Loon Mountain

By
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DEDICATION

To the talented students at Greenwich Academy.

STORY OF THE PLAY

Bethany, a stressed out student, is trying to complete a school project with two less-than-helpful classmates. The three students are taken by surprise when Bethany's phone and all of its widgets come to life. The trio soon finds themselves trapped inside of a bizarre video game filled with talking widgets, not-so-magical creatures, and a friendly chicken. Can they beat the game, return to reality, and learn how to work together more effectively along the way?

PREMIERE PERFORMANCE

November 3, 2011, Massey Theatre, Greenwich Academy, Greenwich, CT

CAST OF CHARACTERS

Cast of 12-17: 6 w, 11 flex

Bethany: A stressed-out girl.

Carly: A fairly shallow girl.

Amber: A girl with computer knowledge.

Emily: Carly's best friend for life (BFFL).

Phone: A phone come to life.

Bethany's mom: Health conscious mother.

Store owner: Seller of the phone come to life.

Translation Widget: An app come to life.

Horoscope Widget: An app come to life.

Dictionary Widget: An app come to life.

Weather Widget: An app come to life.

Broken Translation Widget: An app come to life.

Loon Mountain characters:

Queen: Not-so-powerful Queen of Loon Mountain.

Subject: The Queen's loyal subject.

Riddler: Offers questions for escape from Loon Mountain.

Harbinger: Can tell the future, but only by 5 seconds.

Chicken: A friendly chicken offering wise advice.

(Loon Mountain characters and Widgets can be doubled.)

Scenes

Scene 1: Bethany's room, girls working on project

Scene 2: Bethany's room, girls missing

Scene 3: Inside Loon Mountain

Scene 4: Bethany's room, girls working on project

Scene 1

(AT RISE: Bethany's room. AMBER is typing on her computer, transfixed. BETHANY, with papers out and books open, is doing homework. CARLY video chats with her friend on her laptop. Bethany's open laptop is on the floor.)

CARLY: *(To her laptop.)* Yeah, so I have to work on this stupid project. I know. It's so lame. Oh, I'm at Bethany's house. I'm in a group with her and Amber. Yeah, I know. I know! *(SHE holds up her laptop to BETHANY.)* Say, "Hi," Bethany.

(BETHANY takes Carly's laptop and shuts it.)

CARLY: *(Cont'd. Aghast.)* I can't believe you just did that!
BETHANY: We have to work on this project.
CARLY: I was in the middle of a conversation with Emily.
BETHANY: You just saw Emily twenty minutes ago.
CARLY: So what? She is my BFFL. And if I want to talk to my BFFL, I'm going to talk to my BFFL, and you can't stop me.
BETHANY: Stop saying BFFL.
CARLY: BFFL BFFL BFFL.
BETHANY: Stop it.
AMBER: Guys, check this out. I just changed all the c's on Wikipedia to m's. Canada is now Manada.
BETHANY: What?
AMBER: Cookies are now mookies.
BETHANY: Amber—
AMBER: Corn on the cob is now morn on the mob.
BETHANY: We're supposed to be working on this assignment!
CARLY: *(Back on her laptop.)* Yeah, sorry about that. I know! She just closed it in the middle of our conversation. I know!

(BETHANY steps on her own laptop. SFX: Beeping.)

AMBER: Whoa. You just totally messed up your momputer.
BETHANY: I don't care.
CARLY: *(To her laptop.)* Yeah, I mean I know you are my BFFL, but I just want you to know that you are also my bestie, too. A lot of people don't appreciate the subtle difference between the two.
BETHANY: *(Trying to be nice.)* Carly, would you please say goodbye to Emily, close your laptop, and help us work on this project?
CARLY: *(To laptop.)* One sec. *(To Bethany.)* See, Bethany, it wasn't that hard to ask nicely. But no. *(To laptop.)* Anyway, what were we talking about? Oh yeah, right. I know. Totally. Totally.
BETHANY: Just forget it. Amber and I will do this project by ourselves.

(CARLY pulls a candy bar out of her bag.)

AMBER: Somebody tried to delete my changes. You think you can stop me Wikipedia? No chance!

(BETHANY sighs and goes over to her computer.)

PHONE: *(O.S.)* Your phone is ringing.

(The GIRLS stop what they are doing.)

PHONE: *(Cont'd. O.S.)* Your phone is ringing.
AMBER: Pretty rad ringtone, Bethany.
BETHANY: It's actually not a ringtone.
PHONE: *(O.S.)* Please press the pound sign to activate your new phone.

(CARLY notices the human phone previously unseen.)

CARLY: OMG, there's a person there.
BETHANY: No, there isn't.
CARLY: Behind the table, there's a person.

End of Freeview

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