

# Danger Kids

*This is the third of your Works I have used. Danger Kids is an exciting script with wondrous staging possibilities and catchy tunes. The children were delighted with the plot and songs. Following the performances children around the school were heard singing the songs as well as youngsters pretending to be Danger Kids in the playground. Congratulations on another brilliant piece of theatre.*

Quarry Hill PS

*We were very impressed by this show. We appreciated the large number of speaking parts. The songs are appropriate and well spaced throughout the play and the length is perfect.*

Colac PS

*The show enabled us to involve a large number of students from years 2-8 very successfully. Children and audience found it humorous. The length was right, lines and songs easy to learn and script easy to follow.*

North New Brighton School

*We were able to involve the whole school!*

Springview PS

*Dear guys and gals at Bushfire Press – we just performed 2 nights of Dangerkids to packed audiences and it was an amazing success. Thanks to all who had a hand in writing this timeless play. The kids had a ball and so did we – snappy songs, plenty of laughs and enough scope for our 75 grade 6 students.*

Templeton PS

*This is the 4<sup>th</sup> of them that we have successfully staged and we congratulate you on your continuing creative and entertaining output. May it continue for all concerned.*

Bell PS

*As usual your shows are always well received and the children are engaged by the songs and script.*

*Congratulations on another good one!*

Bacchus Marsh PS

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You can order *Danger Kids* at [www.bushfirepress.com/dangerkids](http://www.bushfirepress.com/dangerkids)



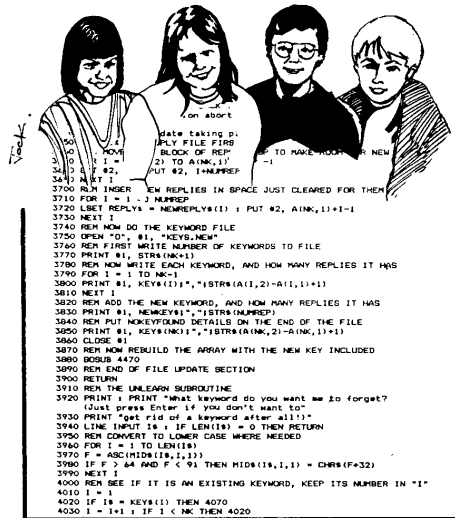
**Bushfire Press**

# DANGER KIDS

a joke and dagger musical

book by Lynne Bartlett, Mark Leehy & Kevin O'Mara

music & lyrics by Rob Fairbairn, Mark Leehy & Kevin O'Mara



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- Any filming or videotaping of this show must be done under licence. Application forms available.
- APPLICATION FOR PERFORMANCE of **Danger Kids** should be made to the publisher and acknowledged before rehearsals commence.

# PRODUCTION NOTES

## SYNOPSIS

In a secret crisis meeting at a cinema, the heavily-disguised Heads of Government (HOGS) are discussing the problem of CARMEN SANFRANCISCO, the evil scientist and master game-player who is preparing to launch a rocket in 48 hours. Her rocket contains a satellite that will control the world's video games ... so that only the baddies ever win. All the usual secret agents have failed. It is time to send in ... the DANGER KIDS

In their cubby hideout are the Dangerkids (CODY the the brains, BUTLER, the organiser, GIZMO the inventor and GAUCHO the bumbling detective). No sooner have they received their mission from the HOGS than they get a mysterious message on their computer. It is a cryptic clue from none other than CARMEN. She is playing her own game with them. The Clue sends the DANGERKIDS to the Sahara. They don their 'tracking bracelets' and hit the DANGERmobiles (BMX bikes or scooters).

CARMEN and her assistant, CLUEDO, have been hiding and watching. They are always around, disguised, to watch the fun as the DANGERKIDS race to save the world.

In the Sahara, the KIDS meet the RUNAWAY LEGIONAIRES and get their next clue ... sending them to ... Switzerland.

Meanwhile, the disguised HOGS are having a very tricky secret meeting on a roller coaster. There are now only 36 hours left.

In the Swiss Alps the KIDS come across the VON SHUT-YOUR-TRAPP FAMILY SINGERS, who introduce them to the delights of yodelling. They also run into MAXWELL SMARTYPANTS and his assistant 98.6. They have also been on the trail of CARMEN SANFRANCISCO.

The next clue is discovered and, in the excitement, MAX and the DANGERKIDS head off in different directions and GAUCHO gets lost.

Meanwhile, disguised at a football match, the HOGS become concerned. There are now only 24 hours left. A disguised CARMEN slips them a fake message, allegedly from the DANGERKIDS. They head off to Gibraltar.

The KIDS and MAX & 98.6 all end up in a Chinese restaurant, where the Dance of the New Moon is being performed. But, divided by screens, they do not see each other. GAUCHO arrives and finds MAX & 98.6. While checking the tracking bracelets, looking for GAUCHO, CODY notices 4 blips on the screen – the HOGS! They could be heading into a trap! The KIDS split. Meanwhile, GAUCHO gets a clue in a fortune cookie and he and MAX & 98.6 head to Gibraltar.

Meanwhile, the HOGS are on board the HMS BRITANNIA, squabbling over the deckchairs.

CARMEN and CLUEDO are holed up in Mystery Manor, on the Rock of Gibraltar. Their rocket is hidden but ready. They await the arrival of their 'guests', looking forward to winning the game. First to arrive are the HOGS. CARMEN makes them sit – to witness her triumph. The DANGERKIDS arrive, but cannot find the rocket. Then GAUCHO arrives with MAX and 98.6. An old grandfather clock chimes down the last, remaining seconds when GAUCHO puts the clues together, turns the clock around and reveals ... the rocket! GIZMO disables it just in time (with a karate chop).

CARMEN and CLUEDO escape, but the world is once again safe ... thanks to the DANGERKIDS.

## CHARACTERS

### THE DANGER KIDS

<b>CODY:</b>	The code-cracker of the team. A reluctant leader
<b>GIZMO:</b>	The electronics and gadgets whiz. Enthusiastic and slightly scatty. Wears 'walkman'
<b>GAUCHO:</b>	Loyal and well-meaning, if a little clumsy and unreliable
<b>BUTLER:</b>	Fastidious and pedantic, and a little impatient (but not aggressive) with the others. Knows everything about history, foreign cultures etc. Costume is adjusted for each scene

### HEADS OF GOVERNMENT (HOGS)

<b>PRESIDENT:</b>	A bit of an organiser. Would like complete control. Wears cowboy hat
<b>QUEEN:</b>	Believes she was born to rule. Wears tiara
<b>CHAIRMAN:</b>	A thinker. Can wear 'railway cap'
<b>PRIME MINISTER:</b>	An honest, caring person. A little 'out-to-lunch', but very genuine

**CARMEN SAN FRANCISCO:** Arch villain and the world's greatest games player. Sneaky and totally obsessed with 'the game'. Carmen's costume for the last scene can be anything based on games (eg pants and top or outsize T-shirt with playing grid, noughts and crosses, snakes and ladders etc.)

**CLUEDO:** Long-suffering servant. Irrascible and fed up with Carmen and her games

### THE RUNAWAY LEGIONNAIRES

<b>PIERRE:</b>	The captain
<b>LUMIERRE:</b>	The 'put-upon' legionnaire. Carries coathanger for fixing TV
<b>DERRIERE</b>	
<b>BRASSIERRE</b>	
<b>THE CARRIERE POSTMAN</b>	

### THE VON SHUT-YOUR-TRAPP FAMILY SINGERS

<b>PROFESSOR HERBERT VON SHUT-YOUR-TRAPP:</b>	Father
<b>MARIA VON SHUT-YOUR-TRAPP:</b>	Mother
<b>THE VON SHUT-YOUR-TRAPP CHILDREN:</b>	As many as you like

**MAXWELL SMARTY PANTS:**  
**98.6:**

Secret agent  
Max's co-agent

### THE CHINESE DANCERS

**THE CROWD:** Seen in the cinema, on the roller-coaster, at the football and in the chinese restaurant. The same children can be 'recycled' for the various scenes (and could also be the Chinese Dancers) or different groups may be used

### IMPORTANT NOTE

As much as possible, the main characters have been written in a non gender-specific manner and all may be played by either sex.

## THE SET

The various scenes can be as sparse or as imaginative as required. A bare stage is fine, as the action centres on the characters. A cubby can be suggested by a few boxes or some play equipment. Nothing is really required for the desert or Swiss Alps. A few tables and chairs can suggest the chinese restaurant, and a grandfather clock and four chairs are all that is required for Mystery Manor. All the front of curtain scenes with the HOGS are designed to be performed with a set of chairs.

## TIME

The present.

## SCENES

- I**      **HOGS AT THE MOVIES** (front of curtain)
- II**     **THE DANGER CUBBY**
- III**    **THE SAHARA DESERT**
- IV**    **HOGS ON THE ROLLERCOASTER** (front of curtain)
- V**     **THE SWISS ALPS**
- VI**    **HOGS AT THE FOOTY** (front of curtain)
- VII**   **THE CHOU DYNASTY RESTAURANT**
- VIII**  **ABOARD THE ROYAL YACHT HMS BRITANNIA** (front of curtain)
- IX**    **MYSTERY MANOR**

## PROPERTIES (PROPS)

- SCENE I**      Set of chairs, popcorn
- SCENE II**     Cubby (boxes etc.), signs ‘ALL FOR ONE AND ONE FOR ALL’, ‘PRIVATE - KEEP OUT!’, ‘SECRET HEADQUARTERS’ etc may be used. Computer (cardboard box), 4 ‘danger bracelets’, 4 ‘danger mobiles’ (BMX bikes, scooters or skateboards etc.)
- SCENE III**    TV (cardboard box), coathanger, clue card (picture of mouse, with writing on back), sign ‘THE SAHARA’ (if required)
- SCENE IV**     Chairs, 4 ‘danger bracelets’
- SCENE V**     Clue card (picture of old man, with writing on back), sign ‘SWISS ALPS’ (if required)
- SCENE VI**     4 umbrellas, pie-vendor’s tray, pie in bag
- SCENE VII**    Tables and chairs, ‘banquet tray’, clue card (picture of rock, with writing on back)
- SCENE VIII**  Deck chairs (or ordinary chairs), sign ‘HMS BRITANNIA’
- SCENE IX**    Hopscotch outline, grandfather clock (with rocket on other side), 4 chairs

## SONGS, MUSIC AND F.X.

- SCENE I**      Song:    Danger Kids
- SCENE II**     Song:    All Part of the Game
- SCENE III**    Chant:   I Left My Wife in New Orleans
- Song:    The Runaway Legionaries
- Chant:   I Left My Wife in New Orleans
- SCENE V**     Song:    The Yodelling Song
- SCENE VI**     F.X.:    Crowd noises
- SCENE VII**    Music:   The Dance of the New Moon
- Song:    Together
- SCENE VIII**  F.X.:    Ship’s horn
- Song:    If I Were King of the Castle
- SCENE IX**    F.X.:    Big Ben chiming midnight
- Song:    The Hall of Fame - Finale
- Song:    Danger Kids (reprise)

## MUSIC

The music can be played by solo piano (lead lines in back of the master book, full piano score available at no extra cost on request) stage band, or the performance backing CD. All sound effects are in order on the performance backing CD.

# **DANGER KIDS**

## **SCENE 1 - HOGS AT THE MOVIES**

**FRONT OF CURTAIN**

**THE CURTAIN IS DRAWN . IN FRONT ARE TWO ROWS OF CHAIRS FACING THE AUDIENCE AND REPRESENTING A CINEMA. PEOPLE ARE SEATED, 'WATCHING' A MOVIE. THE FOUR CHAIRS IN THE MIDDLE OF THE FRONT ROW ARE EMPTY**

**THE HEADS OF GOVERNMENT (*HOGS*) ARE ABOUT TO ENTER: THE PRESIDENT IN A TEN-GALLON HAT, THE PRIME MINISTER IN AN AKUBRA WITH DANGLING CORKS, THE QUEEN IN A TIARA, AND THE PREMIER IN A RAILWAY CAP**

**THE HOGS ENTER, STANDING ON PEOPLE'S TOES ETC. AND TAKE THEIR SEATS**

**P.MINISTER:** Sit here, Mr. President

**PRESIDENT:** Shhh!

**P.MINISTER:** Popcorn, Mr. Chairman?

**CHAIRMAN:** Just watch the movie.

**QUEEN:** I say - has one missed the national anthem?

**P.MINISTER:** 'Fraid so, your majesty.

**PRESIDENT:** Mr. Prime Minister, will you keep it down? This is a secret meeting.

**CHAIRMAN:** So let's not use any names.

**QUEEN:** Can we please proceed?

**PRESIDENT:** I declare this secret meeting of the Heads of Government open. Now we all know why we're here.

**AS HE TALKS, THE AUDIENCE BEGINS CUPPING HANDS TO EARS, NODDING TO EACH OTHER AND GENERALLY EAVESDROPPING, MOVING HEADS SIDE TO SIDE WITH CONVERSATION**

**P.MINISTER:** CARMEN SAN FRANCISCO.

**PRESIDENT, QUEEN**

**& CHAIRMAN:** We told you - NO NAMES.

**QUEEN HITS PRIME MINISTER ON HEAD WITH PURSE**

**P.MINISTER:** Sorry.

**QUEEN:** How many days have we got?

**PRESIDENT:** We HAD seven, we are now down to TWO.

**QUEEN:** You told me you were sending your best agents.

**PRESIDENT:** I did - But they're all gone ... disappeared.

**HOGS:** ALL?

**PRESIDENT:** Yes ... ALL.

**CHAIRMAN:** And we have only ...

**PRESIDENT:** 48 hours to find her rocket.

**QUEEN:** Or she launches the satellite.

**P.MINISTER:** What was the problem with the rocket again?

**CHAIRMAN:** With the satellite in place, she controls every video game in the world.

**P.MINISTER:** Oh yeh! Now I remember. And she can make it so the BADDIES always win.

**QUEEN:** Monstrous woman!

**PRESIDENT:** She holds the world to ransom yet demands no money.

**QUEEN:** MAD woman!

**CHAIRMAN:** Mad perhaps ... clever, certainly.

**P.MINISTER:** Eh?

**CHAIRMAN:** Who knows what mysterious plans dwell in the heart and mind of such a being? Who knows what she really wants? Perhaps it is just a game.

**P.MINISTER:** (*impressed*) Wow! That's really DEEP.

**QUEEN:** The important question is what does one DO about it?

**PRESIDENT:** The only thing one CAN do.

- P.MINISTER:** And, what was that again?
- PRESIDENT:** Don't you ever listen? We must send in our last hope ...We must send in ...
- QUEEN:** (*interrupting*) Not those VERY young people. Surely they're not experienced enough?
- P.MINISTER:** Are you talking about the DANGERKIDS?
- AUDIENCE:** THEY TOLD YOU - NO NAMES!

**CURTAINS OPEN AS HOGS, AUDIENCE AND CHAIRS DISAPPEAR.  
ON STAGE ARE CHORUS AROUND DANGER KIDS' CUBBY HOUSE**

**ALL SING**

**SONG: DANGERKIDS**

**SONG ENDS**

**BLACKOUT**

**END SCENE 1**

## SCENE 2 - THE DANGER CUBBY

**THIS COULD BE A 'TREEHOUSE' OR SIMPLY A FEW BOXES PLACED TO ENCLOSE AN AREA DOWN STAGE CENTRE. IT COULD CARRY SIGNS LIKE 'DANGER CUBBY', 'TOP SECRET HEADQUARTERS', 'KEEP OUT' ETC.**

**BUTLER, DRESSED IN SUIT, WITH APRON AND GLOVES, IS SWEEPING AND FEATHER DUSTING, REPLACING OBJECTS AND GENERALLY CLEANING UP, WHILE MUTTERING OCCASIONALLY**

**BUTLER:** *(while cleaning)* Tsk-Tsk ... Look at this mess ... *(straightening a sign that reads 'ALL FOR ONE & ONE FOR ALL')* ... a tidy cubby is a happy cubby!

**BUTLER BEGINS DEVOURING CHOCOLATE**

**GAUCHO:** *(entering P.S.)* Yoo-hoo, anyone home?

**BUTLER:** *(stuffing chocolate in pocket but not facing Gaucho)* Password!

**GAUCHO:** It's only me, Butler.

**BUTLER:** *(impatiently)* PASSWORD.

**GAUCHO:** Oh, alright - 'all for one and one for all'.

**BUTLER:** *(resuming feather dusting, but still not looking at Gaucho)* You may enter.

**GAUCHO ENTERS CUBBY**

**BUTLER:** Cleaned our shoes, have we Gaucho?

**GAUCHO:** *(looking at shoes and quickly going to clean them on mat outside, without Butler seeing)* Of course I have, Mum. *(Butler freezes in annoyance)* I mean Butler.

**BUTLER:** A clean cubby ...

**GAUCHO:** *(interrupting and mimicking Butler)* ... is a happy cubby.

**GAUCHO GOES TO COMPUTER AND IS ABOUT TO START FIDDLING WITH IT**

**BUTLER:** *(still not looking at Gaucho)* And don't put finger marks on the screen.

**ENTER GIZMO P.S., WIPING FEET ON MAT AND CARRYING BOX**

**GIZMO:** Hey, Gang! Look what I just invented!

**BUTLER:** PASSWORD!

**GIZMO:** All for one and everything.

**BUTLER SHOWS ANNOYANCE**

**GAUCHO:** *(taking bracelet from box)* WOW - what seriously cool earrings! *(holds them up to ears)*

**GIZMO:** *(laughing)* They're not earrings you dingbat, they're bracelets.

**GAUCHO:** Oh, friendship bracelets ... *(thinks)* I think someone's already invented these.

**GIZMO:** These aren't FRIENDSHIP bracelets - they're DANGER BRACELETS! Homing devices, so we can track each other.

**BUTLER:** The ideal thing for you, Gaucho, ESPECIALLY after our last case.

**GIZMO:** You mean Mr. Boiled's Sweet Shop?

**GAUCHO:** But if I hadn't got lost - we wouldn't have found the Bubblegum Bandits.

**GIZMO:** Yeh - I don't know how you do it Gaucho.

**GAUCHO:** Just lucky I guess.

**GIZMO:** Well there's no way we'll lose you next time, mate. Here you go team. *(hands bracelets to Gaucho and Butler and all three put them on)*

**GAUCHO:** Wicked colours.

**GIZMO:** There's one each, and I sent a set to the HOGS, too.

**GAUCHO:** That ought to impress 'em.

**BUTLER:** Perhaps they'll finally give us a real case.

**CODY HAS ENTERED FROM O.P. DURING THIS**

**CODY:** *(entering the cubby)* All for one and one for all ... and speaking of the HOGS, team ...

**GAUCHO:** *(interrupting)* Cody!

**GIZMO:** Hey boss, check out the new invention.

**CODY:** Later, Gizmo - first we're gonna check this out. *(holds up computer disc)*

- GAUCHO:** A computer game!
- CODY:** (*shaking head*) Uh - uh - a message from the Heads of Government - just arrived. We got a case team! We got a case!
- GAUCHO:** WOW!
- GIZMO:** A case from the HOGS! We've hit the big time.
- BUTLER:** And it's about time.
- CODY:** (*inserting disc into danger computer*) Quiet everyone, this is really important. This is our chance to prove we're as good as the grown ups.
- GIZMO:** We're the BEST!
- GAUCHO:** We're the DANGER KIDS!
- CODY:** Shh! Let's see what we've got. (*reading from screen*) 'Dear Danger Kids ... your mission ... should you accept it ...'
- ALL:** CARMEN SAN FRANCISCO!
- GIZMO:** The supercrook.
- CODY:** Sending up a satellite, eh?
- GAUCHO:** Controlling all the games, eh?
- GIZMO:** 48 hours, eh?
- BUTLER:** Oh dear!
- CODY:** OK, team, it's up to us. Are we in it together?
- ALL:** All for one and one for all!
- CODY TAKES DISC FROM COMPUTER**
- BUTLER:** But 48 hours ... I mean ... where do we begin?
- GAUCHO:** (*noticing another message on the screen*) Hey! The Danger Computer -
- GIZMO:** There's another message coming in.
- THEY ALL LOOK AT THE SCREEN**
- CODY:** But from whom? It doesn't make sense.
- CODY WANDERS, THINKING**

- BUTLER:** (*reading*) 'If you wish to have the main course, you must eat dessert first - CSF'
- GAUCHO:** Who's CSF?
- CODY:** Carmen San Francisco.
- GAUCHO:** What does she mean - 'dessert'?
- CODY:** It's a code. (*Cody wanders around cubby, thinking*) Dessert ... dessert ... No - no - I've got it ... it's not dessert it's ... um ... it's ... it's DESERT! The first clue is somewhere in the DESERT!
- GIZMO:** But which desert?
- CODY:** Carmen thinks big ... mmm ... so that's where we'll go.
- GAUCHO & GIZMO:** (*confused*) Where?
- CODY:** To the biggest desert in the world.
- BUTLER:** That would be the Sahara.
- GAUCHO:** It'll be hot out there. I better get the sunhats and the 15 plus. (*goes looking for sun screen*)
- GIZMO:** And have I got the ideal thing for this case. (*hands Cody bracelet*) Put this on, boss and we'll never lose each other.
- CODY:** Good one, Gizmo.
- BUTLER:** And let's not forget to turn them on, (*pause*) Have you got that, GAUCHO?
- GAUCHO:** Yeh, got it. (*holds up sun screen and does not turn bracelet on*)
- CODY:** OK, let's Rock and Roll team - to the DANGER MOBILES.
- ALL:** All for one and one for all!

**EXIT BEHIND THE CUBBY, MOUNT BMX BICYCLES, RIDE AROUND STAGE AND EXIT P.S.**

**CARMEN SAN FRANCISCO SNEAKS ON FROM BEHIND CUBBY**

- CARMEN:** The game is afoot. (*calling to offstage*) Cluedo!

**CLUEDO APPEARS FROM DOWNSTAGE**

**CLUEDO:** I'm coming, I'm coming. Don't get your knickers in a knot.

**COMES TO CARMEN**

**CARMEN:** Prepare the BADDIE JET. It's time to set the next clue.

**CLUEDO:** You shouldn't be giving them too many clues.

**CARMEN:** Nonsense!

**CLUEDO:** One of these days you're gonna lose.

**CARMEN:** I NEVER lose - besides - they're only kids and I'm going to have a little fun.

**CLUEDO:** Suit yourself, big shot. But if you ask me, you're taking a risk.

**CARMEN:** The greater the risk, the more thrilling the game. And I - Carmen San Francisco - am the greatest player in the universe. So let the games begin.

**ENTER CHORUS**

**SONG: ALL PART OF THE GAME**

**SONG ENDS**

**BLACKOUT**

**END SCENE 11**

**SCENE 111 - THE SAHARA DESERT**

**THE RUNAWAY LEGIONNAIRES ENTER O.P. MARCHING TO THE FOLLOWING CHANT**

**LEGIONNAIRES:** (*chanting*)  
Left, left  
I left my wife in New Orleans  
With forty-five cents and a can of beans  
I thought it was  
Right, right  
Right for my country, whoopsidoo

**THIS IS REPEATED UNTIL ALL LEGIONNAIRES ARE ON STAGE**

**PIERRE:** Squad ... stop marching.  
Squad ... sit down somewhere.  
Squad ... bring on the telly (*two legionnaires enter O.P. with T.V. and set it down*)  
Squad ... watch the game.

**THEY ALL EXCITEDLY SIT TO WATCH THE T.V. WHEN IT SUDDENLY STOPS WORKING**

**LUMIERRE:** Oh, no. It's on the blink again.

**BRASSIERRE:** Third time this week.

**THEY ALL BEGIN COMPLAINING**

**PIERRE:** Oh stop whingeing, all of you.

**DERRIERRE:** But we're gonna miss the game.

**PIERRE:** Oh, no we're not. Lumierre - the aerial.

**LUMIERRE:** Not AGAIN!

**PIERRE:** Just DO it.

**LUMIERRE TAKES COAT HANGER FROM BELT AND HOLDS IT IN ONE HAND, WHILE TOUCHING T.V. WITH THE OTHER**

**BRASSIERRE:** A bit higher.

**LUMIERRE:** Are you getting anything?

**DERRIERRE:** Nearly, try a bit to the left.

- LUMIERRE:** How's that?
- PIERRE:** No ... a bit to the right.
- LUMIERRE:** Come on guys, my arm's dropping off.
- BRASSIERRE:** Stay there Lumierre, we've almost got it. Just a bit higher.
- LUMIERRE:** I can't GO any higher.
- PIERRE:** Raise your left leg.
- BRASSIERRE:** That's better.
- PIERRE:** Now move your arm out ... further.
- DERRIERRE:** PERFECT!
- PIERRE:** Now don't move.

**THE DANGER KIDS ENTER P.S. CRASHING INTO EACH OTHER. BUTLER IS WEARING SAFARI SUIT AND PITH HELMET. THERE IS A LARGE GREASE MARK ON HIS/HER SHORTS**

- GAUCHO:** Sorry.
- BUTLER:** If you're following me ... KEEP YOUR EYES OPEN! A safe squad is a happy squad.

**THE LEGIONNAIRES ARE WATCHING T.V. UNAWARE OF THE DANGERS**

**BUTLER SHOWS THE GREASE-STAIN ('Look at this, look what he/she did. I'll never get this stain out' ... etc.) TO CODY AND GIZMO, WHILE GAUCHO SPIES THE LEGIONNAIRES AND GOES OVER, SITS BEHIND AND PROCEEDS TO WATCH THE GAME. THEY DO NOT NOTICE HIM/HER**

- GAUCHO:** Picture's not too good.
- LEGIONNAIRES:** *(to Lumierre)* Get your leg up!
- GAUCHO:** Ah - that's better.
- PIERRE:** Who said that? *(looking around and seeing Gauch)* Who are you?
- CODY:** *(noticing the legionnaires and leading the others over)* We're the Danger Kids - pleased to meet you.
- PIERRE:** *(shaking hands)* Pierre Legionnaire's the name.

**THE LEGIONNAIRES ARE NOW ALL LOOKING AT THE DANGERKIDS**

**BUTLER:** And these, I take it, are the famous 'Runaway Legionnaires'?

**PIERRE:** At your service.

**GAUCHO:** Runaway Legionnaires? Why are you running away?

**LUMIERRE:** Why don't we sing 'em the song?

**PIERRE:** Great idea!

**LEGIONNAIRES SING****SONG: THE RUNAWAY LEGIONNAIRES****SONG ENDS**

**GAUCHO:** Is that all you do ... just ... run away?

**PIERRE:** Good heavens, no. We have a very heavy schedule. There's more to being a legionnaire than just running away.

**GIZMO:** Like what?

**PIERRE:** Well ... it's up in the morning, showers and early morning march. Then it's breakfast, clean-up and morning march. Let's see ... then there's lunch, afternoon marching ... dinner ... and ... oh yes ... evening march.

**DERRIERRE:** (*happily*) It's a REALLY exciting life, you know.

**GAUCHO:** What - marching?

**BRASSIERRE:** There's also the telly.

**PIERRE:** Yes, we're great fans of the BIG GAME.

**BRASSIERRE:** Never miss it.

**DERRIERRE:** Unless the T.V.'s on the blink.

**LUMIERRE:** Which is most of the blinking time.

**GIZMO:** Not anymore - step aside (*moves to TV*)

**PIERRE:** Are you a TV repair person?

**GIZMO:** If it's electronic - I'm your doctor.

**LEGIONNAIRES:** WOW! (*approving comments*)

**GIZMO EXAMINES TV SET FROM EVERY ANGLE**

**GIZMO:** Mmm ... Ah ... ooh ... YES! Your problem is your interfacing capacitor. It's not transmitting your photo-neuron firers.

**PIERRE:** What should we do?

**GIZMO:** This! (*whacks the side of the TV*)

**LEGIONNAIRES:** PERFECT picture.

**LUMIERRE:** Thank goodness!

**A LEGIONNAIRE ENTERS O.P. CARRYING MAILBAG AND BLOWING WHISTLE**

**POSTIE:** Mail call, mail call.

**PIERRE:** Ah! The carrierre pigeon has landed.

**POSTIE:** Certainly has ... (*shaking imaginary bird-droppings from hat*) ... and his aim has improved ... I'm sure glad cows don't fly ... Let's see now, who have I got letters for?

**LEGIONNAIRES GATHER ROUND AS HE/SHE DISTRIBUTES LETTERS**

**POSTIE:** Pierre ...

**PIERRE:** Thank you.

**POSTIE:** Lumierre ...

**LUMIERRE:** Cheers.

**POSTIE:** Brassierre ...

**BRASSIERRE:** Ta.

**POSTIE:** Derrierre ...

**DERRIERRE:** Good one.

**POSTIE:** And ... D.K. ... Have we got a D.K.here? Derrierre? No - you're not D.K

**ALL LOOK AROUND AT EACH OTHER**

**BUTLER:** Ahem ... it's probably for us - the Danger Kids.

- GAUCHO:** But how?
- BUTLER:** I took the liberty of having the mail re-directed.
- CODY OPENS UP LETTER. IT CONTAINS A PICTURE OF A MOUSE ON ONE SIDE, AND A MESSAGE ON THE OTHER. THE DANGERKIDS GATHER AROUND CODY**
- GAUCHO:** What is it?
- GIZMO:** It's a picture of a mouse.
- CODY:** And there's a message on the other side ... (*reading*)  
'Congratulations, here's your clue.  
Your next course will be really cool  
One I'm sure will really please  
And on the whole the mouse agrees.'
- PIERRE:** What's this all about?
- GAUCHO:** We have to find Carmen San Francisco.
- GIZMO:** And this is a clue.
- GAUCHO:** Yeh - like 'On the whole ...' we have to go somewhere where there's holes.
- LUMIERRE:** You mean ... like a golf course?
- CODY:** (*thinking*) Somewhere cold.
- DERRIERRE:** With cheese! For the mouse! Hey, this is a great game.
- CODY:** That's it! Mouse ... cheese ... holes ...
- GAUCHO:** Holy cheese!
- LUMIERRE:** Holy cheese?
- GIZMO:** Of course! It's SWISS CHEESE! So you know where we have to go next?
- GAUCHO:** To Safeway?
- LEGIONNAIRES:** Not Safeway, dummy - SWITZERLAND!
- BUTLER:** The Swiss Alps, to be precise.
- CODY:** (*to Legionnaires*) Thanks, gang. You've been a terrific help. (*to Danger Kids*) Let's rock and roll! To the Danger Mobiles.
- DANGERKIDS:** All for one and one for all!

**DANGERKIDS EXIT P.S.**

**LUMIERRE:** (*following*) To the Dangermobiles!

**PIERRE:** (*grabbing Lumierre*) Not you, dagbag.

**DERRIERRE:** Yeah, Lumierre - sit down. We're finally gonna get to watch the big game.

**ALL EXCITEDLY SIT FIXING THEIR GAZE ON T.V.**

**PIERRE:** (*consulting watch*) I'm afraid not Legionnaires. Telly break's over. Time for our afternoon march. (*leading them off P.S.*)

**LEGIONNAIRES GROAN**

Left, left,  
I left my wife in New Orleans  
With forty-five cents  
And a can of beans  
I though it was  
Right, right  
Right for my country, whoopsidoo

**THIS IS REPEATED UNTIL ALL LEGIONNAIRES HAVE FILED OFF, A COUPLE CARRYING T.V. SET. CARMEN AND CLUEDO MARCH ON O.P. AS THEY ARE EXITING. THEY ARE DRESSED AS LEGIONNAIRES, WITH SUNGLASSES. WHEN THEY REACH THE CENTRE THEY CONTINUE MARKING TIME UNTIL LEGIONNAIRES ARE OFF. THEY THEN STOP AND TURN TO AUDIENCE**

**CARMEN:** (*removing sunglasses, and addressing audience*) Guess Who?  
(*To Cluedo*) These Danger Kids are shaping up better than I thought. Mmmm ... quite worthy opponents.

**CLUEDO:** You're givin' 'em too many clues. It's gettin' risky.

**CARMEN:** NONESENSE. The greater the risk, the more thrilling the game. And I - Carmen San Francisco -

**CLUEDO:** (*indicating audience*) Yeh, yeh, they know - you told 'em already.

**BLACKOUT****CLOSE CURTAIN****END SCENE 111**