

In the Game

By Brent Holland

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In the Game

- 2 -

Dedication

Beware the fighting fury of the Manfish!

STORY OF THE PLAY

For as long as they can remember, Alex and his friends Matt, Chad, and Chelsea have spent Friday nights fighting the undead, casting spells, and rescuing fair maidens with the roll of the dice, a little luck, and a lot of imagination. This week they have invited a new player, Eddie, to join them. Because it's his first time playing, he has a lot of questions through which audience members with no gaming experience can understand the action and enjoy the imagined scene that is actually a part of a fantasy role-playing game. The teens' goal is to return the "Talisman of Fair Winds" to a desperate village, but they are met with constant frustrations, humorous side quests, and the threat of the all-powerful necromancer! As the action unfolds on stage, the four players (with the guidance of their creative gamemaster) seek adventure in the form of an ogre, a healer, a wizard and an assassin. But will the dice be kind, or will the teens find their own graves at the end of this quest? About 35-40 minutes.

ORIGINAL PRODUCTION

"In the Game" was originally performed by Laney High School at the 2019 North Carolina Theatre Festival. The original cast is as follows: MATT: Hyrum Van Slyke; CHELSEA: Allie Pooley; CHAD: Vincent Costagliola; EDDIE: Nick Mathis; ALEX: Nate Contreras; BEAUTIFUL MAIDEN: Killian Spangler; QUEEN: Cassidy Fitz-Randolph; CHISOWECK: Ella Van Slyke; GUARDS: Caleb Caron and Josh McGhee; CASTLE GUARDS: Nathan Mroz and Jacob Penny; WITCHES: Autumn Ash and Zayda Chatfield.

CAST OF CHARACTERS

(3 m, 6 w, 7-8 flexible, extras)

MATT: (M) (Kovax the Ogre Warrior.) An experienced role player who doesn't take it too seriously. He speaks with a deep, brusque ogre voice.

CHELSEA: (W) (Nyandria the Elvin Cleric.) Matt's girlfriend and another experienced member of the group. She is impatient to get the game over.

CHAD: (M) (Coromar the Assassin.) Takes dungeon crawling seriously and always stays in character.

EDDIE: (M) (Beefnuts the Sorcerer.) A total newbie to the game who has many questions and is often confused.

ALEX: (Flexible) The creative gamemaster.

BEAUTIFUL MAIDEN: (W) The Princess of Dukeland, trying to free her mother the Queen. A low-level enchanter.

QUEEN: (W) The Queen of Dukeland.

CHISOWECK: (W) The necromancer. The evil leader of the undead.

GUARDS 1-4: (Flexible) Armed Guards of Dukeland.

CASTLE GUARDS 1-2: (Flexible) They work for the necromancer.

WITCHES 1-2: (W) Unlucky allies of the Queen.

EXTRAS: Shades, Skeletons, and Undead. As many as you would like. Can be doubled with the guards.

In the Game

- 4 -

PROPS

Items to battle with — mace weapon, swords, daggers,
knives, etc.

Sheet of paper and pen

Key

Bag of Doritos

Sodas

Pouch containing powder

Necklace

SOUND EFFECTS

The sound of wind

Ominous magic sounds

In the Game

(As the LIGHTS come up there is a full battle going on. Although it is the imagined scene that is actually a part of a fantasy role-playing game, it is played straight until the moment the 4th wall is broken. MATT, CHAD, EDDIE, and CHELSEA are in their game roles with weapons battling SHADES, which are actors fully dressed in black.)

MATT: *(As Kovax the ogre warrior, just misses a SHADE he was swinging at.)* Darn it! I keep missing!

CHAD: *(As Coromar, the super-serious assassin.)* Your skills are inferior, ogre. You should train harder!

MATT: Screw you, Chad!

CHAD: Who is this Chad you speak of, Kovax?

MATT: Whatever. *(HE misses again.)* Grrrrrrr!

EDDIE: *(As Beefnuts the enchanter... a total noob.)* What am I supposed to be doing right now?

CHELSEA: *(As Nyandria the elven cleric.)* You're a sorcerer... you cast spells!

EDDIE: Where are my spells at? *(HE dodges a SHADE.)*

MATT: You wrote them down when we were back in the village!

EDDIE: I did? Where??

(Things are getting dire.)

MATT: On the bottom of your sheet, moron!

EDDIE: I see it now. Ok... I'm casting a spell! I cast....
(Casting a spell.) Light!

(The stage LIGHTS get a lot brighter.)

MATT: Hey, numbnuts! Why did you just cast light??

EDDIE: Because we're fighting shades!

(MATT misses again as CHELSEA lands a solid shot on her SHADE.)

In the Game

- 6 -

MATT: And??

EDDIE: I thought there couldn't be shade if there was a lot of light!

CHAD: *(Exasperated.)* By the Gods, I travel with idiots.

MATT: Shades are undead creatures, not actual shade, you doorknob.

(A SHADE starts chasing EDDIE.)

EDDIE: Ok. Got it... looking at my list again! Sorry!

MATT: *(Missing again.)* Son of a... I just rolled a four again! Why do I agree to do this?

(A SHADE stabs MATT, he is hurt, but still fighting.)

MATT: *(Cont'd.)* Ughhhhhh.....

CHAD: Oh, Cleric of the Righteous, have not you the ability to vanquish these foes?

CHELSEA: *(Swinging her mace.)* Huh?

CHAD: By your divine power, dost thou not have...

CHELSEA: Speak English, Chad!

(CHAD vanquishes another SHADE.)

CHAD: I am Coromar, the assassin, you naïve!

MATT: Suckhole the assassin likes to role-play, Chelsea!

CHELSEA: This is stupid. What are you saying?

MATT: Undead... Clerics. Kill them!

CHELSEA: *(Remembering.)* Right! *(Casting a spell.)* I cast Expel Undead!

(FX: A bright flash and all of the SHADES die.)

EDDIE: Nice!

MATT: Why didn't you think about that before I got stabbed?

CHELSEA: Sorry! I don't do this as much as you do, and I've never been a cleric before. I can heal you, right?

MATT: *(Sarcastic.)* That's what clerics do.

End of Freeview

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