

MERMAID MISSION MADNESS

A radio drama by

ACT Radio Play Class

INTRODUCTION:

A WORD FROM OUR SPONSOR:

This Radio Play is brought to you by Fin Fun, benefitting the Sea Crystal Foundation. Finfun brings the fun! Become a magical mermaid in just minutes with Finfun's AWESOME tails. Made just for you, Finfun sells fins full of fun! Finfun. Start flipping into fun today!

1. SFX: music

ANNOUNCER: They say the ocean is earth's final frontier, with boundless discoveries yet to be made. But... what could be lurking under the waters that we DON'T want to discover?

1. SFX: ominous wave crash

ANNOUNCER: We find ourselves on a very average day just like every other, in the very boring town of Plainville, with a crew of kids: Angelica, Clara, and Ryan, making their way home from school. They wander through the woods, not a worry in the world, other than what might be for dinner, until...

ANGELICA: Woah. Clara, are you seeing this?

CLARA: Uhhh... that pond was definitely not here yesterday.

RYAN: (far away) Wait for me! I'm coming!

2. SFX: running feet

RYAN: What the -

3. SFX: splash

RYAN: Where did this pond come from?!

ANGELICA: We were JUST talking about that Ryan.

CLARA: Try to keep up.

RYAN: I've told you before, I try to conserve my energy-

ANGELICA: Okay, I think we can all agree, it is super
weird that this pond just popped up
out of nowhere, right?

CLARA: Super weird.

RYAN: Should we... tell someone?

ANGELICA: We could...

CLARA: OR we could have our very own secret swimming
hideaway!

ANGELICA: Now THAT is an idea I like!

RYAN: I don't know... it seems like something FISHY might
be happening here...

CLARA: Come ON, Ryan!

ANGELICA: Can't you just want to have fun for once?!

RYAN: Well, I mean, I want to, but...

ANGELICA & CLARA: Pleeeeeease???

RYAN: OK, fine!

ANGELICA & CLARA: YAY!!!

CLARA: Okay, same time, same place, tomorrow? We swim!

ANGELICA: Sounds like a plan!

ANNOUNCER: And so the crew sets forth on their journey home, with a newfound sense of excitement for the day ahead.

4. SFX: ROOSTER CROW

ANNOUNCER: We catch up with our crew the next day, at the same time, in the same place, as they prepare to DIVE IN to their new aquatic adventure.

ANGELICA: Swimsuits?

CLARA: Check!

RYAN: Check. I also have goggles, flippers, floaties, sunscreen, and a life vest, just in case.

ANGELICA: ...okay.

CLARA: Alright, well... last one in's a rotten egg!

5. SFX: RUNNING FEET

6. SFX: SPLASH

ANGELICA: CANNONBALL!!!

7. SFX: RUNNING FEET

8. SFX: SPLASH

RYAN: Wait for me!!!

9. SFX: TIMID RUNNING FEET

10. SFX: SMALL SPLASH

CLARA: This feels AMAZING!!!

ANGELICA: Best. discovery. Ever.

RYAN: I have to admit, this is pretty awesome!

CLARA: We told you!!

11. SFX: SPLASH

RYAN: Hey! Stop splashing me!

ANGELICA & CLARA: We didn't...

RYAN: Riiight.

12. SFX: MORE SPLASHING

RYAN: Seriously, stop it!

ANGELICA: Seriously, Ryan, we didn't splash you!

RYAN: Sure you didn't. You two are always gang up on me!
I'm sick of this. I'm going home.

CLARA: Ryan, wait!

ANNOUNCER: But Ryan has had enough. He swims over to the
bank, and begins to hoist himself
out of the water, when...

13. SFX: WATER SOUND

RYAN: AHFFF!!!

ANNOUNCER: He is pulled by the ankle, back into the
water.

14. SFX: FLAILING IN WATER

RYAN: LET. GO. OF. ME!!

ANGELICA: (frantically) Ryan, we are literally 6 feet
away from you!!!

CLARA: WHAT IS HAPPENING?!?!

ANNOUNCER: All of a sudden, Ryan is released. He treads
water, catching his breath.

RYAN: That really wasn't cool.

ANGELICA: That really WASN'T US!

CLARA: But if it wasn't us... who was it??

ANNOUNCER: The friends stare at each other, perplexed,
unsure of what to do next, when...

15. SFX: MAGICAL ENTRANCE SOUND

AQUATICA: IT WAS ME!!!!!!

ANNOUNCER: Out of the water emerges a mermaid! Luscious
hair flowing, scaly tale
glistening in the sun, and eyes
full of rage.

CREW: AHHHHHH!!

AQUATICA: How dare you enter MY pond?! This is my
sanctuary, my home. And you come
splashing in here like it's
nothing! Explain yourselves!

ANGELICA: Uh...

CLARA: Uh...

RYAN: We didn't know this was your home!!! It just popped
up out of nowhere!!!

AQUATICA: (mocking) "We didn't know this was your home!"
Well, IT IS!

RYAN: Well, now we know.

AQUATICA: GET. OUT.

16. SFX: WATER MOVEMENT

ANNOUNCER: The kids scurry out of the pond, onto the
bank, through the woods, and all
the way back home. As night falls,
they gather to regroup in a
treehouse in between their homes.

ANGELICA: Well, that was fun while it lasted. I guess we
can't swim there anymore.

CLARA: It's not fair! Nothing cool ever happens around
here. We finally find something fun
to do and it gets taken away from
us!

RYAN: Well, it is pretty cool that we met a mermaid...

CLARA: NOT THE POINT RYAN!

ANGELICA: It's definitely a bummer, but she was SCARY! I
don't think I want to take that
risk again.

RYAN: I'm still kind of wondering if there's someone we

should tell...

17. SFX: KNOCKING

ANNOUNCER: They hear a knocking at the base of their tree.

CLARA: What now?!

ANNOUNCER: The kids peer down and see a figure dressed sleekly all in black, glancing around as if on high alert, and with an important mission at hand.

SCARLET: Clara, Angelica, Ryan? I need to speak with you.

ALL 3: Uhhhhh

RYAN: Wait a second, how do you -

SCARLET: NOW!

ANNOUNCER: The kids hurry down the tree.

18. SFX: scampering down tree

SCARLET: Thank you. Now, I understand that you've made contact with AQUATICA, the queen of the sea?

ANGELICA: How do you...

SCARLET: Let me cut to the chase. My name is Scarlet Spy, otherwise known as Agent S. I am a secret agent spymaster for an elite squad known as the Underwater Investigation Unit. We are looking into the potential forces of evil magic lurking under the sea, and we

need your help.

CLARA: Um... ok. What would you need from us?

SCARLET: I'm so happy you asked, Clara.

RYAN: Okay really, how do you -

SCARLET: We suspect AQUATICA may have access to evil magic, and be plotting a dangerous attack. We captured a baby whale that helped us locate her residence under the sea, and were prepared to move in on a kidnapping mission, until she escaped. She created this pond as a hideaway from our unit, and has activated a cloak of invisibility that prevents us from seeing her. BUT she didn't expect the three of you to come along. Since you've already seen her, the cloak will not work against your eyes. You are our only hope.

ANGELICA: Okay, so...

SCARLET: I am prepared to provide you expedited spy training and access to all super secret spy privileges, should you accept this mission.

CLARA: What exactly would we need to do on this mission?

SCARLET: Simple. Return to the pond, locate Aquatica, befriend her, and derive as much information as possible about her magical abilities and future plans.

Report that information back to me,
and our unit will take it from
there.

RYAN: We're in!

ANGELICA: Ryan, what?!

RYAN: What?! They really need our help, and we're always
complaining about how there's
nothing to do around here. Well,
here's something to do! And it
sounds AWESOME!

CLARA: I guess you're right.

ANGELICA: I'm not so sure.

RYAN: Come on Angelica, how often do you have the
opportunity to become a secret spy
and save people from evil magic?

CLARA: Seriously!

ANGELICA: Okay... fine!

CLARA & RYAN: YAY!!!

SCARLET: Excellent. Well, night is falling quickly. We
don't have much time. Here, drink
these. This potion will take away
your need for sleep. We'll train
through the night, and tomorrow
you'll set out on your mission.

ALL 3: CHEERS!

18. SFX: GLASSES CLINK, DRINKING

ANNOUNCER: And so, the crew trains through the night.
They learn spy protocol,
intelligence strategies, physical
tactics, and more. Meanwhile,
however, Aquatica is plotting a
mission of her own. We find her
sulking in the pond, preparing a
counterattack to the invasion that
she suspects is coming.

19. SFX: WATER SPLASH

AQUATICA: I can't BELIEVE this is happening again! These
humans are always encroaching on my
territory. Is nothing sacred?! Why
can't I just live in peace?! Ugh!
What am I going to do?! I don't
even have any evil magic!

Wait a second, maybe that's it! They want evil magic,
I'll SHOW them evil magic. My
third cousin Nilrem!! Of
course! The witch who lives in
a castle under the sea. I'll
get her to help me cast a spell
on these humans, and end this
madness once and for all!

ANNOUNCER: So the maddened mermaid sets off on a mission
of her own, to track down her long
lost cousin, Nilrem, witch of the
sea, and enlist her help in
defeating the human forces. After a
long swim into the depths of the
sea, Aquatica arrives at Nilrem's
castle.

20. SFX: BUBBLES/UNDERWATER

AQUATICA: Phew. Forgot what a workout that was. Alright, let's see, how am I going to get inside here...

NILREM: AQUATICA!?!? IS THAT YOU?!?!

ANNOUNCER: Much to AQUATICA's surprise, Nilrem greets her with overwhelming excitement.

NILREM: Oh my goodness!! You look amazing! No one ever visits me down here. I'm sososo bored! This is the best day ever! To what do I owe this pleasure?

AQUATICA: Well, Nillie, I actually need your help.

NILREM: For my dear cousin's cousin's cousin? Anything!

AQUATICA: Okay, um, thank you... so, it's kind of a long story, but basically, I was living in the sea, looking over my kingdom, minding my own business, until these spy submarines started circling our sanctuary! I was suspicious, but assumed they were undersea explorers or something. UNTIL one day, these divers began moving in, attempting to KIDNAP me! Luckily, I escaped, activated my invisibility cloak, and created a small pond in the MOST BORING town in the world. I assumed no one would ever find me. Until one day these little twerps jumped into the pond and blew my cover! Now, I'm

sure they've been tracked down by the spies and are coming for me any minute!

NILREM: That was a long story.

AQUATICA: So, can you help me?

NILREM: I'm confused, what exactly is it you want me to do?

AQUATICA: Oh, I'm sorry, I thought that was obvious. I want you to destroy them.

NILREM: Ohhhhh Aquie Aquie Aquie. I'm so sorry. I don't do that kind of thing anymore. I'm a peaceful witch now. No more Mr. Mean Guy!

AQUATICA: I don't think that's the -

NILREM: And anyways, even if I were to help you, then the spies would discover MY castle, which would just get super complicated,

AQUATICA: Well Nilrem, I didn't want to bring this up, but I'm pretty sure these spies are responsible for the disappearance of Flippy.

NILREM: WHAT?! Flippy, my pet baby whale that vanished, never to be seen again?! It can't be.

AQUATICA: Yes, I remember seeing their ship on a reconnaissance mission the day that happened. And, when they came to

kidnap me, I saw a whale the spitting image of Flippy swimming alongside them.

NILREM: Well, in that case. It's on. But I'm still not destroying anyone. How about... I turn them into random inanimate objects?

AQUATICA: Um, that seems a little weird..

NILREM: Take it or leave it. No one is going to be able to kidnap you if they're living the rest of their days as a button or a book.

AQUATICA: You have a point. Okay, deal! But we need to hurry. I'm pretty sure the spymaster, Scarlet, will be with the kids training them up now. If we can catch them off guard, before they finish, we can cast the spell and be reunited with our undersea sanctuary before dusk!

NILREM: Alright then! We better move! Ahh this is so exciting! I haven't been above water in so long! Are people still wearing skinny jeans?

AQUATICA: ... let's go.

21. SFX: BUBBLES/UNDERWATER

ANNOUNCER: So, the reunited relatives make their way to shore. Meanwhile, as morning dawns, the kids feel energized and ready

to take off on their mission.

SCARLET: Alright, are you sure you feel ready?

ALL 3: YES!

SCARLET: And you remember what questions to ask?

ALL 3: YES!

SCARLET: And you know how to activate your spell
deflection powers?

ALL 3: YES!

SCARLET: And you're going to tell everyone that you're
now secret spies?

ALL 3: YES!

SCARLET: NO. We went over this!! Never ever EVER tell
anyone what has happened here
tonight.

ANGELICA: Oh, right.

CLARA: Sorry!

RYAN: It's just so cool!

SCARLET: (sigh) I know. But it must be kept secret.

Alright, I think you all are ready
to confront AQUATICA and find out
her secrets. I imagine she is
waking soon. Remember, you're going
to walk by the pond like you're on
your way to school, tell her you're
sorry for jumping into her pond
yesterday, and make amends. Then,

you will chat, become friends, and
get the dirt. Copy?

ALL 3: Copy.

SCARLET: Then be gone! We're all counting on you. But
before you go, Super Spy High 5!

22. SFX: HIGH 5

AQUATICA: I wouldn't have that 5 so high if I were you.

23. SFX: MAGICAL ENTRANCE SOUND

NILREM: Yeah, what she said.

ANNOUNCER: Much to the spies' surprise, Aquatica and
Nilrem emerge from behind the
woods. They had garnered water
tanks to sustain them for the
duration of their visit ashore.

SCARLET: It can't be...

NILREM: Petrificus Objectus Totalus!

24. SFX: SPELL SOUND

ANGELICA: DEFLECT!!!

25. SFX: DEFLECTION SOUND

ANNOUNCER: Unexpectedly, the spell bounces back on the
magical pair, turning them into,
not objects, but... fish!

AQUATICA: AHHHHH!!! Nilrem, they deflected your spell!
But wait, why are we fish?!

NILREM: I'm rusty, I'm sorry! At least we can still talk!

26. SFX: FISH SOUNDS

CLARA: AHH!! Did we do that?

RYAN: (crying) But fish can't survive on land!!!

SCARLET: Exactly. I suppose this was one way to end the
evil magic once and for all.

AQUATICA: WHAT ARE YOU TALKING ABOUT?!?! I DON'T EVEN
HAVE ANY EVIL MAGIC!!!! You came
into MY kingdom, for absolutely no
reason, and started trying to
kidnap me! And FOR WHAT?! The most
magical ability I had was to turn
kelp into a fashion statement! You
would know that if you had ever
actually tried to talk to me,
instead of just making assumptions.
AND NOW I'M A FISH!

SCARLET: But, but, but, how do you explain this spell?

ANGELICA: Yeah, and why were you so mean to us in the
pond?

NILREM: Well, first of all, the spell was me. And I had
actually renounced my evil powers.
Until Aquie came begging my help
AND told me that it was YOU who
stole my pet whale, Flippy!

SCARLET: Oh, yes, I guess we did do that, for
intelligence purposes..

AQUATICA: And how would you feel if someone forced you

out of your home? That pond was the only place I had left! And I knew that if you all blew my cover, something like this would happen! And now look at us!

ANGELICA: Oh my goodness, you're right!

NILREM: Please please please turn us back!!! We're not evil! This was all just one big misunderstanding!

RYAN: ENOUGH!!! Reversus Deflectus Objectus Petrificus Totalus!

27. SFX: MAGICAL SPELL SOUND

ANNOUNCER: The fish flew into the sky, while the ground opened up beneath them to form yet ANOTHER pond, right below the towering tree house. Nilrem and AQUATICA flipped and turned, landing back in the water in their respective natural forms.

28. SFX: SPLASH

CLARA: Ryan... do you have magical powers too?

RYAN: I... I think I might.

NILREM: OH THANK YOU!

AQUATICA: THANK GOODNESS!

ANGELICA: We're really, really sorry about all of this. I believe we may have been misinformed...

SCARLET: I'm sorry too! I was just doing my job! I can't believe I thought you were going to use evil magic against us. I promise, I'll call off the expedition and never bother either of you ever again. That is, after we return Flippy to you, Nilrem!

NILREM: Sounds like a plan to me!

CLARA: But, we do have spy powers now. And now you two have this pond that you can visit any time you want! Maybe we can work together in the future? On ACTUAL missions for good?

AQUATICA: I would like that very much.

NILREM: YES! OH YES! I've missed the aboveground world!
And friends! And fun!

RYAN: Hurray! And maybe you can teach me a thing or two about this spell business...

NILREM: Absolutely.

ANGELICA: This is AWESOME!

CLARA: Super Spy High 5s all around!

29. SFX: High 5s

ANNOUNCER: And so, the unlikely crew exchanges high 5s as the sun rises through the sky. Scarlet, having realized the errors of her ways, slips off to inform the Underwater Investigation Unit of their wrongdoings and change the

course of their missions. The super spy kids, Aquatica, and Nilrem continue working together, fighting for good across the world both underwater and above. They live in harmony, until, one day, the threat of evil magic appears, for real this time.

But that, my friends, is another story for another day.

THE END