

Storytime at the End of the World

A Post-Apocalyptic Teen Two-Act Dramatic Comedy

by
Steven Stack

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DEDICATION

In memory of my dad, Steve Sweezy, who always taught me that you must do the right thing no matter what.

STORY OF THE PLAY

Andy would do anything for his sister. Perhaps even end the world. This post-apocalyptic dark comedy takes the audience on a wonderfully bizarre, humorous, frightening, and surprisingly heartfelt journey. Along the way in this journey of wishes gone wrong, there are British zombies, mind-reading, a rather odd but touching love story, a trickster who only wants a good story, teenage drama, hip vampires, a hero who both slays and saves, and multitudes of other oddities. But at its heart, the play is about family, friends, and the great lengths we would go to avoid losing the ones we love. It is suitable for audiences of all ages, especially anyone who enjoys laughing out loud one moment, then having their eyes well with tears in the next. Approximately 90 minutes.

ORIGINAL PRODUCTION

The show was performed under the direction of the playwright on May 4th - 6th, 2018 at Forte Theatre in Mt. Horeb, Wisconsin. The original cast was as follows:

Carter Coon	Grace Haroldson	Justine Mattson	Camille Ginther
Alex Stram	Delaney Mertz	Ryan Sadkovich	Brett Fredriksson
Gracie Hamburg	Benji Nicholson	Tess Postle	Sammie Frank
Laney Evans	Kolbie Severson	Zoe Stack	Sophia Nelson
Natalie Waterbury	Paige Bilse	Xander Strube	Sarah Strube
Logan Handfelt	Charli Uptegraw	Lauren Johnson	Lucas Gonzales
Jim Fountas	Jake Bledsoe	Brea Connors	Jordan Pasker
Emma Mally	Mia Schoonover	Ayden Green	Chloe Stack
Aliva Shaffer	Basil Jellison	Avery Monroe	Callie Stebbeds

CAST OF CHARACTERS

Widely flexible cast of 45 characters

(3 m, 6 w, 36 flexible)

ANDY: (M) 15, finds the well, claims his wish is to get a passing grade in Geometry.

ADDISON: (W) 18, Andy's older sister, did not make a wish.

DORIAN: (W) Wishes that she could read minds.

BLAINE: (M) Wishes that all his characters would come to life.

BENJI: (M) Blaine's best friend. They co-write stories.

EMERY: (W) Didn't take the wish seriously and wishes that she would fail at everything.

CAMPBELL: (W) Wishes that her family would disappear.

DAKOTA: (W) Very much into herself and wishes for a beautiful love story.

ANAKA: (W) A wish-granting demon that is neither malevolent nor benevolent. Does quite enjoy chaos. She has no malice in her heart. She's lived a long, long time and simply wants to be entertained. No matter the cost. She is also willing to invest whatever time is needed to create the perfect tale.

Emery's Story

MS. CORN: A worn out and quite terrible teacher.

DR. MONROE: The dean of the college Emery really wants to get into.

MS. WINTERS: Dance teacher with no patience for anything that is horrible.

JANI, SOPHIA, ALANIS, TODD: Your typical annoying middle school students.

BECCA, LYDIA: Emery's dance friends.

Blaine and Benji's Story

HERO MONTROYA: The rather poor hero of this story.

MR. EGG MAN: An egg who loves egg puns.

(Continued)

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The British Zombies

CARSON: Rather dapper ascot-wearing leader of the zombies.

MYRTLE: An ornery zombie who died just before her 100th birthday.

PAYTON: Girlfriend of Carson, now has a limp.

JORDAN: No arms.

EMMERS: Weary of Carson, feels like she should lead.

BAILEY: Fun-loving, joke-cracking, eater of brains.

The Hip Vampires

SYDNEY: The leader.

BRETT: The liar of the group.

GRACE: The oddly sweet one who always betrays.

JUSTINE: The menacing one.

OLIVIA: (W) The one that was a Girl Scout.

Campbell's Story

DOREEN: (W) Campbell's lovely mother.

ZOE: (W) Campbell's little sister, who adores her.

Dorian's Story

KAYLA: The most popular girl in the school who isn't all that she seems.

MORGAN: A student in the high school, a victim of abuse.

BILLY: A student with a serious flatulence issue.

SIERRA: A homeless teen who is struggling in school.

PHILLIP: A student with a rather high opinion of his sexiness.

Dakota's Story

MATTEO: (M) Italian, came out of the volcano to be Dakota's forever love.

RUFFIANS: Three people who do not like Matteo and what his dating Dakota means.

LITTLE GIRL: Takes baby doll.

*These characters appear only in the alternate first scene:

***YOUNG ANDY:** (M) 7, adores his sister, Addison.

***YOUNG ADDISON:** (W) 10, looks after her younger brother, Andy.

Gender Neutral Casting: The casting is as gender neutral as possible. Every actor should feel like they would have a shot at every part no matter where they may fall on the gender spectrum. Please change pronouns to fit your cast.

Doubling, Tripling and even ... Quadrupling Characters!!!

Characters can be doubled, tripled, or quadrupled cast.

PRODUCTION NOTES

When Dorian is reading both Andy and Addison's minds at the same time, you may use a recording of both and play it during that part, or have Andy and Addison talk at the same time. Space it so key lines are clearly understood, and they end at the same time. With the other mind readings, the actors can look out to the audience and deliver their thoughts. You may make all the "thoughts" voiceovers. All of the monologues can happen at once, and Dorian only catches glimpses of them, or they separate out so that one looks out to the audience, the others go quieter, they share, and then return to the horde.

The dance scene doesn't need to be too long. Lydia and Becca should begin and be really good, and then when Emery enters ... everything falls apart. There can be three moments of disaster: the first is Emery bumping into them, the second is her awkward solo, and the third is when she is supposed to catch Becca but turns the wrong way, causing Becca to land on her bum.

Campbell's disappearing body can be done by simply having Campbell's legs disappear under the curtain during a time of high action. Then she can simply "disappear" under the curtain.

See the end of the script for more notes.

ACT I
Scene 1

(AT RISE: Nighttime. Andy's bedroom. ANDY is at the table with a Monopoly game in progress.)

ANDY: Hey, Addi! Hey, Addi! Hurry up! We need to finish this game before the world ends.

(ADDISON enters.)

ADDISON: I don't know. Don't you think there's something beautiful if, say, millions of years from now, whatever is currently populating the world finds our unfinished Monopoly game?

ANDY: *(Stares at HER.)* You are so odd sometimes.

(THEY laugh.)

ADDISON: I suppose. What do you think is causing all this stuff anyway? And why in St. Claire, Minnesota? Nothing happens in St. Claire, Minnesota.

ANDY: Well ...

ADDISON: Yeah, but even then, it's not like a mountain – sorry, a *volcano* – sprang out of the ground right through the school.

ANDY: That's true. I don't know. *(Laughs nervously.)* Can we get back to the game?

ADDISON: Absolutely.

ANDY: And can you please start buying something more than utilities and one of each color? The point of this game is to gain a monopoly, and you're making that impossible.

ADDISON: No, that's mean, and I don't do mean. Let's simply have fun making no progress whatsoever, shall we? *(Smiles at ANDY.)*

ANDY: *(Groans, smiles back.)* We shall.

(THEY begin playing again, improvising dialogue along the way. A moment passes, and DORIAN enters and sits with her)

End of Freeview

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