scene 04 Section 02, time needed: 00:01:15)**

Set 02: Florida house.

(Mid-Way at a fast-food restaurant)

Child: Little microbes make the food, napkins, and equipment.

Mom: What do you mean?

Child: They, the little microbes slowly build the napkins and other stuff, they do it to keep us away.

Maple and Bam give one another a confused look.

(Florida House)

Alice's Mom: Well, that is everything, thanks you all.

Alice: Now that we are done, let's go to the beach.

Everyone: Happy sounds.

Voice of Maple:

All summer, most of the time we were at the beach.

(End of Summer)

Alice: Maple, Bam, I have something to tell you.

Bam: What?

Alice: I am Pregnant.

*[Bam and Maple act shocked.]*

Bam: Who is the lucky guy?

Alice: Um, I need one of you to pretend the baby is yours.

Maple: Huh, why?

Alice: Because...

Maple: I will!

Alice: Good.

*[Voice of Maple]*

Bus back to Vermont

I did because we had become good friends since high school, like best friends, like that is what we lived for, like blood brothers or sisters.

**(Scene 04 Section 03, time needed: 00:00:15)**

Maple's Mom: Honey your home, how was Florida?

Maple: Great.

Maple's mom: You seem like you're holding something back.

Maple: Alice is pregnant, and we are planning on getting married.

Maple's mom: ... *[Reluctantly she says]* ...Great, I am going to be a grandma.

*[Maple's Dad walks into the room]*

Maple's dad: Maple, your home.

Maple's mom: Maple [pause] gave Alice a baby...they plan on getting married.

Maple's dad: I'm proud of you, you're going to need a job and I got the best one for you, it's at the Paper Mill!

**(Scene 04 Section 04, time needed: 00:04:00)**

Play song: I'll Stay. See page 059

*Close Curtain*

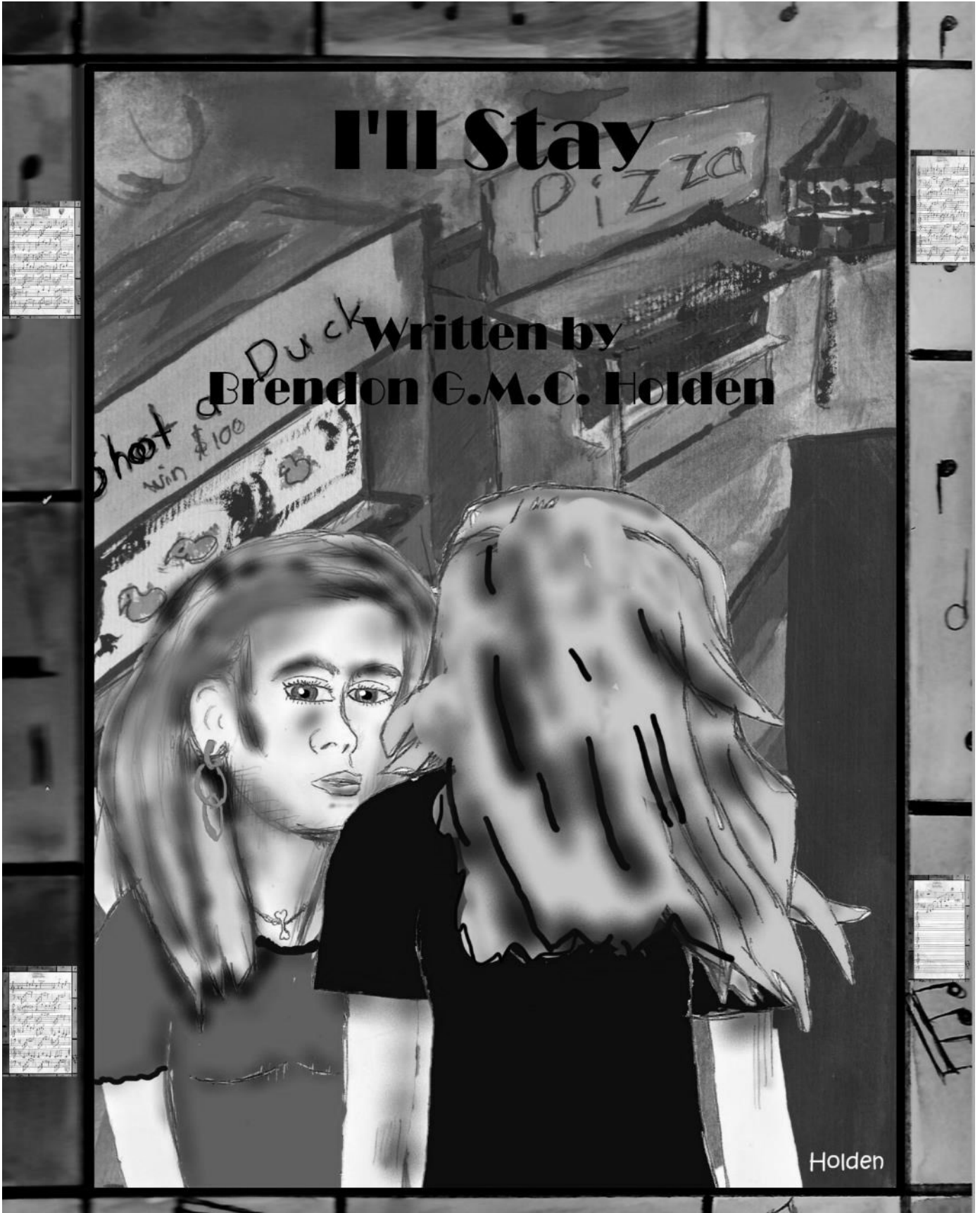
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# Music for Scene 04

Songs needed for Scene 04:

- *I'll Stay. See page: 059*

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# I'll Stay

Written by  
**Brendon G.M.C. Holden**

Holden

Brendon G.M.C. Holden

# I'll Stay

**Written by  
Brendon G.M.C. Holden**

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# I'll Stay

Written in: A minor

Written by:  
Brendon G.M.C. Holden



Andante

Am F D

Vocal

Piano: *pp*

Drum Beat: ✕ = Bass beat ✨ = Gentle, Jazzy, Drum tap/crash

Optional: play drum in a similar fashion for Pg. 2 and 3

E6 Am F

Vocal

Piano: *mp*

Do I love her what should I say  
Yes Yes I love her what should I say  
Yes I love you would you please stay

D6 E6 Am

Vocal

Piano:

I can't for-get us down by the bay, bay, bay.  
will you can live time to perhaps the bay, bay, bay.  
we can live here by the bay, bay, bay.

F D6 E6

Vocal

Piano:

should I stay will you be back again this very same day, say, say, say.  
it may appear what should I say but if will you I ask come back her this what would she very same day, say, say, say.

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# I'll Stay

Written in: A minor

Written by:  
Brendon G.M.C. Holden



Andante

Vocal

Am F D6

Do I love her what is the way is there some thing  
Yes I love her she knows the way perhaps there is some thing  
Yes I love you what do you say I am asking

Pno.

Vocal

E6

about this day.  
about this day.  
in the light of the day.

Pno.

Am F

Vocal

Pno.

D6 E6 Am

Vocal

Pno.

F D6 E6

Third verse go to the end—

# I'll Stay

Written in: A minor

Andante

Written by:

Brendon G.M.C. Holden

F D6



Vocal *mp* Yes I love you what did you say something about the

Pno. *mp*

Vocal *E6* ancient day

Pno. *END*

Vocal

Pno.

Vocal

Pno.

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## <sup>3</sup>Intermission

Scene section time needed: [00:05:00-00:15:00]

Beverages: wine, beer, water, soft drink

Smoking

Food: French fries, sweets, popcorn, etc.

---

<sup>3</sup> As I was writing this and Microsoft word was reading it back to me, the system of works says "Intermission, let's go to the beach." I laugh. I giant portion of what I create online is created online, so much I have thoughts like: in the future simply by understanding the works is as creating the works, it is the toil I created and when writing the script, I did count the toil!

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## Act 2

In the second half of the theater show... reality of life behind the night sky is revealed.

In scene five Maple—through her friend Bam—she discovers a portal. She decides to take the rest of their friends through the portal. Maple and her friends being brought to a portal is to be the answers to her questions, especially the question to where Gabriel had come from.

Following her questions, her, and her friend at the paper mill, Far-out-Mike—get hurt in an explosion, resulting in Mike passing on. This leads to many more questions and an eagerness to find answers.

She and her friends do not trust the creatures living Behind the Night Sky—until her grandfather Jed explains to her the truth, mentioning that she herself was such a baby, a baby that came in an unnatural way.

In the end of her story the truth behind the portal is the truth, the truth to life, the place that all must go—for real life, this all because the Universe was dominated, and thus being controlled by giant wavelength towers behind the Night Sky. Summing up the entire story by saying: “*The world Behind the Night Sky, is incredible, rich, and booming with activity! I now know, I know! Creatures built a city Behind the Night Sky, they control the world below through giant cellphone towers, they have power over the very waves that make us, us! Mr. Ward was right, ‘waves coming from outer space is Ah...’ Behind the Night Sky!*”

Scene 5 Maple gets a job and apartment, giving room for Alice to move in with her. One night Maple has a dream, she immediately tells the dream to Bam who has a closet prepared to another dimension.

Scene 6 Maple takes everyone to explore this new world. The friends who go through the portal get shown around a new world of tropical plants and gold.

Scene 7 Maple gets hurt in an explosion, killing Mike, leaving her with scars in which the insurance company gives Maple \$50,000 which she decides to use for a wedding.

Scene 8 they have a wedding, they begin to question Brendon... why he did not go through the portal when they all did. Brendon, being jealous goes to act to go through the portal.

Scene 9 Brendon coming back out of the portal, the group seizes the opportunity at Jed’s house to talk about where they stand with the city of Orion. Jed sures Maple the city of Orion is a good city.

Scene 10 is a holiday party which maple decides to talk with her mom about the friends deciding to live in Orion, Maple’s mom admits she has been living there. All the friends including Maple’s mom walk through the portal. Maple reunites with her dad and is giving a home Behind the Night Sky.

The truth in the story of Maple and Alice’s journey makes the claim that Gabriel was truly their child!

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## Scene 05

### **Bam's portal**

Total time needed for scene 05: [00:06:30]

Three Stage setting: [Set 01: A papermill office. Set 02: Dimly lit bedroom. Set 03: Bam's Closet portal.]

### Songs needed for Scene 05:

- *Train through the portal. See page: 073*

(Maple and her father go to the Paper Mill. Same stage dimly lit bedroom. Same stage dimly lit Bam's bedroom closet.)

### **(Scene 05 Section 01, time needed: 00:00:25)**

Maple's Father as promised...brings Maple to the paper mill to apply for a job.

Maple: [*politely*] Can I please have an application?

[*Bossy*] Mill Manager looks at Maple and then her father...

Paper Mill Manager: [*Rough*] Fill this out.

Maple quickly fills out the application handed to her.

The Paper Mill Manager looks at Maple and then at her father and then at the application.

Paper Mill Manager: [*Chewing gum*] Yeah, sure you are hired!

Maple: Thank you!

Maple and her father walk out to their car.

Maple's Dad: Now you are going to need an apartment.

*Close curtain briefly*

### **(Scene 05 Section 02, time needed: 00:00:35)**

*Voice of Maple.*

I got an apartment and after months of work and setting things up, I invited Alice and her Baby to come back up to Vermont to live...and she did!

Time went on for Alice and I and we became close, one night while lying in bed next to Alice, I had a dream:

Open curtain, have a setting of Maples small bedroom as she dreams:

*[Extraterrestrials in a room showing holograms to Maple.]*

Extraterrestrial: Maple time on earth is past light, the place you are in right now is thee place, the place of time.

Extraterrestrial 2: The baby, Gabriel is yours, you gave it to Alice in the future...from the place we are now.

*[Maple awakes.]*

Maple: Wow, I wonder if that is true!

*[Maple attempts to wake Alice, but in the attempt changes her mind.]*

Same stage but light up Bam's apartment, be sure to add a closet with charged stones.

Bam's apartment...

**(Scene 05 Section 03, time needed: 00:00:30)**

Maple: [Anxious] Bam, Bam...

Bam: [Calm] Yeah, over here!

Maple: You would never believe the dream I had, Gabriel is mine, I sent it through time travel, to the past to now.

Bam: I believe you Maple!

Bam: ...Check this out, it's a portal into that dream or some other dimension.

Bam: I took charged stones and placed them around the door frame.

Maple: *[without thought]* Let's walk in.

They do! ...They walk into a room full of electronics...

Maple: Weird

Bam: Strange

Maple: Lets go back.

(Back in Bam's bedroom)

Maple: We must do that again, but this time let's bring everyone...

**(Scene 05 Section 01, time needed: 00:04:00)**

Play song Train through the portal. *A creative dance, your choice, your style.*<sup>4</sup>  
*Close Curtain*

---

<sup>4</sup> I believe that if you have an actor or dancer that can do, place it in the show [don't worry if it is spelled correct per se.], and from there, in that liberty you have an actor or dancer. Make it fit, something is better than nothing.

# Music for Scene 05

## Songs needed for Scene 05:

- *Train through the portal. See page: 073*

Brendon G.M.C. Holden



Brendon G.M.C. Holden

# **Train**

## **through the portal**

**Written by**  
**Brendon G.M.C. Holden**

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*Mr Rags is building and is a quantum computer. Let that be  
your muse or rather Mus. D., Mus Dr.*

# Train

through the portal

Written in E<sup>b</sup>

Presto

Written by:  
Brendon G.M.C. Holden



Vocal

*ff*

Timing should not matter all that much in the first 2 measures; make a portal sound, or a falling sound, stop on the Note C

Slow as you get to the next measure

Pno.

Vocal

*mp* E<sup>b</sup> Cm E<sup>b</sup> Cm A<sup>b</sup> Cm E<sup>b</sup> Cm E<sup>b</sup> Cm

Pno.

Vocal

A<sup>b</sup> Cm E<sup>b</sup> Cm E<sup>b</sup> Cm A<sup>b</sup> Cm

Pno.

Vocal

E<sup>b</sup> Cm E<sup>b</sup> Cm A<sup>b</sup> Cm Cm

Pno.

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# Train

through the portal

Written in E<sup>b</sup>

Presto

Written by:  
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Vocal

*ff*

Pno.

Vocal

*mp* E<sup>b</sup> Cm E<sup>b</sup> Cm A<sup>b</sup> Cm E<sup>b</sup> Cm E<sup>b</sup> Cm

Pno.

Vocal

A<sup>b</sup> Cm E<sup>b</sup> Cm E<sup>b</sup> Cm A<sup>b</sup> Cm

Pno.

Vocal

E<sup>b</sup> Cm E<sup>b</sup> Cm A<sup>b</sup> Cm

Pno.

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# Train

through the portal

Written in E<sup>b</sup>

Presto

Written by:  
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Vocal *ff*

Pno.

Vocal *mp* E<sup>b</sup> Cm E<sup>b</sup> Cm A<sup>b</sup> Cm E<sup>b</sup> Cm E<sup>b</sup> Cm

Pno.

Vocal A<sup>b</sup> Cm E<sup>b</sup> Cm E<sup>b</sup> Cm A<sup>b</sup> Cm

Pno.

Vocal E<sup>b</sup> Cm E<sup>b</sup> Cm A<sup>b</sup> Cm

Pno.

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# Train

through the portal

Written in E<sup>b</sup>

Presto

Written by:  
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Vocal *ff*

Pno.

Vocal

Pno.

Vocal

Pno.

Vocal

Pno.

Next 8 measures: play treble clef 1 Octave higher

E<sup>b</sup> Cm E<sup>b</sup> Cm A<sup>b</sup> Cm E<sup>b</sup> Cm E<sup>b</sup> Cm A<sup>b</sup>

A<sup>b</sup> Cm E<sup>b</sup> Cm E<sup>b</sup> Cm A<sup>b</sup> A<sup>b</sup> Cm

E<sup>b</sup> Cm E<sup>b</sup> Cm A<sup>b</sup> A<sup>b</sup> Cm

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# Train

through the portal

Written in E<sup>b</sup>

Presto

Written by:  
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Vocal

*ff*

Pno.

Vocal

*mp* E<sup>b</sup> Cm E<sup>b</sup> Cm A<sup>b</sup> Cm E<sup>b</sup> Cm E<sup>b</sup> Cm A<sup>b</sup>

Pno.

Vocal

A<sup>b</sup> Cm E<sup>b</sup> Cm E<sup>b</sup> Cm A<sup>b</sup> A<sup>b</sup> Cm

Pno.

Vocal

E<sup>b</sup> Cm E<sup>b</sup> Cm A<sup>b</sup> A<sup>b</sup> Cm

Pno.

1 2

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pg. 5

# Train

through the portal

Written in E<sup>b</sup>

Presto

Written by:  
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Vocal

*ff* End

Pno.

Vocal

Pno.

Vocal

Pno.

Vocal

Pno.

The musical score is arranged in systems. The first system includes a vocal line with a whole rest, a piano line with a forte (ff) dynamic marking and a fermata over the final measure, and a vocal line with a whole rest. The word "End" is placed at the end of the piano line. The following three systems each consist of a piano line (treble and bass clefs) and a vocal line, all of which are currently empty.

# Scene 06

## **Inside the City**

Total time needed for scene 06: [00:10:00]

Two Stage setting: [Set 01: Part of stage, a room full of electronics. Set 02: the other part a tropical garden and Golden halls.]

### Songs needed for Scene 06:

- *Just Type It. See page: 087*
- *Machine Echo: if you really think about it. See page: 093*

### **(Scene 06 Section 01, time needed: 00:01:20)**

Set 01: Room full of electronics.

*Open Curtain*

*[Maple brought her friends through the portal.]*

Alice: Where are we?

Maple: We don't know yet, Bam thinks it's the way to the light we saw in the sky.

Max: If there is such a thing as death, this must be it.

*[Robots walk into the room]*

*[Everyone lets out a sound of shock.]*

Robot 1: Hello, we knew you would come here; don't be afraid.

Maple: Where are we?

Robot 2: You are in the future, we saw you in the past walk through the portal, and so we waited for you.

Brenda: What do you mean?

Robot1: You are in the city, the City of Orion, we or rather every living thing is the possessor of the Universe (The City of Orion)

Robot 2: You and the Earth are our past light discharge, traveling in time, (the past!)

Maple: I don't believe you!

Robot 2: Come and we will show you.

*[They walk into an Extraterrestrial Garden]*

Alice: *[Looking around]* Wow, this is beautiful.

Maple: Sure is, I would love to live here.

Robot 1: I hope you mean that, because that's what we have come to you for, to ask you all to live here, to vote in the City of Orion, to give it your love and power.

Brenda: I don't understand.

Maple: I can tell we're not on earth, how do you exist?

Robot 2: We over much time on distant planets, took power and captured light, making all of what you see.

Robot 1: Your sight on the earth of the light at night, the stars, that light is us, the past, it is when we needed the sun's energy to evolve, it is our past.

Robot 2: We could not capture that light, the light of earths night sky...That light has now become the earth!

Robot 1: Follow us, we now take you to the Golden City!

*[They all enter a ship]*

**(Scene 06 Section 02, time needed: 00:02:00)**

Alice: What is this?

*[Quickly Just Type It plays 1 to 2 minutes.]*

*Stage of Golden walls*

**(Scene 06 Section 03, time needed: 00:00:50)**

Alice: What is this?

Brenda: *[awe]* It is beautiful!

Max: The walls, they look intelligent.

<sup>5</sup>Gold, pushing a broom amongst the golden walls: Whistling. (Use the song Gold *See page 129* as a foundation to the moment.)

Extraterrestrial telepathically says: I am one of many that has always been, I put the words in the gold.

---

<sup>5</sup> Gold is and is not a character in the show, it is rather a moment to shine as gold! For we are as written in gold! A happy man!

Behind the Night Sky: Theater Script

Maple: Did you hear, in your head, the Extraterrestrial?

Max: I did Maple.

Robot 1: We want you to live here, and work for the Universe and give your power to the creators that have always been.

Robot 2: We don't need an answer now, we will take you home now, and later we will come back for you...to receive your answer.

Robot 1: We will be back in a year.

*[Maple interrupts]*

Maple: If we are to live here how do we work?

Alice: Like what will we be doing?

Robot 1: Giving power, most likely through typing words on a keyboard.

Robot 2: Creating children by typing, typing their life into them.

All stand deep in thought full of questions.

*[They stumble back into Bam's bedroom.]*

*Lights Fade.*

Alice: I am tired.

Brenda: We must have been there for a month!

Max: It still is the same day and time as when we left.

Maple: We time traveled.

**(Scene 06 Section 04, time needed: 00:05:00)**

Song: <sup>6</sup>Machine Echo

*Close Curtain*

---

<sup>6</sup> Machine echo is the echo of the friends being humbled... the stick on the teacher's desk is important, and the beat of the grave is fact [both are optional]. Adding these to the show might give more of an impression of a place to be, rather than a place of ignorance.

Brendon G.M.C. Holden



# Music for Scene 06

## Songs needed for Scene 06:

- *Just Type It. See page: 087*
- *Machine Echo: if you really think about it. See page: 093*

Brendon G.M.C. Holden



# Just Type It

Written by  
Brendon G.M.C. Holden

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**Just type it** was originally wrote as a song to give the idea of a foreign work environment. In this song I am trying to express an idea: the odd reality of working in outerspace, but yet as odd as it is, there is joy to the song.

*Note:*

*Play the tempo as you see fit; originally I wrote (Just type it) using a fast tempo, I recommend using a fast tempo. Quarter notes can be played as eighth notes—making a fast paced work song. Simulate a work environment.*

JUST TYPE IT  
♥

# Just type it

written by  
Brendon G.M.C. Holden



Written in E<sup>b</sup>  
Presto

Vocal

A single vocal staff in treble clef with a key signature of two flats and a 4/4 time signature. It contains a whole note chord consisting of a quarter rest, a whole note G<sup>b</sup>, and a whole note D<sup>b</sup>.

*2nd time through: play  
treble clef one octave lower  
than written.*

Pno.

A piano accompaniment staff in grand staff (treble and bass clefs) with a key signature of two flats and a 4/4 time signature. It contains a whole note chord consisting of a quarter rest, a whole note G<sup>b</sup>, and a whole note D<sup>b</sup>.

Vocal

A single vocal staff in treble clef with a key signature of two flats and a 4/4 time signature. It contains a whole note chord consisting of a quarter rest, a whole note G<sup>b</sup>, and a whole note D<sup>b</sup>.

Pno.

A piano accompaniment staff in grand staff with a key signature of two flats and a 4/4 time signature. The right hand has a melodic line starting with a quarter rest, followed by eighth notes G<sup>b</sup> and A<sup>b</sup>, a quarter note B<sup>b</sup>, and a half note C<sup>b</sup>. The left hand has a bass line of quarter notes G<sup>b</sup>, F<sup>b</sup>, E<sup>b</sup>, and D<sup>b</sup>.

Vocal

A single vocal staff in treble clef with a key signature of two flats and a 4/4 time signature. It contains a whole note chord consisting of a quarter rest, a whole note G<sup>b</sup>, and a whole note D<sup>b</sup>.

Pno.

A piano accompaniment staff in grand staff with a key signature of two flats and a 4/4 time signature. The right hand has a melodic line starting with a quarter rest, followed by eighth notes G<sup>b</sup> and A<sup>b</sup>, a quarter note B<sup>b</sup>, and a half note C<sup>b</sup>. The left hand has a bass line of quarter notes G<sup>b</sup>, F<sup>b</sup>, E<sup>b</sup>, and D<sup>b</sup>.

Vocal

A single vocal staff in treble clef with a key signature of two flats and a 4/4 time signature. It contains a whole note chord consisting of a quarter rest, a whole note G<sup>b</sup>, and a whole note D<sup>b</sup>.

Pno.

A piano accompaniment staff in grand staff with a key signature of two flats and a 4/4 time signature. The right hand has a melodic line starting with a quarter rest, followed by eighth notes G<sup>b</sup> and A<sup>b</sup>, a quarter note B<sup>b</sup>, and a half note C<sup>b</sup>. The left hand has a bass line of quarter notes G<sup>b</sup>, F<sup>b</sup>, E<sup>b</sup>, and D<sup>b</sup>. The text "Blue notes: optional" is written above the right hand staff. The piece ends with a double bar line and first/second endings. The text "D.C." is written above the right hand staff.

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pg. 1

JUST TYPE IT  
♥

# Just type it

written by  
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Written in E<sup>b</sup>  
Presto

Vocal

Pno.

Cm G

Vocal

The rest of pg 2 Play treble clef one octave higher than written.

Pno. Slow

Vocal

Pno.

Vocal

Pno.

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JUST TYPE IT  
♥

# Just type it

written by

Brendon G.M.C. Holden



Written in E<sup>b</sup>  
Presto

Vocal

Piano

*Next 3 measures play treble clef 1 octave higher than written.*

Cm B<sup>b</sup>m A<sup>b</sup> B<sup>b</sup>m A<sup>b</sup> G

Vocal

Piano

*2nd time through: play page 3 treble clef 1 octave higher than written.*

Vocal

Piano

Vocal

Piano

*Jump to 1st measure page 4 and continue.* END *1st time play straight through, second time end song.*

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pg. 3



JUST TYPE IT  
♥

# Just type it

written by  
Brendon G.M.C. Holden



Written in E<sup>b</sup>  
Presto

Vocal

Pno.

Vocal

Pno.

Vocal

Pno.

Vocal

Pno.

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# Machine Echo



**Written by**  
**Brendon G.M.C. Holden**

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# Machine Echo

Written in E<sup>b</sup>

Presto



## If you really think about it

Written by:  
Brendon G.M.C. Holden

♥ = Teacher hits desk

✕ = Solo Drum beat in Graveyard

**ff**

Drum Beat  
✕ ✕ ✕ ♥ ✕ ✕ ✕ ♥ ♥

As long as (Piano 1) is playing the beat...play the and add the grave yard beat and the teacher hitting the desk—with a rod.

Piano 1

Pno.

**ff** C minor B<sup>b</sup> A G

Piano 2/Strings

Pno.

Maple: If you really think about it  
Max: As I start to think about it  
Chorus: If you really think about it  
Chorus: As you start to think about it

Piano 1

Pno.

(Brendon's line optional, put you you feel it best fits.)  
Brendon: Know all Know all Brenda

Piano 2/Strings

Pno.

# Machine Echo

## If you really think about it

♥ = Teacher hits desk

✕ = Solo Drum beat in Graveyard

Written in E<sup>b</sup>

As long as (Piano 1) is playing the beat...play the and add the grave yard beat and the teacher hitting the desk—with a rod.

Written by:  
Brendon G.M.C. Holden

Piano 1

Maple: If you really think about it  
Max: AS I start to think about it what was that I saw

Chorus: If you really think about it  
Bum: At  
Bum: I

Detailed description: This system contains the first vocal and piano parts. The vocal line for Maple starts with "If you really think about it" and Max's line follows with "AS I start to think about it what was that I saw". The chorus is "If you really think about it". The piano accompaniment features a steady eighth-note bass line and chords in the right hand. Drum notation includes a series of 'x' marks for solo drum beats and '♥' marks for teacher desk hits.

Piano/Strings 2

Max: If I start to think about it

Bum: all  
Bum: SAW

Maple: If you really think about it  
Max: If I really think about it

Chorus: If you really think about it

Detailed description: This system continues the vocal and piano parts. Max's line is "If I start to think about it". The piano accompaniment continues with the same rhythmic pattern. Drum notation includes 'x' marks and '♥' marks. The chorus is repeated.

Piano 1

(Brendon's line optional, put you you feel it best fits.)  
Brendon: Know all Know all Brenda

Detailed description: This system features a vocal line for Brendon: "Know all Know all Brenda". The piano accompaniment continues. Drum notation includes 'x' marks and '♥' marks.

Piano/Strings 2

Detailed description: This system contains the piano accompaniment for Piano/Strings 2, continuing the eighth-note bass line and chords in the right hand.

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# Machine Echo

## If you really think about it

Written in E<sup>b</sup>

As long as (Piano 1) is playing the beat...play the and add the graveyard beat and the teacher hitting the desk—with a rod.

Written by:  
Brendon G.M.C. Holden

♥ = Teacher hits desk

✕ = Solo Drum beat in Graveyard

Chorus: If you really think about it

Maple: If you really think about, the knowledge we know is small  
Max: As I start to think about it, we know nothing at all

Ban: Is  
Ban: At

Max: If I start to think about it

Ban: small  
Ban: all

The musical score is arranged in systems. The first system includes a vocal line for Piano 1 with lyrics and a piano accompaniment for Piano 1 and Piano/Strings 2. The piano accompaniment includes a bass line with 'x' and 'h' symbols indicating specific performance actions. The second system continues the piano accompaniment with lyrics for 'Max' and 'Ban'. The third system shows a piano accompaniment with lyrics for 'Ban' and a first ending bracket. The fourth system continues the piano accompaniment.

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# Machine Echo

As long as (Piano 1) is playing the beat...play the and add the graveyard beat and the teacher hitting the desk—with a rod.

## If you really think about it

Written by:  
Brendon G.M.C. Holden

♥ = Teacher hits desk

✕ = Solo Drum beat in Graveyard

Written in E<sup>b</sup>

Piano 1 *p*

Pno.

Piano 2/Strings

Pno.

Piano 1

Pno.

Maple: If you really think about it  
Max: If I really think about it

Chorus: If you really think about it

Rest Dums through here and Pick back up with power

Piano 2/Strings

Pno.

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Pg. 4

# Machine Echo

## If you really think about it

♥ = Teacher hits desk

✕ = Solo Drum beat in Graveyard

Written in E<sup>b</sup>

As long as (Piano I) is playing the beat...play the and add the grave yard beat and the teacher hitting the desk—with a rod.

Written by:  
Brendon G.M.C. Holden

Chorus: If you really think about it

Maple: If you really think about, shoudn't we be at the mall  
 Max: AS I start to think about it, I think I know what I saw  
 Bam: the  
 Bam: I

Maple: If you really think about it  
 Max: I think I thought about it

Chorus: If you really think about it

Bam: mall  
 Bam: SAW

1 2

1 2

The musical score is arranged in systems. Each system includes a vocal line (Piano I) and piano accompaniment (Piano/Strings 2 and Pno.). The piano accompaniment features a complex rhythmic pattern with heart symbols (♥) and 'x' symbols (✕) indicating specific performance actions. The lyrics are interspersed with the musical notation. The score includes a chorus and a verse, with two different endings marked '1' and '2'. The piano part includes a 'Bam' sound effect.

# Machine Echo

If you really think about it

☼ = Symbol Crash  
♥ = Teacher hits desk  
✕ = Solo Drum beat in Graveyard

Written in E<sup>b</sup>

As long as (Piano 1) is playing the beat...play the and add the grave yard beat and the teacher hitting the desk—with a rod.

Written by:  
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1 2

Piano 1

Piano 2

Piano/Strings 2

call

END

Piano 1

Piano 2

Graveyard drummer: Symbol Crash Ending song ☼

Piano/Strings 2

Piano

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# Scene 07

## **Maple's dilemma**

Total time needed for scene 07: [00:11:10]

Two Stage setting: [Set 01 Paper mill and papermill machinery. Set 02: hospital bed]

### Songs needed for Scene 07:

- *Back to life. See page: 107*
- *Jasper. See page: 113*
- *Behind the Night Sky Theme Song. See page: 017*

### **(Scene 07 Section 01, time needed: 00:01:00)**

#### *Open Curtain*

Set 01: Paper mill and papermill machinery.

[*Maple walks to a mixer with a container of Powder Glue.*]

[*Mike grabs the bucket and begins to pour into one of the machines.*]

[*Machine Explodes*]

[*People Crying....*]

Some people say: Call 911.

Behind the Night Sky theme begins to play, emphasizing on the 1/16 notes.

Ambulance comes, [*Ambulance sounds.*]

Maple's thoughts: What if I never see Alice again? What if I never see Gabriel grow? What if I live with scars?

### **(Scene 07 Section 02, time needed: 00:04:00)**

Song Back to life

Set 02: Hospital Setting

### **(Scene 07 Section 03, time needed: 00:00:20)**

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*[Alice Storms into the room]*

Alice: *[looking]* Maple!

Maple: *[answering]* Yes

Alice: *[loving]* Are you okay, how are you doing?

Maple: I'm fine, but the Doctors' say, I won't be able to work for a while.

Alice: Your face has been burned.

*[Doctor walks into the room...]*

Doctor: Maple Bark, you can go home now!

Doctor: Alice, *[commanding]* if you want you can take Maple home.

Alice: Thank you, I will.

Doctor walks out of the room....

Doctor: Best wishes Maple, take good care of yourself.

*Maple's apartment*

**(Scene 07 Section 04, time needed: 00:00:50)**

*[Phone rings...]*

Insurance company: Can I speak with Maple please?

Maple: This is Maple, who is this?

Insurance Company: This is the insurance company for the paper mill, the paper mill where the explosion took place.

Maple: Yes?

Insurance Company: We are giving you \$50,000 to cover damage caused by the exploding machine.

Maple: Thank you!

Maple: Alice?

Maple: Alice?

Alice: I am here.

Maple: We are getting \$50,000

Alice: That is not enough...what if I had lost you?

Behind the Night Sky: Theater Script

Maple: But with the money we can do wonderful things.

Alice: Like what?

Maple: Like have a real wedding, and this time I am not pretending, I believe I gave you Gabriel.

*[Lights Dim]*

Alice: But you, Maple? How are you doing?

Maple: Um. Um, what?

Alice: Living reality! The new reality? The one including Gabriel and the City of Orion?

Maple: I don't trust it. I trust us! Not out there....

Maple: I felt the pain of the machine Alice, I feel pain! I don't trust, I don't trust those robots. They exploded that Machine on purpose.

**(Scene 07 Section 05, time needed: 00:04:00)**

Song: Jasper

*Close Curtain*



## Music for Scene 07

Songs needed for Scene 07:

- *Back to life. See page: 107*
- *Jasper. See page: 113*
- *Behind the Night Sky Theme Song. See page: 017*

Brendon G.M.C. Holden

# Come Back

**Back to life**

Written by  
Brendon G.M.C. Holden

Brendon G.M.C. Holden

# Come Back

*Back to life*

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- = No Clapping
  - = Clapping
  - ✕ = Heavy Bass Drum
  - ⊙ = Light Clap or Jazzy Symbol Tap
- Written in: A minor

# Come Back

*Back to life*

Written by:

Brendon G.M.C. Holden

Allegro

The musical score is written in A minor and 4/4 time, marked Allegro. It consists of four systems of staves. The first system includes a Vocal staff and a Piano (Pno.) staff. The Piano staff is divided into two parts: the upper part for Harp and the lower part for Strings. The first measure of the Piano part is marked '1st measure Ahhs'. The score includes various performance instructions such as dynamics (f), articulation (accents), and specific notes (E note 1 octave higher). The second system continues the Piano part with a complex rhythmic pattern. The third system features a vocal line with a melodic phrase and a piano accompaniment. The fourth system continues the piano accompaniment with a dense rhythmic texture.

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pg. 1

# Come Back

*Back to life*

Written by:

Brendon G.M.C. Holden

Written in: A minor

Allegro

The musical score consists of three systems. Each system includes a Vocal line and a Pno. (Piano) line. The first system starts with a piano (*p*) dynamic. The second system features a forte (*ff*) dynamic. The third system features a mezzo-piano (*mp*) dynamic. The vocal line in the third system includes the lyrics: "E—very time I think about it. E—very time I think about it. E—very time I think about it." The piano accompaniment includes various rhythmic patterns and dynamics.

# Come Back

*Back to life*

Written in: A minor

Written by:

Brendon G.M.C. Holden

Allegro

Vocal

think about it where you'd go?  
think about it only the grave shows.  
think about it without you life dosen't grow.

Pno.

*mf*

Vocal

Pno.

*ff*

Vocal

Pno.

Vocal

Pno.

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This note one  
Octave lower

# Come Back

*Back to life*

Written by:

Brendon G.M.C. Holden

Written in: A minor

Allegro

Vocal



Pno.



Vocal



Pno.



Vocal



Pno.

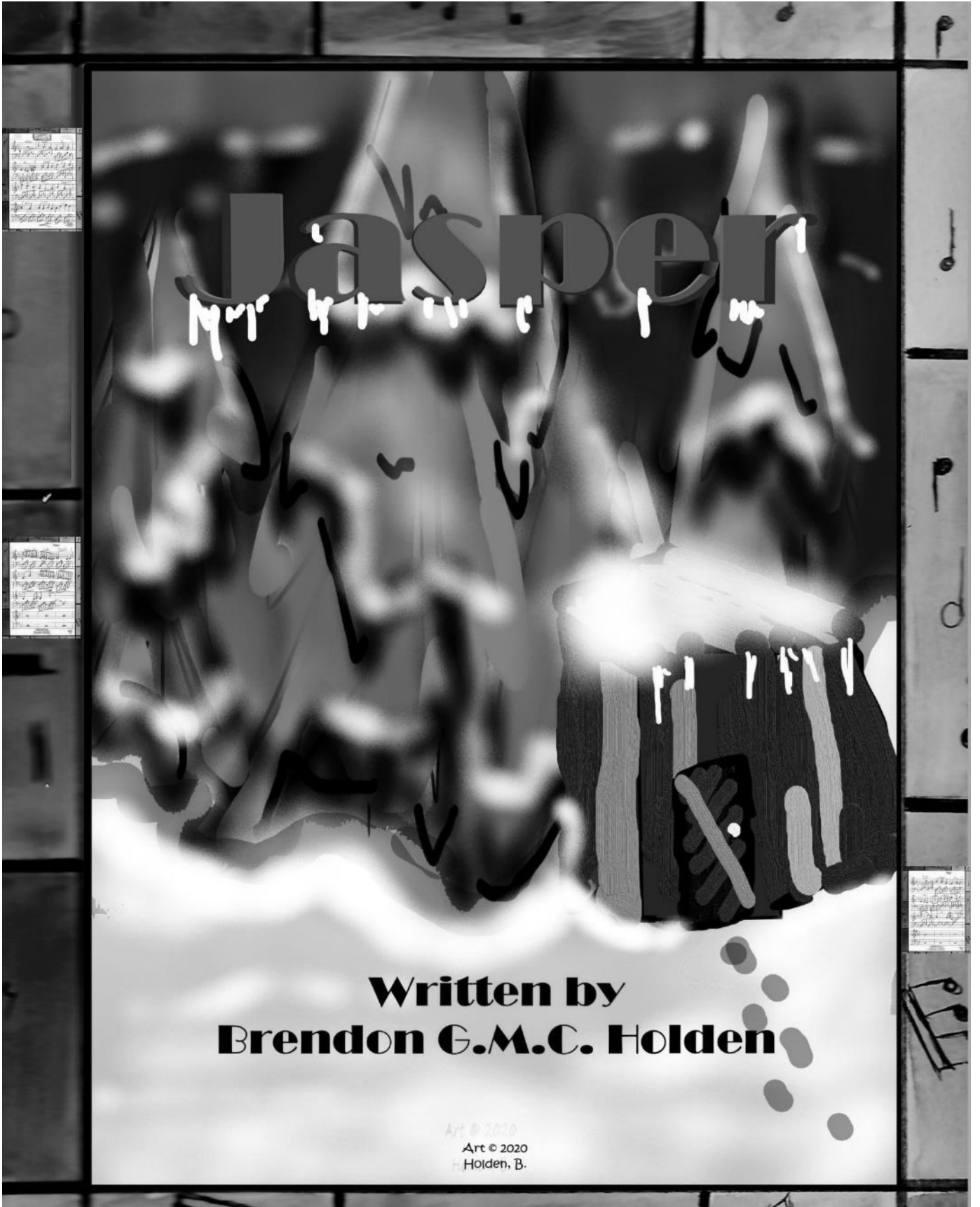


Vocal



Pno.





**Written by**  
**Brendon G.M.C. Holden**

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# Jasper

Written by  
Brendon G.M.C. Holden

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*Jasper has been in the making for over eighteen years. As I began to learn music—at about the age of sixteen, one of my core desires was to be the gravity to my own intrinsic nature. I can remember taking this song and presenting it to my younger brother—years ago, not because it was a wonderful song, but because it was me; I fought to hold together the notes to this song, and after eighteen years—I could not be more proud of the song, Jasper, that I have become the gravity to the song.*

*The song Jasper, in a similar sense, (in the story Behind the Night Sky,) is Maple upon the earth. Jasper or rather being gravity holds together Maple's world as she is mildly threatened by the goodness that dwells behind the night sky.*

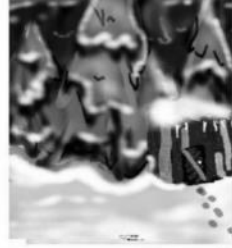
*Maple in her gravity must ask the question, "is forsaking ones' own scars human, humankind!"*

—Brendon

# Jasper

Written in G  
Adagio

Written by  
Brendon G.M.C. Holden



Vocal

*mp*

Em D C D Em D

Pno.

Vocal

C D Em D C D

Pno.

Vocal

For these 2 measures play treble clef 1 octave higher

Em D C D Em D

Vocal

C D Em D C D

*p*

Pno.

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Page 1

# Jasper

Written in G  
Adagio

Written by  
Brendon G.M.C. Holden



Vocal

I cannot help but seem to  
I After tell others years I feel great,  
Em After tell years here is

Vocal

lose my mind, What are these  
I feel fine, Hopefully holding it  
my y find, D Stop lying to  
C y find, D Em

Vocal

thoughts coming from behind my mind? That is  
together I will find all mind all that is mine, That is  
my D mind it is mine, It is

Vocal

not fine, not fine, no its not kind, not fine  
in my mind, mind, mine, all that is in my mind, my not kind fine  
Em D C D Em D

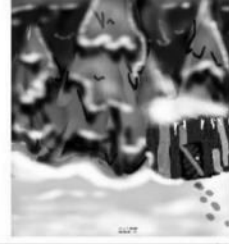
Pno.



# Jasper

Written by  
Brendon G.M.C. Holden

Written in G  
Adagio



Vocal

not fun at all! Presto *ff* Em Em C D D C D  
not fun at all! *ff* Em Em C D D C D  
not fun at all! *ff* Em Em C D D C D

Pno.

Vocal

Em D C D Em D

Pno.

Vocal

C D Em D C *pp* D

Pno.

Vocal

D

Pno.

1 2 *f* G END

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# Scene 08

## **Brendon's journey**

Total time needed for scene 08: [00:07:40]

Two Stage setting, [Set 01: a wedding. Set 02: tropical garden.]

### Songs needed for Scene 08:

- *Train through the portal. See page: 073*
- *Brendon's Behind the Night Sky: Stones. See page: 041*

**(Scene 08 Section 01, time needed: 00:00:40)**

*Curtain opens.*

Set 01: Wedding

White hair man or lady: You may Kiss the bride!

People at the wedding: Cheer

*Everyone leaves the stage.*

*<sup>7</sup>They re-enter.*

Maple: You look beautiful!

Alice: Thank you, you are a dream come true!

*Kiss*

Brendon: These are the moments, the moments one buries within their heart to live through again and again.

Alice: So true Brendon. Not like re living the robots over and over.

Maple: It's a good thing you didn't go through that portal, I think they are trying to hurt us, but I wish you had come.

*[Bam walks over.]*

Bam: The extraterrestrials want in.

Maple: They are not coming in.

Brendon: We should go through the portal; I will fight them off.

---

<sup>7</sup> As word read it back to me, "They re-enter the bride," I think I will ignore this.

Bam: The portal through the closet?

Brendon: Yes!

Max: We will tonight, perhaps we will win.

**(Scene 08 Section 02, time needed: 00:02:00)**

They leave the stage to reenter the stage at Bam's closet.

They walk through the closet, and on the other side of the closet is the tropical garden. Play song  
*Through the Portal. Page 073*

**(Scene 08 Section 03, time needed: 00:04:00)**

Set 02: Tropical Garden.

They enter a strange world of Strange Plants as Brendon's Behind the Night Sky song begins to play. *See Page:041*

Brendon: I do not know where this is, but I don't think we will win.

A girl shows up.

Breka: Hi my name is Breka, I'm your child.

Brendon: I don't know, but this is too strange, we must go back.

*[Brendon tries to leave.]*

*[Breka stops him.]*

*Act out Breka showing Brendon things through a hologram for about one minute.*

*Max and Bam pull Brendon out of what they know not, leading Brendon back home.*

The above happens in the mist of the Song <sup>8</sup>*Brendon's Behind the Night Sky*. This tropical garden scene section, through music—is describing Brendon's Journey. The lyrics on the sheet music can be altered to fit the desired performance—of a night's atmosphere., for instance, Brendon can sing and then stop to say the above statements, or he can say the above statements and then sing the lyrics.

*Close Curtain*

---

<sup>8</sup> Brendon's Behind the Night Sky: Stones, using stones in the performance is important, if done right it can express the basic code to the universe being created with stones, black matter in space created through a beat here or a beat there and allow the mind to see computers everywhere, this through stones, [programming the world around them.]

## Scene 09

### **Grandpa Jed**

Total time needed for scene 09: [00:05:40]

Two Stage setting: [*One half of stage 8x8 foot table covered in a tablecloth and the other half a pretend fishing spot.*]

### Songs needed for Scene 09:

- *Happy. See page: 031*

### **(Scene 09 Section 01, time needed: 00:00:30)**

Set 01: sitting at table.

*Curtain opens.*

*Grandpa Jed's Party*

Brendon: [*not being able to understand up from down*] I think we could be in danger Maple; I wonder if that girl was my child.

Maple: I wonder if Gabriel is mine or are these extraterrestrials trying to take over our planet!

Brendon: It's better to be safe than sorry!

Alice: Did they really think we would believe them. [*pause*] One thing is for sure though.... Gabriel!

[*Brendon looks up.*]

Brendon: [*dumbfounded*] Where did Gabriel come from?

[*All agreed not to let in the extraterrestrials.*]

Max: Maple, you are quiet, is everything going to be alright?

Maple: Yes!

[*Maple turns in his seat and notices his Grandpa Jed listening.*]

Jed interrupts: Can you come by the old house tomorrow?

Maple: [*being caught being sneaky*] Yeah, sure Grandpa.

**(Scene 09 Section 02, time needed: 00:01:40)**

Set 02: Jed's House, the fishing spot.

Jed: Maple, I overheard you and your friends yesterday.

Maple: About?

Jed: *The city!*

Maple: What does that mean?

Jed: [*Wise*] You know Maple, the only reason the city appears to be hidden is because long ago cavemen felt threatened by the pleasure the city offered. The cavemen thought it could make them weak. Because of such doubt—the cavemen were harboring—in these newly arriving Extraterrestrials on the earth, these cavemen fought and became weak. To express love without confessing they were wrong they would cast their strength into the surrounding earth. That is why the earth does not know about the extraterrestrials. But we truly must live at peace with them. Whatever they need you to do, it will be all right, do not fear them.

Maple: I don't trust them, neither do my friends, plus it is all backwards, it's like I must lie to be part!

Jed: Maple,

(Jed pauses...)

Jed: there is a giant computer out there, we are living in a computer. We are living in a personal computer, a personal computer running PBR. They created plants and asteroids to be part of their computer! An asteroid as a working function of the computer.

Jed: a long time ago they pushed us out their back end and now they have come—to pick us up. The reason we do not know is because of these cavemen....

Maple: Grandpa, Gabriel was, um, maybe not mine—although the space creatures say she was. But I know I am lying!

Jed: Your mom said you appeared on her living room floor!

Maple: Literally?

Jed: Yes...

Maple: I think I got it, the cavemen long ago covered up the truth—by covering the earth with their strength.

Behind the Night Sky: Theater Script

Jed: Yes, that is why you think you are lying about Gabriel. Your mom thought she stole you—for the longest time—until she noticed your father purposely hiding the truth. Because of that she sought the truth for herself and found it.

Maple: What you are saying must be the truth; thank you grandpa.

Maple smiles. She turns to notice a fish pulling on her fishing pole.

Maple: Grandpa I got a bite

*[Maple reels in a fish]*

**(Scene 09 Section 03, time needed: 00:03:00)**

Song *Happy*, See page 031 plays for a bit, after and a bit before the end of Jed and Maple's conversation.

*Close Curtain*

Brendon G.M.C. Holden



## Scene 10

### **Welcome to the City**

Total time needed for scene 09: [00:05:18]

Three Stage setting: [Set 01: a holiday party. Set 02: room full of electronics. Set 03: Dream home]

### Songs needed for Scene 10:

- *Gold. See page: 129*

### **(Scene 10 Section 01, time needed: 00:00:36)**

Set 01: a holiday party.

Maple: [*Child bold*] Mom, Grandpa Jed told me how I came to be.

Maple: Tomorrow my friends and I must go and live in the city of Orion, Behind the Night Sky.

Maple: Jed advised to live at peace with these extraterrestrials who took control over the universe.

Maple's mom: I knew this day would come; I must go with you.

Maple: To see dad?

Maple's Mom: Yes!

Set 02: Room full of electronics.

Bam's bedroom, the closet portal

Bam: Are we all ready?

Everyone: Yes. Yes. Sure.

*They go through the portal.*

Spaceman 1: We are glad you are here.

Spaceman 2: We presume you want to make peace and live here, in *Orion*.

All: Yes, we understand you have taken control over the universe and offer real life, the life you captured—at the quantum level.

Spaceman 1: [*As to celebrate*] Welcome to the City of Orion. Now we will show you your homes, homes that truly are perfect.

**(Scene 10 Section 02, time needed: 00:00:42)**

Set 03: Dream home. Stage setting: A dreamlike painting of a house and a real plastic white picket fence.

*Maple and Alice's new Home*

Alice: Can you believe this Maple, this is beautiful!

Maple: And we have billions of dollars to furnish it.

Alice: Maybe Gabriel truly is ours.

Maple: Maybe those space creatures are not bad creatures!

Lights fade Maple takes Alice's hand and walks to center stage; she says:

*The world Behind the Night Sky is incredible, rich, and booming with activity! I now know, I know! Creatures built a city Behind the Night Sky, they control the world below through giant cellphone towers, they have power over the very waves that make us, us! Mr. Ward was right, 'waves coming from outer space is Ah...' Behind the Night Sky!*

*It was behind the sky Alice, [laughter] it was...covered!*

They both laugh/giggle and walk inside their dreamlike house consisting of a real plastic white picket fence.

**(Scene 10 Section 03, time needed: 00:03:00)**

Play song Gold, your style. *See page 129*

The End.

*Close Curtain.*

## Music for Scene 10

Songs needed for Scene 10:

- *Gold. See page: 129*



= 1/2 Beat  
 = 1 Beat  
 = 2 No Beats

Entire Drum for the song Gold is a deep heavy beat, a heart beat

# Gold

Written by:  
*Brendon G.M.C. Holden*



Written in B<sup>b</sup> minor

## Rap Beat

These mean play softly *pp*

Whistle melody

These mean hold note a little longer

Pno.

Switch Whistle to Piano, same melody yet play a variety with the four notes: G<sup>b</sup> A<sup>b</sup> B<sup>b</sup> D<sup>b</sup>

Pno.

Pno.

Pno.

### Light Fractions

Light Fracture  
 Seeing All  
 Weight asks if your strong enough

With or without

I see myself  
or see a strong force

a half  
only if split is seen

It's psychological

What?  
 Pain  
 Me?  
 All!

Yes psychological

Psychological pain  
 Light fractions

Streams of light  
 a mental fight  
 colors everywhere  
 with who do I share all say they're right

I hit one  
 I hit the sun  
 There is nothing  
 Although none is done

Lights split s  
 Compton Crypt s

These words are just so you get the direction of the song, please do the song as you see fit.

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pg. 1

Brendon G.M.C. Holden

# End Credits

Thank you All for Watching!

*Open Curtain*

Credit Actors. Each Actor takes a bow to the song *Machine Echo* or *Knowing All*, whichever one fits that night's energy, transitioning to the *Behind the Night Sky Theme song* and then fade out all music and lights—on stage.

Behind the Night Sky: Finding Run Personal Computer PBR  
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