The Time Machine

A Journey Through Time

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This is the story of someone with a dream. That dream,…to be able to travel where no person has ever traveled before…..through TIME!
Our 'MAD' professor, to fulfill his dream, endeavours to obtain sponsorship for his 'little' project from a host of local businesses. He invites representatives from each of these firms to be a part of his inaugural trip aboard 'The Time Machine'.
Our story unfolds in the professor's makeshift laboratory in the cellar of his little home. He can be heard lauding the praises of his new invention to his skeptical guests.
So, sit back, relax, and let your mind be guided through centuries past, then back to the present, and then ever onward into the untapped realms of the future.

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Running Sheet (1)

ACT ONE

Scene 1: The Time Machine

The Professor explains his latest invention to the group of Time Travelers

Song One **Journey Through Time**

The Time Machine takes off for the Age of the Dinosaurs

ACT TWO

Scene 1: The Age of Dinosaurs

The Time Travelers encounter two dinosaurs that seem surprisingly ahead of their time.

Song Two **Here Come the Dinosaurs**

Scene 2

The Travelers return to the Time Machine. Randall accidentally pulls the ‘big lever’ without the controls having been set.

ACT THREE

Scene 1: Ancient Rome

The Time Machine lands in Ancient Rome. Caesar is bored and looking for some entertainment when the travelers arrive. Randall offers to lead the group in a ‘line dancing’ demonstration.

Song Three **Hootenanny**

Scene 2

Once again Randall starts the machine with no concern for their destination.

Running Sheet (2)

ACT FOUR

Scene 1: King Arthur's Round Table

Arthur, Guinevere, Merlin and the Knights are bored with their lot, when the travelers arrive. In order to save them from use in Merlin's newest potion, Guinevere suggests that they offer to join Arthur in his favourite activity – playing 'Rockee Around The Tablee'.

Song Four: We Are The Knights

Scene 2

The Time Travelers surreptitiously make their way back to the machine. The Professor says his goodbyes to Guinevere and ….. Randall mistakenly starts up the machine again.

ACT FIVE

Scene 1: Early Australia

The machine has landed in early Australia, during the time of the bushrangers. The Professor is feeling his age and drifts off to sleep. The Kelly gang 'bail up' the travelers.

Song Five: Bail Up!

Scene 2

Joey reluctantly checks in vain for weapons amongst the travelers. Not convinced, Ned enters the machine; he accidentally pushes Randall into the 'big lever' – thus starting up the machine. The Professor awakens to find that Ned Kelly is on board and stuck with them as they travel, once again, to an unknown destination.

Running Sheet (3)

ACT SIX

Scene 1: Canadian Airport Runway

The machine lands on a runway in an airport in Newfoundland. Amelia Earhart, accompanied by her good friend Eleanor Roosevelt, is about to embark upon her solo trans-Atlantic flight. She is annoyed to find that the Time Machine is blocking her take off. She enlists the help of an airport parking inspector to encourage the travelers to move their 'contraption'.

Song Six: Flying Dreams

Scene 2

Amelia ponders the meaning of the Professor's warning about one of her future flights.

ACT SEVEN

Scene 1: 1950's Prom Night

The machine lands in the 50's amongst rock'n'roll fever. The Travelers encounter one of the Professor's idols – the one and only Elvis Presley.

Song Seven: **You Can Rock'n'Roll**

ACT EIGHT

Scene 1: The Moon

The Travelers 'land' on the moon and notice the Apollo 11 Space Module. Wendy muses about the benefits of bringing a little magic and imagination into The Professor's world of science.

Song Eight Over The Moon

Wendy is rudely awoken from her dreams by Randall. She then encounters 'The Man In The Moon', who reinforces her thoughts regarding the magic of ideas and imaginings.

Song Nine: **You've Got a Friend**

Running Sheet (4)

ACT EIGHT cont'd

Scene 2

As Neil Armstrong is about to take his first steps, Ned tries to 'bail him up'. However, the travelers convince him otherwise and he returns to the Time Machine.

ACT NINE

Scene 1: Back to the Future – The Underground

The Time Travelers are under the mistaken impression that they have returned home, until they hear strange 'beeping' and various other mobile phone noises. Randall has mistakenly gone forward a century. Two strange futuristic creatures emerge and place them in a force-field.

Song Ten Take These Chains

Scene 2

The Professor tries to talk to the two creatures, who can only converse using 'textspeak'. They allow the travelers to return to their own time to try and rectify the environmental damage which has lead to the devastation of the earth.

ACT TEN

Scene 1: The Time Machine

The Travelers are on their way home. Randall organizes for Ned to be 'dropped off' back in his own time – however as King Arthur is heard in the background, this appears to have been as successful as his other destination attempts!
The Professor sets the dials this time and finally the travelers arrive home. The Professor decides to set his sights on environmental research rather than time travel.

Song Eleven The Time Machine

FINIS

Note:

Symbol denotes sound effect or soundtrack provided as MP3

SETS AND PROPS (1)

(Note: RockED Digital Backdrops Provided)

ACT ONE

Scene : The Time Machine

The Time Machine sits at the side of the stage for the entire show.
It may be as complicated and as outlandish as required. It may be shaped as a car, or simply a large 3 dimensional decorated box with 4 seats. An oversized lever clearly marked 'BIG LEVER' is essential. Ideally the machine should be lit up when landing and in darkness when departing. If using a curtain, the machine can remain in front of the curtain and each new scene set up behind the curtain and revealed upon 'arrival'.

ACT TWO

Scene: The Age of The Dinosaurs

A large cave is to be centre stage. The Dinosaurs emerge from the cave.

ACT THREE

Scene: Ancient Rome

An ornate throne is required for Caesar. Palm fronds and columns and draped sheer fabric help to create a Roman interior.
Prop: Brian requires an oversize cowboy hat.

ACT FOUR

Scene: King Arthur's Round Table

The king and his group sit around a (not necessarily large) round table. The king sits on a throne with his name clearly marked on it.
Prop: Lancelot & Gwain require swords
Scarf - Guinevere

ACT FIVE

Scene: Early Australia

Typical Australian bush scene, with the Kelly Gang on alert – lots of gum trees and native animals.

SETS AND PROPS (2)

ACT SIX

Scene: Airport Runway in Newfoundland, Canada

A replica single prop vintage plane or part thereof.
Prop: hand held ticketing machine and chalk – parking inspector

ACT SEVEN

Scene: 1950's Rock'n'Roll Prom Night

Streamers, balloons and perhaps a juke box replica to create this scene.
Prop: Elvis wrap around glasses and silver cape for the Professor

ACT EIGHT

Scene: The Moon

The moon's surface complete with craters, valleys and a silver hue. A space module clearly marked Apollo 11, is centre stage from which Neil Armstrong alights.
Prop: Randall's coat

ACT NINE

Scene: Back to the Future: The Underground

A scene of an underground city.

Prop: TXT requires a mobile phone
BEAMA requires large signs to hold up showing txt messages (if not using digital backdrop slides)

ACT TEN

Scene 1: The Time Machine

Scene 2: The Professor's Laboratory

CAST (1)

THE TIME TRAVELERS

THE PROFESSOR
Brilliant, but slightly mad, scientist (aka 'Doc' in 'Back to the Future')

RANDALL ASHCROFT
A Corporate Representative.
Randall is a 'can do' kind of guy. Unfortunately his self confidence is as odds with his knowledge of time travel. He tends to panic ahead of time and his clumsiness causes all sorts of problems

SANDY PAIGE
A Corporate Representative.
Sensible and generally maintains a cool head throughout.

WENDY BILLARTON
A Corporate Representative.
She is rather anxious at times (often with good reason). Wendy is rather more idealistic than Sandy

THE DINOSAURS

TYRONE
The ultra cool Tyrannosaurus Rex

STEGGY
As above, but a Stegosaurus of few words.

ANCIENT ROME

JULIUS CAESAR
The typical high-handed emperor.

CLEOPATRA
The 'right hand' person to Julius, but a little more perceptive and compassionate.

GUARD (BRIAN)
He has a penchant for country and western music – like his emperor. He has become rather fed up with the authoritarian nature of Caesar.

CAST (2)

KING ARTHUR'S ROUND TABLE

KING ARTHUR
He is King of England – but easily bored and petulant when the fighting action wanes. He looks to his knights for entertainment.

LADY GUINIVERE
The Queen – charming and astute.

MERLIN
The famous sorcerer, always on the look out for contributors to his potions.

SIR GAWAIN
One of the knights – he has become impatient with the King and his self-indulgent ways.

SIR LANCELOT
One of the knights – he is rather eager for a spot of jousting.

EARLY AUSTRALIA

NED KELLY
The typical outlaw – 'gung – ho' and always expecting a conflict, even in the most unlikely situations.

DAN KELLY
Ned's brother – simply does what Ned tells him to do.

JOEY BYRNE
Another member of the Kelly Gang. He is becoming tired of being asked to perform the more menial tasks.

CANADA 1932

AMELIA EARHART
The famous American aviator. She is about to embark upon the first solo flight by a female pilot across the Atlantic Ocean.

ELEANOR ROOSEVELT
The wife of soon to be President Franklin D. Roosevelt. At this time she was the First Lady of New York

PARKING INSPECTOR
A Canadian parking inspector working for the Newfoundland Aiport.

CAST (3)

1950's PROM NIGHT

ELVIS
This is a cameo role. Elvis is featured as the star of this Prom Night.

ON THE MOON

THE MAN IN THE MOON
Is he a figment of Wendy's imagination or a whimsical showman? He speaks with an exaggerated, artificial French accent.

NEIL ARMSTRONG
The first astronaut to set foot upon the moon. He is understandably annoyed by attempts to ruin his 'moment in time'.

THE FUTURE

TXT
A futuristic character who converses by texting on a mobile phone.

BEAMA
BEAMA acts as futuristic translator, transmuting the digital message up to the screen behind them.

CASTING CONSIDERATIONS (1)

MAJOR ROLE

THE PROFESSOR
This part requires a strong, clear speaking voice and the willingness to learn a lengthy script.
A capacity to act a little 'unhinged' and eccentric would be an advantage.

SECONDARY MAJOR ROLES

RANDALL ASHCROFT
He is the bumbling tourist – responsible for the accidental landings of the Time Machine. He is likeable and humorous.

NED KELLY
Once he stows away on the ship, this becomes a major role. A commanding presence and the ability to speak with a slight Irish accent would be an advantage.

SANDY PAIGE
This is a straightforward role – she is the sensible foil to Randall.

WENDY BILLARTON
Wendy is rather more idealistic and emotional than Sandy. Neither Sandy nor Wendy has many lines, but they are on stage throughout the performance.

MINOR ROLES (limited to their featured scenes only)

TYRONE
A character part – well suited to a convincing cool customer.

STEGGY
Another hip dinosaur, with not many lines – but plenty of opportunity to steal the show with rap actions and dinosaur type movements.

ANCIENT ROME

JULIUS CAESAR
This role requires an imposing, commanding presence.

CLEOPATRA
This is a role requiring a clear speaking voice and an air of privilege and social advantage.

GUARD (BRIAN)
This is a great part for a student who would enjoy portraying a sense of boredom with his lot in life, together with a disregard for authority.

CAST (2)

KING ARTHUR'S ROUND TABLE

All Camelot characters speak in a laboured, exaggerated 'ye olde English' style. It is important that they deliver each line **slowly** and **distinctly**.

KING ARTHUR
Supreme self confidence and authority are required for this role.

LADY GUINIVERE
This role would suit a student willing to brighten up the scene with a little lightheartedness and teasing.

MERLIN
This part requires the ability to create a little mystery and enchantment with every line.

SIR GAWAIN
A straightforward role. He is a knight of the round table who is increasingly frustrated with the King's games

SIR LANCELOT
A straightforward role, as a knight of the round table who is increasingly frustrated with the King's games

EARLY AUSTRALIA

DAN KELLY
A Kelly Gang member with few lines, but he gets the opportunity jump out and 'bail up' the time travelers.

JOEY BYRNE
The other Kelly Gang member. He is frustrated with his lot and has higher aspirations. He is rather a whiner – so an ability to moan and draw out his complaints would be an advantage.

CANADA 1932

AMELIA EARHART
The famous American aviator. She speaks boldly and confidently.

ELEANOR ROOSEVELT
As the First Lady of New York she is well spoken and demands attention.

PARKING INSPECTOR
This is a cameo non-speaking role.

CAST (3)

1950's PROM NIGHT

ELVIS
This is a cameo role.
All that is required is a great costume and an ability to copy Elvis'movements and speech.

ON THE MOON

THE MAN IN THE MOON
He speaks with a cartoonish, exaggerated French accent – rather theatrical and dramatic.

NEIL ARMSTRONG
A great part for one able to imitate the voice of the famous American astronaut.

THE FUTURE

TXT and BEAMA
These are the perfect 'miming' roles (no spoken lines for either part). The two of them respond to the professor's questions using physical gestures, then TXT madly texts on a mobile phone and BEAMA either holds up signs with the emoji answers or dramatically receives and transmutes the texts into on the backdrop screen. Their message is visual and physical rather than verbal, as generations of non-verbal communication has diminished the use of speech.

CAST - COSTUME SUGGESTIONS (1)

THE TIME TRAVELLERS

THE PROFESSOR
White lab. coat, glasses and wild, untamed hair.

RANDALL ASHCROFT
Standard 'business man on holiday' type – sandals, long socks, drill shorts, brightly colored shirt and camera around his neck.

SANDY PAIGE
Corporate Representative
Dressed as conservative 'young executive' type.

WENDY BILLARTON
Corporate Representative
Dressed as artistic creative type.

THE DINOSAURS

TYRONE REX
Tyrannosaurus Rex costume with backwards cap and lots of 'bling bling'

STEGGY
Stegosaurus costume with backwards cap and lots of 'bling bling'

ANCIENT ROME

JULIUS CEASAR
Roman toga, sandals and Roman crown - circlet of golden vine

CLEOPATRA
Black wig, golden headband, white gown with wide sash, large round golden 'collar'

GUARD
Unaccountably he is dressed in full country and western gear – most importantly with a large 'ten gallon' cowboy hat which Caesar borrows.

Sample Excerpt - Not For Performance

CAST - COSTUME SUGGESTIONS (2)

KING ARTHUR'S ROUND TABLE

KING ARTHUR
Large crown, silver tunic with crest, cape, sword and silver boot shields

LADY GUINIVERE
Tall medieval cone hat with hanging scarf, long velvet dress with pointed long sleeves

MERLIN
Long white wig and cone hat, long robe he may hold a crystal ball or scepter.

SIR GAWAIN
As per King Arthur, but with hood instead of crown and with a sword

SIR LANCELOT
As per King Arthur, but with hood instead of crown and with a sword

EARLY AUSTRALIA

NED KELLY
Dressed in full 'armour' – complete with helmet, for comic effect, Ned's helmet could have his beard stuck on the outside. (Note: the helmet should have full face cut out, rather than just the eyes, this ensures that his lines can be clearly heard.)

DAN KELLY
Kelly gang armour – see note above.

JOEY BYRNE
Kelly gang armour – see note above.

CANADA 1932

AMELIA EARHART
Leather bomber jacket, skinny jeans/pants tucked into knee high flat boots. Aviator close fitting hat, flying goggles, leather gloves and white neck scarf.

ELEANOR ROOSEVELT
A vintage hat, long buttoned up winter coat with a faux fur collar.

PARKING INSPECTOR
A high-vis vest over long sleeved black shirt and trousers with a straight brim hat. He carries a mobile and chalk.

CAST - COSTUME SUGGESTIONS (3)

1950's PROM NIGHT

ELVIS
A flashy, glitzy Elvis costume

ON THE MOON

THE MAN IN THE MOON
Dressed in a tuxedo, white shirt, bow tie, top hat and carrying a cane.

NEIL ARMSTRONG
Astronaut costume: white space suit – with US flag, large 'moon boots' and white ski gloves. Air packs can be strapped to back (2 painted silver plastic bottles). Padded silver hood may work if a helmet cannot be found.

THE FUTURE

TXT
Futuristic costume
He/She holds a mobile phone.

BEAMA
Futuristic costume
He/She holds up signs displaying txt messages or points to backdrop screen.

SONGS

Year levels / grades may form the chorus group for each song

Song One
Journey Through Time
The Time Travelers plus chorus

Song Two
HERE COME THE DINOSAURS
Tyrone and Steggy plus chorus

Song Three
HOOTENANNY
Time Travelers and Romans plus chorus

Song Four
WE ARE THE KNIGHTS
Time Travelers and Camelot Characters plus chorus

Song Five
BAIL UP!
The Kelly Gang plus chorus

Song Six
FLYING DREAMS
Time Travelers, Amelia, Eleanor, Parking Officer and chorus

Song Seven
YOU CAN ROCK'N'ROLL
Time Travelers and Elvis plus chorus

Song Eight
Over The Moon
Wendy and the Professor plus featured dancers as chorus

Song Nine
You've Got A Friend
The Man In The Moon plus chorus

Song Ten
TAKE THESE CHAINS
TXT and MSN plus chorus

Song Eleven
The Time Machine
Full Cast plus chorus

Sample Excerpt - Not For Performance

SONG/DANCE ITEMS
COSTUME SUGGESTIONS

(Note: avoid any hand held items or footwear which would make moves difficult.)

Song One
Journey Through Time
The Time Travelers

Song Two
HERE COME THE DINOSAURS
Many and varied dinosaur costumes with added 'bling bling'!

Song Three
HOOTENANNY
Country and Western, Line Dancing outfits – hats, boots, jeans, skirts and flannel shirts

Song Four
WE ARE THE KNIGHTS
Belted silvery tunics with crest on chest, tights and matching hoods

Song Five
BAIL UP!
Dressed as bushrangers: jeans, flannel shirts, akubra hats, drizabones and workboots

Song Six
FLYING DREAMS
Aviator costumes: bomber jackets, neck scarves, skinny trousers, knee high flat boots, goggles and aviator hats.

Song Seven
YOU CAN ROCK'N'ROLL
Traditional 50's Rock'n'Roll outfits – girls: full skirts, bobby sox, neck scarves, ponytails; boys: skinny jeans, white t.shirts, 'leather' jackets and slicked back hair and sunglasses.

Song Eight
OVER THE MOON
Silvery costumes featuring stars and moons.

Song Nine
YOU'VE GOT A FRIEND
Man-in-the-moon costumes – white faces, with accentuated smiles, round headpiece framing face and all white body suits.

Sample Excerpt - Not For Performance

SONG/DANCE ITEMS
COSTUME SUGGESTIONS (2)

Song Ten
TAKE THESE CHAINS
Jumpsuits or overalls in muted or earthy tones, like grays, browns, or dark greens with shiny accents like metallic fabrics, glowing strips, or reflective materials.

Song Eleven

THE TIME MACHINE
(whole cast and all choruses)

Sample Excerpt - Not For Performance

The Time Machine

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SCRIPT

ACT ONE

Scene 1

Set: The Professor's Laboratory (Slide 1)

The Professor is explaining the details of his latest invention,
The Time Machine. It is positioned stage-left.
The time travelers are poring over its workings.

Professor: Well, ladies and gentlemen, as you can see this is my latest technological breakthrough. With this machine I am able to travel the vast expanses of the world from way back into the past, right through to the future …. and if there be …. Beyond! Haaaaaa ha ha haaaaaaa!

The Professor is prone to slipping into these mad bursts of maniacal laughter, which he continually corrects, so as not to alarm or worry his guests.

Sandy: Professor, what do you think are the advantages of a machine that can travel through time?

Professor: My dear Ms. Paige, a person of your professional standing should be able to recognize at once the advantages of being able to travel the vast expanses of time. Perhaps one can learn and discover things that may, in turn, aid the world in its struggle for survival and freedom in this day and age.

Randall: So, what you are proposing with this latest invention of yours is that we shall all be able to travel back and forwards in time ….. as we wish?

Professor: No! ….What I am saying, is that with this 'Time Machine', we shall all be able to travel back and forwards in time ….. as we wish.

Sandy: You mean?

ACT ONE <u>Scene 1</u> cont'd

Professor: Yes! Haaaaaa ha ha haaaaaaa!

Mad laughter from the professor as the conversation becomes a 'little' nonsensical.

Wendy: Are you sure that we will be able to get back, professor?

Professor: Oh, my dear Wendy. Is there any real guarantee in life?
(the Professor drifts off in to one of his daydreams)
Are we ever really sure of tomorrow?
Does yesterday depend upon today?
Is yesterday tomorrow's today?
In fact …. I feel …. a song coming on.

As the music starts up, the Professor motions his new-found friends to take their seats in The Time Machine.

<u>SONG ONE</u> **Journey Through Time**

Professor: Everyone get ready for the ride of their life!
Countdown has begun!
Secure the cabins! *(becoming increasingly agitated)*
Raise the mains'l!
Batten down the hatches!
All aboard!
(Shouting in a ' train-station' nasally voice)
Next Time Machine due to leave Station 11 at 0900 hours!

As the Professor loses touch with reality, the other passengers become somewhat apprehensive. They close their eyes and start to hold hands in an attempt to stave off their fear. The Professor continues his vague mumblings and fiddles with dials, buttons, levers etc. Finally he pulls the lever labeled 'Very Big Lever'.
It moves slowly downward, the machine starts to vibrate and make all sorts of groanings and moanings. Our Time Travellers 'vibrate' in their seats.

Professor: The Machine will now take off for
Haaaaaa ha ha haaaaaaa!
'The Age of the Dinosaurs'!
Back to When Time Began!!!!

The Machine takes off. (Slide 2)

#2

Sample Excerpt - Not For Performance