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ACTOR BOOK

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THE CLAW

By Denver Casado, Jessica Penzias,
Kerry Kazmierowicztrimm, Christyn Budzyna & Jack Mitchell

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Beat by Beat Press "The Claw" Actor Book
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THE CLAW

CHARACTERS

LEADS

DOT: An anxious stuffed cow

AIDEN: A charismatic stuffed dragon, Dot's best friend

CLAW: The wise old sage, the hand of fate, our narrator

THE FLAIR BEARS

Inspired by the Care Bears, the Flair Bears are a group of wildly eccentric stuffed bears, each passionate about different forms of art.

BEARONICA: A dancer, leader of the bears

BEARLIN: A bear sculptor

BEARNARD: A bear novelist

BEARNACLE: A bear painter

BEARY: A very punny bear

SHAKESBEAR: A shakespearean bear

BEARBARA: A very dramatic bear

FLAIR BEAR ENSEMBLE (flexible)

THE MYSTICAL 8-BALL

Based on the Magic 8-Ball, Mystical 8-Ball communicates using a trio of answers.

YES DEFINITELY

MOST LIKELY

OUTLOOK HAZY

THE MIGHTY MUTANT

POWER TURTLES

A combination of the Teenage Mutant Ninja Turtles and the Mighty Morphin Power Rangers, the Mighty Mutant Power Turtles are a group of off-brand heroes.

REN: Red, named after René Magritte

DEL: Green, named after Eugène Delacroix

VAN: Yellow, named after Vincent Van Gogh

CAM: Blue, named after Camille Pissarro

SAL: Pink, named after Salvador Dali

POWER TURTLE ENSEMBLE (flexible)

THE BEANIE ELDERS

Inspired by the Beanie Babies, the Beanie Elders are a group of old curmudgeonly toys from the 90's.

WALLEE THE WALRUS

EL THE ELEPHANT

MO THE MOOSE

TOY ENSEMBLE (flexible)

Note: All roles are gender neutral and pronouns can be changed to reflect the actor playing the part

PLOT SUMMARY

We open inside an out-of-order claw game, where our narrator, CLAW introduces us to two best friends: a cow plush named DOT and a stuffed dragon named AIDEN. While AIDEN wishes he could leave the game, DOT loves being stuck inside, where things never change. DOT cheers up AIDEN, as all of the toys go about their familiar daily routine. ("The Best Day Since Yesterday")

Suddenly, the ground beneath them starts to shake! All of the TOYS are tossed around inside the machine, as the claw game springs to life for the first time in ages!

AIDEN is thrilled! He's determined to leave the game today. DOT, meanwhile, is terrified of facing the unknown. In a fit of panic, she hatches a scheme to hold onto a little piece of home – she and Aiden will leave the game together. ("The Who Knows What")

A trio of BEANIE ELDERS overhear DOT and AIDEN's conversation and tell them about the famed "Double Trouble" – an elusive move where two toys link arms and are pulled out of the machine together. To pull it off, they'll need to master three crucial steps: Strike a pose, hold on, and be ready! ("Double Trouble")

As DOT and AIDEN set out to tackle step one of the Double Trouble, they visit the eccentric FLAIR BEARS, who teach them how to strike the most impressive pose possible by embracing their confidence. ("Strike a Pose") As their song comes to an end, a confident bear is grabbed by CLAW. ("Goodbye #1")

CLAW reminds the toys about the joys of the outside world, leading them in a musical celebration of the greatest wonder of all – pizza. ("Pizza Lullaby")

Meanwhile, DOT and AIDEN are determined to conquer step two of the Double Trouble. They visit the MIGHTY MUTANT POWER TURTLES, who teach them how to hold on by never giving up no matter what obstacles they face. ("Mighty Mutant Power Turtles") As their song comes to a close, CLAW grabs a power turtle who holds on tight. ("Goodbye #2")

Now that they've learned to strike a pose and hold on, the last step of the Double Trouble is simply: "be ready!" AIDEN is certain they are both ready to go, but DOT is not so sure. She tries to convince AIDEN to wait, but he's insistent – The next time CLAW comes down, it's time to leave!

PLOT SUMMARY (Cont'd)

Panicked, DOT rushes up to the MYSTICAL 8 BALL. She's desperate for a sign that she and AIDEN will always be together in the outside world, but the MYSTICAL 8 BALL is unable to offer any guarantees. More terrified than ever, DOT is decidedly not ready to leave.

Suddenly, the CLAW springs to life! This is it! AIDEN rushes forward and links arms with DOT, striking an impressive pose. CLAW grabs AIDEN and starts to pull the pair out of the machine. It's working! They're doing the Double Trouble! But, in a moment of panic, DOT lets go of AIDEN's hand. DOT tumbles back into the machine as AIDEN is pulled outside. ("Goodbye #3")

As she watches her best friend disappear, DOT is devastated. The toys rush to her aid, and she confesses that she let go because, without any guarantees, she'll never have what it takes to face so much that's new and unknown. The other toys comfort her – she's proved she's capable of tackling new skills all day! She has the strength to face any challenge that comes her way.

DOT feels emboldened. As the CLAW lowers again, the other toys rally around DOT and, this time, DOT is ready! As the crane lifts her up, she realizes she's been selected by the same little girl who won Aiden! The friends reunite, as everyone celebrates the adventures that await them out in the unknown! ("Finale")



THE CLAW

A New Children's Musical

By
Denver Casado, Jessica Penzias
Kerry Kazmierowicztrimm, Christyn Budzyna & Jack Mitchell

SCENE I

(The inside of a claw game. MANY TOYS sleep on the stage. CLAW stands on one side of the stage. CLAW spots the audience.)

CLAW

Why, hello! You must be the new toys. Let's see, who do we have here?

(Looking at various audience members.)

A narwhal plush, very nice. A pink-spotted cheetah, so pretty. And -

(A bit surprised.)

Goodness, a gnome? Well...I'm sure someone will be excited to take you home!

(Studies the audience.)

You all look confused. Let me explain. You've just arrived at the [insert name of town] Bowling Alley and now you're in my claw game! Kids will move me - the claw - in the hopes of snatching you up and taking you out into the unknown!

(CLAW looks out at the new toys' frightened faces.)

Oh, no no! There's no need to be frightened, dear toys! Now, listen here. I'm going to tell you a story to calm your nerves. It is the story of a cow plush named Dot.

(DOT, a cow plush, comes onstage.)

Her best friend was a toy dragon named Aiden.

(AIDEN, a dragon toy, comes onstage.)

Right after Dot and Aiden were placed inside the game, it broke down. They've been stuck here ever since...which was just how Dot liked it!

DOT

Good morning, Aiden!

AIDEN

(A bit bummed out.)

If you say so, Dot.

DOT

Hey - what's wrong?

AIDEN

No, it's nothing.

DOT

Come on, you can tell me.

AIDEN

It's just...don't you ever get bored?

DOT

Bored? Why?

AIDEN

'Cause ever since the game broke down, every day in here has been the same as the one before.
All 573 of them. Not that I'm counting.

THE BEST DAY SINCE YESTERDAY

DOT

But don't you see? We're the luckiest toys in the whole world! We wake up each morning
knowing that our day will be AMAZING!

DOT:




Sev-en A. M. and the blinds go up in-side the lob

AIDEN: Except for ours.



12 - by. Se-ven o' four and the games turn on.

DOT:



17 Sev-en o'-eight and it's time to start my fav-'rite hob - by of count

DOT: Fourteen... wow!



21 - ing all the cob - webs be - fore they're gone.

(During DOT's singing below, the other TOYS slowly wake up and get to their feet. DOT leads AIDEN downstage and points out over the audience.)

DOT:

25 There goes the pop-corn mak - er, right on cue.

29 There's so much to see__ and so much to do. Oh__ it's the

33 best day____ since yes-ter-day. 'Cause ev-'ry-thing is ex-act-ly the same.

39 — It's the best day____ since yes - ter-day.____

44 — What could be bet-ter than be-ing in - side an out of or-der

47 game?____ 6 49-54

AIDEN

I dunno, I just can't help thinking there's more to life than popcorn and cobwebs.

DOT

Of course there is! Like all the awesome toys we get to greet every day.

(DOT turns to the FLAIR BEARS and waves.)

Good morning, Flair Bears!

(The FLAIR BEARS wave back. They attempt to create art, but they're struggling.)

FLAIR BEARS:

55 Sev-en fif-teen__ and we try to find our in-spi-ra-tion,

59 turn-ing old dust__ in - to works of art.

(DOT turns to the MIGHTY MUTANT POWER TURTLES and waves.)

DOT

Good morning, Mighty Mutant Power Turtles!

(The POWER TURTLES wave back. They try to exercise, but find it difficult thanks to the shells on their backs.)

POWER TURTLES:

POWER FORTYFIES:

63 Ev-'ry-day sav - ing the world with strength and per-spi-ra - tion. We car

67 - ry hea - vy shells__ but we do__ our part. 70-72

(DOT turns to the MYSTICAL 8-BALL and waves.)

DOT

Mystical 8-Ball! Ready for another great day?

(The MYSTICAL 8-BALL reveals its answer: "MOST LIKELY" steps forward and holds up his sign.)

That's the spirit!

ALL:

73 Here in the bowl - ing al - ley, by the front

76 door, ev - 'ry - day feels like the one be - fore. 6

80

ALL:
A - noth - er day re - lent-less-ly the same.

DOT:
Oh — it's the best day — since yes-ter-day. 'Cause

85

ALL:
A - no - ther day the same ol' wait-ing game.

DOT:
ev - 'ry - thing is ex - act - ly the same. — It's the

89

ALL:
— And we watch time fly, as we're stand-ing by.

DOT:
best day — since yes - ter - day. —

93

DOT:
What could be bet - ter than be - ing in - side an out of ord - er —

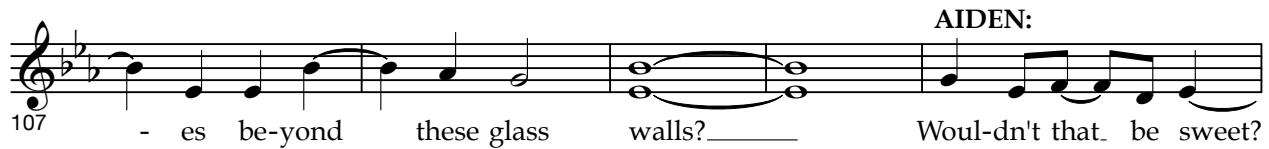
(AIDEN comes forward, looking to the outside world. DOT watches this, worried about AIDEN.)

95

AIDEN:
I've al-ways won - dered what could be out — there? Part of me feels

101

ALL (except DOT):
— a new ad - ven-ture calls. — Is there ex-cite - ment in far a-way plac



(DOT tries to get AIDEN's attention.)

DOT

Aaaaaaaiden, I know what will cheer you up.

AIDEN

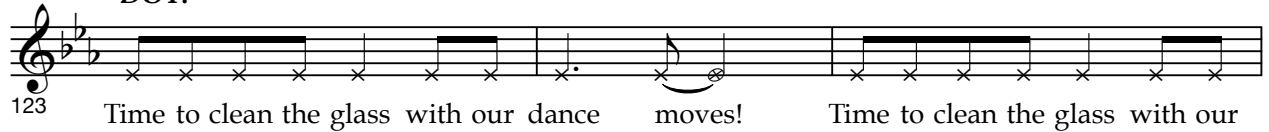
What?

DOT

It's nine a.m.! Time to clean the glass with our dance mooooooves!

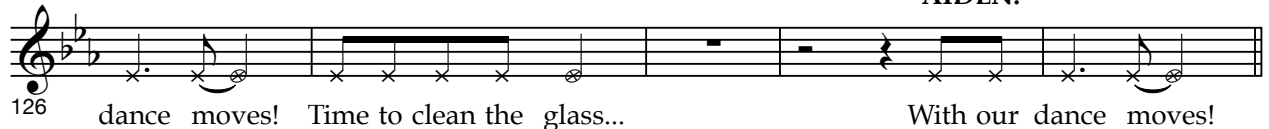
(DOT begins to dance against the "glass.")

DOT:



(She gestures to AIDEN, wanting him to pick up what she's laying down.)

AIDEN:



(They dance together against the "glass." The moves are silly and fun and devoid of any insecurity.)

DOT

I call this the moooooon walk!

(By the end, AIDEN is smiling and laughing.)

AIDEN

Thanks, Dot. I dunno what I'd do if it wasn't for you.

DOT

Hey, that's what best friends are for.

AIDEN

And you know what?

DOT

What?

AIDEN

You were right.

4 7 AIDEN:

131-134 135-141 It's the

143 best day since yes-ter-day. Be cause I get to spend it with you.

AIDEN & DOT: 2

149 It's the best day since yes-ter-day. 155-156

(DOT turns and looks past the audience.)

DOT

Ten a.m.! The doors are opening!

(AIDEN turns to the other TOYS.)

AIDEN

Another day - let's make the most of it!

(The TOYS, revved up, join DOT and AIDEN.)

GROUP 1:

157 It's the best day since yes-ter-day.

GROUP 2:

A - noth - er day re-

GROUP 1:

162 'Cause ev - 'ry - thing is ex - act - ly the same.____

GROUP 2:

lent - les - sly the same. A - noth - er day____ the

GROUP 1:

166 It's the best day____ since yes - ter - day.____

GROUP 2:

same ol' wait ing game.____ And we watch time fly, as we're

GROUP 1: **DOT:**

170 ____ A bunch of old_ for - got - ten priz - es. Same rou - tine and no_

GROUP 2:

stand - ing by. A bunch of old_ for - got - ten priz - es.

GROUP 1:

174 ____ sur - pris - es What could be bet - ter than be - ing in - side____

GROUP 2:

What could be bet - ter than be - ing in - side

in - side

178 ____ An out of ord - er game!____

____ An out of ord - er game!____

SCENE 2

(CA-CHUNK! Suddenly, the game turns on. All of the TOYS are tossed around inside the machine. Chipper arcade music plays as dazzling lights shine.)

DOT

Whoa! What's happening?!

AIDEN

The game! It's turning back on! The owner must have finally fixed it!

DOT

What!?? That's impossible!

VAN

No, he's right - look!

(VAN points out front. Everybody looks.)

That little girl just put a coin in the game! She's grabbing the joystick to move Claw!

(Suddenly, CLAW starts to move.)

CLAW

Woohoo, here I go!

(Everyone watches with great excitement – except for DOT, who watches with dread – as CLAW moves.)

BEARONICA

Quick, Flair Bears, strike your best poses!

(The FLAIR BEARS strike their best poses - feeling a level of inspiration they haven't felt in a long time.)

CLAW

Where will I stop? Only the little girl knows!

(For a moment, CLAW hovers over AIDEN.)

Oh, interesting.

DOT

Aiden?!

CLAW

Is this who the girl wants?

DOT

(A quiet plea.)

No, no, not Aiden, please!

(...But then CLAW keeps moving forward.)

CLAW

Moving on.

DOT

That was too close.

(CLAW stops above BEARBARA and grabs her!)

CLAW

Aha! Got you, Bearbara!

FLAIR BEARS

Yayyyyyy!!!

(CLAW begins to pull BEARBARA offstage.)

BEARBARA

I can't believe it! I'm finally leaving!

(The TOYS wave goodbye as BEARBARA gets pulled offstage by CLAW.)

TOYS

Goodbye! Goodbye! / See ya! / Yay!

SCENE 3

(Once BEARBARA's gone, the TOYS spring into action.)

BEARNACLE

Oh, oh, inspiration has taken hold of me! I must go paint!

BEARLIN

And I will sculpt Bearbara's likeness out of a pile of dust.

BEARNARD

Ah, to feel alive again!

(The FLAIR BEARS run off.)

(The POWER TURTLES come forward. SAL turns to the group.)

SAL

Hey Turtles, we need to get back into fighting shape as fast as we can.

CAM

Who knows when a kid will call on us?

REN

After all, we are...

(The other POWER TURTLES flex their muscles as they all say:)

POWER TURTLES

The Mighty Mutant Power Turtles!

SAL

Come on, Turtles, let's run back to HQ!

POWER TURTLES

Yeah!

(The POWER TURTLES run very, verrrry slowly – they are turtles, after all.)

REN

Whoa, Del! I've never seen you move so fast.

DEL

I'm a mutant on a mission, Ren.

(Finally, the POWER TURTLES exit. The MYSTICAL 8-BALL follows close behind.)

CLAW

And where are you off to, Mystical 8-Ball?

*(“OUTLOOK HAZY” holds up her sign, as the MYSTICAL 8-BALL exits.)
(All the TOYS except AIDEN and DOT have left the stage. CLAW watches them.)*

AIDEN

(Excited.)

Can you believe it, Dot?!

DOT

(Terrified.)

No!

AIDEN

The game is working again!

DOT

I know!

AIDEN

Isn't it wonderful!?

DOT

Yes! It's terrify-

(Stops, realizing.)

Wait. Did you just say "wonderful?"

AIDEN

Wonderful! Incredible! Amazing! I've never seen Claw in action. I can't wait *another day* to find out what's on the other side of these walls. We're getting out of here today!

DOT

Today!?

AIDEN

Yeah! We should start saying our goodbyes.

DOT

Our...goodbyes?

AIDEN

To the other toys. I don't want anything to slow us down.

(AIDEN moves towards the exit. DOT doesn't move.)

You coming?

DOT

I'll, uh, be there in a minute.

AIDEN

See you soon!

(AIDEN runs offstage. DOT remains on stage in a panic.)

DOT

This is not good. This is not good.

SCENE 4

(CLAW addresses the audience.)

CLAW

As you can imagine, Dot was *not* handling this well, so she turned to the *wisest* being she knew for assistance.

(DOT spots CLAW.)

DOT

Hey Claw!? Claw!

CLAW

(To Dot:)

You shouted?

DOT

Sorry to bother - It's just - I was thinking - could you maybe - Could you just stop? Just stop changing everything!? Stop picking toys or, at least, stay away from me and Aiden! Please. I can't take it!

CLAW

I'm afraid I can't do that. When it's a toy's time to leave, it's their time to leave, and there's nothing I can do to change that.

(CLAW turns to the audience:)

Sometimes, even the wisest beings can't calm the nerves of a cow in crisis.

WHO KNOWS WHAT

(DOT moves downstage as her mind races.)

DOT

You're okay, Dot. It's okay. Just stay calm. Things will be great out there. It's not so scary.

(a beat)

Oh, who am I kidding?!

DOT:

8
1-8

I don't want to leave this place___ 'cause I can't

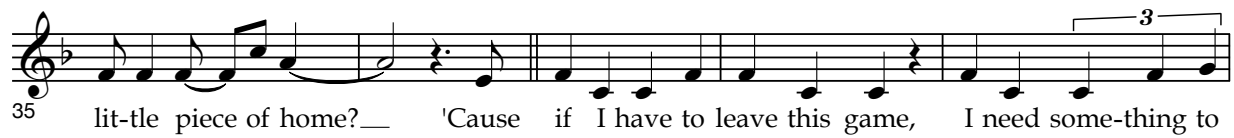
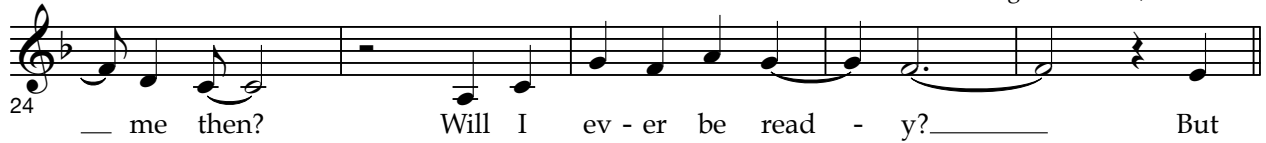
12 face the who-knows-what in the who-knows- where? Life could be___ so diff

16 - 'rent there. Here the world is so stea - dy. No I can't bear the

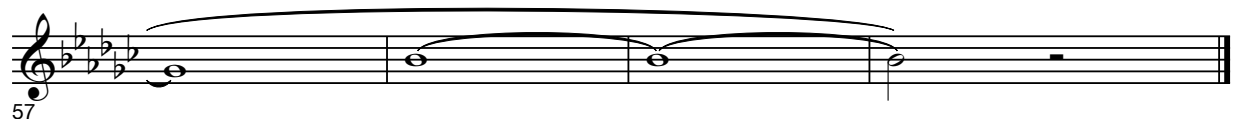
(AIDEN comes on stage, as he silently
says his goodbyes to the other TOYS.)



(DOT spots AIDEN
and gets an idea.)



DOT: Aiden! What if we left together?!



SCENE 5

(DOT runs up to Aiden.)

DOT

Aiden! Hey, Aiden!

AIDEN

What's up?

DOT

How would you feel about us leaving the game together?

AIDEN

Really?! That'd be amazing! But how? I thought Claw could only lift one toy at a time.

(WALLEE THE WALRUS – one of the BEANIE ELDERS – pops out from a corner of the stage and whispers to DOT and AIDEN.)

WALLEE

Psst, hey.

(AIDEN and DOT don't notice.)

DOT

I don't know yet. But there's gotta be *something* we can do.

(EL THE ELEPHANT – another BEANIE ELDER – pops out next to WALLEE. Both whisper:)

WALLEE & EL

Psst, hey!

DOT

If only someone could help us...

(MO THE MOOSE – the third BEANIE ELDER – pops out next to the first two.)

BEANIE ELDERS

Psst, hey!!!!

(DOT and AIDEN finally notice the BEANIE ELDERS.)

WALLEE

We couldn't help overhearing...

EL

That you're looking for a way outta here...

BEANIE ELDERS

...together.

AIDEN

I'm sorry. Do we know you?

DOT

Wait. It couldn't be. You're not the Beanie Teenies, are you?!

AIDEN

I thought the Beanie Teenies were a myth.

(WALLEE steps forward wistfully.)

WALLEE

"Beanie Teenies." Why, I haven't heard that name in a long time.

(EL steps forward even more wistfully.)

EL

I haven't heard that name in a long, long time.

(MO steps forward, the most wistfully.)

MO

Well, I haven't heard that name in the longest time. And that's because, years ago -

WALLEE

Decades ago -

EL

Eons ago we hid ourselves at the very bottom of the Claw Game. Three feet deep -

MO

Three? No, no, no - at least ten feet deep!

WALLEE

More like ten miles deep!!! And we've been down there ever since. We haven't seen the majestic glow of these neon lights since...

BEANIE ELDERS

The nineties.

AIDEN

Whooooooooa. That *is* a long time.

DOT

You're, like, *super* old.

EL

Indeed. Which is why we have shed the name Beanie Teenies -

MO

And embraced the name -

BEANIE ELDERS

"Beanie Elders."

WALLEE

And as your elders, when we heard your sad -

EL

Tragic -

MO

Heartbreaking predicament, we just knew we had to help - by telling you the tale of two toys that got picked...

BEANIE ELDERS

...together.

DOT

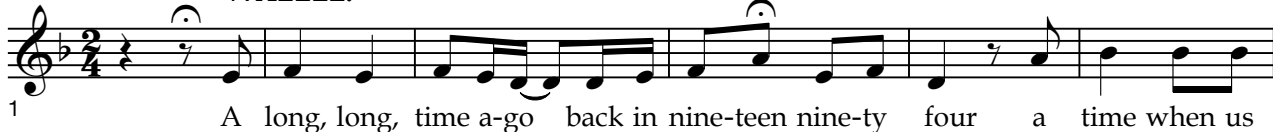
Together!?

MO

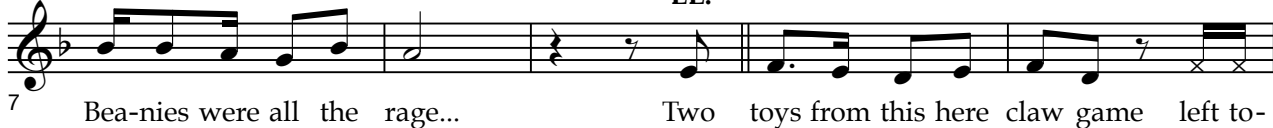
Indeed.

DOUBLE TROUBLE

WALLEE:



EL:



MO:



MO: A five, six, seven, eight!

18-21

WALLEE: There was a ki-tty

MO: It was a li-on! A friend-ly

EL: Oh no I thought it was a cat. Right!

MO: li - on named Pat!

WALLEE: Well Pat the friend-ly li - on was friends with a fish...

EL+MO: And these

WALLEE: They made a

ve - ry best of friends they had a sim - ple wish!

WALLEE: pro-mise!

MO: They signed a con- tract!! It does-n't

EL: No, you're wrong they made a vow!

MO: mat - ter, an - y - how!

WALLEE: They swore that they would try a move that'd

(Members of the TOY ENSEMBLE pop out and accompany the BEANIE ELDERS.)

BEANIE ELDERS: **BEANIES & TOY ENSEMBLE:**

36 ne-ver been done Their ad - ven-ture had just be - gun! They did the

BEANIE ELDERS: **BEANIES & TOY ENSEMBLE:**

39 "Dou-ble Trou - ble" Two toys ta-ken in-stead of one! They did the "Dou-ble Trou

BEANIE ELDERS:

44 - ble and Bing Bang Ba-da-da-da What-a-you-know, they did it!

AIDEN: But *how* did they do it?

WALLEE: How? They practiced!

3
47-49

WALLEE: **EL:**

50 It took a month of prac - tice No, I thought it took a year?!

MO:

It took a

WALLEE: **WALLEE:**

53 What? And af - ter all the prac-tice they

MO:

de- cade! Hey, just what I hear...

BEANIE ELDERS: **BEANIES & TOY ENSEMBLE:**

56 knew it was time to lay it all out on the line! They did the

**BEANIE
ELDERS:** **BEANIES &
TOY ENSEMBLE:**

59 "Dou - ble Trou - ble" _ Two toys ta - ken in - stead of one! They did the

**BEANIE
ELDERS:**

63 "Dou - ble Trou - ble" _ and Bing Bang Ba - da - da - da What - a - you - know they did it!

6 3

67-72 73-75

DOT

We get that *they* did it, but how do *we* do it?!

WALLEE

Oh you mean the three-step formula to pull off the "Double Trouble"?!

EL

That's something we actually agree on!

MO

Listen up and write this down, kid!

(The BEANIE ELDERS act out each step of the Double Trouble as they sing:)

**BEANIE
ELDERS:**

76 Step one... They struck their pose just right!

80 Step two... They held on tight! Step

85 three... they were rea - dy to go! And that, my friends, is all you need to know! _

DOT: That's definitely not all we need to know...

**BEANIES &
TOY ENSEMBLE:**

89 They did the "Dou - ble Trou - ble" _ Two toys ta - ken in -

93 stead of one! They did the "Dou - ble Trou - ble" _

DOT

What do you mean, they were ready to go?

**BEANIE
ELDERS:**

**BEANIES &
TOY ENSEMBLE:**

**BEANIE
ELDERS:**

97 Key change! "Dou - ble Trou - ble" _ We've been real clear _ so there's noth

**BEANIES &
TOY ENSEMBLE:**

101 - in' to fear. They did the "Dou - ble Trou - ble"! _

**BEANIE
ELDERS:**

GROUP 1:

104 Good luck, Kids. We go-tta fly... you're on your own _ now... Good

GROUP 2+3:

Good -

(The BEANIE ELDERS exit as they hold their last long note... then reappear peeking their heads out from behind the curtain.)

**BEANIE
ELDERS:**

108 Bye! _ Bing Bang Ba-da-da-da What-a-you-know they did it!

bye! _

(And with that, the BEANIE ELDERS exit.)

AIDEN

Great! Once Claw comes down, we'll do the Double Trouble and both get out of here!

DOT

But wait. You heard what they said: we have to practice, master each step.

AIDEN

"Master?" That sounds like it could take a while. What if the game breaks down again? I can't miss my chance. We need to do this today.

DOT

Um, well, it's 12:05 now. We have about 8 hours until the bowling alley closes. If we move fast maybe we can pull it off?

AIDEN

We *have* to! I know we can do it...

DOT & AIDEN

Together.

(The best friends smile and run off-stage together.)

SCENE 6

(CLAW addresses the audience.)

CLAW

And just like that, Dot and Aiden were on their way to master the three steps of the Double Trouble – one: strike a pose, two: hold on, and three: be ready! First up: posing! And they knew exactly who to ask for help.

(THE FLAIR BEARS enter. Imagine the most experimental artist colony you've ever seen and then multiply that by stuffed bear. One particularly uninhibited bear, BEARONICA, dances in the center of their semi-circle, as the rest of the BEARS encourage her!)

FLAIR BEARS

Go Bearonica! Go Go Bearonica!
Go Bearonica! Go Go Bearonica!

BEARLIN

Unleash your inner beast!

BEARNARD

Expel your inner critic!

BEARNACLE

Uncover your inner you.

(DOT and AIDEN enter as BEARONICA strikes a particularly impressive final pose.)

BEARONICA

Roar!

FLAIR BEARS

Ohhhhhh!

(The FLAIR BEARS applaud.)

BEARY

Beary impressive.

AIDEN

That was amazing.

(The BEARS turn to face AIDEN and DOT.)

BEARONICA

Oh hello!

BEARNARD

Welcome to our humble artists' colony.

BEARLIN

Did you want to see my new art installation? I call it Dust Bunny Number Three.

(BEARLIN displays her dust bunny.)

AIDEN

Oh, um, no. But it's very nice!

BEARNACLE

Oh, I know! You're here to be the canvas for my next splatter paint creation.

(BEARNACLE raises his paintbrush above his head, aiming at DOT. DOT moves away.)

DOT

Erm, maybe next time.

SHAKESBEAR

Are you here for my one-bearson show?

AIDEN

Your what?

(SHAKESBEAR performs dramatically.)

SHAKESBEAR

"All the world's a stage, and all the toys and claws are merely players."

(SHAKESBEAR extends a paw to AIDEN.)

Shakesbear. Nice to meet you.

DOT

No, no! Sorry we - we came to learn how you pose.

BEARONICA

How we... pose?

AIDEN

Like you did before. When that bear got selected by Claw?

BEARLIN

Oh that? It was nothing.

DOT

Maybe you could give us some clear, concise step-by-step directions? We want to get chosen together, so we really need to impress all the people who play the game.

(The FLAIR BEARS groan.)

AIDEN

What?

BEARONICA

If you set out to impress, you'll never get it right.

BEARLIN

You don't strike a pose for somebody else, you have to do it for yourself.

(DOT tries to strike a pose.)

DOT

So like should my hoof be on my hip here or a little higher or...?

BEARNARD

Stop concerning yourself with getting it right on the outside. You have to get it right on the inside.

STRIKE A POSE

BEARONICA

It's simple! Listen up.

BEARONICA:

1 Don't think too hard, don't crit- i- cize. Just

BEARLIN:

4 dig down deep and im- pro- vise. Your pose can be most an - y- thing. Let's

FLAIR BEARS:

6 show 'em, Bears— Come on, let's sing! Strike a pose and let it all go! Be

8 brave and let your con- fi- dence grow! It shows— when you strike your pose!

TOY ENSEMBLE:

FLAIR BEARS:

BEARLIN:

10 Hey! Strike a pose! You don't need to im- press! Take a

BEARY: BEAR- ONICA:

FLAIR BEARS:

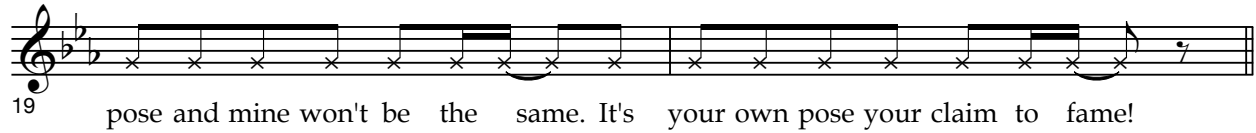
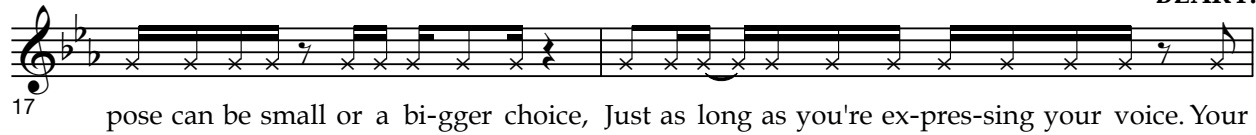
12 breath! Re- lax! Don't stress! 'Cause an- y- thing goes!— When you strike your pose,

DOT: But, I've never done it before.

BEAR- NARD:

14 When you strike your pose!— Your

BEARY:



FLAIR BEARS: (The TOY ENSEMBLE joins in.)



TOY ENSEMBLE:



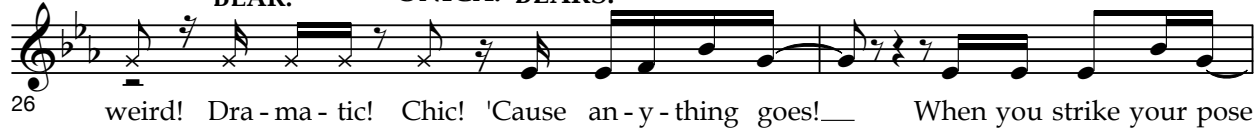
FLAIR BEARS:

BEARLIN:



SHAKES- BEAR:

BEAR- FLAIR ONICA: BEARS:



DOT

I don't know. Every pose I try just doesn't feel right.

SHAKESBEAR

The cow doth protest too much methinks! Bears... let's practice!

(The FLAIR BEARS walk down a runway dramatically, each one stopping to pose at the end. All the FLAIR BEARS call out each other's name as they take turns posing on the beat.)

FLAIR BEARS: **DOT:** (struggles)
Oh, er, um...

32 Bear - on-i- ca! Bear nard! Shakes-bear!_ Dot!

DOT: (struggles again)
Gah!

37 Ai - den!_ Bear - lin! Bear- y! Dot?

FLAIR BEARS:

41 Free your-self from judge - ment Free your-self from fear! Ooh_____

AIDEN: You can do it, Dot, just move like it's the two of us here.

DOT: I can try... here I go!

(DOT strikes an amazing pose!)

ALL: YAY! You did it! Wahoo!

44 Ahh_____ Go Dot! Go Dot! Go Dot! Go Dot!

ALL:

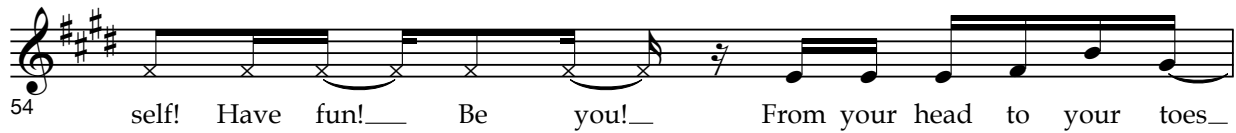
49 Strike a pose and let it all go! Be brave and let_ your con-fi-dence grow! It shows

TOY ENS: **ALL:** **DOT:** **TOY ENS:**

51 _ Ah oh ah oh When you strike your pose_ I struck my pose!_ Hey!

ALL:

53 Strike a pose and what - e - ver you do Be your -



(They all strike their final, impressive pose.)

(Suddenly, the sound of a coin dropping into the claw machine reverberates through the game!)

BEARNACLE

What was that?!

BEARONICA

Look!

CLAW

Here I go again!

(CLAW springs to life.)

(AIDEN and the FLAIR BEARS hold their poses! DOT grabs AIDEN.)

DOT

Aiden, stop posing! We're not ready yet.

(AIDEN drops his pose.)

(All of the other TOYS run out on stage as CLAW lowers.)

BEARLIN

The Claw - it's coming!

(CLAW grabs BEARONICA!)

BEARY

It's bear-reling straight towards Bearonica!

CLAW

Gotcha!

TOYS

Hooray!

BEARONICA

So long everyone!

(The TOYS look up at BEARONICA and wave as CLAW pulls her off-stage.)

GOODBYE, PART I (BEARONICA)

TOYS:

1 Good-bye! _____ We ne - ver will for-get

6 _____ you we're hap - py to have met _____ you in _____ our game! _____
FLAIRE
BEARS:
Bye Bear-on-i-ca! Good

TOYS:

10 Good - bye! _____ It's your time _____ to go _____ for glo
_____ luck Bear-on - i - ca!

14 - ry! _____ The next chap-ter of your sto - ry be-yond the _____ crane. Good-bye!

SHAKESBEAR:

Parting is such sweet sorrow!

19 _____ Good - bye! _____

SCENE 7

(As the TOYS recede, AIDEN turns to DOT.)

AIDEN

That was incredible! Now we're *definitely* ready to do the Double Trouble!

DOT

Not so fast! That was just step one. Now we have to learn step two.

AIDEN

It's already 3pm! We don't have much time left.

DOT

But we need to get super strong so we can hold on to Claw. Otherwise, all that posing was for nothing!

AIDEN

Okay! I know just who to talk to. But we need to hurry. Follow me!

(As DOT and AIDEN exit, CLAW turns to the audience.)

CLAW

(To audience:)

As time ticked by, Dot prepared herself for her departure into the vast unknown! And soon, all of you will face the same mysterious fate.

(CLAW registers the fear on the audience's faces.)

Now now, I know all of this sounds daunting, but the outside world can be an incredible place. In fact, every afternoon, like clock-work, I look out at the bowling alley and lead the toys in a celebration of the most beautiful sight you could possibly imagine.

(The TOYS – except for DOT and AIDEN – enter. CLAW turns to them.)

Ready, everyone?

TOYS

Ready!

PIZZA LULLABY

TOYS:

It's yel-low and grea-sy and che-wy with pol-ka-dot

10 cir - cles of red And hu - mans they hold it and

15 some of them fold it be - fore it goes in - to their head. It

21 comes on a big cir-cle plat-ter They place on a stool up a - bove.

28 And when hu-mans eat it they so-lemn-ly treat it with

35 love, yes it's love. I think "piz - za" is what

41 hu - mans call... love.

(The TOYS exit and CLAW turns back to the audience.)

Now...what was I saying?

Oh yes! Back to the story! Dot and Aiden needed to conquer step two. And who better to help them hold on than the Mighty Mutant Power Turtles?

SCENE 8

(DOT and AIDEN arrive to find The MIGHTY MUTANT POWER TURTLES cheering on SAL, who's on her back, attempting to do a sit-up. Given her big shell, it's proving difficult.)

REN

Come on, Sal!

DEL

You got this!

VAN

We believe in you!

CAM

You're turtle-tastic!!!

SAL

(Struggling.)
I - won't - quit!!!

DOT

What's going on?

REN

Sal's doing sit-ups!

VAN

She's been at it for an hour!

AIDEN

Wow!

(To DOT:)
I told you these superheroes were no joke.

DOT

(To AIDEN:)
You were right.
(To the TURTLES:)
How many sit-ups has she done?

CAM

Half!

DOT

Half of what? One hundred?

CAM

Half a sit-up!

DEL

Look, look! She's almost there!

VAN

Never forget, Sal - what time is it?!

(As SAL sits up with all her might:)

SAL

It's - Turtle - Time!

(Finally, SAL finishes the sit-up. All the other POWER TURTLES cheer!)

POWER TURTLES

Yeah!

REN

You did it!

CAM

That was turtally tubular, Sal!

DEL

A sit-up in only one hour and two minutes?! That's a new record!!!

(DOT pulls AIDEN to the side to talk privately.)

DOT

Aiden, I'm not sure about this. Aren't there any other superheroes who can train us?

AIDEN

But we don't have *time*!

(The POWER TURTLES turn to DOT and AIDEN.)

SAL

So! What brings you to our corner of the game?

AIDEN

We wanted to -

DOT

Oh, no, nothing. We were hoping you could maybe help us train, but clearly you're very busy -

CAM

Yo, of course we'll help. That's what we do.

REN

After all, we are...

(Again, they flex their muscles as they say:)

POWER TURTLES

The Mighty Mutant Power Turtles!

AIDEN

We need to learn how to be strong, so we can hold on to each other as we do the Double Trouble.

CAM

The Double Trouble?

VAN

That's no joke.

SAL

Show us what you got.

REN

Link up.

AIDEN

Like this?

(AIDEN grabs DOT's hoof, so they're holding hands.)

SAL

Now whatever happens, don't let go.

DOT

What do you mean, "whatever hap-"

SAL

Go, Van, go!

(VAN pushes through DOT and AIDEN's grip, Red-Rover-style.)

AIDEN

Whoa!

DOT

Hey, I wasn't ready!

SAL

Good thing you came to us. Cuz you two are in trouble.

REN

And when you're in trouble, you can always count on the Power Turtles!

SAL

Theme song?

POWER TURTLES

Theme song!

MIGHTY MUTANT POWER TURTLES

POWER TURTLES:

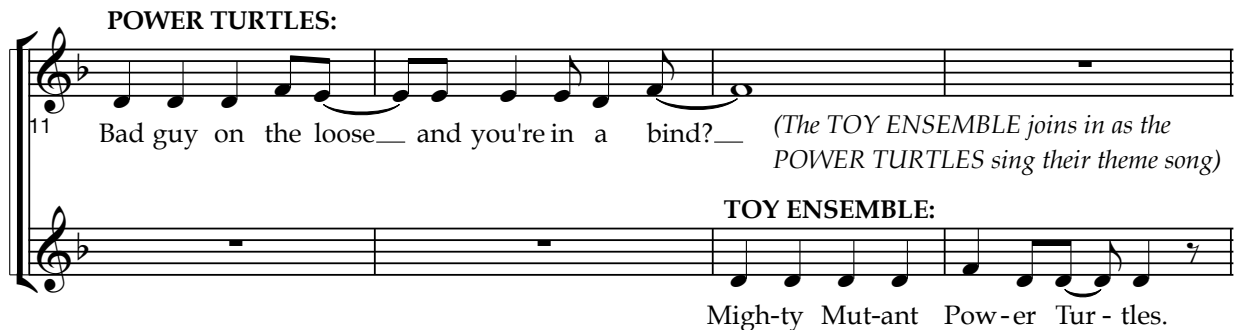


Migh-ty Mut-ant Pow-er Tur-tles. Migh-ty Mut-ant Pow-er Tur-tles.

REN: When you call, we will crawl. **ALL:** Go go pow-er tur - tles!___



POWER TURTLES:

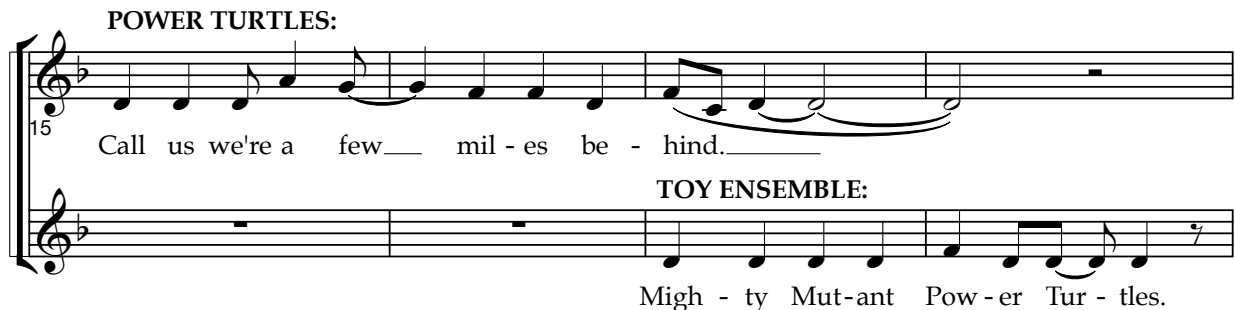


Bad guy on the loose___ and you're in a bind?___ *(The TOY ENSEMBLE joins in as the POWER TURTLES sing their theme song)*

TOY ENSEMBLE:

Migh-ty Mut-ant Pow-er Tur - tles.

POWER TURTLES:

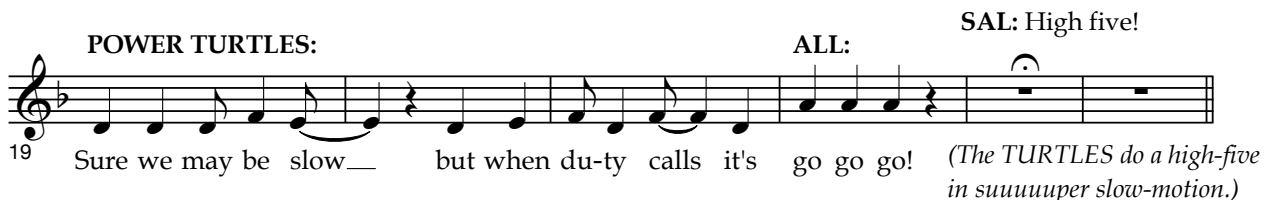


Call us we're a few___ mil - es be - hind.____

TOY ENSEMBLE:

Migh - ty Mut-ant Pow - er Tur - tles.

POWER TURTLES: Sure we may be slow___ **ALL:** but when du-ty calls it's go go go! **SAL:** High five! *(The TURTLES do a high-five in suuuuuper slow-motion.)*



ALL:



Migh-ty Mut-ant Pow - er Tur - tles. Migh-ty Mut-ant Pow - er Tur - tles.

REN: **ALL:**

29 Win the race at a gla-cial pace. Go go pow-er tur - tles!

DEL:

33 Get-ting to the scene may take a - while.

TOY ENSEMBLE:

Migh-ty Mut-ant Pow-er Tur - tles.

VAN & CAM: **SAL:**

37 Don't have speed but man do we have style. When

TOY ENSEMBLE:

Migh - ty Mut-ant Pow-er Tur - tles.

POWER TURTLES: **SAL:**

41 things are look-in' bleak, just know that we'll be there next week! High kick!

(The TURTLES do a high-kick in slow-motion.)

POWER TURTLES:

46 Yeah, we're snap-ping tur-tles, but we ain't that snap-py. But

49 it don't mat - ter 'cause we're tur - tal - ly hap - py!

SAL
(To DOT and AIDEN.)
 Now, try again - and hold on!

DOT

But -

AIDEN

Okay!

(Again, AIDEN grabs DOT's hoof.)

(Again, VAN pushes through without issue.)

DOT

Ugh, this is getting us nowhere! Look, I don't want to be rude, but I'm not sure you're the right superheroes to teach us how to be strong.

SAL

Hey - what we do takes strength, Dot.

REN

Lots of it.

CAM

But not the kind you're talking about.

POWER TURTLES:

Strength does-n't come__ from be-ing big and_ strong.

70 Strength is hang-ing in__ there and hold-ing on.___ When

75 things are hard__ we just keep push-ing through.___ If we can do_ it Dot,

DEL:
Give it a try!

GROUP 1:

80 then you can too! Go Dot-ty go Dot-ty go!

(DOT and AIDEN hold hands as one TURTLE after another tries to break through their grip.)

GROUP 2: **GROUP 1:** **GROUP 2:**

84 Go Ai-den go Ai-den go! Go Dot-ty go Dot-ty go! Go Ai-den go Ai-den go!



(DOT and AIDEN hold on, never once letting go!)

DOT

Hey! We did it!

POWER TURTLES

Yeah!!!

ALL:



BEANIE ELDERS:

Okay, okay, we get it!



(Suddenly, the sound of a coin dropping into the claw machine reverberates through the game!)

REN

Another player!

CLAW

Whoa-ho! Here I go!

(CLAW springs to life.)

(All the TOYS run onstage.)

SAL

It's heading this way!

CLAW

Looks like it's your turn, Sal!

(CLAW grabs SAL.)

Got you!

(CLAW starts to pull SAL offstage - but then:)

Uh-oh, I don't got you. You're slipping.

SAL

Don't worry, Claw. I won't let go!

(SAL holds onto CLAW with both hands as she gets pulled offstage.)

TOYS

Hooray!

SAL

Pizza, here I come!

GOODBYE, PART 2 (SAL)

TOYS:

1 Good-bye! _____ We nev - er will for-get

6 — you. — We're hap - py to — have met — you in — our game!

TOYS:

9 — Good-bye! — It's your time to go for glo

POWER TURTLES:

TURTLES:



So long, Sal! Say - o-na-ra, Sal!



BEARNARD

Okay, Flair Bears, back to the colony!

(All the FLAIR BEARS exit - except for SHAKESBEAR, who follows close behind. As he exits:)

SHAKESBEAR

Exit, pursuing a bear!

SCENE 9

(As the other TOYS recede, DOT and AIDEN remain on stage.)

DOT

That was amazing! I've never seen a turtle do a chin-up before!

AIDEN

Yeah! And now we can finally get out of here!

DOT

N - Now? Hold on, we still haven't completed all three steps of the Double Trouble.

AIDEN

Yes, we have. We can strike a pose, we can hold on, and the last step's just "be ready!"

DOT

But ready for what?

AIDEN

Anything! For the first time, we don't know what's going to happen - and it's wonderful!

DOT

No, we need someone to teach us step three, just like the first two. Let's wait until -

AIDEN

Stop! We've waited long enough! No more stalling, time's up. It's 6:30 and kids are already leaving. The next time Claw comes down, we're doing the Double Trouble and getting out of here. Now, are you with me or not?

DOT

I'm with you, I'm with you.

AIDEN

Good.

DOT

But can you just promise me -

AIDEN

Now, I have to go say goodbye to Mr. Potato Face. When the next kid plays, we're outta here.

(AIDEN exits.)

DOT

...Promise me we will always be together.

(MYSTICAL 8-BALL crosses the stage. DOT runs over to it.)

DOT

Hey, hey, Mystical 8-Ball! You can predict the future, right?

(“YES DEFINITELY” steps forward and holds up her sign.)

Good! 'Cause I can't be ready until I'm sure!

Will Aiden and I always be together?

(“MOST LIKELY” steps forward and holds up his sign.)

(MYSTICAL 8-BALL moves towards the exit - but DOT gets in the way.)

“Most likely?!” But I need to know for sure!

Let's try this again. Will Aiden and I always be together?

(“MOST LIKELY” steps forward and holds up his sign again.)

(MYSTICAL 8-BALL tries to leave, but again, DOT blocks the way.)

No, no, no, that's not good enough! This time, I want a real answer out of you!

Now - will Aiden and I always be together?

(“OUTLOOK HAZY,” legs shaking, nervously lifts her sign.)

“Hazy?! Hazy?!?!?!?!?”

(Alarmed, MYSTICAL 8-BALL runs offstage, away from DOT.)

CLAW

Dot, calm down -

DOT

Stop! Stop telling me how to feel! I'm sick of everyone saying, "Dot, calm down." "Dot, be ready." "Just be ready." I'm not, okay?! I'm not ready and without any guarantees, I...

(Yet again, the sound of a coin dropping into the claw machine reverberates through the game!)

DOT

No, no, not now.

CLAW

Uh-oh, here I go...

(CLAW springs to life.)

(DOT, paralyzed with fear, doesn't even move.)

(As CLAW lurches forward, AIDEN runs back onstage.)

AIDEN

Finally!

(The OTHER TOYS follow AIDEN onstage.)

SHAKESBEAR

Claw, Claw, wherefore art thou, Claw!?

AIDEN

This is it, Dot!

DOT

Aiden, I -

AIDEN

It's time for step one - strike a pose!

(AIDEN strikes an impressive pose and grabs DOT's hoof.)

(CLAW moves towards them.)

WALLEE

Claw's heading their way!

EL

You think they'll pull it off?!

BEARY

The tension is un-bear-able!

(DOT looks up to where CLAW
took AIDEN...she is heartbroken.)

DOT: Goodbye.



SCENE 10

(DOT sits where she fell, in too much shock to move.)
(The other TOYS come over to check on her.)

BEARNARD

Dot!

REN

Oh, no!

WALLEE

What happened?!

DOT

I -

EL

You saw - she couldn't hold on!

DOT

No, I -

MO

Holding on is a hard skill to master, there's no shame in -

DOT

I let go!!!

(EVERYONE goes quiet.)

...I let go.

WALLEE

Let go?

EL & MO

Why?

DOT

I thought that if I could hold on to Aiden, at least one thing would never change. But even if we left together, there was no guarantee we'd stay together. Now I've lost my best friend, and with no idea what's waiting out there, I'll never be ready.

FINALE

CLAW

Oh, Dot...being ready isn't about knowing everything that's going to happen. You'll never know exactly what's coming...

CLAW:

In the who-knows-what in the who-knows-where? There's

11 hap-pi-ness__ and joy__ out there. And it's time to em - brace__ it.

16 Out there in the who-knows-what in the who-knows-why? It's al-ways hard__ to say

20 __ good - bye.. But we know you can face__ it._____

DOT

But I'm not like the rest of you. Or Aiden. I'm not good at new things.

(The FLAIR BEARS come forward.)

BEARNACLE

Give yourself some credit, Dot.

BEARLIN

Just today, you learned a bunch of new things.

DOT

I did?

BEARY

Yeah!

**FLAIR
BEARS:**



You struck a pose and let it all go, were



brave and let_ your con-fi-dence grow. You froze. And you struck your pose.

(The MIGHTY MUTANT POWER TURTLES come forward.)

DOT:

POWER TURTLES:

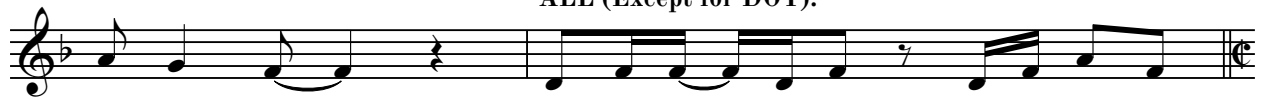


I struck my pose. Strength does-n't come from be-ing big and_ strong.

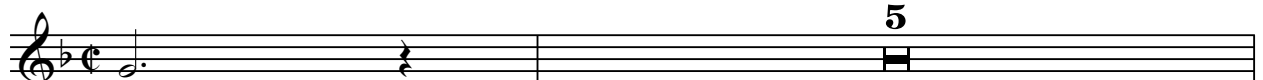


Strength is hang-ing in_ there and hol-ding on._ When things got hard you just kept

ALL (Except for DOT):



push - ing through. You can do_ it Dot, we be-lieve in



you.

45-49

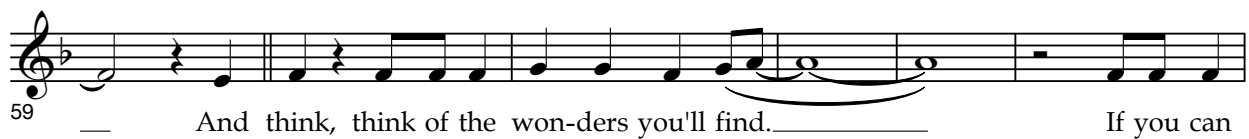
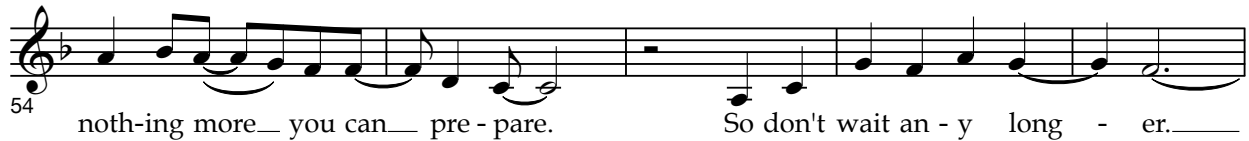
(DOT turns to MYSTICAL 8-BALL.)

DOT

Wow. I really learned all that?

("YES DEFINITELY" holds up her sign.)

ALL (Except for DOT):

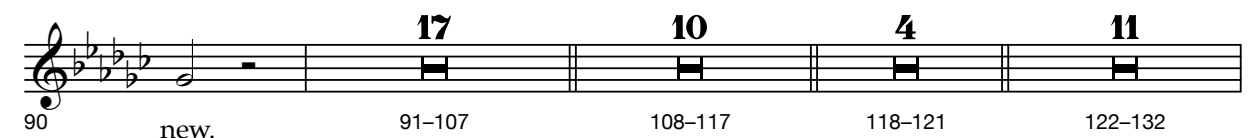
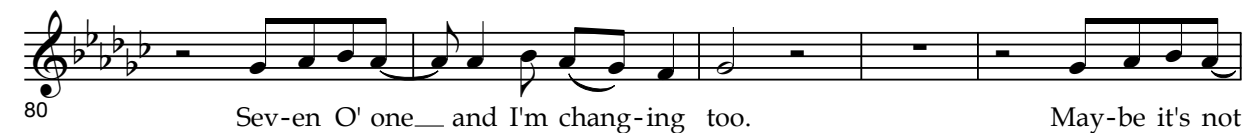


WALLEE:

So what do you say?



DOT:



(The sound of a coin dropping into the claw machine reverberates through the game!)

DOT

This is my chance!

CLAW

Whoa-ho! Here I go again!

(CLAW lurches forward.)

WALLEE

You know the steps, kid.

DOT

Step one: strike my best pose!

(DOT strikes an awesome, super confident pose!)

(CLAW grabs DOT.)

CLAW

I got you!

(CLAW begins to pull DOT offstage.)

DOT

Step two: hold on!

(All the TOYS watch, equally excited and nervous, as DOT holds on while CLAW pulls her closer and closer to the exit.)

And step three: I'M READY!!!!!!!!!!

(All the TOYS CHEER!!!!)

(And with that, DOT leaves the claw game!)

WALLEE

She did it! She actually did it!

EL

Good for Dot!

MO

I wonder who she's going home with.

SHAKESBEAR

Look! Through yonder window! It's her!

(All of the TOYS look to see who won DOT.)

BEARNARD

Who?

VAN

The little girl who won Aiden! She won Dot too!

DEL

They're together again!

(The TOYS cheer!)

(Outside the machine, DOT and AIDEN reunite!)

AIDEN

Dot!

DOT

Aiden! I'm so sorry! I never should have let go!

AIDEN

It's okay, we'll face whatever's next -

DOT & AIDEN

Together!

DOT & AIDEN:

133 It's the best day_____ since yes - ter - day._____ Be-

138 cause I get__ to spend it with you._____ It's the

142 best day_____ since yes - ter - day._____

CLAW

(To the audience:)

And that, my dear little toys, is how Dot came to face the unknown. I wish you all the same courage in facing whatever adventures await you - beyond these four walls.

(The cast turns to face the audience and sings:)

[illegible]

There may be times__when you face a brand new sit - u - a -

159 - tion. You may be wor - ried you don't be - long.

You may be wor - ried you don't be - long.

164 But e-ven if—you're scared and filled with hes - i - ta - tion, be-liev

But e-ven if___you're scared and filled with hes - i - ta - tion, be-liev

168 - ing in__ your-self__ will make__ you__ strong.

- ing in__ your-self__ will make__ you__ strong.

172 Time for tak - ing chanc - es. No more de - lay.

Time for tak - ing chanc - es. No more de - lay.

176 Read-y to take__ on a brand new day! Oh____ It's the

Read-y to take__ on a brand new day! Oh_____ It's the

180 best day _____ since yes-ter-day. _____ 'Cause noth-ing stayed ex-

best day_____ since yes-ter-day._____ 'Cause noth-ing stayed ex-

185 act - ly the same. _____ It's the best day _____ since yes-ter-day. _____

act - ly the same. _____ It's the best day _____ since yes-ter-day. _____

DOT & AIDEN:

191 — What a pair of spe - cial priz - es. Life is full of new sur - pris - es.

— What a pair of spe - cial priz - es. Life is full of new — sur - pris - es.

196

ALL:

GROUP 1: (hold)

GROUP 2: (hold)

Time to dis - co - ver what's wait - ing out - side, out - side,

199

GROUP 3:

ALL:

out - side be - yond the game! _____

END OF MUSICAL.