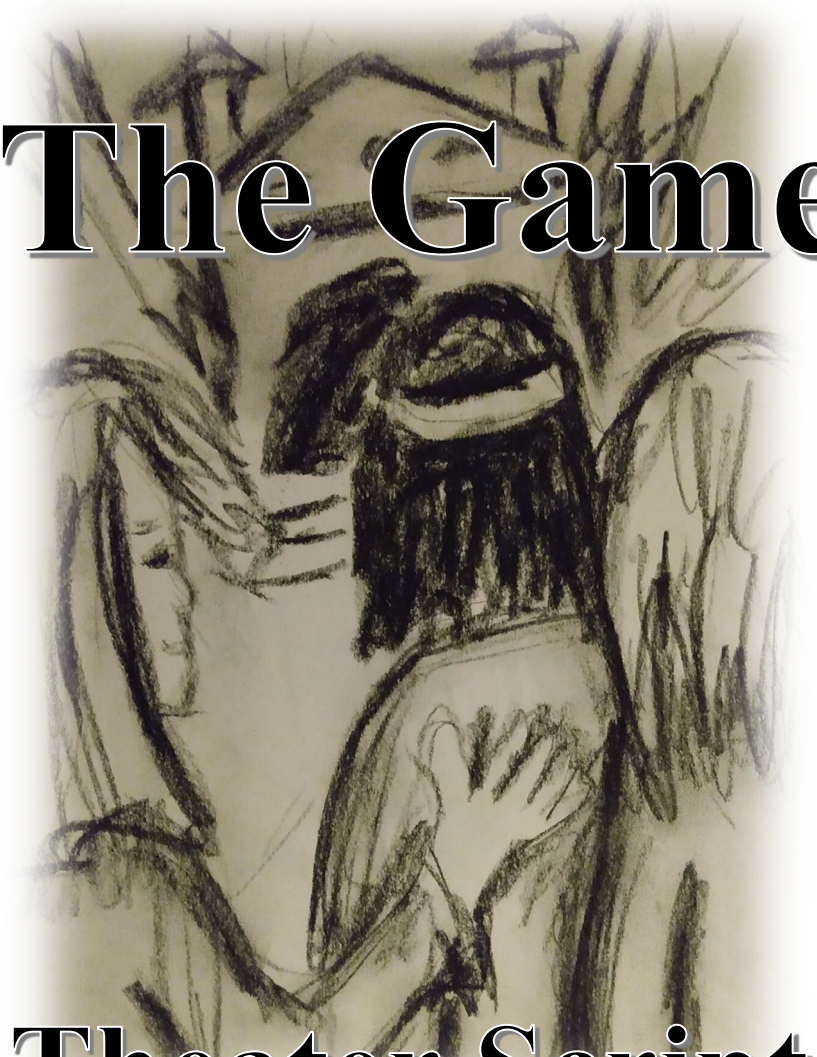


The Game



Theater Script

—Brendon G.M.C. Holden—

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The Game

Theater Script

Written by
Brendon G.M.C. Holden
(Running time 01:15:00)

10 Songs

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Introduction

As written in the 2022 edition of The game:

A note from the author

“What took place to Jaurroam and his friends happened over 9000 years ago—in the world of make believe. If one desired to play or make believe in this place of fiction...Gon has been without stone buildings for seven thousand years, all that is left are rocks. Children who make up stories will find Gon, and say to themselves, ‘there is much more here than what we can see!’”

“A special thank you to my Mother, Siblings, and all those that have made this book possible.”

Thank you!

Hi, I am glad you picked up this script. As you may have heard Gon has been without stones structures for quite some time. In this Theater legend, *The game*, my hope is to bring the story to life...to rebuild its structures through theater, to live the production as if we were truly part of Gon as well as The land of Gabriel! And in doing so perhaps our efforts are and will be the true workings happening in the land of Gon.

Gon is not a small dream of mine but rather a large dream, consisting of a amusement park, B and S golf, stores, walking paths, ponds, rivers, books, theater, music and much more!

The production of the game is not merely a theater production... To me we are a true living part of the happenings of Gon, that is if you make believe with me.

If you have not read the book, *The game*, I encourage you too... many worked effortlessly to not only publish it but to create, add and publicize it.

—Brendon G.M.C. Holden—

Thanks for being part of *The game*.

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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 to make it your own, be creative, disregard the fact that most likely due to its gravity you are going to be walking on the foundation I laid out in this script.

Materials needed.

Big bag of Pine Needles
Plastic Plants: Spruce and Maple
Card Board or Paper tree trunks
Eight x Ten Forest Painting
Tables for dining hall
Cardboard Stones
25 bigger than 2×3' cardboard boxes, painted as stones
A cardboard box time machine, (Ether) see diagram on page
A wicked looking doll
Tropical garden with big purple leaves.
Forest stuff
Small porch
Cardboard temple of Gon
Two-dimensional cardboard car

17 Characters

Joroam
Becky
Byte
Sally
Max
Kelly
Luke
Paige
Tyler
Jacky
War
Gabriel
SI
Bit
Jack
Ether
Reda

Musical instruments needed.

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

Piano
Drums
2 Strings
Violin
Drum

—Brendon G.M.C. Holden—

Act 1

The First half is giving half of the children of Gon the opportunity to move away from their parent's land as well as giving the setting for the appearing in Gon and what that was like. The mystery -- in the first half -- in appearing in Gon, is in part the game, *what is the game?*

The very first scene ten friends, in America are traveling from New York to Vermont. Once in Vermont and find the Temple of Gon, all ten unexpectedly vanish away from America to a completely new land. Once the ten become aware that they are truly stuck in Gon—they debate on the next move, settling for Jacky's idea to stay and build shelters.

The ten just arriving in the un-settled land are startled by this new land: no houses, no food, and the vegetation is much different. Without a way home to America, they, the ten decide to make home. Joroam happens to fall in love with Becky, so much so that he invites her to bear his child. As Joroam sees the beauty in the new land, he decides to build a home, but not without Max, he asks Max to help him build a home for Becky and their new child Gabriel.

Thousands of years pass and finally -- half of the Land and all its children that the ten originally arrived in are ready to move to build a city, the city of Gon. War mentions to his father a possible move.. The people of War travel outside the camp. Thus the end of Act 1

—Brendon G.M.C. Holden—

Scene 1

The Drive to Vermont, the appearing in Gon.

Stage setting: (a bigger than normal boxcar and a country landscape in the background.)

(Scene Section, time needed: 05:00)

Play song.

—Lucifer Play: Best Friends—

With a closed curtain the Maestro in front of the curtain clacks his stick four times, a pause, and the theme song for the game begins to sound, (two minutes.) The curtain opens. LP: Begins playing. The ten friends, Joroam, Becky, Byte, Sally, Max, Kelly, Luke, Paige, Tyler, and Jacky are in a two dimensional cardboard box driving up to Vermont. Byte yells, “Vermont here we come!” Preferably Joroam is driving—when suddenly a temple appears there. The song LP: Best friends plays for roughly three minutes. At the end of the three minutes, the song fades, the curtain closes and all ten people get out of the car behind the curtain, the temple wheels out on stage.

Becky: Look a temple!

Byte: Yes a temple!

My own Beat 4 sounds, play for about five minutes, as they are all translating.

—My Own Beat 4—

(They are translating)

(Scene Section, time needed: 00:50)

Becky: This is not normal

Joroam: Normal would have been not listening to Byte

Byte: How was I supposed to know the temple had powers?

Kelly: Just moments ago Byte we were in Vermont coming from New York, how could you not had known?

Max: Maybe it was a government portal!

Kelly: No way Max, we slept walked...

Becky: That is creepy Kelly... all ten of us slept walked into the forest?

Becky: That is if you are right Byte about a temple being there in the first place.

Joaroam: Maybe if we walk south we will find...

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Jacky: Hello Joroam what if there are aliens out there or something!

Joroam: That would be neat.

Jacky: We stay here and build shelters.

(All Agree)

Scene 2

Forest Houses

Stage setting: (Forest Houses)

(Scene Section, time needed: 00:45)

As Joroam is climbing down one of the tree houses...

Joroam: Well, that ought to do it!

Tyler: Protect us from mountain lions?

Joroam: Yes!

Max: Tyler it is a good thing you brought your hiking bag with you; with your knife, we can sharpen sticks and hunt for food.

(Max picks up a stick)

Sally: That stick Max?...

Max: Yes!

Sally: That stick is not of Vermont

Jacky and others: If that stick is not of Vermont then where are we?

Sally: Some of the stuff around, ahh.. Belongs in and to Mexico or Africa!

Sounds of disbelief

Max: I am not a worrier, I am a hunter! Let's go hunting!

Max walks off stage; Tyler and Luke follow.

Lights dim

(Scene Section, time needed: 01:45)

Everyone leaves the stage. Turn off stage lights for 13 seconds.

Turn back on stage lights to Jacky, Sally, Paige and Joroam sitting on a log.

Max, Tyler, Luke and Byte walk onto the stage with food in their hands.

Sally: Who is there?

Max: It is us and we brought back food.

—Brendon G.M.C. Holden—

Paige: What is that? Paige says pointing to a dead carcass.

Byte: We followed a deer into a pond...

All sit down.

—Big eye song begins to play softly—

(Scene Section, time needed: 02:00)

Joroam: I know of this game. We should play it.

Max: I love games, how do we play?

As song plays, Joroam says I am the all, the first man, I always have a plan.

Joroam: We use the field to the east. The field is our parameters. Run, walk, or jog just do not get tagged by the pine branch. Those are the rules the only rules.

All: Good Game!

Big eye song slowly fades

Curtain closes.

Scene 3

The game begins

Stage setting: (Set:1 A pretend field forest painting Set 2: Camp fire setting)
(Five players on one side of the stage and five players on the other side of the stage.)
(Scene Section, time needed: 02:00)

Becky: Let the Game begin!

[The two teams walk to their side of the field on front of the audience]
(All run around the field to either song attempting to tag one another) 2 minutes

—War in his Castle a masterpiece—

Or

—Big eye—

(Scene Section, time needed: 02:00)

Max: Losers!

Joroam Pushes Max: we did not loose!

Becky: Stop Joroam.

Byte: We won!

Kelly: No, you did not you lost!

--War in his Castle Song--

Lights fade

New scene

(Forest Camp)

Fire

Max and Kelly cuddling next to the fire.

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(Scene Section, time needed: 00:45)

Joroam: Max, I am sorry.

Max: For what?...

Joroam: yesterday, when I pushed you?...

Max: Why don't you go back to bed...

Joroam: Max look... I am sorry, plus – I need your help...

Max: with what?

Joroam: Becky is having a baby, I need your help building a better house...

[Song 2 minutes]

See noted on the game theme song

Building house dance or just build house.

(Ryan finds the Wicked Little Doll)

Ryan: look what I have found: a gem, a wonder, a cure to give us thousands of years I'm gon.

—Wicked Little Doll Song—

Sally: Where did you get the doll?

Ryan: The great gods left it for us...

Jacky: Ryan where did you get the doll?

Ryan: I told you! Now let us make a seat for it... We shall live onwards

Max: Well that is the completion of the house.

Joroam: What do you think Becky?

Becky: They are nice, like back home.

(Becky kisses Joroam)

Becky: Thank you ever for helping build the houses.

—It's all you A—

1000 years pass

A ladies dance, longing for home as members of the game wall by with a sign saying, "100 years passes."

Walk the sign by nine times, making 1000 years pass -- as the dancers dance to It's all you A.

Scene 4

The game continues: play Gabriel

Stage setting: (A pretend field, a forest painting behind it. *See published book for the tree line behind the field.* Pine branches.)

(Scene Section, time needed: 03:00)

Max: Joroam, why not have your daughter Gabriel and my son War play that old game—we at once played, the game you were taught in America?

Joroam: I don't believe that would be a good idea Max. I have not thought about that old game in years, plus it was sort of an evil game... Was it not?

War: Come on Gabriel, play it, it is not an evil game...!

Gabriel: Sure I will play. Dad let me play... I will be a team captain and War you will be the other.

War: I pick first! I pick SI

Gabriel: I pick Bit.

War: I pick Jack

Gabriel: I pick Gab

War: I shall pick Giggatron

Gabriel: I will pick Orion

War: That shall be enough. Father how do we play?

Max: Each of you at opposite ends of the field; whoever gets touched by the pine branch is out. Those are the rules, the only rules!

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(Scene Section, time needed: 03:00)

—The game theme song—

Mixing into

—Its all you A: song and dance—

Another 1000 years pass

As the song and dance play — as usual children walk the 100 year signs by 9 times, equaling
1000 years.

Scene 5

We are moving

Stage setting: (Set 1: A cardboard stone room Set 2: Dinner Hall Set 3: A pretend forest)
(Scene Section, time needed: 02:00)

Set 1:

(In the stone room...)

War: Dad, we are moving.

Max: What did you say?

War: I and some of the bothers desire to go east, far east and build a city.

Max: Who have you talked to about this?

War; No one except you. I am hoping that you will explain I n thisbto Sally, Joraom, Byte and the others.

Max: I can do that War, who are you taking with you? ...Joroam will not let you take Gabriel, did you know?

War: Yes, I know, but will not be taking her.

Max: I will go tall to them.

(Max begins to leave the room)

War: Father... I will be taking Si.

Set 2:

(Dinning Hall)

(Scene Section, time needed: 01:00)

Max walks into the dining hall....

Joraom, Byte, Sally, Tyler, Luke and Becky are sitting at a rough looking table.

Max: War us talking thousands to build a city far east of the land of Gabriel.

Sally: He has told this to you?

Max: Yes.

Joroam: Who is he leaving behind?

—Brendon G.M.C. Holden—

Max: Mostly yours and Bytes children.

Joroam: Did you try to stop him?

Max: No! He seems well enough to do as he pleases.

Lights fade out, Scene switch

Set 3:

(A pretend forest painting)

War: Well, we are off....

Max: Do you have anything you need?

War: Yes.

(Scene Section, time needed: 03:00)

Song

—Making my way—

Intermission

Beverages: wine, beer, water, soft drink

Smoking

Food: French fries, sweets, popcorn, etc.

—Brendon G.M.C. Holden—

Act 2

Act two is comprised of Jack accidently getting stuck in the past. He uses this problem to his advantage making his way home.

Jack is explained by Ether how to see in a time blur, this Jack begins to scroll through what appears to be his imagination.

Through his imagination he finds his home as well as the home of the original ten who appeared in Gon.

Through the truth us everyone brought to the original America. The ten stay in America, the rest go back to Gon.

Finishing up the Play with a book making the truth.

—Brendon G.M.C. Holden—

Scene 6

Time City

Stage setting: (Cardboard stone building walls. Outside of Jacks house. Ether)

(Scene Section time needed: 04:00)

The building of the Village of Gon Song plays at first. Jack patting War on the back says,

Jack: You sure know how to build a city.

War: Thanks Jack and you sure know how to yrqbel through time.

Jack: Who told you that?

War: Yesterday I was talking with Reda, she mentioned you two are working on a time machine.

Jack: Yes, we are... and we have finished! Come and see.

(War, Jack, Reda and some of the others go investigate the time machine.)

Fantasia Bytes Rap

—Time Machine Song—

Jack: Sit right here and Ether the Great will send you through time.

(War sits down)

—Brendon G.M.C. Holden—

(Jack presses some buttons. Music begins to play.)

War: Nothing happened!!! Nothing but the memory of a baby doll...

(Music stops)

All: What?

Jack: Well, it worked on everyone else!

(Scene Section time needed: 03:00)

(War walks off)

(The others follow)

(Lights fade on Reda and Jack)

Jack: I must prove to War my machine. I will leave tonight! I will go back in time and mark this Cillian, then all will know I Jack am as strong as time.

(As Jack travels Reda accidentally presses buttons on the machine.)

The building of the village of Gon song plays.

Add in: Look here! Look there! Jack has written care, share and are not my words rare.

War: Jack can indeed travel through time...! Reda you must take me to his time machine.

(Ether accidentally breaks)

(Lights fade, everyone leaves the stage except Jack, Ether land a big purple leave.)

Jack whispers: Ether, Ether

Ether:I am here Jack

Jack: what happened?

Ether: This will take some time, please let me explain.

Scene 7

Timing Jack

Stage setting: (Same stage, Set 1: Pretend Porch, Set 2: Pretend Forest)

(Scene Section time needed: 00:45)

Set 1:

War: Reda, I must cover this up.

Reda: You killed Jack.

War: And if the people find out they will kill us!

Reda: War, you can't!

Set 2:

(Pretend Forest)

War: People look upon the walls, and see, Jack has left us something great! He has become a God, giving us great power!

People: Cheers

(Lights Dim)

A pause on stage.

(Scene Section time needed: 04:45)

Reda walks by on a dimly lit stage. Light shines only upon Reda.

(Reda Whispers on stage: as the author says, the power of the lie got to Wars head and he became delusional.)

War: Years ago we come to this land – to build a city. We have done that! We have completed that!

People: Cheers...

War: Now let us return to the land of Gabriel and celebrate

War lying song dance

Maybe the up all day song or the rhyme song... I feel fine.

—Brendon G.M.C. Holden—

Scene 8

Jack in Ether Land

Stage setting, (A tropical garden like setting. A big purple leave.)

(Scene Section time needed: 05:00)

Jack: Ether? Ether? Where are we, I programmed us to be home by now.

Ether: Jack, I am over here.

Jack: Where, I cannot see you?

Ether: I am everywhere Jack, Pretend you see me.

Jack: Okay... I think I see you, yes I see you.

Ether: Good! Now I will explain what happened.

Ether: War accidentally broke me, sending us both back billions of years into the past.

Jack: You have got to be kidding me!

Ether: No sir! I have spent years trying to get home; I have failed everything. I am sorry Jack, we might not ever make it home.

(Both are sad)

Jack: Before we cry about it, maybe I can pretend we are home in the same manner I Pretend to see you.

—Pretend we are home song—

Ether: Now what shall we do?

Jack: Well... Let's see what we can pretend to see.

Jack: I see War and Gon walking toward the land of Gabriel and not only walking, but using my time to overpower the land.

Ether: Not good Jack, not good in the least.

Jack: I also see us in you Ether entering time—making our way home. And look here: I write War a letter telling him to walk to the field of the game and there in the field we shall meet.

Ether: Yes, go on!

Jack: I see Byte arrive in Gon, he asks for help. Once helped by you – only part of him went through time.

Ether: As a chipmunk type creature.

Jack: Yes, exactly!

Ether: War felt that rejection because Becky and Joroam were afraid of the chipmunk type creature.

Jack: Yes.

Ether: That is why our parents the original ten never went back home to Vermont.

Jack: Why?

Ether: Byte was the truth, the truth all rejected.

Jack: We must tell them, we must bring our parents home, we must meet them in the field of the game.

Ether: We have a lot of work to do...

Jack: Let us get to work.

Scene 9

The game end fight

Stage setting:(field of the game and Joroam's house)

(Scene Section time needed: 00:18)

Set 1: Joroam's house

War back stage: Come out here Joroam, come out here with that little brat of yours and fight.

Gabriel: Daddy, what do we do? War is out there with Max – wanting to fight you.

Joroam: Don't worry Gabriel, I am sure it is one big misunderstanding. We will go and see what all this noise is about.

(Lights fade out for roughly 10 seconds as they turn back on.... the 2nd set lights up.)

Set 2: the field of the game

(Scene Section time needed: 00:17)

(Joroam standing in the field with Max and War)

Joroam: War, Max, we have always been friends, what could be the problem?

War: Friends? [War is angry, questioning Joroam, how are we friends. War strikes Joroam with his club.]

Max: You have taken out glory Joroam!

(Joroam falls in pain to the floor)

(Gabriel runs on the stage.)

Gabriel: Daddy!

(Scene Section time needed: 04:00)

(Gabriel attends to the wounds on Joroam)

—Brendon G.M.C. Holden—

Gabriel sings:

—I know of a place Jack left a book—

(Scene Section time needed: 00:30)

Gabriel: Max, look, a brook and it is from Jack.

War: You don't say...

Max: Yes this is from Jack. The book says he will meet us here today, if we tell the truth.

War: I will first, I broke Ether.

Suddenly in a puff of smoke Ether is brought on stage; Jack appears on the field as well.

The people say, Ether, Ether. Jack, Jack!

Scene 10

New York, New York

Stage setting: (Set 1: Field of the game Set 2: Painting of New York, NY.)

Set 1:

(Field of the game)

(Scene Section time needed: 02:18)

Jack: I Jack have beaten time. I have found the reason our parents are stuck in this land.

Sally and Becky: What is the reason?

Jack: Long ago when the first of you ten appeared in Gon – Ether attempted to help Byte – by sending him through time.

Max: [*Reading out if the book:*] Because Byte is a man of time – only part of him went through time. Because of this he appeared in the past as a chipmunk type creature.

Jack: Exactly!

(Big eye song without lyrics begins to play.)

Jack: Because Byte could feel this rejection – he lost his control of the truth; if we admit the truth we all shall go home!

Max: Joroam, Byte, Sally, you all, will you admit the truth?

Joroam: Yes

Everyone: Yes!

Byte: Now we go home!!!

Big eye song

Lights fade

Set 2:

—Brendon G.M.C. Holden—

(New York, NY.)

(Scene Section time needed: 00:40)

All: we're home, we are home...

Byte: Do you all seriously believe that we were lost in Gon?

Joroam: Yes, and I have a book to prove it.

Joroam holds up the book, *The game* written by Brendon Holden

—Big-Eye song—

The End.

End Credits

Thank you All for Watching!

(Scene Section time needed: 02:00)

Credit Actors. Each Actor takes a bow to the song *Big-Eye song* or, *Making my way* – whichever one fits that night's energy, transitioning to *The game theme song* and then fade out all music and lights—on stage.

—Brendon G.M.C. Holden—

Curtain Closes!

The Game: Theater Script/Play

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