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Ideal Cast Size

49 **Peak Roles**

Minimum Cast Size

75 **Duration (minutes)**

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CAST LIST

N.B. In the following list, the bracketed number shows the number of spoken lines each role has.

An asterisk (*) before the character's name indicates that this character ALSO has solo or featured sung lines.

The Grossbusters

*Felix F Finkleman	(34)
*Igor J. Spandex	(30)
*Bungle T Spoon	(24)
*Skid E. Pants	(29)

The Monsters

*Monica McMonster	(38)
Elton Monster	(13)
Fred Ex	(8)
Boomer	(6)
Blitz	(6)
Muffin	(7)
Bagel	(7)
Jenzy	(4)
Sigma	(4)

The Normaltons

*Mayor Dudley Dullsworth	(51)
Milton Middling	(33)
Average	(4)
Bland	(3)
Common	(4)
Mundane	(3)
Plain	(3)
Regular	(3)
Standard	(3)

The Heroes

*Norman Normal	(95)
*Nibs	(63)

The Fanacker Gang

*Fifi Fanackapan	(75)
Quibble	(24)
Tweak	(24)

The B.U.M. Brigade

Maximus Gluteus	(29)
Rumpster	(4)
Tootles	(2)
Wigglecheeks	(2)
Fudgebut	(2)
Moonie	(2)
Cracklepants	(2)
Fluffbum	(2)
Windypops	(2)

The Normtroopers

Biggins	(1)
Marbles	(1)
Noodles	(1)
Spats	(1)
Winkle	(1)
Slapjack	(1)

The Gloopers

Sloppy	(0)
Sludge	(0)
Muckie	(0)
Drip	(0)
Squidge	(0)
Blobster	(0)
Gumdrop	(0)
Squirt	(0)

The P.A.N.T.S. Agents

Agent A	(41)
Agent U	(11)
Agent R	(8)
Agent Y	(6)
Agent O	(5)
Agent I	(5)
Agent C	(5)

SUGGESTED CAST LIST FOR 57 ACTORS

N.B. In the following list, the number shows how many spoken lines each role has. An asterisk (*) before the character's name indicates that this character ALSO has solo or featured sung lines.

*Norman Normal	95
*Fifi Fanackapan	75
*Nibs	63
*Mayor Dudley Dullsworth.....	51
Agent A	41
*Monica McMonster	38
*Felix F. Finkleman	34
Milton Middling	33
*Igor J. Spandex	30
Maximus Gluteus	29
*Skid E. Pants	29
*Bungle T. Spoon.....	24
Quibble.....	24
Tweak	24
Elton Monster.....	13
Agent U	11
Agent R.....	8
Fred Ex	8
Muffin	7
Bagel.....	7
Agent Y	6
Boomer	6
Blitz	6
Agent C.....	5
Agent O.....	5
Agent I.....	5
Jenzy.....	4
Sigma.....	4
Average.....	4
Rumpster	4
Common	4
Bland.....	3
Mundane	3
Plain	3
Regular	3
Standard	3
Tootles	2
Wigglecheeks.....	2
Fudgebut.....	2
Moonie	2
Cracklepants	2
Fluffbum	2
Windypops	2
Biggins	1

Marbles	1
Noodles.....	1
Spats.....	1
Winkle	1
Slapjack	1
Sloppy.....	0
Sludge.....	0
Muckie.....	0
Drip	0
Squidge.....	0
Blobster.....	0
Gumdrop.....	0
Squirt.....	0

SUGGESTED CAST LIST FOR 31 ACTORS

N.B. In the following list, the number shows how many spoken lines each role has. An asterisk (*) before the character's name indicates that this character ALSO has solo or featured sung lines.

*Norman Normal	95
*Fifi Fanackapan	75
*Nibs	63
*Mayor Dudley Dullsworth.....	51
Agent A	41
*Monica McMonster	38
*Felix F. Finkleman	34
Milton Middling	33
*Igor J. Spandex	30
Maximus Gluteus	29
*Skid E. Pants	29
*Bungle T. Spoon.....	24
Quibble.....	24
Tweak	24
Elton Monster/Agent C	18
Muffin/Bagel	14
Fred X/Agent I.....	13
Boomer/Blitz.....	12
Agent U	11
Jenzy/Sigma	8
Rumpster/Wigglecheeks/Moonie	8
Agent R.....	8
Common/Standard.....	7
Tootles/Fudgebut/Fluffbum	6
Bland/Regular	6
Agent Y	6
Mundane/Plain	6
Agent O.....	5
Average.....	4
Sloppy	0
Sludge.....	0

With this reduction, some lines will need to be adapted or rearranged, especially where characters are mentioned by name but covered by other actors.

CHARACTERS IN EACH SCENE**Prologue**

Normal Parent
 Normal Child
 Monster Parent
 Monster Child
 Grossbusters
 Chorus

Scene One

Normaltons
 Norman
 Nibs
 PANTS Agents

Scene Two

PANTS Agents
 Norman

Scene Three

Normaltons
 Middling
 Mayor
 Gloopers
 PANTS Agents
 Normtroopers
 Quibble
 Tweak
 Fifi
 Chorus

Scene Four

Monica
 Muffin
 Bagel
 Jenzy
 Sigma
 Boomer
 Blitz
 Fred Ex
 B.U.M. Brigade
 Elton
 Norman
 Chorus

Scene Five

Grossbusters
 Nibs
 Gloopers

Scene Six

B.U.M. Brigade
 Norman
 Chorus
 Monica
 Muffin
 Bagel
 Boomer
 Blitz
 Jenzy
 Sigma

Fred Ex
 Elton
 Nibs

Scene Seven

Mayor
 Middling
 PANTS Agents
 Normaltons
 Fifi
 Quibble
 Tweak
 Normtroopers
 Grossbusters
 Nibs
 Gloopers

Scene Eight

Monica
 Muffin
 Bagel
 Norman
 Jenzy
 Sigma
 Boomer
 Blitz
 B.U.M. Brigade
 Elton
 Nibs
 Grossbusters

Fred Ex

Scene Nine

Grossbusters
 Normaltons
 Normtroopers
 Fifi
 Quibble
 Tweak
 Norman
 Nibs
 Boomer
 Blitz
 Monica
 Muffin
 Bagel
 Jenzy
 Sigma
 Fred Ex
 B.U.M. Brigade
 Elton
 Mayor
 Middling
 Gloopers
 PANTS Agents
 Chorus

LIST OF PROPERTIES

Normal Blanket	Large Slamazon Box
Monster Blanket	B.U.M. Placards
Clapperboard	TNT Detonator
Megaphone	Grossbusters' Emergency Phone
Music Blaster	Grossbusters HQ/ Normsville sign
Newspaper	Grossmobile
Packet Of Spicy Crisps	Cheese Costume
Litter Picker	Slimeade Power Spray (Water Pistol)
Traffic Cones	Super Squirter (Larger Water Pistol)
De-Flavouring Spray	Mega Squirter (Fire Hose)
Radiation Box	Kazoos
Lectern with microphone	McMonsters Crate
Slime Splats	Unhappy Meal Bag
Feathery Fans	Slappy Meal Bag
Monster Detector	Zappy Meal Bag
Green Silly String	Chocolate Splats
Rubbish Chute of Doom	Store Card
Monster Street Signpost	Hypnotic Glasses
Monster Street Dumpster	Normaliser
Muffin/Bagel Puppets (If used as part of the character)	Red MINGA Caps
Elton Monster Puppet (If used as part of the character)	The Wall
Elton's Dustbin/Piano	Wall Bricks
	B.U.M. Blaster

LIST OF PROPERTIES IN EACH SCENE**Prologue**

Normal blanket	Normal child
Monster blanket	Monster child
Megaphone.....	Felix
Clapperboard.....	Bungle
Music blaster	Igor

Scene One

Newspaper	Common
Packet of spicy crisps	Plain
Megaphone.....	Agent A
Traffic cones	Agents Y and C
De-flavouring spray	Agent I
Litter picker	Agent U
Radiation box.....	Agents R and O

Scene Two

No properties required

Scene Three

The Rubbish Chute Of Doom	On stage (set)
Lectern with microphone.....	On stage (set)
Slime splats	Gloopers
Feathery fans.....	Quibble & Tweak
Monster detector.....	Norman
Green silly string.....	Gloopers

Scene Four

Monster Street signpost.....	On stage (set)
Monster Street dumpster	On stage (set)
Elton's dustbin/piano	On stage (set)
Muffin/bagel puppets (If used as part of the character)	Muffin, Bagel
McMonsters meal bags.....	Jenzy & Sigma
TNT detonator	Boomer, Blitz
Large Slamazon box.....	Fred Ex
B.U.M. placards	B.U.M. Brigade
Elton Monster puppet (If used as part of the character).....	Elton

Scene Five

Grossbusters' emergency phone	On stage set
Grossbusters HQ/Normsville sign.....	On stage set
Grossmobile	On stage set
Cheese costume.....	Nibs
Monster Detector	Igor
Slimeade power spray (water pistol).....	Felix
Super squirter (larger water pistol)	Bungle
Mega squirter (fire hose).....	Skid

Scene Six

Monster Street signpost.....	On stage (set)
Monster Street dumpster	On stage (set)
Elton's dustbin/piano	On stage (set)
Kazoos.....	B.U.M. Brigade
Placards.....	B.U.M. Brigade
Elton monster puppet (If used as part of the character).....	Elton
Muffin/Bagel puppets (If used as part of the character)	Muffin, Bagel
TNT detonator	Boomer, Blitz
McMonsters' crate	Fred Ex
Unhappy meal	Set inside McMonsters crate
Slappy meal.....	Set inside McMonsters crate
Zappy meal.....	Set inside McMonsters crate
Chocolate Splats	Jenzy & Sigma

Scene Seven

Lectern with microphone.....	On stage (set)
Store card	Middling
Hypnotic glasses	Fifi
Normaliser	Normtroopers

Scene Eight

Monster Street signpost.....	On stage (set)
Monster Street dumpster	On stage (set)
Elton's dustbin/piano	On stage (set)
Elton Monster puppet (If used as part of the character).....	Elton
Muffin/Bagel puppets (If used as part of the character)	Muffin, Bagel
TNT detonator	Boomer, Blitz
Music blaster	Skid
Large Slamazon Box	Fred Ex

Scene Nine

The Wall	On stage (set)
Normaliser	On stage (set)
Lectern with microphone.....	On stage (set)
Red MINGA caps.....	Quibble, Tweak
TNT detonator	Boomer, Blitz
Bricks.....	Grossbusters
B.U.M. Blaster	Maximus

PRODUCTION NOTES

Welcome to ***GROSSBUSTERS: The Monster Musical!*** I am sure you will enjoy rehearsing and performing this musical comedy, but to aid you in your production it may be helpful to consider the following notes.

CASTING

The script is written for 49 individual speaking characters and 8 non-speaking characters. These range from principal parts to smaller supporting roles. For productions with fewer cast members, condensing of characters is possible. This can be done in numerous ways, but the following example reduces the cast number to 31 (this is shown in more detail on page 8):

- Reduce B.U.M. Brigade to just Maximus, Rumpster & Tootles (reallocating other lines)
- Reduce Normaltons to just Average, Bland, Common & Mundane (reallocating other lines)
- Remove Normtroopers (Lines can be said by Quibble & Tweak or simply removed)
- Combine role of Muffin and Bagel by having one puppeteer using 2 different voices
- Combine Boomer and Blitz into just one part, Boomer
- Combine Jenzy and Sigma into just one part, Jenzy
- Double Fred Ex with one of the P.A.N.T.S. Agents (with costume changes)
- Double Elton McMonster with one of the P.A.N.T.S. agents
- Reduce the number of Gloopers to just two

To expand the cast, unlimited chorus parts may be used as additional Normaltons, Normtroopers, B.U.M. Brigade and Gloopers, optionally redistributing some lines. An off-stage choir can also be used for chorus backing on songs. The Gloopers work well being smaller, so if you have a group of younger performers in your cast, this role would be ideal for them. Fifi Fanackapan is a comical role that would be equally suitable for a male or female actor.

COSTUMES

The costuming of Grossbusters can be as simple or as elaborate as you like. As always, try to avoid the 'explosion in a paint factory' look by choosing a few key colours for each group of characters. This helps the audience instantly recognise who's who and makes life much easier backstage when organising the cast! The show offers endless opportunities for creativity. There are so many ways to costume the characters using bright colours, bold fabrics and fun accessories. The monsters could even be presented as puppets, adding another dimension to the show and giving your cast a chance to develop new performance skills.

The central design idea is contrast. The Monsters are colourful, creative, fun and accepting, while the Normaltons are colourless, bland, and frightened of anything different. This contrast can be beautifully reflected in both costumes and scenery.

All Monster costumes must include both horns and a tail - these are essential features that define them as monsters. Beyond that, let their individuality shine! Each monster should be bright, bold and unique, with Norman's tail being the most extravagant of all. The Normaltons, by contrast, should wear black, white and grey, with neat, conservative styles. The sharper the visual difference between these two groups, the clearer the story - and the funnier the result.



All logos mentioned below can be found on the 'Free Resource' tab on the 'Grossbusters' product page on our website:

<https://www.musiclinedirect.com/grossbusters-the-monster-musical/>

The Grossbusters

Take inspiration from the famous film! Khaki overalls: black backpack with a pipe or hose – as simple or elaborate as you like; 'Grossbusters' logo on the chest and arm.

Monica McMonster

A brightly coloured 1950s-style dress; apron with the McMonsters' logo; monster tail and horns.

Elton McMonster

Elton works brilliantly as an extravagant puppet with a feather boa, straw boater and even lavish glasses. The puppeteer should wear an Elton John-style outfit: striped blazer or sequined waistcoat; straw boater hat; extravagant glasses.

Fred X

A delivery-style outfit with 'Fred X' and 'Slamazon' logos; furry arms and legs; wig, monster tail and horns.

Boomer and Blitz – The Nitro Twins

Bright red outfits; furry arms and legs; wig, monster tail and horns.

Muffin and Bagel – Talking Buns Puppets

Large hand puppets shaped like burger buns; puppeteers dressed as chefs or 1950s diner waiters.

Jenzy and Sigma

Wacky patterned shorts and t-shirt; furry arms and legs; wig, monster tail and horns.

The Normaltons

Everyone should look identical - no bright colours! White shirt and black bow tie; black and white argyle-style tank top; black bowler hat and knee-length bottoms; black and white striped socks; round glasses.

Mayor Dudley Dullsworth

White shirt and bow tie; black knee-length bottoms and black-and-white striped socks; mayoral hat, gown and chain; round glasses.

Milton Middling

White shirt and bow tie; black knee-length bottoms and black-and-white striped socks; pin-striped waistcoat and bowler hat; round glasses.

The PANTS Squad

Bright orange hazmat-style suits with hoods; each agent's name should appear clearly on the front of their suit.

Norman & Nibs

Norman and Nibs should resemble the Normaltons but have subtle differences so the audience can easily identify them. For example -

Norman

Black jacket and bowler hat (to hide tail and horns); white shirt with red bow tie and braces; black knee-length bottoms; black and white striped socks; round glasses; monster horns and an elaborate, colourful tail (think Cheshire Cat!)

Nibs

Red bowler hat and braces; black knee-length bottoms; black and white striped t-shirt and socks; round glasses.

Fifi Fanackapan, Quibble & Tweak

Try to keep these characters coordinated - purple and black work perfectly. For example -

Fifi Fanackapan

Purple bowler hat; black bob-style wig; purple business-type suit with large shoulder pads.

Quibble & Tweak

Black bowler hats; white shirts with purple ties and waistcoats; black tailcoats and black knee-length trousers; purple and black striped socks.

The B.U.M. Brigade

Our members of the Monster Union look united with a bold, colour palette - orange, green and purple look great together! Orange bucket hats (Maximus could wear a colourful top hat with 'B.U.M.' lettering); orange-and-white striped long-sleeved t-shirt; green t-shirt over the top with logo; black knee-length bottoms; purple furry legs; green and orange monster tail.

The Normtroopers

Think 'Men in Black'! A cool look, with black suit and tie, white shirt and black sunglasses.

The Gloopers

Lime-green onesies with slimy splat designs; green comedy glasses.

STAGING

This production can be staged effectively with very simple scenery. There are two main locations - Normsville and Monster Street - both of which can be created using large painted flats. The Normsville set represents the Town Hall and should be neat, straight-edged and monochrome - black, white and grey with clean lines and very few curves. In contrast, Monster Street bursts with bright colours, curved shapes and wild creativity. Include McMonsters Restaurant and other quirky buildings with crooked windows, uneven doors and even graffiti-style artwork. If it's difficult to completely change scenery between scenes, smaller flats or portable set pieces can be brought on to suggest each location.

Grossbusters works perfectly as a one-act musical, but some directors may prefer to split it into two acts - an ideal interval point is immediately after the musical number 'Monster Street.'

PROPS

The props in this show can be made as simply or as elaborately as you like - though as with most props, the bigger they are, the better! For visual inspiration, example prop photos can be found in our online, free resources.

Normaliser

The Normaliser should be large enough for children to go behind so they can disappear from view. It should have plenty of knobs, buttons, and flashing lights, with 'Normaliser' painted in bold lettering. Adding an image of a 'normal' person gives it a fun, finishing touch.

Grossmobile

The Grossbusters' car should look as iconic as possible - white bodywork, blue and red lights on top, and the Grossbusters logo with the 'No Monsters' sign. This can be built simply as a flat on wheels, facing the audience head-on for maximum comic effect.

Normsville / Grossbusters HQ Signpost

Create a double-sided sign that either twists at the top or spins on wheels. This allows it to be flipped quickly between 'Normsville' and 'Grossbusters HQ.'

The Wall

The wall is an iconic part of the show but needn't be complicated. Two flats painted to look like a complete wall with jagged edges that meet in the middle work perfectly. Place them on wheels so they can be pulled apart during the final song. As the wall 'breaks,' cast members can rush through waving prop bricks, sending them flying through the air, in slow motion, for a spectacular, comic effect.

Lectern

The lectern can be multi-purpose, used for the Mayor's speeches, Fifi's grand addresses, and even as a stand for the Grossbusters' emergency phone.

Rubbish Chute of Doom

Build this as a cardboard or wooden flat with side panels and a bold 'Chute of Doom' logo, complete with a large lever on one side. If your budget allows, hide a fog or haze machine inside so that, when the lever is pulled, a jet of mist shoots upward as characters 'disappear' down the chute. Synchronising the sound effect, lever pull, victim ducking action, and lighting or smoke creates a brilliantly theatrical illusion!

Music Blaster

An oversized 1980s-style 'ghetto blaster' can easily be created from a decorated, cardboard box. The simpler the better - it's the comedy that counts!

Radiation Box

Used by the P.A.N.T.S. Squad to safely dispose of the spicy crisps, this can be a metal flight case or a sturdy cardboard box. Add yellow and black hazard tape and 'Caution' or 'Radiation' labels to complete the look.

Monster Detector

A comic, oversized gadget used to detect nearby monsters! It can be built from a decorated cardboard box. Add flashing LEDs, knobs and an 'alert' light for extra fun. A working dial or spinning pointer is a great touch for the moment it goes off!

Muffin & Bagel Puppets (If used)

Large, round, hand puppets shaped like burger buns, used in Monica's café scene. Each puppet should have large eyes and mouth movement. They can be adapted from existing puppet heads or made from large foam balls, possibly painted in golden brown tones with sesame-seeds as freckles.

Elton Monster Puppet (If used)

Elton Monster should be a full or half-body type hand-puppet and look flamboyant, echoing his musical namesake. He will need moveable arms and hands so he can play his piano. There are many suitable monster puppets available to purchase online.

Elton's Dustbin/Piano

Elton's trademark set-piece - a dustbin that doubles as a piano! A painted wood or cardboard flat that Elton (and his puppeteer/s, if used) can hide behind. A painted keyboard can be added, or even a cardboard flap with a keyboard on.

TNT Detonator

A slapstick favourite! Use a classic, plunger-style detonator box, either made from wood or cardboard with a big red handle. Connect it to 'explosive' effects like confetti, sound cues or a puff of smoke. Label it boldly with 'TNT'.

B.U.M. Blaster (Toilet Roll Blower)

A fun and fitting Fifi-stopping comedy weapon, the B.U.M. Blaster is simply a toilet roll blower. Attach the handle of a paint roller to the end of a leaf blower using duct tape or hose clamps. Slide a roll of toilet paper onto the roller so the loose end faces the air outlet. When the leaf blower is switched on, the airflow will unroll the paper, creating a stream of toilet paper that should cover Fifi. Maximus should help the flow by moving the blower up and down and Fifi should spin to allow maximum coverage!

B.U.M. Protest Placards

Each member of the B.U.M. Brigade carries a placard made from painted card or plywood. These should be lightweight and have a handle to make them easier to use on stage. Each placard has a different, cheeky slogan such as 'Monsters R Revolting', 'United Cheek To Cheek', 'Smell The Wind Of Change', 'No Monster Left Behind', 'We'll Never Crack', 'We're

Bringing Up The Rear’ and, of course, a union type banner ‘The Bureaucratic Union Of Monsters’ with the logo (supplied in the free resources). Use bright colours, bold lettering and toilet-humour-inspired imagery - loo seats, bottoms, plungers, etc. They should look handmade and proudly ridiculous!

Slime Splats (Gloopers’ Slime Attack)

The Slime Attack is chaotic fun, but real slime can be tricky to work with! As a theatrical cheat, cut irregular 2D ‘splats’ from bright green fabric, vinyl, or 3D versions in foam in a variety of shades, shapes and sizes. These can be thrown or stuck onto the set and cast to create the slime effect, whilst also being reusable and easily removed at the end of the scene. Combine with cans of green, silly string (if available) for added movement and fun.

CHOREOGRAPHY

Each musical number is designed to have movement, and even simple choreographed moves will bring the songs to life. For maximum effect, the Whole Cast is intended to perform most of the songs and dances on stage as chorus, whether they are in the preceding drama or not. Of course, this is at the discretion of the director and can depend on available space. Choreography of musical numbers is left to the creativity of your own director/choreographer, so that moves can be designed to more accurately match the ability of the individual cast. However, excellent example choreography and useful advice for all the musical numbers in this show can be found on the highly recommended Choreography ‘Dance It’ videos.

MUSIC

All the music required to stage this production, including sound effects, is available as a digital download.

The ‘Sing It!’ resource is highly recommended as an incredibly easy way for the whole company to learn all the songs within the show.

Incidental music including Overture, Play On, Play Off and Scene Change tracks, are provided to allow cast and chorus entrances, exits and scene changes to occur smoothly, without pauses, resulting in a slick performance. Any music played between scenes is designed to cover the scene change, so that lights can come up and action begin immediately upon the music finishing. A vocal recording is provided as a guide and to enable the swift learning of songs. The backing tracks without vocals are ideal to use in rehearsals and performances. ** Directors may, if they wish, allow a choir or separate character to accompany or replace a soloist in a song or section intended for a soloist. This may be necessary if certain cast members are unable to perform the solo themselves, or a larger chorus is required to be employed more fully.

*** Please note that there are some vocals present on the backing track for the song The Monsters Are Revolting (Track 93). The vocals are a repeat of the lyric Whoa! This track has been created in this way to beef up and strengthen your children’s live singing of the ‘Whoa!’s in what is a highly impactful, musical moment in the show.*

XTRA TRACKS

We also provide two sets of XTRA tracks:

- Backing Tracks without Voice Over – For those wishing to assign Voice Overs to cast members.
- SFX only – For those wishing to use a live pianist.



These XTRA tracks can be found on the 'Free Resource' tab on the 'Grossbusters' product page on our website:

<https://www.musiclinedirect.com/grossbusters-the-monster-musical/>

VOICES

Certain vocal elements of this show have been provided as recorded tracks for use in the performance. These include the Prologue Voice Over, the Normsville Narrator and the Monster FM DJ, along with all Elton Monster's sung lines. Elton was conceived as a puppet who would talk with the puppeteers own voice, but would 'mime' to recorded vocals that strongly resemble his namesake! If you would prefer to use a performer to deliver recorded lines, backing tracks without the vocal element are available for you to do this.

MUSIC PLAYBACK

The various sound effects and music tracks are a fun and central part of the show. Grossbusters is the first Musicline musical to feature our newest, time-saving product called 'Cue It!' Cue It! can be easily used on a computer, an ipad or an iphone utilising the excellent, free 'Go Button' app, which allows for instant playback at the touch of a screen. This results in smooth and seamless playback of all sound cues for an entire show and is simple enough for a child (or even a teacher!) to operate.

LIGHTING

Stage lighting is not essential for any part of this show. However, if you are fortunate enough to have stage lighting available, some suggestions have been made in the stage directions.

LOCAL AMENDMENTS

Some lines in square brackets (like *[local town]* or *[popular TV drama]*) are there for you to personalise. Directors are encouraged to swap them for local or topical references that will connect with your cast and make your audience smile!

AND FINALLY...

Grossbusters is intended to be a fun show to rehearse and perform, so remember to enjoy yourselves and your audience will, too! My very best wishes for a successful and enjoyable production – now let's get busting!

Craig Hawes

PROLOGUE**TRACK 1: MUSIC - OVERTURE**

(As the House Lights dim, the Overture music begins. The curtain rises to reveal eerie lighting. A flash of lightning and a Vincent Price-style voice begins...)

TRACK 2: MUSIC - PROLOGUE #1

VOICE: There are tales too terrible to tell,
Of things that slither, things that smell!
Of monstrous beasts beneath your bed,
And frightful fiends inside your head!
So, bolt your doors and lock them tight -
For something monstrous is coming tonight!

(A Normal Child and a Monster Child are stood as if tucked in bed, holding a blanket in front of them up to their chins. Each child is having a bedtime story read to them, but we don't see the parents; we just hear their voices. The children look up high into the audience to listen to their parents.)

NORMAL PARENT: Now remember, darling. If you hear scratching from the wardrobe, or oozing under the bed, beware - it could be... a monster!

NORMAL CHILD: *(Looking around nervously.)* "A... a m-m-m-monster?"

NORMAL PARENT: *(Scarily.)* Yes. Vicious fangs, terrifying horns and glowing eyes. Growling, howling, oozing slime!

NORMAL CHILD: Aaaarrgghh! *(The child throws the blanket over their head.)*

NORMAL PARENT: *(Happily.)* Sweet dreams, dear!

(Light changes to focus on the Monster Child.)

MONSTER PARENT: Now remember, my little monster... if you hear a strange silence, or smell air freshener, beware - it could be... a normal person!

MONSTER CHILD: *(Gasps.)* "A normal person?"

MONSTER PARENT: *(Scarily.)* Yes! They sneak under your bed... filing tax returns! Ironing socks! Arranging kitchen utensils in alphabetical order!

MONSTER CHILD: Aaaarrgghh! *(The child throws the blanket over their head.)*

(Track 2 fades out.)

MONSTER PARENT: *(Happily.)* Sweet dreams, dear!

TRACK 3:**MUSIC - PROLOGUE #2**

(Both children stay hidden under their covers as the eerie narrator is heard once again.)

VOICE: So, little children, rest your head
Ignore the horrors beneath your bed!
These nightmare creatures of your dreams
Will soon be real when they hear your screams!
Mwa-ha-ha-ha-ha!

(Both children lower their sheets to scream.)

NORMAL CHILD: Aagghh!

MONSTER CHILD: Aagghh!

(As the scream echoes, a spotlight hits centre stage. A silhouette appears. Grossbuster Felix strides on with a megaphone.)

FELIX: *(Shouting.)* Cut! Cut! Cut!

(The other three Grossbusters, Igor, Bungle and Skid, enter from behind the bed carrying props – a clapper board and a music blaster machine. The children exit with their bedding over their heads.)

BUNGLE: Don't you mean *(Miming, claws in the air.)* 'Slash, slash, slash?'

FELIX: No, Bungle, I don't mean 'slash, slash, slash!' I mean 'Cut!'

IGOR: What's wrong, Felix? Do we need more screams? More smoke? More slime?

SKID: *(Sounding nervous.)* I told you guys about this in rehearsals. This opening is really scary!

IGOR: Oh, toughen up, Skid - this is a monster musical! It's supposed to be a bit scary!

SKID: A bit? Two blokes have left screaming, a granny in Row C's being revived with a Fruit Pastille, the lighting guy's currently breathing into a paper bag, and someone in the front row... well... *(Leans forward, peers into the audience, grimaces.)* ... let's just say we need a mop!

BUNGLE: But it was really cool! Lots of creepy, gratuitous slime, terror and screaming!

IGOR: It's what discerning and cultured theatre audiences want these days.

FELIX: No, it isn't! You know what our audience *really* wants?

SKID: Refunds?

BUNGLE: Too late, sorry!

FELIX: No, they want to meet the real stars of this show – us! The Grossbusters, the most magnificent monster hunters! Led by me, fearless Felix F. Finkleman! ***(He poses.)***

TRACK 4: **MUSIC - STING #1**

IGOR: Technological genius, Igor J. Spandex! ***(He poses.)***

TRACK 5: **MUSIC - STING #2**

BUNGLE: Monster Zoologist, Bungle T. Spoon! ***(He poses.)***

TRACK 6: **MUSIC - STING #3**

SKID: And resident coward, Skid E. Pants! ***(He poses with a hand on his rear and a silly pout on his face.)***

TRACK 7: **MUSIC - STING #4**

FELIX: This is OUR musical, and we need our own opening number!

IGOR: A synth-fuelled 80s anthem!

BUNGLE: Written just for us!

SKID: ...and bearing absolutely no resemblance whatsoever to any other, similar, theme song!

IGOR: You mean something like this?

(He hits the play button on the music blaster. The lighting changes and the chorus enter.)

TRACK 8:**SONG - GROSSBUSTERS**

FELIX: THERE'S A GROWL AT THE WINDOW!
THERE'S MONSTER UNDER YOUR BED!

IGOR: HEAR THE HOWL OF THE WIND BLOW!

ALL: IS IT REAL, IS IT JUST IN YOUR HEAD?

BUNGLE: DRIPPING SLIME ON THE CEILING?
CREEPY CRAWLIES UNDER YOUR TOES?

SKID: GOT A SPINE-CHILLING FEELING?

ALL: YOU BETTER CALL THE GROSSBUSTERS!
WHEN YOU'VE GOT MONSTERS IN THE CITY!
GROSSBUSTERS!
JUST CALL THE TEAM THAT'S TOUGH AND GRITTY!
GROSSBUSTERS!
WE'LL GET THOSE FREAKY, FURRY MONSTERS
ON THE RUN! ON THE RUN! ON THE RUN! ON THE RUN!

ALL: THERE'S A GROWL AT THE WINDOW!
THERE'S MONSTER UNDER YOUR BED!
HEAR THE HOWL OF THE WIND BLOW!
IS IT REAL, IS IT JUST IN YOUR HEAD?

DRIPPING SLIME ON THE CEILING?
CREEPY CRAWLIES UNDER YOUR TOES?
GOT A SPINE-CHILLING FEELING?

YOU BETTER CALL THE GROSSBUSTERS!
WHEN YOU'VE GOT MONSTERS IN THE CITY!
GROSSBUSTERS!
JUST CALL THE TEAM THAT'S TOUGH AND GRITTY!
GROSSBUSTERS!
WE'LL GET THOSE FREAKY, FURRY MONSTERS
ON THE RUN! ON THE RUN! ON THE RUN! ON THE RUN!

(The Grossbusters perform their middle section rap, as the chorus face them, turning to the audience and striking cool poses each time they shout 'Gross'.)

FELIX: IF THERE'S SOMETHING GREEN
LOOKING QUITE OBSCENE
AND IT'S DRIPPING ON YOUR HEAD...

ALL: GROSS!

IGOR: IF YOU DON'T FEEL WELL
'CAUSE A FRIGHTFUL SMELL
IS WAFTING FROM YOUR BED...

ALL: GROSS!

BUNGLE: IF YOUR GRANDAD GROWS
SEVEN EXTRA TOES
AND HE'S CLIMBING UP THE WALL...

ALL: GROSS!

SKID: IF YOUR GRAN LAYS EGGS
AND SHE GROWS SIX LEGS...

GROSSBUSTERS: THEN WHO YOU GONNA CALL?

ALL: GROSSBUSTERS!
WHEN YOU'VE GOT MONSTERS IN THE CITY!
GROSSBUSTERS!
JUST CALL THE TEAM THAT'S TOUGH AND GRITTY!
GROSSBUSTERS!
WE'LL GET THOSE FREAKY, FURRY MONSTERS
ON THE RUN! ON THE RUN! ON THE RUN! ON THE RUN!

GROSSBUSTERS!
WHEN YOU'VE GOT MONSTERS IN THE CITY!
GROSSBUSTERS!
JUST CALL THE TEAM THAT'S TOUGH AND GRITTY!
GROSSBUSTERS!
WE'LL GET THOSE FREAKY, FURRY MONSTERS
ON THE RUN! ON THE RUN! ON THE RUN! ON THE RUN!

WHEN YOUR BACK'S AGAINST THE WALL
TELL US WHO YOU'RE GONNA CALL?
GROSSBUSTERS!

(Blackout.)

TRACK 9: MUSIC - GROSSBUSTERS PLAY OFF

(Agents Y and C run forwards placing their cones either side of the packet of crisps and standing in front of the Normaltons with their arms out as if to protect them as Agent Y speaks.)

AGENT Y: Containment protocol! Repeat, containment protocol!
AGENT O: Sir, permission to bag and quarantine the crisps.
AGENT A: Permission granted, Agent O. Agent I, neutralise that flavour!
AGENT I: *(Using spray bottle.)* Deploying de-flavouring spray!

TRACK 16: **MUSIC - SPRAY & COLLECT**

(Agent I sprays the crisp packet like toxic waste, and whilst everyone holds their breath in anticipation, Agent U slowly and carefully lifts it up with the litter picker and places it into the radiation box helped by Agents R and O. As they shut the lid, everyone gives a huge sigh of relief.)

AGENT A: Normsville's normal once again, thanks to PANTS! The Protection And Normalisation Taskforce Squad!
NORMALTONS: Hooray!
AGENT C: *(Holding his ear as if receiving information through an earpiece.)* Sir, we've got reports of someone wearing loud trousers in the library!
ALL: *(Comically over-dramatic.)* Aagghh!
AGENT A: Good grief! Prepare the Shush Shields, the PANTS are off... to the library!

TRACK 17: **MUSIC - PANTS PLAY OFF #1**

(The Pants Squad and Normaltons exit over the music, leaving Norman and Nibs alone.)

NORMAN: There, Nibs! You, see? If PANTS get their knickers in a twist about a slightly flavoured potato-based snack, what would they do if they ever discovered my secret. That I, Norman Normal, Normsville's most normal resident, is actually...
NIBS: *(Dramatically.)* ... a monster!

TRACK 18: **MUSIC - DRAMATIC CHORDS #1**

NORMAN: Shush, Nibs!
NIBS: *(Dramatically whipping Normans hat off.)* With horns...

SCENE TWO**TRACK 21:****MUSIC - PANTS INTERVIEW**

(PANTS HQ. The Agents of PANTS are stood in a line in order (A, U, R, Y, O, I, C); Agent A addresses them.)

AGENT A: Right, Agents of PANTS. Time for roll call! *(Saluting.)* Agent A!

AGENT U: *(Saluting.)* Agent U!

AGENT R: *(Saluting.)* Agent R!

AGENT Y: *(Saluting.)* Agent Y!

AGENT O: *(Saluting.)* Agent O!

AGENT I: *(Saluting.)* Agent I!

AGENT C: *(Saluting.)* Agent C!

AGENT A: Now, I need to talk to you.

AGENT U: *(Stepping forward.)* Yes Sir?

AGENT A: Not you, U! All of you! We have a new candidate coming this morning, so behave yourselves. And remember, who's in charge?

ALL: You!

AGENT U: *(Happily.)* Oh, thanks everyone!

(Norman enters and stands next to Agent A.)

NORMAN: I'm here for the job interview!

AGENT A: Welcome to PANTS! The Protection and Normalisation Taskforce Squad!

AGENT U: But we shortened it to PANTS.

AGENT R: Which was a good idea...

AGENT Y: ...initially!

AGENT O: It is a great honour get into PANTS.

AGENT I: But not everyone fits into PANTS.

AGENT C: We're the first in our families to get into PANTS!

AGENT U: *(Raising a hand.)* My two brothers were sportsmen.

AGENT A: *(To Norman.)* A pair of boxers!

AGENT R: *(Raising a hand.)* My two sisters were lawyers.

AGENT A: *(To Norman.)* A pair of briefs!

AGENT Y: *(Raising a hand.)* And my parents illegally imported small, colourful birds.

AGENT A: *(To Norman.)* Budgie smugglers! Now, I'm in charge, so I have a superior alphabetical codename.

NORMAN: Ey?

AGENT A: That's right! Very perceptive, you'll fit right in. And here's the rest of the squad. *(Pointing at himself.)* Agent A. *(Pointing down the line.)* And U, R...

(The PANTS Agents salute as their names are called, but Norman misunderstands.)

NORMAN: *(Facing the front proudly.)* Norman!

AGENT A: Y....

NORMAN: Because it's my name!

AGENT A: ...O, I, C!

NORMAN: Good, glad we cleared that up! Now, can I join?

AGENT U: Loads of people want to join us agents.

NORMAN: Is there a queue?

AGENT R: No, he left.

AGENT A: Now, if you join, you'll need an Agent Codename.

NORMAN: Why?

AGENT Y: *(Cross.)* No, I'm Y!

AGENT A: I mean a new letter codename. You must choose one.

AGENT U: Why do I have to choose one?

AGENT A: *(To U.)* Not you, U! *(To Norman.)* You! You must choose a letter!

NORMAN: Ah!

AGENT R: *(Cross.)* You can't be R, I'm R.

NORMAN: No, I meant 'I see'.

AGENTS I/C: *(Cross.)* No, that's us!

NORMAN: Oh!

AGENT O: *(Cross.)* And that's me!

NORMAN: I'm confused with all these letters.

AGENT A: You are, are you? Oh, I see why!

AGENTS O/I/C/Y/U/R: *(Stepping forward crossly.)* That's us!

NORMAN: Look, why don't I be agent P?

ALL: Agent P?

AGENT U: We've never had a 'P' in our PANTS before.

AGENT R: Yes, we've been desperate for a 'P' for ages!

AGENT A: Very well, Norman! To be agent 'P' in PANTS, answer these three questions! What's the plural of 'I'?

NORMAN: We!

AGENT A: What's the French for 'yes'?

NORMAN: Oui!
AGENT A: What's Scottish for 'small'?
NORMAN: Wee!
AGENT A: *(Pointing at Norman dramatically.)* You're in!
ALL: Hooray!

(Blackout.)

SCENE THREE

TRACK 22: MUSIC - PANTS PLAY OFF #2

(Normsville Town Square. The Normaltons of Normsville are gathered to listen to Middling, who is stood behind a small lectern with a large microphone attached to the top.)

MIDDLEING: Normaltons of Normsville, gather round and pay attention to a rather dull and uninspiring speech from the Mayor of Normsville – the moderately mediocre Dudley Dullsworth!

TRACK 23: MUSIC - MAYOR PLAY ON

(Mayor Dudley Dullsworth enters to a quiet and sensible round of applause from the Normaltons and stands by his lectern to address the crowd.)

MAYOR: Thank you, Middling. Normaltons of Normsville....

TRACK 24: SFX - MIC SOUNDS

(Middling interrupts, testing the microphone by tapping it and making it squeal.)

MIDDLEING: Testing, testing, one, two, three. Check, check! How now brown cow!

(The Mayor pushes Middling away.)

MAYOR: Stop fiddling, Middling! Normaltons of Normsville! I, Mayor Dudley Dullsworth, am here to reassure you that the city of Normsville remains safe and normal! Any ridiculous rumours you may have heard are totally unfounded and untrue.

MIDDLELING: *(Into the microphone, loudly.)* That's right, folks, they are totally unfounded and untrue. *(To the Mayor.)* Er, what's totally unfounded and untrue, Sir?

MAYOR: The ridiculous rumours, Middling!

MIDDLELING: *(Into the microphone, loudly.)* Oh yes, of course, the ridiculous rumours! *(To the Mayor.)* What ridiculous rumours, Sir?

MAYOR: Stop drivelling, Middling! The rumours that our city is being threatened by the grossest, scariest creatures of all time.

MIDDLELING: Supply teachers?

MAYOR: No, monsters!

ALL: *(Screaming and clinging on to each other.)* Arghh!

MIDDLELING: *(Desperately.)* Oh no, Sir! I don't want to be gobbled up by monsters. I'm young, I'm innocent, with my whole life ahead of me! Why me? Why me? *(He sobs hysterically on the Mayor's shoulder.)*

MAYOR: Stop snivelling, Middling! I've just told you there ARE no monsters!

MIDDLELING: *(Instantly upbeat.)* Oh, that IS good news, Sir!

MAYOR: Trust me, we're perfectly safe here in Normsville!

TRACK 25: **MUSIC - MONSTER RUN #1**

(Everyone at the front is still as the Gloopers run across the stage behind the Mayor chased by the PANTS Squad.)

MAYOR: Where everything is always normal, peaceful and calm!

TRACK 26: **MUSIC - MONSTER RUN #2**

(The PANTS Squad run across the stage behind the Mayor, chased by the Gloopers.)

MAYOR: Where there's never any disruption, excitement or panic!

TRACK 27: **MUSIC - MONSTER RUN #3**

(The Gloopers enter, unseen by the Mayor, armed with bright green slime splats. The Normaltons look terrified.)

MAYOR: And absolutely, categorically, cross-my-heart-o-logically no....

ALL: *(Pointing at the Gloopers and shouting in horror.)* Monsters!

TRACK 28:**MUSIC - SLIME ATTACK**

(The Gloopers run around everyone causing them to panic; they spread bright green 'slime splats' over the set, props, and cast. They throw or stick soft fabric or vinyl splats onto walls and costumes while others spray short bursts of green silly string. Green lighting can enhance the effect as the stage becomes covered in slime. Agent A enters, joining in with the mayhem. The Gloopers exit at the end of the music. The Normaltons look dazed, examining the slime all around them in utter disgust.)

MIDDLEING: Oh, no, Sir! Normsville's become a slime scene!

MAYOR: Agent A, you're supposed to protect us! Where's the PANTS squad?

AGENT A: I'm sorry, Mayor, all my agents have been slimed too.

MAYOR: You mean...?

AGENT A: Yes, Sir! *(To the audience.)* PANTS are down!

MIDDLEING: Oh no! Oh no! What are we going to do? What are we going to do?

MAYOR: Stop whittling, Middling! How on earth do I know? It's not as if a solution is going to just drop out of the sky!

TRACK 29:**MUSIC - FANACKACHOPPER**

(All hold onto their wigs and hats and point upwards into the sky as we hear the sound of an enormous helicopter hovering above the city. It is the Fanackachopper! We overhear the pilot's request for landing.)

VOICE 1: Normsville Control, this is Fanackachopper requesting clearance for landing!

VOICE 2: Fanackachopper, you are clear to land!

(Enter the Normtroopers, striding in formation like secret agents, fingers pressed to earpieces, scanning the area. They push everyone to the sides like VIP bodyguards, barking short commands.)

BIGGINS: Clear the perimeter!

SPATS: Step aside, citizens!

MARBLES: Stay behind the line!

WINKLE: Area secure!

NOODLES: All clear!

SLAPJACK: Cue the Fifi fanfare!

TRACK 30: MUSIC - QUIBBLE & TWEAK PLAY ON

(A short fanfare as Quibble and Tweak enter carrying large feathery fans and address the crowd.)

QUIBBLE: Normaltons of Normsville!
TWEAK: Prepare to meet the answer to all your problems!
QUIBBLE: The most influential Influencer on YouTube!
TWEAK: The most famous face on Facebook!
QUIBBLE: She's in with the in crowd and down with the kids!
TWEAK: She's up for the task and out of her mind!
QUIBBLE: It's the fabulously fantastic...
TWEAK: ...fantastically fabulous...
QUIBBLE & TWEAK: ...Fifi Fanackapan!

TRACK 31: MUSIC - FIFI FANFARE #1

(A stylised fanfare as Fifi Fanackapan enters in a flurry of fabulous glitz and glamour.)

FIFI: Yes, 'tis I - Fifi Fanackapan! The Queen of Clean! The Baroness of Bland! Your last hope in this hideous, slime circus you call a city.
MAYOR: Who is this woman and why is she meddling, Middling?
MIDDLING: It's Fifi Fanackapan, Sir! She's very good, isn't she?!

FIFI: Fingers on lips! ***(Everyone puts their fingers on their lips.)***
 There's no time for small talk. I'm here to save Normsville! You seem stunned. Don't worry, that's normal. Though normal is exactly the problem around here, isn't it? Monsters in the streets. Slime on the pavements. ***(Doing hand actions.)*** Yuck, yuck, yuck!

QUIBBLE & TWEAK: ***(Repeating hand actions.)*** Yuck, yuck, yuck!

FIFI: And a leader who's limp as a lettuce! ***(Doing hand actions.)*** Weak, weak, weak!

QUIBBLE & TWEAK: ***(Repeating hand actions.)*** Weak, weak, weak!

MAYOR: Well, I don't know who you are, but I think that's a little bit...
QUIBBLE: Don't know who she is? This is Fifi Fanackapan! She went viral on TikTok!
TWEAK: ***(To the audience.)*** And she's still on the antibiotics!
QUIBBLE: She has her own range of underwear –
TWEAK: Fanackapants!
QUIBBLE: She's released a hit album! She's released a bestselling book!

TWEAK: And she's just released a range of pungent fragrances.

QUIBBLE: *(Wafting hand.)* No, sorry, that was me.

FIFI: Fingers on lips! *(Quibble and Tweak obey. Fifi grabs the Mayor by the front of his shirt, pulls him close and speaks directly into his face.)* Dullsworth, you're too soft!

MAYOR: *(Turning head to the audience.)* Too soft?

MIDDLING: That's offensive!

FIFI: You're too wet!

MAYOR: *(Turning head to the audience.)* Too wet?

MIDDLING: That's offensive!

FIFI: And you're too weak!

MAYOR: *(Turning head to the audience.)* Too weak?

MIDDLING: That's a fortnight!

FIFI: *(Pushing the Mayor away.)* But I'm different! I became a legend in my last city. What did they call me, Quibble?

QUIBBLE: They called you 'Grumpy Knickers'!

FIFI: Yes, they called me 'Grumpy Knick'... what? 'Grumpy Knickers'?

TWEAK: Or 'Cruella Crankypants'.

QUIBBLE: Or 'Nagatha Crusty'.

TWEAK: Or 'The Moaning Lisa'.

FIFI: No, they didn't! They called me 'The Best', plain and simple!

QUIBBLE: Yes, because she's the best!

TWEAK: And she's plain and simple!

FIFI: Fingers on lips! You see, I'm tough on slime, tough on the causes of slime! And when it comes to defeating monsters, I slay!

QUIBBLE & TWEAK: Literally!

FIFI: You need someone who can clean up this city. And if anyone can, Fifi Fanackapan can!

(Over the introduction Quibble and Tweak hold their feathery fans around FIFI'S body like a picture frame.)

TRACK 32: **SONG - FANACKAPAN CAN**

FIFI: *(Spoken.)* AT FIRST YOU WERE AFRAID,
YOU WERE PETRIFIED!
BUT NOW YOU FIND YOUR FAITHFUL FIFI BY YOUR SIDE!
AND I'VE SPENT SO MANY NIGHTS
THINKING UP THE PERFECT PLAN!
FOR IF ANYONE CAN,
FIFI FANACKAPAN CAN!

(The music changes to a fast tempo as the chorus enter.)

FIFI: MY NAME IS FIFI; I'M THE BEST OF THE BEST!

CHORUS: SHE IS THE BEST!

FIFI: I'M BOLD AND BEEFY IN A BULLET-PROOF VEST

CHORUS: SHE WEARS A VEST!

FIFI: I'LL SEND THE FREAKY MONSTERS BACK TO THEIR NEST!

ALL: IF ANYONE CAN THEN FIFI FANACKAPAN CAN!

FIFI: I DON'T FEEL PITY 'COS I'M COLD TO THE BONE!

CHORUS: COLD TO THE BONE!

FIFI: I'M TOUGH AND GRITTY AND I'M SETTING THE TONE!

CHORUS: SHE SETS THE TONE!

FIFI: I'LL MAKE THE CITY ONE BIG MONSTER FREE ZONE!

ALL: IF ANYONE CAN THEN FIFI FANACKAPAN CAN!

CHORUS: OH, FIFI, WE'RE DOWN ON OUR KNEES!
AND WE'RE BEGGING YOU PLEASE!

FIFI: I CAN HELP YOU FOR JUST A SMALL FEE...

CHORUS: *(Chanting.) FIFI FANACKAPAN! FIFI FANACKAPAN!*
FIFI FANACKAPAN CAN, CAN, CAN!

(A comical Can-Can dance ensues, with the chorus singing la-la to the melody.)

CHORUS: LA LA, LA-LA-LA-LA LA LA, LA-LA-LA-LA
LA LA, LA-LA-LA-LA LA!

FIFI: LA-LA-LA-LA-LA-LA-LA!

CHORUS: LA LA, LA-LA-LA-LA LA LA, LA-LA-LA-LA
LA LA, LA-LA-LA-LA LA, LA-LA-LA-LA!

(As the music becomes quieter, Fifi addresses the crowd.)

FIFI: So, who can whack the weirdos and fry the freaks?

CHORUS: *(Shouting and punching the air.)* Fifi!

FIFI: Who can splat the slimeballs and crush the creeps?

CHORUS: *(Shouting and punching the air.)* Fifi!

FIFI: And who can do it all before teatime?

CHORUS: *(Shouting and punching the air.)* Fifi!

CHORUS: HER NAME IS FIFI; SHE'S THE BEST OF THE BEST!

FIFI: I AM THE BEST!

CHORUS: SHE'S BOLD AND BEEFY IN A BULLET-PROOF VEST

FIFI: I WEAR A VEST!

CHORUS: SHE'LL SEND THE FREAKY MONSTERS BACK TO THEIR NEST!

ALL: IF ANYONE CAN THEN FIFI FANACKAPAN CAN!

FIFI: I'LL LEAD THE WAY 'COS I'M THE HEAD OF THE CLASS!

CHORUS: HEAD OF THE CLASS!

FIFI: DO WHAT I SAY, DON'T GIVE ME NONE OF YOUR SASS!

CHORUS: DON'T GIVE HER SASS!

FIFI: AND JUST OBEY OR I'LL BE KICKING YOUR...

CHORUS: *(Screaming.)* Aagghh!

ALL: IF ANYONE CAN THEN FIFI FANACKAPAN CAN...!

CHORUS: *(Chanted.)* F-I-F-I-F-A-N
A-C-K-A-P-A-N!

FIFI: *(Spoken.)* Fifi-fie-foe-fum!
Watch out monsters here I come!

ALL: FANACKAPAN CAN!
FANACKAPAN CAN!
FANACKAPAN CAN!
FIFI FANACKAPAN SHE CAN, CAN, CAN!

TRACK 33: MUSIC - FANACKAPAN PLAY OFF

(The chorus exit over the music as Fifi, Quibble, Tweak, Mayor and Middling gather in the office on one side of the stage, and Norman and Nibs meet at the opposite side by the Rubbish Chute of Doom. As one group speaks the other side freezes.)

MAYOR: Now look here, Miss Fancypants...

FIFI: Fanackapan!

MAYOR: You sing a good song, but Normsville's already protected by the Great Wall of Normality!

MIDDLEING: Yes, that wall keeps all the freaks and monsters out of Inner Normsville!

FIFI: Well, it's not working very well, is it Mr. Mayor, because **(Shouting into his face.)** you've got monsters in your city!

(The office group freeze as Norman and Nibs continue on the other side of the stage. Lighting change.)

NORMAN: **(Excited.)** We've got monsters in our city, Nibs! I thought I was the only one! This is brilliant!

NIBS: **(Worried.)** Brilliant? Everyone's on alert after those monsters. You know what they'll do to you if they discover you're a monster? You'll be chucked down The Rubbish Chute of Doom!

(Norman and Nibs freeze as the office group continue on the other side of the stage. Lighting change.)

FIFI: The Rubbish Chute of Doom?

MAYOR: Yes, if anything strange manages to slip into Inner Normsville, we have our super-fast disposal system!

MIDDLEING: Anything weird gets sent down the chute, over the wall and through to the other side!

(The office group freeze as Norman and Nibs continue on the other side of the stage. Lighting change.)

NORMAN: The other side?

NIBS: Yes, a terrifying wasteland full of weirdoes, monsters and oozing slime.

NORMAN: You mean... **[local town]**?

(Norman and Nibs freeze as the office group continue on the other side of the stage. Lighting change.)

MAYOR: No, we call it Outer Normsville, where all the monsters are kept safely away from us normal people here in Inner Normsville!

MIDDLEING: And to be sure, all our PANTS agents have been armed with a monster detector!

(The office group freeze as Norman and Nibs continue on the other side of the stage. Lighting change.)

NORMAN: *(Noticing his gadget.)* A monster detector? Great! Maybe I could use it to find my kind! How do you work it? *(He excitedly looks at the gadget trying to work out how to use it.)*

NIBS: Work it? But that's a monster detector, Norman!

NORMAN: *(Looking up excitedly.)* I know! *(He continues trying to make it work.)*

NIBS: It detects monsters, Norman!

NORMAN: *(Looking up excitedly.)* I know! *(He continues trying to make it work.)*

NIBS: And you're a monster, Norman!

NORMAN: *(Looking up excitedly.)* I know! *(He presses a button.)*

TRACK 34: MUSIC - MONSTER DETECTOR

(Alarms sound and lights flash. Nibs puts his head in his hands in despair.)

NORMAN: *(Realising his mistake.)* Oh, I see! Well, at least we know it works!

(The PANTS Squad storm in.)

AGENT A: Attention! Monster signal detected!

AGENT U: *(Pointing at Norman.)* It's him! Agent P!

ALL: Norman Normal?

FIFI: Aha! *(Pointing at Norman.)* He's a monster!

TRACK 35: MUSIC - DRAMATIC CHORDS #4

NORMAN: No, wait!

FIFI: *(Removing Norman's hat.)* With horns...

TRACK 36: **MUSIC - DRAMATIC CHORDS #5**

NORMAN: I can explain!

FIFI: *(Pulling his tail out from behind him.)* ...and a three-foot, furry tail!

TRACK 37: **MUSIC - DRAMATIC CHORDS #6**

AGENTS: Urgh!

AGENT A: *(Dramatically.)* P has stained our PANTS with shame! He's soiled our reputation, ripped the seams of trust and put a hole in the crotch of our credibility!

MAYOR: Time to do your duty, agents! Now CHUTE HIM!

NORMAN: *(Putting his hands up.)* Shoot me? *(Running across to the Mayor.)* Mr. Mayor, this is a kids show!

MIDDLEING: No, he means throw you down the chute!

NORMAN: Oh, OK, carry on! *(Running back to original spot and putting his hands back up in front of him.)*

(The PANTS Squad surround Norman and take him to the chute.)

FIFI: One monster down, many more to follow. Then Normsville will be normal... and all mine! Mwa-ha-ha-ha-ha!

TRACK 38: **MUSIC - DOWN THE CHUTE**

(Fifi pulls the lever, and Norman disappears down the chute, screaming.)

NORMAN: Aagghh!

(Blackout.)

SCENE FOUR

(Monster Street, a colourful, if slimy, residence on the far side of the wall in Outer Normsville. A street sign reads 'Monster Street'. A dilapidated dustbin is stood to one side containing Elton. The Monster Street Dumpster is set to one side at the back. We hear the voice of a hyperactive radio DJ.)

TRACK 39: MUSIC - MONSTER RADIO #1

DJ: Gooood morning, Monster Street! Rise and slime, you freaky, furry funsters! This is DJ Ooze coming at you live from the funkiest radio station this side of the wall – Monster FM! Sponsored by McMonsters, your local monster restaurant, where the buns have more attitude than the customers!

(As the DJ speaks, Monica McMonster, along with her talking buns Muffin and Bagel, is busy setting out her restaurant. Jenzy and Sigma are sneakily eating Monica's stock. Boomer and Blitz enter with their TNT detonator and sit chatting.)

BAGEL: You better believe it! Right, Muffin?
MUFFIN: Sure thing, Bagel! Us buns are looking hot and tasty today!
MONICA: Jenzy and Sigma! Stop eating the food – you're supposed to be helping me!
JENZY: Chill, Monica, your food slaps! Right, Sigma?
SIGMA: No cap, Jenzy! These fries got rizz and leave no crumbs!
MONICA: Nope! *(Looking straight at the audience.)* Didn't understand a word!

TRACK 40: MUSIC - MONSTER RADIO #2

DJ: Down on Slimeway 56 there's a massive tailback caused by a massive tail! And down on Terror Terrace, we've heard there's a nasty snarl up - probably caused by that Slamazon Delivery Driver, Fred Ex!

(We hear an engine, a squeal of brakes and a crash. Fred Ex enters with a large package.)

FRED EX: Yes, it's me, your local Slamazon delivery driver, Fred Ex! Delivery for Monica McMonster, direct from Slamazon!
MONICA: Thanks, Fred Ex! What is it?
FRED EX: A six-piece china tea set!

TRACK 41: **SFX - SMASH #1**

(He trips, falls and smashes the box, then gets up, shakes the box and hands it to Monica.)

FRED EX: My mistake, it's a thousand-piece jigsaw!

MONICA: Smashing!

TRACK 42: **MUSIC - MONSTER RADIO #3**

DJ: Later on, we'll be meeting Maximus Gluteus from The Bureaucratic Union Of Monsters, who'll be telling us all about his fight for monster rights!

(The B.U.M. Brigade march across the stage with large placards demanding Monster Rights and protesting against the bad treatment of monsters.)

MAXIMUS: This way, my cheeky comrades, and remember - what do we want?

BRIGADE: *(Punching the air and shouting.)* Monster rights!

MAXIMUS: When do we want 'em?

BRIGADE: *(Punching the air and shouting.)* Now!

(They continue to march and exit.)

TRACK 43: **MUSIC - MONSTER RADIO #4**

DJ: But first, here's the latest monster hit from our very own dustbin-dwelling diva, Mr. Elton Monster!

(Elton pops up from his bin and begins to play the piano which is painted on the front of his bin.)

ELTON: Morning, darlings! Here's my latest song about a small rabbit who works out at the gym every day.

MONICA: A small rabbit who works out at the gym every day?

ELTON: Yes! *(He mimes singing.)*

ELTON (VO): IT'S A LITTLE FIT BUNNY!

MONICA: Oh, Elton – how are you getting on writing that advertising jingle for McMonsters?

ELTON: Well, Monica darling, how do you like the melody? *(He plays some piano notes.)*

TRACK 44: MUSIC - MCMONSTERS JINGLE

MONICA: I'm loving it! Just needs a catchy slogan now!

TRACK 45: SFX - CHUTE ALARM #1

(An ominous klaxon blares – the Rubbish Chute of Doom is activating. All the Monsters panic.)

BOOMER: It's the rubbish chute!

BLITZ: It's been activated!

FRED EX: We've got incoming!

ALL: Take cover!

(The Monsters disappear and hide. We hear Norman complete his journey as he lands unseen with a crash in the Monster Street Dumpster. We see some items of rubbish fly into the air, then Norman stands up to reveal himself, covered in rubbish and dusting himself down. Then he sees the Monsters.)

NORMAN: *(Cheerfully.)* Hi, I'm Normal.

ALL: *(Screaming in terror.)* Aagghh!

NORMAN: Norman Normal! That's my name!

ALL: *(Calmly.)* Oh! Hi Norman!

NORMAN: Is this the other side of the wall?

BAGEL: No, this is THIS side of the wall, the other side's... on the other side!

MUFFIN: So, are you an innie or an outy?

NORMAN: *(Covering his navel.)* Why do you need to know about my belly button?

MONICA: No, Norman! This is Outer Normsville! And you've just come from Inner Normsville. So, are you an innie or an outy?

NORMAN: *(Desperately.)* Well, I don't know any more! I spent years trying to fit in! *(He holds his tail up in the air.)* Then they saw this thing and threw me down the rubbish chute. It's a tragic tale!

ELTON: No, darling, it's a fabulous tail! Have you ever thought of setting it off with a pair of spandex slacks and platform shoes?

NORMAN: What? You mean you don't think it's weird and freaky!

THEY USED TO TELL US WE'RE NOT THE SAME
 THEY'D SAY "NA-NA-NA-NA-NA-NA!
 CAN'T JOIN OUR GAME!"
 BUT NOW WE'RE NEIGHBOURS
 AND PROUD TO SAY THE NAME!
 'CAUSE WE'VE FOUND A BETTER PLACE TO BE!

AND WE ARE NEIGHBOURS!
 WE'RE A BUNCH OF FREAKY NEIGHBOURS!
 AND WE ALL KNOW HOW TO GET
 HOW TO GET TO MONSTER STREET!

VO: Ladies and Gentlemen, Mr Elton Monster.

ELTON (VO): THEY FOUND MY FASHION WAS TOO EXTREME
 THEY STOLE MY SPARKLE AND CRUSHED MY DREAMS
 NOW I RELAX IN SPANDEX SLACKS,
 SO GOODBYE NORMAL JEANS!
 I'M A ROCKET MAN AND FLYING FREE.

ALL: SO COME WITH ME!

 AND TAKE YOUR FUNKY FEET
 DOWN ONTO MONSTER STREET
 WHERE EVERYBODY THAT YOU MEET
 WILL BE FREAKY, FURRY MONSTERS!
 YOU KNOW LIFE IS SWEET
 DOWN ON MONSTER STREET
 WE'RE DIFFERENT DUDES A-DANCING'
 TO A DIFFERENT BEAT!

SO, TAKE YOUR FUNKY FEET
 DOWN ONTO MONSTER STREET
 WHERE EVERYBODY THAT YOU MEET
 WILL BE FREAKY, FURRY MONSTERS!
 YOU KNOW LIFE IS SWEET
 DOWN ON MONSTER STREET
 WE'RE DIFFERENT DUDES A-DANCING
 YES, WE'RE DIFFERENT DUDES A-DANCING
 YES, WE'RE DIFFERENT DUDES A-DANCING
 TO A... DIFFERENT BEAT!
 HOME IS WHERE THE HEART IS -
 MONSTER STREET!

(Blackout.)

TRACK 47: MUSIC - MONSTER STREET PLAY OFF

SCENE FIVE

(The Grossbusters Secret Base. A music blaster machine, an emergency phone and Grossbusters HQ sign can be seen. Felix, Igor, Bungle and Skid address the audience.)

- FELIX:** Yes, folks, the stars of the show are back! Did you miss us? Of course you did!
- IGOR:** Welcome to Grossbusters HQ! Our command centre and inner sanctum!
- BUNGLE:** Our high-tech, slime-shielded, top-secret, gross-busting base.
- SKID:** It used to be a Wetherspoons!
- FELIX:** Well, we've been watching in the wings, and it's all been kicking off in Normsville!
- BUNGLE:** And how about that Norman Normal turning out to be a monster?
- SKID:** I knew he was hiding a secret. He seemed really shifty in rehearsals.
- IGOR:** And now he's down the chute and on the other side of the wall where he belongs!
- FELIX:** Now, there's no need to panic. It may seem like Armageddon, but for professionals like us, it's music to our ears.
- BUNGLE:** The sound of hideous monsters...

(They strike a pose and freeze.)

TRACK 48: **SFX - MONSTERS**

SKID: The screams of terrified citizens...

(They strike a pose and freeze.)

TRACK 49: **SFX - SCREAMS**

IGOR: And the Grossbusters emergency phone ringing its socks off!

(They lean and look over at the phone.)

TRACK 50: **SFX - PHONE**

(The emergency phone rings and Felix picks it up to answer it.)

FELIX: Hello, - Grossbusters. You're through to the Emergency Slime Line!

TRACK 51: **SFX - SQUEAKY PHONE VOICE**

(Felix listens and reacts to a squeaky voice through the receiver, then puts the phone down.)

FELIX: It's worse than we thought! Those monsters have glooped up the whole city! They slimed six bollards on the high street and ten bollards in the market!

BUNGLE: That's a lot of bollards.

FELIX: And one man was brutally attacked! Claude Bottom!

SKID: Ooh, sounds painful!

FELIX: No, that was his name, Claude Bottom! But the best news of all – Fifi Fanackapan's hired us to catch those monsters!

BUNGLE: Excellent! All aboard the Grossmobile!

SKID: Our highly sophisticated monster-chasing vehicle!

(They all get into position in the car.)

FELIX: Cue the music, cue sound effects and let's get gross busting!

TRACK 52: **MUSIC - GROSSMOBILE CHASE**

(A journey follows, with lights flashing and sirens blaring. The team throw themselves from side to side, then screech to a halt as they arrive in the city centre.)

IGOR: Here we are, Normsville City Centre!

SKID: Are you sure?

BUNGLE: Looks exactly like the same place we left from thirty seconds ago.

FELIX: Of course it's not the same place! *(He takes the phone off stage looking embarrassed and grinning at the audience.)* Check out the sign! *(He indicates the sign that still reads 'GROSSBUSTERS HQ'.)* Ah, hang on...

TRACK 53: **SFX - SIGN TURN**

(Felix turns the sign around to reveal the other side, which reads 'Normsville City Centre'.)

(Igor fetches his Monster Detector and they all move to one side of the stage and peer into the audience.)

IGOR: Let's check this side first. Monster Detector ON!

(Igor presses a button on the Monster Detector and it immediately sounds a siren.)

TRACK 55: **SFX - SIREN #1**

IGOR: Level Two slime detected!

BUNGLE: Activate the Slimeade!

TRACK 56: **SFX - SPRAY #1**

(Felix squirts the audience playfully, then they move to the other side of the stage.)

SKID: Phew, that's better! But what about over here?

TRACK 57: **SFX - SIREN #2**

(Igor presses a button on the Monster Detector and it immediately sounds a siren again.)

IGOR: It's jumped to Level Five!

BUNGLE: We need the... *(Holding the Super Squirter aloft.)* Super Squirter!

TRACK 58: **SFX - SPRAY #2**

(Bungle squirts the audience playfully, then they all move to the middle of the stage.)

SKID: That's better, but we haven't checked the middle!

TRACK 59: **SFX - SIREN #3 & MEGA SQUIRTER**

(Igor presses a button on the Monster Detector and it sounds a very loud siren.)

IGOR: It's spiking at Level Ten! Must be a serious infestation!

BUNGLE: We're gonna' need the Mega Squirter!

(A drumroll sounds as Skid exits, then re-enters triumphantly, hauling a long, oversized fire hose. He strikes a heroic pose, dramatically aiming the nozzle straight at the audience. The others huddle around, wide-eyed and expectant. A countdown begins - five... four... three... two... one - but just before the inevitable squirt, Igor bursts in to interrupt!)

IGOR: Wait! Sorry, false alarm. It was just picking up interference from that gentleman's armpits. *(He points at a random audience member.)*

(The Gloopers enter unseen by the Grossbusters and surround Nibs who is standing behind the gang.)

FELIX: Relax, folks! Thanks to Grossbusters, you're all safe and this is now a monster-free zone!

NIBS: Uh, guys! *(The Grossbusters move so that Nibs and the Gloopers are visible.)* Sorry to interrupt, but... help!

GLOOPERS: *(Shouting.)* Cheese!

ALL: *(Pointing.)* Gloopers!

FELIX: Ready, team? Fire!

TRACK 60: **MUSIC - GLOOPERS SQUIRT**

(The Grossbusters aim their squirters at the Gloopers, who pull comically surprised faces. Blackout.)

SCENE SIX

(Outer Normsville – Monster Street. The Monster Street Sign and Dumpster are set on stage, along with Elton’s dustbin. Norman is stood to one side, listening as we hear the Monster FM DJ welcome us back.)

TRACK 61: MUSIC - MONSTER RADIO #5

DJ: Welcome back to Monster FM, folks, where you’re just in time to meet those cheeky dudes who fight for your rights day and night! It’s The Bureaucratic Union Of Monsters!

(The B.U.M. Brigade march on playing kazoos and carrying protest placards with cheeky slogans. They are led by Maximus Gluteus, who brings them to a halt in a military line up next to Norman. Maximus salutes as he introduces his union to Norman.)

MAXIMUS: Greetings, Norman! We are The Bureaucratic Union of Monsters, otherwise known as the B.U.M.! Introduce yourselves, Comrades!

RUMPSTER: *(Stepping forward and saluting.)* Rumpster!

TOOTLES: *(Stepping forward and saluting.)* Tootles!

WIGGLECHEEKS: *(Stepping forward and saluting.)* Wigglecheeks!

FUDGEPUT: *(Stepping forward and saluting.)* Fudgebut!

MOONIE: *(Stepping forward and saluting.)* Moonie!

CRACKLEPANTS: *(Stepping forward and saluting.)* Cracklepants!

FLUFFBUM: *(Stepping forward and saluting.)* Fluffbum!

WINDYPOPS: *(Stepping forward and saluting.)* Windypops!

MAXIMUS: And I am Maximus Gluteus, the head of the B.U.M.!

RUMPSTER: The Superior Posterior!

TOOTLES: The Rear Admiral!

WIGGLECHEEKS: The Commander in Cheeks!

FUDGEPUT: The Behind Behind It All!

MOONIE: His Royal Rumpness!

CRACKLEPANTS}

/FLUFFBUM} The BUM Head!

/WINDYPOPS}

MAXIMUS: We heard about how those Normaltons treated you!

BRIGADE: Boo!

MAXIMUS: So, we’ve come to welcome you from the hearts of our bottoms!

BRIGADE: Hooray!

NORMAN: Thanks, but what does the B.U.M. do?
MAXIMUS: Do? We fight for Monster Rights! We battle injustice! We defend every derriere with dignity! And most importantly, we play kazoos!

TRACK 62: **MUSIC - KAZOO FANFARE**

(The B.U.M. Brigade blast out a kazoo fanfare, which ends with a flatulent wrong note. All turn and look at Rumpster.)

MAXIMUS: What was that, Rumpster?
RUMPSTER: A bum note, Sir!
BRIGADE: Ha, ha, ha, ha!

(All laugh, but Maximus raises a hand, they instantly stop.)

MAXIMUS: Stop it! I don't want any more cheek!
BRIGADE: Ha, ha, ha, ha!

(They burst out laughing again. Maximus stamps foot.)

MAXIMUS: I said stop! I'm going to crack down!
BRIGADE: Ha, ha, ha, ha!
MAXIMUS: That's enough, Comrades! It's time to shake your booty and get your rear in gear!

(The Chorus, Muffin, Bagel, Monica and Elton enter over the introduction as the B.U.M. Brigade play kazoos.)

TRACK 63: **SONG - THE B.U.M. SONG**

ALL: IF YOU'RE DOWN AND IN THE DUMPS
WE CAN SAVE YOUR MONSTER RUMPS
AND THE TRUMPETERS WILL TRUMP OUR TUNE!
WE'RE DEFENDERS OF THE FREAKS
WE'RE THE WIND BENEATH YOUR CHEEKS!
FOR THE B.U.M. IS RIGHT BEHIND YOU!

LEFT SIDE, RIGHT SIDE! THERE'S NOTHING THAT WE FEAR!
FRONT SIDE, BACK SIDE! WE'RE BRINGING UP THE REAR!

FROM THE BOTTOM WE WILL SHOUT
YOU WILL NEVER WIPE US OUT!
FOR THE B.U.M. IS RIGHT BEHIND YOU!

IF YOU'RE SMELLING SOMETHING STRANGE
 IT MUST BE THE WIND OF CHANGE
 AND YOU KNOW THAT WE WILL FOLLOW THROUGH!
 LIKE A STICKY PAIR OF BUNS
 WE ARE STICKING TO OUR GUNS
 FOR THE B.U.M. IS RIGHT BEHIND YOU!

LEFT SIDE, RIGHT SIDE! THERE'S NOTHING THAT WE FEAR!
 FRONT SIDE, BACK SIDE! WE'RE BRINGING UP THE REAR!

FROM THE BOTTOM WE WILL SHOUT
 YOU WILL NEVER WIPE US OUT!
 FOR THE B.U.M. IS RIGHT BEHIND YOU!

(The Chorus sing 'bum' softly to the melody as Maximus delivers a rousing speech.)

MAXIMUS: Fellow monsters, we've been at the bottom!
 The butt of jokes, always given a bum deal!
 But we won't be sat on! We won't be wiped out!
 We stand firmly cheek to cheek, and we'll never crack!
 For with the B.U.M. behind you, the future's peachy!

ALL: IF YOU'RE SMELLING SOMETHING STRANGE
 IT MUST BE THE WIND OF CHANGE
 AND YOU KNOW THAT WE WILL FOLLOW THROUGH!
 LIKE A STICKY PAIR OF BUNS
 WE ARE STICKING TO OUR GUNS
 FOR THE B.U.M. IS RIGHT BEHIND YOU!

LEFT SIDE, RIGHT SIDE! THERE'S NOTHING THAT WE FEAR!
 FRONT SIDE, BACK SIDE! WE'RE BRINGING UP THE REAR!

FROM THE BOTTOM WE WILL SHOUT
 YOU WILL NEVER WIPE US OUT!
 FOR THE B.U.M. IS RIGHT

MUFFIN & BAGEL: OUR BUNS ARE FIRM AND TIGHT!

ALL: THE B.U.M. IS RIGHT BEHIND...YOU!
 WE'RE THE BUREAUCRATIC UNION OF MONSTERS!
(Saluting.) BUM!

TRACK 64: **MUSIC - B.U.M. PLAY OFF**

(The B.U.M. Brigade and Chorus march off, leaving Norman, Monica, Muffin, Bagel and Elton on stage.)

MONICA: How are you settling in, Norman? Fancy a McMonsters special? An Acne Zit Burger? Hits the spot and explodes with gooey flavour!

NORMAN: You sell zit burgers? Monica, you really are gross!

MONICA: Well, the bloke next door sells fruit and veg, and he's grocer!

MUFFIN: Relax, Norm, all our food is fit for human constipation!

NORMAN: You mean consumption?

BAGEL: We know what we mean!

TRACK 65: **MUSIC - NITRO TWINS PLAY ON**

(Boomer and Blitz enter carrying their large TNT detonator.)

MUFFIN: This is Boomer and Blitz, or as we call them - TNT. The Nitro Twins!

BAGEL: Yeah, these boom-bastic bad boys like blowing things up!

BOOMER: Stick with us, Norm - we're a blast to be around, aren't we Blitz?

BLITZ: Bang on, Boomer - and we're dynamite with new neighbours!

BOOMER: By the way, Monica, that chocolate bomb you served us this morning tasted funny.

BLITZ: *(Pointing off stage.)* We had to throw it in the bin over there.

MONICA: Wasn't it fresh?

(They push down the detonator handle and all look offstage as we hear a dustbin explode.)

TRACK 66: **SFX - CHOCOLATE BOMB**

BLITZ: No, it's gone off!

(They both laugh as Jenzy and Sigma run on, covered in chocolate splats, glaring at Boomer and Blitz.)

JENZY: Skibidi toilet! Did someone just drop a Boom Brownie?

SIGMA: Boomer! Blitz! You just blew our aesthetic to the moon!

BOOMER: Typical Jenzy & Sigma! This generation have such a short fuse!

BLITZ: We blow up a dustbin and THEY flip their lids!

JENZY: We were just vibing in our chill era, giving main-character energy!
SIGMA: Now we've gone from slay to decay, serving Melted Mars Bar chic!
JENZY/SIGMA: Zero aura!
MONICA: Don't worry, Norman - I don't understand them either!

TRACK 67: **SFX - SLAMAZON DELIVERY #1**

(We hear an engine, a squeal of brakes and a crash. Fred Ex enters with a large crate, with a McMonsters label on, containing three McMonsters meal bags.)

FRED EX: Slamazon delivery – signed, smashed and delivered! Here you go, Monica, another special delivery!
MONICA: Thanks, Fred Ex! These are my new kids' meals! Why don't you try them, Norman?
NORMAN: Oh, a Happy Meal? *(He opens the bag to hear loud crying.)*

TRACK 68: **SFX - CRY**

MONICA: No, an Unhappy Meal!
NORMAN: *(Taking the next bag.)* What about this one? *(He peers in the bag.)*

TRACK 69: **SFX - SLAP**

NORMAN: Ouch! *(He pulls his head out of the bag and rubs his face in pain.)*
MONICA: That's a Slappy Meal! Don't worry, the last one's perfectly safe!

(Norman peers in the bag and shakes violently as we hear a surge of crackling electricity.)

TRACK 70: **SFX - ZAP**

NORMAN: Aagghh! Don't tell me – a Zappy Meal!
MONICA: *(Taking the bag off him and putting it back in the box.)* I knew those buns had too many currants!

TRACK 71: **MUSIC - MONSTER PLAY OFF**

(All exit laughing, apart from Norman and Elton.)

NORMAN: This place is amazing, Elton! You're all so different, so full of life. I've never seen anything like it. All my life, I thought I was the only one who didn't fit in. But here... I'm one of you!

ELTON: You certainly are, darling! And we won't let the sun go down on you! I mean, look at me - I'm not one of those who can easily hide, but I'm still standing!

(Elton exits as Norman continues to talk to himself as he moves across the stage.)

NORMAN: I wish Nibs could see this place. He'd love it – he's crazy about monsters! He was the only one who ever really knew me. Maybe, just maybe, there'll be a day when we'll all get to be together... and be ourselves.

TRACK 72: SONG - WHEN TOMORROW COMES

(Lights shift to show Nibs on the other side of the stage, as he talks to his missing friend over the musical introduction.)

NIBS: I know you can't hear me, Norm... but I'm wishing for the day when we're back together. When things can be different... and so can you!

(Lighting shifts our attention back to Norman, who is looking thoughtfully at his tail and out into the audience as he sings.)

NORMAN: MAYBE I'M A FREAK
I GOT A MONSTER STREAK
BUT I'M NOT THE ONLY ONE.
WE CAN CROSS THE WALL
WE CAN STAND UP TALL
WHEN TOMORROW COMES.

(Lighting shifts our attention back to Nibs.)

NIBS: DIFFERENT OR THE SAME
NEVER BE ASHAMED
ONE DAY WHEN THE GAME IS WON
MAYBE WE CAN GROW
LET OUR COLOUR SHOW
WHEN TOMORROW COMES.

NORMAN/NIBS: JUST BEYOND THE FAR HORIZON
THERE'S A LAND WE LONG TO SEE!
IN THE MORNING WILL A NEW DAY BE DAWNING?
IS TOMORROW THE DAY WE'LL BE FREE?

(A chorus of Monsters enter to join Norman and Nibs.)

NIBS: OR IS IT JUST A DREAM?

NORMAN: THERE'S ANOTHER WAY!

CHORUS: THERE'S ANOTHER WAY!

NIBS: THERE'S A BETTER DAY!

CHORUS: THERE'S A BETTER DAY!

NORMAN/NIBS: TURN THE SKY OF GREY TO SUN!

CHORUS: TURN THE SKY OF GREY TO SUN!

NORMAN/NIBS: NEVER NEED TO HIDE

CHORUS: NEVER NEED TO HIDE

NORMAN/NIBS: WHO WE ARE INSIDE.

ALL: WHEN TOMORROW COMES.

NORMAN/NIBS: WHEN TOMORROW COMES.

ALL: HOPE IT COMES!

(Blackout.)

TRACK 73: **MUSIC - TOMORROW PLAY OFF**

SCENE SEVEN

(Inner Normsville Town Square. Mayor and Middling are stood to one side, with the PANTS Agents in a line next to them.)

MAYOR: I'm worrying, Middling! Monsters on the loose, angry citizens, my PANTS are down and now I've got to deal with that awful woman... Felicity Fartflannel.

MIDDLING: Fifi Fanackapan, Sir. It's true, it never rains but it pours.

MAYOR: Pours, Middling? It's piddling, Middling! And to top it all, my best shoes are covered in slime.

MIDDLING: *(Offering Mayor his store card.)* Here, Sir, you can scrape it off with my Tesco Clubcard. *[or other popular store card.]*

MAYOR: That's no good, Middling! It only gets ten percent off! *(Addressing the PANTS Agents.)* PANTS Squad, - I need to debrief you! Agent A, what happened?

AGENT A: I'm sorry Sir, it was those Gloopers!

AGENT U: They took us by surprise!

AGENT R: Just like the Great Monster Attack of '89!

AGENT Y: Yes, we lost some good agents that day.

AGENT O: They iced T...

AGENT I: ...scrambled X...

AGENT C: ...and sent J and K rolling!

AGENT A: Anyway, Fifi Fanackapan's on her way here with an announcement.

MIDDLING: How do you know?

AGENT A: *(Pointing at each person he mentions.)* Well, I told U and U told me and now I'm telling you!

MIDDLING: I'm sorry I asked!

TRACK 74: MUSIC - FIFI FANFARE #2

(The Normaltons of Normsville enter to the sides as Fifi enters dramatically, joined by Quibble, Tweak and the Normtroopers.)

FIFI: Boring Normaltons of Normsville! I bring you good news!

QUIBBLE: Fabulous news!

TWEAK: The greatest news of all time!

AVERAGE: Kier Starmer's cancelled SATS? *[or other comical good news.]*

FIFI: No, my team have caught the monsters! Let's hear it for MY fabulous Grossbusters!

TRACK 75: MUSIC - GROSSBUSTERS ENTRANCE

(The Grossbusters and Nibs enter, waving to the cheering crowd, and pose heroically.)

ALL: Hooray!

BLAND: You actually caught the monsters?

COMMON: But that's just incredible!

MUNDANE: However did you manage it?

FELIX: It was easy peasy....

NIBS: And rather cheesy!

IGOR: We came!

SKID: We saw!

BUNGLE: We kicked its...

FELIX: *(Noticing the Mayor.)* Ah, Sir! I didn't see you there! Pleasure to meet you, Mr. Mayor!

FIFI: Oh, yes, and that's the other thing! Dullsworth here is no longer the Mayor!

MAYOR: What?

MIDDLEING: What?

ALL: What?

FIFI: Yes, he's resigned! He's quit! And signed all power over to me!

MAYOR: Excuse me, Miss Flatulent Pants...

QUIBBLE & TWEAK: Fanackapan!

MAYOR: Whatever! I think there's been some sort of mistake...

FIFI: Mistake? Oh no, I don't think so. Let me explain...

TRACK 76: SFX - HYPNOTISM

(Fifi clicks her fingers and all freeze. A lighting change as she puts on her special hypnotic glasses to hypnotise the Mayor and Middling.)

FIFI: Look into my eyes, look into my eyes. Not around the eyes, not around the eyes, look into the eyes! You are now under my control.

MAYOR/MIDDLEING: *(Strangely hypnotised voice.)* We are now under your control.

FIFI: You will listen to my voice

MAYOR/MIDDLEING: *(Strangely hypnotised voice.)* We will listen to your voice.

FIFI: I know spells that have been forgotten!

MAYOR: *(Strangely hypnotised voice.)* You do smells with your great big bottom!

FIFI: My spells of greed and power!

MIDLING: *(Strangely hypnotised voice.)* You smell like you need a shower!

FIFI: Now it is time for you to go!

MAYOR: *(Briefly coming out of his trance.)* But I've already been!

FIFI: Fingers on lips! *(Mayor and Middling obey.)* Normtroopers?

NORMTROOPERS: Yes, Fifi?

FIFI: Tie these two up in lots of red tape and lock them in the backstage broom cupboard!

NORMTROOPERS: Yes, Fifi!

TRACK 77: **MUSIC - NORMTROOPER PLAY OFF**

(The Normtroopers exit with Mayor and Middling, who look hypnotised and zombified. Fifi clicks her fingers again and the lights return to normal; all unfreeze and look around themselves.)

PLAIN: Where's Mayor Dullsworth?

REGULAR: He was right there a moment ago!

STANDARD: And his deputy! Where've they gone?

FIFI: You don't need them when you have me... and my latest invention!
Bring forth the Normaliser!

TRACK 78: **MUSIC - NORMALISER PLAY ON**

(Normtroopers enter with the Normaliser, a giant shower cubicle-type contraption on wheels. Other Normtroopers enter with the captured Gloopers.)

FIFI: With the Normaliser, I can turn monsters into perfectly normal Normaltons. No more slime. No more smells. No more fun!

NIBS: That's evil!

FIFI: Why thank you, my dear. I do try. Normtroopers?

NORMTROOPERS: Yes, Fifi?

FIFI: It's Normalising Time!

NORMTROOPERS: Yes, Fifi!

TRACK 79: **MUSIC - NORMALISING GLOOPERS**

(Quibble & Tweak press a button on the Normaliser and it bursts into action. The machine whirs and clanks as lights flash. Normtroopers push the line of Gloopers into the Normaliser. A triumphant DING! and the door creaks open. The Gloopers step out looking utterly transformed – bowler hats, ties, glasses, standing in perfect straight lines like boring robots.)

QUIBBLE: It worked!

TWEAK: They're normal!

ALL: *(Pointing in utter amazement.)* Wow!

FIFI: But that's just a test! By midnight tonight, my Normaliser will reach full power. Then it will send out its normalising rays to blast Outer Normsville into oblivion, and any surviving monsters will be 'de-monsterfied' into good, obedient citizens.

QUIBBLE: No more weirdness!

TWEAK: No more individuality!

QUIBBLE & TWEAK: No more monsters!

NORMALTONS: Hooray!

NIBS: You can't do that, Fanackapan!

QUIBBLE: Oh, I think you'll find Fanackapan can!

TWEAK: Yes, we sang a whole song about it in Scene Three!

NIBS: Monsters are cool! And if you wipe them out, the Grossbusters will be out of a job!

FELIX: You're right, Nibs! We can't let you do this!

FIFI: *(Backing Nibs and the Grossbusters into the chute as she speaks.)* Then why don't you and your little band of traitors... take the express route to Outer Normsville? Down the chute!

(Fifi pulls the chute lever and Nibs and the Grossbusters vanish with a scream.)

TRACK 80: MUSIC - DOWN THE CHUTE AGAIN

NIBS/G'BUSTERS: Aagghh!

QUIBBLE: It's all getting very dramatic!

TWEAK: Yes, it's like an episode of *[popular TV drama.]*, but with better acting!

FIFI: Return to your homes and prepare for a glorious new day and a glorious new Normsville!

TRACK 81: SONG - WHEN TOMORROW COMES (EVIL REPRISE)

(All exit leaving just Fifi centre stage in a spotlight.)

FIFI: At midnight tonight, the Normaliser will destroy Outer Normsville.
And when tomorrow comes... this city will be MINE!

FIFI: I WILL TAKE CONTROL!
BODY, MIND AND SOUL!
WHEN TOMORROW COMES!

(The music rises to an evil climax as Fifi poses majestically and laughs maniacally. Blackout.)

TRACK 82: MUSIC - BACK TO MONSTER STREET**SCENE EIGHT**

(Monster Street. The Monster sign and dumpster are set on stage, along with Elton's bin. Muffin and Bagel are chatting with Norman. Monica enters and addresses the buns crossly.)

MONICA: Muffin! Bagel! You buns should be baking in the kitchen!

MUFFIN: No way, Monica! It's boiling in that kitchen!

BAGEL: Yeah, we were sweating cobs in there!

MUFFIN: If we go back in, we'll be toast!

BAGEL: Yeah, toast! *(They both blow raspberries at Monica and exit grumpily.)*

MONICA: Ignore them, Norman - they're just hot, cross buns!

NORMAN: So, tell me Monica, how did you end up on Monster Street?

MONICA: That, Norman, is an incredibly long and unusual tale!

NORMAN: Yes, alright, Monica, don't go on about it!

MONICA: No, not your tail! Although, it is rather amazing!

NORMAN: Amazing? This thing got me sent from Inner Normsville to Outer Normsville!

MONICA: Well, there you go - it's a tail of two cities! Don't tuck it away, wave it proudly in the air! Look at me! I may be a social piranha, but who wants to be normal?

TRACK 83: SFX - CHUTE ALARM #2

(A klaxon blares; the Rubbish Chute of Doom is activating again. All the Monsters panic.)

ALL: It's the rubbish chute! Take cover!

(The Monsters take cover. Nibs and the Grossbusters land unseen in the Monster Street Dumpster. We see items of rubbish fly into the air, then the new arrivals stand, dusting themselves down.)

NORMAN: *(Pointing at Nibs.)* Nibs!

NIBS: *(Pointing at Norman.)* Norman!

GROSSBUSTERS: *(Pointing at the Monsters.)* Monsters!

MONSTERS: *(Apart from Monica, all pointing at the Grossbusters.)*
Grossbusters!

MONICA: *(Pointing at the audience.)* Audience!

NORMAN: What's going on?

MONICA: *(Still pointing.)* We're all pointing and shouting names!

(All stop pointing and lower hands.)

NIBS: Listen – we've got terrible news!

FELIX: The city's been taken over by Fifi Fanackapan!

MONSTERS: *(Looking in horror at the audience.)* Fifi Fanackapan?

(Skid presses a button on the music blaster he's holding to play the music.)

TRACK 84: **MUSIC - DRAMATIC CHORDS #7**

IGOR: She's got an evil machine called the Normaliser

MONSTERS: *(Looking in horror at the audience.)* Normaliser?

(Skid presses a button on the music blaster he's holding to play the music.)

TRACK 85: **MUSIC - DRAMATIC CHORDS #8**

BUNGLE: She's going to activate it at midnight!

ALL: *(Looking in horror at the audience.)* Midnight?

(Skid presses a button on the music blaster he's holding to play the music, then runs to the centre of the stage to make his own announcement.)

MAXIMUS: Thanks, Fred Ex! This might be just what we need in the next scene!

NORMAN: Why don't you Grossbusters help us – we're not the bad guys.

NIBS: Norman's right, Fifi's the slimy one! Give them a chance!

FELIX: You're on!

IGOR: It's time to bust Fifi!

BUNGLE: We'll chase her!

SKID: We'll catch her!

NIBS: And when you've caught her, pound her with cheese!

TRACK 90: **SFX - BOOM CHING**

MONICA: Ha! Quarter Pounder with Cheese! Nice one, Nibs!

SKID: We haven't got time for cheesy jokes, Nibs!

IGOR: We've got to stop her before midnight!

NIBS: But how can we get back? What about the wall?

NORMAN: Boomer and Blitz, here's a job you can't 're-fuse'!

BOOMER: *(Holding up their TNT detonator.)* Dynamite idea, Norm - we'll blow it up!

BLITZ: It'll be a blast!

NORMAN: Well, come on! It's time to turn the tables!

FELIX: Wipe out the wall!

IGOR: Get the Gloopers!

BUNGLE: Neutralise the normaliser!

SKID: Foil Fifi!

ALL: *(Punching the air.)* And take PANTS down!

TRACK 91: **MUSIC - HEROIC MONSTER PLAY OFF**

(They all strike a heroic pose. Blackout.)

QUIBBLE: Norman Normal! How dare you show your face again in Normsville!
TWEAK: Especially after what happened in Scene Three!
FIFI: Don't worry! I'll have this freak running back to where he belongs with his tail between his legs!
NORMAN: I'm running nowhere. I belong right here, with my tail proudly waving in the air!
NIBS: And we're going to stop you and your revolting plan!
FIFI: Ha! You fool! It's the monsters that are revolting!

TRACK 93: SONG - THE MONSTERS ARE REVOLTING

NORMAN: For once, Fifi, you're absolutely right!

(The Monsters (Group 1) enter to one side. The Normaltons (Group 2) run to the other side.)

ALL: WHOA! WHOA! WHOA! WHOA!
 WHOA! WHOA! WHOA! WHOA!

LONGER THAN A LIFETIME
 YOU LOCKED US AWAY,
 NEVER FELT THE SUNSHINE
 AND NEVER HAD OUR SAY!
 NOW THE NIGHT IS OVER
 TODAY'S A NEW DAY,
 BETTER START BELIEVING
 'CAUSE WE ARE HERE TO STAY!

WE'RE BREAKING THE WALL!
 WE'RE TAKING IT ALL!
 AND NOW WE HAVE TO SAY TO YOU...

GROUP 1: THE MONSTERS ARE REVOLTING!
GROUP 2: THERE'S NOWHERE TO RUN!
GROUP 1: THE MONSTERS ARE REVOLTING!
GROUP 2: THERE'S NOWHERE TO HIDE!
GROUP 1: THE MONSTERS ARE REVOLTING!
GROUP 2: THERE'S NOWHERE TO RUN!
GROUP 1: THE MONSTERS ARE REVOLTING!
GROUP 2: THERE'S NOWHERE TO HIDE!

ALL: HEAR THE DRUMS OF THUNDER,
 THEY'RE SHAKING THE STREET,
 AND A MILLION MONSTERS
 ARE MARCHING TO THE BEAT.
 WITH A FIRE BURNING,

WE'LL TURN UP THE HEAT,
 NOW THE TIDE IS TURNING,
 THERE'S NOWHERE TO RETREAT!
 WE'RE BREAKING THE WALL!
 WE'RE TAKING IT ALL!
 AND NOW WE HAVE TO SAY TO YOU...

GROUP 1: THE MONSTERS ARE REVOLTING!
GROUP 2: THERE'S NOWHERE TO RUN!
GROUP 1: THE MONSTERS ARE REVOLTING!
GROUP 2: THERE'S NOWHERE TO HIDE!
GROUP 1: THE MONSTERS ARE REVOLTING!
GROUP 2: THERE'S NOWHERE TO RUN!
GROUP 1: THE MONSTERS ARE REVOLTING!
GROUP 2: THERE'S NOWHERE TO HIDE!

ALL: STAND UP! HANDS UP!
 WE WON'T EVER GIVE UP!
 STAND UP! HANDS UP!
 WE WON'T EVER GIVE UP!
 STAND UP! HANDS UP!
 WE WON'T EVER GIVE UP!
 STAND UP! HANDS UP!
 WE WON'T EVER GIVE UP!

WE'RE BREAKING THE WALL!
 WE'RE TAKING IT ALL!
 AND NOW WE HAVE TO SAY TO YOU...

(Boomer and Blitz run excitedly into the centre of the stage with their TNT Detonator, in front of The Wall. They follow the countdown – five, four, three, two, one... and together push the detonator's plunger down to explode the wall behind them. There is a lighting change and a very short, stylised slow-motion explosion follows, with the cast slowly throwing themselves to each side. The Wall splits in two, breaking apart and opening a wide gap through which the Grossbusters move in slow motion carrying 'bricks' from the wall that appear to be flying through the air.)

(The chorus split again, this time joined by the Grossbusters to make four groups singing separate repeating parts.)

GROUP 1: THE MONSTERS ARE REVOLTING!
 THE MONSTERS ARE REVOLTING!
 THE MONSTERS ARE REVOLTING!
 THE MONSTERS ARE REVOLTING!

GROUP 2: THERE'S NOWHERE TO RUN!
 THERE'S NOWHERE TO HIDE!
 THERE'S NOWHERE TO RUN!
 THERE'S NOWHERE TO HIDE!

NORMAN & NIBS: THERE'S ANOTHER WAY!
 THERE'S A BETTER DAY!
 TURN THE SKY OF GREY TO SUN!
 NEVER NEED TO HIDE
 WHO WE ARE INSIDE.
 WHEN TOMORROW COMES!

THERE'S ANOTHER WAY!
 THERE'S A BETTER DAY!
 TURN THE SKY OF GREY TO SUN!
 NEVER NEED TO HIDE
 WHO WE ARE INSIDE.
 WHEN TOMORROW COMES!

(Monica and the Mayor join Norman and Nibs to sing as Group 1.)

GROUP 1: THERE'S ANOTHER WAY!
 THERE'S A BETTER DAY!
 TURN THE SKY OF GREY TO SUN!
 NEVER NEED TO HIDE
 WHO WE ARE INSIDE.
 WHEN TOMORROW COMES!

(The rest of the cast form Group 2 and begin to sing their separate part alongside Group 1.)

GROUP 2: AND WE'LL GO HAND IN HAND TOGETHER,
 WE'LL SHARE THIS LAND FOREVER,
 AND FACE THE STORMY WEATHER AS ONE!
 LEAN ON ONE ANOTHER,
 LIKE SISTER AND A BROTHER,
 AND DISCOVER WHAT A WORLD WE'VE BEGUN!

(The Grossbusters join Norman and Nibs as they address the audience one final time.)

FELIX: And that's the story of how Normsville became not so normal after all!

IGOR: Thanks to a monster who learned to be himself!

NORMAN: Norman Normal!

NIBS: And his best friend!

MONICA: And the monsters!

FELIX: And the Grossbusters!

ALL: And everyone!

(Both groups resume singing their separate parts together.)

- GROUP 1:** THERE'S ANOTHER WAY!
THERE'S A BETTER DAY!
TURN THE SKY OF GREY TO SUN!
NEVER NEED TO HIDE
WHO WE ARE INSIDE.
WHEN TOMORROW COMES
- GROUP 2:** AND WE'LL GO HAND IN HAND TOGETHER,
WE'LL SHARE THIS LAND FOREVER,
AND FACE THE STORMY WEATHER AS ONE!
LEAN ON ONE ANOTHER,
LIKE SISTER AND A BROTHER,
AND DISCOVER WHAT A WORLD WE'VE BEGUN!
- GROUP 1:** THERE'S ANOTHER WAY!
THERE'S A BETTER DAY!
TURN THE SKY OF GREY TO SUN!
NEVER NEED TO HIDE
WHO WE ARE INSIDE.
WHEN TOMORROW COMES
- GROUP 2:** AND WE'LL GO HAND IN HAND TOGETHER,
WE'LL SHARE THIS LAND FOREVER,
AND FACE THE STORMY WEATHER AS ONE!
LEAN ON ONE ANOTHER,
LIKE SISTER AND A BROTHER,
AND DISCOVER WHAT A WORLD WE'VE BEGUN!
- GROUP 1:** THERE'S ANOTHER WAY!
THERE'S A BETTER DAY!
TURN THE SKY OF GREY TO SUN!
NEVER NEED TO HIDE
WHO WE ARE INSIDE.
WHEN TOMORROW COMES
- GROUP 2:** AND WE'LL GO HAND IN HAND TOGETHER,
WE'LL SHARE THIS LAND FOREVER,
AND FACE THE STORMY WEATHER AS ONE!
LEAN ON ONE ANOTHER,
LIKE SISTER AND A BROTHER,
AND DISCOVER WHAT A WORLD WE'VE BEGUN!
- ALL:** DISCOVER WHAT A WORLD...
WE'VE BEGUN!
WHEN TOMORROW COMES...
HERE IT COMES!

(The song finishes in a triumphant climax.)

TRACK 101: SONG - MONSTER MEGAMIX

(The cast take their bows, then launch into a massive monster medley of musical numbers.)

ALL: *(Shouted.)* Who you gonna' call?

GROSSBUSTERS!
WHEN YOU'VE GOT MONSTERS IN THE CITY!
GROSSBUSTERS!
JUST CALL THE TEAM THAT'S TOUGH AND GRITTY!
GROSSBUSTERS!
WE'LL GET THOSE FREAKY, FURRY MONSTERS
ON THE RUN! ON THE RUN! ON THE RUN! ON THE RUN!

GROSSBUSTERS!
WHEN YOU'VE GOT MONSTERS IN THE CITY!
GROSSBUSTERS!
JUST CALL THE TEAM THAT'S TOUGH AND GRITTY!
GROSSBUSTERS!
WE'LL GET THOSE FREAKY FURRY MONSTERS
ON THE RUN! ON THE RUN! ON THE RUN! ON THE RUN!

CAN, CAN, CAN!
CAN, CAN, CAN!
CAN, CAN, CAN!
FIFI CAN, CAN, CAN!

CHORUS: HER NAME IS FIFI; SHE'S THE BEST OF THE BEST!
FIFI: I AM THE BEST!
CHORUS: SHE'S BOLD AND BEEFY IN A BULLET-PROOF VEST!
FIFI: I WEAR A VEST!
CHORUS: SHE'LL SEND THE FREAKY MONSTERS BACK TO THEIR
NEST!
ALL: IF ANYONE CAN THEN FIFI FANACKAPAN CAN...!

NA-NA NA-NA NA-NA! *(Chanted.)* COME WITH ME!

AND TAKE YOUR FUNKY FEET
DOWN ONTO MONSTER STREET
WHERE EVERYBODY THAT YOU MEET
WILL BE FREAKY, FURRY MONSTERS!
YOU KNOW LIFE IS SWEET
DOWN ON MONSTER STREET
WE'RE DIFF'RENT DUDES A-DANCIN'
TO A DIFFERENT BEAT!

SO, TAKE YOUR FUNKY FEET
 DOWN ONTO MONSTER STREET
 WHERE EVERYBODY THAT YOU MEET
 WILL BE FREAKY FURRY MONSTERS!
 YOU KNOW LIFE IS SWEET
 DOWN ON MONSTER STREET
 WE'RE DIFF'RENT DUDES A-DANCIN'
 TO A DIFFERENT BEAT!

IF YOU'RE SMELLING SOMETHING STRANGE
 IT MUST BE THE WIND OF CHANGE
 AND YOU KNOW THAT WE WILL FOLLOW THROUGH!
 LIKE A STICKY PAIR OF BUNS
 WE ARE STICKING TO OUR GUNS
 FOR THE B.U.M. IS RIGHT BEHIND YOU!

LEFT SIDE, RIGHT SIDE!
 THERE'S NOTHING THAT WE FEAR!
 FRONT SIDE, BACK SIDE!
 WE'RE BRINGING UP THE REAR!

FROM THE BOTTOM WE WILL SHOUT
 YOU WILL NEVER WIPE US OUT!
 FOR THE B.U.M. IS RIGHT BEHIND YOU!

AND WE'LL GO HAND IN HAND TOGETHER,
 WE'LL SHARE THIS LAND FOREVER,
 AND FACE THE STORMY WEATHER AS ONE!
 LEAN ON ONE ANOTHER,
 LIKE SISTER AND A BROTHER,
 AND DISCOVER WHAT A WORLD WE'VE BEGUN!

AND WE'LL GO HAND IN HAND TOGETHER,
 WE'LL SHARE THIS LAND FOREVER,
 AND FACE THE STORMY WEATHER AS ONE!
 LEAN ON ONE ANOTHER,
 LIKE SISTER AND A BROTHER,
 AND DISCOVER WHAT A WORLD WE'VE BEGUN!

ALL: WHOA! WHOA! WHOA! WHOA!
 WHOA! WHOA! WHOA!

GROUP 1: THE MONSTERS ARE REVOLTING!
 THE MONSTERS ARE REVOLTING!
 THE MONSTERS ARE REVOLTING!
 THE MONSTERS ARE REVOLTING!

GROUP 2: THERE'S NOWHERE TO RUN!

THERE'S NOWHERE TO HIDE!
THERE'S NOWHERE TO RUN!
THERE'S NOWHERE TO HIDE!

GROUP 3: STAND UP! HANDS UP! WE WON'T EVER GIVE UP!
STAND UP! HANDS UP! WE WON'T EVER GIVE UP!
STAND UP! HANDS UP! WE WON'T EVER GIVE UP!
STAND UP! HANDS UP! WE WON'T EVER GIVE UP!

ALL: THE MONSTERS ARE REVOLTING!

TRACK 102: **MUSIC - COMPANY PLAY OFF**

(Curtain.)

The End

PHOTOCOPIABLE LYRICS

Track 8:**Grossbusters**

Felix: There's a growl at the window!

There's a monster under your bed!

Igor: Hear the howl of the wind blow!

All: Is it real, is it just in your head?

Bungle: Dripping slime on the ceiling?

Creepy crawlies under your toes?

Skid: Got a spine-chilling feeling?

All: You better call the Grossbusters!

When you've got monsters in the city!

Grossbusters!

Just call the team that's tough and gritty!

Grossbusters!

We'll get those freaky, furry monsters

On the run! On the run! On the run! On the run!

All: There's a growl at the window!

There's a monster under your bed!

Hear the howl of the wind blow!

Is it real, is it just in your head?

Dripping slime on the ceiling?

Creepy crawlies under your toes?

Got a spine-chilling feeling?

You better call the Grossbusters!

When you've got monsters in the city!

Grossbusters!

Just call the team that's tough and gritty!

Grossbusters!

We'll get those freaky, furry monsters

On the run! On the run! On the run! On the run!

Felix: If there's something green

Looking quite obscene

And it's dripping on your head...

All: Gross!

Igor: If you don't feel well
'Cause a frightful smell
Is wafting from your bed...

All: Gross!

Bungle: If your grandad grows
Seven extra toes
And he's climbing up the wall...

All: Gross!

Skid: If your gran lays eggs
And she grows six legs...

Grossbusters: Then who you gonna call?

All: Grossbusters!
When you've got monsters in the city!
Grossbusters!
Just call the team that's tough and gritty!
Grossbusters!
We'll get those freaky, furry monsters
On the run! On the run! On the run! On the run!

Grossbusters!
When you've got monsters in the city!
Grossbusters!
Just call the team that's tough and gritty!
Grossbusters!
We'll get those freaky, furry monsters
On the run! On the run! On the run! On the run!

When your back's against the wall
Tell us who you're gonna call?
Grossbusters!

Track 13:**Normsville #4**

Voice: **So, pack up those personalities, leave your individuality at the border, and come on down to Normsville!**

(The Normsville choir sings.)

All: If you're weird - just go away!
 Normsville's neat and here to stay!
 Normsville!

Track 32:**Fanackapan Can**

- Fifi:** *(Spoken.)* At first you were afraid,
You were petrified!
But now you find your faithful Fifi by your side!
And I've spent so many nights
Thinking up the perfect plan!
For if anyone can,
Fifi Fanackapan can!
- Fifi:** My name is Fifi; I'm the best of the best!
- Chorus:** She is the best!
- Fifi:** I'm bold and beefy in a bullet-proof vest
- Chorus:** She wears a vest!
- Fifi:** I'll send the freaky monsters back to their nest!
- All:** If anyone can then Fifi Fanackapan can!
- Fifi:** I don't feel pity 'cos I'm cold to the bone!
- Chorus:** Cold to the bone!
- Fifi:** I'm tough and gritty and I'm setting the tone!
- Chorus:** She sets the tone!
- Fifi:** I'll make the city one big monster free zone!
- All:** If anyone can then Fifi Fanackapan can!
- Chorus:** Oh, Fifi, we're down on our knees!
And we're begging you please!

Fifi: I can help you for just a small fee...

Chorus: *(Chanting.) Fifi Fanackapan! Fifi Fanackapan!*
Fifi Fanackapan can, can, can!

Chorus: La la, la-la-la-la la la, la-la-la-la
La la, la-la-la-la la!

Fifi: La-la-la-la-la-la-la!

Chorus: La la, la-la-la-la la la, la-la-la-la
La la, la-la-la-la la, la-la-la-la!

Fifi: **So, who can whack the weirdos and fry the freaks?**

Chorus: *(Shouting and punching the air.) Fifi!*

Fifi: **Who can splat the slimeballs and crush the creeps?**

Chorus: *(Shouting and punching the air.) Fifi!*

Fifi: **And who can do it all before teatime?**

Chorus: *(Shouting and punching the air.) Fifi!*

Chorus: Her name is Fifi; she's the best of the best!

Fifi: I am the best!

Chorus: She's bold and beefy in a bullet-proof vest

Fifi: I wear a vest!

Chorus: She'll send the freaky monsters back to their nest!

All: If anyone can then Fifi Fanackapan can!

Fifi: I'll lead the way 'cos I'm the head of the class!

Chorus: Head of the class!

Fifi: Do what I say, don't give me none of your sass!

Chorus: Don't give her sass!

Fifi: And just obey or I'll be kicking your...

Chorus: *(Screaming.)* Aagghh!

All: If anyone can then Fifi Fanackapan can...!

Chorus: *(Chanted.)* F-i-f-i-f-a-n
a-c-k-a-p-a-n!

Fifi: *(Spoken.)* Fifi-fie-foe-fum!
Watch out monsters here I come!

All: Fanackapan can!
Fanackapan can!
Fanackapan can!
Fifi Fanackapan she can, can, can!

Track 46:**Monster Street**

- Norman:** *(Pointing as he slowly reads the street sign.)*
M.O.N.S.T.E.R. Monster Street! (Suddenly shocked.)
Monster Street? Oh my gosh! I'm really not in Normsville anymore!
- Monica:** **And you're not in Kansas, either!**
- Elton:** **Welcome to Monster Street, darling!**
- Norman:** **You mean... you're all... monsters?**
- Monica:** **We sure are!**
- Elton:** **We were just like you – always singled out, never fitting in!**
- Monica:** **But now we're here, on the finest street in the world!**
- Monica:** They used to tell me I don't fit in!
They'd say...
- All:** "Na-na-na-na-na-na! You'll never win!"
- Monica:** But now a new life and story can begin
'Cause I've found a better place to be!
- All:** So, take your funky feet
Down onto Monster Street
Where everybody that you meet
Will be freaky, furry monsters!
You know life is sweet
Down on Monster Street
We're different dudes a-dancing
To a different beat!
- All:** So, take your funky feet
Down onto Monster Street
Where everybody that you meet
Will be freaky, furry monsters!
You know life is sweet
Down on Monster Street

We're different dudes a-dancing
To a different beat!

They used to tell us we're not the same
They'd say "Na-na-na-na-na-na!
Can't join our game!"
But now we're neighbours
And proud to say the name!
'Cause we've found a better place to be!

And we are neighbours!
We're a bunch of freaky neighbours!
And we all know how to get
How to get to Monster Street!

Elton (VO): They found my fashion was too extreme
They stole my sparkle and crushed my dreams
Now I relax in spandex slacks,
So goodbye normal jeans!
I'm a rocket man and flying free.

All: So, come with me!

And take your funky feet
Down onto Monster Street
Where everybody that you meet
Will be freaky, furry monsters!
You know life is sweet
Down on Monster Street
We're different dudes a-dancing'
To a different beat!

So, take your funky feet
Down onto Monster Street
Where everybody that you meet
Will be freaky, furry monsters!
You know life is sweet

Down on Monster Street
We're different dudes a-dancing
Yes, we're different dudes a-dancing
Yes, we're different dudes a-dancing
To a... different beat!
Home is where the heart is
Monster Street!

Track 63:**The B.U.M. Song****All:**

If you're down and in the dumps
We can save your monster rumps
And the trumpeters will trump our tune!
We're defenders of the freaks
We're the wind beneath your cheeks!
For the B.U.M. is right behind you!

Left side, right side! There's nothing that we fear!
Front side, back side! We're bringing up the rear!

From the bottom we will shout
You will never wipe us out!
For the B.U.M. is right behind you!

If you're smelling something strange
It must be the wind of change
And you know that we will follow through!
Like a sticky pair of buns
We are sticking to our guns
For the B.U.M. is right behind you!

Left side, right side! There's nothing that we fear!
Front side, back side! We're bringing up the rear!

From the bottom we will shout
You will never wipe us out!
For the B.U.M. is right behind you!

Maximus:

**Fellow monsters, we've been at the bottom!
The butt of jokes, always given a bum deal!
But we won't be sat on! We won't be wiped out!
We stand firmly cheek to cheek, and we'll never crack!
For with the B.U.M. behind you, the future's peachy!**

All: If you're smelling something strange
It must be the wind of change
And you know that we will follow through!
Like a sticky pair of buns
We are sticking to our guns
For the B.U.M. is right behind you!

Left side, right side! There's nothing that we fear!
Front side, back side! We're bringing up the rear!

From the bottom we will shout
You will never wipe us out!
For the B.U.M. is right

Muffin & Bagel: Our buns are firm and tight!

All: The B.U.M. is right behind... you!
We're the Bureaucratic Union of Monsters!
(Saluting.) BUM!

Track 72:**When Tomorrow Comes**

- Nibs:** I know you can't hear me, Norm... but I'm wishing for the day when we're back together. When things can be different... and so can you!
- Norman:** Maybe I'm a freak
I got a monster streak
But I'm not the only one.
We can cross the wall
We can stand up tall
When tomorrow comes.
- Nibs:** Different or the same
Never be ashamed
One day when the game is won
Maybe we can grow
Let our colour show
When tomorrow comes.
- Norman/Nibs:** Just beyond the far horizon
There's a land we long to see!
In the morning will a new day be dawning?
Is tomorrow the day we'll be free?
- Nibs:** Or is it just a dream?
- Norman:** There's another way!
- Chorus:** There's another way!
- Nibs:** There's a better day!
- Chorus:** There's a better day!
- Norman/Nibs:** Turn the sky of grey to sun!

Chorus: Turn the sky of grey to sun!

Norman/Nibs: Never need to hide

Chorus: Never need to hide

Norman/Nibs: Who we are inside.

All: When tomorrow comes.

Norman/Nibs: When tomorrow comes.

All: Hope it comes!

Track 81: When Tomorrow Comes (Evil Reprise)

Fifi: **At midnight tonight, the Normaliser will destroy Outer Normsville. And when tomorrow comes... this city will be MINE!**

Fifi: I will take control!
Body, mind and soul!
When tomorrow comes!

Track 93: The Monsters Are Revolting

Norman: **For once, Fifi, you're absolutely right!**

All: Whoa! Whoa! Whoa! Whoa!
Whoa! Whoa! Whoa! Whoa!

Longer than a lifetime
You locked us away,
Never felt the sunshine
And never had our say!
Now the night is over
Today's a new day,
Better start believing
'Cause we are here to stay!

We're breaking the wall!
We're taking it all!
And now we have to say to you...

Group 1: The monsters are revolting!

Group 2: There's nowhere to run!

Group 1: The monsters are revolting!

Group 2: There's nowhere to hide!

Group 1: The monsters are revolting!

Group 2: There's nowhere to run!

Group 1: The monsters are revolting!

Group 2: There's nowhere to hide!

All: Hear the drums of thunder,
They're shaking the street,
And a million monsters
Are marching to the beat.
With a fire burning,
We'll turn up the heat,
Now the tide is turning,
There's nowhere to retreat!

We're breaking the wall!
 We're taking it all!
 And now we have to say to you...

Group 1: The monsters are revolting!
Group 2: There's nowhere to run!
Group 1: The monsters are revolting!
Group 2: There's nowhere to hide!
Group 1: The monsters are revolting!
Group 2: There's nowhere to run!
Group 1: The monsters are revolting!
Group 2: There's nowhere to hide!

All: Stand up! Hands up!
 We won't ever give up!
 Stand up! Hands up!
 We won't ever give up!
 Stand up! Hands up!
 We won't ever give up!
 Stand up! Hands up!
 We won't ever give up!

We're breaking the wall!
 We're taking it all!
 And now we have to say to you...

Group 1: The monsters are revolting!
 The monsters are revolting!
 The monsters are revolting!
 The monsters are revolting!

Group 2: There's nowhere to run!
 There's nowhere to hide!
 There's nowhere to run!
 There's nowhere to hide!

Group 3: Stand up! Hands up! We won't ever give up!
Stand up! Hands up! We won't ever give up!
Stand up! Hands up! We won't ever give up!
Stand up! Hands up! We won't ever give up!

Grossbusters: There's a growl at the window!
There's a monster under your bed!
Hear the howl of the wind blow!
Is it real, is it just in your head!
There's a growl at the window!
There's a monster under your bed!
Hear the howl of the wind blow!
Is it real, is it just in your head!

All: The monsters are revolting!

Track 100: When Tomorrow Comes (Finale Reprise)

Nibs: Look it's a minute to midnight!

Norman: It's nearly tomorrow!

Nibs: And I have a feeling tomorrow's going be a better day,
right Norman?

Norman: Right, Nibs!

Norman & Nibs: There's another way!
There's a better day!
Turn the sky of grey to sun!
Never need to hide
Who we are inside.
When tomorrow comes!

There's another way!
There's a better day!
Turn the sky of grey to sun!
Never need to hide
Who we are inside.
When tomorrow comes!

Group 1: There's another way!
There's a better day!
Turn the sky of grey to sun!
Never need to hide
Who we are inside.
When tomorrow comes!

Group 2: And we'll go hand in hand together,
We'll share this land forever,
And face the stormy weather as one!
Lean on one another,
Like sister and a brother,
And discover what a world we've begun!

Felix: **And that's the story of how Normsville became not so normal after all!**

Igor: **Thanks to a monster who learned to be himself!**

Norman: **Norman Normal!**

Nibs: **And his best friend!**

Monica: **And the monsters!**

Felix: **And the Grossbusters!**

All: **And everyone!**

Group 1: There's another way!
There's a better day!
Turn the sky of grey to sun!
Never need to hide
Who we are inside.
When tomorrow comes

Group 2: And we'll go hand in hand together,
We'll share this land forever,
And face the stormy weather as one!
Lean on one another,
Like sister and a brother,
And discover what a world we've begun!

Group 1: There's another way!
There's a better day!
Turn the sky of grey to sun!
Never need to hide
Who we are inside.
When tomorrow comes

Group 2: And we'll go hand in hand together,
We'll share this land forever,
And face the stormy weather as one!
Lean on one another,
Like sister and a brother,
And discover what a world we've begun!

Group 1:

There's another way!
There's a better day!
Turn the sky of grey to sun!
Never need to hide
Who we are inside.
When tomorrow comes

Group 2:

And we'll go hand in hand together,
We'll share this land forever,
And face the stormy weather as one!
Lean on one another,
Like sister and a brother,
And discover what a world we've begun!

All:

Discover what a world...
We've begun!
When tomorrow comes...
Here it comes!

Track 101:**Monster Megamix**

All: *(Shouted.)* Who you gonna call?

Grossbusters!
 When you've got monsters in the city!
 Grossbusters!
 Just call the team that's tough and gritty!
 Grossbusters!
 We'll get those freaky furry monsters
 On the run! On the run! On the run! On the run!

Grossbusters!
 When you've got monsters in the city!
 Grossbusters!
 Just call the team that's tough and gritty!
 Grossbusters!
 We'll get those freaky furry monsters
 On the run! On the run! On the run! On the run!

Can, can, can!
 Can, can, can!
 Can, can, can!
 Fifi can, can, can!

Chorus: Her name is Fifi; she's the best of the best!

Fifi: I am the best!

Chorus: She's bold and beefy in a bullet-proof vest!

Fifi: I wear a vest!

Chorus: She'll send the freaky monsters back to their nest!

All: If anyone can then Fifi Fanackapan can...!

Na-na na-na na-na! *(Chanted.)* Come with me!

And take your funky feet
Down onto Monster Street
Where everybody that you meet
Will be freaky, furry monsters!
You know life is sweet
Down on Monster Street
We're diff'rent dudes a-dancin'
To a different beat!

So, take your funky feet
Down onto Monster Street
Where everybody that you meet
Will be freaky, furry monsters!
You know life is sweet
Down on Monster Street
We're diff'rent dudes a-dancin'
To a different beat!

If you're smelling something strange
It must be the wind of change
And you know that we will follow through!
Like a sticky pair of buns
We are sticking to our guns
For the B.U.M. is right behind you!

Left side, right side!
There's nothing that we fear!
Front side, back side!
We're bringing up the rear!

From the bottom we will shout
You will never wipe us out!
For the B.U.M. is right behind you!

And we'll go hand in hand together,
We'll share this land forever,
And face the stormy weather as one!
Lean on one another,
Like sister and a brother,
And discover what a world we've begun!

And we'll go hand in hand together,
We'll share this land forever,
And face the stormy weather as one!
Lean on one another,
Like sister and a brother,
And discover what a world we've begun!

All: Whoa! Whoa! Whoa! Whoa!
Whoa! Whoa! Whoa!

Group 1: The monsters are revolting!
The monsters are revolting!
The monsters are revolting!
The monsters are revolting!

Group 2: There's nowhere to run!
There's nowhere to hide!
There's nowhere to run!
There's nowhere to hide!

Group 3: Stand up! Hands up! We won't ever give up!
Stand up! Hands up! We won't ever give up!
Stand up! Hands up! We won't ever give up!
Stand up! Hands up! We won't ever give up!

All: The monsters are revolting!

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