



ANNE FRANK PROJECT

BUFFALO STATE • The State University of New York



TOURING SPRING 2019



After a family tragedy, the oldest sibling, Charlie, must take on the new role of a parent while balancing a hectic work schedule. Meanwhile, the younger sibling, Perry, escapes into video games to deal with their loss, stress and grief. Fueled by their fierce independence both stubbornly refuse to need each other, until one day they are magically thrust into the video gaming world where they must decide to work together or perish. Will Charlie and Perry become warriors? Will they become a family again?

Performance: Approx. 30 minutes

Post-Performance workshop: 30-40 minutes.

Cost: Free to local schools in Western New York. Supported by SUNY Buffalo State.

The post-performance workshop is an example of the Story-Based Learning curriculum AFP offers throughout the year in school residencies and professional development sessions for local educators.

**Touring Mondays and Wednesdays
9:15am-10:30am.**

**For reservations or information about additional AFP programming, visit:
www.annefrankproject.com**

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LEVEL UP

By

THA 470 FALL 2018

SUNY Buffalo State
Anne Frank Project 2018

www.annefrankproject.com

Cast of Characters

CHARLIE:

PERRY:

NARRATOR:

MS. STENCHY::

ENSEMBLE:

GOD OF FIRE:

SEÑORA PORQE::

NEGATIVE PERRY:

NEGATIVE CHARLIE:

KID 1::

KID 2::

ACT IScene 1

Two siblings: PERRY and CHARLIE Winkle. Their parents were killed in car accident on their way to pick up PERRY from arcade. CHARLIE takes care of both of them now.)

The action starts on a typical dreary morning. CHARLIE is up and getting organized with urgency. PERRY is under the covers playing her handheld video game console as the alarm goes off. CHARLIE walks through the house fresh out of the shower.

CHARLIE

PERRY! LET'S GO! Cut the game off now. Get in the shower, I left you a couple minutes of hot water.

PERRY gets half dressed before checking to see if CHARLIE is still paying attention. CHARLIE is in the other room, so she continues to try to defeat the fireball level of her newest challenge.

PERRY

Ahh! Tsssst! That was a close one....

Intense clicking and game sound being lowered.
Ahhh darn I almost beat it that time.

CHARLIE prepares PERRY's favorite breakfast: Peanut Butter toast. CHARLIE hears the sounds of PERRY and the game and yells from the other room.

CHARLIE

Hey Perry, do you think if I ate all these pieces of peanut butter toast they'll go to my butt or my biceps?

CHARLIE notices the family portrait. He hides it away.

Running into the room, PERRY grabs Peanut Butter toast. With toast in her mouth she still has both hands on the game console.

CHARLIE slowly takes the game out of PERRY's

hands and trades it for a napkin and a cup of juice. Honking outside booms through the windows. Both siblings know that PERRY will soon be late if she doesn't get a move on.

CHARLIE

I can't afford to take you to school if you miss this bus again.

PERRY

Okay I'm goin, I'm goin... It's gonna be a great day, Charlie!

PERRY runs out to catch the bus

CHARLIE

(begrudgingly mutters with sarcasm)
Yeah, it's gonna be a great one alright.

Scene 2

PERRY gets on the bus full of excited and rambunctious students. She sits next to MAX, who lives down the street. We cut into the middle of their conversation:

PERRY

...so the coolest part is this unlocking of special abilities...

(with excitement)

What kind of abilities? ... well I dunno yet. But I heard its really cool.

PERRY does not pick up that MAX has no interest in holding conversation with her.

BUS DRIVER

This stop is for the east side entrance.

Only a select group of students get up and leave including PERRY.

PERRY

Bye bud! It's gonna be a great day!

MAX is visibly relieved that PERRY is gone.

MAX:

(relieved, under breath)
Now it is...

Scene 3

CHARLIE at Work driving for Uber. The Ensemble makes a car using their bodies. The Passenger is asking lots of questions, or acting like a backseat driver, until finally...

PASSENGER:

...So how long have you been an Uber driver?

CHARLIE

Isn't this your stop?

Annoyed, PASSENGER steps out of the vehicle.

PASSENGER:

You're getting one star!

PASSENGER walks away angrily, mumbling.

CHARLIE

(counting tips happily)

...28, 29, 30.. oh then this.. 40, 45, 50!

Charlie puts the car in drive and then Smack! A pothole, the car swerves to a screeching halt. Quite shaken, CHARLIE steadies himself and then proceeds to get out of the car to check for damage.

CHARLIE

What is with this family and cars?!

Visibly shaken. He scolds himself for not seeing the pothole. Speaking up to the sky:

CHARLIE

REALLY THOUGH? Mom, Dad, I really am your son aren't I? Okay, I can do this. Let's Google a tow.

Charlie takes out his cell phone and dials the tow company. ENSEMBLE makes noise throughout conversation to simulate someone on the other end of the phone call.

CHARLIE

Hello? My name is Charlie. I need a tow for my 2005 Shell Green Hatchback... 4 hours?!... No, no I still do need it; Alright, I'm on the corner of Rainbow Road in front of the Warrior Warehouse.