

SOPHIE AND THE ADVENTURES OF ICE ISLAND

By Forrest Musselman

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SYNOPSIS: Sophie always wanted to be a superhero. When her homemade boat travels to Ice Island, Sophie befriends a group of animals—a sassy polar bear, some silly penguins, and a hyper-active lemming, among others—in order to stop the evil Dark Figure from melting the island. Will Sophie finally be able to make her wish come true? This environmentally-friendly play is an adventurous comedy and perfect for children and adults alike.

CAST OF CHARACTERS

(1 MALE, 1 FEMALE, 8-14 EITHER.)

SOPHIE (f).....Our hero. *(185 lines)*
BEAR (m/f).....Our hero's companion. *(102 lines)*
DEUCE (m/f).....Leader of bullies & penguin *(101 lines)*
CYCLE (m/f).....Following bully & penguin *(64 lines)*
OOZE (m/f).....Following bully & penguin *(64 lines)*
DARK FIGURE (m).....Our villain *(17 lines)*
SNOW OWL (m/f).....The pompous one with a heart *(36 lines)*
LEMMING (m/f).....The one who is nuts! *(37 lines)*
TERN (m/f).....The one in a sticky situation *(32 lines)*
WHALE (m/f).....Could be played by two people *(9 lines)*
WATER PEOPLE (m/f).....Extras if desired

PRODUCTION NOTES

In the case of large group casting, the penguins and bullies can be played by different actors and several people can run the whale.

In the cast of small group casting, actors can double the penguin and bully parts and possibly Whale. The Dark Figure can also play Snow Owl, and possibly Whale and Tern, and Lemming can play Tern for an absolute minimum of 7.

In the original production, Water People were used to help move the boat or transform from one scene to the other. This is also optional and does not need to occur if dealing with a small cast.

SET

It's important for school directors to realize that there is no "set" way to stage this production. A lot will depend on budget and time. Costumes can be simple as black clothing with representational make-up, or more theme-based with costumes designed out of recycled materials. Set designs can range from the incredibly simple, such as bare stage, to the outrageously complex, such as a large island with various playing levels.

As far as some of the set pieces are concerned, here are a few suggestions. For whatever you build for the boat, just make sure you use casters underneath the boat, which will enable it to be rolled where ever it needs to go. The water people can push or pull the boat in any direction. The recycled materials on the boat can be variety of options, or the signs can be painted.

The floating piece of ice can be an ordinary platform as well with casters. Again, this enables it to be moved in any direction.

The island can simply be a couple of platforms with a painted background.

The wind machine can be a barrel with a pole or piece of wood running up the middle. Whatever pieces of junk are used should be easy to put on and remove. When it comes to the Lemming running the machine, you can either make it so the pole can rotate or the Lemming can just around around the machine without moving anything.

The whale can either simply be a large piece of fabric with a painted design or as complex as you want it to be.

PAST PRODUCTIONS

Sophie and the Adventures of Ice Island first premiered at the University of Minnesota- Morris on April 15, 2011. It was directed by Siobhan Bremer. The cast and crew are as follows:

Sophie Jett Leonard
Bear Andrew Turbiville
Deuce Collin Ireland
Cycle Donald Raphael
Ooze Ian Bloomquist
Dark Figure Luis Reyes
Snow Owl..... Brittany Schilla
Lemming Julie Renner
Tern Skylar..... Joseph
Whale Voice..... Samantha Bottko
Whale Puppet Clara Costello & Amalia Jungclaus
Water People Katie Korpi & Kristina Roe
Understudy to Sophie..... Alisha Gehrke

Stage Manager Kelly Gustavsson
Asst. Stage Manager Madie Kvale
Lighting Designers Lucas Granholm & Micayla Thebault-Spieker
Costume Designer Allyce Amidon
Make-Up Designer Jon Troe
Props Designer Alisha Gehrke
Tech. Director Waterhouse
Original Music Craig Sandberg & Mitch Grussing

Additional help supplied by: Lynn Bixler, Kari Stevermer, Lucy Lloyd, Kenny Simon, Aaron Booth, Taylor Meehan, Anthony Farr, Nate Harder, Fred Vogel, Liz Spohr, Grace Bitker, Emily Colacino, & Collin Ireland.

Sophie and the Adventures of Ice Island was also an entry in the Kennedy Center American College Theater Festival (*ACTF.*) and a taped performance was also shown on Pioneer Public Television and KMSQ, a local PBS station in Austin, MN, produced by Eric Olson.

My thanks to my family and especially Siobhan Bremer, who was the driving force in getting this production to the stage.

DO NOT COPY

SETTING: *In front of the main curtain, we see a dock in an ocean harbor. A boardwalk goes across the front of stage with one dock going upstage. A small boat is tied to the dock. The boat appears to be made of various materials and discarded objects. Behind the curtain is the ice island.*

AT RISE: *A young girl, SOPHIE, is lying in the boat reading a comic book. She rises and begins acting out her monologue. She has a large piece of red cloth that she uses for the cape. Her outfit is a mismatch of odd clothing and accessories.*

SOPHIE: It's a hot, lazy day in the life of Amazing Girl. No criminals to catch, no animals to save, no people to help. All seems to be well in the world. Until she hears a faint cry for help in the distance. She puts on her cape and soars into the blue sky. She flies until she spies the evil villain Ice Cream Man with an ice cream cone, taking money from a defenseless woman. "Help me, help me," she says. "Shut up and gimme all your money. I need a sugar fix," he says. Amazing Girl lands behind him. "Not so fast," she says. "Hand over the cone, you big brain freeze." "Ha, ha," he says. "You think you can stop me? Who do you think you are?" "I am Amazing Girl! Take that and that!!" With a kick and a punch, she knocks the man to the ground. "Amazing Girl," says the woman, "thank you so much for saving me. You truly are amazing. What can I do to repay you?" "It's no problem," says Amazing Girl. "It's my pleasure to rid the world of trash." And without another word she soars into the air again to return to her secret hideout next to the ocean where she'll wait again for more people to save from the evils of the world.

She returns to the boat and takes off the cape. She begins to cut at a rope with a pocket knife. Three bullies enter. She puts away the pocket knife when she sees them. The bullies can be played by either male or female, but are portrayed as boys in this script. They act like complete buffoons and one of them, CYCLE, is slurping on a plastic bottle of soda.

DEUCE: Well, well, well. If it isn't little, loser Sophie. Who are you pretending to be today? Loser Girl? *(The bullies laugh and CYCLE sucks noisily from the bottle of soda.)*

SOPHIE: That's a good one, Deuce. Did it take all day to think of that one?

DEUCE: You better watch your mouth or you might end up with a bloody lip.

CYCLE: Yeah, a bloody lip. *(Slurps bottle of soda.)*

SOPHIE: Why don't you just leave?

DEUCE: I can be anywhere I want.

OOZE: Anywhere.

CYCLE: Yeah, anywhere we want. *(Slurps bottle of soda.)*

SOPHIE: I heard it the first time, Cycle.

OOZE: Hey, what'd we say about the wise cracks?

DEUCE: Back off, Ooze. Let me do the talking.

OOZE: No really, what'd we say about the wise cracks?

DEUCE: *(DEUCE gives OOZE a look and moves toward the boat.)*

So, what dump did you pull this out of? *(The bullies laugh. CYCLE slurps.)*

SOPHIE: I made it.

DEUCE: Yeah, it looks that way. What's that... an old road sign?

SOPHIE: That's right. I found it in a ditch.

OOZE: Why would you make a boat out of a road sign?

CYCLE: Road sign, ha! *(Slurps can of soda.)*

SOPHIE: It's a good piece of metal. Just because it's lying in a ditch somewhere, doesn't mean it isn't good.

DEUCE: Yeah, yeah, yeah. I didn't come here to listen to your boring save-the-world stories. It's bad enough that I gotta listen to it in school.

SOPHIE: I'm surprised that you listen at all.

OOZE: What'd you say?

SOPHIE: Nothing.

OOZE: No really, what did she say?

DEUCE: Shut up, Ooze.

CYCLE: Yeah, shut up. *(Slurps.)*

DEUCE: I'm surprised your junk boat even floats. You gonna take it out?

SOPHIE: As soon as I get a sail on it.

DEUCE: Yeah, let me know when that happens. I bet you'll sink about half way out into the harbor.

OOZE: I bet you don't even make it that far.

CYCLE: I bet you don't get away from the dock. *(Slurps.)*

SOPHIE: Okay, I'll let you know.

DEUCE: C'mon, you guys. I'm sick of talking to Loser Girl. *(To SOPHIE.)* Looooo-ser! *(They all laugh again and CYCLE takes one finally long slurp.)*

CYCLE: Here, you can make your sail out of this. *(He tosses his plastic bottle to theground. They all laugh again and start to leave.)*

DEUCE: Good one.

OOZE: Yeah, good one.

CYCLE: I got a million of 'em.

They exit.

SOPHIE: *(Picks up bottle and throws can into her boat.)* Piece of junk. I'll show them. *(She attaches her red piece of cloth to the mast of the boat while she's talking.)* That's what's wrong with this world: stupid boys. Why can't they find something else to do this summer besides walking around here and bothering me? I wish I was Amazing Girl and then they wouldn't mess with me. It would be just like in episode five when she took the school bully, bonked him on the head, flew him to Antarctica and made him swim home. That would show 'em. Send them all to Antarctica. *(By this time she's attached the sail and has sat down in the boat to read her comic book.)* Piece of junk, ha! I've been working on this thing all day long.

She yawns and begins to read her comic book. The sounds of the harbor become more audible: the lapping of the waves, the cry of sea gulls, the faint sound of boats and wind. Peaceful music begins to play. It isn't long before she nods off and begins to sleep. The boat begins to drift away from the dock, moved by the Water People. The boat travels upstage toward the curtain. Just as the boat reaches the curtain, the curtain opens to reveal an island of ice. Floating before the island is a chunk of ice with a baby polar BEAR sleeping on it. (Note: Again, ideas on the island design can be different due to varying circumstances. See the production notes on ideas.) Before the BEAR and SOPHIE wake up, a DARK FIGURE appears on the island. Scary music begins to play. The DARK FIGURE is dressed in a black cloak and at no point during the play do we see the face of this figure. The figure stalks to the edge of the island, surveys the floating BEAR and the boat and then with a flourish of the cloak, exits. The scary music fades and BEAR wakes up and sees SOPHIE in the boat.

BEAR: Help! Help! Help me!

SOPHIE begins to stir but doesn't wake up.

BEAR: Hey you in the boat! Help!

SOPHIE: *(Wakes up.)* What? Oh my gosh! Where am I? I've floated away! Help! Help!

BEAR: Why are you screaming for help? You're the one with the boat.

SOPHIE: Where am I?

BEAR: You're near Ice Island. Could you help me please?

SOPHIE: What's wrong?

BEAR: Hello? I'm on a chunk of ice in the middle of the ocean.

SOPHIE: Yeah?

BEAR: Bears don't live on chunks of ice in the middle of the ocean.

SOPHIE: Then why are you here?

BEAR: I was near the shore and a piece of ice broke off and before I could jump back it floated out to sea and here I am. Are you going to help me or not?

SOPHIE: I'll try. *(SOPHIE paddles the boat near the BEAR.)*

BEAR: Oh thank you. Thank you so much.

SOPHIE: I'm not sure if you'll fit in the boat.

BEAR: That's okay. Just throw me a rope and you can pull me back.

SOPHIE: Back where?

BEAR: Hello? To the island?

SOPHIE: The island? No, I have to get back home.

BEAR: And where is that?

SOPHIE: *(She looks around.)* It's that way... or that way... or... I'm not sure.

BEAR: Well, the island is that way. So throw me a rope, set your sail, and we'll go there.

SOPHIE: I'm not sure...

BEAR: Please! I don't want to die out here.

SOPHIE: Oh, all right. *(She throws a rope to BEAR. BEAR grabs it.)*

BEAR: Oh thank you. You're the best. I tried to get a whale to help me earlier, but I couldn't get its attention. They don't seem to want to hang out here much anymore.

SOPHIE: *(Sets her sail.)* That's okay. I wouldn't want you to die. *(With the help of the Water People, they move slowly toward the island of ice. Various pieces of garbage are on the shore.)*

BEAR: As soon as we get back, we'll find out how to get you home. I promise.

SOPHIE: So is this a part of the arctic?

BEAR: Arctic? I don't know that that means.

SOPHIE: Is this Antarctica?

BEAR: Aunt who?

SOPHIE: What is the name of this place?

BEAR: Ice Island.

SOPHIE: But what's it a part of?

BEAR: I don't know. I've never left it. Until now.

SOPHIE: And it's made entirely of ice?

BEAR: Yes...well, most of it...that is until lately. You see, the island has been melting.

SOPHIE: Why?

BEAR: I don't know. It's been getting warmer and warmer and the ice has been melting and melting and breaking away. If it keeps up, we won't have a home anymore.

SOPHIE: Oh. That's horrible. *(At this point, they've reached the shore of the island. SOPHIE gets out and pulls BEAR toward the shore.)*

BEAR: Oh, thank you so much. I don't know what I would have done without you.

SOPHIE: That's okay. Now how do I get home?

Before the BEAR can answer, a snowy owl swoops on stage and lands. (Note: The owl can run on as well.) He/She is wearing a plastic six-pack ring around the neck.)

SNOW: Whoooo goes there?

BEAR: It's only me, Snow.

SNOW: Out on a boating expedition?

BEAR: Ummm, hello? I got trapped on a chunk of ice, but she was gracious enough to help me back.

SNOW: *(To SOPHIE.)* And whooo are you?

SOPHIE: I'm Sophie.

SNOW: And where are you from?

SOPHIE: The coast.

SNOW: Of?

SOPHIE: The east coast... of America.

SNOW: That's an awful long way to travel for such a little girl.

SOPHIE: I'm not so small.

SNOW: Not as small as a Lemming, but still small.

SOPHIE: Do you know which direction America is?

SNOW: Oh...I'm sure it's around somewhere.

BEAR: Could you maybe help her out?

SNOW: In case you haven't noticed, I'm a little busy right now.

BEAR: Doing what?

SNOW: I'm hunting.

BEAR: Hunting what?

SNOW: Lemmings.

SOPHIE: What are they like?

SNOW: They're like... food. And they're all hiding under the snow.

SOPHIE: What's that around your neck?

SNOW: This is my necklace. Don't you think it's beautiful?

SOPHIE: I've seen those before... they're used to hold cans of soda together.

SNOW: I don't know what you're talking about. This is my necklace.

SOPHIE: Could I see it?

SNOW: Well... I.... I can't get it off.

BEAR: Why are you making up excuses? She'll give it back.

SNOW: I'm not. Look. Don't tell anyone but I accidentally got this around my neck. It was lying on the ground and I was curious and... well, anyway, I can't get it off.

SOPHIE: Does it hurt?

SNOW: No, but I just tell people it's my new necklace. I think I'm cool enough to pull it off.

BEAR: You just said you couldn't get it off.

SNOW: That's not what I meant. Oh, never mind.

SOPHIE: I could get it off for you.

SNOW: You could?

SOPHIE: Sure, but if I do, will you do something for me?

SNOW: Let me guess. Find out where America is?

SOPHIE: Yes.

SNOW: Fine.

SOPHIE: Now just hold still. *(SOPHIE grabs one side of the ring around SNOW's neck and pull hard. SNOW makes a squawking noise.)*

SNOW: Hey, don't ruffle my feathers!

SOPHIE: It just needs to stretch a bit. *(SOPHIE grabs both sides and pulls again. SNOW squawks again. This can be repeating several times for comic effect. BEAR can even get into the action. After much struggle, SOPHIE manages to pull the ring off of SNOW.)*

SNOW: Thank you...I think.

SOPHIE: You're welcome. *(She throws the plastic into her boat.)*

SNOW: There's stuff like that lying all over the place. It just keeps washing onto the shore.

SOPHIE: It happens everywhere. It's disgusting. At least we got that off your neck.

SNOW: That does feel better.

BEAR: And now you promised to help.

SNOW: Well, since you ruined my hunting anyway. I'll take a quick fly around.

SOPHIE: Thank you! (*SNOW nods and swoops off stage.*)

SOPHIE: Do you think he/she will find it?

BEAR: Snow knows everything. Don't worry.

LEMMING: Is the owl gone?

SOPHIE: Who said that?

LEMMING: Me.

SOPHIE: Me who?

LEMMING: I'm hiding in the snow.

BEAR: (*Sniffs around.*) I think the voice came from here. (*Points to ground.*)

LEMMING: I'll come out if the owl is gone.

SOPHIE: Yes, it flew away.

LEMMING: Whew! That was a close one! (*A very nervous and hyper LEMMING pops out of the SNOW. An easy way to do this is hide the LEMMING under a white blanket or something that blends in with the set.*)

SOPHIE: Whoa! I didn't even see you there.

LEMMING: That's the whole idea, silly. If the owl had seen me, I would have been a goner for sure.

SOPHIE: Good point.

LEMMING: Has anyone seen my friends? Where are my friends? Oh dear, my friends are gone.

BEAR: Just relax. They'll show up.

LEMMING: I was following them and then we saw the owl and we all scattered and now I'm lost. Lost, I tell you, lost.

BEAR: Stop. Take a deep breath. (*LEMMING does this and they all pause.*)

LEMMING: (*Starts again, even more nervous and hyper.*) What if they never show up? What if the owl eats them? What if I spend the rest of my life wandering around without my friends? Who am I going to follow? I'll be alone. Alone. Alone!

SOPHIE: I don't think the breathing helped.

BEAR: Hello? I don't think anything will.

Three penguins enter. Ideally, they should be played by the actors who played OOZE, DEUCE, and CYCLE, but if a larger cast is preferred, they can be played by separate actors. They are making various penguin sounds, which sort suspiciously like “uh-uh-uh” or “no-no-no.”

OOZE: Uh, uh, uh, what are you three doing down here?

LEMMING: Oh, great. Just what we need. More trouble, more trouble.

BEAR: They're not trouble, just annoying. They get into everybody's business.

DEUCE: Uh, uh, uh. Where'd this boat come from. Who are you?

SOPHIE: I'm Sophie and I'm lost.

BEAR: She saved me from the big ocean and now she needs to get back home.

LEMMING: I don't know what's going on. I need my friends to think. I can't think.

DEUCE: Settle down, Lemming.

CYCLE: Yeah, settle down. *(Slurps on his own spit.)*

OOZE: We saw your friends running toward the other side of the island.

LEMMING: Really. That way or this way? Which way?

OOZE: Over there. *(Points offstage.)*

LEMMING: Okay, okay. I should get going... get going. Thanks everyone. Hope you make it home, Sophie. Okay, gotta go. I'm going to go now.

DEUCE: Go already!

CYCLE: Yeah, go.

LEMMING: I'm going. I'm going. *(Runs off in opposite direction, corrects self, exits in right direction.)*

DEUCE: What a lemming.

CYCLE: Yeah, what a lemming. *(Makes a slurping sound and wipes mouth.)*

DEUCE: You guys better get away from the shore. It's breaking off in chunks, you know.

BEAR: Yeah, I figured that out.

SOPHIE: We're waiting for the owl to come back.

OOZE: Well, you can't wait here. It's too dangerous.

CYCLE: Yeah, too dangerous.

SOPHIE: Why is all this ice breaking away anyway?

DEUCE: Feel the wind. (*Lifts up wing.*) You feel that?

CYCLE: You feel that? (*Lifts wing.*)

OOZE: Yeah, feel that? (*Lifts wing.*)

BEAR: (*Lifts paw.*)

SOPHIE: (*Raises arm.*) Yeah, it's the wind.

DEUCE: It's warm wind.

CYCLE: Yeah, warm. (*Makes slurping sound, wipes mouth, lifts wing back up again.*)

SOPHIE: Okay, so...

DEUCE: So the wind is melting the island. That's why it's breaking apart.

SOPHIE: How long has it been doing this?

DEUCE: Uh-uh-uh, can't say for sure.

CYCLE: Yeah, we can't say.

SOPHIE: Because you don't know?

OOZE: (*Thinking.*) Maybe.

BEAR: I noticed things were changing when the whales weren't coming around anymore.

OOZE: It doesn't matter how long it's been. The island is melting and there's nothing anyone can do about it.

SOPHIE: Well, there is.... no, it's a silly idea. It couldn't possible work, but...

BEAR: What?

SOPHIE: (*Looking in her boat.*) In issue 135 of Amazing Girl, she builds a wind reverser to battle Zephyros, an wind god that turned evil and decided to blow the world away. (*Pulls out comic.*) Here it is. See, she makes it using lots of different materials.

BEAR: And did it work?

SOPHIE: Of course... she's Amazing Girl.

DEUCE: Who is this Amazing Girl?

CYCLE: Yeah, who is she?

SOPHIE: She's the best super hero ever created ever! She's saved the world many times.

BEAR: Hello? Then we gotta try it.

SOPHIE: It says here to start with a strong base made of the strongest metal.

DEUCE: Uh-uh-uh, there's no metal here. This island is made of ice.

CYCLE: Yeah, ice.

SOPHIE: *(Looking around.)* What about that? *(Points to an old metal oil drum.)* That would work. Let's drag this up to higher ground. *(Moves toward drum.)*

OOZE: Be careful! The ice could break.

SOPHIE: It'll be okay. Give me a hand, Bear.

BEAR: Okay. *(Goes with SOPHIE to grab drum. Suddenly a large CRACK is heard.)* What was that?

DEUCE: The ice! It's cracking. Get away, get away! *(SOPHIE and BEAR grab the drum and head up shore.)*

BEAR: Wow! That was close! I almost floated away again.

DEUCE: We told you not to go down there.

CYCLE: Yeah, how many times to we have to say it?

SOPHIE: Twice, according to you.

CYCLE: Huh?

OOZE: Where you going to put that?

SOPHIE: *(Moves up on the island and places it on a flat spot.)* This looks good for now. When we get it built we can move it more toward the middle of the island.

BEAR: What do we need next?

SOPHIE: We need a bunch of small parts to make the wind reverser motor. And something to catch the wind.

BEAR: Catch it?

SOPHIE: Yes, that's the genius of Amazing Girl. The wind that causes the problem is actually used to help create a reverse effect.

DEUCE: I don't get it.

CYCLE: I have no clue.

OOZE: It's all way over my head.

SOPHIE: It doesn't matter. We just need more parts. C'mon, let's look around for more junk on the shore. Maybe we can find some more things to use.

BEAR: Don't you want to wait for owl?

SOPHIE: This shouldn't take long. C'mon, let's go.

DEUCE: Uh-uh-uh, you should stay here.

CYCLE: Stay here.

OOZE: And wait for owl.

SOPHIE: You guys can do whatever you want. We're going.
(*SOPHIE and BEAR exit.*)

DEUCE: Uh-uh-uh. They're not listening to us.

CYCLE: Uh-uh-uh. Why won't they listen?

OOZE: Uh-uh-uh. We need to make them listen.

ALL THREE: Uh-uh-uh. Uh-uh-uh. (*Waddle around confused, building in frustration and confusion. During their little, penguin melt-down, the DARK FIGURE enters from upstage. Scary music announces the entrance as the DARK FIGURE watches them for a few moments.*)

DARK FIGURE: Silence! (*The penguins stop and cower in fear.*)
You bumbling bird-heads! Why didn't you stop them from leaving?

DEUCE: We tried to make them stay here, master.

CYCLE: We tried.

OOZE: We really did.

DARK FIGURE: You didn't do a thing. You could have let them go to the shore, so they could have been washed to sea. You could have destroyed the girl's book. You could have done a million things to stop them and yet they walked away.

DEUCE: We're doing our best.

DARK FIGURE: Your best is pathetic. Apparently I need to give you specific instructions on what to do. Otherwise, you can't do anything.

DEUCE: Of course, master. Whatever you say.

CYCLE: We'll do what you wish.

OOZE: Tell us what to do, master.

DARK FIGURE: Follow them. The girl will be looking for pieces to her machine. Do what you can to make sure she doesn't find them. And if she does, make sure she doesn't use them. And if she makes the machine, make sure it doesn't work. This island must melt, no matter what. Do you understand?

DEUCE: Yes, master, but you've never really told us why you want the island to melt?

DARK FIGURE: I haven't told you because you don't need to know. Just do as I say. And don't question me again!

DEUCE: Okay.

CYCLE: Got it.

OOZE: Whatever you say!

DARK FIGURE: Now get going and find them!

DEUCE: Right away, master. *(They begin to exit.)*

DARK FIGURE: And don't fail me again. Or you'll deeply regret it!

The penguins don't answer, but exit sheepishly. The DARK FIGURE watches them leave and then with a flourish of the cloak, he exits to the swell of the music. Lights fade out for a moment and then fade back in. The drum and boat have been removed by the Water People to suggest they are on a different part of the island. A metal pole is sticking out of the ice. SOPHIE and BEAR enter, carrying various items that they have found: a gear, a piece of metal or whatever you find yourself to put in the show.

BEAR: I'm still confused about what we need to find.

SOPHIE: Anything that looks like it could work.

BEAR: *(Sarcastic.)* Gee, that cleared things up for me. Thanks.

SOPHIE: You're doing great, Bear. Just keep your eyes open.

LEMMING enters

LEMMING: Have you seen them yet? Have you seen them? I haven't seen them. I don't know where they are. Do you know where they are?

BEAR: Uh, hello? We're not looking for your friends.

LEMMING: But if you were, you'd tell me, right?

SOPHIE: Why don't you just do what YOU want to do, rather than what your friends are doing?

LEMMING: What are you, my mother? I find comfort in my friends, okay?

SOPHIE: And if they jumped off a cliff, would you jump too?

LEMMING: Of course not. Wait, why were they jumping? Did they know something that I didn't? Was something going on? Why aren't you telling me anything? I CAN'T TAKE THE PRESSURE ANYMORE! *(Grabs metal pole out of ice.)* Someone put me out of my misery.

BY FORREST MUSSELMAN

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