

Party Game Prophecy

By Jeff Carlson

A Tales of the Cul de Sac Play

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Outline

On the two month anniversary of their fathers death, brothers Ace and Max Pluridon have invited some friends over to distract themselves with a board game night. Ace invites a newish friend Gloria and old friend Dutch. Gloria invites her brother Stewart along. Gloria and Stewart seem upset that Dutch was invited too but Ace and Max insist as it slightly changes the rules of the game they are going to play "Angry Angry Bovines." Gloria and Stewart reluctantly agree. Being the good hosts, Ace and Max serve food to their guests. Tonight's meal is baked Mac and cheese. Unknown to Ace, Max, and Dutch; Gloria and Stewart are actually part of a cult that believes that Ace OR Max are going to save the world from doom as foretold by an ancient tome created by a soothsayer (known as Hiyantietes) hundreds of years ago. The tome makes mention of the Pluridon name, mad cows, and a connection to pasta and cheese (among other things). Ace and Max inadvertently have satisfied these requirements and Gloria and Stewart think this means doom is nigh! They eventually tell Ace and Max, setting off a feud between them to figure out who is the chosen one (a question that mirrors how their father made them feel when he was still alive and has been weighing on them since he passed.) Dutch is to act as the voice of reason of sorts although he kind of roots for the games to continue. Gloria and Stewart reach out for backup in the form of the cult high priest Chester but instead he sends his pupil Emily. Emily reveals that, according to recent studies of the tome, rumor has it that the chosen one's death is what brings peace. Now Gloria thinks it's their duty to kill the chosen one... but which one?

Characters

Max: Older brother to Ace. Max is confident and disciplined. He could definitely live on his own but he wants to make sure that Ace can stand on his own two feet. Max has always had to work to get noticed but with his work ethic he usually was successful.

Ace: The younger brother. In his younger years he was kind of the golden child. He was on the football team and homecoming king and was very likable. After graduation he just kind of burned out. He went into the family business because he thought he had to and had been miserable. He got lazy and kind of bitter. After his father passed away he feels lost but tries to have a tough exterior.

Dutch: Friend of Max and Ace and would be what people would describe as a “character.” Obsessive about boardgames and doesn’t really like uncomfortable situations unless there is entertainment value.

Gloria: Lifelong follower of the Tome of Pluridon. She is partners with Stewart. She is the more level headed and outgoing of the two, however that is not saying much as they have been sheltered their whole lives and have no common knowledge. She will cling too tightly to her beliefs and lose her head and almost take it too far.

Stewart: Another lifelong follower of the Tome. He is a bit of an idiot and can not be trusted to “act casual.” That being said he will be the first of the partners to question what the hell it is they are doing anyway.

Emily: Paranormal fanatic and recent recruit to follower of the Tome of Pluridon. Assistant/understudy for the High Priest of the Followers of the Tome. She gets infatuated easily and throws a wrench in the gears of the investigation.

Act I

(Curtain. The look of a bachelor pad is apparent but this is the aesthetic of two opposing bachelors. So there are posters on the wall but one will be a band or movie and the other would be a motivational cat poster. The layout of the room is as follows. Stage left center is a front door. There is a hat and coat rack with a coat hung up and a coat on the floor below it as if someone missed. Stage right center is the door to the kitchen. Upstage center the wall comes out to allow stairs from the left side. This staircase is to head to bedrooms and bathroom. In the center of the room is a circular table with a box on it for a board game. On the wall down Stage from the front door there is a loveseat. Ace is laying on the loveseat. Ace is kind of the go with the flow type. He is just lounging. Max enters from the kitchen. Max is more of a go getter.)

Max:

Ace, what are you doing? (Max is not surprised to see Ace laying around. This is a regular occurrence.)

Ace:

Waiting Max. Why?

Max:

You... you said you were getting everything ready in here?

Ace:

Yes. I did.

Max:

What exactly did you do to prepare? (Looking about but not seeing any sign of change.)

Ace:

I got the game ready to go. You are welcome.

Max:

The game (Points to the game on the table.) The game is still in the box, Ace. That is basically the opposite of being ready to go. You don't buy a bike as a gift and hand the person all the parts and say "It's ready to ride!"

Ace:

(Sits up on the loveseat and stretches and stands) But I had to go out and get it from the car since the last time we played it at Dutch's house...

Max:

Who is dutchess?!

Ace:

Not dutchess! Dutch's! As in the house of Dutch.

Max:

Okay, but what does that have to do with anything?

Ace:

I mean, that was a lot of work going out there and digging it out. Plus when I got out there the doors were locked so I had to walk back in and get keys...

Max:

Yes. Yes. Poor baby. Why is the game not out though? I would assume that it would be out if it was ready.

Ace:

Cause nobody is here yet Max. Will you try and relax?

Max:

You know Dutch likes it set up right away. He doesn't want to wait around for it to be set up.

Ace:

I do know that HOWEVER it won't be just use three tonight. The others might need to see how it is set up.

Max:

Others?

Ace:

Yes, others.

Max:

What others?

Ace:

The others that I invited, Max. Is that ok?

Max:

Of course, but you didn't tell me that before! Why didn't you let me know more people were coming?

Ace:

I'm telling you now.

Max:

Who is coming?

Ace:

You don't know her or... well I guess I should say them. I've only met her but she seemed nice. She didn't appear to be a killer.

Max:

Who do YOU know that I don't?

Ace:

I met her shortly after Dad's funeral. We talked about board games and said she had not heard of this one...

Max:

Never heard of "Angry Angry Bovines"?

Ace:

Not everyone is as nerdy as we are. Or at least as nerdy as you are. I'm awesome.

Max:

Do they have names or is it "she" and "some others"?

Ace:

Her name is Gloria and her brother Stewart.

Max:

And Dad told us all the time that he thought board games were a waste of time. Look at us! Meeting new and exciting people that appear not to be murderous psychopaths.

Ace:

Can we stop talking about Dad? This whole game night thing was to distract us from thinking about him. Remember?

Max:

Sorry Ace. I know. I'll try. Well... what time did you tell them to be here?

Ace:

Any minute now.

Max:

Well I hope I made enough food.

Ace:

It's mac and cheese. It's not like it is anything special. It's not as if it is going away anytime soon. We can make some more.

Max:

(Completely appalled that Ace would even say such a thing) We can NOT just make some more. I put some effort into this Mac and Cheese! I poured my heart and soul into this Mac and Cheese. It is possible that this Mac and Cheese is life changing!

Ace:

Then you are trying too hard, right? Isn't that the point of Mac and Cheese? To be amazing in its simplicity?!

Max:

(Makes a quick gesture like he could choke his brother) Look, you're right and you know it but I don't want to acknowledge that right now. I'm going to act as if you didn't say anything at all. I'm going back in the kitchen to finish up the Mac and Cheese with a cracker crumble topping

Ace:

Simplicity

Max:

Quiet. It's called 'flourish'. Just set up the game already. (Exits to the kitchen)

Ace:

(Goes over to the game and getting things out and listing them out) Board. Check. Dice. Check. Multitude of cards. Check. Miniature cows. Check. Drop tokens. Check.... (There is a car horn sound. This could be a funny horn. Ace shouts to Max) I think Dutch has arrived in glorious fashion. Hopefully he doesn't scare off Gloria and Stewart.

Max:

Is the board set up?

Ace:

(Mocking Max) Is the board set up?

Dutch:

(Enters the front door carrying a bag containing a few drinks) Heyooo!

Ace:

What is happening good sir Dutch?

Dutch:

It has been a long week teaching history and getting complaints from a bunch of ungrateful people.

Ace:

Kids not liking the subject, huh?

Dutch:

No. Parents that think their child is god's gift. I'm sorry Delores, your sweet pea Madeline maybe isn't going to be President someday. Relax, you know?

Ace:

You are a saint. You know that, right? I couldn't do what you do.

Dutch:

Don't worry. You're maybe not going to be President someday either. (Laughs.) I'm going to put my drinks away. (Starts walking to kitchen and looks down at the table.) The game isn't set up yet

Ace:

Working on it.

Dutch:

Well you have too many pieces out.

Ace:

Nu-uh

Dutch

Yeah-huh

Ace:

Nu-uh

Dutch:

Yeah- huh

Ace:

Nu-uh! We are going to have some more company

Dutch:

Really? More people gathered for an epic showdown of Angry, Angry Bovines?

Ace:

Yeah. I invited someone I met.

Dutch:

And your Dad said board games wouldn't help you in life...

Ace:

Let's keep the Dad talk to a minimum, alright? This night is just to distract us from those thoughts. I know it's been 2 months but...

Dutch:

I know. I get it, Ace. Your Dad was so close to you guys. Especially you. Say no more! Consider the talk off the table. So one more player?

Ace:

Two.

Dutch:

TWO! Really? That means....

Ace:

You guessed it.

Dutch:

We can do the extended parties play with the special dump phase!

Ace:

Exactly. We haven't gotten to use these rules yet. Should change the game up pretty good. I've been looking forward to destroying you all at this today.

Dutch:

Ok. Drinks are going put up. I may have to refresh on the rules for extended parties play so we don't delay the game too much. You just made my day.(Exits to Kitchen)

Ace:

(Continues setting up for a minute before grabbing up the instructions) Maybe Dutch should be looking the new rules over right now so we don't delay even more. (He grabs the rules and exits)

to the kitchen. There is a knock at the door. There is a pause and then another knock. Max comes out of the kitchen)

Max:

(Walking over to the door) No, no it's fine. I'll get the door too. You two just keep mulling over rules instead of helping. (Opens the door. On the other side is Gloria and Stewart. They are normal looking individuals but act just a bit off)

Gloria:

Hi, is Ace here? We are here for the board games.

Max:

Yeah! He is in the kitchen. Come on inside guys. I'm Max. You must be Gloria?

Gloria:

Yes, I am the one known as Gloria (Enters into the house. Takes coat off and sees one on the ground and one hanging up and looks confused at what to do so she throws it on the floor and looks at Max for confirmation)

Max:

Yeah, that's fine anywhere. Make yourself at home. (Gloria does a small unseen celebration)

Stewart:

And I am known as Stewart (Enters)

Max:

Great. So do you prefer Stewart or is Stew ok?

Stewart:

(Obviously not ready for this question and is uncomfortably nervous to answer it) Umm... Ummm.. Umm... I... St... I am known... Umm...

Gloria:

(Jumps in) Stewart should be fine. Unless, you prefer Stew at which point he would be happy to change his name. Right Stewart?

Stewart:

That sounds right. I would be pleased to change my name if necessary.

Max:

(Kind of thrown off but trying to be a good host) Well we are happy to have you here. Make yourselves comfortable. I'm working on food in the kitchen. I'll let Ace know that you are here.

(Heading to kitchen) Hope you are ready for the game. It is life changing. Really reveals a side of people you'd never seen before. (Exits)

Gloria:

That is entirely what we are hoping.

Stewart:

Thank you for your assistance back there. I thought we were found out. I wasn't expecting questions.

Gloria:

Nevermind that. We are in. What do you think so far?

Stewart:

Well the house is nice but the decorations don't work well together at all.

Gloria:

Not about the house. What do you think of these Pluridons?

Stewart:

Max seems hospitable and friendly

Gloria:

Yes, good qualities that we would be searching for.

Stewart:

I'm still not sure that it is him though.

Gloria:

Of course we can't be sure just yet. It is going to take a little longer than this to figure it out I'm afraid.

Stewart:

What are we doing here again? We normally are a little more "hands off" when it comes to our research.

Gloria:

The high priest deems that after the last time we need to be more pro-active in our search. So now instead of just monitoring we are meant to search them out and guide them to their destiny.

Stewart:

And we do that by playing a board game?

Gloria:
That is just our way in so that we can get a closer look at the candidates.

Stewart:
Are we really playing a board game?

Gloria:
If we must but I'm sure that they wouldn't mind if we just spectated.

Stewart:
I've never played a board game before.

Gloria:
Nor have I but we can handle something so trivial. These things are played by children. How hard can it be? From what I understand of most games you roll some dice and a token moves around the board. It is imperative that you act as if you know what you are doing though.

Stewart:
On my life, I will not ruin this opportunity. What is this game called?

Gloria:
I barely caught it when Ace told me... it's angry something. I was more concerned with gaining access inside to more closely monitor.

Ace:
(Enters from kitchen and comes up to greet Gloria and Stewart) Hey guys. Glad you could make it. Did you have any trouble finding the place?

Stewart:
No, we already knew where you were. (Gloria lightly elbows Stewart in the gut)

Gloria:
What he means is we've been in this neighborhood before.

Ace:
Awesome. The neighborhood is great but between you and me... we get some weirdos around here from time to time. And I'm not just talking about the neighbors (Ace laughs and Stewart and Gloria laugh nervously)

Gloria:
Thank you for inviting us. When does the game start?

Ace:

As soon as everyone comes in here. Max is putting the food in the oven and Dutch is...

Gloria:

Who is duchess? Do you have a cat?

Ace:

No. Not Duchess. Dutch is, as in our friend named Dutch presently

Stewart:

So you don't have a cat?

Ace:

No. But our friend Dutch will be in to play in a moment. He is really pumped.

Gloria:

I thought it was just going to be the four of us playing.

Stewart:

What if we don't like Duchess?

Ace:

It's Dutch and I didn't mean to mislead you about the game or anything, but having more than 4 players increases the rate of play because it allows for an extra dump phase during turns. You'll get it while we are playing. I promise it's a good thing. I'll go ahead and set up the game now so you can see. (Enter Max and Dutch from the kitchen. Dutch is carrying a drink and acting right at home.)

Max:

And we are back. (Looks down to see the game not set up) And the board is still not set up?!

Ace:

I was entertaining our new guests Max. Speaking of... (Starts to introduce Dutch to Gloria and Stewart) you guys have not met yet. Dutch this is Gloria and her brother Stewart

Max:

He prefers Stewart to Stew as a heads up.

Ace:

And Gloria and Stewart, this is Dutch.

Dutch:

Enchante you guys. Thanks for coming. Should be a good time!

Stewart:

I am known as Stewart (Awkwardly loud).

Dutch:

Yeah, I picked up on that from the introduction but I was really hoping someone would scream awkwardly in my ear so I'll check that off the ole' bucket list.

Max:

So, Ace told us you guys are board game fans? Do you have any favorites? (Gloria and Stewart were not prepared for questions and are like deer in head lights mumbling awkwardly. Finally Gloria breaks it up.)

Gloria:

Well, you know there are so many... so hard to name just one, right Stewart?

Stewart:

Yeah, it's like I don't know any of the names

Gloria:

Because there are so many... um but I like the one where you... uh roll the dice and move around the board...

Stewart:

Yeah. That one. I was thinking that too.

Max:

Alright...

Dutch:

That didn't really narrow it down much.

Ace:

Well that is fine. Cause this on the table is what we are playing tonight. This is the first time you have played this though, right?

Gloria:

Yes. What was it called again?

Ace, Max, and Dutch:

(In unison) Angry, Angry Bovines!! (Gloria's face is in shock hearing the name. Stewart doesn't put the pieces together)

Max:
It is the best

Dutch:
So fun especially when Ace doesn't cheat

Ace:
I never cheated! I know exactly when you are talking about too. I swear that was a legit win. I just know some workings of the game that you forget about..

Gloria:
Did you say.... Bovines

Ace:
Yeah! The whole game is about them

Gloria:
Bovines?

Max:
Yeah.

Gloria:
Cattle?

Dutch:
All these games now have a gimmick. This one is cows. You should see the one that is all about peacocks. It's a little showy.

Stewart:
(Sudden shock and awe as he shouts) COWS!!

Gloria:
Calm down Stewart. After all, it is just a game. (Elbows Stewart again and mouths to calm down)

Ace:
Whoa. It isn't just any game. This is like a tradition for us three. These cows are life changing.

Gloria:
So how do you play? Do you roll the dice to move?

Max:
No, no, no...That is to common. See on your turn you roll the dice to see how many cards you get and how many you discard.

Dutch:
You start with seven

Gloria:
Cows?

Ace:
Cards.

Max:
You use the cards to determine how the cattle move in the field. You then spin a dial to see which cow "dumps" on a certain resource.

Ace:
Those are the places on the board. You can see them with the number.

Dutch:
Everyone gets a number but not until after round one but it switches after round 7.

Ace, Max, and Dutch:
The WARP ROUND! (They laugh)

Max:
If you happen to own that resource spot you yell "mad mad mad" as you clap above your head... (Claps)

Ace:
But everyone has to do the clap... (Dutch, Max, and Ace clap)

Dutch:
Right. Last person to do the clap takes 2 extra cards from the deck that they don't get to look at.

Max:
Unless it is the dump phase. We have to try and remember that.

Ace:

That's right. Which we haven't ever gotten to use because we didn't have enough people until now.

Gloria:

Ummm... I think I get it. That's it right?

Dutch:

Don't forget to show them the tool cards as well!

Max:

Oh yeah I almost forgot about tool cards...

Ace:

I didn't. That is a legit strategy

Gloria:

What is?

Ace:

Tools. See you place them before you play your other cards.

Max:

It just slightly modifies your cards you play

Gloria:

Tools do?

Ace:

Yeah, now you are getting it. There are eight different types of tools that modify play. Science, Vocations, Food, Travel, Guard and a few other ones

Max:

It says what they do on the cards. You'll figure it out.

Stewart:

I have no idea what is happening.

Gloria:

You do this for fun?

Dutch:

This is one of those games where it's easier to jump in and do it than explain. If you've played any of the Castle Broomhilde Lighthammer games or even Spyulation then you will have an easy time with this. Basically the same.

Stewart:

I don't know what any of that is. (Clueless and whispers) I'm scared.

Gloria:

I don't even know how one would just be able to jump in to this

Max:

Well we'd be jumping in by now but someone didn't put the game together like he said he would.

Ace:

What can I say...

Max:

That you like to procrastinate?

Ace:

I didn't procrastinate. I opted to not do it until now for a learning experience for Gloria and Stewart!

Max:

Sure Ace. You keep saying that to yourself. (Kind of perturbed) You know what? I'm going to go check the food.

Dutch:

You know what? I'll come along with you while Ace sets that up. (They start heading to the kitchen)

Stewart:

Food does sound good. What are we having?

Max:

Oh just a little restaurant quality, golden brown, gooey, magnificent baked mac and cheese. It's gonna be good! (Gloria and Stewart are even more stunned by this statement and don't move or talk. Max and Dutch exit)

Ace:

(To Gloria and Stewart after an obviously aggravated pause.) Excuse me, I'm just going to go have a few words with my brother. Feel free to look at the game cards and pieces to get better acquainted. I'll be right back. (Exits to kitchen. As soon as he is out of the room Gloria and Stewart start fangirling all about the stage)

Gloria:
Did you just hear what I heard Stewart?

Stewart:
After all this time! We've found what we've been looking for. Haven't we?

Gloria:
I mean, it can't all be a coincidence right?

Stewart:
It would be hard for those specific things to come up like that.

Gloria:
They are making the prophecy come alive right before our eyes! (They hold each others hands and squeal and jump up and down)

Stewart:
(Calms himself briefly) Well let's just take a moment to review the prophecy: (Suddenly serious as he quotes the prophecy) And upon this mortal life will come to provide the ultimate guidance at a time of need. A most necessary present of information to continue our race will be bestowed by the giver under given name of Pluridon. Projecting an unassuming persona this patron of the cattle will deliver us the royal noodle and the creamy stretch desired.

Gloria:
Patron of the cattle for the game! Noodle and creamy stretch for the Mac and Cheese! I mean it is all there.

Stewart:
I never thought I would see this day in my lifetime!

Gloria:
We have to contact the high priest and get his opinion.

Stewart:
He is going to be so psyched. THAT's his opinion.

Gloria:

He better be. (Sighs) Stewart, one of those men are going to save our world. Can you even believe it?

Stewart:

It is crazy to think about, but it is obviously Ace.

Gloria:

(Laughs a little) Wait, are you serious? It is obviously going to be Max.

Stewart:

Ace was the one that has fulfilled the prophecy Gloria. (Getting indignant)

Gloria:

There is no way that Ace would be the leader we need in a crisis Stewart.

Stewart:

The prophecy said "Unassuming Persona" Gloria!

Gloria:

It has to be Max. And how did Ace fulfill the prophecy anyway?

Stewart:

He brought up the cows!

Gloria:

No, he didn't. In fact they all brought it up together. Even Dutch said it at the same time. BUT... only one person is dealing with the Mac and Cheese and that is Max! (Celebration dance)

Stewart:

You don't know that. What if Ace started it? Max said he was putting on the finishing touches and just checking on it.

Gloria:

Don't be delusional Stewart. Let's just get the High Priest on the phone. (She pulls out a dated cell phone and dials. It rings a couple times and then a muffled voice can be heard) Oh great High Priest. We have news of our venture. We have had signs here that one of these men are the chosen one. I know, it IS wonderful. There iiiiiiis a slight catch though. You see there are two Pluridons here. Brothers. Uh huh. Well they are trying to get us to play this game

Stewart:

Angry Angry Bovines! Tell him it is called Angry Angry Bovines!!

Gloria:
I'm getting to that Stewart. Yes High Priest, this game is called Angry Angry Bovines.

Stewart:
Tell him about the mac and cheese!

Gloria:
(To Stewart) Will you just keep your pants on! (Back to the phone) No, no. Not you oh high priest. What? You are going to send someone over?

Stewart:
He isn't coming himself?

Gloria:
You are not coming yourself? Yes, I guess if you got up and ran anytime somebody THOUGHT they had the chosen one you'd never stop running, but... Yes, I know you are busy. Yes, I will keep MY pants on.

Stewart:
What are we supposed to do?

Gloria:
Who is coming then? Understudy? Don't you mean apprentice? Both. You were cast in a play? The lead? Congratulations. And this understudy is also a life long follower of the tome? Just joined last month? Really took "a liking" to it? Are we sure this is really the guy to verify the chosen one?

Stewart:
Did you just question the High Priest?

Gloria:
No, I'm not questioning you! I'm just... um... verifying your wisdom aloud??!

Stewart:
You are going to be hung up on by a High Priest. Wow.

Gloria:
We will await his arrival High Priest. Thank you so much for all that you do.

Stewart:
Break a leg!

Gloria:
Shut up Stewart! (Turns attention back to the phone) Hello. Hello!? He hung up on me. (Puts phone away)

Stewart:
How unfortunate.

Gloria:
I bet he is going to uninvite me to the company cookout.

Stewart:
You got invited to the cookout?!

Gloria:
Not any more.

Stewart:
So, he isn't coming?

Gloria:
No.

Stewart:
But somebody is?

Gloria:
In a matter of speaking. The person is the High Priest's new apprentice and theater understudy. They have shown promise, they are in the area, and they WILL be the deciding factor in all this.

Stewart:
So what do we do in the meantime?

Gloria:
Act casual. Play a board game of sorts. We just have to hang out until the apprentice gets here.

Stewart:
Well that shouldn't be too bad. This stuff is supposed to be fun, right?

Ace:
(From the kitchen) WRONG!!! EVERYTHING YOU JUST SAID IS WRONG! THIS IS WAR!

Gloria:

I don't like the sound of that.

Ace:

(Enters from the kitchen followed by Dutch and then Max. Dutch is obviously in the middle trying to keep the peace) That does it Max. I can't do this anymore.

Max:

What is new? You aren't going to do something!!! Typical.

Dutch:

Guys come on. Pull it together for the game at least.

Ace:

We are not here just for the game Dutch. I want to be distracted and I keep getting... well distracted just not in the right way.

Max:

And that is supposed to be my fault?

Dutch:

Ace. Max. I know you guys are angry but please.... Just channel it into the game.

Max:

I don't even feel like playing!

Ace:

You'd rather bury yourself in the dry mac and cheese?

Max:

It is not dry!!

Ace:

Well I find that hard to swallow!

Gloria:

Wait.. the statement or the food? I'm confused.

Stewart:

That is a known statement?

Dutch:

Gloria! Stewart! Why don't you help me de-escalate the issue by letting the brothers know that you REALLY want to play the game?

Stewart:
What game?

Gloria:
(Fake laughs) You kidder. We are desperate to play Cheesy Cheesy Bovines.

Dutch:
Angry!

Gloria:
No, I'm fine.

Dutch:
The game is Angry Angry Bovines

Gloria:
Whatever!

Ace:
I think the good time we were attempting to have is ruined here.

Max:
I agree. Maybe we should just call it a night everyone.

Stewart and Gloria:
NO!

Dutch:
(Getting suspicious about their sudden change of heart) A second ago you didn't remember the name

Gloria:
BUT... um... we came all this way to play. I love learning new games. How do we start?

Max:
It is just a game. It is not the end of the world.

Stewart:
But it could be!

Gloria:
Stewart! Tighten your lips!

Stewart:
I apologize for my outburst.

Ace:
It is fine. It was just.. kind of weird.

Dutch:
Yeah, you said it could be the end of the world. That's not usually normal for a board game.

Gloria:
He is just emotional... about playing the game. Who goes first?

Dutch:
Something seems weird here. Is it just me?

Ace:
Maybe we can plan another game night for next weekend?

Stewart:
But it might be too late by then!

Gloria:
Stewart, shut it!

Dutch:
Too late for what?

Max:
Are you busy or something next weekend?

Gloria:
Yes... we... um... have to... um ... sharpen our pencils...

Ace:
Pencils?

Gloria:
Yes.

Dutch:

There is something off about you two. Ace, Max, maybe we should postpone until some other day. I don't feel good about it today.

Ace:

You?! Passing up game night?

Dutch:

Something is off man! Historically speaking it is a good thing to follow your instincts.

Max:

I don't know about something being off but maybe our emotions are running a little hot tonight. I don't know if we are really mad at each other or if we are just still reeling from Dad, but...

Ace:

I don't want to talk about Dad.

Max:

I'm not. I swear it. I'm just explaining.

Ace:

As competitive as we can be Max... I'm just not feeling this tonight at all

Gloria:

But what about the Mac and Cheese?

Max:

My delicious ooey gooey absolutely not dry masterpiece Mac and cheese?

Ace:

Riiiiight

Max:

What about it?

Gloria:

Well you don't want that to go to waste do you?

Max:

I guess it was a lot of cheese...

Ace:
Max...

Max:
But it might be best to rip off the bandaid now and call it a night. We gave it our best shot.

Gloria:
PLEASE! I want to try your Mac and Cheese!

Dutch:
Then take some to go! Why are you two so adamant to stay while your hosts are at each other's throats?!

Stewart:
Maybe because the end is nigh!!

Gloria:
What he means is the end of the night is near and we just were not ready to go home.

Dutch:
I got it. I know what is off. It's like you two are Cinderella only backwards

Max:
What does that even mean Dutch?!

Dutch:
Cinderella only if they leave the ball BEFORE midnight they'll turn into a pumpkin

Ace:
Dutch... maybe lay off the soda or something

Stewart:
Who is Cinderella?

Dutch:
Of course, who is Cinderella? Are you kidding me with this guy?

Max:
Dutch you are right

Dutch:
About the Cinderella thing, right? Kind of fits the situation perfectly.

Max:

No, that was just weird, but something is off.

Dutch:

That's what I'm saying. Stewart, what is your favorite board game again?

Stewart:

What... we already told you, right?

Dutch:

You did, didn't you. Could you refresh my memory?

Stewart:

Its... um... the one... you dice and roll around the game.

Gloria:

What he means...

Dutch:

Gloria, let him answer. I am terribly interested in his opinion! Stewart what is the name of the game?

Stewart:

Um... it is... board?

Dutch:

Board.

Stewart:

Game?

Dutch:

Game. Board Game the board game??! Quite possibly the worst lie in the history of lying and I was here to witness it. Thank you.

Ace:

Gloria, what is going on here?

Gloria:

We blew it, didn't we?

Ace:
You are not really here to play board games, are you?

Gloria:
(Shakes her head shyly) No.

Max:
Was this some kind of joke or something.

Gloria:
No. Absolutely not. Far from it.

Stewart:
It is probably more serious than you can imagine.

Dutch:
Ok, now we are getting somewhere. Start talking.

Stewart:
Should we leave?

Gloria:
We can't. We have to stay.

Max:
Why do you have to stay?

Gloria:
Someone is on their way here to assist us...

Dutch:
Another mysterious party coming here. Hmmm. Color me intrigued.

Ace:
For a minute let's pretend that none of us know what the hell is going on. (To Gloria and Stewart as directly as possible) Why don't you two start at the very beginning and then explain everything.

Stewart:
Because we would be breaking all sorts of rules if we do.

Gloria:

Stewart... it is too late for rules. They have to know.

Stewart:
Are you sure about this?

Gloria:
Maybe they could help us choose.

Stewart:
Fine, I guess I'll start. (He is calm and collected until he shouts the following) THE END OF THE
WORLD!!!

Max:
That's the beginning?

Stewart:
Kinda. Maybe I'm just bad at this.

Gloria:
Stewart, why don't I handle this.

Stewart:
Be my guest. I can't take this pressure.

Gloria:
So, when you say you want to hear this from the beginning that is a bit tricky.

Ace:
Why is that?

Dutch:
(Making guesses) Time travel? Amnesia?!

Gloria:
Because it started thousands of years ago.

Max:
That does make things a little bit difficult.

Dutch:
You know for a while I was planning on leaving but I predict things are about to get interesting. I
mean you know history is my jam, right?

Gloria:

Funny you should say “predict.” That is what this is all about. Back then there was a soothsayer. His name was Highantites. The problem is that nobody took his predictions seriously.

Stewart:

His own Father basically disowned him for not following in the family business as a coppersmith.

Ace:

(Saying to himself) Heard that old story before.

Max:

What was that?

Gloria:

Please just let us finish.

Max:

Sorry. Continue.

Gloria:

Highantites ended up making many predictions and documented them in The Tome of Pluridon.

Dutch:

Hey, that is their last name. Crazy.

Gloria:

Shortly after completing the tome Highantites was killed in a way that he had predicted and made a believer of everyone.

Dutch:

Maybe he did it himself and made it look like the prediction?

Gloria:

He was violently decapitated by the early ancestors of a scurry of deranged squirrels. I just don't think anyone would want to go that way.

Ace:

Hold that thought for a second. I'm sorry but what is a scurry?

Stewart:

It's a group of squirrels.

Ace:

Right. And that is a perfectly normal and common piece of knowledge? Got it.

Max:

What does any of this, other than our last name, have to do with us?

Gloria:

I'm getting there. Look, the reason it is called the Tome of Pluridon is because the main prophecy inside is about the prevention of the end of the world by someone by the name Pluridon.

Stewart:

Just one person.

Max:

And you want to know if we are the one the prophecy speaks about, huh? (Laughing at it) You can't really be serious!

Gloria:

This really is not a laughing matter

Stewart:

We have been searching all our lives to find the right one. The one and only.

Dutch:

I feel like I should have popcorn. This is like bad sci-fi level and I'm eating it UP! I need more!

Max:

So when is the end of the world, Gloria??

Gloria:

We don't know that just yet.

Ace:

How are we supposed to fix the end of the world? We haven't even fixed the hole in our wall in the bathroom where the door swung into it!

Dutch:

Again, I'm sorry about that and I'm willing to admit that I swing doors too hard, but in my defense you shouldn't have tickled me under my armpit while I was opening the door, Ace.

Ace:

Not the time Dutch. How do we fix it?

Stewart:

Spackle would probably do it. Depending on the size of the hole.

Max:

How do we fix the world, not the hole in the wall!

Stewart:

Oh! We don't know that specifically either.

Max:

What exactly is the prophecy?

Gloria:

As it appears in the tome, after many wisemen have translated, "And upon this mortal life will come to provide the ultimate guidance at a time of need. A most necessary present of information to continue our race will be bestowed by the giver under given name of Pluridon. Projecting an unassuming persona this patron of the cattle will deliver us the royal noodle and the creamy stretch desired."

Dutch:

I'm going to put this out there, I've heard better. Not many but I have. The flow is a little disjointed.

Stewart:

You know I've always thought that, but I could never say it out loud. I didn't want to come off looking nuts with my colleagues.

Dutch:

Yeah, that would be embarrassing to look nuts in front of YOUR colleagues. Are you two really brother and sister?

Gloria:

Thankfully, no.

Dutch:

Burn! How long have you been doing this?

Stewart:

All my life. Day in and day out.

Ace:

So that is why you don't know boardgames. You've never played them

Max:

Ok, well that was a great story, and long too. Now, I think that you two should go.

Ace:

Hold it Max. Let's not be hasty right? I kind of think that we should learn more about them and this prophecy.

Max:

They invaded our privacy and broke our trust

Dutch:

And insulted our board game

Max:

Dutch is right.

Stewart:

Oh where is Dutchess. Here kitty kitty.

Max:

Dutch.... Is. Dutch.... Is.

Ace:

Come on Max. They literally think we are going to save the world. How awesome is that?

Max:

About as awesome as it is wrong. Neither of us are the chosen one.

Ace:

How do you know it is wrong?

Max:

Because I have no current plans to be the savior of the world. That's why.

Ace:

Are you forgetting something?

Max:

Like what Ace?

Ace:

It just says SOMEONE with the name Pluridon would do it. Why not me?

Max:

What do you mean 'why not you'? It's cause... well

Ace:

You don't think that I could help the world?

Dutch:

Ace, that is totally not what he is saying (shoots Max a glance) right Max?!

Max:

Well, kind of.

Dutch:

MAX! (Disappointed)

Ace:

That's it! (Turns to Gloria and Stewart) I'm in. What do I have to do?

Max:

Ace, don't be like that!

Gloria:

It doesn't really work that way Ace. We don't know what you have to do or we would do it ourselves!

Stewart:

I want to let it be known that I was confident in you from the start Ace.

Gloria:

You are supposed to be impartial! We don't know who it could be!

Stewart:

That is not what you said earlier. You said it was clearly Max! (Gloria get shocked look that he would even mention that)

Max:

HA! See Ace. They don't have a clue.

Ace:

I want it. I think I could really help this world Max!

Max:

You can't just want it and make it happen Ace.

Dutch:

He does have a point Ace.

Ace:

I'll earn it. I don't care. If Max doesn't want it and I do then by default that makes me the winner.

Max:

Winner?! What do you mean winner? (His inner competitive nature is kicking in)

Ace:

Well, to be frank, with me as the savior of the world I would consider the world the winner.

Max:

You can't just win.

Ace:

You win every game you play by yourself!

Max:

That is not how single player games work!

Dutch:

It's true. I've lost at Solitaire so much. You'd think I'd stop playing by now.

Ace:

You know what I mean!

Stewart:

I don't but I'm on board

Max:

Fine. I'll be the savior!

Dutch:

I don't have the name of Pluridon but I could attempt to be the chosen one.

Gloria:
You both are really making this difficult on us.

Ace:
(To Max) Why can't you just let me have this? I need a win.

Max:
This isn't the way. You can't fix the world before you fix....well, you.

Ace:
You think there is something wrong with me?

Max:
Anyone that would willingly go with some people that they have barely meant to be "savior of the world" for their little cult is out of their mind!

Stewart:
What's a cult? I like that word. It sounds fun. I want one!

Dutch:
Trust me Stewart. You've already got it.

Stewart:
Awesome.

Ace:
I could be just as good a leader as you. You know what? I think I could be a better leader than you.

Max:
In your dreams. You may have been everyone's favorite in highschool but we are in the real world now. If they need saving they are going to be looking for someone dependable.

Ace:
And you are soooo dependable right? Give me a break!

Max:
Dad thought so.

Dutch:

Max, hey. Easy on the “Adday”(Dad in pig latin) stuff. Also, I realize that didn’t disguise the word very well.

Ace:

If that is what you think, we’ll just do this the old fashioned way. The DAD way. We can settle it in competition. You against me like old times.

Gloria:

This is getting really intense.

Stewart:

I can’t take my eyes off of it. It’s exciting.

Max:

Sure, why not? A friendly family competition. Winner gets to be the chosen one.

Gloria:

Can I just interject...

Max and Ace:

No.

Dutch:

(To Gloria and Stewart) You guys may want to call your person that is coming and tell them to hurry up. It is about to be a blood bath in here.

(Curtain)

