

# Team Justice and the City Hall Supervillains

*By*  
*Luke Simmons*

## **Performance Rights**

It is an infringement of the federal copyright law to copy or reproduce this script in any manner or to perform this play without royalty payment. All rights are controlled by Eldridge Publishing Co., Inc. Contact the publisher for additional scripts and further licensing information. The author's name must appear on all programs and advertising with the notice: "Produced by special arrangement with Eldridge Publishing Company."

**ELDRIDGE PUBLISHING COMPANY**

© 2015 by *Luke Simmons*

Download your complete script from Eldridge Publishing  
<https://histage.com/team-justice-and-the-city-hall>

*Team Justice  
and the City Hall Supervillains  
- 2 -*

**DEDICATION**

*To the faculty and students of Columbia Christian Schools*

**STORY OF THE PLAY**

Team Justice, a team of four incredibly obnoxious superheroes, must overcome a group of supervillains who have ingratiated themselves with the city council of Littleton. The villains have taken over the city by entangling its superheroes in a nightmare of tickets, citations, and bureaucratic red tape. The only way to repeal the supervillains' nefarious legislation is for the arrogant, socially incompetent superheroes to somehow convince enough random citizens to sign a petition...without using their superpowers, which are now illegal. They must do this before the final phase of the villains' plan goes into effect and Littleton is doomed forever!

The heroes take to the streets, but quickly discover they aren't as popular among the townspeople as they thought they were. With their super-sized egos and entitled antics preventing them from getting the signatures they need, the superheroes decide to appear on *Good Morning Littleton*, a local talk show, to solicit a larger audience. This only leads to their offending more people. However, the heroes are inspired by one of the show's commercials for a low-budget law firm. Will the heroes beat the villains in the final showdown in the city council chamber? About an hour.

**ORIGINAL PRODUCTION**

Columbia Christian Schools in Portland, Oregon.  
May 2014

*Team Justice  
and the City Hall Supervillains  
- 3 -*

**CAST OF CHARACTERS**

*(Cast of 19-33 or more.  
6 m, 6 w, 7 flexible, much doubling possible.)*

**NARRATOR**

**TEAM JUSTICE**

JACK JUSTICE  
JOHNNY JOLT  
THE FINAL PHANTOM  
THE CHICK

**SUPERVILLAINS**

DR. DREAD  
IGROV  
THE TWINS  
THE HEADLESS HORSEMAN

**TOWNSPEOPLE**

CHIEF  
DEPUTY  
CHAIRMAN/WOMAN  
COUNCILPERSON 1, 2, and 3  
REPORTER 1 (m.) and 2 (f.)  
CAMERAMAN/WOMAN- no lines  
ROBBER 1, 2, and 3  
TOWNSPERSON 1 and 2 (f.)  
YOUNG MAN  
YOUNG WOMAN  
OLD WOMAN  
MOTHER  
HOST (f.)  
STAGEHANDS  
CALLER 1, 2, and 3  
BRUCE HAMMERSMITH

*Team Justice  
and the City Hall Supervillains*  
- 4 -

**SYNOPSIS OF SCENES**

Scene 1: A street scene.

Scene 2: The city council chamber.

Scene 3: A street scene.

Scene 4: The set of *Good Morning Littleton*.

Scene 5: The city council chamber.

*Team Justice  
and the City Hall Supervillains  
- 5 -*

**Scene 1**

*(AT RISE: A street scene. TOWNSPEOPLE are milling about, going about an average day. People are very cheerful, walking tall and waving as they pass strangers. All lines are delivered with enormous smiles. As this goes on, the NARRATOR enters.)*

**NARRATOR:** Ah, Littleton! A town among towns! A shining monument to the American way of life! A thriving metropolis of modest office complexes, white picket fences, and TV dinners! The kind of town where every kid has a dog and a bicycle. The kind of town with more churches than stoplights. The kind of town where everybody knows your name!

**TOWNSPERSON 1:** Heya there, George!

**NARRATOR:** ...they might be heard to say! Its citizens lived happy, quiet, comfortable lives.

**TOWNSPERSON 2:** How ya doin'?

**TOWNSPERSON 1:** Happy, quiet, and comfortable!

*(THEY laugh heartily and robustly.)*

**TOWNSPERSON 1:** Why are we laughing?

**TOWNSPERSON 2:** I don't know!

*(THEY laugh just as robustly. NARRATOR joins in the laughter.)*

**NARRATOR:** Me either! The point is, as far as towns go, Littleton was almost perfect. Almost.

*(THREE ROBBERS, dressed in a classic stripes/black mask getup, enter out of breath. Each carries a large sack over his shoulder. They glance around nervously.)*

**NARRATOR:** *(Cont'd.)* You see, Littleton was mostly good, with a little bit of crime. Just like any other city. Except for Detroit, which is kind of the other way around.

*Team Justice  
and the City Hall Supervillains  
- 6 -*

*(ROBBER 1 pulls out a gun and begins brandishing it around and yelling.)*

**ROBBER 1:** All right, hands up everybody!

**NARRATOR:** Unfortunately, even though Littleton was a city of fine, upstanding people, it was also home to criminals. Thieves, arsonists, murderers, and jaywalkers. This tale begins with two robbers fleeing the scene of the crime.

*(A LADY screams. The ROBBER begins forcing the TOWNSPEOPLE to their knees with their hands on their heads, hostage style.)*

**ROBBER 1:** Quiet, lady! The cops is on the way!

**ROBBER 2:** We need hostages! Everybody on the ground!

**TOWNSPERSON 1:** Don't shoot!

**ROBBER 3:** Look, buddy, I don't wanna shoot you anymore than you wanna get shot!

**TOWNSPERSON 1:** Y'know, you say that....

*(CHIEF and DEPUTY enter, guns drawn.)*

**DEPUTY:** Freeze!

**ROBBER 1:** Give it up, Chief! We've got hostages!

**CHIEF:** *(To DEPUTY.)* Don't shoot! He's right.

**ROBBER 2:** All right now, if you just do exactly as we say, this can still end well for everybody!

**TOWNSPERSON 2:** Actually, I had to be somewhere ten minutes ago...

**ROBBER 2:** All right, it can end well for almost everybody!

**CHIEF:** Okay, just relax! What are your demands?

**ROBBER 2:** Good call, Chief! Right, here are our demands: We want one hundred thousand dollars in non-sequential bills in a briefcase.

*(ROBBER 3 whispers something in HIS ear.)*

**ROBBER 2:** Make that two hundred thousand, and in a leather briefcase. And we want an escape helicopter.

## **End of Freeview**

Download your complete script from Eldridge Publishing

<https://histage.com/team-justice-and-the-city-hall>

Eldridge Publishing, a leading drama play publisher since 1906, offers more than a thousand full-length plays, one-act plays, melodramas, holiday plays, religious plays, children's theatre plays and musicals of all kinds.

For more than a hundred years, our family-owned business has had the privilege of publishing some of the finest playwrights, allowing their work to come alive on stages worldwide.

We look forward to being a part of your next theatrical production.

Eldridge Publishing... for the start of your theatre experience!