

**The Pichitawno Players, E G Lambert School
Churchill Falls
presents**

“Terminal Terror”

Cast

Katherine (Later, Princess Katherine).....	Katie Edwards
Fluffy (A rabbit puppet).....	Jonathan Clarke (puppeteer)
Mark (Later, the Hero).....	Mark Thorne
King Luther.....	Robert Noel
Iggy (A hero’s sidekick puppet).....	Karl Penney (puppeteer)
Princess Chelsea.....	Brandy Down
Melissa (A girl puppet).....	Melissa Jacobs
The Villain.....	Nicole Faulkner Samantha Baggs (puppeteers)
The fish, pygmy warriors castle doors, musicians etc.....	Shane Ivany, Adam Young Marc Farrell, Stephen Wells Shane Morgan

Crew

Sound Technician.....	Stephen Wells
Lighting Technician.....	Jamie Hynes
Stage Manager.....	Nicole Dalley
Choreographer.....	Jonathan Clark
Teacher Advisor.....	Noreen Heighton

“Terminal Terror” is the story of the adventures of two teens who get stuck in a video game where the hero is unheroic, the villain unvillainous, the princess unregal and the tasks unchallenging. IS it a spoof on video games? We’re not sure, even though we created it!

“Terminal Terror”

(Katie is on stage watching TV. Mark walks in and puts his bookbag down. Fluffy the bunny is prancing around the stage.)

Mark: What are you doing?

Katie: Watching TV and letting Fluffy have some exercise playing in the living room.

(Mark greets Fluffy. Fluffy jumps up on his knee)

Mark: Move! I want to play my new game!

Katie: Go to your own house and play it!

Mark: I can't. My machine is broken. Your mom said I could come over here. She saw how excited I was. This is the one I ordered two weeks ago. It finally came. C'mon move over, I want to play.

Katie: I was here first! You'll just have to wait. What's so special about THAT game anyways? You got tons of those things already. They're all the same. I've seen you play them millions of times.

Mark: No, this is the one everyone's talking about, “Terminal Terror”. It's all the rage> Everyone's got it. Nobody's conquered it. I'm going to be the first.

Katie: *(Impatiently groans)* Oh wait, I forgot, Mark's a hero. Bet you the princess wins again. There's always a princess in these games. I can probably conquer it before you can.

Mark: Ok, we'll both play, winner gets the TV for the rest of the night!

Katie: You're on! *(Shakes on it, picks up controllers....Fluffy starts chewing on the wires)* How on earth do you work those things? Fluffy, get away from there. You could get a shock. *(Fluffy hops away)*

Mark: This button punches, this button jumps, and this one moves the character forward and backward.

Katie: Too easy!

Mark: We'll see! *(Starts game)* We're only in the first level yet; the underwater world of Posiedon. As you can see, the princess is about to be captured. I, the hero, will

have to protect you, the princess. Fluffy, get away from that!

Katie: This princess can save herself. Hey, it's starting to thunder outside. Should we turn off the game?

Mark: Don't worry about it. Where's Fluffy?

Katie: I don't know, around here somewhere.

Mark: What? *(Looks around)* Fluffy's chewing on the cord. Stop her! The storm might electrocute her!

Katie: oh my gosh!

Mark: I'll go get her.

(As Mark walks towards the bunny, a lighting change indicates thunder and lightning. Sparks fly from the cord near the bunny. Mark and Katie freeze as the audience thinks the bunny is electrocuted. The bunny flies, squealing, through the air. A blue wash covers the stage indicating the underwater world, the first level of the game. Mark and Katie are now in the game and freeze as the stage is overtaken by dancers in black with glow-in-the-dark fish and underwater creatures. Music comes up (Whale sounds, or music from "The Little Mermaid") Samantha, Nicole, Adam, Shane and Marc move onto stage carrying sticks to which are attached silk or rayon fish and underwater creatures. They move to the music, on various levels to establish that this is indeed an underwater world. After 15 seconds, find a position and freeze in a tableau.)

Mark: Hey, we're in the game! Hey, we're in the game "Terminal terror". This must be Posiedon, the first level, the underwater world!

Katie: We can't be in the underwater world! We'd drown in an underwater world! We're not even wearing breathing apparatus.

Mark: We're in a VIDEO GAME - heros don't need breathing apparatuses.

Katie: What makes you so sure we're the heroes?

Mark: We must be, we're the only humans here. See, look at the seaweed and these beautiful fish. *(They both wander amongst the underwater creatures. As they walk around, a villain jumps out from behind one of the fish and grabs Katie Mark, unaware of her capture, is admiring a starfish.)* Hey Katie, look at this! Giant starfish! Katie? Katie? *(The dancers move in such a way as to protect Mark from seeing Katie being captured)*

Iggy: *(Little puppet pops up from behind something)* She's gone! She's gone!
CAPTURED!

Mark: Captured? By whom?

Iggy: She's been captured by the "master villain" King Luther. And now it's up to you to save her!

Mark: Then I am the hero of "Terminal Terror".

Iggy: Yes, you are the hero but a hero has a lot of responsibilities. Here are the rules of your game, your princess.....

Mark: Princess.....she's not a princess, she's my next door neighbour, Katie, and she is not much like a princess..she's argumentative, hard to get along with...

Iggy: *(Cutting him off)* never mind, in this game, she's a princess and she's just been captured and since you are the hero, you have to rescue her. It will be hard to conquer the villain and get the princess back but you can do it..with my help of course. In order to reach the princess, you will have to go through three levels. On each level, you will have to outwit characters, physically defeat them and always use the things you gain to outsmart your opponents.

Mark: That sounds easy for an experienced player, uh, I mean hero, like me.

Iggy: And you have exactly 20 minutes to do it or you and your princess will be stuck in this game forever. Here comes your first opponent..the famous Fishman. He has something that can help you.

(Fishman enters. He has a shark's head and is carrying a fishnet with large cards inside it)

Mark: Fishman! I need to get to the next level to save the princess! What have you got to help me?

Fishman: Help you? First I challenge you and if you win, I'll give you something to help you on your way. If you don't win, then the princess is MINE! I challenge you *(spins around dramatically using the net as a karate weapon)* to a GAME OF GO FISH!

(They immediately sit down and use the card shark's cards to play a game of GO FISH. The action cuts to the side of the stage where we see the princess being dragged into her cell of captivity.)

King Luther: Now you will see, Miss Princess that I have captured you. You cannot escape, for it has been brought to my attention that you are extremely wussy. You're just the type of princess I have been looking for, someone who is easy to control. If your hero is unable to save you in just twenty minutes, then you will be my bride.
(*Cackles*)

Katie: He's no hero! He's just my next door neighbour, Mark! He's even wussier than I am! (*At his feet, begging*) Please, you've got to let me go, he'll never be able to save me.

King: That's what I am hoping will happen. So in TWENTY minutes, we'll start to plan the wedding. (*Cackles some more*) I'm going to go and check on your "hero" and make sure I'll have you for a bride. (*Exits, cackling while Katie is in a heap sobbing*)

(*Enter Samantha, her assigned caretaker. She bends down and tries to comfort Katie*)

Katie: And who are you? My guard?

Samantha: No, I'm Chelsea. I'm here to keep an eye on you. King Luther sent me to make sure you don't escape.

Katie: There are no worries about me escaping. I don't even think I could try. My "Hero" is useless. He'll never rescue me in twenty years, let alone twenty minutes.

Samantha: I know what you mean. I have been stuck in this game for twenty years, because my hero couldn't get past the first level. (*Says as if worried. Katie looks at her with a worried expression*) Oh, but that doesn't mean your hero won't save you. I am sure you will get out of here.

Katie: Would you please stop calling him my "hero". He hasn't saved anyone yet. If Mark's playing skills are as poor as his intelligence, I'll never get out of here. How could you stand spending twenty years in this game? I thought it was just invented.

Samantha: It was. Twenty years in this world is only one month in the real world. People here are really nice once you get to know them. So it is not that bad. But I have always wanted to get out of here.....

Katie: You have got to help me out of here! I am a girl, not a princess. I can't stand video games! I don't belong here!

Samantha: You don't belong here? I agree, neither of us do. I think I can help you though. I have learned a lot in captivity and one thing is that there are good creatures who are willing to help. We can send a message to your hero through one of these little creatures. Maybe that will help. Melissa, Melissa. Oh where is she? Melissa is a little person who can appear to your hero no matter what level he is on.

Katie: Can she help him to escape?

Samantha: She cannot physically help him but she does have some magical powers. For instance, she will be invisible to everyone except the hero and she can give him messages from us. I have knowledge of all the levels, so we can give him clues which will help him.

Katie: They will only help him if he is not too stubborn to take her advice. Oh, why did I have to get stuck in a video game with that useless person as my "Hero"? Alright, if that is the only way I can get myself out of this predicament, I'll have to go along with it. Please ask this little creature to come here.

Samantha: Melissa! Melissa! Come in here please.

Melissa: *(A puppet enters)* You summoned me, Princess Chelsea.

Samantha: Yes! We need your help. This is Princess Katherine who just got stuck in Terminal Terror with a hero in whom she has no confidence.

Melissa: *(Bowing to Katie)* How may I be of service to you and your hero?

Katie: Please take a message to him and even if he acts stubborn, insist that he pay attention to you. My whole life could depend on it. When I left him, he was in the underwater world of Posiedon.....I imagine he is still there, trying to get to the next level.

Samantha: Bring the hero this message. Tell him that no matter what else happens, he must keep the.....*(they confer as the lighting changes and the action cuts to the GO FISH game)*

Mark: Go fish! I win! I win!

Fishman: No one has ever beaten the card shark before. Here is your prize. Use it wisely. *(Hands Mark the net and exits with his cards)*

Mark: Wow, I must be a great hero. That was easy. But I've always been good at GO FISH.

Iggy: Don't get so cocky. That was just one obstacle. You have a long way to go.

(Special music announces the arrival of the vision girl, Melissa)

Melissa: I have been told to give you this message from Princess Katherine.

Mark: Princess Katherine? Is she alright? Can you take me to her?

Melissa: No, I cannot, I can only tell you that she is alive but she is afraid that you will not succeed in rescuing her. You must conquer all the levels to reach her. She's anxiously awaiting because if you do not succeed, she becomes King Luther's bride!

Mark: What? King Luther's bride? She's just a school kid! She can't be anyone's bride! That can't happen!

Melissa: *(cutting him off)* You don't have time to panic, listen carefully. I see you've already won the net. You have two villain to defeat before you can move on. Use the net as your weapon and try y\to find the key. You'll need it before the princess is yours. *(begins to fade away)* Good luck! Good luck!

Mark: Wait!!! *(Music announces the arrival of villain)*

(Enter two headed villain, Posiedon, (puppets) on stage left)

Posiedon: Look he has only one head. What a wussy hero!

Mark: What's wrong with my head? It has always worked very well. This is going to be one case where one head works better than two.

Posiedon: We'll see how well it works. You must get past us to reach the next level of terminal terror. Let's see how well your head and hands work together. These fish *(fish come in)* can only be captured by your magic net but if you don't capture them you will never leave this level.

(Fish start circling around Mark. He throws the net a couple times, but misses them. The puppets berate him for his inability to capture the fish. Finally, he throws the net over the villain. As he does so, a big key falls from the puppet's neck.)

Posiedon: He did use his head! And by using the net, he got us instead! No one has ever done that before!

Mark: I've defeated them and I've found the key that the messenger advised me about.

WOW! I really am a hero..I hope Katherine will be impressed.

Iggy: Don't waste time congratulating yourself on your great feats of bravery. The clock is ticking...you have only 15 minutes left...and two more levels to conquer. Discard the net but keep the key and MOVE ON!

(Light and music change to indicate the hero has moved on to the next level. Drum music and the music of other exotic instruments, off stage, indicate that the next level is a jungle. 4 dancers move onto the stage, carrying branches which they place near back of the stage. They crouch behind the branches, with their backs to the audience and put on tribal masks. They reappear and move to the beat of drums and other instruments. Lights fade momentarily and we see the messenger return to the princess.)

Katie: Thank goodness, you're back! Where is my hero? Did an octopus get him in the underwater world?

Melissa: No, he did manage to get through the first level by defeating the two headed villain....

Katie: You mean he was actually successful?

Melissa: Yes, but I see what you mean when you say he is useless. I don't think that he will do as well in the jungle level where he is now. The warriors are fierce and the villain is cunning. Do you want me to return to him with another message?

Katie: Of course....Princess Chelsea, what advice can you send him this time? Do you have nay knowledge of the jungle level?

Samantha: There is only one thing I have learned about it.... but he will have to defeat the tribesmen before he can get close enough to the villain for my advice to work. but it is still worth a try. Melissa, give the hero this vial and tell him.... *(Light fades on them as jungle music comes up and jungle creatures unfreeze and begin moving. 2 of the jungle creatures transform themselves into trees as Mark enters. The others form themselves into boulders and logs and create obstacles for the hero to stumble over. He does stumble several times. Iggy suddenly peeks out from behind a tree and startles Mark.)*

Iggy: Hey, straighten up. You are wasting time and energy stumbling around the jungle. Beware of these pygmy warriors, they can morph into rocks, trees and logs to trick an d injure you. They won't harm you unless the villain of the jungle tell them to. So, as long as the villain don't appear, this level will be annoying but not fatal....uh, oh, too late for that. Here they come.

(Increased music heralds the arrival of the jungle warriors who are carried in on the shoulders of two jungle tribesmen. The 2 trees morph into 2 thrones and the villain are seated. The tribesmen stand beside them, holding spears.)

Villain 1: Welcome to our jungle land, Mr. Hero. Warriors, create a cauldron..it seems that we will be having a guest for supper tonight.*(Everyone laughs as 2 warriors morph into a cauldron)* No. No, warriors, make the caldrion bigger. Just look at the size of our guest. *(Everyone laughs again as the cauldron is made bigger)*

Mark: It is really nice of you to invite me for supper but I really can't stay. I'm on a hero's mission to save the princess and I don't have time to eat right now....

Villain 2: *(Cutting him off)* You weren't invited for supper, you are invited to BE SUPPER, Mr. Hero. It is a long time since the tribesmen and I have had a juicy snack. Warriors, kill him!

(The warriors attack Mark with their spears. The game "stalls" which influences the action and slows it down considerably. A well choreographed fight scene ensues in which the warriors are defeated by the hero. Just as the fight scene ends, the lighting and music which herald the arrival of the messenger is heard and Melissa appears before the hero.)

Melissa: Hero, I have another message from Princess Katherine!

Mark: Another message! Good! Did you see what I just did? I saved myself from being a fricasseed hero. I was destined for that pot, except I was able.....

Melissa: *(Cutting him off)* You don't have time to tell me about it. You can only get to the next level by tricking these two villain into taking this magic potion..the potion will cause them to act strangely. use their strange behaviour to your advantage. Good luck! Good luck! *(Fades away)*

Mark: Wait!!! How can I trick them..you must give me some idea!

Iggy: You have the key, a golden spear and a vial of magic potion. Could a hero have more advantages? Hurry and trick the villain, you are wasting time...only ten minutes left.

Villain 1: You killed our best warriors! This rarely happens, even to natural heroes, not to mention unnatural and clutzy heroes like you.

Villain 2: Still, you must conquer the two of us if you expect to go on to the next level. And I warn you, we are not easily conquered.

Mark: I know, your lordships, and that is why I have decided not to try. It would be impossible for me to defeat two villain of your expert cunning. In fact, I have made a decision to stay in your jungle land forever. *(Taking out the vial of magic potion)* To pay for my stay here, I am offering you this essence of human being.....it is concentrated so you will only have to eat a little to feel like you have just finished a cauldron full of human beings. Please take this little gift from me to you.

Villain 1: Hmmm, essence of human being....sounds delicious....I was hoping to have a cauldron of food to consume for my supper. Perhaps, we could have a little taste, what do you think?

Villain 2: By all means, let's taste it *(Reaches for the vial)* MMMMM....good. Here, you have some too.

(The two puppet villain drink the potion and they suddenly begin to dance while the jungle music plays. They dance faster and faster and finally collapse on the floor. With a shout of joy, Mark grabs the puppets and hurls them into the cauldron and begins to exit. He freezes. Light and music indicate that he has moved to the next level. The action switches to the cell of Princess Katherine. Katherine is curled up in a heavy cloak asleep as Princess Chelsea and Melissa enter.)

Samantha: Shshshsh! Don't speak! I don't want to waken her. What happened in the jungle level? Is the hero still useless....do you think there is any chance that he will succeed in rescuing her?

Melissa: He was actually very brave and has become quite a good fighter. He killed the 2 best jungle warriors and used the potion to defeat the jungle villain.

Samantha: Good for him! He really is a hero!

Melissa: Shall I waken Princess Katherine and tell her the good news?

Samantha: NO! I mean, no, let her sleep. She is exhausted from crying and she may need her strength to make the final escape. The hero has only one more level to conquer and he will reach this cell. Hurry to the Castle level and give him this message. It is the only way he will be able to find us....I mean her. *(Princess Chelsea and Melissa confer as the music changes and soldiers march onto the darkened stage, carrying lanterns. The guards, Shane Stephen Marc and Adam form doors when they have finished marching. A n old man puppet appears and waits for the hero to arrive in the Castle World)*

Mark: This is the Castle World, the last level I have to conquer. Katherine must be close

to here, perhaps in this very castle in a dungeon. Or perhaps she is behind one of these mysterious doors...how will I be able to open them.....maybe this key will work...

(Light and music change to indicate the arrival of the messenger)

Melissa: That key will be useless to you until the last door is opened. I have brought you a message from Princess Katherine. It is in the form of three clues. Don't lose these and they will help you to outsmart the next 3 villain that you see. *(She hands him a velvet bag in which there are three items)* When you have defeated the last villain, the key will be useful to you...Good luck, good luck. *(Fades away)*

Mark: Wait! You didn't tell me enough! What do I do with a comb, a newspaper and an umbrella.....hit them over the head?

(The old man puppet comes forward, startling Mark. He takes up a position beside the first door.)

Mark: Do you have another key to this door? I've been told that the one I have will not open these doors and yet, I must pass through them. *(Shakes door and tries to open it in panic. He is stopped by the puppet)*

Old man: Please do not panic. You must answer the riddle to open this door and you must keep answering riddles if you expect to be successful in conquering this Castle World. Are you ready?

Mark: A riddle! I hate riddles! Oh, I'll never be successful..after all my hard work in defeating the other bad guys I've met...now I will lose the game and be stuck here forever.

Iggy: Stop whining! You don't have time. There are exactly 7 minutes remaining before the big GAME OVER sign comes up, hero. Start thinking!

Old Man: This is your first riddle. What has teeth but does not bite?

Mark: What has teeth but does not bite? *(Repeats question to himself several times)* Iggy please help me. Do you know what has teeth but does not bite?

Iggy: HMMMMMMMM, no I don't. Can you give me a clue?

Mark: Clue! That's it! The answer is one of the clues which Princess Katherine sent me. *(Takes the 3 items out of the bag)* What has teeth but does not bite? A COMB! A COMB! A comb has teeth but does not bite!

Old Man: You are correct Mr. Hero, advance to the door and it will open for you.

(Mark pushes open the door only to find another puppet villain behind it. It is the Clown Villain. Mark reacts with horror when he sees the puppet)

Clown: Hello Mr. Hero, welcome to the second door. Congratulations on answering the first riddle correctly. Now, here is your second riddle. What's black and white and read all over?

Mark: Do you mean red as in your nose is red? *(Clown puppet acts indignant and Mark cowers away from it.) Sorry about that. Hmmm, what is black and white and red all over. (He turns away from the puppet and rummages in the bag, pulling out the newspaper and the umbrella) Can either of these clues help me..black and white and red....that's it A NEWSPAPER. It's black and white and you read it all over. (Triumphantly turning back to the clown)*

Clown: And what is your answer?

Mark: A newspaper! A newspaper is the answer!

Clown: *(Surprised)* That is the correct answer. You may proceed to the next door.

(Mark hurries to the next door to find another villain inside. It is in the form of an ice creature. Mark reacts with horror when he sees it.)

Ice: Greetings from the Castle World. You are an exceptional hero and one we will be glad to keep here in Terminal Terror. Are you ready for your final riddle?

Mark: Yes, yes, please hurry with the question, although I already know what the answer will be!

Ice: How could you possibly know? Our riddles are the most difficult in all mind-testing questions, our researchers.....

Mark: *(Cutting him off)* Right, I'm sorry I said that...there's no way I could know the answer. Ask me the riddle, but hurry!

Ice: Very well. What goes up when the rain comes down?

Mark: *(Jumping around with joy)* AN UMBRELLA!!! An umbrella goes up when the rain comes down! *(He takes the umbrella out of his bag and begins to twirl around with it. Iggy starts yelling at him to get on with the game)*

- Ice:** Congratulations! You may go on to the last door.
- Mark:** *(Hurrying up to the last door, Mark tries to open it but the door won't open)*
Door! Aren't you supposed to open and let me meet the villain inside?
- Door:** No, before I will open, you must answer one more riddle.
- Mark:** Another riddle! *(Panicking, he looks in the bag and finds it empty.)* And no more clues! What am I going to do? I can't answer riddles! I'll never be able to think of the right answer! Iggy, Iggy, you've got to help me....*(he keeps whining about this, meanwhile the Door is asking the riddle and he is unaware of it. The bunny puppet, Fluffy, suddenly enters and hops right up to Mark while he is complaining. Spying the bunny, he shouts FLUFFY! FLUFFY!*
- Door:** Right! You are correct, Mr. Hero! The answer to my riddle is FLUFFY! No one has ever answered it correctly before. How could you possibly have known the answer, the riddle was so completely obscure that I was sure that it was impossible to answer. You may go on to meet the final contest in the Castle World. *(The door opens to reveal King Luther inside a picture frame.)*
- Mark:** Thank you door. Now, what do we have here? It looks like a painting of King Luther, the Master Villain of Terminal Terror. I recognize him from his picture on the cover of the video game. It is a remarkable likeness. I wonder who the painter was who did this portrait? *(He peers more closely at the picture, when suddenly, King Luther punches him right in the face. Mark falls backwards.)* Wow! What happened there? All of a sudden I'm on my...there must have been a shift in the game's energy or something. *(Gets up and staggers back to the painting. King Luther punches him again)* Hey, what's going on here? That is no painting! It is really King Luther, Master Villain!
- King:** Correct Mr. hero and you must destroy me to rescue the Princess or there will be a new trophy in my bridal case of captured princesses. She was wrong about one thing, you are not as wussy as I was led to believe. I have been watching you defeating some of my most ferocious and unscrupulous villain and frankly, I am impressed. *(Suddenly notices the rabbit)* OH NO! Where did that rabbit come from? I have a fatal allergy to rabbit fur..where are my pills? I keep them with me at all times. just in case I see a rabbit. Here they are.....just in time. I feel a sneeze coming on right now.
AAAAAAAAAACCCCCCCHHHHHOOOOOOOOOOO *(he sneezes and drops the pill container outside the picture frame. They are seized by the hero.)*
- Mark:** Now, King Luther, I have the upper hand. Come up here with me, Fluffy. *(Fluffy jumps up into Mark's arms)* Which will it be, King Luther, this bottle of pills or

this fluffy white rabbit.....pills, rabbit, pills, rabbit.

King: *(Sneezing and spluttering)* NOT THE RABBIT! HAVE MERCY! I AM DYING!
(He staggers around, sneezing and finally collapses.)

(Action switches to the cell. Katherine is still sleeping and Princess Chelsea is watching her. Melissa enters the cell)

Melissa: I bear good news for Princess Katherine. Her hero has been successful! He has actually killed the wicked King Luther! He is on his way here right now to rescue the princess! This is wonderful news. Wake up, Princess Katherine, we have excellent news for you.

Samantha: No! No! It will be a much sweeter victory for her if her own hero awakens her himself and leads her to her freedom. Just think what a wonderful ending that will be for them in the Terminal Terror Video Game.

Melissa: But, Princess Chelsea, don't you think she has slept long enough. There is no need to let her worry any longer.....

Samantha: *(Cutting her off)* SHE WILL BE FINE! I mean, you are very kind to express concern for her. I'll just let her rest a few more minutes. Thank you for your help in this adventure. I'll be sure to call on you again if another poor princess gets stuck here. Go now and rest yourself. You must be exhausted from all of your warping from one level to the next.

Melissa: Very well, Princess Chelsea. Good bye. *(She leaves reluctantly)*

Katie: *(Waking up groggily)* Princess Chelsea, is there any news of my hero? How is he doing in the Jungle Level? Has he gotten to the last level yet? When is Melissa coming back to make her report? I must have been sleeping for a long time, I feel so groggy.

Samantha: Actually, Princess Katherine, you have only been asleep a couple of minutes. Time is always distorted in a video game. You really should rest a little more. Heaven knows what will happen before you finally get out of this game.

Katie: But what news has there been of my hero?

Samantha: Actually, none. Melissa hasn't come back yet so I can only presume that your hero is still battling his way out of the jungle. I will watch for her and let you know the minute she comes in. Lie down and rest....there is still plenty of time.

Katie: You have been so kind to me. If it wasn't for you, I'd have to spend the rest of my life in Terminal Terror. Is there a way I can repay you? *(She lies down and drifts off to sleep)*

Samantha: I think there is a way that you can repay me. *(Reaching into the box, Princess Chelsea takes out a cape exactly like the one Princess Katherine is wearing and puts it on, putting the hood over her head. She takes a floorcloth, painted like the stones of the cell and lays it over the sleeping princess so that she becomes like a part of the cell. Then she lies down and pretends to be asleep. The action returns to the Castle Land with a shriek from Iggy)*

Iggy: ONE MINUTE! ONE MINUTE! YOU HAVE ONLY ONE MINUTE!

Mark: Relax, the master villain is dead. There is no way he can harm the Princess Katherine now. I just have to rescue her and we'll stroll on back to the real world.

Iggy: But you still have only one minute to do it. If the game ends before you rescue her, you'll both be stuck here to battle another set of villain.

(All of the "Doors" as well as the puppeteers reappear on stage and form together to make a giant door which blocks the hero's access to the cell where the princess is captive.)

Mark: The final obstacle.....a giant door....how do I get past it?

Iggy: Use the key you've been carrying since you found it in the underwater world. It will open the door. And HURRY there are only 30 seconds left.

Mark: Right, the key. *(He takes the key from his backpack and uses it to open the door. The door falls away in an interesting and unusual way. Mark bursts into the room where the princess is captive. He sees someone wrapped in a cape.)* Katherine! Katherine! I have come to rescue you. We have only seconds to escape. Oh no. She is asleep, she must have been drugged or something. I'll have to carry her. There isn't time to try to wake her. *(He lifts up the princess who keeps her head drooping down, covered by the hood. He drags her out of the cell and out of the video game through the "doors" who form a corridor for them to escape.)* Hurray! We made it! We escaped from Terminal Terror. *(Exit. The doors turn to face the audience, holding up cards which spell "GAME OVER". Princess Katherine stirs under the floorcloth. She wakes up and shakes it off, pushing back her hood. She looks frantically around and sees the empty cell, the floorcloth.)*

Katie: What is going on here? Princess Chelsea, Melissa, where are you? What has happened here? Where have they all gone? Has my hero finished the game....*(She notices the cards which spell GAME OVER.)* Oh no! Mark did win but he rescued

the wrong princess. That clutz...that dummy. That useless hero....(She continues to berate him as the light fades and the music comes on to indicate that the hero has moved on to the next level.)