Pirates of Atlantis

By Patti Veconi

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DEDICATION

To the drama students of Bay Ridge Prep's Little Black Box Theater

SYNOPSIS

When a pirate ship inadvertently sails over the lost city of Atlantis, an adventure-seeking girl – who happens to be the granddaughter of Poseidon himself – makes friends with a charmingly naïve sailor, causing their two worlds to collide. As the pirates continue to arrr-gue and the Atlanteans ask an endless series of questions with no answers, new friends Duffle and Pana explore strange new worlds they have never seen before. With the help of a Narrator giving advice and a friendly dog who just wants to play, and with Poseidon's undersea magic adding to the drama, there is plenty of action and fun in this story of treasure untold… until now. Run-time: Approximately 45 minutes.

ORIGINAL PRODUCTION

The show was produced under the playwright's direction at the Bay Ridge Prep's Little Black Box Theater. The original cast as follows:

> Swashbuckle: Frank Calacanis; Plank: Jonathan Tran; Duffle: Arlo Gleich; Scallywag: Nico Liguori; Anchor: Ben Adams; Barnacle: Nicholas Ciccone; Scurvy: Alice Bernheimer; Scuttle: Sasha Johnson; Narrator: Thea Harasani; Orlop: Kye Stressler; Buccaneer: Tessa Cesare; Caldera: Julia Sabbagh; Strabo: Josh Koyfman; Murina: Isabel Pate; Solona: Summer Murjani; Theros: Luca Caria; Poseidon: Michael Mastorakis; Pana: Nikki Lerman; Engineer (Lights & Effects): Christopher Maurina.

CAST OF CHARACTERS

(18-19 roles: 2 m, 1 w, 15-16 flexible)

ORLOP: Captain for the week, but not naturally intuitive about the job.

SCURVY: A skeptical pirate who challenges everything and wants to be an accountant.

SCALLYWAG: Likes being a pirate and keeps everyone on their toes with proper pirate jargon.

SWASHBUCKLE: Always carries a mop, likes to sing, takes pride in cleanliness.

SCUTTLE: A nervous pirate.

ANCHOR: Affects a bad accent: Irish? English? Johnny Depp? It changes. Cares about fashion.

BARNACLE: Insecure – literally attaches himself to whoever is closest.

DUFFLE: A dreamer who believes in mermaids.

BUCCANEER: The cook, also known as Bucky.

PLANK: (m) A dog with human intelligence and an inexplicably long life.

NARRATOR: Arrives late, has the script for consulting, speaks with the audience. Remains onstage throughout.

POSEIDON: (m) The protector of the realm of Atlantis. A grumpy god with a sensitive side.

SOLONA: Philosopher who only speaks in questions.

CALDERA: Philosopher who only speaks in questions.

THEROS: Philosopher who only speaks in questions.

STRABO: Philosopher who only speaks in questions.

MURINA: Philosopher who only speaks in questions.

PANA: (f) Poseidon's granddaughter and a rebel who seeks adventure. Only speaks in questions.

ENGINEER (optional): An optional non-speaking role off to the side of the stage or in the back of the house. Handles sound and effects.

Casting: Additional non-speaking pirates and Atlanteans can be added as desired. Roles are very gender flexible, expect the three noted. Most pronouns used in the stage directions are written masculine for simplicity's sake.

SETTING

Scenes alternate between the deck of the ship Destiny and the lost city of Atlantis. Presenting the play using a black box stage easily facilitates set changes. During scenes on the ship, a trunk is center, and a ship's wheel is stage left. Additional cardboard railing pieces are recommended as the homemade, rinky-dink quality of the setting is referred to in the script. A section of hull downstage with the word "Destiny" across it is a helpful reminder of the ship's name. One entrance/exit, stage right, indicates below deck. Any use of a stage left exit implies going overboard and must be accompanied with a splash sound effect.

Transitioning to the lost city is achieved by removing any railing and wheel, covering the trunk with a white sheet or other fabric, and bringing out a couple of Greek columns.

There is a curtain that remains open through all but the maelstrom in Scene 5. This curtain is made up of separated strips of blue plastic shower curtain or sheer fabric.

MUSIC

Music recommendations are given throughout the script.

PROPS

Scene 1:
- mop and bucket (SWASHBUCKLE)
- telescope (DUFFLE)
- collection of colorful scarves (ANCHOR)
- trunk which includes: swords, pirate hats, eye patches, hook, fake parrot
- bowl or pot and wooden spoon (BUCCANEER)
- choker collar with large dog tag charm that spells P.L.A.N.K. (PLANK wears this throughout the play)

Scene 2:
- trident (POSEIDON)

Scene 3:
- book (PLANK and DUFFLE)
- tennis ball (PLANK)
- wand with streamers (PANA)
- candy (DUFFLE)
- fishnet (optional for DUFFLE and preset in trunk)
- accounting textbook (SCURVY)

Scene 5:
- deck of cards (SCALLYWAG)
- mop and bucket (SWASHBUCKLE)
- trident (POSEIDON)
- wands with blue streamers for everyone (DUFFLE and PANA)
- water squirt guns (NARRATOR, POSEIDON, ENGINEER)

Scene 1: A Hostile Party

(AT RISE: The deck of a ship. Ostensibly a pirate ship, but nothing about it looks threatening. There is a large trunk center and a ship's wheel stage left. A piece of ship's hull with the word "Destiny" across it is on the front of the stage. Other suggested sections of ship can be around the periphery as desired. MUSIC plays (Suggested song "Drunken Sailor") as SWASHBUCKLE is mopping the deck of the ship and singing along. He continues singing with gusto as MUSIC fades. DUFFLE looks out to sea with a telescope. PLANK is trying to engage Swashbuckle in play.)

SWASHBUCKLE: *(To PLANK.)* No, Plank! I can't play now. I have to swab the deck. Duffle, why don't you take Plank below deck?

(PLANK gives a whine and looks mournful.)

DUFFLE: C'mon, Swashbuckle, you know I'm on the lookout for mermaids. How will I see a mermaid swim up if we're below deck?

(PLANK runs around SWASHBUCKLE again.)

SWASHBUCKLE: Out of my way, Plank! For an old, salty dog, you never slow down.
DUFFLE: How old is Plank?
SWASHBUCKLE: *(Considering.)* Well, he was around when our fathers were pirates, and their fathers, too… so pretty old, I guess.
DUFFLE: Don't you think that's a little strange? It's kind of hard to believe.
SWASHBUCKLE: *(Considering.)* Maybe… but not as hard to believe as mermaids.

(SCALLYWAG enters.)

SCALLYWAG: Ahoy, me mateys!

SWASHBUCKLE: Arrr, Scallywag. Mind the deck! It's just been swabbed.
SCALLYWAG: *(Moving to the side of the stage.)* Oh, sorry about that. Hey Duffle, for one point can you answer this: Where blows she?
DUFFLE: Wait – I got this. Hold on… it's… *Thar* she blows!
SCALLYWAG: Very good, Duffle, you're in the lead. Here's one for you, Swashbuckle: Shiver me...?
SWASHBUCKLE: *(Stops mopping to concentrate very hard.)* Shiver me… shiver me… limber?
DUFFLE: No, timbers! My point!
SCALLYWAG: Indeed. I'll have to give that point to Duffle as well. The phrase is, shiver me timbers.
SWASHBUCKLE: You both make better pirates than me. All I care about is cleaning. If only I could be a janitor in an office building somewhere. *(Dreamily.)* A union job...
SCALLYWAG: Well, keep dreaming. We're stuck being pirates. Now, have either of you seen the Captain about?
SWASHBUCKLE: Remind me again; whose turn is it to be Captain this week?
DUFFLE: It would be Orlop's turn at the wheel this week.
SWASHBUCKLE: Oh, right you arrr!

(PLANK rolls his eyes at the pun.)

DUFFLE: *(Laughing.)* Good one, Swashbuckle! I think I heard Orlop – I mean, the Captain – heading down to the kitchen –
SCALLYWAG: *(Correcting him.)* Galley!
DUFFLE: Right – Captain Orlop was heading down to the galley with Buccaneer.

(SCALLYWAG turns to leave as ANCHOR runs onstage with an armful of colorful scarves. He is followed by BARNACLE, who is clinging to him while tying one of the scarves on – possibly trying to tie the two of them together – and SCURVY, who is holding one and staring at it doubtfully.)

End of Freeview

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