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Norman Maine Publishing

THE SUPER DUPER DUPE
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*For Connor,
my own superhero.*

THE SUPER DUPER DUPE

CHILDREN'S COMEDY. Miss Sticky's Super Duper Bad Guy Locator leads her to an abandoned warehouse where she sees a banner that reads, "B.A.D. is G.R.E.A.T!" Realizing it could be the hideout of the League of Dastardly Villains and All-Around Bad Guys, she calls the other superheroes in the Good Guys Gang to help her apprehend these scheming villains. Wanting to avoid a sticky situation, the superheroes hide in the warehouse so they can find out what the villains are up to. But it turns out "B.A.D. is G.R.E.A.T!" is an acronym for "Board Game Assembly Day is Good Recreation and Enjoyment for All Troublemakers." You see, these game-playing villains just really love to play games...board games, that is!

Performance time: Approximately 30 minutes.

CHARACTERS

(20 flexible)

- MISS/MR. STICKY:** Superhero who gets stuck to everything and leader of the Good Guy Gang; flexible.
- SUPER KLUTZ:** Superhero who is a real klutz and falls a lot; flexible.
- NIGHTVISION NED/NORA:** Superhero who sees well in the dark but can't see when the lights are on; wears night vision goggles; flexible. (Note: Goggles that glow can be used, opt.)
- BLOODHOUND:** Superhero who constantly points out any wrongdoing; flexible.
- NOCTURNAL NANCY/NATE:** Superhero who keeps falling asleep; flexible.
- RITA/PETER REPEATER:** Superhero who only repeats what others say; flexible.
- DANCING DONNA/DAVE:** Superhero who dances like a ballerina instead of fights; flexible.
- SUPER TWINS:** Superhero twins who dress alike and talk at the same time; flexible.
- BOUNCY BOY/GIRL:** Superhero who bounces wherever he goes; flexible.
- DR. GIGGLES:** Villain who can't stop laughing; flexible.
- BABY:** Villain who acts like a baby; dressed in baby clothes; flexible.
- OPPOSITE GIRL/BOY:** Villain who does the opposite of what others say; flexible.
- RHONDA/RONNIE RHYME:** Villain who speaks in rhyme; flexible.
- MISS/MR. QUESTION:** Villain who only asks questions; flexible.
- MR./MISS TINGLES:** Villain whose limbs keep falling asleep; flexible.

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MEGAPHONE MAN/WOMAN: Villain who says everything through a megaphone; flexible.

BARON/BARONESS VON BAD: Villain who wants to take over the world; wears a suit; flexible.

DYNAMITE DAN/DANA: Villain who likes to blow things up; flexible.

SAILOR SAM/SAMANTHA: Villain who is dressed like a sailor and makes nautical references; flexible.

COSTUMES

Each superhero or villain should be dressed in a brightly colored costume that reflects the personality or trait indicated by his/her name. Typical clothing items associated with superheroes such as capes and masks should be used.

SETTING

An abandoned warehouse, the hideout of the League of Dastardly Villains and All-Around Bad Guys.

SET

Abandoned warehouse. There are three or four tables, each with three or four chairs. A large banner reading "B.A.D. is G.R.E.A.T!" is strung up behind the tables. It is folded in half, and when unraveled, should reveal an acronym which reads, "Board Game Assembly Day is Good Recreation and Enjoyment for All Troublemakers!"

PROPS

Small computer or tablet
Goggles, for Nightvision Ned
Gadget, for Bouncy Boy
Clue game
Operation game
Jenga game
Guess Who? game
Twister game
Candy Land game
Scrabble game
Monopoly game
Battleship game
Chutes and Ladders game

Note: Set up of games should be very basic and simple, not bringing out very many pieces. Pieces could be affixed to game board for simplicity of set up.

SPECIAL EFFECTS

Loud crash
Glowing goggles, opt.

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"I'D HATE FOR US
TO END UP
IN A STICKY SITUATION."

—MISS STICKY

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(AT RISE: An abandoned warehouse, the hideout for The League of Dastardly Villains and All-Around Bad Guys. Miss Sticky enters, holding a small computer or tablet.)

MISS STICKY: Just as I thought! The League of Dastardly Villains and All-Around Bad Guys is meeting tonight. And I have stumbled upon their headquarters. *(Calls offstage)* Super Twins! Nightvision Ned! Bloodhound! Bouncy Boy! Come quickly!

(Nightvision Ned enters, wearing goggles. He is holding his arms out as if he is blind.)

NIGHTVISION NED: I'm here, Miss Sticky, but I can't see where you are.

MISS STICKY: That's because you're wearing night vision goggles, Ned. If you took them off, you'd see fine.

NIGHTVISION NED: But if I did that, then I wouldn't have a superpower.

(Nightvision Ned holds his hands out, slowly making his way to Miss Sticky. Bloodhound enters, sniffing the air and the ground.)

BLOODHOUND: I can smell your sweet, sticky scent a mile away, Miss Sticky.

MISS STICKY: I'm right over here, Bloodhound.

BLOODHOUND: There you are! *(Points at her, sticking his leg out backward.)*

MISS STICKY: I know. I just told you that.

(Bouncy Boy bounces onstage.)

BOUNCY BOY: I can stay for a few minutes, but then I have to bounce.

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MISS STICKY: I think you're going to want to hear what I have to say, Bouncy Boy.

(With arms linked, Super Twins enter. Note: Super Twins speak all lines in unison.)

SUPER TWINS: We're here, Miss Sticky.

MISS STICKY: Great! Hurry over so I can show you what I've found.

SUPER TWINS: Super Twins run super fast!

(Super Twins run toward Miss Sticky, knocking down Nightvision Ned, who is still finding his way.)

NIGHTVISION NED: Hey! Watch it!

MISS STICKY: Slow down, Super Twins. Remember, I'm super... *(Super Twins run into Miss Sticky and stick to her. Sadly.)* ...sticky.

NIGHTVISION NED: I'll help you get unstuck. *(Swings his arms around blindly and gets stuck to Miss Sticky)* Oops. Now I'm stuck, too.

BOUNCY BOY: I'll help you.

MISS STICKY: No, thanks. The way this is going, if you try to help, you'll only make things worse.

BOUNCY BOY: That's not very nice. And just because you said that... *(Grabs Bloodhound. Chants.)*

"I am rubber, you are glue,

What bounces off of me... *(Pushes Bloodhound toward Miss Sticky.)* ...sticks to you! *(Gets stuck.)*

BLOODHOUND: This is all... *(Points at Bouncy Boy, sticking out his leg.)* ...your fault!

MISS STICKY: Why did you do that?

BOUNCY BOY: Because I can.

SUPER TWINS: Now what are we going to do?

SUPER KLUTZ: *(Offstage, loudly.)* Have no fear, Super Klutz is here!

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ALL: (*Shout.*) No, Super Klutz!

(*Super Klutz clumsily enters and falls down.*)

NIGHTVISION NED: Even I can see this is a bad idea.

SUPER KLUTZ: Don't worry, I can handle this.

(*Super Klutz crashes into the group. They all fall down but they break apart. They rub their sore heads, arms, etc.*)

BLOODHOUND: (*Points.*) There's Miss Sticky. (*Points at himself*) And I'm right here. That must mean we're unstuck. Thanks, Super Klutz.

SUPER KLUTZ: No problem. All in a day's work.

(*All stand.*)

SUPER TWINS: Why did you call us here, Miss Sticky?

BOUNCY: And where is *here*, exactly?

NIGHTVISION NED: (*To Miss Sticky.*) And why is it so dark here?

SUPER TWINS: Take off your night-vision goggles, Ned!

NIGHTVISION NED: I don't want to.

MISS STICKY: Before I tell you, let's call the rest of the Good Guys Gang.

SUPER KLUTZ: I can run and get them for you! (*Starts to run off, trips, and falls.*) On second thought...

BOUNCY BOY: Don't worry about it, Super Klutz. I'll call them on my sound-bouncing super-communicator. (*Pulls out gadget and speaks into it while bouncing around.*) Calling all Good Guys! Good Guys, we need you! Rita Repeater, Dancing Donna, Nocturnal Nancy...come quick!

[END OF FREEVIEW]