

GREAT GALACTIC RESCUE

A radio drama by
ACT Radio Play Class

INTRODUCTION:

STAPLES COMMERCIAL - STAPLER & TAPE

ANNOUNCER 1: This radio play is brought to you by
Staples!

SFX: School bell ringing

TAPE: IT's back to school season!

STAPLER: And you know what that means!

TAPE: Time to find all new school supplies!

STAPLER: Time to go to Staples!

TAPE: Where you can get everything you need for
learning, organizing, playing, and more!

STAPLER: Staples! That was easy.

ANNOUNCER 2: Warning: the radio play you're about to
listen to involves fear, friendship,
fighting and... crafting. Viewer
discretion is advised.

1. MUSIC: INTRO THEME

ANNOUNCER 1: On a day not too far into the future, in the
year 2035, we find ourselves facing
a threat to the existence of all
living things in this galaxy and
beyond. Luckily, two brave young
souls will find a way to save us
all, though they don't know it yet.
Our story begins on a regular
Tuesday afternoon. John and Jill
Jet, otherwise known as the Jet
Twins, a super brave sibling duo,
have just returned home from
school, when an eerie noise catches

their attention.

1. SFX: ROBOT NOISE

JILL: (SCARED) John, did you hear that?

JOHN: Hear what?

2. SFX: LOUDER ROBOT NOISE

JOHN: Oh.

ROBOT: (ROBOT VOICE) Attention earthlings. You have entered your final hours of existence. At 6 PM, this galaxy will cease to exist. Begin saying your goodbyes. Time starts... NOW.

3. SFX: CLOCK TICKING

JOHN: (SCARED) WHAT?!?!!

JILL: I can't believe this!!! John, what are we going to do?

JOHN: We only have one option. We're going to...

BOTH: SAVE THE WORLD!!!

4. SFX: Superhero music

ANNOUNCER 1: John and Jill go straight to work plotting their rescue of all living things from this mysterious, evil force. Luckily, they remember their friend, Lily Laser, has been working on a new tool that might be just what they need.

JILL: John, don't you remember?! Lily Laser is working on a new laser contamination gadget that

confronts outer evil forces!

JOHN: Of course! Let's go find Lily!

ANNOUNCER 1: They strap on their jetpacks and fly off to find Lily.

5. SFX: Jetpack Blast-Off!

ANNOUNCER 2: They find Lily hard at work in her lab, also racing against the clock to save the galaxy from the evil robot.

LILY: John! Jill! Just the people I was hoping to see. You two are always ready for an adventure! We must work together to stop this disaster from striking!

6. SFX: Clock Ticking

ROBOT: 4 hours left, earthlings!!!

JILL: You're right! And we're running out of time!

JOHN: What do you have so far?

LILY: Well, this new device I've been working on could help, but won't finish the job. It's a laser gadget that will blast a serum into the air and reveal the being behind that evil voice to us. But, it won't bring them down to earth. I'm not quite sure what we'll do from there!

JILL: That's okay, Lily! We'll figure it out! Let's fire away to find out what we're working with.

LILY: One small issue... I can't aim to save my life!

7. SFX: Magical entrance sound

ANNA: Did someone say, aim?!

ANNOUNCER 2: Out from behind the tree appears Anna
Archer, Lily's best friend AND State
archery champion!

ANNA: What's up, squad?

LILY: ANNA!!! Thank goodness! You have better aim than
anyone I know! Will you fire this laser
to help us find out where that evil
robot voice is coming from?

ANNA: Why, of course! I'm supposed to go to Nationals in
two weeks! Spontaneous combustion of the
universe is so not part of that plan.

JOHN: Great! Jill and I can take it from there. But we
really need to hurry if we're going to
beat the clock. Lily, is the laser
almost ready?

8. SFX: Mechanical noises

LILY: Just about... and... DONE!

JILL: Okay, let's do this thing.

ANNA: My bow, please.

ANNOUNCER 2: John grabs Anna's bow and arrow out of her
bag and ever so carefully passes it into
her hands. Lily loads the serum into a
compact canister and hooks it onto the
arrow's tip.

LILY: You have to aim directly into the sun. This

canister has astronomical acceleration abilities, so as long as your shot is on point, it will go the distance. Once it makes contact with the sun, the serum will shoot out and reveal the creature to us.

ANNA: Roger that. You all better pay close attention.
Everyone ready?

ALL: READY!

LILY: GOGGLES ON!

ANNA: READY. AIM. FIRE!!!!!!

9. SFX: arrow noise

ANNOUNCER 2: Anna shoots the arrow into the sky, it soars at lightning speed, over buildings, past planes, through the clouds, and up, up, to the SUN!

10. SFX: serum explosion

JILL: WOW!

JOHN: LOOK AT IT GO!

ANNA: Excellent.

ANNOUNCER 2: Suddenly, out of the sun, appears the source of the evil robot voice, our champions stand, motionless, alarmed, as they gaze upon...

ANNA: Is that...

LILY: A...

JOHN & JILL: Pair of scissors?!?!

ANNOUNCER 2: Indeed, the unthinkable has occurred. The evil force plotting to destroy all of the universe is... a giant pair of scissors.

SCISSORS: AHHH! You've blown my cover!!! How dare you?! Well, too bad. The clock is still ticking. I am all powerful and I will CUT the world in half! Then the galaxy! Then the universe! MWAHAHAHAHA! It's too late to stop me now, earthlings!!!

ANNA: WAIT WE JUST WANT TO ASK --

ANNOUNCER 2: The serum dissipates and scissors vanish from the sky. The crew stands, baffled, amazed, unsure of what to do next.

JILL: How are we ever going to catch a giant pair of scissors?! I'm too afraid to even pick them up in the art room!

LILY: Oh my goodness! I know exactly who can help us! My magical friend, Maggie Net. She creates potions that give you magnetic attraction powers!

JOHN: Perfect!

ANNA: Where can we find her?

LILY: Her laboratory is across town! We'll have to hurry if we want to make it in time.

JILL: Then let's go!

ANNOUNCER 2: The crew grabs their jetpacks and sets off to find Maggie Net. They soar over the busy streets, filled with panicking people preparing for the end of times.

11. SFX: busy street

LILY: Phew! Here it is!

JOHN: I'll knock on the door!

12. SFX: door knock

LILY: MAGGIE! OPEN UP!

13. SFX: door open

MAGGIE: Lily Laser! My good friend from the Harvard Youth Alumni Society. To what do I owe this pleasure? Working on a new gadget and need my assistance, I presume? You know, Lily, if you had only focused a little more on Newton's Law when --

LILY: NO TIME MAGGIE! I'm not sure if you've heard, but the entire fate of the universe is in our hands!

JILL: And YOU hold the key to salvation!

MAGGIE: ME?! How? I was just settling in to enjoy my final hours. I may have graduated Harvard at the age of 10 and hold the national record in memorization of the digits of Pi, but even I don't have all the answers! But, I'm interested! Tell me more!

LILY: We've identified the controller of the evil robot man. It's a giant pair of scissors! And, I remember in our Savvy Scientists club through HYAS you were working on a magnet-force-producing-potion. The Jet Twins, John and Jill, can drink it, fly into the sky, capture the scissors, and convince them to spare us all!

MAGGIE: Oh my goodness! You're right! Let me get my beakers now.

14. SFX: looking through glass bottles

MAGGIE: HERE IT IS!

ANNA: Hurray!

JOHN: Hand it over! We have saving to do!

MAGGIE: In just a moment! Patience please! You must understand, the potion only lasts for 60 minutes exactly. So your ascent to the sun must be swift. And you HAVE to reach your hands out with all the might you can muster in order to activate the magnetic attraction forces. Got it?

JOHN & JILL: Yes!

MAGGIE: GOOD! Here you go!

JOHN & JILL: CHEERS!

15. SFX: glass clink

16. SFX: drinking

MAGGIE: Okay, you have to hurry! The potion powers only last for 60 minutes!

ANNA: Are your jet packs charged up?

JILL: Charged and ready!

LILY: Alright, good luck to you both. Remember, we're here if you need anything.

JOHN: READY, SET...

ALL: BLAST OFF!!!

17. SFX: jet pack blast off

18. SFX: wind in the sky

JILL: Alright John, we saw the scissors by the sun, so that's the direction we should head to draw them in.

JOHN: Roger that!

19. SFX: jet pack sounds

ANNOUNCER 2: Out of the cloud cover emerges a shiny blade, glinting in the sun. John and Jill turn towards the sheers, and engage their super-powered engine accelerator.

19. SFX: jet pack sounds

JILL: Do you see? Over there!

JOHN: LET'S GO!

20. SFX: engine acceleration

JILL: REACH YOUR HANDS OUT SO THE POTION CAN WORK!

ANNOUNCER 2: Scissors, hiding behind the sun, begins to feel a tingling sensation.

SCISSORS: Wh-wh-what is happening?!?!

ANNOUNCER 2: All of a sudden, scissors zooms through the sky, drawn into the magnetic attraction shooting out of John and Jill's hands. The confrontation occurs on a cloud.

SCISSORS: What is going on?! Who are you?! How did you draw me over here?!

JILL: The jig is up, scissors! We are the Jet Twins and we're here to save the day. We demand that you discontinue your cutting plan and spare the UNIVERSE!

SCISSORS: And why would I do that?

JOHN: BECAUSE! There's so much to live for! We know you feel cast aside, since so few people cut paper these days, but crafting is making a comeback!

JILL: You can still be a stationary staple in art rooms across the universe!

SCISSORS: *breaks down* You don't understand!!! I don't WANT to do this! I'm being controlled!

JOHN & JILL: Wait what?!?!?

SCISSORS: Yes. It's true.

ANNOUNCER 2: Out of nowhere, a big band of crafts - or

what's left of them - emerge from the cloud cover.

20b. SFX: craft appearance

STAPLER: It's me, Stapler! You have to believe Scissy! We are all being controlled!

TAPE: Yeah, I'm Tape and I always tell the truth! We don't want to do this!!! We love being stationary and serving the office needs of the masses! But, this is serious!

STAPLER: Yeah!! We lost hole puncher to a black hole!

TAPE: And rubber band is tied up!

STAPLER: And eraser's been... erased!!!

JILL: Who is controlling you?!

ANNOUNCER 2: All of a sudden, from *within* the sun, emerges Jack, the spiky metal piece, used for tabletop amusement of years past.

21. SFX: Jack's entrance

JACK: It is I! JACK! The galaxy seems to have forgotten about my existence, more interested in games on their phones and computers! And so I have decided to destroy them all. I needed the slicing powers of the scissors, so I have taken over my Bad Band of Crafts using this mind control machine. By pressing these buttons, I can make them do whatever I want! Scissors WILL be cutting the galaxy in

half in T-minus 33 minutes! And there's nothing you can do to stop me!

JILL: But Jack, don't you see?! All you want is for people to play your game! If you destroy the galaxy, that will never happen!

JACK: But they've had their chances! I've been around since 5000 BCE! And not a single person has played my game in the past 50 years!

STAPLER: She's right, Jack! How do you think I feel, as a stapler, since almost every packet of papers is now a digital document? But, I enjoy what I can! Home improvement projects are on the rise!

TAPE: Yeah! There's still so much to live for, Jack! We're the Bad Band of Crafts! We can do anything!

JOHN: What do you say, Jack?

JILL: Will you spare all living things?

JOHN: We promise to play your game more often!

ANNOUNCER 2: Jack laughs in their faces, unconvinced.

JACK: HA! You think I believe that?! NO! You'll make empty promises and then leave me collecting dust in the craft closets! No thank you!

ANNOUNCER 2: Lily Laser suddenly appears on the cloud as well, having worked with Anna to develop

a jet pack of her own while the confrontation was happening.

21b. SFX: Lily's jet pack

LILY: WAIT !!! Jack, I have a proposition for you. The Harvard Youth Alumni Society has been looking for games to play at our next rec tournament! We'll play jacks from NOW ON! AND I'll bring a round of jacks to every science club meeting, I promise! And you know, scientists never break their word.

ALL: Pleeeeeeease???

ANNOUNCER 2: Jack, taken aback, looks upon the longing crew. Suddenly, through his cold metal spikes, he feels love all around.

22. SFX: "Awww"

JACK: Well - well - alright !

ALL: Hurray!!!!

JACK: The machine is

23. SFX: beeping noises

JACK: Disarmed!

CRAFTS: WE'RE FREE!!!

JILL: What do you say, friends? Shall we all head back down to earth and get to crafting?

LILY: And gaming!

JACK: I would love nothing more.

ANNOUNCER 2: And so, our crew sets forth – crafts and kids together – back down to earth. There they stay, living blissfully and always entertained. Jack recognizes the errors of his ways and finds enjoyment in game rooms around the world! Thank goodness for the jet twins and their super powered bravery abilities. Catch us next time on the Great Galactic Rescue for more adventurous fun!

24. SFX: applause!