

The Prize

An EPmusic Musical



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THE PRIZE

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SAMPLE

Synopsis

In the struggling town of Silvercliff, the villagers are always on the lookout for 'The Prize'. They long for even a glimpse of the elusive figure. Who or what is 'The Prize'? Well, no one knows exactly. But they know it's incredibly hard to obtain. And they know they want it. 'The Prize', they say, will bring happiness, riches, success – whatever one desires.

A rivalry between two villagers, Map and Zip, leads to a challenge to see who will be the first to find 'The Prize'. Each with their own support crew, Map and Zip journey into the formidable Forest of Maisha where they will have to face the elements of earth, wind, water and fire. The tribesmen and women of the forest will challenge the travellers and teach them lessons along their journey. But will they listen?

Journey with Map, Zip and the villagers of Silvercliff on their quest to find 'The Prize'. Will good triumph over evil? Will anyone ever find 'The Prize? And who will learn the most valuable lesson of all?

Find out in...

The Prize.

Moral: It is not the end goal that is the most important thing; it's the journey. Kindness, friendship and love conquer all.

Characters

An asterisk (*) indicates that this character also has a vocal solo. A double asterisk (**) indicates that a vocal solo is optional.

<i>Name</i>	<i>Line Count</i>
1. Map*	57
2. Zip*	53
3. The Prize	0 (mime/dance only)
<i>Maps friends:</i>	
4. Chips	36
5. Rice	21
<i>Zips followers:</i>	
6. Chicken	25
7. Pudding	18
8. Rumble	10
9. Gosh	11
10. Berry	18
<i>Earth tribe:</i>	
11. Land*	9
12. Terrain**	7
13. Soil**	8
<i>Wind tribe:</i>	
14. Gust*	8
15. Gale**	7
16. Puff**	6

Water tribe:

17. River*	7
18. Ocean**	5
19. Brooke**	4

Fire tribe:

20. Blaze*	22
21. Bernie**	18
22. Sparks**	11

Love tribe:

23. Heart*	6
24. Hugs**	4
25. Amore**	5

SAMPLE

Character Descriptions

1. Map – brave, kind and loyal
2. Zip – bossy, arrogant and ruthless
3. The Prize – Dancer or gymnast would suit this non-speaking role

Maps friends:

4. Chips – has a crush on Berry
5. Rice - positive

Zips friends:

6. Chicken – Zip's right-hand man/woman
7. Pudding – follower of Zip but eventually finds his/her conscience
8. Rumble – always hungry
9. Gosh – caught up in the wrong crowd
10. Berry – has a crush on Chips

Earth tribe:

11. Land – confident and level-headed
12. Terrain – logical and reasonable
13. Soil – sensible and practical

Wind tribe:

14. Gust – 'new agey'
15. Gale - dreamy
16. Puff - a little 'spaced out'

Water tribe:

17. River- relaxed, chilled-out
18. Ocean – relaxed, chilled-out
19. Brooke – relaxed, chilled-out

Fire tribe:

20. Blaze - passionate
21. Bernie – always angry
22. Sparks - excited

Love tribe:

23. Heart – happy, full of love and joy
24. Hugs – excitable, happy, like a puppy
25. Amore – romantic and passionate

Costume Suggestions

The '**villagers**' (ie Map, Zip and their friends) could be dressed in ragged clothing to play into the idea of being the 'underdogs' and in need of something more.

Each of the tribes could follow the following colour schemes and each member of the tribe could have their own variation of the costume. These are all just suggestions to give you ideas, be as creative as you like! You can take the character more literally or you could go with the 'vibes' suggested below.

Earth tribe: Brown and Beige. Head pieces using twigs, small branches and leaves. Brown 'dirt' smudges on faces.

Wind Tribe: White. Clouds. Literal interpretation - head pieces made with cotton balls or long white wigs OR 'hippie' interpretation - daisy chain head bands, boho skirts or pants, peace sign necklace.

Water Tribe: Blue. Summer/beach vibe. Hawaiian shirts, or wetsuits, sunglasses, hats etc.

Fire Tribe: Red, Orange, Yellow. Punk rock vibe. Punk rocker wigs in colour theme, leather jackets, safety pins etc.

Love Tribe: Red, Pink and White. Fluffy, cuddly fabrics and lots of love hearts!

Production Notes

Sets

Ideally, there will be two sets. One; of the village, with the forest in the background. And the other would be the forest itself. If budget and resources are limited, just the forest set would be sufficient.

Props

Map X 2

Bongo drums

Daisy chains

Boat

4 lilos

3 tropical drinks

Bucket

Packet of Chips

Heart-shaped cookie

SAMPLE

Musical Numbers

**You can follow the solos listed or you can choose soloists from your chorus members.*

1. Silvercliff

The villagers of Silvercliff

2. Eyes on the Prize

Map and Zip duet

3. Stay Grounded

Land, Terrain and Soil

4. Daisy Chain

Gust, Gale and Puff

5. Go with the Flow

River, Ocean and Brooke

6. Get Excited

Blaze, Burn and Sparks

7. Love Is

Heart, Hugs and Amore

8. Nearly There

Map

9. The Journey

The villagers of Silvercliff

10. Silvercliff (Finale)

Map, Zip and The Prize

The Prize

By EPmusic

Scene 1

Track 1: Morning birds sound effect

Map strolls in and notices the audience.

MAP: Don't you love this time of day? Before everyone is up and about and it feels like it's just you in the world? I do. And maybe I'll find 'The Prize' this morning before anyone else has a chance. What's 'The Prize' you ask? Only the greatest thing ever. It's what we all want really. It's that thing that you've been striving for. You know, that thing that always seems just out of reach? Well, I'm going to catch it one day. And then won't my life be wonderful?

Map looks up into the sky dreamily then hears voices coming from offstage.

MAP: Ah, too late. Here come the other villagers now...

Track 2/Song 1:

SILVERCLIFF

Zip, Map OR various soloists and lead cast ensemble

VERSE 1

ZIP

SILVERCLIFF IS WHAT WE CALL THIS TOWN
DON'T ASK ME WHY, IT'S ALWAYS BEEN THIS WAY
HERE IN TOWN YOU'LL OFTEN SEE US FROWN
AND WHEN YOU ASK US WHY HERE'S WHAT WE'LL SAY:
"I HAVE EVERYTHING I NEED – IT'S TRUE
BUT WHAT I WANT IS EVERYTHING AND MORE"
'THE PRIZE' IT SEEMS IS ALWAYS OUT OF REACH
AND NO-ONE'S EVER CAPTURED IT BEFORE

CHORUS

ALL

SILVERCLIFF, WHEN WILL YOU LEARN?
'THE PRIZE' IS SOMETHING YOU CAN'T WIN, YOU HAVE TO EARN
SO, LET'S GET GOING, WHAT DO YOU SAY?
WE ALL WANT HAPPINESS SO LET'S FIND A WAY
JUST NOT TODAY

VERSE 2

SOLOIST

FAME OR POWER OR ICE-CREAM EVERY HOUR
COULD BE YOURS IF YOU CAPTURED 'THE PRIZE'
LUCKY IN LOVE OR MONEY THAT FALLS FROM ABOVE
IT GIVES YOU ANYTHING YOUR HEART DESIRES
EVERY HAPPINESS IN ALL THE WORLD

EVERY MOMENT OF LAUGHTER AND FUN
TIME AFTER TIME, I'VE HEARD IT COULD ALL BE MINE
HOW INCREDIBLE IF ONE DAY I WON

ALL **CHORUS**

VERSE 3

MAP WHAT'S THAT YOU SAY? WHY DON'T YOU GO TODAY?
WHY DON'T YOU SEARCH HIGH AND LOW FOR 'THE PRIZE'?
BECAUSE MY FRIEND, WE'LL SURELY MEET OUR END
IN THE FOREST WHERE THIS TREASURE RESIDES
IT'S A SCARY PLACE - SO WE'VE BEEN TOLD
ONLY THE BRAVEST OF FOOLS WOULD EVER GO
SO, WE'LL STAY BUT WE'LL THINK EVERYDAY
OF THE HAPPINESS THAT WE'LL NEVER KNOW

ALL **CHORUS X 2**

Track 3: 'The Prize' motif

'The Prize' appears (potentially performing acrobatics or a brief dance routine across the stage) and sends everyone into a frenzy.

The villagers gather in groups, excitedly discussing what has just happened.

CHIPS: Did you see that, Map? 'The Prize' was just inches away!

MAP: *(still in disbelief)* Yes, I saw it. I almost touched it.

CHIPS: Wouldn't it be glorious to be the one who finally caught it?

MAP: Oh yes, it would.

RICE: What do you think it would be like, Map?

MAP: *(looks wistfully out into the audience)* It would be like having fame or power. Or ice-cream every hour!

CHIPS: *(to Rice)* Weren't you listening to the song? We just sang it.

RICE: Yes, but I love it when Map gets passionate about things.

MAP: *(continues unperturbed)* You'd be lucky in love. And money would fall from above...

Zip and gang are listening in.

CHIPS: Wouldn't it be wonderful? If I had 'The Prize', I would be happy all the time!

RICE: If I had 'The Prize', no-one would ever tell me what to do again!

MAP: If I had 'The Prize' –

ZIP: - If *you* had 'The Prize'? That's a laugh.

CHICKEN: Yeah keep dreaming.

ZIP: That's the only way you'll ever catch it.

MAP: Well, that shows what you know, Zip. I happen to have a plan.

ZIP: Yeah, sure you do. All anyone ever does around here is *talk* about getting 'The Prize'. No-one ever actually *does* anything.

RICE: He does have a plan! And we're going to help him.

CHIPS: (*quietly*) What's the plan, Map?

Map looks around awkwardly.

ZIP: See, that's the difference between you and me, Map. I'm a 'doer'. And you're a... (*hesitates*)...whatever the opposite of a 'doer' is!

BERRY: A 'watcher'?

GOSH: A 'sitter'?

RUMBLE: A 'no-hoper'?

PUDDING: A 'failure'!

CHICKEN: A 'loser'!

Map and Zip's friends all react to each of the suggestions.

CHIPS: I think you'll find the correct word you are looking for is 'procrastinator'.

MAP: (*nudges Chips*) Whose side are you on?

ZIP: I'll bet you that my friends and I will catch 'The Prize' before you do.

MAP: I'll take that bet.

ZIP: Well, you may as well congratulate me now if *that's* your crew.

CHICKEN: You do realise you're going to have to go through the 'Forest of Maisha'?
(pronounced Myeesha)

Track 4: Forest of Maisha Scary Music

RUMBLE: With the scary tribesmen and women?

GOSH: They say that villagers go in, but don't come out.

BERRY: Um... is that true, guys?

ZIP: (counts Maps friends) 1, 2... Is that all you've got?

MAP: It's *quality* not *quantity*.

ZIP: (laughs wickedly then stops) I don't even know what that means... but I doubt it's true.

MAP: We'll see about that...

ZIP: Yes, we will. You better watch out. I've got my eye on you, Map.

MAP: Well that's fine, Zip. I'll keep *my* eyes on 'The Prize'.

Track 5/Song 2:

EYES ON THE PRIZE

Map and Zip

MAP

VERSE 1
EVER SINCE I WAS SMALL
I WAS TOLD THIS IS ALL
I'LL EVER BE
BUT THREE PIECES OF ADVICE
HAVE MADE ME THINK TWICE
LISTEN CAREFULLY

ONE: 'WORDS ARE CHEAP BUT ACTIONS NEVER LIE'

TWO: 'A SURE WAY TO FAIL IS TO NEVER TRY'

THREE: 'IF YOU WANT IT, YOU'VE GOTTA KEEP YOUR EYES ON THE PRIZE'

ZIP

VERSE 2
WELL, HERE'S A STORY OF A SPECIAL GUY
HE WAS A WINNER THROUGHOUT ALL OF HIS LIFE
IN EVERY CONTEST, IN EVERY GAME
HE IS VICTORIOUS, IT'S ALWAYS THE SAME
I'M THAT KIND OF GUY
I'LL TELL YOU WHY
BECAUSE I ALWAYS KEEP MY EYES ON THE PRIZE

MAP/ZIP **VERSE 3**
BOTH VERSES SUNG SIMULTANEOUSLY
Final line in unison: EYES ON THE PRIZE

Black out.

Scene 2 – Earth Tribe

Zip and his gang enter out of breath.

CHICKEN: We've already got a massive head start on them.

PUDDING: They're probably too scared to even set foot in the forest.

BERRY: Well I don't blame them... it is a little scary in here.

RUMBLE: Don't be a baby, Berry. Chip? (*offers the bag to Gosh*)

GOSH: Leave Berry alone, Rumble. And no thanks. How can you be hungry this soon after breakfast?

ZIP: Will you quit talking? And stop chewing so loudly! I think I can hear footsteps.

Earth tribesmen/women enter to the beat of bongo drums played by Soil.

LAND: Who dares enter the Forest of Maisha?

Track 4: Forest of Maisha Scary Music

ZIP: / do!

TERRAIN: Don't mind Land over here, he was just kidding. I'm Terrain and this is Soil and this is the Earth Tribe (*gestures to the chorus*).

SOIL: And who are you?

ZIP: Never mind who I am. / know who I am.

LAND: Ooookay. And what about your friends? Do they know who they are?

ZIP: I doubt it. I don't really care. What I care about is finding 'The Prize'. Have you seen it?

TERRAIN: Yes, we saw it a while ago. Would you like us to tell you where it went?

ZIP: (*sarcastically*) Uh... yes.

SOIL: Well, we will tell you. But first, would you mind listening to our song?

ZIP: Oh please! I don't have time for this.

LAND: You might find it useful.

GOSH: Maybe we should listen, Zip.

RUMBLE: Yeah, they might be able to help us.

ZIP: I don't want to wait around and listen to their stupid song.

CHICKEN: Me neither! Map and his friends are probably catching up to us.

PUDDING: And we're wasting time just talking about this!

BERRY: *I'd like to hear the song.*

ZIP: Well it's not all about *you*, Berry. *(Turns to the earth tribe)* We're leaving. We are not interested in you or your song. Quite frankly, Earth tribe, you are *beneath* me. *(To his gang)* Get it? *Beneath* me? *Earth*?

Zip and his gang laugh heartily. Except for Berry who is not impressed.

TERRAIN: Well, that was rude.

END OF SAMPLE SCRIPT