

PRODUCTION BOOK



ASKRONAUTS

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In this production book, you will find everything you need to stage an exciting musical. Explore the song list, the characters, the casting, the detailed description of each character, the scenography, choreography, and the lighting that will bring this spectacular performance to life.

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MUSIC

We strongly recommend assigning someone as a sound technician, allowing them to focus almost entirely on this task during the performance. Additionally, we suggest using practical software like Qlab, Farrago, or Qwertygo. With these programs, you can easily and instantly launch tracks and sound effects by pressing keyboard keys. This will maintain a dynamic rhythm and enhance the overall theater experience. Your choice of these resources will make a significant difference. We genuinely hope these recommendations prove helpful to you, and that you succeed in creating a fantastic performance. Best of luck, and go for it!

VOCAL TRACK LIST

TRACK	TITLE	CHARACTERS
1	What lies in store	Askronauts, Mayor Jack
2	Welcome to Krador	Kradorians, Kinter, Jackson, Mia
3	The truth about Krador	Kantrice, Askronauts, Kinter
4	The end of everything that is good and kind	Krappyman, Kipiss, Lily
5	Failure is not so bad	Kootam, Kinty, Kooty, Kimmit, Jackson, Mia
6	A little bit goes a long way	Kinnie, Kundie
7	The most horrible wretched things	Kipiss
8	What I'll take back with me	Askronauts
9	Keep it going	Full cast

BACKING TRACK AND SFX LIST

TRACK	TITLE	CHARACTERS
1	Pre-Show Music	Instumental
2	Cheer	SFX
3	What lies in store	Askronauts, Mayor Jack
4	Bianca Background	SFX
5	Scene Change 1/2	Instumental
6	Cabin controls	SFX
7	Take off	SFX
8	Scene Change 2/3	Instumental
9	Landing	SFX
10	Welcome to Krandor	Krandorians, Kinter, Jackson, Mia
11	Switch	SFX
12	The truth about Krandor	Kantrice, Askronauts, Kinter
13	Scene Change 3/4	Instumental
14	Dungeon background	SFX
15	The end of everything that is good and kind	Krappyman, Kipiss, Lily
16	Scene Change 4/5	Instumental
17	Failure is not so bad	Kootam, Kinty, Kooty, Kimmit, Jackson, Mia
18	Scene Change 5/6	Instumental
19	Machine noises	SFX
20	Loud Beep	SFX
21	A little bit goes a long way	Kinnie, Kundie
22	Scene Change 6/7	Instumental
23	Long fart	SFX
24	Puppy sounds	SFX
25	Puppy kisses	SFX
26	The Most Horrible Wretched Things	Kipiss
27	Scene Change 7/8	Instumental
28	Scene Change 8/9	Instumental
29	What I'll take back with me	Askronauts
30	Scene Change 9/10	Instumental
31	Keep it going	Full cast
32	Curtain call	Curtain call



CASTING

PRE-CASTING SUGGESTIONS:

Have Clarity in Your Selection Criteria for Children: Take into account factors like their singing skills, ability to follow directions, improvisation talents, stage presence, and attitude. Establishing these criteria will help you evaluate candidates fairly and pick the most suitable ones for the roles.

Provide Necessary Preparation Materials: Make sure the kids have all the materials they need for thorough preparation. This includes song lyrics, sheet music, script excerpts, or scenes to practice with.

Incorporate Fun and Exercises: Include improvisation exercises and theater games to assess their creativity, expressiveness, and coordination.

Create a Welcoming and Supportive Atmosphere: Foster an environment where they feel at ease showcasing their talents. This will boost their confidence and ensure a positive experience for everyone involved.

Consider the Option of Double Casts: If you have a good number of talented children, think about forming double casts. This allows more children to take part in the musical and offers flexibility in case of absences or unexpected situations.

Handle Results with Sensitivity: Share the results in a respectful and considerate manner. Express gratitude to each child for their participation.

Evaluate Adaptability: Ask candidates to sing, dance, or act in different styles with varying emotions. This will help assess their versatility and ability to adapt to different scenarios. Don't worry if they're not all experts; what matters is their eagerness to learn and their ability to follow instructions.

Remember, the main goal of casting for a children's musical is to provide a positive learning experience for the kids. Encourage a passion for the performing arts, boost self-confidence, and celebrate each participant's unique talent.

Best of luck with the casting!"



CHARACTER LIST

Meet the amazing characters of the musical! From brave heroes to cunning villains, this story is filled with memorable characters. Find out who they are and how they fit into this exciting adventure.

LARGE SPEAKING PARTS

Lily - Part of the Askronauts team. Enthusiastic and fun.

Joe - Part of the Askronauts team. Impulsive and somewhat impatient.

Mia - Part of the Askronauts team. Energetic and brave.

Jackson - Part of the Askronauts team. A charismatic and skilled leader.

MEDIUM SPEAKING PARTS

Krappyman - Main antagonist. He is evil and cunning.

Kipss - Krappyman's henchman.

Kantrice - A peculiar resident of Krador who speaks in oppo-speak.

Kinter - Manager of Foreign Relations in Krador.

Kootam - Guide at the Failure Institute in Krador.

Koppen - Manager of the Yum Shack restaurant.

Kinnie - Receptionist at the PAIN B GONE facility.

Kundie - PAIN B GONE specialist.

Kapa - Assistant to Kipiss.

Kopa - Assistant to Kipiss.

Kupa - Assistant to Kipiss.

Mayor Jack - Oversees the Askronauts' mission.

SMALL SPEAKING PARTS

Kinty - Student at the Academy of Failure in Krador.

Kooty - Student at the Academy of Failure in Krador.

Kimmit - Student at the Academy of Failure in Krador.

Bianca - Spaceship's robotic voice.

Fan group girl - Spontaneous audience member.

Crowd person 1 - Spontaneous audience member.

Crowd person 2 - Spontaneous audience member.

CHARACTER DESCRIPTIONS

In this musical, every character is easily interchangeable in terms of gender, allowing both boys and girls to take on any role. We encourage a flexible and inclusive casting approach, so feel free to explore the creative potential of your students without any gender constraints.

MIA - Part of the Askronauts team. She's brave, confident, and has a real passion for karate. Mia's full of energy, protective, and she's got a great sense of humor. She shows a lot of courage and determination.

- To play Mia, an actress should bring out the determination and confidence of her character. Mia goes through a wide range of emotions, from having fun and exciting moments to showing her affectionate side. The actor should also have a good memory to learn and deliver lines.



Number of lines:	49
Scenes involved in:	7 (Scenes 1, 2, 3, 5, 6, 8, 9)
Songs:	6 (Track 1, 2, 3, 5, 8, 9)
Solos:	Yes
Vocal Range:	G3 - D5

JACKSON - Part of the Askronauts team. Dependable and skilled. Takes his job seriously. Leads the mission.

- To play Jackson, an actor should display charm, confidence, and get along well with the rest of the cast. This character has a Southern accent, so his voice might be softer and warm.



Number of lines:	47
Scenes involved in:	7 (Scenes 1, 2, 3, 5, 6, 8, 9)
Songs:	6 (Track 1, 2, 3, 5, 8, 9)
Solos:	Yes
Vocal Range:	G3 - D5

LILY - Member of the Askronauts team. She's enthusiastic, curious, and fun-loving.

- To play Lily, an actress would need to convey the character's curiosity and enthusiasm. Being able to express emotions like amazement and excitement would be important. Additionally, skills for quick dialogue and delivering lines with energy would be beneficial. A good memory for learning and remembering lines, as well as good chemistry with the rest of the cast, would be important to bring Lily's character to life.



Number of lines:	47
Scenes involved in:	7 (Scenes 1, 2, 3, 4, 7, 8, 9)
Songs:	5 (Track 1, 3, 4, 8, 9)
Solos:	Yes
Vocal Range:	G3 - D5

JOE - Member of the Askronauts team. He's brave, curious, and a bit impatient. He has a straightforward attitude and can sometimes be a tad impulsive.

- Joe's voice can be more casual and laid-back, with a touch of humor. The actor or actress portraying Joe should be capable of conveying a wide emotional range, from comedic and sarcastic moments to more serious and emotional ones. The ability to keep the audience engaged and connected with the character throughout these transitions is crucial.



Number of lines:	45
Scenes involved in:	5 (Scenes 1, 2, 3, 8, 9)
Songs:	4 (Track 1, 3, 8, 9)
Solos:	Yes
Vocal Range:	G3 - D5

KANTRICE - She's a unique local from Krandor who talks in opposites. Kantrice starts off a bit shy and distant, but as the story goes on, she gets more emotional.

- The actor/actress should be able to show different feelings subtly and have a strong stage presence. Her voice can sound a bit sarcastic and snobby.



Number of lines:	21
Scenes involved in:	5 (Scenes 3, 5, 6, 8, 9)
Songs:	3 (Track 2, 3, 9)
Solos:	Yes
Vocal Range:	G3 - D5

MAYOR JACK - Introduces the Askronauts and supervises their mission. Enthusiastic and supportive. Also Joe's father.

- Can be played by an actor/actress with a pleasant and approachable voice, capable of conveying confidence and leadership.



Number of lines:	15
Scenes involved in:	1 (Scene 1)
Songs:	1 (Track 1, 9)
Solos:	Yes
Vocal Range:	G3 - D5

KIPISS - He's Krappyman's sidekick, cunning and wicked.

- To play Kipiss, an actor/actress would need acting skills to convey the character's malice and cunning. Being able to deliver lines with sarcasm and dark humor would be crucial. Additionally, having comedic skills to add a touch of humor to the performance would be beneficial. Good diction and facial expressions would be essential skills to communicate the character's intentions and emotions.



Number of lines:	35
Scenes involved in:	3 (Scenes 4, 7, 10)
Songs:	3 (Track 4, 7, 9)
Solos:	Yes
Vocal Range:	G3 - D5

KRAPPYMAN - He's the main antagonist. He's a cunning and wicked alien with a plan to cause trouble in Krandor.

- To play Krappyman, an actor/actress would need acting skills to convey the character's villainy and selfishness. Being able to express intense emotions like anger and frustration would be important. Additionally, having comedic skills to deliver lines with dark humor would be beneficial. Good stage presence and improvisation skills could help bring the character of Krappyman to life.



Number of lines:	20
Scenes involved in:	2 (Scenes 4, 10)
Songs:	2 (Track 4, 9)
Solos:	Yes
Vocal Range:	G3 - D5

KINTER – Manager of foreign relations from Krandor. Kinter is friendly, welcoming, and proud of his planet.



- To play Kinter, an actor/actress would need to convey warmth and kindness. Being able to express enthusiasm and pride would be important. Additionally, clear diction and good voice projection would be beneficial.

Number of lines:	10
Scenes involved in:	2 (Scenes 3, 9)
Songs:	3 (Track 2, 3, 9)
Solos:	Yes
Vocal Range:	G3 - D5

KOOTAM – Guide at the Failure Institute in Krandor. Kootam encourages and celebrates failure as an essential part of learning and growth.



- The actor/actress portraying Kootam should have a vibrant stage presence, be able to deliver comedic lines with good timing, and have facial and gestural expression skills to convey enthusiasm and joy. Additionally, it would be desirable for the actor to have vocal skills for singing and projecting their voice on stage.

Number of lines:	19
Scenes involved in:	1 (Scene 5)
Songs:	2 (Track 5, 9)
Solos:	Yes
Vocal Range:	G3 - D5

KOOPEN – Owner of the Yum Shack restaurant in Krandor.



- Should be played by an actor/actress who can welcome customers and maintain a friendly atmosphere. It would also be desirable for the actor to have improvisational skills and handle comedic situations.

Number of lines:	6
Scenes involved in:	1 (Scene 8)
Songs:	1 (Track 9)
Solos:	No
Vocal Range:	G3 - D5

KINNIE – Receptionist at the PAIN B GONE facility.



- This character should come across as a friendly and helpful person. The actor/actress playing this role should be able to speak their lines clearly and confidently.

Number of lines:	6
Scenes involved in:	1 (Scene 6)
Songs:	1 (Scene 6)
Solos:	Yes
Vocal Range:	G3 - D5

KUNDIE - PAIN B GONE

Specialist.

- This character should come across as a friendly and helpful person. The actor/actress playing this role should be able to speak their lines clearly and confidently.



Number of lines:	8
Scenes involved in:	1 (Scene 6)
Songs:	2 (Track 6, 9)
Solos:	Yes
Vocal Range:	G3 - D5

KINTY/KIMMIT/KOOTY

Students at the Academy of Failure in Krantor.

- The actors/actresses portraying these characters should bring humor and enthusiasm to the stage.



Number of lines:	2
Scenes involved in:	1 (Scene 5)
Songs:	2 (Track 5, 9)
Solos:	No
Vocal Range:	G3 - D5

KAPA/KOPA/KUPA

Sluglike assistants to Kipiss.

- The actors/actresses portraying these characters should be able to deliver their lines with sarcasm and dark humor. Clear speech and facial expressions would be important skills to convey these characters' intentions and emotions.



Number of lines:	2
Scenes involved in:	1 (Scene 7)
Songs:	1 (Track 9)
Solos:	No
Vocal Range:	G3 - D5

PEOPLE IN THE CROWD

Characters with spontaneous lines.

- The actors/actresses portraying these characters should have comedic skills and be able to perform comedic characters.



Number of lines:	1
Scenes involved in:	1 (Scene 1)
Songs:	1 (Track 9)
Solos:	No
Vocal Range:	G3 - D5

BIANCA - Robotic voice heard through the spaceship's system.

- Serious and efficient. Must convey professionalism and confidence.



Number of lines:	2
Scenes involved in:	2 (Scenes 1, 9)
Songs:	1 (Track 9)
Solos:	No
Vocal Range:	G3 - D5



Chapter 3

SCENOGRAPHY

In a theater production, scenography is like the “stage setting.” It’s everything you see on the stage: the backgrounds, objects, and lighting. It’s like the world where the story unfolds. It also involves how actors are positioned and any changes that happen during the play. In short, scenography is the “magic” that brings the play to life and makes it interesting to watch.

Remember, it’s essential to encourage children and parents to get involved in creating the set pieces. You can organize creative workshops where kids can collaborate in building the set using recycled materials like cardboard, paper, and fabric. Ensure that both the set, props, and costumes are safe and comfortable, involving parents in the creation process and using materials readily available at home. Make set design exciting and sustainable for children and their families.

Have fun, and good luck with your play!

In this Production Book, please note that the stage directions provided here are simply suggestions for set design. We encourage creativity and flexibility when it comes to bringing the production to life. Feel free to adapt and interpret these ideas to suit your unique vision for the show.



SCENE 1: MEET THE ASKRONAUTS

Scene sketch suggestion



SETS

For our first desert scene, we can bring a desert vibe to life on a budget using recycled materials. Here are some practical ideas for decorating:

Let's set the stage with a desert backdrop made from hanging brown and yellow fabrics at the back of the stage. To add that authentic touch, we can include recycled paper cacti as details. And for the floor, we can lay down a canvas or rug in light brown or yellow shades to mimic the sandy terrain.

We can easily craft rocky formations using recycled cardboard boxes, painting them in brown and gray for a realistic look. Another option is to use paper mache to create more genuine-looking rocks.

Let's put recycled cardstock to good use by crafting signs that designate the desert launch area. Using vibrant colors will ensure they catch the audience's eye.

Injecting life into the scene is possible by incorporating items like recycled cardboard barrels or painted wooden crates. These can represent supplies or launch equipment, adding depth and interest.

Depending on the scene's needs, we can decide whether or not to feature the spaceship on stage. If necessary, we can create it using large cardboard boxes or repurposed plastic barrels. A coat of silver or gray paint, along with recycled materials for windows, lights, and buttons, will complete the look.

Our goal is to create a cost-effective and environmentally friendly desert scene that captivates both the cast and the audience!

PROPS

- **Microphone (Optional):** For Mayor JACK's microphone, we can fashion one from a cardboard tube with aluminum foil on top.
- **Space Flag or Mission Emblem:** The space flag or mission emblem can be drawn and painted on a bedsheet or a piece of fabric.
- **Support Banners for the ASKronauts:** Crafting support banners is easy using cardboard and sticks.

COSTUME DESIGN

ASKRONAUTS: The Askronauts outfits should be colorful and fun, using bright-colored jumpsuits or overalls. Add some flair with silver tape or aluminum foil to mimic technical elements. Helmets can be made from large plastic bottles, painted, and decorated with vibrant colors and spacethemed details. Craft custom emblems and patches using felt or recycled fabric. Complete the look with accessories like painted backpacks and simulated electronic devices made from recycled containers.

MAYOR JACK: Mayor Jack needs an outfit that makes him stand out as an authority figure while staying in line with the space theme. Opt for formal attire like a suit or dark jacket and pants. Enhance the look with decorative details using recycled materials like silver tape or aluminum foil to simulate space badges on the jacket. Create star or planet badges from cardboard and attach them to the outfit with pins or tape.

LAUNCH CROWD: The crowd should dress in colorful and festive attire to showcase their enthusiasm. They can wear bracelets or necklaces made from recycled paper with space-themed ornaments. The crowd can also carry signs made from recycled cardboard with supportive messages and space-related drawings.

