

# CAT-MAN AND KID SPARROW: THE FANTASTIC CRIME-FIGHTING DUO! By Stephen Frankenfield

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ISBN: 978-1-61588-403-2

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## CAT-MAN AND KID SPARROW: THE FANTASTIC CRIME-FIGHTING DUO!

By Stephen Frankenfield

**SYNOPSIS:** As our story begins, we find our heroes, Cat-Man and Kid Sparrow, strapped to a rocket, ready to be launched into outer space. Their captor is none other than their arch nemesis, Dogg Dastardly. He is, once again, up to his no-good, evil tricks. He threatens to destroy the city of Metroville. And that's not all! Soon our dynamite duo discovers that a new, more powerful super-villain has emerged. She goes by the name of Lexie Looter. In other words...she steals things! Can our heroes escape? And if so, will they be able to stop them before it's too late? This fantastic adventure will keep you on the edge of your seats. You'll laugh, you'll gasp, and then you'll laugh some more. Tune in to find out if our fantastic crime-fighting duo saves the day!

### CAST OF CHARACTERS

*(1 female, 2-3 males, 1-8 either, 0-3 extras, flexible)*

CAT-MAN/KENT WEST (m)..... One half of the fantastic crime-fighting duo and his alter-ego, a newspaper reporter. *(139 lines)*

KID SPARROW/GRAYSON BIRD (f/m) ... The other half of the fantastic crime-fighting duo and his alter-ego, a newspaper photographer. *(146 lines)*

DOGG DASTARDLY (m) ..... The arch-nemesis of the fantastic crime-fighting duo, who dreams of an early retirement. *(69 lines)*

MR. BEIGE (m)..... The disgruntled boss at the Weekly World Newspaper, always looking for the next big story. *(53 lines)*

BANK ROBBER (f/m)..... Just trying to make a decent living. *(Non-Speaking)*

- FUNPARKLAND EMPLOYEE (f/m).....Happy to be an employee of Funparkland, except when he's not happy about it. *(17 lines)*
- MOB BOSS (f/m) ..... Looking to outsmart the fantastic crime-fighting duo. *(Non-Speaking)*
- MOM/DAD (f/m).....A good parent who always makes time to play with her imaginative kid, Alex. *(3 lines)*
- SECURITY GUARD (f/m)..... Guards the Metroville Museum of Priceless Art, and lives in his mom's basement. *(5 lines)*
- LEXIE LOOTER/LAURA LANA (f).....A new, more powerful supervillain, and her alter-ego, a rookie, enthusiastic reporter. *(65 lines)*
- COMMISSIONER (f/m).....Always calling on the fantastic crime-fighting duo to save the city of Metroville. *(18 lines)*
- ALEX (f/m)..... Cat-Man and Kid Sparrow's biggest fan, eight-years-old or so. *(2 lines)*
- ROCKET LAUNCH VOICE (f/m) ..... Sarcastic rocket launch countdown voice. *(20 lines)*
- RADIO ANNOUNCER (f/m)..... The voice that brings the Cat-Man and Kid Sparrow tales to living rooms everywhere. Pre-recorded or live. *(9 lines)*
- PURSE THIEF (f/m).....Almost always gets away with it. Almost. *(Non-Speaking)*

**DURATION:** 45 minutes

**TIME:** Anytime.

**SETTING:** Metroville, U.S.A.

**CAST DOUBLING OPTIONS****ACTOR 1:** CAT-MAN/KENT WEST**ACTOR/ACTRESS 2:** KID SPARROW/GRAYSON BIRD**ACTOR 3:** DOGG DASTARDLY, MR. BEIGE, FUNPARKLAND EMPLOYEE, BANK ROBBER, MOB BOSS, MOM/DAD, and SECURITY GUARD**ACTRESS 4:** LEXIE LOOTER/LAURA LANA, ALEX, COMMISSIONER, PURSE THIEF, and ROCKET LAUNCH VOICE**SYNOPSIS OF SCENES****SCENE 1:** Alex's bedroom**SCENE 2:** An open field**SCENE 3:** Weekly World Newspaper, Mr. Beige's office**SCENE 4:** Front entrance of Funparkland**SCENE 5:** Silent film**SCENE 6:** Weekly World Newspaper, Mr. Beige's office**SCENE 7:** Metroville Museum of Priceless Art**SCENE 8:** Hawaii beach**SCENE 9:** Metroville Museum of Priceless Art**SCENE 10:** Alex's bedroom**SOUND EFFECTS**

- Static
- Rumble
- Theme music
- Office phone ringing
- Cell phone ringing (cat's meow sound effect)
- Romantic music
- Elevator music
- Police sirens
- Fun, action-packed music
- Alarm

**PROPS**

- Instructions
- 2 Cameras
- 2 Phones
- Files and paperwork
- Office supplies (pens, pencils, notebooks, etc.)
- Photographs
- Draft of a news article
- Cat-phone (cell phone for Cat-Man)
- Large bag full of money
- Purse with jewelry
- Sack lunch
- Briefcase
- Tripod
- Laser pointer
- Cat toy on a string
- Small statues and artwork (for art museum)
- Flashlight for Security Guard
- Walkie-talkie radio
- A variety of shirts (See Production Notes)
- Book
- Cat-cuffs (handcuffs)

**COSTUME SUGGESTIONS**

CAT-MAN – Superhero costume with cat-like features that includes a wallet, and tool belt with pocket knife. A watch.

KID SPARROW – Superhero costume with bird-like features. A watch.

KENT WEST – Plain, dull suit with glasses.

GRAYSON BIRD – Plain, dull-colored suit.

DOGG DASTARDLY – Super-villain costume with dog-like features.

LEXI LOOTER – Super-villain costume with an old-fashioned burglar-like look: coat, mask.

LAURA LANA – Business attire with glasses and bag.

MR. BEIGE – Nice business suit.

COMMISSIONER – Either a police uniform or a dark suit.

ALEX – Pajamas with a pillowcase cape and big goggles for a “mask.”

MOM – Something comfortable you’d wear in the evening.

FUNPARKLAND EMPLOYEE – Khakis, polo shirt, name tag, and cap.

SECURITY GUARD – Typical security guard uniform.

MOB BOSS – Business suit and fedora.

BANK ROBBER – Plain clothes, ski mask.

PURSE THIEF – Old, worn-out clothes.

### PRODUCTION NOTES

In the original production, we used Velcro for many of the costumes to help make the costume changes quick and easy.

In the original production, the rocket ship was created using Quik-Tube Building Form for the base, and large Styrofoam pool noodles cut in half and glued to all four sides at the bottom. We used poster board to form the nose cone, then painted it white and red.

SCENE 5 is produced as a silent film with music throughout the entire scene. In addition to the bank alarm, there are two voices that could be pre-recorded or live:

**VOICE 1:** “Calling all cars. Calling all cars! Be advised, we have a bank robbery in progress. He is on foot, and is wearing a ski mask and carrying a large bag full of money.”

**VOICE 2:** “Help. That man/woman has my purse! Help!”

In SCENE 8, there are shirts on display. There is a sign that says: “SHIRTS FOR SALE.” One shirt says, “Why hang ten, when you can hang eleven?” Another shirt says, “Don’t be shirtless. Wear me.” And another one says, “Catch a wave to my heart, dudette!” (*NOTE: These are just examples, feel free to create your own t-shirt ideas/sayings.*)

### AUTHOR’S NOTE

This play pays homage to the old classic superhero comics and radio shows. It should be played broadly with extra cheese.

**PREMIERE PRODUCTION**

*Cat-Man and Kid Sparrow: The Fantastic Crime-fighting Duo!* had its world premiere at Live Theatre Workshop in Tucson, AZ under the direction of Stephen Frankenfield with the following cast:

CAT-MAN/KENT WEST .....Matthew C. Copley

KID SPARROW/GRAYSON BIRD ..... Debbie Runge

ALEX'S MOM, DOGG DASTARDLY, MR. BEIGE  
FUNPARKLAND EMPLOYEE,  
MOB BOSS, SECURITY GUARD ..... Richard Gremel

LEXI LOOTER/LAURA LANA,  
COMMISSIONER, ALEX  
ROCKET LAUNCH VOICE,  
PURSE THIEF ..... Samantha Cormier

DO NOT COPY

**DEDICATION**

*To Nathan and Matthew*

**SCENE 1**

**AT START:** *Lights fade up. We are in ALEX'S bedroom. We see an old-fashioned radio sitting on top of a small table stage left. ALEX runs in and switches a knob on the radio. We hear static, as he turns the knob, searching for the right program. RADIO ANNOUNCER'S voice comes over the speaker. ALEX sits on the floor and looks up at his radio, listening intently.*

**RADIO ANNOUNCER:** When we last left our heroes, they were strapped to a rocket, ready to be launched into outer space. Their capture is none other than their arch nemesis, Dogg Dastardly. Once again, he's up to his no-good evil tricks. Can Cat-Man and Kid Sparrow escape? And if they can, will it be in time to stop him from destroying the city of Metroville? Find out now, as we continue our story of Cat-Man and Kid Sparrow, The Fantastic Crime-Fighting Duo.

*Theme music plays. Blackout.*

**NOTE:** *This scene change is made quickly by having the radio and the small table be the only things in ALEX's room. When the lights fade to black, the rocket is placed center stage.*

**SCENE 2**

**AT START:** *Lights fade up. We are in an open field. CAT-MAN and KID SPARROW are strapped to the opposite side of a rocket, facing away from one another. (NOTE: The appearance of them being strapped to the rocket can be accomplished by simply attaching a rope to the rocket and then wrapping it around their hands a few times.) DOGG DASTARDLY is nearby, close to a giant red button.*

**DOGG:** I've got you now, Cat-Man! You and Kid Sparrow have no chance of escaping.

**CAT-MAN:** You'll never get away with this, Dastardly!

**DOGG:** I'm afraid you're wrong, Cat-Man. Do you see this very large, red button?

**SPARROW:** How can you not see it? It's gigantic! No red button should be that big... unless... wait a minute... unless you have plans to... to...

**DOGG:** That's right, bird kid. It's all starting to make sense, isn't it?

**SPARROW:** Cat-Man, I think he plans on launching this rocket all the way to the city of Metroville. And with us attached!

**CAT-MAN:** I'm afraid you're right, Kid.

**SPARROW:** But, Dastardly. Do you realize what launching this rocket would do?

**DOGG:** Yes, of course it would — *(The phrase "it would" is spoken simultaneously with KID SPARROW'S line: "it would.")*

**SPARROW:** — it would destroy the city of Metroville and everyone in it.

**DOGG:** Yes, I know, and it — *(The phrase "and it" is spoken simultaneously with KID SPARROW'S line: "and it.")*

**SPARROW:** — and it would wipe out the entire population.

**DOGG:** Of course it would, but most of all — *(The phrase "most of all" is spoken simultaneously with KID SPARROW'S line: "most of all.")*

**SPARROW:** — most of all it would —

**DOGG:** — do everything you just said, thank you so much, but could I finish a sentence, please?

**SPARROW:** Oh. Sure. Sorry. Go ahead.

**DOGG:** OK, where was I... uhm... *(Quickly.)* So by launching this rocket I will destroy the city of Metroville and everyone in it, blah, blah, blah... Uh, that was about it. Oh, and this... *(Laughs. Hits the giant red button. Nothing happens. He hits it again. Still, nothing.)* Oh, c'mon! Really? *(Hits the button again. Nothing.)* OK, this is embarrassing. Give me a minute, alright? *(Gives it a couple light taps.)* I don't understand. I thoroughly skimmed through the instructions. *(Pulls out the instructions and examines them.)*

**SPARROW:** Give it up, Dastardly —

**DOGG:** Shhh. Give me a minute, will you? I just need to skim through this again... *(Looks closer at the instructions.)* ...you know, it worked on my miniature model.

**CAT-MAN:** It's time to throw in the towel -

**DOGG:** Shhhhhh!! Seriously, I'm trying to concentrate. (*Looks at instructions.*) Oh, I see it. (*Turns instructions right-side up.*) I tapped it, when I should've... bow wow'd! (*He gives it one big kick.*)

*SFX: A rumble as the rocket turns on. LAUNCH VOICE should be preferably on a mic offstage. The starting point of the count will vary with each production depending on the business of the actors and the speed of the countdown. Begin the countdown at the number that best serves the timing of your production.*

**LAUNCH VOICE:** Beginning countdown. 50, 49, 48... (*Countdown continues throughout the scene.*)

**DOGG:** Guess what that is? (*Sings.*) It's the final countdown!

**SPARROW:** What's he talking about, Cat-Man?

**CAT-MAN:** It's a song from the 80's, Kid.

**DOGG:** Correct Cat-Man! And it's also my go-to song at karaoke parties.

**CAT-MAN:** You don't have to do this, Dastardly.

**DOGG:** Oh, but I do. It's my job to cause chaos, and it's your job to try and stop me. (*Laughs.*) Goodbye, Cat-Man and Kid Sparrow. Our time together has been a real... **BLAST!!** (*Laughs as he exits.*)

**SPARROW:** What are we going to do?

**CAT-MAN:** I need you to listen to me, Kid. On the back of my belt I have a rope cutting mechanism.

**SPARROW:** You mean, your pocket knife?

**CAT-MAN:** Potato, patato, kid. If you can reach it, we can use it to escape.

**SPARROW:** Brilliant, Cat-Man! (*Reaches for the tool.*) Got it!

**CAT-MAN:** Good job, Kid. Now hand it to me.

*SPARROW does so. CAT-MAN begins to cut rope.*

**SPARROW:** Wait, Cat-Man. Let me get a selfie first.

**CAT-MAN:** Is that really necessary right now?

**SPARROW:** You know I have to get a picture for the paper. (*Easily gets out of the rope, grabs camera and takes the picture, then replaces rope.*) OK. got it. Now, go for it!

*CAT-MAN continues to cut rope.*

**SPARROW:** Hurry, Cat-Man.

**LAUNCH VOICE:** 40, 39, 38, 37...

**SPARROW:** Cat-Man, we only have 37 seconds left.

**CAT-MAN:** Yes, I can hear it —

**LAUNCH VOICE:** 35, 34...

**SPARROW:** Cat-Man, we only have 34 seconds left. Now 33, now 32—

**CAT-MAN:** I'm well aware of the time, Kid.

**SPARROW:** 31, 30, 29. Only 29 seconds left, Cat-Man!

**CAT-MAN:** OK, I'm gonna need you to keep it down for the next couple of seconds while I concentrate on this rope?

**SPARROW:** *(Whispers.)* 26, 25, 24...

**CAT-MAN:** I can still hear you.

*SPARROW now mouths the numbers along with the voice.*

**LAUNCH VOICE:** 22, 21, 20...

**CAT-MAN:** I've almost got it.

**LAUNCH VOICE:** 19, 18, 17, 14, 13...

**SPARROW:** Wait a minute. Hold it!

*LAUNCH VOICE stops.*

**SPARROW:** You skipped two numbers.

**LAUNCH VOICE:** I did?

**SPARROW:** Yes, you did.

**LAUNCH VOICE:** I don't think so.

**SPARROW:** You went from 17 to 14.

**LAUNCH VOICE:** It's two numbers. Does it really matter that much?

**SPARROW:** Yes, it matters *that much*.

**LAUNCH VOICE:** *(Impatient sigh.)* OK, then. So...uh...16, 15 —

**SPARROW:** No way! You need to start back at 17.

**LAUNCH VOICE:** Fine. *(With attitude.)* 17, 16, 15 — That better?

**SPARROW:** You could lose the attitude, but, yes, much better.

**LAUNCH VOICE:** Oh, I'm so happy we're back on track. (*Clears throat.*) 14, 13, 12...

*CAT-MAN breaks free from the ropes.*

**LAUNCH VOICE:** 11, 10, 9...

*CAT-MAN runs over and hits the red button. (NOTE: In the original production, this was done in slow motion.)*

**LAUNCH VOICE:** Countdown terminated.

**SPARROW:** You did it, Cat-Man! Now let's go after Dogg Dastardly.

**CAT-MAN:** Wait, Kid. He's too far away now. I'm sure our paths will meet again soon. And when it does, we'll be ready.

**SPARROW:** I can't believe he got away again. (*In frustration, he throws his head and arms onto the red button.*)

**LAUNCH VOICE:** Resuming countdown. 8, 7...

*CAT-MAN quickly hits the red button. This could be done in slow motion.*

**LAUNCH VOICE:** Countdown terminated.

**CAT-MAN:** You've got to be careful, Kid.

**SPARROW:** I'm sorry, Cat-Man. I can't believe I did that! (*In frustration, he hits the button.*)

**LAUNCH VOICE:** Resuming countdown. 6, 5...

*CAT-MAN hits the red button again. This could be done in slow motion.*

**SPARROW:** My bad. I'm just tired, that's all. I need to pay better attention. (*Yawns.*) And get some sleep. (*Leans on the red button.*)

**LAUNCH VOICE:** Resuming countdown. 4, 3, 2...

**CAT-MAN:** (*Hits the red button.*) Kid. Please, be careful.

**LAUNCH VOICE:** May I make a suggestion?

**SPARROW:** No, you may not.

**LAUNCH VOICE:** Perhaps standing away from the red button would prevent you from pushing it.

**SPARROW:** Yeah, I get it.

**LAUNCH VOICE:** Apparently not. And you don't have to be rude.

*SFX: Meowing ringtone. CAT-MAN reaches in his pocket and pulls out his cat-phone.*

**SPARROW:** It's your emergency cat phone.

**CAT-MAN:** Yeah, I know, Kid. It's my phone. (*Answering it.*) Hello.

*A light fades up on the COMMISSIONER, holding a phone.*

**COMMISSIONER:** Cat-Man!

**CAT-MAN:** What's wrong, Commissioner?

**COMMISSIONER:** Some random crimes are happening across the city of Metroville and we need your help.

**CAT-MAN:** But why don't you and the police force take care of it?

**COMMISSIONER:** Why would we do that when we've got you?

**CAT-MAN:** Good point! Kid Sparrow and I are on our way! (*He hangs up.*) Looks like the city of Metroville needs our help. Let's go!

*Theme music plays, as they exit. Blackout.*

**RADIO ANNOUNCER:** Will Cat-Man and Kid Sparrow be able to stop all the random crimes in Metroville? Will they ever be able to stop Dogg Dastardly? And will the Rocket Launch Voice work on losing the attitude? These questions and many more, may or may not be answered in this next dramatic scene.

**SCENE 3**

**AT START:** *We are at the Weekly World Newspaper in the office of MR. BEIGE. MR. BEIGE is on the phone having one of his usual, heated conversations.*

**MR. BEIGE:** Are you kidding me? We run the largest newspaper company in Metroville. People all over the world depend on our paper. Go ahead and shut us down. I dare you.

*KENT and GRAYSON enter. KENT has some papers in his hand; GRAYSON has photographs.*

**MR. BEIGE:** You better believe that was a threat. What? Are you threatening me now?

**GRAYSON:** *(Notices KENT is missing his glasses. Whispers.)* Kent.

*KENT looks over. GRAYSON points at his eyes. KENT realizes that he has forgotten his glasses, he quickly removes them from his suit jacket and puts them on.*

**MR. BEIGE:** *(Into phone.)* Hang on. *(To KENT and GRAYSON.)* What do you want?

**KENT:** Well, gosh, gee, we didn't mean to interrupt. We just thought we could—

**MR. BEIGE:** *(Into phone.)* Are you serious? How dare you? I've worked for this company for 30 years and not once have I ever raised my voice at one of my employees. Hang on. *(To KENT and GRAYSON.)* Well, go ahead! I don't have all day!

**GRAYSON:** We just wanted to let you know that—

**MR. BEIGE:** *(Into phone.)* Go ahead, come down here! I dare you. Oh yeah? Well I double dog dare you. Triple that, with whip cream on top! Then don't. Fine! Fine! I'll see you when I get home, honey! *(Slams phone down. To KENT and GRAYSON.)* Never work for a company your wife owns. *(Pause.)* Well?

**KENT:** Golly, gee, I just wanted to give you my—

**MR. BEIGE:** That better be an article on the latest sighting of Cat-Man and Kid Sparrow?

**KENT:** It is. (*Hands MR. BEIGE the article.*)

**GRAYSON:** And these are the—

**MR. BEIGE:** Those better be the pictures to go with it.

**GRAYSON:** They are. (*Hands MR. BEIGE the pictures.*)

**MR. BEIGE:** (*Skimming article.*) The Wiggie Piggie is having a sale on fat-free chocolate pudding! All weekend?

**KENT:** Uh, no, the other one.

**MR. BEIGE:** (*Flips through the papers.*) Cat-Man and Kid Sparrow strapped to a rocket. Amazing story, Kent!

**GRAYSON:** What about the pictures?

**MR. BEIGE:** (*Looks at pictures.*) Eh, they're OK.

**GRAYSON:** (*Aside to KENT.*) Well, it's tough to take a good picture when you're strapped to a rocket.

**MR. BEIGE:** What was that, Grayson?

**GRAYSON:** I just said, it's... tough to pull the camera out of my... pocket... you know, to get a good picture.

**MR. BEIGE:** Well, you shouldn't keep your camera in your pocket then, Grayson. (*Pause.*) How you're able to get this close to The Fantastic Crime-Fighting Duo and their arch nemesis, Dogg Dastardly, is absolutely incredible. I am so happy right now I could hug you! (*He goes to hug KENT.*)

**KENT:** Oh, okay. (*Goes in for the hug.*)

**MR. BEIGE:** But I won't. (*MR. BEIGE quickly backs away. Embarrassed, KENT also backs away and tries to look casual, like it never happened.*)

*LAURA enters.*

**MR. BEIGE:** Who are you?!

**LAURA:** Laura Lana, sir. I'm supposed to start today.

**MR. BEIGE:** Laura Lana? (*Pause.*) Are you sure?

**LAURA:** Yes, my name's Laura Lana.

**MR. BEIGE:** Since when?

**LAURA:** Since I was born —

**MR. BEIGE:** No, since when have you been working for the Weekly World?

**LAURA:** Since you hired me last week.

**MR. BEIGE:** I don't recall ever meeting you in my life.

*SFX: Phone rings. MR. BEIGE picks it up.*

**MR. BEIGE:** Hello! Yes, I've got it right here. *(Pulls out a folder from the drawer. To KENT, GRAYSON, and LAURA.)* You three, get acquainted. Apparently she works here now. I'm going to be a minute, this is important. *(Into phone, reading the list.)* OK, I've got your list right here. We need milk, eggs, bread. No, I won't forget the bread. I don't always forget the bread! *(Silently resumes phone conversation.)*

**GRAYSON:** Welcome aboard. *(They shake hands.)* My name's Grayson Bird.

**LAURA:** Laura Lana.

**KENT:** Golly, gee, don't mind Mr. Beige. He's always like that. Believe it or not, he's in a good mood today. Oh, golly...

*KENT reaches to shake LAURA'S hand. When she takes his, their eyes lock for the first time.*

**KENT:** ...gosh.

*There's immediate chemistry between KENT and LAURA. We hear romantic music.*

**GRAYSON:** *(Looking around for the source of the music. Clears throat to get their attention. It doesn't work.)* So... his name is—

**KENT:** Kent. Kent—

**LAURA:** West, yes I know. I've heard of you.

**KENT:** Have you? *(To GRAYSON, aside.)* She's heard of me.

**LAURA:** Famous for his Cat-Man and Kid Sparrow articles.

**KENT:** Oh that. Well, you know, I just try to get the best stories, that's all.

**GRAYSON:** I take the pictures—

**LAURA:** *(To KENT.)* I only hope to be half the reporter you are—

**GRAYSON:** You know, the photos that go with the articles?

**KENT:** You're making me blush.

**LAURA:** That's OK. Red looks good on you.

*KENT and LAURA both smile.*

**GRAYSON:** *(Pause.)* I just want to point out that some of the situations I'm in, it's hard to get a really good, clear picture.

*KENT and LAURA's eyes never leave each other.*

**GRAYSON:** I mean, my hands are tied sometimes... like, literally tied... *(To himself.)* ...to a rocket ship.

**MR. BEIGE:** How dare you?! *(Romantic music stops.)* No, how dare you? Fat-free chocolate pudding was only a suggestion. Oh, yeah? Well, I'll have you know that sticks and stones may break my bones, but—fine! Fine! I'll see you at six o'clock! I love you, too! *(Slams phone down. To LAURA.)* Who are you?

**KENT:** Oh, golly, sir. This is Laura Lana. You hired her last week.

**MR. BEIGE:** I don't recall that.

**LAURA:** I was hired for the new field reporter job.

**MR. BEIGE:** *(Grabs notes.)* I'll be the one who decides what job to put you in. *(Looks at notes.)* Looks like we need another field reporter. You're hired. Do you think you've got what it takes to get the big stories?

**LAURA:** Absolutely! I mean, not as big as Kent's stories, but I'll work hard and I'll never stop trying.

**GRAYSON:** Not all my pictures are bad, you know? In fact, there are some really good ones.

*SFX: Phone rings. MR. BEIGE picks it up.*

**MR. BEIGE:** Hello. I suggested it because it was on sale. How dare you?! No, how dare you? *(Continues his conversation silently.)*

**KENT:** *(To LAURA.)* Well, golly, gee, it was nice meeting you. If you need anything, please feel free to ask.

**GRAYSON:** Yeah, me too. You can always ask me.

**LAURA:** Thank you, Kent. You're so sweet. I'm looking forward to getting to know each other better.

*LAURA smiles and begins to exit. Just before she walks out, she stops, turns and gives one more smile to KENT. KENT smiles back and waves like a teenager in love. LAURA exits.*

**GRAYSON:** *(Looking off, towards the door.)* Nice meeting you. So... you and I ...we'll just catch up later. *(Looks at KENT, who is still smiling.)* Oh, boy!

**MR. BEIGE:** *(Into phone.)* I know you are, but what am I?! *(Slams the phone down. Sees KENT and GRAYSON.)* What are you two just standing there for?

**KENT:** *(Snapping out of trance.)* Well, gosh, sir, gee golly wow, I just wanted to make sure we were through here.

*SFX: Meowing ringtone. KENT frantically tries to stop the ringing in his pocket.*

**MR. BEIGE:** What's that?

**KENT:** Uh... golly, gee nothing. Gosh, it's just, uuuuh—

*The office phone rings. MR. BEIGE picks it up.*

**MR. BEIGE:** *(Into the phone.)* Hello. Oh, well good of you to finally call me back. What did you say? I told you, I can run this department with my eyes shut. Yes, I can! You never believed in me, Mother! *(Silently continues argument.)*

**KENT:** *(Answers phone. Quietly.)* Hello.

**COMMISSIONER:** *(Enters.)* Cat-Man!

**KENT:** Golly, gee, gosh... uh, I mean... *(Clears his throat. In CAT-MAN voice.)* What is it, Commissioner? I'm kind of busy right now. Can it wait?

**COMMISSIONER:** Crime waits for no man, Cat-Man.

**KENT:** Yeah, why is that?

**COMMISSIONER:** What do you mean?

**KENT:** Nothing. What is it, Commissioner?

**COMMISSIONER:** It looks like Dogg Dastardly is at it again. He's at Funparkland, threatening to destroy it and the thousands of people in it.

**MR. BEIGE:** Kent! Who are you talking to?

**KENT:** *(To MR. BEIGE.)* It doesn't matter.

**COMMISSIONER:** It doesn't matter that he's going to destroy thousands of people?

**KENT:** *(Into phone, as KENT.)* No, I mean — Hang on. *(To MR. BEIGE.)* Golly, gee, gosh, I was just... uh, paying my... phone bill, golly, gee, gosh... gosh?

**COMMISSIONER:** What are you talking about, Cat-Man?

**KENT:** *(Into phone, as CAT-MAN.)* I'll be right with you, Commissioner. *(To MR. BEIGE, as KENT.)* Gosh, I forgot to pay my phone bill, golly, gee, oops— *(Into phone, as CAT-MAN.)* Talk to Kid Sparrow! *(He tosses the phone to GRAYSON.)*

**GRAYSON:** What? No!

*KENT walks over to MR. BEIGE'S desk to distract him while GRAYSON, as SPARROW, continues the conversation with COMMISSIONER.*

**GRAYSON:** Commissioner. It's Kid Sparrow. What's going on?

**COMMISSIONER:** Is Cat-Man feeling well?

**GRAYSON:** Oh, he's fine. What happening?

**COMMISSIONER:** Dogg Dastardly is at Funparkland, threatening to destroy it.

**GRAYSON:** What?! That can't happen!

**MR. BEIGE:** What's wrong, Grayson?

**GRAYSON:** *(To MR. BEIGE.)* Uh... the phone company is threatening to raise his rates. *(To KENT.)* You better speak to them, try and save some money. *(To COMMISSIONER.)* Talk to Cat-Man. *(He tosses KENT the phone, as they pass each other. GRAYSON is now distracting MR. BEIGE.)*

**KENT:** *(As CAT-MAN.)* Commissioner?

**COMMISSIONER:** What's going on over there? What are you trying to save?

**KENT:** I was just... saving... a squirrel... stuck in a tree.

**COMMISSIONER:** Don't squirrels live in trees?

**KENT:** Yes. No. I don't know. Good question. Ask Grayson.

**GRAYSON:** What?!

*KENT tosses the phone to GRAYSON.*

**MR. BEIGE:** Kent. Do you want me to speak to them?! I'm very good with people! (*Makes a move towards GRAYSON, but KENT pulls him back to his desk.*)

**KENT:** (*Crossing with MR. BEIGE.*) No, no, no, that's OK.

**GRAYSON:** Commissioner? You wanted to ask me something?

**COMMISSIONER:** Yes. Don't squirrels live in — Oh, never mind! Can you and Cat-Man go to Funparkland?

**GRAYSON:** Thanks for the invite, Commissioner, but we need at least two weeks' notice for any vacation time.

**COMMISSIONER:** Not for a vacation. To stop Dogg Dastardly?

**GRAYSON:** Oh, yeah. Sure. We're on our way! (*Hangs up.*)

**COMMISSIONER:** I hope so. (*Hangs up.*)

**GRAYSON:** Kent. We've got to go.

**MR. BEIGE:** Go where?

**GRAYSON:** Uh... I've got a lead on a story.

**MR. BEIGE:** (*To KENT.*) Your phone company gave you a lead on a story?

**GRAYSON:** Yes... (*To KENT.*) and I was able to save you some money on your phone bill.

*Confused, MR. BEIGE looks over at KENT.*

**KENT:** What can I say? Fantastic customer service. Let's go!

*KENT and GRAYSON exit.*

**MR. BEIGE:** (*Phone rings.*) Hello. Well, look who decided to call me back. It's about time! You got a lot of nerve making me wait?

*LAURA enters.*

**MR. BEIGE:** Hang on. (*To LAURA.*) Can I help you?

**LAURA:** Where did Kent and Grayson go?

**MR. BEIGE:** I don't know. Their phone company gave them a lead on a story. They just left. You could probably catch them, if you hurry.

**LAURA:** Thanks. (*Exits.*)

**MR. BEIGE:** I wonder who that was... *(Into phone.)* How dare me?!  
No, how dare you, Grandma?!

*Blackout.*

**RADIO ANNOUNCER:** Will MR. BEIGE remember everything on his wife's grocery list? Will Kent be able to keep his mind off Laura Lana long enough to save the innocent people at Funparkland? And can Cat-Man and Kid Sparrow resist purchasing a fast-pass to go on all the Funparkland rides? I'm almost certain none of these questions will be answered in this next thrilling scene.

*Music begins.*

#### SCENE 4

**AT START:** *We are at the front entrance of Funparkland. There is a ticket booth with the window closed. A sign on the window reads: "I'm out to lunch, so hold your horses, OK?" CAT-MAN and KID SPARROW enter.*

**SPARROW:** We made it, Cat-Man.

**CAT-MAN:** We're not inside yet. Let's hope it's in time.

*CAT-MAN and KID SPARROW start to go when CAT-MAN sees sign.*

**CAT-MAN:** Wait a minute, Kid. Look at this sign.

**SPARROW:** *(Reading sign.)* "I'm out to lunch, so hold your horses, OK?" Great! What are we going to do, Cat-Man?

**CAT-MAN:** Kid Sparrow, we must practice the ancient skill... of patience.

*CAT-MAN and SPARROW stand in silence for a moment. It's awkward. Pause. Optional SFX: Elevator music plays lightly in the background during the following exchange.*

**SPARROW:** Why do you wear glasses?

**CAT-MAN:** Sorry?

**SPARROW:** As Kent. You wear glasses. It doesn't make sense.

**CAT-MAN:** It makes perfect sense. It's part of my disguise.

**SPARROW:** Yeah, no, I get that – the whole disguise thing. But you wear a mask as Cat-Man.

**CAT-MAN:** So?

**SPARROW:** So as Kent you don't really need the glasses. They seem... unnecessary.

**CAT-MAN:** *(Pause. Defensive.)* They're comfortable, OK?

**SPARROW:** Alright, alright. Didn't mean to start anything.

*Pause. CAT-MAN and SPARROW both look at their watches. CAT-MAN looks over at the booth. It is still closed. Another awkward pause.*

**SPARROW:** And why do you talk like that, as Kent?

**CAT-MAN:** Talk like what?

**SPARROW:** You know... *(Doing his best – overly exaggerated – KENT impersonation.)* Golly, gee, golly, gosh, Mr. Beige, golly, gee, gosh. *(Pause.)* You know... that?

**CAT-MAN:** Listen, it helps me get into the character of Kent, OK?

**SPARROW:** OK. Sorry. *(Pause. Playfully.)* Golly, gee, gosh, you don't have to get so upset.

**CAT-MAN:** I'm gonna go see if I can get someone else to help us. *(Exits.)*

**SPARROW:** Oh, come on. I was just kidding. *(Exits after CAT-MAN.)*

*LAURA enters. She is carrying a notepad and a pen, ready for her first big story. A FUNPARKLAND EMPLOYEE enters. He is carrying a sack lunch.*

**LAURA:** Excuse me?

**EMPLOYEE:** *(Keeps walking.)* I'm not on the clock yet.

**LAURA:** I was just wondering if you—

**EMPLOYEE:** Not on the clock! *(Goes into the booth, opens the window, puts on an employee badge, turns his cap around and looks up... and smiles.)* How can I help you today?

**LAURA:** Yes, I was wondering if you've seen Cat-Man and Kid Sparrow around here?

**EMPLOYEE:** Cat-Man and Kid Sparrow? Oh, because of what's happening inside?! So scary.

**LAURA:** Yes. Is everyone OK?

**EMPLOYEE:** Yeah, they're fine. It's just, when you charge \$10 for a hot dog, you have to expect people to be upset.

**LAURA:** That's why Cat-Man and Kid Sparrow are here? Because of the price of hot dogs?

**EMPLOYEE:** I guess. *(Pause.)* And the fact that Dogg Dastardly has hundreds of people trapped on the Ferris wheel.

**LAURA:** Dogg Dastardly?!

**EMPLOYEE:** Super scary, right? Those poor people. My acrophobic heart goes out to them. So, did you just want to buy one ticket today?

**SPARROW:** *(Offstage.)* That's not what I'm saying.

**LAURA:** No, not today. *(She quickly hides somewhere onstage - or in the audience if possible.)*

*CAT-MAN and KID SPARROW enter.*

**SPARROW:** I'm just saying that you can't fly... so what's the need for a cape?

**CAT-MAN:** It's part of my disguise— *(The word "disguise" is spoken simultaneously with SPARROW's "disguise.")*

**SPARROW:** —disguise, I know. *(Sees booth is open.)* Cat-Man! Look! The booth is open.

**CAT-MAN:** Good eye, Kid!

*CAT-MAN and SPARROW run over to the booth.*

**EMPLOYEE:** Cat-Man and Kid Sparrow. Wow! I'm guessing you're here for the Ferris wheel?

**SPARROW:** We don't have time to go on any rides today.

**CAT-MAN:** We're here for Dogg Dastardly.

**EMPLOYEE:** Yeah, he's on the Ferris wheel.

**SPARROW:** Did you hear that, Cat-Man? Thousands of people in danger and Dogg Dastardly takes time to go for a ride on the Ferris wheel. When I get my hands on him—

**EMPLOYEE:** So you're going in there to help those poor people?

**CAT-MAN:** Yes. And we don't have much time.

*CAT-MAN and SPARROW begin to enter the park.*

**EMPLOYEE:** OK, so who's paying?

**CAT-MAN:** Excuse me?

**EMPLOYEE:** To get in? Who's paying?

**SPARROW:** But we're The Fantastic Crime-Fighting Duo.

**EMPLOYEE:** I know! It's incredible! *(Pause.)* We accept cash, credit cards, debit cards, direct debit, mobile payments, money orders, prepaid cards, bank transfers, wire transfers, digital cryptocurrencies, including Bitcoin, Amazon stock, today only, and did I mention we accept cash?

*CAT-MAN pulls out his wallet and digs through it. From inside the park, we hear shouts: "Help me!" and "Dogg Dastardly's got us! Help!" These shouts come from offstage.*

**SPARROW:** Hurry, Cat-Man!

**CAT-MAN:** I don't have any cash or my credit cards on me. Do you accept checks?

**EMPLOYEE:** No, I'm sorry, checks are for old people, we don't accept those.

*Shouts from inside the park: "Help!"*

**SPARROW:** What are we going to do, Cat-Man?

**EMPLOYEE:** Listen, you two seem like you're in a bind. I'll go and talk to my boss and see if we can make an exception... you know, since you two are Cat-Man and Kid Sparrow.

**CAT-MAN:** Hurry. Let your boss know that we're here to save those people on the Ferris wheel! And we haven't got much time.

**EMPLOYEE:** OK, I'll let him know. *(Closes the booth window, and comes out. Cap is forward again.)*

**CAT-MAN:** We'd appreciate it if you could hurry—

**EMPLOYEE:** Alright, already!! Sheesh! (*Exits.*)

**SPARROW:** We should just go in the park, Cat-Man. Those people need our help.

**CAT-MAN:** Remember... patience, Kid. If we go in there without permission, we're just as bad as the bad guys.

*There is a moment of silence while they wait.*

**SPARROW:** Do you really still use checks?

**DOGG:** (*Enters.*) What is taking so long? I've had these people fearing for their lives for so long, I'm about to save them. Well, there goes plan F. (*To himself.*) Or was it plan G? F was once the crime-fighters got into the park, (*Looks at them.*) but that didn't happen. (*To himself.*) G was trapping all those innocent people, or was that plan E, since it was after plan F? ...So... Now I have to go to plan H, I think. (*To CAT-MAN and SPARROW.*) Yes, plan H it is!

**CAT-MAN:** Enough with your plans, Dogg Dastardly! It's time we settle this once and for all.

**DOGG:** Oh yeah?

**SPARROW:** Yeah!

**DOGG:** Oh yeah?

**SPARROW:** Yeah!

**DOGG:** Oh, yeah – you're right.

**SPARROW:** Yeah! Wait, what?

**DOGG:** You're right. Enough of these plans. Plan F and plan G and H, I, J, K, L, M, N, O, P! How many times are we going to go through this? I use my cunning wit to lure you into a trap and then you escape. And then a few days later we repeat it all over again.

**SPARROW:** What are you trying to say, Dogg?

**DOGG:** I think... Yes! I'm ready for retirement.

**SPARROW:** Retirement? But you're not even close to being done with the alphabet.

**DOGG:** I know, I know. Believe me, no one is more disappointed than me. I was really hoping to get to plan Z before I retired, but I think it's time to hang up the ole doggy ears.

**CAT-MAN:** What will you do? Where will you go?

**DOGG:** I don't know. Hawaii, maybe. I've always wanted to own my own shop on the beach. You know, design some t-shirts. I've got some great designs I've been working on. Maybe just lay on the beach, read a good book. Yeah, that sounds nice. *(After a moment.)*

Well, it's been a real pleasure being mortal enemies with you two.

**SPARROW:** Absolutely!

**DOGG:** Made some headlines, the three of us! *(They all laugh, remembering the good ole days.)*

*There is a quiet moment between them. Then, CAT-MAN reaches out his right hand. After a moment, DOGG takes it. They shake. Then, SPARROW reaches out his left hand. DOGG takes it. He is now shaking both their hands at the same time. It's awkward. He lets go, and begins to exit. He stops and turns to them.*

**DOGG:** Who knows. Maybe one day I'll come back. I mean, who else is gonna keep you two on your feet? A new, more powerful super villain? *(Laughs.)* Yeah, right! Bow wow! *(Exits.)*

*It is quiet. A sense of loss is settling on CAT-MAN and KID SPARROW.*

**SPARROW:** Well, Cat-Man, what do we do now?

**CAT-MAN:** We continue to do our job, by helping the great people of Metroville.

**SPARROW:** It won't be the same without an arch nemesis.

**CAT-MAN:** That is very true, Kid. But let us always be ready, in case another more powerful villain does emerge.

*CAT-MAN and SPARROW look at each other, nod, and run off, ready to fight their next super villain. LAURA comes out from her hiding spot.*

*Thank you for reading this free excerpt from:*

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*By Stephen Frankenfield*

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