



ADVENTURES OF A Comic Book Artist



Book and Lyrics by Pat Lydersen
Music by Wendy Woolf





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**Pioneer
DRAMA SERVICE**

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ADVENTURES OF A COMIC BOOK ARTIST

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CAST OF CHARACTERS (In Order of Speaking)

		<i># of lines</i>
NARRATOR.....	comic-book-type character with a dramatic flair	27
STANLEY LEONARDO SAPPOVITZ	slightly nerdy young man	124
MR. WUNDERMAN.....	typical Mel Brooks-type businessman (can be female)	48
ARTISTS	Wunderman's staff (at least three, up to six)	53
VIOLA.....	Wunderman's competent but slightly airheaded young secretary; falls in love with Stanley	46
DOCTOR SHOCK CLOCK.....	villain; can stop time with the snap of his fingers	35
MINUTOS	Dr. Shock Clock's henchmen (at least three, but the more, the better!)	25
STAR GUY	full-of-himself superhero; charisma ray is his main superpower	59
TRIPLE TIME	super-fast superhero; has constant tension with Star Guy	36
BLOSSOM.....	environmentalist superhero; magical flowers put her enemies to sleep	26
WOMBAT WOMAN	slightly grouchy but good-hearted superhero; super-burrower	53

BIT PARTS

KIDS (as many as 16)
GIRLS (at least three)
BANK TELLER
BANK CUSTOMER



GOLD WAREHOUSE MANAGER
GOLD WAREHOUSE EMPLOYEES (at least two)
SALESCLERK
JEWELRY CUSTOMER
GLADYS
OLD LADY WITH PURSE
ROCK GROUP (at least three members)
EMCEE
ROTTEN PENNY (leader of rock group)
CROWD MEMBERS (at least two)
POLICEMEN (at least two)
NEWSBOY
EXTRAS (DREAM SUPERHEROES [up to ten],
CROWD MEMBERS)

SYNOPSIS OF SCENES

Scene One: Present-day New York City.
Scene Two: D. C. Wunderman's executive office at Wonder Comics.
A work day.
Scene Three: Same. The next day.
Scene Four: Same. A few minutes later.
Scene Five: A bank, the gold warehouse, a jewelry store, a street. A
few days later.
Scene Six: Wunderman's office. Same time as in Scene Five.
Scene Seven: Times Square. Later that night.
Scene Eight: Wunderman's office. The next day.
Scene Nine: Roof of the Times Building. Midnight the next evening.
Scene Ten: Wunderman's office. The next day.

SET DESCRIPTION

The play takes place at various locales in New York City. All sets for the play can be represented with a set of tall and short rehearsal blocks and a few other props. D. C. Wunderman's office is the main set and can be represented by an executive-type desk LEFT and a smaller secretarial desk RIGHT (use rehearsal blocks as desks, if desired). A wastebasket sits beside the larger desk. Two rehearsal blocks can be stacked to form a bench, CENTER. An EXIT RIGHT leads to the rest of the offices and outside. Various EXITS are used for other scenes.

In Scene Three, a large drawing of Dr. Shock Clock is onstage and remains part of the office set until Scene Ten. For Scene Five, area staging is used. The bank, gold warehouse, jewelry store and street settings take place STAGE RIGHT, CENTER, LEFT and on the FORESTAGE, respectively, using blocks as counters for the bank and store. For Scene Seven, Times Square can be represented by a small stage or platform UPSTAGE to simulate a concert venue. For Scene Nine, tall and short blocks should be arranged to simulate the roof of the Times Building. A painted backdrop of New York City adds a nice touch, if possible.

SEQUENCE OF MUSICAL NUMBERS

MC 1	Comic Book Artist.....	Stanley, Chorus
MC 1a	Dream Music—Underscore	Instrumental
MC 2	Powerful Pens from Pelopponesia	Wunderman, Artists
MC 2a	Drawing Music—Underscore	Instrumental
MC 3	Dr. Shock Clock	Shock Clock, Minutos
MC 4	The Fabulous Four	Star Guy, Triple Time, Blossom, Wombat Woman, Stanley
MC 5	Panic in the City	Ensemble (Except Shock Clock and Minutos)
MC 5a	Rotten Penny Music—Underscore.....	Instrumental
MC 6	Stanley Leonardo Sappovitz	Viola, Wombat Woman
MC 6a	Sappy Violin Music—Underscore.....	Instrumental
MC 6b	Battle Music—Underscore	Instrumental
MC 6c	Heroic Music (Pomp and Circumstance)	Instrumental
MC 7	Comic Book Hero	Stanley, Chorus

ADVENTURES OF A COMIC BOOK ARTIST

Scene One

1 LIGHTS UP: A variety of KIDS sit in groups and alone, on rehearsal blocks (which can be scattered across the stage) and on the floor, all reading comic books. STANLEY, wearing a baseball cap, sits CENTER STAGE with his back to the AUDIENCE, sketching. The NARRATOR
5 ENTERS RIGHT and looks around at EVERYONE.

NARRATOR: Comic books—pitting the noble forces of good against the dastardly schemes of the wicked.

KID #1: Venom is way stronger and more powerful than Spiderman, but he can't take fire and loud noises. That will do him in every
10 time!

KID #2: Even a tiny little paperclip is a deadly weapon in the hands of Bullseye!

KID #3: It says here that X-Statix 21 has the rumble of the century! Wow!

15 **NARRATOR:** (*Crosses to a GROUP OF KIDS.*) Comic books. Every new issue is devoured by millions of adoring fans.

KID #4: Have you got the latest Daredevil issue?

KID #5: My dad has every one of the early Superman volumes in mint condition.

20 **KID #6:** Fantastic Four! I need the new Fantastic Four!

NARRATOR: (*Crosses to another GROUP.*) Comic books. They spawn worldwide conventions and blockbuster movies. Heroes and villains alike are made into toys and printed on T-shirts, lunch boxes, sheets and pillowcases. (*Holds up some superhero item.*)

25 **KID #7:** Did you know that you can buy a copy of the ruby quartz visor that Cyclops wears?!

KID #8: There's a comic book convention next week. You can get really rare collectors' editions there.

30 **KID #9:** I heard there's a new movie coming out with Dr. Octopus and Magneto—together!

NARRATOR: Comic books—a modern mythology. (*EXITS.*)

KID #10: Dr. Doom has an IQ of, I don't know, like 200 gazillion!

KID #11: The way Sabretooth can heal himself is truly amazing!

35 **KID #12:** Rogue and Gambit really love each other. It's too bad Rogue can't touch him without knocking him out and assuming his identity!

KID #13: The Human Torch is so cool! I wonder why his clothes never burn up.

1 **KID #14:** The problem with Mr. Fantastic is that he feels so guilty about causing his friends to be mutagenically altered.

KID #15: I don't think it's fair that Ben Grimm is the only one of the Fantastic Four who can't change back to his original self. He must
5 get really tired of being that big orange thing!

KID #16: When the Beast was still the kid, Hank McCoy, he had very large hands and feet. My feet have always been really big. (*Looks at his hands.*) My hands are kind of big, too.

NARRATOR: (*RE-ENTERS.*) They love their superheroes, these comic book fans. They love how they battle nightmarish villains, overmatched and overwhelmed, but always emerging victorious to fight another day. They love that they are mostly common men and women, sharing their own human flaws, their hopes, their dreams. (*Moves CENTER in front of STANLEY, hiding him.*) After all, it is only
10 some random quirk of fate that has made these heroes what they are. Peter Parker, the shy young high school student bitten by an irradiated spider, became the famous Spiderman. The struggling young artist, Kyle Rayner, became the Green Lantern. (*In the following sequence, each ACTOR stands to deliver the line. The lines should come quickly and energetically, building to a crescendo.*)
20

KID #1: Bruce Banner...

KID #2: ...became the Incredible Hulk.

KID #3: Matthew Murdock...

KID #4: ...became Daredevil.

25 **KID #5:** Reed Richards...

KID #6: ...became Mr. Fantastic.

KID #7: Scott Summers...

KID #8: ...Cyclops.

KID #9: Clark Kent...

30 **KID #10:** ...Superman.

KID #11: Steven Rogers...

KID #12: ...Captain America.

KID #13: Bruce Wayne...

KID #14: ...Batman.

35 **KID #15:** Wally West...

KID #16: ...The Flash.

NARRATOR: Stanley Sappovitz...

ALL: Stanley Sappovitz?

40 **NARRATOR:** Stanley Sappovitz. (*Moves aside and puts his hand out to present STANLEY, who has swung around to face front.*)

1 **STANLEY:** (*As the NARRATOR EXITS RIGHT.*) It's Stanley Leonardo Sappovitz, actually. (*To AUDIENCE.*) My mother named me Leonardo after that artist. I think he lived in Italy a long time ago or something. She says he was a really good artist. I'm glad she
5 named me that because I'm an artist, too. At least, I want to be. I've been drawing ever since I can remember. I really got dedicated, though, when I saw my first comic book. I was about eight. As soon as I opened up the pages, I knew what I wanted to be when
10 I grew up. I wanted to get a job in a comic book company and be a comic book artist. I wanted to spend my life drawing pictures of superheroes! (*MUSIC CUE 1: "Comic Book Artist." Sings.*) Juggernaut, Cyclops, Storm, the Human Torch, Wolverine, Green Goblin, Dr. Octopus, Sabretooth, the Beast, the Thing!
15 Ever since I've been a kid,
I've read what these heroes and villains did.
I've followed every "kaboom" and "pow."
I've loved those stories so much that now...
I want to be an artist, a comic book artist.
That's where my heart is... That's the job for me!

20 **CHORUS:** (*Sings.*) He wants to be an artist, a comic book artist.
That's where his heart is...

STANLEY: (*Sings.*) ...That's the job for me!

CHORUS: (*Sings.*) Batman, Spiderman, Wolverine and Freeze,
Poison Ivy, Penguin...

25 **STANLEY:** (*Sings.*) ...I love each one of these.
The Incredible Hulk with all his bulk,
The Riddler with his wit
Or Kingpin having a fit!

CHORUS: (*Sings.*) Daredevil, Bullseye, Elektra and Thor,
30 Night Crawler, Venom and the Fantastic Four!
He can read Spawn from dusk to dawn.

STANLEY: (*Sings.*) And Magneto is the scourge of the week!
I want to be an artist, a comic book artist.
That's where my heart is... That's the job for me!

35 **CHORUS:** (*Sings.*) He wants to be an artist, a comic book artist.
That's where his heart is...

STANLEY: (*Sings.*) ...That's the job for me!
I'd like to create a gang like X-Men in their prime
And put them in a book someday...
40 That's a dream of mine.
A powerful guy with a laser eye,

1 A nuclear Robo-lad...
They're right here on my pad!

CHORUS: (*Sings.*) He could draw an outlaw like evil Doctor Doom.

STANLEY: (*Sings.*)

5 I'd make him big and vile and mean, and put him in a room
With my heroes who I've given amazing powers.

CHORUS: (*Sings.*) Lightening would flash and thunder would crash.

STANLEY: (*Sings.*) They'd fight in there for hours!

I want to be an artist, a comic book artist.

10 That's where my heart is... That's the job for me!

CHORUS: (*Sings.*) He wants to be an artist, a comic book artist.
That's where his heart is...

STANLEY: (*Sings.*) ...That's the job for me!

15 Juggernaut, Cyclops, Storm, the Human Torch, Wolverine,
Green Goblin, Dr. Octopus, Sabretooth, the Beast, the Thing!

CHORUS: (*Sings.*) He wants to be an artist!

STANLEY: (*Sings.*) That's the job for me! (*MUSIC OUT. BLACKOUT.*)

End of Scene One

Scene Two

LIGHTS UP: On Wunderman's office. STANLEY, no longer wearing
a baseball cap, is standing FROZEN behind a desk at LEFT. A broom
20 is leaning against the desk. The NARRATOR ENTERS RIGHT and
looks at the frozen STANLEY.

NARRATOR: (*To AUDIENCE.*) Stanley grew up, as all boys do, and
he did get a job in a comic book company—Wonder Comics, run
by the illustrious D. C. Wunderman! (*EXITS RIGHT.*)

25 **STANLEY:** (*UNFREEZES.*) This is going to be the best issue of
Lionface yet! The drawings are stupendous! (*Looks around and
walks CENTER STAGE.*) I can't believe I'm actually here, working
for D. C. Wunderman, the greatest comic book man of all time! I
can almost see all the superheroes and that have been created
30 here! (*MUSIC CUE 1a: "Dream Music—Underscore."* Various
COMIC BOOK CHARACTERS ENTER as STANLEY calls their
names. If there aren't enough actors for all ten characters you can
delete some, or have the actors EXIT and quickly RE-ENTER after
changing capes and masks.) Meteor Man! Swamp Creature! Cat
35 Lady! Mr. Terrific! Master Freeze! The Jester! The Black Knight!
Mary Mist! King Comet! Magniosa! (*Joins them in an optional
dream dance. Finally, D. C. WUNDERMAN ENTERS.*)

- 1 **WUNDERMAN:** (*ENTERS RIGHT.*) Sippovatz! (*MUSIC STOPS IMMEDIATELY and the DREAM SUPERHEROES drift OFF.*) What are you doing?! I told you to sweep all the floors and empty the trash cans.
- 5 **STANLEY:** (*Jerked out of his reverie.*) Yes, Mr. Wunderman! Right away, Mr. Wunderman! (*Gets his broom and begins to sweep.*) By the way, Mr. Wunderman, it's Sappovitz. Stanley Leonardo Sappovitz. My mother named me Leonardo after—
- WUNDERMAN:** Yeah, yeah, yeah. (*Hollers OFF RIGHT.*) Viola!
- 10 **VIOLA:** (*ENTERS RIGHT, dressed in a miniskirt with a wide belt.*) I've given everyone their assignments for the week, Mr. Wunderman. (*Hands him a folder.*) And your wife called and said don't forget to pick up her dress at the cleaners on your way home from work.
- WUNDERMAN:** (*Leafs through the papers in the folder as he crosses LEFT to his desk.*) What does she think I am, a deliveryman?
- 15 **STANLEY:** (*Timid. Approaches WUNDERMAN.*) Mr. Wunderman, I was wondering if you have given any thought to my request about being allowed to try some drawing. (*Takes a paper out of his pocket.*) I have something I've done right here to—
- 20 **WUNDERMAN:** Not now, Sippovatz, I've got work to do!
- STANLEY:** Oh, of course, sir. Sorry, sir. (*Puts the drawing back into his pocket and gets back to sweeping, only to stop for a moment to speak again very timidly.*) And, pardon me, sir, but it's Sappovitz, Stanley Leonardo Sappovitz.
- 25 **WUNDERMAN:** (*Pays no attention to him.*) Right, Sippovatz, right.
- VIOLA:** Mr. Wunderman. I almost forgot. There's a big box in the mailroom addressed to you. I would have brought it up, but I already broke a nail this morning, and I just—
- WUNDERMAN:** A big box, you say. That's probably the shipment I've
- 30 been waiting for! Sippovatz!
- STANLEY:** (*Excited.*) Yes, Mr. Wunderman! (*Starts to take out his drawing.*) Did you want to see my drawing? I was—
- WUNDERMAN:** Go down to the mailroom and bring up the box addressed to me.
- 35 **STANLEY:** (*Disappointed, puts the drawing away.*) Oh, the mailroom. Sure, right away, Mr. Wunderman. (*EXITS RIGHT.*)
- VIOLA:** (*Watches him go.*) Stanley is such a hard worker, Mr. Wunderman. Maybe you should look at his drawings some time. I bet he's a very good artist.
- 40 **WUNDERMAN:** Yeah, yeah, yeah. Everyone's an artist. Get me those budget figures you were working on yesterday, Viola.

1 **VIOLA:** Yes, sir. (*Goes over to her desk at RIGHT and returns with some papers.*) Here they are, Mr. Wunderman. They're not too good this month. Comic book sales are down a little.

5 **WUNDERMAN:** (*Looks at the budget papers.*) A little? You call this a little? Bah! (*Tosses papers down.*) With all of my overhead, salaries, taxes and all, I'll be in the poorhouse by summer!

STANLEY: (*ENTERS RIGHT with the box.*) Here's your package, Mr. Wunderman.

10 **WUNDERMAN:** (*Looks at the box.*) Ah, yes, this is it—just in time, too! Put it on my desk, Sippovatz. (*STANLEY crosses LEFT to WUNDERMAN'S desk with the box.*) Viola, get all my artists in here. I have something important to discuss with them.

VIOLA: Of course, sir. (*EXITS RIGHT.*)

WUNDERMAN: Sippovatz!

15 **STANLEY:** Actually it's Sappovitz, Mr. Wunderman, Stanley Leonardo Sappovitz. My mother—

20 **WUNDERMAN:** I'm sure your mother's a queen of a lady, Sippovatz, but I don't have time for her right now. I need you to get out of here. Go clean something downstairs for a few hours. Maybe dust all our old issues in the back storeroom.

STANLEY: Dust them, sir?

WUNDERMAN: Yeah, dust them. Don't come back here until maybe eight o'clock. We'll be finished by then, and you can clean up here.

25 **STANLEY:** All right, Mr. Wunderman. Whatever you say, Mr. Wunderman. (*Starts to EXIT, then STOPS and takes out his drawing.*) Maybe, do you think, if you had some time, you could look at my drawing?

30 **WUNDERMAN:** Sure, sure. (*Takes the drawing.*) Now, get out of here!

STANLEY: (*Excited.*) Okay, Mr. Wunderman! Thank you, Mr. Wunderman! (*EXITS RIGHT.*)

35 **WUNDERMAN:** (*Walks over to his desk, absently crushes the drawing into a ball and throws it into the trash can. Then lovingly picks up his new package.*) Yes, sirree, this little box could be the salvation of my company!

VIOLA: (*ENTERS RIGHT, followed by the ARTISTS, some of whom sit on the bench at CENTER.*) Everyone's here, Mr. Wunderman.

ARTIST #1: Hi, D. C.!

40 **ARTIST #2:** What's up?

1 **ARTIST #3:** What's so important?
WUNDERMAN: Viola, it's almost five o'clock. (*Hands VIOLA her purse and starts pushing her toward EXIT RIGHT.*) Why don't you leave a little early today? We don't need you at this meeting.

5 **VIOLA:** But, Mr. Wunderman, I still haven't filed the—
WUNDERMAN: File shmile! You work too hard. Go home and relax. In fact, take the day off tomorrow.
VIOLA: The day off? But, I—
WUNDERMAN: No arguments! You deserve a little vacation! Now out!

10 **VIOLA:** Yes, sir. Good night, Mr. Wunderman. Thank you, Mr. Wunderman! (*EXITS RIGHT.*)
WUNDERMAN: (*Turns to ARTISTS.*) Now, everyone, I have something very important to discuss with you.
ARTIST #4: Okay, we're listening.

15 **WUNDERMAN:** It's top secret—for your ears only.
ARTIST #5: Spit it out, Wundy.
ARTIST #6: Whatever it is, I hope it makes us more money!
WUNDERMAN: Oh, it will make us more money, my friends. Much more money! More than we ever dreamed of! At least, it will make me that much. You artists— It will give you a big fat raise.

20 **ARTIST #1:** I'm always up for a big fat raise.
ARTIST #2: Me, too—the fatter the better.
ARTIST #3: Does this involve coming up with a new series?
WUNDERMAN: New series—ha! What we're going to do will be far better than just coming up with a new series. It will be revolutionary! It will change the very face of comic book art!

25 **ARTIST #4:** It will?
ARTIST #5: What could be so revolutionary about comic book art?
ARTIST #6: Yeah, no matter what we try, I'm sure it's been done before.

30 **WUNDERMAN:** That's where you're wrong. This has never been done before, and it will make us a fortune. What would you say if I told you that I have found a way to make whatever we draw come alive?! That the characters in our books could become real walking, talking villains and superheroes?!

35 **ARTIST #1:** What?!
ARTIST #2: That's impossible!
WUNDERMAN: Oh, no, it's not impossible at all. It can be done very simply by using the pens that are in this box right here. Whatever

1 we draw with them will come to life. It's guaranteed! I read all
about it in this catalog. (*MUSIC CUE 2: "Powerful Pens from
Pelopponesia." Sings.*) I was thumbing through a catalog
One dark and gloomy day
5 When I came upon an ad that caught
My attention right away.
It said, "Powerful Pens from Pelopponesia,
Buy two and get one free.
Powerful Pens from Pelopponesia...
10 They come with a year's guarantee!
If you'd like to create a vil to hate
Or a hero you hope will do well,
Just draw them, you'll see,
They will soon come to be...
15 There's magic in the pens that we sell."

ALL: (*Sing.*) Powerful Pens from Pelopponesia,
Buy two and get one free.
Powerful Pens from Pelopponesia...
They come with a year's guarantee!

20 There's a potion—we think—in every pen's ink
From an age of years gone by.
Put the pen to your pad,
Draw good or draw bad,
And it happens, don't ask us why!

25 **WUNDERMAN:** (*Sings.*) Let me tell you, boys, this catalog
Will save our company.
I bought those pens and sent the form
For a one year's guarantee.

ALL: (*Sing.*) Powerful Pens from Pelopponesia,
30 Buy two and get one free.
Powerful Pens from Pelopponesia...
They come with a year's guarantee!
Powerful Pens from Pelopponesia...
They come with a year's guarantee!
35 They come with a year's guarantee! (*MUSIC OUT.*)

ARTIST #1: So let me get this straight— Whatever we draw with
these pens will actually come alive?!

WUNDERMAN: Absolutely!

ARTIST #2: That is truly weird.

40 **ARTIST #3:** Weird, but you know, it does have some very interesting
possibilities.

- 1 **ARTIST #4:** But if they come to life, how would we make the characters do what we want them to do?
- WUNDERMAN:** Simple! We just keep drawing them following our story line.
- 5 **ARTIST #5:** If that worked, then people would be able to watch our superheroes and villains actually living through all the adventures we think up for them!
- ARTIST #6:** You're right. It would be far better than an ordinary comic book!
- 10 **ARTIST #1:** Better than TV!
- ARTIST #2:** Better than the movies!
- ARTIST #3:** It would be the ultimate reality show!
- WUNDERMAN:** Now you're talking! We're going to strike it rich with this, very rich!
- 15 **ARTIST #4:** Rich is nice.
- ARTIST #5:** I can live with rich.
- ARTIST #6:** And very rich is even better!
- WUNDERMAN:** Okay, it's too late to start tonight, so I want everybody to go home, get a good night's sleep and be ready to start bright and early tomorrow morning on our first issue of "Wonder Comics Alive"!
- 20 **ARTISTS:** "Wonder Comics Alive"! *(Start to leave, EXITING RIGHT as they ad-lib: "I've got an idea already!" "I think my newest superhero will work!" "This is totally unbelievable!" and so on.)*
- 25 **WUNDERMAN:** *(Looks at the box of pens.)* Powerful Pens from Pelopponesia, you have made my day! *(EXITS RIGHT.)*
- STANLEY:** *(After a pause, ENTERS RIGHT with his broom.)* I finished dusting all the back issues, Mr. Wunderman. Mr. Wunderman? *(Looks around.)* I guess he left for the night. Maybe I'll just empty his trash can and leave myself. I want to work on that new superhero I thought of. *(Crosses LEFT to desk, picks up the trash can and finds his drawing there.)* My drawing... I... I guess he didn't like it... *(VIOLA ENTERS RIGHT and crosses to her desk at RIGHT. Picks up some papers.)* Hello, Viola.
- 30
- 35 **VIOLA:** Stanley! I didn't see you there! I just came back to get some papers. *(Sees him holding his drawing.)* What's that you're holding?
- STANLEY:** Oh, this is just the drawing I gave to Mr. Wunderman. He didn't like it. I found it in his trash can.
- 40 **VIOLA:** *(Crosses to him.)* Stanley, I'm sorry.

1 **STANLEY:** It's all right. I'll just have to draw a better one.

VIOLA: (*Sees the open box of pens on WUNDERMAN's desk and takes one out.*) Hey, Stanley. Mr. Wunderman must have ordered this box of pens to give out to his artists. (*Hands pen to STANLEY.*)

5 Why don't you take this one? He won't miss one little pen, and maybe it will bring you luck.

STANLEY: A pen from Wonder Comics! Gee, Viola, thanks.

VIOLA: Don't mention it. I better get going. Mr. Wunderman gave me the day off tomorrow. Isn't that nice of him?

10 **STANLEY:** It sure is—very nice. Good night, Viola.

VIOLA: Good night. (*EXITS RIGHT.*)

STANLEY: (*Looks at the pen. Sings a cappella.*)

I want to be an artist, a comic book artist.

That's where my heart is— That's the job for me! (*BLACKOUT.*)

End of Scene Two

Scene Three

15 SPOTLIGHT UP: On the NARRATOR, FAR DOWN RIGHT.

NARRATOR: Will Stanley get to be a comic book artist? Will the pens from Pelopponesia really work? Will D. C. Wunderman make piles of money? The next day answered one of these questions. (*EXITS RIGHT. LIGHTS UP FULL on WUNDERMAN'S office. There is a panel UP CENTER covered with a black drape. The ARTISTS are ONSTAGE with sketch pads, some sitting on bench CENTER.*)

20 **ARTIST #4:** We've been sketching all morning. My hand is killing me.

ARTIST #5: Where's Wunderman? The meeting was supposed to start ten minutes ago.

ARTIST #6: I don't know, but I wish he'd decide on which of our characters we're going to use for "Wonder Comics Alive."

ARTIST #1: Me, too. I want to try out one of those pens from Pelopponesia.

30 **ARTIST #2:** Do you think they could really work?

ARTIST #3: We'll know soon enough. Here comes Wunderman.

WUNDERMAN: (*ENTERS RIGHT.*) Okay, everyone, listen up.

35 You've worked hard all morning presenting me with sketches of superhero after superhero. I've studied them all carefully and have now chosen the character who will become the first in our groundbreaking series, "Wonder Comics Alive"! This is the character you will draw with your new pens from Pelopponesia You will draw his environment, his headquarters, his tools, his

1 helpers. You will draw him in all his glory so he can leap from our pages to become a living, breathing superhero!

ARTIST #4: Unveil the picture already, Wunderman.

ARTIST #5: Yeah, we want to get started!

5 **WUNDERMAN:** For Pete’s sake, people, this is a momentous moment. It deserves a little fanfare! Where was I... oh, yes, do you have your sketchbooks ready?

ARTISTS: Sketchbooks ready!

WUNDERMAN: Do you have your pens in hand?

10 **ARTISTS:** Pens in hand!

WUNDERMAN: Prepare yourselves to go down in comic book history!

ARTISTS: We are prepared!

WUNDERMAN: It is now my honor to present to you the cornerstone
15 of our new “Wonder Comics Alive” series—Dr. Shock Clock!
(SOUND EFFECT: FANFARE. He pulls the black drape off the panel to reveal an enormous painting of Dr. Shock Clock. He is an imposing character with an hourglass headpiece, a clock face on his chest and a variety of clocks and watches throughout his costume. [NOTE: Of course, if your SHOCK CLOCK is costumed differently, the painting should be altered accordingly.] The ARTISTS “ooh” and “aah.”)

ARTIST #6: That’s mine! I drew that one!

WUNDERMAN: Yes, you did, and congratulations. This is our new
25 superhero, folks! Our living comic prototype! Now it’s time for you to use all your artistic skills to bring him to life. Raise your Powerful Pens from Pelopponesia and—ready, set, draw! *(MUSIC CUE 2a: “Drawing Music—Underscore.” The ARTISTS start drawing, and as they do, Shock Clock’s assistants, the MINUTOS, come out from behind the panel. Each one carries a large cut-out of a clock face which they move rhythmically to the ticking music—they can use these clocks to great effect during the song. Finally, THREE MINUTOS go to the panel drawing. MUSIC OUT.)*

MINUTO #1: It is now time...

35 **MINUTO #2:** ...to present our leader!

MINUTO #3: Please welcome...

ALL MINUTOS: ...Dr. Shock Clock! *(SOUND EFFECT: FANFARE. SHOCK CLOCK jumps from behind the picture of him. ALL ARTISTS applaud.)*

40 **SHOCK CLOCK:** Thank you, thank you. Glad to be here. And so are my little helpers, the Minutos. Aren’t you, Minutos?

1 **MINUTOS:** *(In clockwork unison.)* Yes, Master of the Minute! We are glad to be here.

WUNDERMAN: And we're glad to have you, Dr. Shock Clock. You are going to make history as the first living, breathing superhero of all time.

5 **SHOCK CLOCK:** Superhero? What's this superhero stuff? I'm no hero. I'm a villain. The grandest villain around! *(ALL except MINUTOS are stunned.)*

WUNDERMAN: But you can't be! We drew you to be a superhero. That's our trademark. That's—

SHOCK CLOCK: *(Snaps his fingers and WUNDERMAN FREEZES in mid-sentence. SOUND EFFECT: FREEZE. [NOTE: This sound effect should be repeated any time SHOCK CLOCK freezes a character.] To ARTISTS.)* Notice how your boss has just been frozen in time? I did that. It is my power because I, Doctor Shock Clock, can stop time with a mere snap of my fingers! *(Snaps his fingers again, and WUNDERMAN UNFREEZES.)*

WUNDERMAN: What happened?

20 **SHOCK CLOCK:** I happened, little man. I stopped you in your tracks, froze you in the moment. I am the master of time. I can bend it—and all who depend on it—to my will. Not a second, not a minute, not an hour can pass without my consent.

WUNDERMAN: No! It can't be!

25 **SHOCK CLOCK:** Oh, yes, it can! And you, your company, this city, the entire world, in fact, are mine for the taking. It's only, you might say, a matter of time. *(Lets out an extremely evil laugh.)*

WUNDERMAN: *(To ARTISTS.)* Quick! Draw a hero to fight this villain! *(As the ARTISTS raise their pens, they are immediately FROZEN in the act by SHOCK CLOCK.)*

30 **SHOCK CLOCK:** Sorry, guys, but I can't let you do that. I don't like superheroes. They can be annoying little creatures. *(To MINUTOS.)* Minutos! Take these people and their pens away! *(MINUTOS pull WUNDERMAN and his ARTISTS OFF RIGHT as SHOCK CLOCK continues to speak, then RE-ENTER.)* Put them in my Time Freezer! They can enjoy a little stint in suspended animation. Ah, yes, my time has finally come! I am about to become rich, famous, powerful. I'll take what I want. No one will be able to stop me because I can stop them first. I can freeze them in the moment. I am, after all, Dr. Shock Clock! *(MUSIC CUE 3: "Dr. Shock Clock.")*

40 **MINUTOS:** *(Sing.)* Tick tock, tick tock,
Shock the clock, tick tock,

1 Tick tock, tick tock,
Make time stop, tick tock!

SHOCK CLOCK: *(Sings.)* I'm the master of time, the king of crime.
The minutes and the hours follow my design!

5 A wave of my hand will make time stop,
'Cause I'm the ticking time lord,
I'm Dr. Shock Clock!

MINUTOS: *(Sing.)* He's the ticking time lord,
He's Dr. Shock Clock!

10 **SHOCK CLOCK:** *(Sings.)* Sixty seconds go by, they really fly!
Unless I decide to be a nasty guy.
Seconds turn to hours if they're locked
By the ticking time lord,
By Dr. Shock Clock!

15 **MINUTOS:** *(Sing.)* He's the ticking time lord,
He's Dr. Shock Clock!
Tick tock, tick tock,
Shock the clock, tick tock,
Tick tock, tick tock,

20 Make time stop, tick tock!

SHOCK CLOCK: *(Sings.)* As the minutes stand still, I steal my fill.
I never have enough, I never will.
Money, gold and diamonds as big as rocks
For the ticking time lord,
For Dr. Shock Clock!

25 I'm the master of time, the king of crime.
The minutes and the hours follow my design.
A wave of my hand will make time stop,
'Cause I'm the ticking time lord,
I'm Dr. Shock Clock!

30 **MINUTOS:** *(Sing.)* He's the ticking time lord,
He's Dr. Shock Clock!
Tick tock, tick tock,
Shock the clock, tick tock,
Tick tock, tick tock,

35 Make time stop, tick tock! *(MUSIC continues under while SHOCK
CLOCK FREEZES MINUTOS OFF and ON.)*

SHOCK CLOCK: *(Sings.)* I'm the ticking time lord,
I'm Dr. Shock Clock!

40 **MINUTOS:** *(Sing.)* He's the ticking time lord,
He's Dr. Shock Clock!

SHOCK CLOCK: *(Sings.)* I'm Dr. Shock...

PRODUCTION NOTES

PROPERTIES

ONSTAGE, Scene One: Large and small rehearsal blocks (The minimum number needed would be two tall blocks [desk height] and two short blocks [about a foot tall]. Some blocks should be large enough to conceal an actor entirely to effect “magical” appearances and disappearances onstage).

BROUGHT ON, Scene One:

Comic books (KIDS)

Sketch pad and pen (STANLEY)

Superhero T-shirt, lunch box or pillowcase (NARRATOR)

ONSTAGE, Scene Two: Two desks with papers and folders, wastebasket, at least two chairs, purse [on desk], broom, bench. (NOTE: desks and bench can be made using large and small rehearsal blocks.)

BROUGHT ON, Scene Two:

Piece of paper [in pocket], box containing pens, catalog (STANLEY)

Folder with papers (VIOLA)

ONSTAGE, Scene Three: Same as Scene Two, but with a large panel drawing of Dr. Shock Clock covered by a black drape.

BROUGHT ON, Scene Three:

Sketch pads, pens (ARTISTS)

Clocks, hourglasses, sundials and other time-related items (MINUTOS)

ONSTAGE, Scene Four: Same as Scene Three.

BROUGHT ON, Scene Four:

Sketch pad and pen, piece of paper [in pocket] (STANLEY)

Charisma ray, cape, hat and mask (thrown ONSTAGE from the wings)

Flowers and leaves (BLOSSOM)

ONSTAGE, Scene Five: Counter with drawer of cash to resemble bank counter (BANK), another counter for jewelry store, crate (GOLD WAREHOUSE). [Counters can be created by stacking short blocks on top of the tall blocks.]

BROUGHT ON, Scene Five:

Large sack (MINUTOS)

Jewelry (SALESMAN)

Purse (OLD LADY)

ONSTAGE, Scene Six: Same as Scene Three, but with a newspaper on the desk.

ONSTAGE, Scene Seven: Small stage or platform with microphone.

BROUGHT ON, Scene Seven:

Small hand mirror (STAR GUY)

Small, expensive-looking wooden box (ROTTEN PENNY)

Sacks (MINUTOS)

Flower (BLOSSOM)

Whistles, pen and notepad (POLICEMEN)

ONSTAGE, Scene Eight: Same as Scene Three, but the box on WUNDERMAN'S desk now contains a large eraser.

BROUGHT ON, Scene Eight:

Handkerchief (NARRATOR)

ONSTAGE, Scene Nine: Large and small rehearsal blocks arranged to look like a rooftop.

BROUGHT ON, Scene Nine:

Newspapers (NEWSBOY)

Large eraser and shield (STANLEY)

Clocks, hourglasses, sundials and other time-related items (MINUTOS)

ONSTAGE, Scene Ten: Same as Scene Two.

BROUGHT ON, Scene Ten:

Broom, Eraser Man shirt (STANLEY)

COSTUMES

Like the sets, costumes can be simple. Be creative and have fun!

SHOCK CLOCK'S costume should probably be the most elaborate, embellished with a variety of watches, clocks and hourglasses. The painting of Shock Clock should match the costume as closely as possible.

The MINUTOS can wear similar renditions of their leader's outfit but with less flare.

NARRATOR could wear some kind of unusual suit or tuxedo (think of the Joker in *Batman*), but any colorful costume will do.

VIOLA wears a wide belt as part of her costume. For Scene Seven, she might wear a different outfit but with the same belt. Eliminate her line in Scene Six to avoid costume change.

THE FABULOUS FOUR wear unitards or tights, capes and accessories. WOMBAT WOMAN could wear a furry jumpsuit with a large pocket as a base along with a hat, which she wears at a slant on her head halfway through the play. STAR GUY wears brightly colored, baggy basketball shorts in Scene Seven.

STANLEY could wear everyday clothes or a janitor's outfit. In the opening scene, he wears a baseball cap to look like a kid. In the final scene, he wears an "Eraser Man" T-shirt underneath his other

clothes. As “Eraser Man,” he wears VIOLA’S belt with WOMBAT WOMAN’S cape and mask.

POLICEMEN wear standard uniforms.

If you choose to use the DREAM SUPERHEROES in Scene Two and Scene Nine, feel free to change the names to fit any costume which may already exist in your theater’s inventory.

SOUND EFFECTS

Adventures of a Comic Book Artist is a satire of the comic book genre and should be done in an exaggerated, melodramatic style. The following sound effects are included on the production and rehearsal CDs: fanfare, “freezing” sound, “zapping” sound for charisma ray, melodramatic tremolo and passage of time. A slide whistle adds to the show but is not required.

FLEXIBLE CASTING

The show can be done with as few as 15 actors (with much doubling) or as many as 35 or even more if each bit part is filled by a separate actor. In addition, there is an almost unlimited potential for extras. Use as many as you like for crowd scenes, ROTTEN PENNY’S band, and so on. STANLEY and STAR GUY are the only characters who absolutely must be male. In the original production, WUNDERMAN was played by a female.

PROPS FLYING ONSTAGE

Several times items that are drawn with the Powerful Pens from Pelopponesia “FLY ONSTAGE.” There are several options for achieving this effect. The items might be simply thrown in from the wings. They could also be flown in on hooks suspended from a rope and pulley system strung over the stage. Another option is to have a stagehand hiding behind a rehearsal block thrust them into the air on cue.



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