



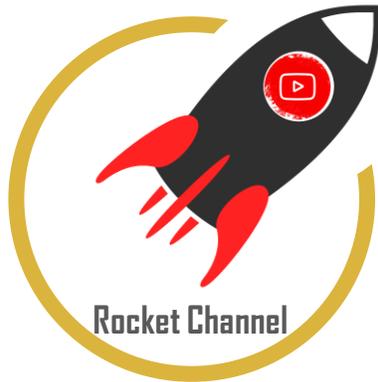
a play by Arnaud Cramoisan



Scene by scene

Summary

The only tourist attraction in the tiny village of Rock Hill, nestled in the heart of Ireland is the Potato Museum. Living in Rock Hill is a bit like being in lockdown for your whole life. You have to be creative to beat the boredom... so when an extraterrestrial turns up, the whole village goes mad and Commando and Square are caught in the middle. The two inseparable friends who are always on the lookout for adventures are the first ones to discover the one who they now call SPUD. They will need a great deal of courage and ingenuity to protect their new extra-terrestrial friend from all the craziness about! And the surprises keep coming...



Introduction

Welcome to Rock Hill, a little village in the heart of Ireland, a rock in the middle of a haven of green. In the centre, the only tourist attraction in the village: the Potato Museum. A tourist goes and visits the museum and finds out about all the different types of potatoes before meeting an... extra terrestrial?! Is it a hallucination? Maybe it's just too much starch.

Scene 01

In Rock Hill there's not much to do to beat the boredom. The two inseparable friends Commando, the daredevil and Square, the intellectual have created the best YouTube channel in Rock Hill... and the only one: Rocket Channel. It's their window into the outside world. Today, for their... urm... numerous... followers, they try to beat a new record, one that will finally create a buzz online!

Scene 02

Well... that didn't exactly go to plan. And rather than attracting followers, they've attracted: 1. problems, 2. the Police 3. their parents' anger. Result? Commando and Square are grounded until further notice. Luckily, they can still use their telephones to communicate because Square can hear some strange noises coming from inside the house, Commando has to know about this!

Scene 03

Code Red. Square has activated code red. Being grounded doesn't matter when there is a Code Red, Square needs help, Commando has to get outside quickly and quietly in order to cross the only road in the village. Not easy to stay incognito when everyone knows everyone in the village. And, who is that strange tourist who is looking for the Potato Museum?

Scene 04

Now for a surprise; that's a big surprise! That was definitely worth a Code Red: an Extra Terrestrial is in Square's basement. He can't believe it! Commando, more interested in hits than scientific breakthroughs, is already thinking about how to film this amazing discovery for Rock Channel so that they finally go viral!

Scene 05

What a friendly extra-terrestrial. It's true he's a bit limited in vocabulary but, still really nice. We will call him Spud! That sounds good and seeing as he seems to only be interested in potatoes, it works well. Commando is already thinking of a different ways to film the discovery of their new friend, Spud. The whole world needs to know that aliens exist and they have chosen to come to Rock Hill! The village will become the centre of the world.

But wait what's that? Looks like Rock Hill is already going viral, as Square explains - she's always connected. A tourist in Rock Hill has overtaken them and made a buzz by showing a photo of Spud to the world. How smart!

Scene 06

The village is in a state of turmoil. An extraterrestrial has come to their village, their Rock Hill. Is it dangerous? Why here? What if it has come to eat all the kids in Rock Hill? Or it is here to repaint the school playground? Or to save the world from all this pollution? What are the police doing? The FBI are on the case? And who is this weird character who is so interested in Spud? Secret services? The Army?

Scene 07

Command and Square think that the inhabitants have lost their minds! Things don't look good for their new friend, Spud. Maybe they need to hide Spud until further notice? Spud would prefer to go back home in a spaceship. Hang on, where is Spud's spaceship? And how do they get across the village without being spotted... with an alien? Piece of cake, Commando has a plan.

Scene 08 – 09 – 10

The plan didn't really go... as planned. Spud and Commando find themselves stuck in a pub doing karaoke surrounded by half of the residence from the retirement

home. This isn't the time to sing! Though the music seems to calm the villagers down. Oh no... Spud has been found out and the villagers think they've witnessed a miracle! Panic everywhere especially when the Very Very Special Agent gets involved.

Scene 11

Time to get out of here and away from all the dangers. Spud must be protected at all costs, time to find his spaceship (Space Rocket). The Potato Museum is the goal and there's not a minute to lose.

Scene 12

They did it! They got to the spaceship! Spud will be able to go back home and escape from this crazy village. Commando wonders whether she should leave too... we've got to be quick. There is only one small problem... just a teeny tiny problem... the spaceship is dead. There is no more fuel! Zero. None. Peanuts.

Scene 13

This time Square has the solution and will guide the gang towards an energy source adapted to their situation. 3-2-1 let's start. Fingers crossed the Very Very Special Agent doesn't get to them first. He is even crazier than the rest of the village.

Scene 14

Will the three friends succeed in sending Spud back home? Will they be able to get more followers for Channel Rocket? Will square succeed in proving the Goodstein theory? Will the world change? You won't get all the answers by watching Hot Spud but you'll hopefully have had a good time.



Characters

Commando

Founding member of Rocket Channel with her/his childhood friend Square. He/She gets his/her nickname from her/his courage and his daredevil, go-getter attitude, (s)he's the one in charge. Though those who don't like him/her like to say that his nickname actually comes from the day when he was caught wearing trousers without underwear underneath - "going commando"

Square

Founding member of Rocket Channel with Commando. (S)he is the intelligent one of the team, a geek. She puts on gloves to use a computer keyboard or play on a games console. Square because she's a bit of a square, smart and also because of her square-rimmed glasses.

SPUD

Spud is an extra terrestrial found in Square's basement in the middle of a pile of potatoes. This is why Commando and Square called him Spud. You never abandon a friend when a village full of crazy people and a Very Very Special Agent are trying to catch him, you must stop the bad guys at all costs! One for all and all for Spud.

Very Very Special Agent

Behind his black glasses are two eyes that never shut because he has one goal: his target. Only his mission matters. (S)he speaks 18 different languages; the only problem is that he speaks them all at the same time. He knows all the most complicated forms of combat. He can crush a fly with just one finger, try - it's not easy. He'll take you to hell, because he knows the way. Health barriers? HA! He doesn't respect the health barriers because he IS the barrier. So when he's after Team Rocket, you don't ask why, you just run in the other direction as quickly as possible!