

PERUSAL SCRIPT

FIVE

A Ten-minute play by

Eric Samuelson



Newport, Maine

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FIVE

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FIVE by Eric Samuelsen received its world premiere January 8, 2011 as part of the fourth annual STUDENT SLAM, a Plan-B Theatre/Theatre Arts Conservatory co-production. Designed by Jeff Gwilliam and Kyle Lewis. Produced by Colleen Lewis. The cast was as follows:

ZELDA ONE: **Meghan Bernstein**

ZELDA TWO: **Grace Fojtik**

ZELDA THREE: **Mallory Benson**

ZELDA FOUR: **Ann B. Lopez**

ZELDA FIVE: **Emma Munson**

CAST OF CHARACTERS

ZELDA ONE — a princess and darn proud of it.

ZELDA TWO — a princess, black and blue from the terrible pain of her existence.

ZELDA THREE — a girlfriend, not a princess, steadfast on being called Pauline.

ZELDA FOUR — a working actor, comfortable enough playing a princess all these years.

ZELDA FIVE — a rebel and a very dangerous woman indeed.

Location: The World of Donkey Kong.

FIVE a Ten-minute play by Eric Samuelsen. 5f. Simple Setting, Modern or Fantasy costumes. In the world of Donkey Kong we find 5 Princess Zeldas: the Proud, the-full-of-pain, the girlfriend-not-a-princess, the Actor-princess, the Dangerous. As the last existing arcade game is played around them they react to it in this wonderful little fantasy where all hate Kong, yet one (or more) of them are in love with Mario! Premiered as a Plan-B Theatre/Theatre Arts Conservatory co-production at the STUDENT SLAM in 2011. **ORDER #3267**

Eric Samuelsen taught at Wright State University in Dayton, Ohio before joining the faculty at Brigham Young University in 1992. He became head of the Playwriting program at BYU in 1999. He has also taught as an adjunct faculty member in the Religion department. He retired from BYU in 2012.

As a playwright, Samuelsen has had twenty-seven plays professionally produced in Utah, Indiana, Louisiana, New York, and California. Some of his plays include *Gadianon*, which has seen three professional productions across the country, *A Love Affair with Electrons*, *Family*, *The Plan*, and *The Way We're Wired*. He is resident playwright at Plan-B Theatre Company in Salt Lake City, who designated their 2013-14 season a 'Season of Eric', including productions of six of his plays.

He is a member of the Playwrights' Circle, and the Dramatists Guild. He is three-time winner of the Annual Award in Playwriting offered by the Association for Mormon Letters (AML) and he became president of AML in 2007. In 2013 the organization awarded him the Smith Pettit Award for his lifetime work as a playwright.

He has been a staff writer for the on-line satirical magazine *The Sugarbeet*. He was also featured in the book *Conversations with Mormon Authors*, edited by Chris Bigelow. He is a noted Ibsen translator, and has also published scholarly articles on 19th and 20th century Scandanavian Theatre, and more recently, on LDS drama and film. He blogged at *Mormoniconoclast.com*. Eric died in September of 2019 after a long battle with polymyositis. This has left a huge hole in the Theatre Community within, and outside of, The Church of Jesus Christ of Latter-day Saints.

FIVE

ZELDA ONE: Can you hear it?

ZELDA FOUR: I hear barrels. Just barrels.

ONE: *(Claps her hands in joy.)* He's coming!

FOUR: Yeah, Princess, he's coming. Gotta jump some barrels, first, of course.

ONE: I'm happy just to wait.

(FIVE gives her a withering look.)

FOUR: Whole buncha barrels. Regular barrels, flaming barrels, fireballs, dodge them cement pie-shaped things...

TWO: And he'll almost make it. He'll almost succeed. But then the monkey... .

FOUR: I know honey...

TWO: Grabbing.... grabbing...

FOUR: *(To FIVE.)* Five? What're you doin'?

FIVE: Looking for a way out.

(PAULINE/THREE snorts with laughter.)

TWO: I have seventeen new bruises.

FOUR: Impressive.

TWO: Seventeen. I counted. From where he grabbed me.

FOUR: I totally hear ya, Two. Hate that monkey.

PAULINE: Kong. His name is Kong.

TWO: Who cares what his name is! He's going to drag us off! Again!

ONE: No. No, first, Mario has to collect the four rivets. And when he does, the scaffolding will fail, and the monkey will fall to a terrible death!

PAULINE: Kong. His name is Kong.

FOUR: Yeah, Kong. The Donkey part, where'd that come from?

PAULINE: Look, there's an entire... if you can't be bothered to do a little research...

FOUR: Yeah, research, whatever, I'm askin' ya', what's with the donkey part of Donkey Kong?

PAULINE: He's the pet of Jumpman, otherwise known as Mario. After being mistreated by his owner, he kidnaps Jumpman's girlfriend, otherwise known as Pauline.

TWO: Zelda.

PAULINE: Pauline.

TWO: Five?

FIVE: In the larger Super Mario universe, the princess's name is Zelda.

PAULINE: This isn't the larger Super Mario universe. There is no larger Super Mario...

FIVE: No, we're in a bar in Austin Texas, living in the last working arcade games on earth.

FOUR: *(Pause.)* O-kay! Austin Texas, good to know!

FIVE: But there is a larger universe... I know you think I'm crazy.

FOUR: No! 'Course not! Not at all. Just maybe a little bit obsessed.

FIVE: Donkey Kong lends itself to tales of tragic obsession.

FOUR: And what's wrong with that, am I right? No, point is, I'm Zelda. We're all of us Zeldas. Nobody remembers a character named Pauline.

ONE: I'm a princess.

PAULINE: Carpenter's girlfriend! And this larger Super Mario universe. Or Austin, or Texas! Prove that they exist! Prove it! No, our world is this, scaffolding and barrels and... and...

FOUR: A monkey named Donkey Kong. Who throws stuff.

ONE: Hark!

(They all stare at her.)

A barrel! Our rescue must be nigh! For me, Princess Zelda!

PAULINE: Pauline!

TWO: My ribs are all bruised, and my side aches, and my arm, my left arm, see, I can hardly—

FOUR: *(Goes to TWO.)* Stupid monkey. Plus, he stinks.

FIVE: He's odorless, he's an anodyne construct of pixels and....

FOUR: I think he stinks. He's one stinky monkey.

FIVE: Mario has a moustache because The Designers couldn't do a mouth, he wears a hat because they couldn't do hair, he... .

PAULINE: He's our rescuer! And a carpenter! And you know who else was a carpenter, guys.

(Reverent pause.)

FOUR: Ri-ght.

FIVE: It doesn't bother you? Any of you? Our role? Waiting to be rescued? You don't find that troubling?

ONE: Well, that's my job. To be rescued. 'Cause I'm a princess. Who gets rescued. From the monkey. By Mario.

FIVE: And that's it? Damsels in distress. Perched, on a pedestal, *on a pedestal, in a pink dress! Pink!* And we're the object of, what? What? Male desire, male gaze, the construction of male fantasies.

ONE: Well, I'm a princess, and I'm going to be rescued so... poo on you.

FIVE: Four? This doesn't bother you?

FOUR: Meh. It's a gig. Is how I see it.

FIVE: We've been here for THIRTY YEARS.

TWO: Being grabbed. Over and over and over. In so much pain....

FIVE: It's passive, it's non-volitional, it's infuriating!

PAULINE: We could spend time *researching our part*. History, mythology, *getting our name right!*

FIVE: Not good enough, not for me.

FOUR: I look at it, we're in show biz. You know? Guy walks into a bar, he says to the bartender, I hate my job.

(Without her noticing, FIVE has started climbing all over the scaffolding, climbing up and down, swinging on things, jumping off, using the entire space.)

Bartender says, so what do you do for a living? Guy says, I work in the circus.

TWO: Is this the one where he has to give the elephant an enema? That one's funny.

FOUR: Anyway, the bartender, he says...

ONE: *(Having finally noticed FIVE.)* What are you doing!

FIVE: Breaking out.

PAULINE: You can't break out. We've been here since 1981, there's nowhere for us to go.

FIVE: I'm going to break out or die trying. You guys, this story we're stuck in, it's a narrative that objectifies us, that denies our ability to determine our own destinies!

ONE: I'm a Princess and Princesses are important.

FOUR: Honest, honey, there are some gigs so much worse...

PAULINE: All right! We're objectified! But it's also a narrative that treats in a positive way... Italian immigrants!

FOUR: She got a point.

FIVE: Don't you people get it? I think about it, my life, here, all those years, and I want to kill myself! I want to kill you! I want... I want...

FOUR: I know.

FIVE: I want to kill that stupid monkey!

FOUR: We all do, honey.

ONE: More barrels! He's coming! To my rescue! My Mario! Me: Princess Zelda!

PAULINE: Pauline...

2 PAGES TO THE END OF SCRIPT