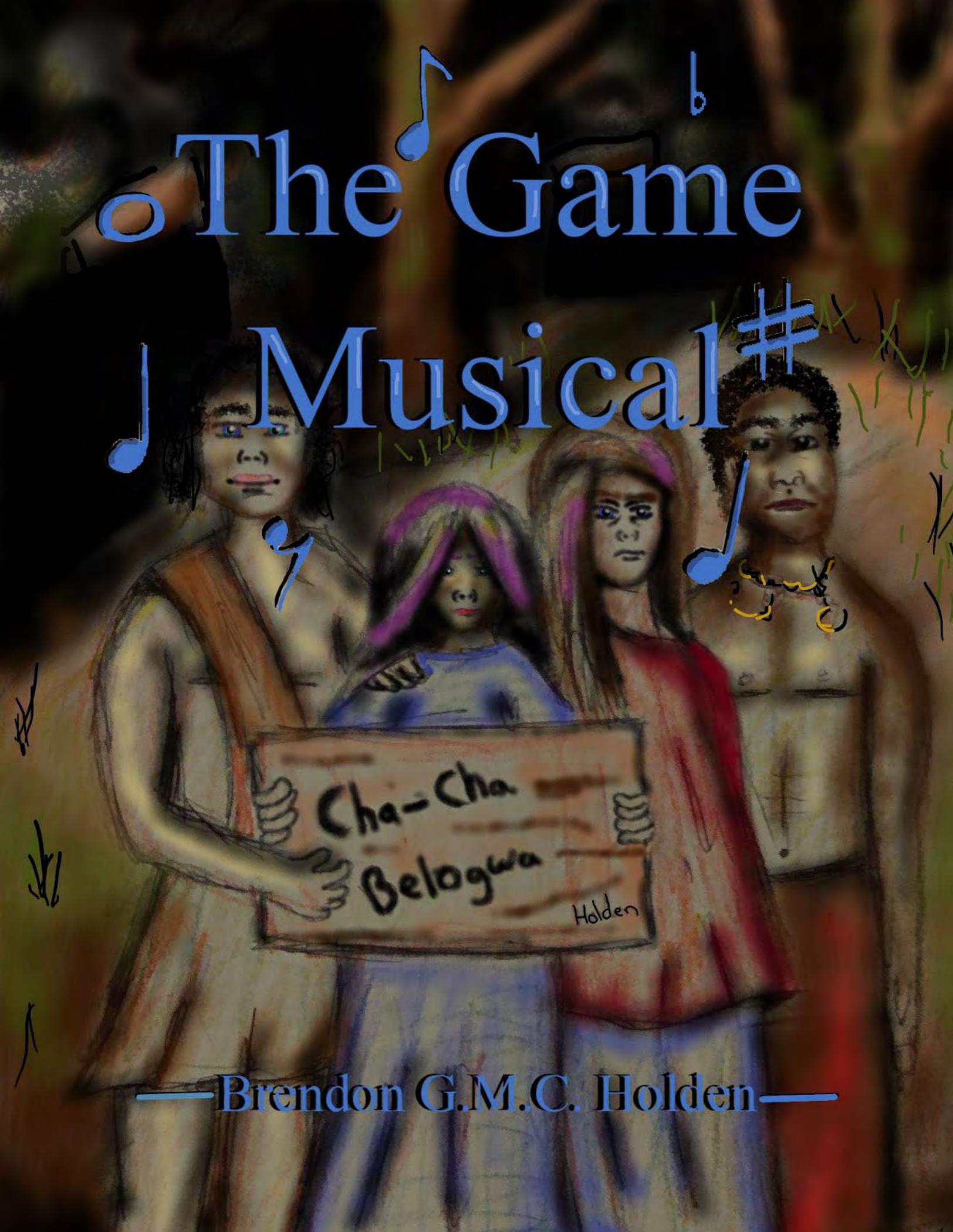


The Game Musical



Cha-Cha
Belogwa
Holden

—Brendon G.M.C. Holden—

The Game Musical



The Game Musical

—Brendon G.M.C. Holden—

Self-Publication

Vermont

Brendon G.M.C. Holden

The Game

Musical

Written by
Brendon G.M.C. Holden

[Running-Time 01:30:00]

12 Songs

The game theme song: days gone by
Lucifer play: Sea
My own beat 02
Big-eye-song
War in his castle a masterpiece
Wicked little doll song
It's all you A
Nice day out
Fairy Dust: Time Machine Song
Walking in Gon
I know of a place Jack left a book
I have never been so sad

Self-Published prints by Brendon Holden

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Printed in the USA

Introduction

As written in the 2022 edition of *The game*:

“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 to... many worked effortlessly to not only publish it but to create, add and publicize it.

Thanks for being part of *The game*.

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Total time needed for the entire show: [01:30:00]

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.

- a. Big bag of Pine Needles.
- b. Plastic Plants: Spruce and Maple.
- c. Cardboard or Paper tree trunks.
- d. 8 x 10 Forest Painting.
- e. Tables for dining hall.
- f. Cardboard Stones.
- g. 25 bigger than 2 x 3' cardboard boxes, painted as stones.
- h. A cardboard box time machine, *Ether*, see diagram on page 11.
- i. A wicked looking doll.
- j. Tropical garden with big purple leaves.
- k. Forest stuff.
- l. Small porch.
- m. Cardboard temple of Gon, see diagram on page 09.
- n. Two-dimensional cardboard car.
- o. Ladder.
- p. Sitting log.
- q. A playful deer puppet.

17 Characters

- a. Jaurroam
- b. Becky
- c. Byte
- d. Sally
- e. Max
- f. Kelly
- g. Luke
- h. Paige
- i. Tyler
- j. Jacky
- k. War
- l. Gabriel
- m. SI
- n. Bit
- o. Jack
- p. Ether
- q. Reda
- r. Gab

Musical instruments needed.

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

- a. Piano
- b. Drums
- c. Strings on synthesizer or two Strings
- d. Violin on synthesizer or Violin
- e. Xylophone

Songs

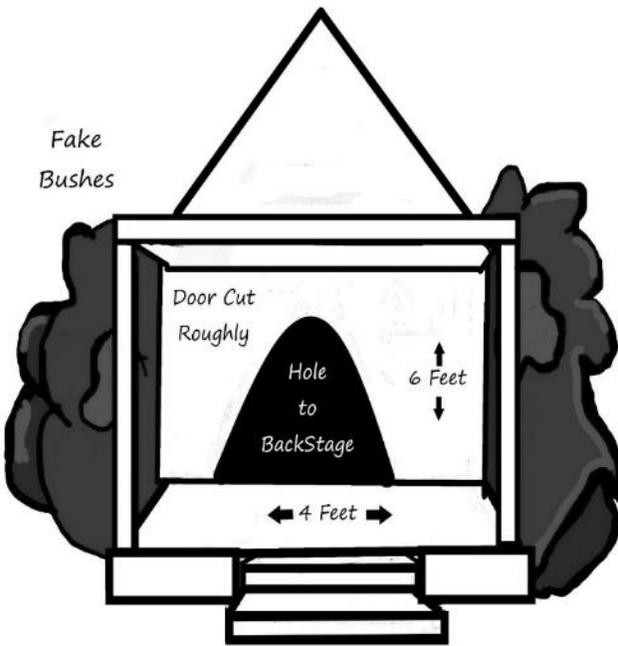
- a. The game theme song: days gone by
- b. Lucifer play: Sea
- c. My own beat 02
- d. Big-eye-song, sang by Jaurroam
- e. War in his castle a masterpiece, sang by Max
- f. Wicked little doll, sang by Ryan and others
- g. It's all you A
- h. Fairy Dust: Time Machine Song, sang by War, Reda, SI and Jack
- i. Nice day out, sang by War and SI
- j. Walking in Gon, sang by Jack and Ether
- k. I know of a place Jack left a book, sang by Gabriel
- l. I have never been so sad, sang by Ether and Jack

Diagrams

Temple of Gon

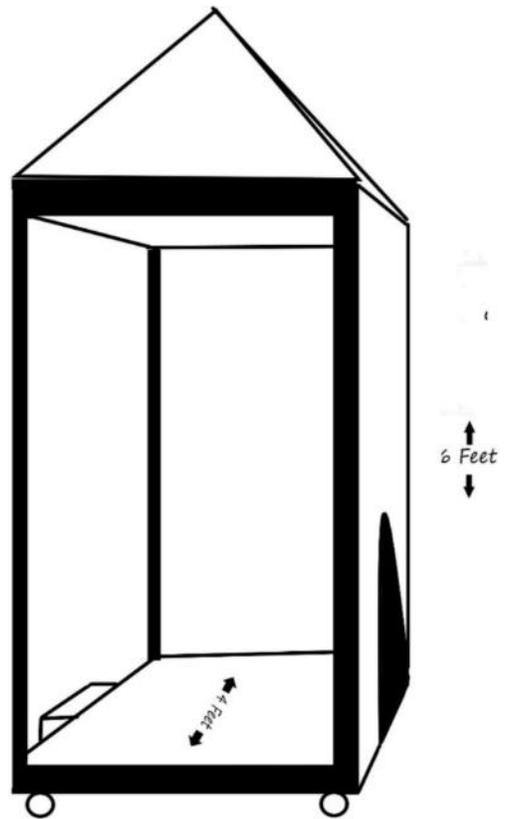
Made of
Wood

Front View

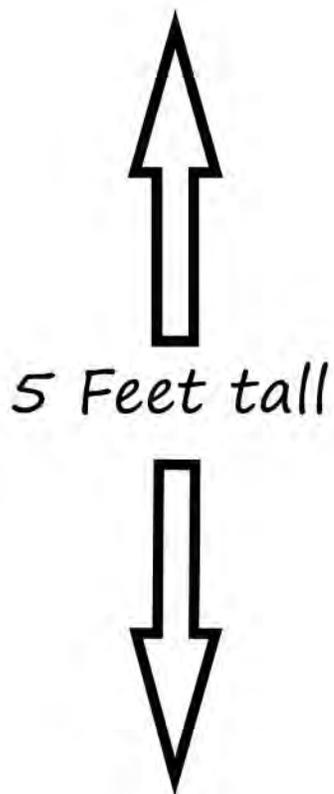
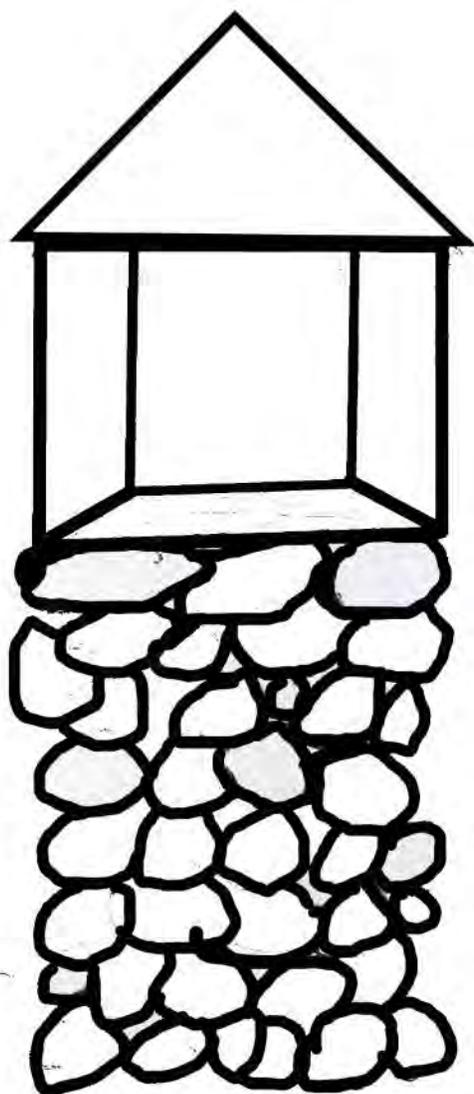


On
Wheels

Side View



Seat for the
Wicked-Little-Doll

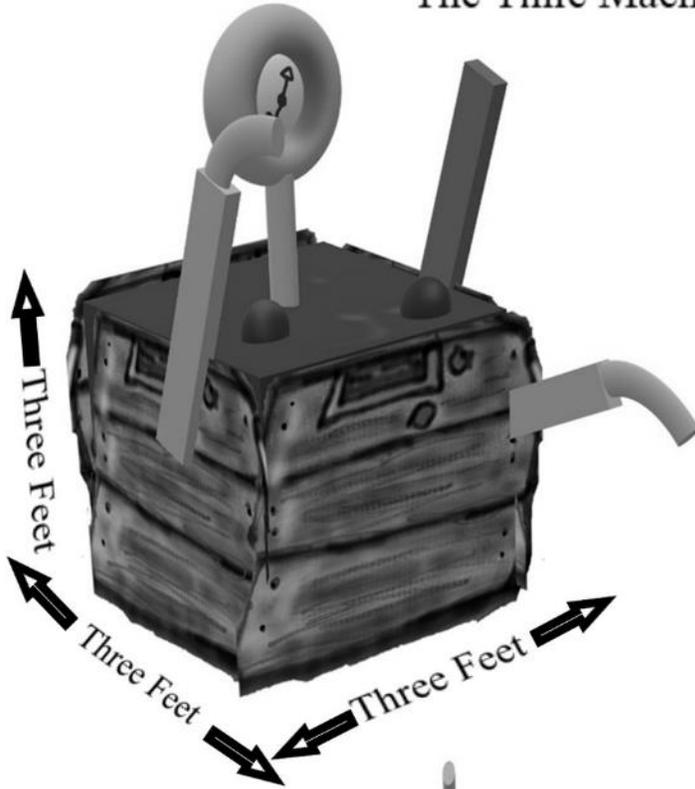


Holden
2022

Made of Cardboard

Ether

The Time Machine

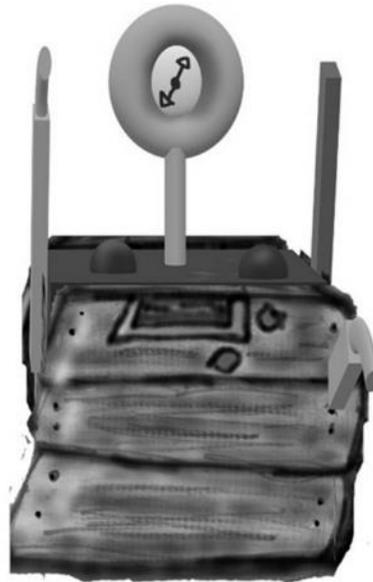


Top View



Front View

Bottom View



Act 1

Act 01: giving half of the children of Gon the opportunity to move away from their parents' 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*, expressing itself in scene 05—as Max's child War separates to build a new land.

In the very first scene ten friends, in America are traveling from New York to Vermont looking for an adventure, looking for Byte's adventure: *finding the Temple of Gon*.

Once in Vermont they find the Temple of Gon, but Gon is not the normal adventure this youthful party might expect—this due to time travel being lawful in the area 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 without time, without America—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. Jaurroam happens to fall in love with Becky, so much so that he invites her to bear his child.

Jaurroam, seeing 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 her new child Gabriel.

Max in Gon dislikes Jaurroam, he cannot understand why he appears more like a lady than the ladies, this setting up Max's child War to be more than Jaurroam and more than Jaurroam's child Gabriel, this making him appear more than the land of Gabriel.

The tension between Max and Jaurroam is not by accident, a lawbreaker is on the loose. In the past while at work and at school—in the eyes of Max—Jaurroam is an extremely clean man until the unexpected uncalculated translation into Gon, this due to Byte finding competition in time.

Byte previously kept everything clean until an accidental lawbreaker was loosed, or rather shall we say the ten friends were in his time-domain; *the lawbreaker being Ether*—who was allowed to exist without time in Gon. *Who could have been?*

As the ten inhabit the new land, Ether, before he was created found Byte and attempted to help him—by sending him through time, thus making Byte appear a little other than who he truly is.

This chipmunk type creature Byte appeared to be—in front of the others—made the others scared, thus they, the others rejected Byte and in doing so rejected time.

This is the game Jaurroam taught to his friends per se., a nonexistent game, a game that is, yet never was in the eyes of those who trust time, this meaning those trusting Byte.

Thousands of years pass and finally—half of the land and half of all its children—that the original ten created after arriving in Gon—are ready to move to build a village, the village of Gon.

War mentions to his father a possible move, his father Max is okay with that. The people of War travel outside the camp, singing: Nice Day Out, Thus, the end of Act 01.

Scene 1

The Drive to Vermont, the appearing in Gon.

Total time needed for scene 01: [00:10:50]

Stage setting: [*a bigger than normal boxcar and a country landscape in the background. A forest setting with temple, see diagram on page 09.*]

Songs needed for Scene 01:

- *The Game Theme Song: days gone by. See page: 16*
- *Lucifer Play: Best Friends. See page: 22*
- *My Own Beat 4. See page: 28*

(Scene: 01 Section: 01, time needed: 00:7:00)

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 playing, [*two minutes.*] The curtain opens... *Lucifer play: Sea* now playing. The ten friends, Jaurroam, Becky, Byte, Sally, Max, Kelly, Luke, Paige, Tyler, and Jacky are in a two-dimensional cardboard box driving up to Vermont. Byte hollers, “*Vermont here we come!*” Preferably Jaurroam is driving. Play song *Lucifer Play: Sea* for roughly five minutes.

At the end of the five 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. As the curtain reopens a temple appears to be there.

Curtain opens

[*As they are getting out of the car, make it appear as if it were a long trip, that they are drowsy, tired, and wanting to be home. Some say, “are we there yet?” and others say, “is this Vermont?” and another says, “this sure is a deep forest!”*]

Becky: [*Stumbling around noticing a temple.*] Look a temple!

Byte: [*Being sure they are moving in the right direction.*] Yes, a temple, which will be the temple we are looking for.

(Scene: 01 Section: 02, time needed: 00:03:00)

[*They all walk into the temple... as My Own Beat 2 begins to play.*]

After a few minutes... after walking into the temple shut the curtain, move the temple backstage, and bring out the forest setting. Within three minutes are they translated to Gon. [*Attempt to align the three minutes of walking into the temple and appearing in a forest.*]

Becky: [*In fear,*] What is happening?
Byte: [*Comically,*] This is not normal.

My own Beat 2 sounds, play for roughly three minutes, as they are all translating.

[*They are translating*]

[*In three minutes—it must be presented utter confusion: blinking lights, stage wind, etc. The power in the song is the emphasis.*]

(Scene: 01 Section: 03, time needed: 00:00:50)

The wind eases up, and the music stops.

Becky: [*As just waking up.*] This is not normal!

Jaurroam: [*Hiding from the unknown.*] Normal would have been not listening to Byte.

Byte: [*Humiliated*] How was I supposed to know the temple had powers?

Kelly: [*With a mean tone,*] Just moments ago Byte we were in Vermont coming from New York, how could you not had known?

Max: [*In awe,*] Maybe it was a government portal!

Kelly: [*Surprised,*] No way Max, we slept walked...

Becky: [*Horried,*] That is creepy Kelly... all ten of us slept walked into the forest?

Becky: [*Sarcastic,*] That is if you are right Byte about a temple being there in the first place.

Jaurroam: [*Confused,*] Maybe if we walk south, we will find...

Jacky: [*Mockingly,*] Hello Jaurroam what if there are aliens out there or something!

Jaurroam: That would be neat...

Jacky: [*In comfort.*] We stay here and build shelters.

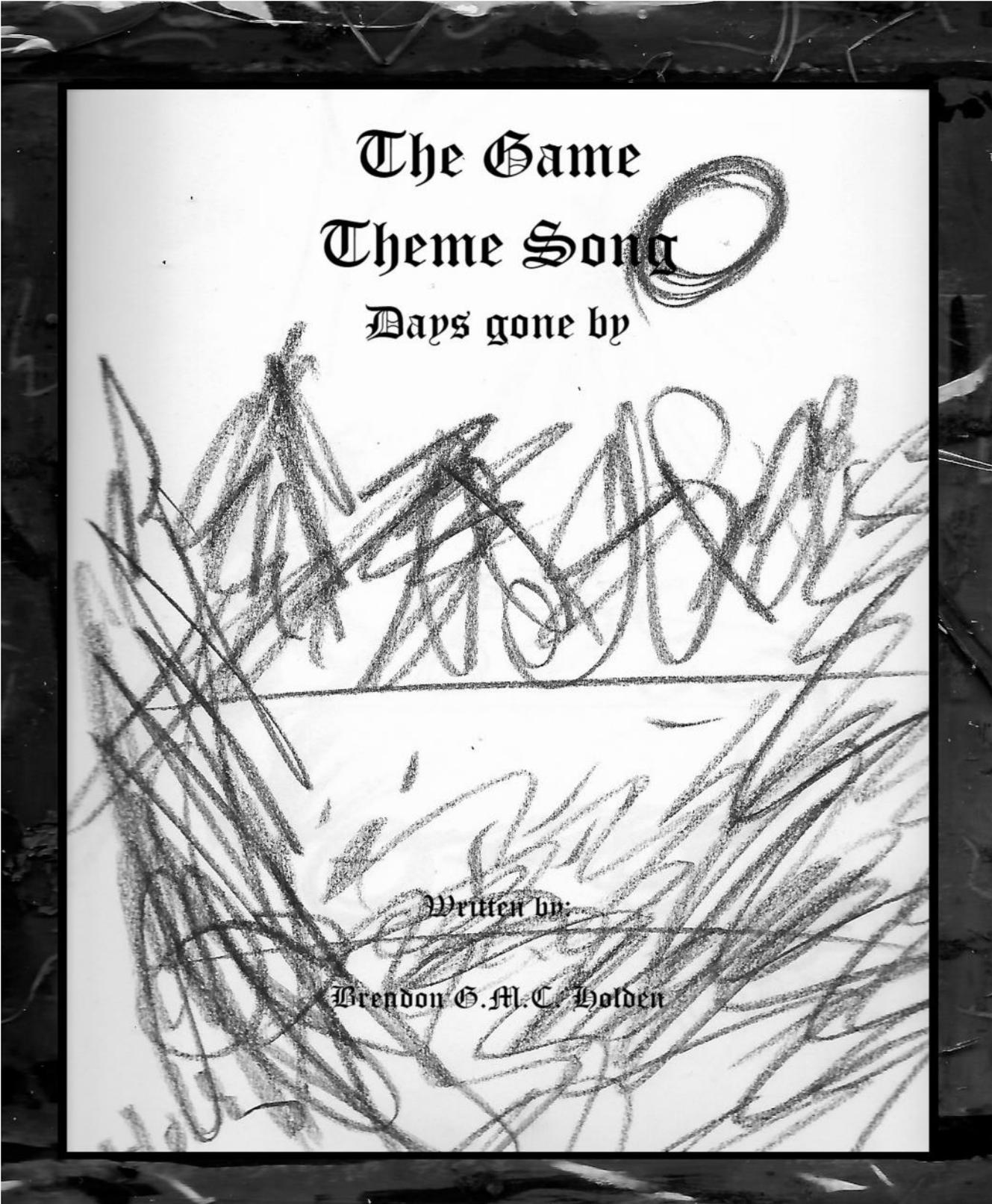
All Agree

[*The wind completely stops, and the lights dim.*]

Shut Curtain

The Game Musical

The Game Theme song



The Game
Theme Song
Days gone by

Written by:

Brendon G. M. C. Holden

The Game Theme Song

Days gone by

Written by:

Brendon G.M.C. Holden

Approximate song length: [02:00]

The purpose of this song, *Days gone by*, is to be performed at the very beginning of the *Game Theater/Musical/Play*; curtain closed the song plays for two minutes.

The Game Theme Song

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The Game Musical

The Game Theme Song

Days gone by

Written by:

Brendon G.M.C. Holden

*Xylophone or Xylophone
on Synthesizer and Violin
should follow/sounds-best
along the last 9 measures
of the Piano in the treble
clef*

Written in Cm

Allegro

The musical score is arranged in four systems. Each system contains two staves: the top staff is for 'Strings or Strings on Synthesizer' and the bottom staff is for 'Piano'. The key signature is C minor (one flat) and the time signature is 4/4. The tempo is marked 'Allegro'. The first system shows the initial chords. The second system includes a 'Clack Four Beats' instruction with five 'x' marks, followed by a melodic line in the piano's treble clef starting at measure 5, marked 'mp'. The third and fourth systems continue the melodic development in both parts.

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The Game
Pg. 01

The Game Theme Song

Days gone by

Written by:

Brendon G.M.C. Holden

Written in Cm

The musical score is arranged in systems. Each system includes a staff for 'Strings or Strings on Synthesizer' and a grand staff for 'Piano'. The score begins with a melodic line in the strings and a piano accompaniment. The piano part includes several measures with notes marked 'piano' and 'Presto'. Chord symbols Cm, F, G, and Am are placed above the piano staff. A section of the score is marked 'Presto' and includes the instruction 'Violin and Xylophone or Xylophone on Synthesizer start here.' with a dashed line indicating the start of this section. The score concludes with a final melodic line in the strings and piano accompaniment.

The Game Musical

The Game Theme Song

Days gone by

Written by:

Brendon G.M.C. Holden

Written in Cm

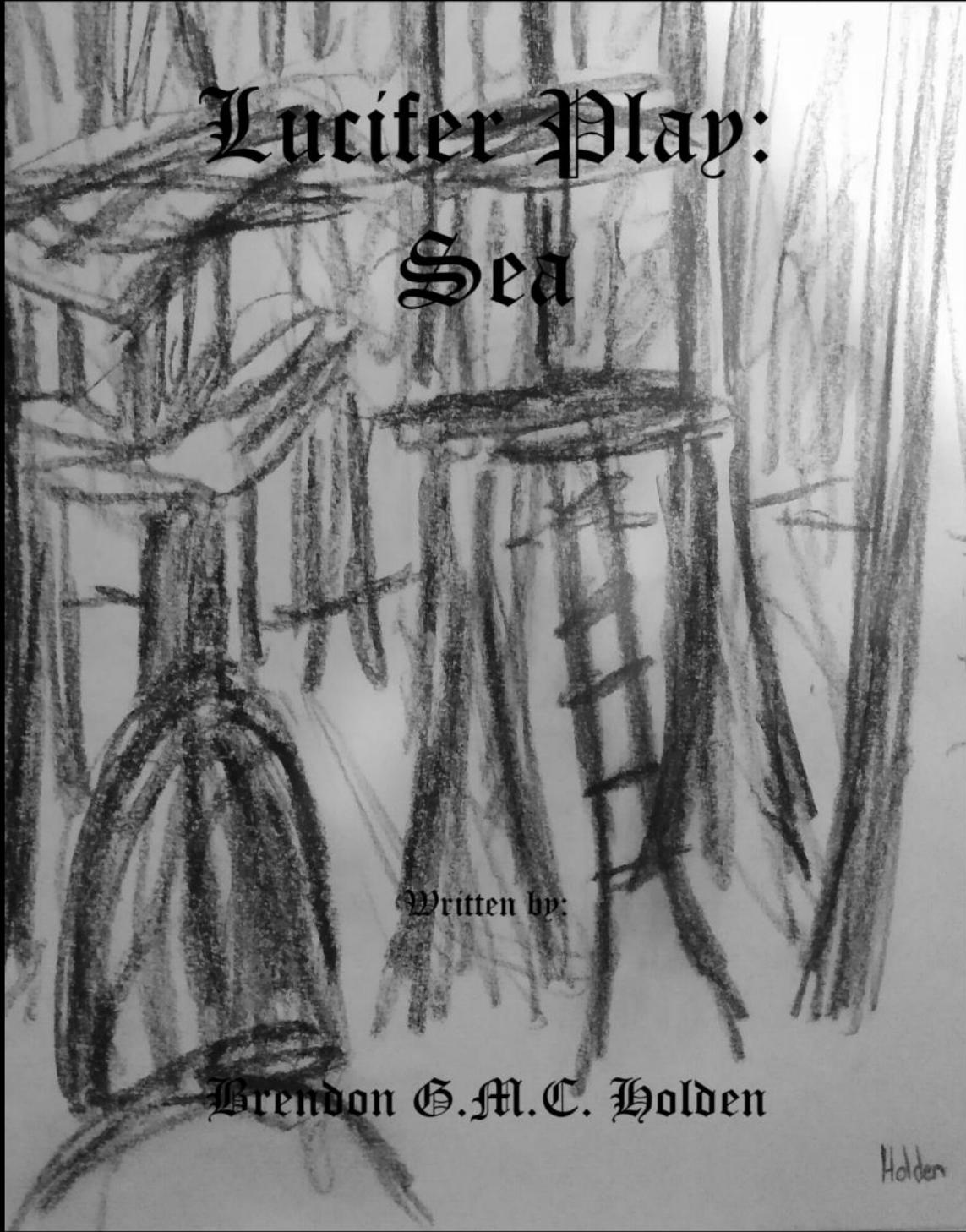
The musical score is presented in two systems. The first system consists of a single staff for 'Strings or Strings on Synthesizer' and a grand staff for 'Piano'. The second system also features a single staff for 'Strings or Strings on Synthesizer' and a grand staff for 'Piano'. The piano part in the second system includes a double bar line and a fermata. Annotations in italics are placed between the staves of the second system: 'Violin and Xylophone or Xylophone on Synthesizer end here.' and 'Repeat for the building house section in the Musical'.

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The Game
Pg. 03

The Game Musical

L.P.: Sea



Lucifer Play:
Sea

Written by:

Brendon G.M.C. Holden

Holden

Lucifer Play: Sea

Written by:

Brendon G.M.C. Holden

Time Approximation: [00:05:00]

Title Sea as in C major primarily based upon the dancing melody of middle C and 8 va above middle C.

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The Game Musical

Lucifer Play: Sea

Time Approximation: [00:05:00]

Written in C

Written by:
Brendon S.M.C. Holden

Allegro

The musical score is arranged in three systems, each with a vocal line and a piano accompaniment line. The tempo is marked 'Allegro'. The key signature is C major. The first system shows the vocal line with a whole rest and the piano line with a rhythmic accompaniment. Chords are indicated as CMaj7, A7, and FMaj7. The second system continues the vocal and piano parts, with chords G7, CMaj7, A7, and FMaj7. The third system features a more complex piano accompaniment with triplets and a vocal line with a whole rest. Chords are indicated as 8vb-1 and 8vb-1 8vb-1 8vb-1.

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The Game
Pg. 01

Lucifer Play: Sea

Written in C

Written by:
Brendon G.M.C. Holden

Adagio

The musical score is presented in four systems, each consisting of a grand staff (treble and bass clefs) and a single treble clef staff. The music is written in C major and 4/4 time. The tempo is marked 'Adagio'. The score features a complex rhythmic pattern with many sixteenth and thirty-second notes. Above the first and third staves of each system, there are markings: $Svb-7$ $Svb-7$ $Svb-7$. The notation includes various note values, rests, and dynamic markings.

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Lucifer Play by: Brendon Holden

The Game
Pg. 02

The Game Musical

Lucifer Play: Sea

Written in C

Written by:
Brendon S. Holden

Adagio

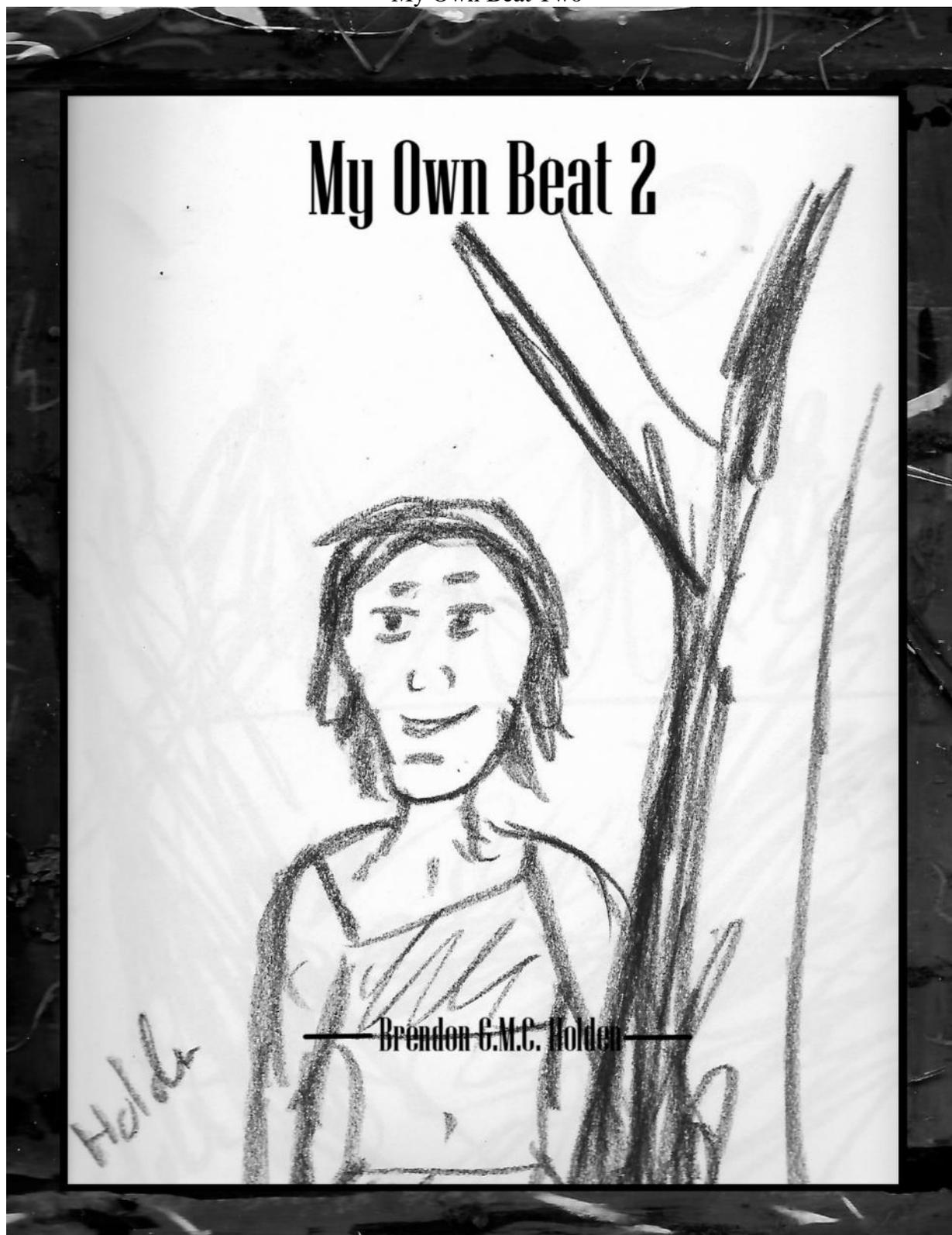
The musical score is written for a piano and consists of three systems. Each system includes a grand staff (treble and bass clefs) and a single treble clef staff. The music is in common time (C) and features a steady eighth-note accompaniment in the bass clef. The melody in the treble clef is characterized by eighth-note patterns, often with slurs and ties. The first system has two measures of rests in the single treble staff, followed by two measures of music. The second system has two measures of rests, followed by two measures of music. The third system has two measures of rests, followed by two measures of music, and concludes with a double bar line and repeat sign. The notation includes various musical symbols such as slurs, ties, and dynamic markings like 'D.S.' and first/second endings.

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The Game
Pg. 03

The Game Musical

My Own Beat Two



My Own Beat 2

Written by:
Brendon G.M.C. Holden

Time Approximation: [00:03:45]

Note:

Strings on Synthesizer as well as the Ahhs works well in my Own Beat 2. Do not be afraid to use the strings as drums, as part of the beat... In the sheet music you will see strings in places of the drums, be creative add your own.

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Time Approximation: [00:03:45]

My Own Beat 2

Forest Houses

Written by:
—Brendon G.M.C. Holden—

Written in C

Adagio

Drums

Chamber sound

Abbr and Drums

Drums

Abbr

Note: Yell "AGAIN!!!"

Horn Blast

Drums

Abbr

Drums

Abbr

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The Game
Pg. 01

The musical score is presented in a multi-staff format. The top staff is for Drums, using a treble clef and 4/4 time signature. It features a sequence of notes and rests, with 'x' marks indicating specific drum sounds. Below this are two staves for Abbr (likely representing strings or a similar instrument), with a treble and bass clef. The score includes dynamic markings like 'Chamber sound' and 'Horn Blast'. A specific instruction 'Note: Yell "AGAIN!!!"' is placed above a drum staff. The bottom of the page contains copyright information and sheet design credits.

My Own Beat 2 Forest Houses

Written by:
—Brendon G.M.C. Holden—
Abbr and Drums

Drums
Deep Bass Beat: X
Bass Tap: ♡
Light Tap: ○
Symbol Tap: —

Written in C

Strings any pattern, notes E.G. ○

Adagio

The musical score is arranged in four systems. Each system consists of two staves: a top staff for Drums and a bottom staff for Abbr. The Drums staff uses a treble clef and a 4/4 time signature. The Abbr staff uses a grand staff (treble and bass clefs) and a 4/4 time signature. The score includes various drum symbols (X, ♡, ○) and Abbr notation (beamed eighth notes, sixteenth notes, and rests). The tempo is marked 'Adagio'.

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The Game
Pg. 02.

My Own Beat 2 Forest Houses

Written by:
—Brendon G.M.C. Holden—
Ahh's and Drums

Drums
Deep Bass Beat: X
Bass Tap: ♡
Light Tap: ○
Symbol Tap: —

Written in C

Strings any pattern, notes E.G. ○

Adagio

The musical score is arranged in three systems. Each system consists of two staves: a top staff for Drums and a bottom staff for Ahh's. The Drums staff uses a treble clef and contains notes with various symbols (X, ♡, ○) above them. The Ahh's staff uses a bass clef and contains a dense, rhythmic pattern of notes. The tempo is marked 'Adagio'.

Note:

This is one part of My Own Beat 2 Forest houses. The original song is roughly fifteen minutes long. This is one of the many fun parts in the song, the beginning— A flat, along with the chainsaw effect. The Strings in the original sound and a giant symphony begins! As I was writing Clutter in my Closet, I continued listening to My Own Beat 2 for inspiration.

—Brendon G.M.C. Holden

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The Game
Pg. 03

Scene 2

Forest Houses

Total time needed for scene 02: [00:04:30]

Stage setting: [*Forest Houses, sitting log, a playful deer puppet.*]

Songs needed for Scene 02:

- *Big eye song. See page: 38*

(Scene: 02 Section: 01, time needed: 00:00:45)

Jaurroam is climbing down from one of the tree houses... [*A ladder works well. Hide top of ladder off stage. A decorative tree house above the ladder works even better.*] He is in a new land and wanting to make the best out of it. Mostly everyone is dumbfounded about having not gotten back home yet. Max and some of the others go hunting, thus making a way to be relaxed in Gon.

Curtain opens

Jaurroam: [*Coming down off the ladder, brushing his hands off, proud, looking at Max.*] Well, that ought to do it!

Tyler: Protect us from mountain lions?

Jaurroam: Yeah!

Becky: [*Looking around the forest, adding onto Jaurroam's answer.*] ...and anything else that might crawl on the ground.

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: [*Appearing as if she is being eaten by bugs, looking over her shoulder,*] That stick Max?...

Max: Yeah!

Sally: [*Sally whispering,*] That stick is not of Vermont!

Jacky and others: [*In fear,*] If that stick is not of Vermont, then where are we?

Sally: [*Looking around in doubt.*] Some of the stuff around, ahh.. Belongs in and to Mexico or Africa!

Sounds of disbelief

Max: [*In stupid,*] I am not a worrier, I am a hunter! Let's go hunting!

Max walks off stage; Tyler and Luke follow. As the hunters are off hunting and the others are at the camp, for a moment reveal a chipmunk type creature to run across the stage. This is Byte!

The chipmunk type creature must everyone reject, this is the reason in the show for the breaking of the laws of time, rejecting a Byte that appears to be a little less than who he is.

Lights dim

(Scene: 02 Section: 02, time needed: 00:1:45)

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

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

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

Sally: [*In fear because of fearful sounds coming from the woods.*] Who is there?

Max: [*From behind the stage.*] It is us and we brought back food.

Paige: [*Paige looking behind her in the darkness.*] Who is us?

Jacky: [*As the others walk onto the stage. Jacky pointing to a dead carcass in Max's hands.*] What is that?

Byte: [*Byte following the others from behind the stage to where all are sitting.*] We followed a deer into a pond... [*pause*] ...and...

Sally: [*Look of disgust.*] and?

Byte: [*pretending stupid.*] It wanted to come home and dry up...

All sit down.

Night passes, morning comes: Dim lights for 10 seconds. Everyone is at the log yet in different positions from the night before.

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

Big eye song begins to play softly

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

Max: I love games, how do we play?

As song plays, Jaurroam says:

The Game Musical

I am all

The first man

You all saw

I have a plan

Ten feet tall y'all

I am your fam lan

The hall wall

You all ran

What the doll

A future man.

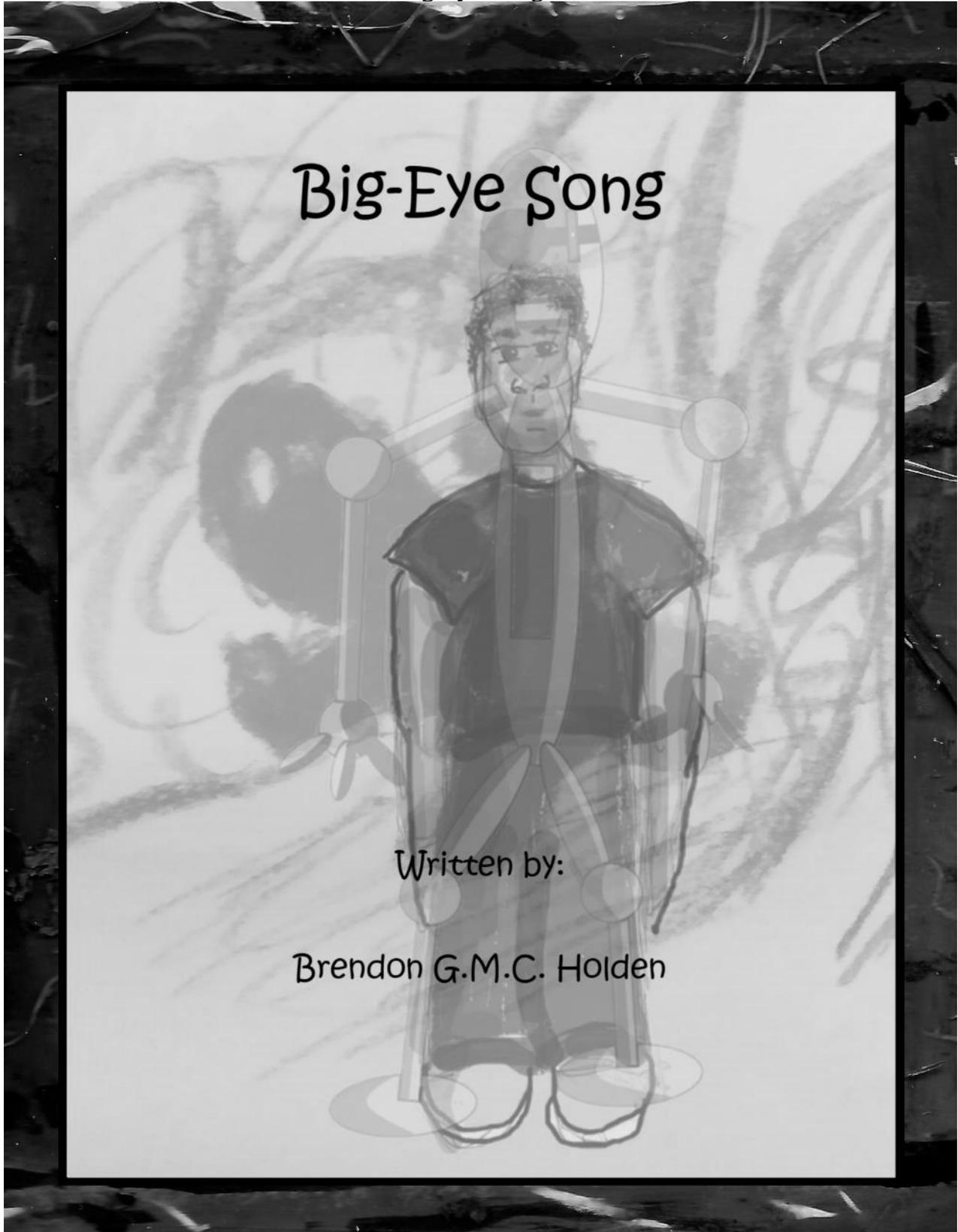
Jaurroam: [*Loudly and boldly.*] We use the field to the east. The field is our parameters. Run, walk, or jog just do not get tagged by the pine branch. Those are the rules the only rules.

All: [Clapping] Good Game!

Big eye song slowly fades

Shut Curtain

Big-eye-song



Big-Eye Song

Written by:

Brendon G.M.C. Holden

Big-Eye Song

Written by:

Brendon G.M.C. Holden

Note:

Pages 02 and 03 in the Big-Eye song the vocals appear to be full of rests; this is done so that the words of the rhyme can be placed in at any point.

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The Game Musical

Time Approximation: [00:02:00]

Big-Eye Song

Big-Eye Song sounds best accompanied by Xylophone or Xylophone on Synthesizer and Violin

Written by:

Brendon G.M.C. Holden

Written in C_m

Allegro

The musical score is arranged in three systems. Each system consists of two staves: the top staff is for 'Strings or Strings on Synthesizer' and the bottom staff is for 'Piano'. The key signature is C minor (one flat) and the time signature is 4/4. The tempo is marked 'Allegro'. The first system includes a dynamic marking of 'mp' and the instruction 'lively'. The second system continues the melodic and harmonic development. The third system includes dynamic markings of 'rit.' (ritardando) and 'accel.' (accelerando). The piano part features a complex rhythmic pattern with many sixteenth and thirty-second notes.

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The Game
Pg. 01

Big-Eye Song

Written by:
Brendon G.M.C. Holden

Written in Cm Allegro

The musical score is arranged in four systems, each containing a vocal line and a piano accompaniment. The vocal lines are written in a single treble clef with a key signature of one flat (C minor) and a common time signature. The piano accompaniment is written in a grand staff (treble and bass clefs) with a key signature of one flat and a common time signature. The piano part features a steady eighth-note accompaniment in the bass line and a more melodic line in the treble. The score includes various musical notations such as rests, notes, and dynamic markings. The piece concludes with a double bar line and a 'D.S.' (Da Capo) instruction.

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The Game
Pg. 02

Big-Eye Song

Written by:
Brendon G.M.C. Holden

Written in Cm Allegro

The musical score is arranged in five systems, each containing a vocal line and a piano accompaniment. The key signature is C minor (Cm) and the tempo is Allegro. The first system shows the vocal line with a fermata and a piano accompaniment with a '2' marking. The second system includes a 'Sva' (sustained) marking over the vocal line. The third system also features a 'Sva' marking. The fourth system includes a 'rit.' (ritardando) marking. The piano accompaniment in the final system concludes with a long, sweeping melodic line.

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The Game
Pg. 03

⊗ - Drum Beat
x - 1 Beat
○ - 2 No Beat
Invent your own!
Written in:
Rap

Title

Big-Eye Song

Author

Brendon G.M.C. Holden

Piano notation for the first system, consisting of two staves (treble and bass clef) with a brace on the left labeled 'Pno.'.

Piano notation for the second system, consisting of two staves (treble and bass clef) with a brace on the left labeled 'Pno.'.

Piano notation for the third system, consisting of two staves (treble and bass clef) with a brace on the left labeled 'Pno.'.

Piano notation for the fourth system, consisting of two staves (treble and bass clef) with a brace on the left labeled 'Pno.'.

Piano notation for the fifth system, consisting of two staves (treble and bass clef) with a brace on the left labeled 'Pno.'.

Lyrics

To be spoken/sang by Jaurroam

*I am all
The first man
You all saw
I have a plan
Ten feet tall y'all
I am your fam lan
We will have a ball
You all ran
What the doll
A future plan.*

[Loudly and boldly.]

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.

Optional

Big eye says:
*Games games it's a shame, who to blame
Fame, fame is so lame, who to claim
Name, name you're too tame, I am the game
Flame, flame you need the rain, we are the same.*

Now

*As you fail you lose your tail setting all those free
without the bail, hail, wail so you all shall.*

Scene 3

The game begins

Total time needed for scene 03: [00:14:45]

Two stage setting: [*Set 01: Pretend field forest painting of the field of the game. (See The Game Theme Song sheet music cover for the tree line behind the field.) Pine branches. Set 02: Camp-fire setting.*]

Songs needed for Scene 03:

- *War in his Castle a masterpiece. See page: 48*
- *Wicked Little Doll Song. See page: 54*
- *It's all you A. See page: 58*
- *The Game Theme Song: building houses section. See page: 19*

(Scene: 03 Section: 01, time needed: 00:02:00)

Set 01: A pretend field forest painting of the field of the game.

Five players on one side of the stage and five players on the other side of the stage. (Jaurroam's team must consist of Byte, and Becky. Max's team must consist of Kelly.)

Curtain opens

The two teams walk to their side of the field in front of the audience.

Becky says *with both hands towards her mouth amplifying the sound* "Let the Game begin!" *All run around the field to the song War in his Castle a masterpiece—attempting to tag one another with the pine branches—for two minutes to the song: (War in his Castle a masterpiece,) yet only the instrumental part, no vocals; the vocals come in after a winner might be acknowledged.)*

Music Stops

(Scene: 03 Section: 02, time needed: 00:05:00)

Max: [*Sarcastic and finding the other team easy.*] Losers!

Jaurroam [*Jaurroam gets up off the floor raging mad, pushes Max,*] we did not lose!

Becky: [*With a worried voice,*] Stop Jaurroam.

Byte: [*Boldly,*] We won!

Kelly: [*As assertive,*] No, you did not win, you lost!

Music Starts, Max will be singing.

[Start the song, War in his Castle a masterpiece around the vocals—unlike Section 01 where you may have only played the instruments.]

Lights fade after the song is through

(Scene: 03 Section: 03, time needed: 00:03:45)

Set 02: Camp fire setting

Light back up the stage

Max and Kelly cuddling next to the fire. Jaurroam walks over, they begin to talk, after the conclusion of the conversation, for roughly one minute play the game theme song building houses section, labeled Violin and Xylophone or xylophone on synthesizer start here—in the sheet music, repeat this section if necessary—as they move about building a house.

Jaurroam: Max, look, I am sorry.

Max: For what? ...

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

Max: *[Mockingly,]* You pushed me? Why don't you go back to bed...

Jaurroam: Max look... I am sorry, plus — I need your help...

Max: with what?

Jaurroam: Becky is having a baby; I need your help building a better house...

Pretend to build a home as the music is playing.

The game theme song begins at this building house section, labeled Violin and Xylophone or Xylophone on Synthesizer start here—in the sheet music.

The Game Musical

The game theme song fades. Ryan runs on stage, some of the others follow. Ryan finds the Wicked-Little-Doll he wants to impress; he invents a lie. On stage Max and Jaurroam continue to build the house.

Ryan: look what I have found: a gem, a wonder, a cure to give us thousands of years in Gon.

Play the Wicked-Little-Doll song for roughly two minutes.

As the song ends...

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

[In the mist of building a house for Becky and Ryan finding a doll.]

Max: *[Interrupting,]* Well that is the completion of the house.

Jaurroam: What do you think Becky?

Becky: They are nice, like back home.

Becky kisses Jaurroam

Becky: *[Looking towards Max.]* Thank you much for helping build the house.

Lights fade, everyone leaves the stage.

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

Light up the stage

Invent a dance, add onto the amount of people on stage.

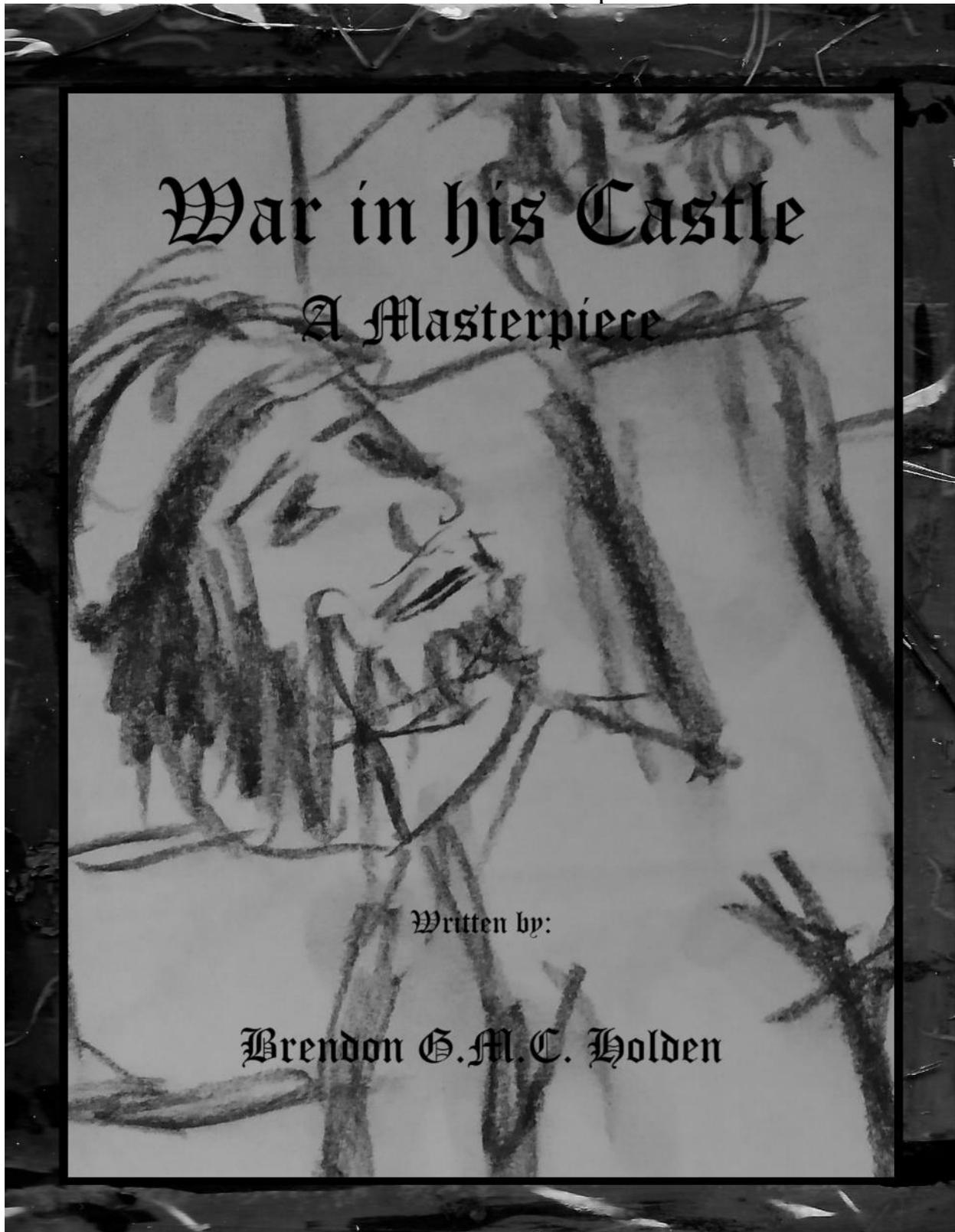
Time needs to move forward in Gon to acquire the amount of people visioned in the story.

1000 years pass

A lady's dance, longing for home as members of the game walk by with a sign saying, 100 years passes. Walk the sign by ten times, making 1000 years pass — as the dancers' dance to *It's all you A*. Perform the section of the play in roughly four minutes, which means roughly 100 years should pass every thirty seconds.

Shut Curtain

War in his castle a Masterpiece



War in his Castle

A Masterpiece

Written by:
Brendon G.M.C. Holden

Time Approximation: [00:04:35]

*Something strange is in Gon; nobody knows what it is —yet they can feel it, they feel violated!
This is the song to be played after Jaurroam teaches the others of the game and after Jaurroam
loses the first game. The song is not meant to be sang literally but rather is to be sung as an
expression of the violations of lawlessness.*

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The Game Musical

Time Approximation: [00:04:35]

War in his Castle

A Masterpiece

Written in E^b

Written by:
Brendon G. M. Holden

Allegro

The musical score is presented in a standard format with vocal and piano staves. The vocal line is in the treble clef, and the piano accompaniment is in the grand staff (treble and bass clefs). The key signature has two flats (Bb and Eb), and the time signature is 4/4. The score includes various musical notations such as dynamics (p, sf, rit., accel.), articulation (accents), and phrasing slurs. The lyrics are written below the vocal staff, with some words appearing in italics to indicate emphasis or phrasing. The score is divided into several systems, each containing a vocal line and a piano accompaniment line. The lyrics are: "I can't believe I see you in my room again, touching my things again, this doesn't have to be a friend, I see you in my room again, saying you want to be a friend, be your end, be your end, be a friend." The score concludes with a copyright notice and the page number.

Vocals

Pno.

Vocals

Pno.

Vocals

Pno.

Vocals

Pno.

accol. I can't believe I see you in my room again, touching my things again, this doesn't have to be a friend, I see you in my room again, saying you want to be a friend, be your end, be your end, be a friend.

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The Game
Pg. 01

War in his Castle

A Masterpiece

Written in E^b

Written by:

Brendon G.M.C. Holden

Vocals

C₄ E^b G₄ E^b C₄ E^b G₄ E^b C₄ E^b G₄ E^b

I can't believe I see you touching my stuff again, it's not something that deserves an end,

Pno.

Svb.

Vocals

B^b D₄ F D₄ A^b C₄ E^b C₄ *fine* G₄ B^b D₄ B^b

Deserves an end, *Svb.* be a friend, *Svb.* once again.

it could be your end if it wasn't already my end.

Pno.

Svb.

Vocals

C₄ E^b G₄ E^b C₄ E^b G₄ E^b C₄ E^b G₄ E^b

I can't believe I see you in my room again, saying you want to be my friend,

Pno.

Svb.

Vocals

B^b D₄ F D₄ A^b C₄ E^b C₄ G₄ B^b D₄ B^b

stop touching me you my friend, it could very well be your end

Pno.

Svb.

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The Game
Pg. 02

War in his Castle

A Masterpiece

Written in E^b

Written by:

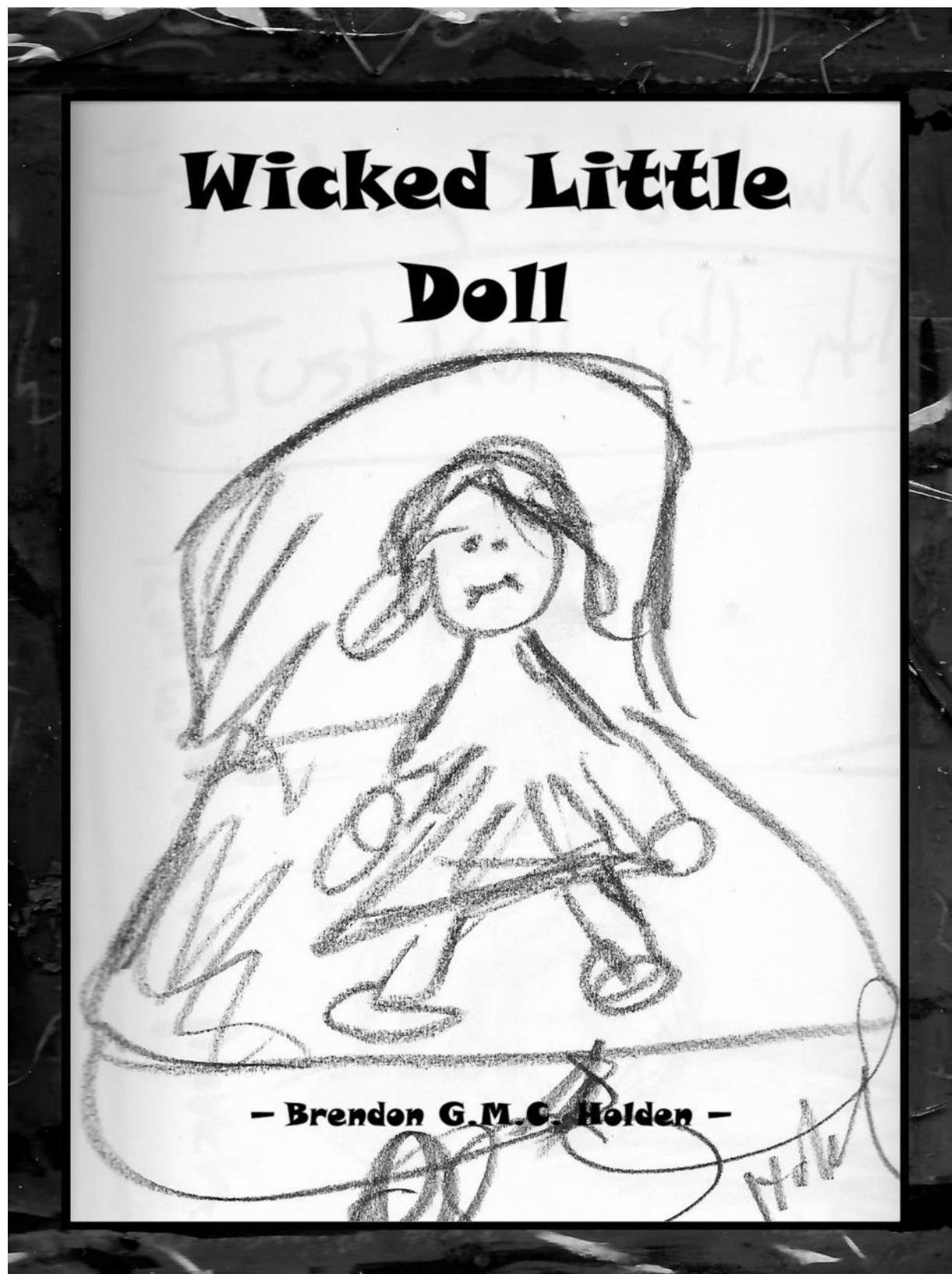
Brendon S.M.C. Holden

The musical score is presented in a system of three vocal lines and three piano accompaniment lines. Each vocal line includes a treble clef, a key signature of two flats (B-flat and E-flat), and a 4/4 time signature. Chord markings are placed above the vocal staves, and lyrics are written below the notes. The piano accompaniment is written in a grand staff (treble and bass clefs) with a 4/4 time signature. Dynamics such as *Svb* (Sustained Volume) are indicated below the piano staves. The lyrics are: "I can't believe I catch you in my room again, it's not somewhere you want to be my friend, be your end, be your end if it wasn't already my end. stop touching me you my friend, it could very well be your end. be your end, be your end if it wasn't already my end." The score concludes with a double bar line, the instruction *D.S.*, and the page number 03.

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D.S.
The Game
Pg. 03

Wicked little doll song



Wicked Little Doll

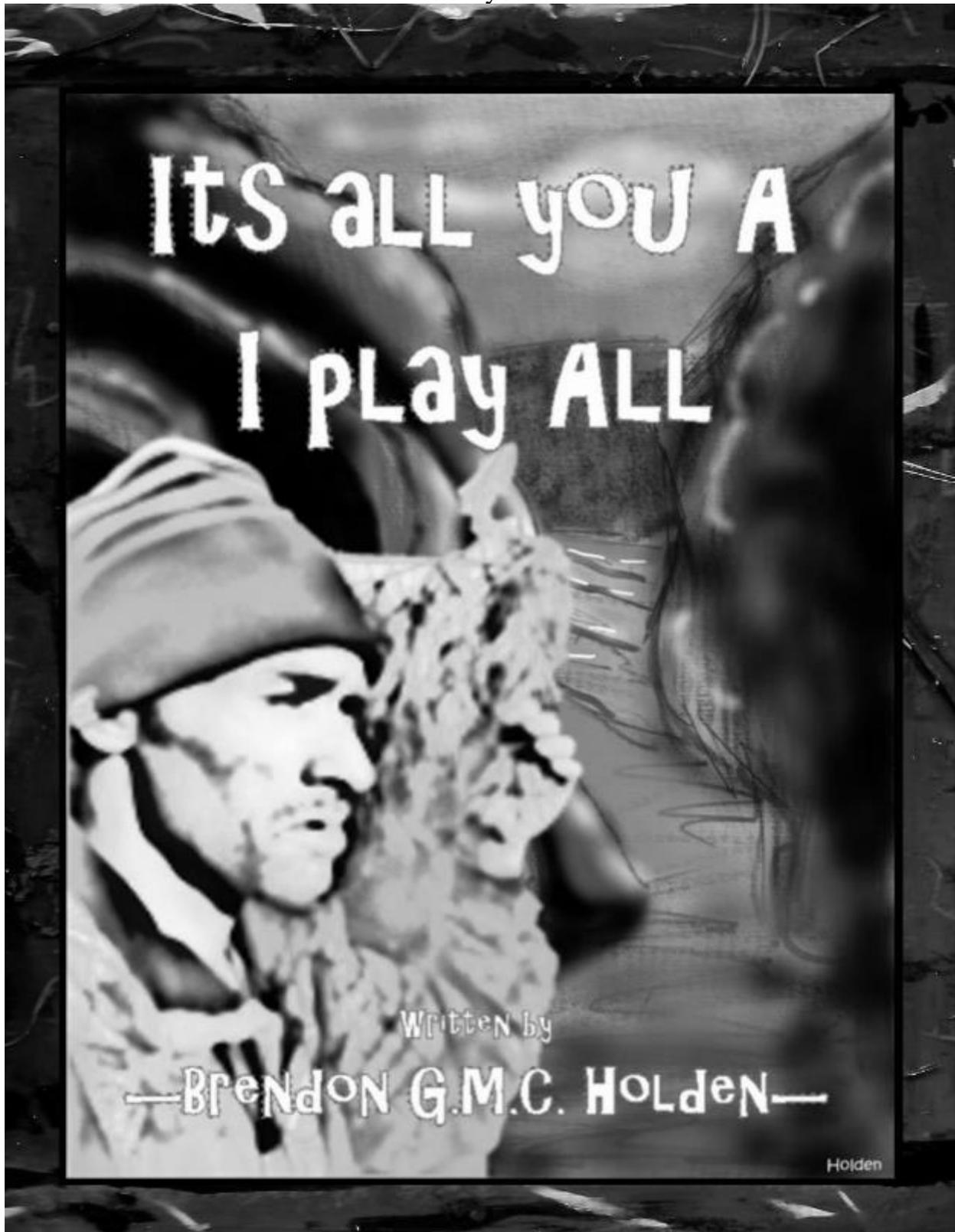
**Written by:
Brendon G.M.C. Holden**

Time Approximation: [00:01:30]

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The Game Musical

It's all you A



Its all you A I play ALL

Written by
—BRENDON G.M.C. HOLDEN—

Time Approximation: [00:05:10]

The song *Its all you A, I play all* in the theater **The Game** is to be played giving the more feminine idea of Gon. To be used for Becky, Kelly, Sally, Paige, and Jacky dancing life's hardships away, escaping to Gon!

Title meaning, I can and will do all.

AR CHRISTY and *Times New Roman* fonts were used, in places, in the sheet music, including Cover and Copyright page.

In the last measure of the song, play end as freely as you please. Play a few seconds or a few minutes but keep the bass steady and the treble clef the same four notes yet—arranged in a variety of ways.



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The Game Musical

Time Approximation: [00:05:10]

It's all you A I play ALL

Written For
The Game theater show

Written in A Minor

Adagio

—BRENDON G.M.C. HOLDEN—

Dual: Strings and Piano
Played on
Synthesizer

Vocals

Pno.

Vocals

Pno.

Vocals

Pno.

Vocals

Pno.

Time Approximation: [00:05:10]

Sva

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The Game
Pg. 02

The image shows a page of musical notation for the song "It's all you A I play ALL". It features six systems of music, each with a vocal line and a piano accompaniment line. The vocal lines are mostly rests, indicating that the lyrics are not written on this page. The piano accompaniment consists of a treble and bass clef staff. The tempo is marked "Adagio". The key signature is one flat (A minor). The score includes a time approximation of [00:05:10] and a dynamic marking of "Sva" (Sforzando) in the final piano part. Copyright information and credits are provided at the bottom of the page.

It's all you A
I play ALL

Written in A Minor
Adagio
Written by
—Brendon G.M.C. Holden—

The musical score is arranged in four systems, each containing a vocal line and a piano accompaniment. The vocal line is written in a single treble clef staff, while the piano accompaniment is written in a grand staff (treble and bass clefs). The tempo is marked 'Adagio' and the key signature is 'Written in A Minor'. The score includes various musical notations such as eighth notes, quarter notes, and rests. There are also dynamic markings like 'sva' and 'svb' with dotted lines indicating phrasing or breath marks. The piano part features a consistent rhythmic pattern of eighth notes in the right hand and quarter notes in the left hand.

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The Game
Pg. 02

It's all you A I play ALL

Written in A Minor

Written by
—BRENDON G.M.C. HOLDEN—

Adagio

The musical score is arranged in four systems, each containing a vocal line and a piano accompaniment. The vocal lines are written in a single treble clef with a key signature of one flat (A minor). The piano accompaniment is written in grand staff notation (treble and bass clefs). The first system includes a vocal line with a slur and a fermata over a dotted line, and a piano line with a slur and a fermata over a dotted line. The second system continues the vocal and piano lines. The third system also continues the vocal and piano lines. The fourth system shows the vocal line with a final note and a fermata, and the piano line with a final note and a fermata. The tempo marking 'Adagio' is placed above the first system.

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The Game
Pg. 05

It's all you A I play ALL

Written in A Minor

WRITTEN BY
—BRENDON G.M.C. HOLDEN—

Adagio

The musical score is arranged in four systems, each containing a vocal line and a piano accompaniment. The vocal lines are written in a single treble clef with a key signature of one flat (A minor). The piano accompaniment is written in grand staff notation (treble and bass clefs). The tempo is marked 'Adagio'. The score consists of four systems of music. The first system shows the beginning of the piece with a vocal line and piano accompaniment. The second system continues the vocal melody and piano accompaniment. The third system shows the vocal line and piano accompaniment. The fourth system concludes the piece with a vocal line and piano accompaniment, ending with a fermata over the final note.

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The Game
Pg. 04

It's all you A
I play ALL

Written in A Minor
Adagio
Written by
—BRENDON G.M.C. HOLDEN—

The musical score is arranged in four systems. Each system contains a vocal line and a piano accompaniment. The piano part consists of a treble and bass clef staff joined by a brace. The vocal line is on a single treble clef staff. The music is in A minor and 4/4 time, marked 'Adagio'. The piano accompaniment features a steady eighth-note pattern in the right hand and a chordal accompaniment in the left hand. The vocal line is mostly rests, with some melodic fragments in the second and fourth systems. The second system includes a 'diva' (divisi) marking above the vocal staff and a 'div' (divisi) marking below the piano staff. The fourth system includes a 'diva' marking above the vocal staff and a 'divb' (divisi) marking below the piano staff.

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The Game
Pg. 05

It's all you A I play ALL

The last measure can be repeated using the same notes — get in different patterns, an almost never-ending song. This measure is by far my favorite!

Written in A Minor

WRITTEN BY
—BRENDON G.M.C. HOLDEN—

Adagio

The musical score is arranged in four systems, each containing a vocal line and a piano accompaniment. The vocal lines are written in a single treble clef with a key signature of one flat (A minor). The piano accompaniment is written in grand staff notation (treble and bass clefs). The tempo is marked 'Adagio'. The score consists of 16 measures. The first measure is marked 'Sva' (Soprano voice) and the second measure is marked 'Svb' (Soprano voice). The piano accompaniment features a steady eighth-note pattern in the right hand and a simple harmonic accompaniment in the left hand.

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The last measure can be repeated using the same notes — get in different patterns, an almost never-ending song. This measure is by far my favorite!

The Game
Pg. 06

Scene 4

The game continues: play Gabriel

Total time needed for scene 04: [00:06:00]

Stage setting: [A pretend field, a forest painting behind it— (See, *The Game Theme Song sheet music cover for the tree line behind the field.*) Pine branches.]

Songs needed for Scene 04:

- *The Game Theme Song: building houses section. See page: 19*
- *It's all you A. See page: 58*

(Scene: 04 Section: 01, time needed: 00:03:00)

In Scene 04 one thousand years have passed, a new generation has come. The new generation along with some of the originals that came to Gon are in the field of the game... Max resurrects the old forgotten game!

Curtain Opens

Max: Jaurroam, 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?

War: [*Speaking Crafty,*] Yeah Jaurroam, the one you were taught in America.

Jaurroam: [*As a friend,*] 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: [*Boldly,*] Sure, I will play. [*Insecure*] Daddy let me play... [*Looking at War*] I will be a team captain and War you will be the other.

War: [*Confidently,*] 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: [*Boldly,*] 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!

Agreement

(Scene: 04 Section: 02, time needed: 00:03:00)

The game theme song begins to play, labeled Violin and Xylophone or xylophone on synthesizer start here—in the sheet music, repeat this section if necessary. The players run around on stage, attempting to tag one another with pine branches. Make it apparent Gabriel's side loses, all her players are on the floor of the stage.

After roughly one minute—of the game—as the players are still on stage as if time is not moving forward—yet it is with a new song:

It's all you A: song and dance. *See page: 58*

Another 1000 years pass.

As the song begins playing — as in *Scene 03* the children dance, (dance to your own style,) and walk the 100-year signs by ten times, equaling 1000 years.

Shut Curtain

Scene 5

We are moving

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

Three stage setting: [*Set:01 Cardboard Stone Room. Set: 02 Dining Hall. Set:03 A Pretend Forest Painting.*]

Songs needed for Scene 05:

- *Nice day out. See page: 72*

(Scene: 05 Section: 01, time needed: 00:02:00)

Set 01: Cardboard stone room.

Curtain opens, light up solely the stone room.

War: [*As he is now grown.*] Dad, we are moving.

Max: What did you say?

War: I and some of my brothers' desire to go east, far east, beyond the field of the game and build a city.

Max: [*Curious,*] Who have you talked to about this?

War; No one except you. I am hoping that you will explain this to Sally, Jaurroam, Byte and the others.

Max: I can do that for you War. Who are you taking with you, they will want to know... Jaurroam will not let you take Gabriel, did you know?

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

Max: I will inform them.

Max begins to leave the room

War: [*As Max is about to leave the room.*] Father...

Max: Yes War...

War: I will be taking SI.

Brendon G.M.C. Holden

Lights fade. Max and War leave the stage.

(Scene: 05 Section: 02, time needed: 00:01:00)

Set 02: Dining Hall

Light up the prepared Set 02, characters are already at the table.

Max walks into the dining hall—from off stage.

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

Max: War desires to take thousands of people to build a city far east of the land of Gabriel.

Sally: He has told this to you?

Max: Yes.

Jaurroam: Who is he leaving behind?

Max: [*Looking at Jaurroam,*] Mostly yours and Bytes children.

Jaurroam: Did you try to stop him?

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

Lights fade out, Light up set 03.

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

Set 03: A pretend forest painting

War: Well, we are off....

Max: Do you have everything you need?

War: Yes.

War, Jack, Reda and SI sing: *Nice day out*. This is the youthful parties first living adventure outside the realm of their parents', the song is to be sung as adventurous and rebellious. As the

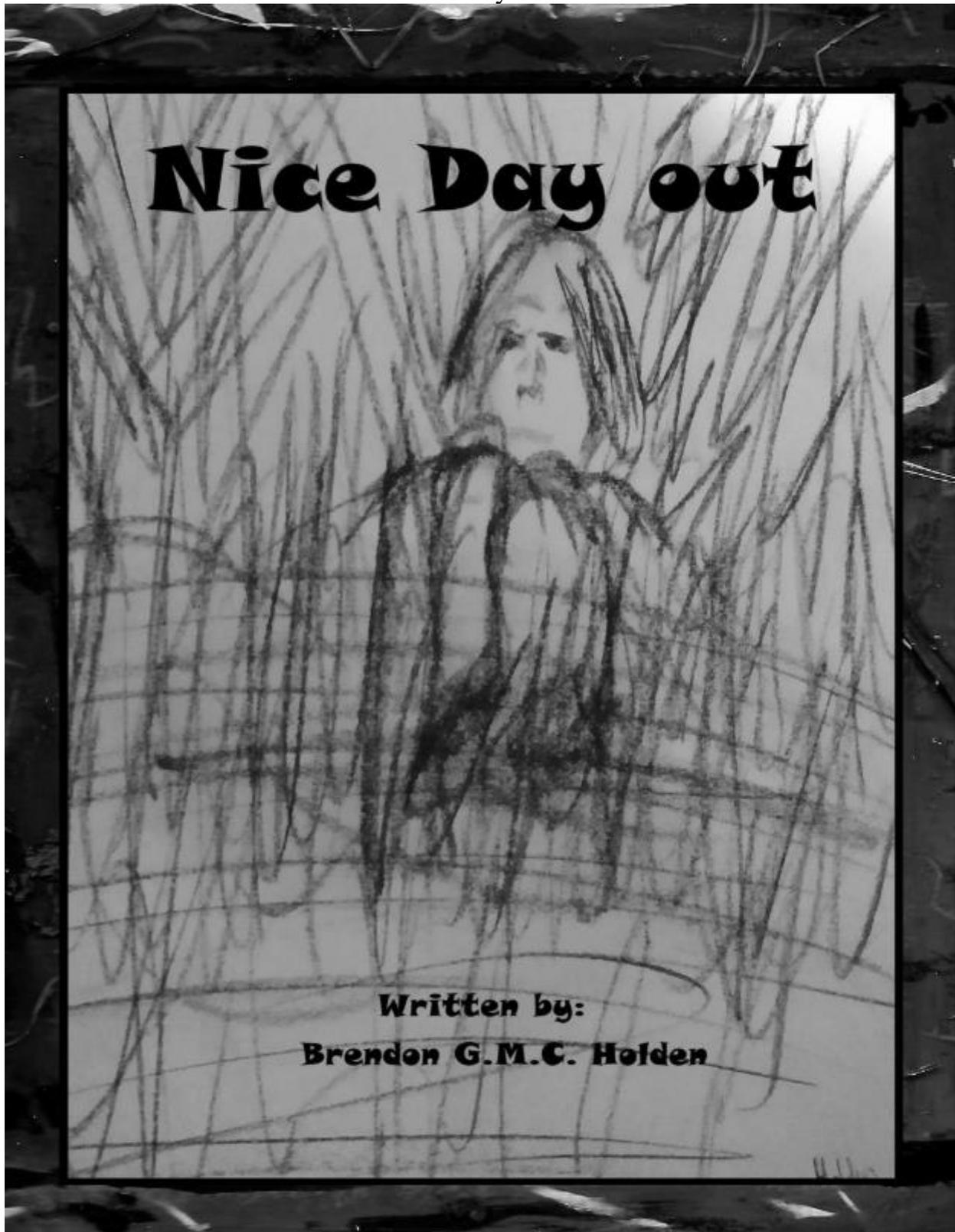
The Game Musical

song plays War and some of the others walk around on stage singing the song—as if they were walking from the original camp to a new land.

Shut Curtain

The Game Musical

Nice day out



Nice Day out

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

Time Approximation: [00:03:00]

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Time Approximation: [00:03:00]

Nice Day Out

Written by:
Brendon G.M.C. Holden

Written in F

Allegro

C F Gm F C F Gm F F

Vocals

mp

Pno.

C F Gm F C F Gm F C F Gm F

Vocals

Reda: Nice day out, *War:* why don't we play out.

Pno.

C F Gm F C F Gm F C F Gm F

Vocals

St: The sky is blue out, *War:* why not give a shout out.

Pno.

C F Gm F C F Gm F C F Gm F

Vocals

War: To the woods we go out, *Reda:* and that's something

Pno.

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The Game
Pg. 01

Nice Day Out

Written by:

Brendon G.M.C. Holden

Written in F

The musical score is arranged in systems. Each system includes a vocal line and a piano accompaniment line. The piano part consists of a grand staff with treble and bass clefs. Chord symbols are placed above the vocal lines. The lyrics are written below the vocal lines.

System 1:
Vocals: C F Gm F C F Gm F C F Gm F
Lyrics: we don't doubt.

System 2:
Vocals: C F Gm F C F Gm F C F Gm F
Lyrics: Jack: Now we out, I believe you know what that's about.

System 3:
Vocals: C F Gm F C A F Gm F C
Lyrics: *sva*

System 4:
Vocals: C F Gm F C F Gm F C F Gm F
Lyrics: *War*: The water looks fine, now you know the water is all mine.

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The Game
Pg. 02

Nice Day Out

Written by:

Brendon G.M.C. Holden

Written in F

The musical score is presented in three systems. Each system includes a vocal line and a piano accompaniment line. The piano part consists of two staves (treble and bass clef). Chord symbols (C, F, Gm) are placed above the vocal lines. The lyrics are written below the vocal lines.

System 1:
Vocals: C F Gm F C F Gm F C F Gm F
Lyrics: *Jack:* I will win time, and you will know it's all mine.
Piano: Accompaniment for the first system.

System 2:
Vocals: C F Gm F C F Gm F C F Gm F
Lyrics: *Reda:* Very good rhyme, *War:* that is how you know it's mine.
Piano: Accompaniment for the second system.

System 3:
Vocals: C F Gm F
Piano: Accompaniment for the third system.

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The Game
Pg. 03

Intermission

Beverages: wine, beer, water, soft drink

Smoking

Food: French fries, sweets, popcorn, etc.

Act 2

Act two is comprised of Jacky's child Jack accidentally getting stuck in the past, War believing he killed Jack and the original ten who appeared in Gon—finding the cause they unexpectedly were trapped in Gon: *Ether sent time through time!*

Once Jack is restored in time, he reveals the truth to Gon and in doing so the original ten have the option to go home, as well as the knowledge of what has kept them in Gon. Scene 10 the original ten return home.

In scene six a time machine is introduced; they name him Ether.

Ether is unproven in War's eyes, thus making Jack his creator disgraced.

Jack must fix the humiliation of building—what appears to be the non-working time-machine.

Fixing the humiliation, Jack attempts to prove himself overpowering time—this by going back in time and making much more of Gon than which is naturally seen. In doing so he gets stuck in Ether without time, he gets stuck in the past in which he uses to his advantage eventually making his way home.

One cause for Jack getting stuck without time is because War accidentally breaks Ether—by tripping over him, thus accidentally pushing him off a porch. War decides to cover it up figuring *he killed Jack, if the village of Gon believes War killed Jack, or that Jack is dead they will never forgive War.*

Without time Jack is explained by Ether how to see in a time blur. Jack begins exercising this—and begins to scroll through what appears to be his imagination.

Jack, without time, and in the process of using problems to his advantage, using his imagination—Jack stumbles upon the reason why the original ten were trapped in Gon.

Through his imagination he finds his home as well as the home of the original ten who appeared in Gon. He finds the cause his parents were trapped in Gon: *Ether partially sent Byte through time, (partially meaning: the part of Byte that considers other than time.)* This partial sending through time causes Byte to appear in time in front of others as a chipmunk type creature.

Jack must share his findings with everyone: *time is partially evil!*

Once Jack is restored in time, through the truth—carried by Jack and Ether—is everyone brought to the truth.

In the field of the game, upon Jack and Ether's return home, as the truth is being revealed—in a book that Jack wrote years prior and left for Gabriel—a booming voice says, "Now we go home," in which Byte said thousands of years prior—in anger that his friends were rejecting him.

The people of Gon are brought to the original America. The original ten decide to stay in America, the other children return to Gon.

Finishing up the play as the ten question the truth of living in Gon.

Jaurroam answering his and his friends doubt with the book he found in the library, *The game*, "and we have a book to prove it," thus making a truth.

Scene 6

Time City

Total time needed for scene 06: [00:07:00]

Two stage setting: [*Set 01: Outside of Jacks house. Ether. (Ether, See diagram on page 11.) Set 02: Cardboard stone building walls.*]

Songs needed for Scene 06:

- *Fairy Dust: the time machine song. See page: 86*

(Scene: 06 Section: 01, time needed: 00:04:00)

Set 01: Outside of Jack's House. Ether.

Curtain opens, light up solely outside of Jack's house.

The building of the Village of Gon Song plays at first: *The Game Theme Song: building houses section labeled Violin and Xylophone or xylophone on synthesizer start here—in the sheet music, repeat this section if necessary.*

Jack: [*patting War on the back, puffing up.*] You sure know how to build a city.

War: Thanks Jack and you sure know how to travel 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! See.

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

Start playing: Fairy Dust the time machine song

Fairy Dust: the time machine song: *because rhymes/raps are independently styled each play/musical has the option to independently perform this piece—according to their own style.*

In the middle of the song...

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

Brendon G.M.C. Holden

War sits down

Jack presses three buttons. Music still playing...

War: Nothing happened!!!

War: [*Answering his own doubt.*] Nothing but the memory of a baby doll... the one I taught SI how to make.

(Music stops)

All: [*Confused and surprised.*] What?

Jack: [*Covering up his own doubt and humiliation.*] Well, it worked on everyone else!

War walks off

The others follow

Lights fade onto Reda and Jack

Jack: [*As thinking,*] I must prove to War my machine.

Jack: [*Answering,*] I will leave tonight!

Jack: [*Preparing the machine to go back in time, using the machine, in a scramble...*] I will go back in time and mark this Village, then all will know I Jack am as strong as time.

As the lights fade onto Reda and Jack. Reda must be seen attempting to help Jack, she too presses buttons on the machine—to give more than one reason that Jack got stuck without time.

(Scene: 06 Section: 02, time needed: 00:03:00)

Set 02: *Cardboard stone building walls.*

Lights Turn onto Set 02

The building of the village of Gon song plays, *The Game Theme Song: building houses section.*

Cast of Gon 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.

War: [*Rhyming along with the others gazing upon the walls,*] this must be something to fear!

The Game Musical

On a small porch, War without noticing trips over Ether. Ether accidentally breaks, he falls off the porch.

Lights fade, everyone leaves the stage. In the dark bring out Ether. Jack walks on stage in the dark... yet light up a big purple leaf—to express a new time.

Jack: [*Appearing confused,*] I am without time... yet something doesn't feel right...

Jack whispers: [*As Jack cannot see Ether.*] Ether, Ether

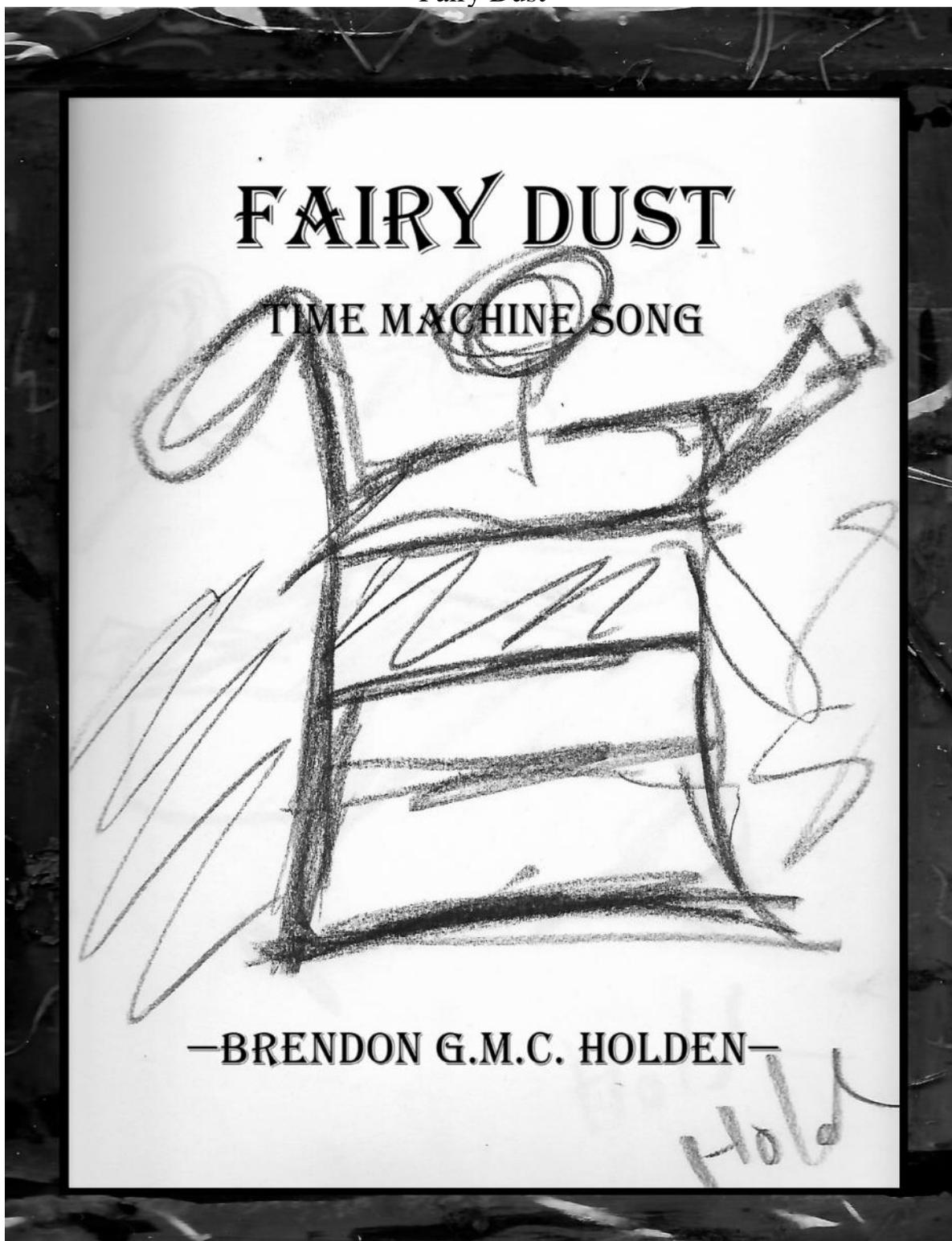
Ether: [*As if Jack cannot see him.*] I am here Jack

Jack: [*As if he cannot hear Ether.*] What happened, where am I?

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

Shut Curtain

Fairy Dust



FAIRY DUST

TIME MACHINE SONG

WRITTEN BY:
BRENDON G.M.C. HOLDEN

Time Approximation: [00:02:00]

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FAIRY DUST

Time Approximation: [00:02:00]

TIME MACHINE SONG

WRITTEN BY:

BRENDON G.M.C. HOLDEN

Written in C_m

Adagio

The musical score is presented on a page with a dark, textured background. It consists of several systems of staves. The first system includes a vocal line on a single treble clef staff and a piano accompaniment on a grand staff (treble and bass clefs). The piano part begins with a dynamic marking of *f* (forte) and includes a *Svb* (Sustained Vibrato) marking over a series of chords. A *mp* (mezzo-piano) marking appears later in the piano part. The vocal line consists of a few notes. The second system shows the vocal line continuing with a melodic line of eighth and quarter notes, while the piano accompaniment provides a steady harmonic support. The third system continues this pattern. The fourth system shows the vocal line with a *Svb* marking over a final phrase of notes. The piano accompaniment continues throughout.

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The Game
Pg. 01

FAIRY DUST

TIME MACHINE SONG

WRITTEN BY:

BRENDON G.M.C. HOLDEN

Written in Cm

The musical score is presented on eight systems of staves. Each system consists of a single treble clef staff and a grand staff (treble and bass clefs). The key signature is one flat (C minor), and the time signature is 4/4. The score begins with a treble clef staff containing three whole rests. The second system features a grand staff with a melodic line in the treble clef and a bass line in the bass clef. A first ending bracket labeled 'Sva' spans the first two measures of this system. The third system consists of a treble clef staff with three whole rests. The fourth system features a grand staff with a melodic line in the treble clef and a bass line in the bass clef. The fifth system consists of a treble clef staff with three whole rests. The sixth system features a grand staff with a melodic line in the treble clef and a bass line in the bass clef. The seventh system consists of a treble clef staff with three whole rests. The eighth system features a grand staff with a melodic line in the treble clef and a bass line in the bass clef. A second ending bracket labeled 'Sva' spans the last two measures of this system.

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The Game
Pg. 02

FAIRY DUST

TIME MACHINE SONG

WRITTEN BY:

BRENDON G.M.C. HOLDEN

Written in Cm

The musical score is presented in a system of eight staves. The first staff is a vocal line in treble clef with a key signature of one flat (C minor) and a 4/4 time signature. The second staff is a piano accompaniment in grand staff (treble and bass clefs). The third staff is a vocal line in treble clef. The fourth staff is a piano accompaniment in grand staff. The fifth staff is a vocal line in treble clef. The sixth staff is a piano accompaniment in grand staff. The seventh staff is a vocal line in treble clef. The eighth staff is a piano accompaniment in grand staff. The score includes various musical notations such as notes, rests, beams, and slurs. There are two dynamic markings: '8va' (octave up) above the first piano staff and '8vb' (octave down) above the eighth piano staff. The piece concludes with a double bar line.

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The Game
Pg. 03

Drum Beat
x = 1/2 Beat
x = 1 Beat
x = 2 No Beat
Invent your own!

Title
Fairy Dust The time machine song

Author
Brendon G.M.C. Holden

Written in
Rap

Piano accompaniment (Pno.) consisting of five systems of musical notation.

Lyrics

Time Machine Song Lyrics
By:
Brendon G.M.C. Holden
Written for the game

War: Time, time, such a crime, want a rhyme?
Reda: Shine.
Jack: My mind is time.
War: What a crime.
Jack: like a vine we move through time. All I see is mine!
Reda: like blind?
Jack: Like I'm time, there we dine, sublime, we be fine.
Reda: good rhyme.
Jack: My mind... it's like that, time all mine!
Reda: Say you can rhyme.
War: It's my kind, like moving through time.
Jack: All mine, time I find, watch me shine, I move through time.

Ken

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The Game
Page 01-03

Scene 7

Finding Jack

Total time needed for scene 07: [00:05:30]

Three stage setting: [*Set 01: Pretend Porch. Set 02: Cardboard Stone Building Walls. Set 03: Big Purple Leaf.*]

Songs needed for Scene 07:

- *Walking in Gon. See page: 94*

(Scene: 07 Section: 01, time needed: 00:01:30)

Set 01: Pretend Porch

Curtain opens

War: [*In guilt and regret*] Reda, we must cover this up.

Reda: [*Surprised.*] You killed Jack.

War: [*Cunningly,*] And if the people find out they will kill us!

Reda: War, you can't!

Lights Fade, War walks over to Set 02

Set 02: Cardboard stone building walls

Light Up Set 02

In this section war is covering up the loss of Jack and Ether.

War: [*Boldly yet in guilt.*] People as you 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.

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

Brendon G.M.C. Holden

Reda Whispers on stage: as the author Brendon wrote, “the power of the lie got to War’s head, and he became delusional.”

Light up set 02

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...

People: Cheers...

Lights fade out for ten seconds.

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

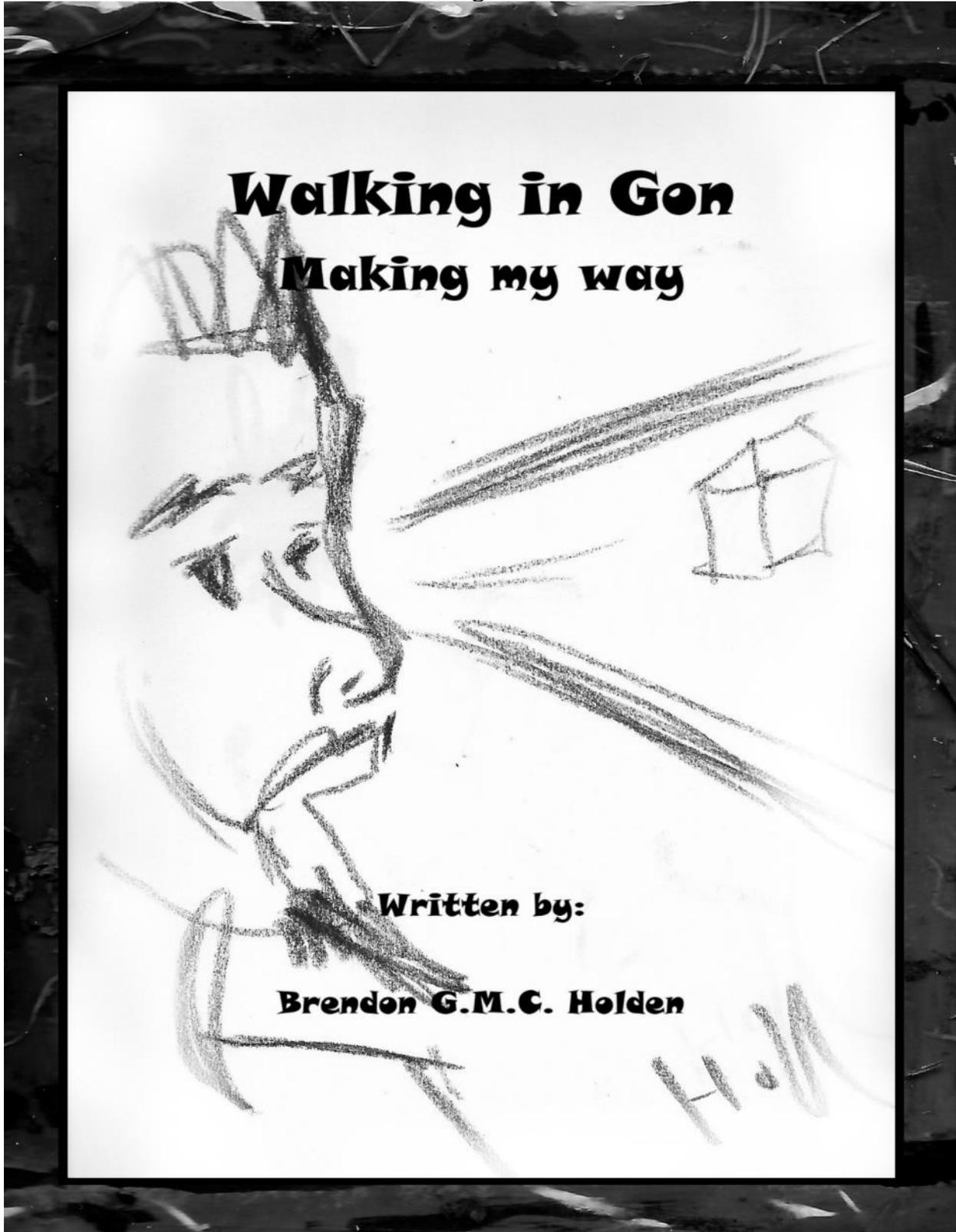
Set 03: A big purple leaf.

Partially light up set 03.

In this Section Jack and Ether will be singing Walking in Gon. A simple set, a big purple leaf, Jack and Ether cannot see one another. In the song Ether is taking responsibility for killing Jack and Jack is looking for a way home. At the end of the song Ether finds Jack as he sings the last measure, saying, “live Jack,” embracing one another, hugging one another.

Shut Curtain

Walking in Gon



Walking in Gon

Making my way

Written by:

Brendon G.M.C. Holden

Brendon G.M.C. Holden

Walking in Gon

Making my way

Written by:
Brendon G.M.C. Holden

Time Approximation: [00:03:10]

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Time Approximation: [00:03:10]

Walking in Gon

Making my way

Written in Am

Written by:
Brendon G.M.C. Holden

Adagio

Vocals

mp

Jack Singing: I was

Pno.

rit.

Vocals

up all day; I was up all night. I am looking for someone to make it all

Pno.

accel.

Vocals

right.

Pno.

Vocals

Pno.

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The Game
Pg. 01

The musical score is presented on a white background with black notation. It features two systems of vocal and piano parts. The first system includes a vocal line with lyrics and a piano accompaniment with dynamic markings like 'mp' and 'rit.'. The second system continues the vocal line with lyrics and piano accompaniment with an 'accel.' marking. The score is set in Am and marked 'Adagio'.

Walking in Gon

Making my way

Written in Am

Written by:

Brendon G.M.C. Holden

The musical score is arranged in a system of six staves. The first and third staves are for Vocals, and the second, fourth, and sixth staves are for Piano (Pno.). The lyrics are as follows:

Ether Singing: I killed Jack, I need him back,

for the lack I want him back. Okay, okay, I'll play to

say, I killed Jack, I want him back for the lack I need him back.

Live Jack. Live Jack. Live Jack.

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The Game
Pg. 02

Walking in Gon

Making my way

Written in Am

Written by:

Brendon G.M.C. Holden

The musical score is presented in a system of staves. It begins with a vocal line in Am, with lyrics: "Okay, we all may be okay!". This is followed by a piano accompaniment. The second system features a vocal line with lyrics: "up all night, I was up all day, I am looking for someone to help me find". The piano accompaniment includes markings for *rit.* and *accel.*. The score continues with alternating vocal and piano staves, including the lyric "my way.".

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The Game
Pg. 03

Walking in Gon

Making my way

Written in Am

Written by:

Brendon G.M.C. Holden

The musical score is presented in a system of staves. It begins with a vocal line in treble clef, followed by a piano accompaniment in grand staff (treble and bass clefs). The lyrics are written below the vocal staves. The score includes various musical notations such as notes, rests, and dynamic markings. The lyrics are: "Ether Singing: I killed Jack, I need him back.", ". for the lack I want him back. Okay, okay, I'll play to", "say, I killed Jack, I want him back for the lack I need him back.", and "Live Jack. Live Jack.".

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The Game
Pg. 04

Scene 8

Jack in Ether Land

Total time needed for scene 08: [00:05:00]

Stage setting: [A tropical garden like setting. A big purple leaf.]

Songs needed for Scene 08:

- *I have never been so sad. See page: 102*

(Scene: 08 Section: 01, time needed: 00:05:00)

In this entire scene, scene 08—Jack and Ether are studying the world around them. They are sad and looking for a way home. Their environment is different than Jack recalls, it is almost tropical.

As the song closes Jack begins to make believe. He looks around his world of make believe—as if he is looking through a crystal ball. He finds the answer: Ether tripped up time because he used it. He tripped Byte in the very beginning of the show by sending him through time, Byte was the chipmunk type creature everyone rejected.

Curtain opens

Jack: [*Moving, looking behind the big purple leave.*] Ether? Ether? Where are we, I programmed us to be home by now.

Ether: [*Hidden on stage,*] Jack, I am over here.

Jack: [*Looking confused, appearing confused.*] Where? I cannot see you.

Ether: [*As a god,*] I am everywhere Jack; pretend you see me.

Jack: [*Looking up.*] Okay... I think I see you, yes, I see you.

Jack: Maybe I see you... if 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: [*In anger,*] 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

Ether: Before we cry about it, maybe you should pretend we are home in the same manner as you pretend to see me.

“Maybe” Jack says...

The intro to (I have never been so sad,) begins. Jack and Ether sing the song, concluding in the song hopelessness yet we should pretend. In singing the song I have never been so sad—cause Jack to sing for Byte, as if Jack is a member of time, sing as Byte.

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 timelessness 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: [*Almost mockingly,*] Yes, go on...

Jack: [*Appearing as if he is looking through a crystal ball.*] I see Byte when he arrived in Gon, he asks for help. You helped him. Once helped by you—only part of him went through time though.

Ether: [*As to attempt to remove guilt.*] As a chipmunk type creature.

Jack: Yes, exactly!

Ether: Byte felt rejected, especially because Becky and Jaurroam 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 they rejected.

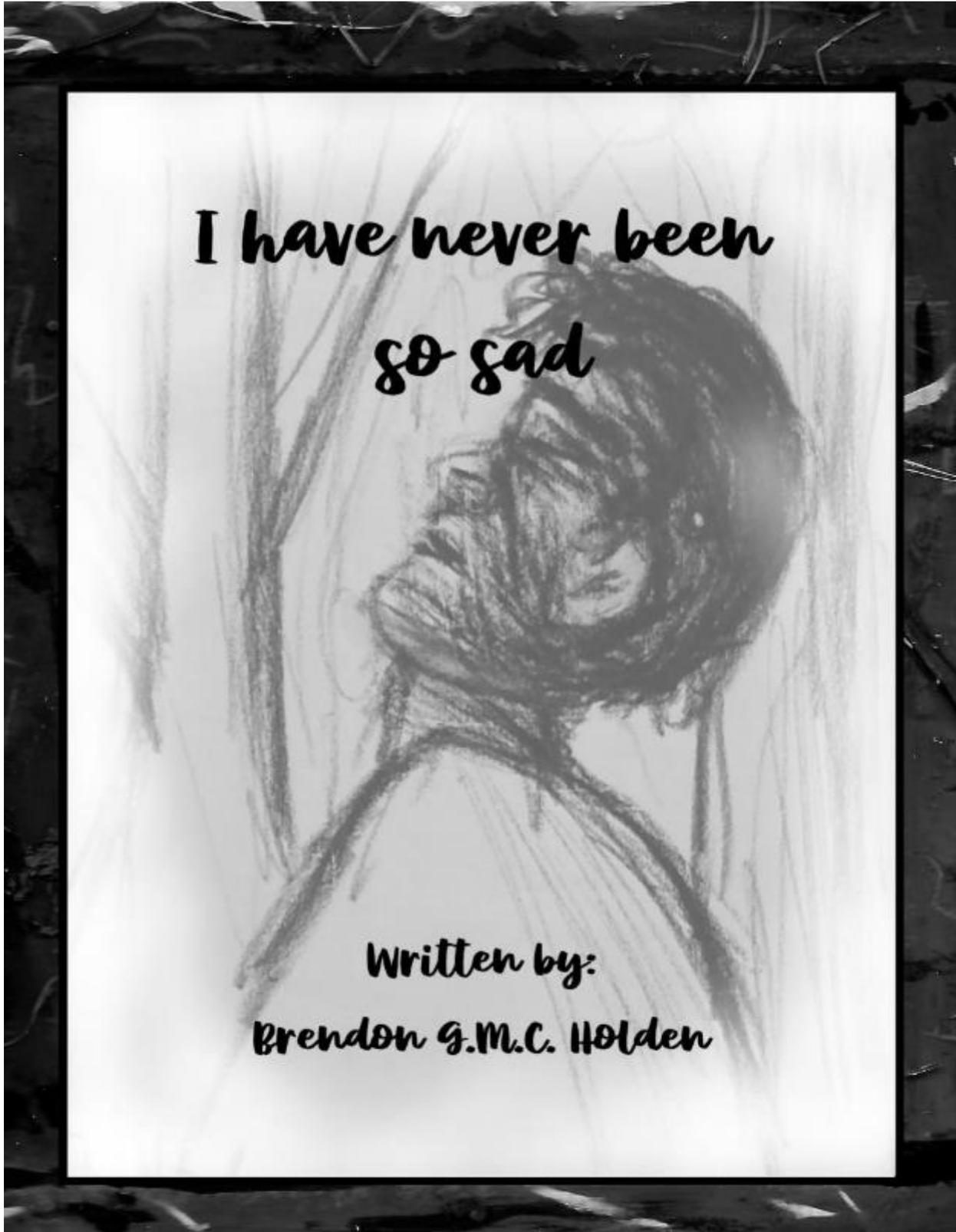
Jack: [*Surprised,*] We must tell them, we must bring our parents' home, we must meet them in the field of the game.

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

Jack: It will be worth it!

Shut Curtain

I have never been so sad



I have never been so sad

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

Time Approximation: [00:02:00]

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The Game Musical

I have never been so sad

Time Approximation: [00:02:00]

Written by:

Brendon G.M.C. Holden

Written in Cm Adagio

The musical score is arranged in three systems. Each system contains a vocal line and a piano accompaniment line. The piano part features a steady bass line and chords in the right hand. The vocal line includes lyrics for both Jack and Ether. The score includes dynamic markings such as *mp* and *Sva*, and a *D.S.* marking at the end of the piece.

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The Game
Pg. 01

I have never been so sad

Written by:
Brendon G.M.C. Holden

Written in Cm

The musical score is arranged in four systems. Each system contains a vocal line and a piano accompaniment line. The first system includes lyrics: "Edie and Jack: sad! And we hope you are all not sad for diving us Mad...". The piano part features a steady bass line and chords in the right hand. The second system includes a *sfz* dynamic marking. The third system includes a *sfz* dynamic marking. The fourth system includes a *sfz* dynamic marking. The score concludes with a double bar line.

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The Game
Pg. 02

Scene 9

The game end fight

Total time needed for scene 09: [00:05:30]

Two stage setting: [*Set 01: Jaurroam's house. Set 02: Field of the game.*]

Songs needed for Scene 09:

- *I know of a place the Jack left a book. See page: 108*

(Scene: 09 Section: 01, time needed: 00:00:28)

Set 01: Jaurroam's house

Curtain opens

War: [*Boldly from behind the stage.*] Come out here Jaurroam, come out here with that little brat of yours and fight.

Gabriel: [*Worriedly,*] Daddy, what do we do? War is out there with Max—wanting to fight you.

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

Lights fade out for roughly 10 seconds while Jaurroam walks over to set 02. Gabriel walks behind the stage.

Set 02: the field of the game

(Scene: 09 Section: 02, time needed: 00:00:17)

Light up set 02. Jaurroam standing in the field with Max and War

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

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

Max: You have taken our glory Jaurroam!

Jaurroam falls as in pain to the floor

Gabriel runs on the stage.

Gabriel: Daddy!

(Scene: 09 Section: 03, time needed: 00:04:00)

Gabriel attends to the wounds of Jaurroam

[As a dream.] Lights fade out. Spotlight on Gabriel. All characters remain on stage. Gabriel sings: I know of a place Jack left a book.

In the mist of singing, towards the end of the song Gabriel runs off stage and picks up the book; she hands it to War. War begins to look through it...

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

War: [*Cunningly,*] You don't say...

Max: [*Looking at war, aggressively snatches the book from Gabriel's hands*] Yes, this is from Jack.

Max: [*Flipping through the pages, concluding,*] The book says he will meet us here today, if we tell the truth.

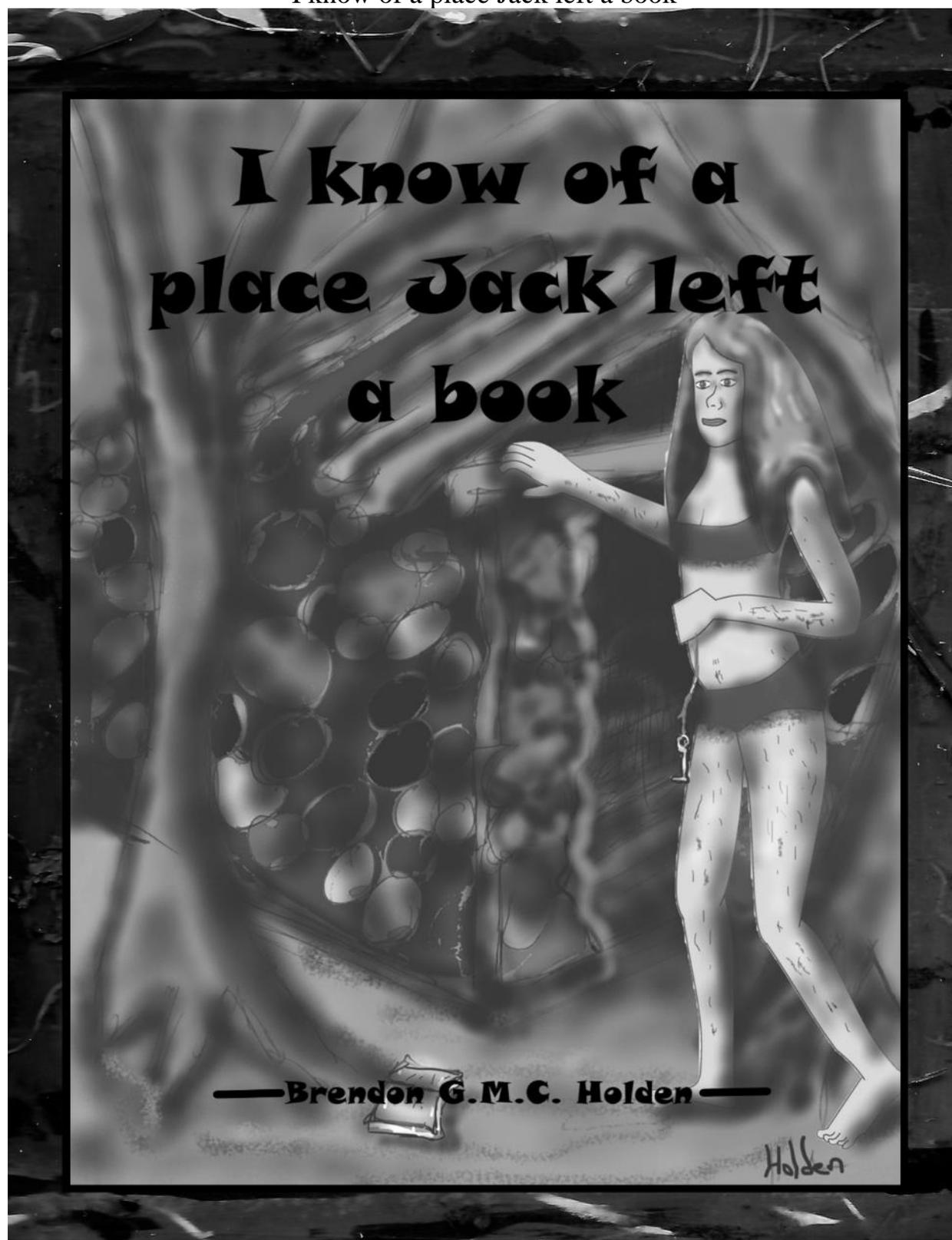
War: I will first... I broke Ether.

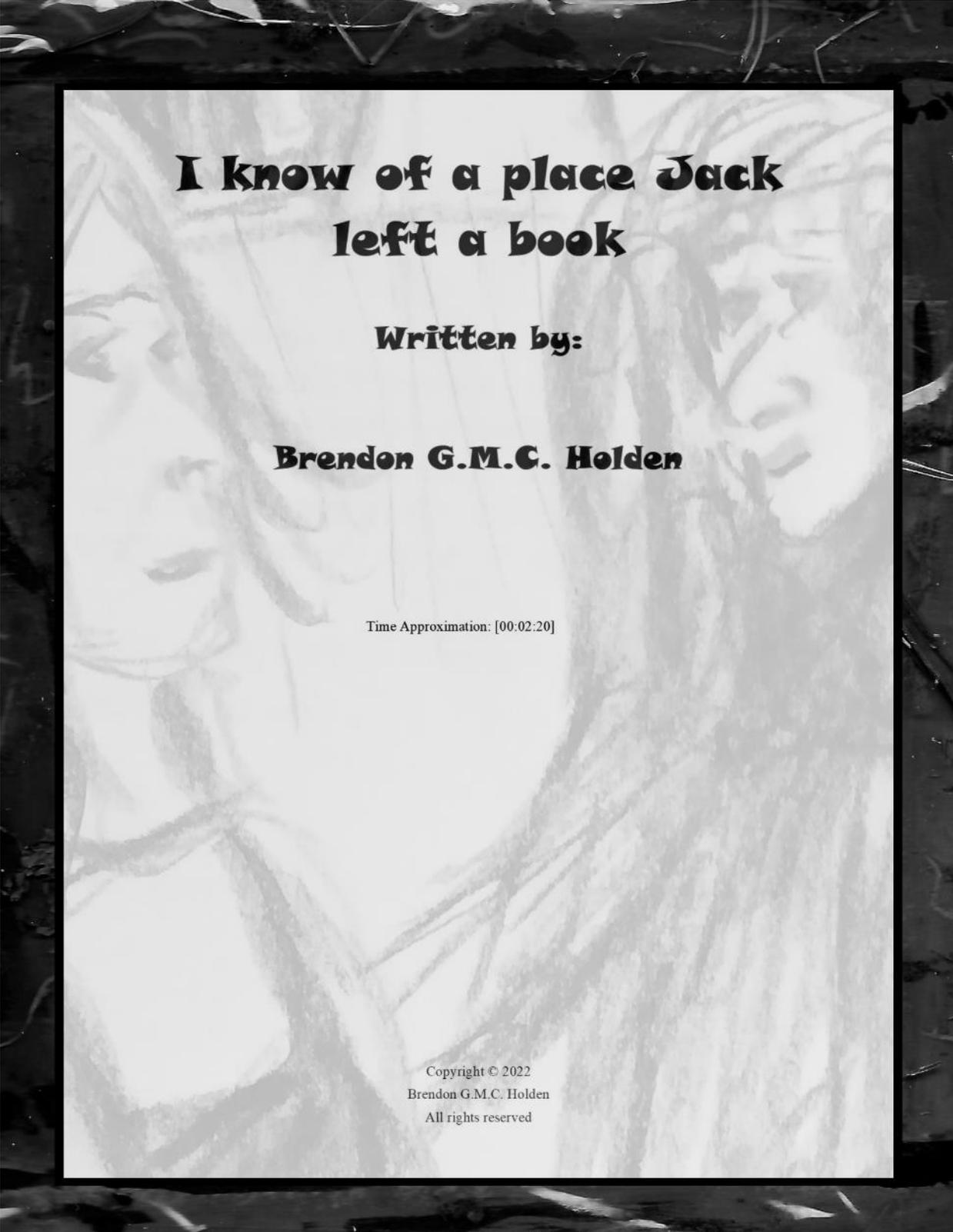
Suddenly in a cloud of smoke Ether is brought on stage; Jack appears on the field as well.

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

Shut Curtain

I know of a place Jack left a book





**I know of a place Jack
left a book**

Written by:

Brendon G.M.C. Holden

Time Approximation: [00:02:20]

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I know of a place Jack left a book
Time Approximation: [00:02:20]

Written in Am
Adagio

Written by:
Brendon G.M.C. Holden

A7 G7 FMaj7 G7

The musical score is arranged in systems. Each system includes a vocal line and a piano accompaniment line. The piano part features a consistent eighth-note accompaniment in the left hand and chords in the right hand. The vocal line includes lyrics and musical notation. Chord symbols (A7, G7, FMaj7) are placed above the piano part. Performance markings such as 'p' (piano), 'rit.' (ritardando), and 'D.S.' (Da Segno) are included. The score concludes with a double bar line.

Vocals

Pno.

Vocals

I know of a place Jack left a book, down there by the brook Jack left a book. I crouch to look and see Jack left a book. I take the book from the brook.

Pno.

Vocals

I must bring it home... thank you Mr. game, I will hide this, I will bring it home. I will not tell Inaroom, it is something from his other home. D.S.

Out there I roam far from home, a game shown, as a poem, sort of an loan, a new home, a different tone.

Pno.

Vocals

A7 G7 FMaj7 G7

Pno.

rit.

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The Game
Pg. 01

Scene 10

New York, New York

Total time needed for scene 10: [00:05:18]

Two stage setting: [*Set 01: Field of the game Set 02: Painting of New York, NY.*]

Songs needed for Scene 10:

- *Big Eye Song. See page: 38*

(Scene: 10 Section: 01, time needed: 00:02:18)

Set 01: Field of the game

Curtain opens

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: [*Looking around at the people.*] 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: Jaurroam, Byte, Sally, [*pointing his finger at everyone on stage.*] you all, will you admit
the truth?

Jaurroam: Yes

Everyone: Yes!

Byte: [*Boldly and as the winner,*] Now we go home!!!

*Lights fade, music stops... Move fingers up and down the piano or pick a sound of your choice to
make it appear as if they are translating.*

Brendon G.M.C. Holden

Set 02: New York, NY.

Light up set 02

(Scene: 10 Section: 02, time needed: 00:03:00)

All: [*Relieved.*] We're home, we are home...

Byte: [*In awe,*] Do you all seriously believe that we were lost in Gon?

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

Jaurroam holds up the book, The game written by Brendon Holden

Byte, now wearing an eye-patch—as Big-eye sings: *Big-Eye song with lyrics.*

Shut Curtain

The End.

End Credits

Thank you All for Watching!

(Scene: End Credits Section: 01, time needed: 00:05:00)

Re open Curtain

Credit Actors. Each Actor takes a bow to the songs: *Big-Eye song* or, *making my way*—whichever one fits that night's energy, but do not sing the lyrics, transitioning to *the game theme song* and then fade out all music and lights—on stage.

Optional

Big eye says:

Games games it's a shame, who to blame

Fame, fame is so lame, who to claim

Name, name you're too tame, I am the game

Flame, flame you need the rain, we are the same.

Now

As you fail you lose your tail setting all those free without the bail, hail, wail so you all sail.

Shut Curtain

The Game Musical

The Game Musical
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