

UP AND AWAY

On the distant planet of Pluto Adjacent, a civil war is raging. In desperation, the royal family sends their newborn prince to Earth to live safely hidden amongst humans, unaware of his eminent origins.

Twenty-five years later...Meet JOE JESSUP, a confident young man who lives on a farm with MOTHER JESSUP and his brother JERRY, but dreams of finding fame and fortune in Big City. One day, the brothers discover a mysterious pod with magnificent red gloves inside. Joe puts them on, and the gloves take over his body, giving him superhuman skills! Jerry urges caution, but Joe sees the gloves as his ticket to greatness, and he leaves to find his destiny in Big City.

When Joe arrives, Big City is in chaos, brimming with villains. Undeterred, he gets a job at BCN Radio, where he meets his crush SUSIE DARE, a jingle singer and aspiring journalist. Heeding Jerry's advice to keep his powers secret, Joe is doing fine until he accidentally discovers he can fly...but badly. Joe needs Jerry, so Jerry bravely decides to catch a bus to Big City, frightened of leaving the farm, but determined to help his brother.

Jerry hits Big City running, and runs right into Susie. They are immediately attracted, but hide it as Joe drags them to eccentric billionaire RONAK FAIRCHILD's soiree. A bomb, courtesy of evil genius magician MR. MALFEASANCE, almost blows up the party, but Joe saves the day with his superpowers. Susie wants to write an exclusive about this new hero, and now all of Big City wants his help.

Calling himself "Super Saver", Joe sweeps the city clean of villains and revels in his new celebrity. Brimming with confidence, Joe proposes to Susie, but she turns him down, wounding his ego. When Joe finds Susie kissing Jerry moments later, he snaps, vowing he'll never be "good" again if it can't get him what he wants. He tears through Big City in a tantrum, even releasing the villains from jail. Jerry goes to Ronak for help, but Joe arrives soon after. As Jerry tries to apologize, Joe shoves him and runs away, unaware he pushed Jerry through an open window. Jerry plunges to his certain death, but suddenly...an outstretched red-gloved hand appears at the window. It's a terrified Jerry, flying with one of Joe's gloves! Does he now have superpowers too?

Meanwhile...Big City is in chaos...again. Although Joe released the villains from jail, they refuse to accept him as one of their own, sending him into a shame spiral. Is there no one out there to save Big City?

Yes, my friends, there is! When Jerry hears the Big City citizens' despair, he swallows his fears and secretly uses his new skills to put the villains back behind bars. But after a pep talk from Mr. Malfeasance, Joe resumes his misdeeds, forcing Jerry to work in the shadows to right Joe's wrongs and get his brother back. With an assist from Ronak in the form of a sleek uniform and mask, a disguised Jerry openly thwarts Super Saver's petty crimes, becoming Big City's "Super Hero".

Ever the reporter, Susie sets a trap to find out the identity of the masked vigilante. Jerry falls for it, revealing he is Super Hero, and also...he has fallen for Susie. They kiss. Moments later, Joe finds them, but is most devastated to discover that Jerry is his greatest foe, Super Hero. An epic fight begins, until suddenly, they both sense that Mother Jessup is in trouble and fly to Farmtown to save her.

When they arrive, Mother Jessup warns that rebel aliens are there trying to kill the alien prince that she took in and raised as her own twenty-five years ago. Joe thinks he is the prince, but he's not...**Jerry** is! Just then, Mr. Malfeasance appears and kills Mother Jessup. He's a rebel alien in disguise! Joe and Jerry work together like brothers to take down Mr. Malfeasance. Afterward, Ronak enters, revealing he is a royal alien sent to bring the prince back home. Jerry asks Joe to come with him, but Joe wants to stay in Big City to try to make amends. Jerry offers Joe his mask, so that he can take up the mantle of Super Hero. But don't worry – Jerry won't be returning to Pluto Adjacent alone. Susie is coming along too - Pluto Adjacent will be the scoop of the century!

And so, the brothers go their separate ways: Joe, to protect and defend his city, and Jerry, to protect and defend his planet. Will they ever see each other again? Tune in for the next episode to find out...

UP AND AWAY

CHARACTER BREAKDOWN (5 ACTORS)

Jerry Jessup (early 30s): Kind, smart, but fearful man who is happiest staying put on the farm, but will stop at nothing to protect the ones he loves. Also plays *King Alien*, *Blind Nun*, *Beekeeper* and *T-Rex*.

Joe Jessup (20s): Confident, strapping farm boy with childlike enthusiasm, clueless charm, and big ambitions. Also plays *T-Rex* and *Pumpkin Head*.

Susie Dare (20s): Feisty but sweet jingle singer willing to go the extra mile to realize her dream to become a reporter. Also plays *Beekeeper*, *T-Rex*, and *Pumpkin Head*.

Player 1 (40-50s): Plays multiple roles, but primarily Ronak Fairchild, eccentric billionaire, and Mr. Malfeasance, evil genius magician. Also plays *Rebel*, *Announcer*, *Sarah Dapper Cracker*, *Boy Scout*, *Vertigo*, *Conrad Jackson*, *Beekeeper*, *Cab Driver*, *T-Rex*, *Newsie 1*, *Newsie 3*, *Henchman #1*, *Bank Teller #1*, and *Business Man*.

Player 2 (40-50s): Plays multiple roles, but primarily Mother Jessup, unemotional, no-nonsense farm woman, and Roxie Moron, criminal's moll. Also plays *Sarah Dapper Cracker*, *Blind Nun*, *Police Officer*, *Laverne*, *Widow Cranky*, *Alfred*, *Cat Lady*, *Newsie 2*, *Reporter*, *Nun 2*, *Nun 3*, *Henchman #2*, and *Bank Teller #2*.

Casting note: This is a superhero fantasy/fairy-tale type of story that encourages creative staging and imagining and is not wedded to any particular casting requirements at all, so we also encourage casting that embraces DEI&A efforts.

TIME: Early 1930s

PLACE: Big City and Farmtown, USA

AUTHOR'S NOTE: A superhero origin story obviously has many spectacular feats, such as flying, super-fast speed, and battles with the baddies. However, all of these actions should be staged with maximum creativity and old-fashioned stagecraft, including sound effects that can be performed by the actors themselves to great comical effect.

RUN TIME: 2 hours (2 acts, one intermission)