

The Confused Greenies

A Patchwork Players Production

Dottore Who & the Three Locks of Time is an original scenario written and performed by **The Confused Greenies** for performances at Case Western Reserve University in Cleveland, Ohio. This show was also previewed at Notacon 6 in the Wyndham Cleveland at Playhouse Square in Cleveland on Saturday, April 18, 2009. The run at CWRU was staged in Nord Hall Atrium over the weekend of Friday, April 24 through Sunday, April 26, 2009. An encore, with a slightly modified scenario, was performed at Marcon 44 in Columbus, Ohio on Saturday, May 23, 2009.

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The Confused Greenies's website:

<http://filer.case.edu/org/commedia/>

Dottore Who pages:

http://filer.case.edu/org/commedia/plays/2009-04-18_Dottore-Who.html

http://filer.case.edu/org/commedia/plays/2009-04-24_Dottore-Who.html

http://filer.case.edu/org/commedia/plays/2009-05-23_Dottore-Who.html

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Dottore Who and the Three Locks of Time* – as performed by **The Confused Greenies*

Dottore Who – a bumbling traveler of both time and space

Dottore 1 – gives a lecture on sci-fi physics

Dottore 2 – has video-taped a warning from the future

Dottore 3 – begins the quest

Dottore 4 – pretty-boy Dottore who seeks the First Lock of Time

Dottore 5 – cricket-playing Dottore who seeks the Second Lock of Time

Dottore 6 – Steampunk Dottore who seeks the Third Lock of Time

Dottore 7 – Jellybaby Dottore at the opening of the Rift in the Patchwork of Space-Time

Colombina – green skinned alien companion of Dottore

Arlecchino – future savior of the Multiverse

Ex-Terminator – a cybernetic protector from the Future sent to save “The One”

Capitano James Apollo Black Buck Flash Jack Solo Wall-E Tiberius Testosteroné – a braggart starship captain

Flavio – his Red-Shirt #1

Red-Shirts – the most expendable crewmen in the Multiverse

Zanni-Troopers – worst marksmen of the Multiverse and minions of the Galactic GOP

The Scout – magical schoolgirl Guardian of the First Lock of Time

The Chef – cybernetic cook Guardian of the Second Lock of Time

Finoretta – sexy matron Guardian of the Third Lock of Time

Companions – members of Finoretta’s household

Agent Punch – evil agent after “The One”

Agent Scapino – his partner

0.5 Skarino	<i>Buon Giorno</i> given by Skarino. Skarino <i>exits</i> .
1. Dottore 1 Colombina	TARDIS <i>enters</i> . Dottore 1 and Colombina <i>enter</i> . Dottore 1 announces they are on Earth and prepares for a lecture on the Physics of Sci-Fi with slideshow.
1.5 Dottore 2	Dottore 2 <i>appears</i> on video, trying to interrupt Dottore 1 who tries to ignore him. Dottore 2 has a warning of impending doom of the Multiverse. Only Dottore can help obtain the Three Locks of Time – the Chaotic Temporal Relativistic Lock, the Ancient Lock of Time, and the Dimensional Exasperator Lock – and only Arlecchino (a missing companion of Dottore’s) can save it.
2. Capitano Flavio Red-Shirts Dottore 3	Capitano, Flavio, and the Red-Shirts <i>enter</i> . Capitano introduces himself and brags about defeating Dottore to be the savior of the Multiverse. Colombina mentions Dottore would regenerate if killed – and so a Red-Shirts shoots Dottore 1 who dies. The TARDIS <i>enters</i> to take Dottore 1 who <i>exits</i> inside. Dottore 3 <i>enters</i> and TARDIS <i>exits</i> . Capitano <i>exits</i> to enact his plan. Dottore 3 complains about Colombina encouraging him being killed and then investigates the clues to the Locks. He is oblivious of Colombina and Flavio falling in love. As they woo and dance they accidentally knock over and kill Red-Shirts. Colombina worries Flavio will die because he is a Red-Shirt too.
2.5 Capitano Arlecchino	Capitano <i>enters</i> with Arlecchino – he already captured Arlecchino (in a missing episode). Capitano and Dottore 3 bicker until Capitano criticizes Flavio for being in love with Colombina – he should get all the green-skinned babes! In the confusion, Dottore, Colombina, and Arlecchino <i>exit</i> into TARDIS. Capitano and Flavio realize what happened. Capitano and Flavio try to track down where the Dottore and the Locks are. Flavio notices Zanni-Troopers on the sensors. Capitano explains Zanni-Troopers and the Galactic Generic Overlordly Persons. Capitano brags at being able to defeat them all single-handedly. Flavio and Red-Shirts <i>exit</i> .
2.75 Zanni	Zanni <i>enter</i> but are not seen by Capitano. When Capitano notices, he freaks out and is chased off as they try to shoot him – but fail. All <i>exit</i> .
3. Skarino Dottore 3 Colombina Arlecchino Dottore 4	Dottore 3, Colombina, and Arlecchino <i>enter</i> from the TARDIS. Skarino <i>enters</i> , gets into an argument with Dottore 3, and shoots him who dies and <i>exits</i> into the TARDIS. Skarino apologizes about “old habits”. Dottore 4 <i>enters</i> from the TARDIS. Colombina remarks at how “pretty” the new Dottore is. Skarino announces he is here from the future to protect “the one” (aka Arlecchino). The group makes plans to obtain the First Lock and all <i>exit</i> .
4. Scout Capitano Flavio Red-Shirts	The Scout <i>enters</i> , guarding the First Lock. Capitano, Flavio, and Red-Shirts <i>enter</i> . Capitano tries to “ <i>C-duce</i> ” (<i>lazzo</i>) the Scout but she rebuffs him. Capitano sends his Red-Shirts but the Scout kills them with ease. Capitano calls in all Red-Shirt reinforcements and tells Flavio to strike.

4.5 Dottore 4 Skarino Arlecchino Colombina	Dottore 4, Skarino, Arlecchino, and Colombina <i>enter</i> . Colombina sees Flavio in danger and throws a Red-Shirt in front of him to save him – and the Red-Shirt dies. Colombina runs off with Flavio and they <i>exit</i> . Capitano is scared and <i>exits</i> . Skarino attacks the Scout but the Scout chases Skarino away and he <i>exits</i> . Dottore 4 tries to negotiate with the Scout but she eventually also kills him. The Scout remorseful over the “bishie” Dottore 4 being dead and goes to find another bishie and <i>exits</i> . Arlecchino picks up the First Lock and <i>exits</i> . TARDIS takes Dottore 4 off and <i>exits</i> .
5. Colombina Flavio	Colombina and Flavio <i>enter</i> and express their love for each other. Flavio says Colombina takes his breath away and she worries he’s about to suffocate. Colombina and Flavio also disagree over who is going to save the Multiverse – Dottore or Capitano. Both Colombina and Flavio <i>exit</i> .
6. Dottore 5 Arlecchino	Dottore 5 and Arlecchino <i>enter</i> in search of the second Lock. Dottore warns Arlecchino they are entering Borg territory. Arlecchino thinks this “sounds Swedish!” Dottore 5 and Arlecchino <i>exit</i> .
6.5 Borg Skarino	The Swedish Borg <i>enters</i> with the second Lock: “Borg Borg Borg!” Skarino <i>enters</i> . The Borg tries to make Skarino into a dish and chases the terrified Skarino who <i>exits</i> .
6.75 Dottore 5 Arlecchino	Dottore 5 and Arlecchino <i>enter</i> . When the Borg calls the Second Lock (a giant spoon) a “spork spork spork” Dottore 5 and Arlecchino correct him. The Borg decides to trade the Lock for the piece of celery Dottore 5 is wearing. The Borg <i>exits</i> . Arlecchino protests and hits Dottore 5 on the head with the giant spoon, accidentally killing him. The TARDIS <i>enters</i> and takes Dottore 5 and Arlecchino <i>exits</i> .
7. Zanni	The Zanni-Troopers <i>enter</i> and observe another video – this one shot by Arlecchino.
7.5 Dottore 2 Arlecchino Red-Shirts	VIDEO: Capitano has released a monster to attack Dottore 2 – but it’s so huge and he’s scared. Epic adventure – that Arlecchino managed to not get on camera. All <i>exit</i> . Zanni <i>exit</i> .
8. Dottore 6 Arlecchino Companions	Dottore 6 and Arlecchino <i>enter</i> . Dottore 6 realizes Colombian is gone and goes in search of a new companion and the third Lock. Finoretta (Head Companion and mentor to Colombina) and her Companions <i>enter</i> and welcome them to a House of Companions. Dottore has no clue what this is – Arlecchino is intrigued. Dottore 6 tells Finoretta he is looking for “a good fork” (the third Lock). Dottore 6 convinces Companions he is looking for the Lock. The Companions tell them that their best patron already has it. Dottore 6 realizes it must be Capitano they must go to get it from them. Dottore 6 tries to convince Arlecchino to leave and he <i>exits</i> . Arlecchino wants to stay – until he sees a rather hairy Companion who tries to seduce him. Arlecchino quickly <i>exits</i> . All the Companions <i>exit</i> .
9. Colombina Flavio	Colombina and Flavio <i>enter</i> while skipping. Flavio stubs his toe and fears he will die but Colombina saves him with a bandage. But they again fight over who will save the Multiverse until Colombina tells Flavio to go away. Flavio believes he will die of a broken heart – which prompts Colombina to take him back and love him again.

9.5 Capitano Dottore 4 Red-Shirts Arlecchino Skarino	Dottore 4, Arlecchino, and Skarino <i>enter</i> . Capitano (with the Third Lock) and Red-Shirts <i>enter</i> . Colombina confronts Dottore 4 of being alive again – which he says is due to being “fan favorite”. Dottore and Capitano confront each other over the Locks of Time. Capitano tries to take Arlecchino and drafts anyone wearing red shirts to join his forces.
9.75 Zanni	The Zanni-Troopers <i>enter</i> . Capitano orders his Red-Shirts to attack but Dottore 4 realizes this is a catastrophe because Red-Shirts cannot not die and Zanni-Troopers cannot not miss – this impossibility will rip a whole in the Patchwork of Space-Time. Colombina, Flavio, Capitano, and Skarino <i>exit</i> in terror of impending dooms. Rift explodes and Zanni and Red-Shirts <i>exit</i> .
10. Dottore 3 Dottore 5 Dottore 7	The Multiverse has performed an illegal operation and Blue Screens of Death and shuts down. The space-time rift causes other Dottores (plus one not seen) to <i>enter</i> . All the Dottores bicker, blaming each other. The Dottores try to get Arlecchino to fix it but he has no idea. Dottore 7 (the new one) offers Arlecchino some jellybabies and he finally gets to eat – and realizes what he must do! Arlecchino <i>exits</i> with the Three Locks of Time.
10.5. Arlecchino	Arlecchino <i>re-enters</i> with the Three Locks of Time, now transformed into their real state. Arlecchino gives one each to a Dottore and then activates them all – eliminating the extra Dottores and resetting the Multiverse – and thus also resetting the play – but means for Arlecchino’s it’s still far from lunch time!. In a huff, Arlecchino <i>exits</i> . Dottore 4 comments on the situation.
1’. Dottore 4 Colombina	TARDIS <i>enters</i> and Colombina <i>enters</i> . Dottore 4 has reset back to the beginning and announces they are on Earth and prepares for a lecture on the Physics of Sci-Fi with slideshow.
1.5’. Capitano Flavio Companions Arlecchino Skarino	Capitano, Flavio, and Companions <i>enter</i> . Arlecchino and Skarino <i>enter</i> . Capitano vows to get Dottore next time. Capitano gives Flavio his leave to be with Colombina and Capitano, with the Companions, leaves, taking all the credit for saving the Multiverse.
1.75’ Dottore 2	Dottore 2 <i>appears</i> on video, trying to interrupt Dottore 4 with a warning of the impending doom of the Multiverse. Dottore 4 has enough of this and shuts off slideshow and <i>exits</i> to the TARDIS. Colombina finally has an idea how to save Flavio – strip him. Colombina and Flavio <i>exit</i> via the TARDIS – which prompts Dottore 4 to <i>enter</i> and <i>exit</i> somewhere else. The TARDIS starts rocking as clothing is thrown out. Skarino tells Arlecchino he no longer needs to protect him – and goes off to find those Companions. Skarino <i>exits</i> .
1.875’ Punch Scapino	Agents Punch & Scapino <i>enter</i> to confront Arlecchino as he is “The One”. Arlecchino remembers something he was once told for a situation like this and tells Punch “There is no spoon!” When Punch objects, Arlecchino hits him with the spoon and <i>exits</i> . Punch is left to explain to Scapino that “ <i>His spoon was too big.</i> ” Agents Punch & Scapino <i>exit</i> .
∞ All	All <i>enter</i> for curtain call. Skarino cannot bow so gets frustrated and tries to exterminate the rest of the cast who scatter or die. All <i>enter</i> again for final bow.