

Acting Edition

The Gumball Gang: Crime-Solving Kids

Book, Music & Lyrics
by Jim Colleran

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ISBN 978-0-573-71172-5

www.concordtheatricals.com

www.concordtheatricals.co.uk

FOR PRODUCTION INQUIRIES

UNITED STATES AND CANADA

info@concordtheatricals.com

1-866-979-0447

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licensing@concordtheatricals.co.uk

020-7054-7298

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THE GUMBALL GANG: CRIME-SOLVING KIDS was first produced by TADA! Youth Theater in New York City on July 5, 2007. The performance was directed by Janine Nina Trevens and choreographed by Joanna Greer, with musical direction by Jim Colleran, sets by Ian Wallace, costumes by Mark Richard Caswell, and lighting design by Kirk Bookman. The Production Stage Manager was Beth Slepian. The cast was as follows:

CANDY KRUNCH	Maya Park
DANNY	Javier Cardenas
JESS	Katherine Lerner Lee
ZAK	Robert Aviles
PARKER	Christina Franklin
BECCA KRUNCH	Gabriela Gross
OLIVE KRUNCH	Lindsey Estevez
LYDIA LEE	Casey Wenger-Schulman
MORGAN MCCORGAN	Nicholas Stewart
VICTORIA LASALLE	Jasmine Perez
WINSTON WINSTON III	Merce Jessor
TJ DOYLE	Jennifer Wais
SQUEAK	Taylor Jones
FRANCOIS	Alec Cohen
ISABEL	Ines Renique
GERTA	Taylor Hogan
YVETTE	Natalie Northup Bergner
RHONDA	Nicole Carrington
KEISHA	Saleema Josey
CHARITY ARMSTRONG	Alex Getlin
ABBY ARMSTRONG	Natalie Amaya
ETHAN ARMSTRONG	Rovin Sena
QUENTIN	Monk Boyewa Washington
HANNAH	Sophie Silverstein
NORA	Jarena Lee
THEO	Anthony Sanchez

CHARACTERS

THE GUMBALL GANG

CANDY KRUNCH – Female; leader; organized, smart, fair-minded

DANNY/DANI – Athlete; agile, fit, a bit sarcastic and funny

JESS – Intellectual; into math, history, etc., “book-smart”

ZAK/ZOE – Altruist; great people skills, ray of sunshine, all heart; great singer

PARKER – Techie; into computers and gadgets; inventive and funny

KLUTZES

BECCA KRUNCH – Female; klutzy and self-deprecating but unflappable and likable

OLIVE/OLIVER KRUNCH – Devoted to Becca, supportive and relentlessly upbeat

REPORTERS

LYDIA LEE – Female; newshound; professional, perseverant and determined

MORGAN MCCORGAN – Reporter/photographer; ambitious and skeptical

VILLAINS

VICTORIA LASALLE – Female; beauty queen; vain and self-absorbed but intelligent

WINSTON WINSTON III – Male; rich kid; snobbish and elitist, hangs with Victoria

TJ DOYLE – Bully; dumb, cruel, resentful, hates the Gumball Gang

SQUEAK – TJ’s sidekick; a tiny lackey, the smaller the better

ART STUDENTS

FRANCIS/FRANCES – Art student; fan of French Impressionism (Claude Monet, Edgar Degas, etc.)

ISABEL – Female; art student; fan of Mexican Folk Art (Frida Kahlo, Diego Rivera, etc.)

GUTHRIE – Art student; fan of Neo-modernism (Andy Warhol, Jackson Pollock, etc.)

JUDGES

(Resemble a 60s girl group)

YVETTE – Female; ringleader, tough, smart and fair; lower voice

RHONDA – Female; tough, smart and soulful; middle voice

KEISHA – Female; tough, smart and cool; upper voice

PROTESTERS

ABBY ARMSTRONG – Female; earnest and determined
environmentalist

UNA/UPTON ARMSTRONG – Committed but somewhat cynical
environmentalist

SKATER(S)

EMMETT/EMMA HANLEY – Skater dude; thrill-seeking, chill, honest

ADDITIONAL SKATERS – Optional roles; athletic kids with a variety
of personalities

AUTHOR'S NOTES

The Gumball Gang is an “ensemble cast” show where every kid onstage is a suspect! No one should be anonymous; everyone should be part of a “suspect group.”

To expand the cast beyond twenty-two performers, add additional **SKATERS**, **PROTESTERS** and/or **JUDGES**, and feel free to name the additional characters in your program. For those looking for a reduced cast, the **JUDGES** can be combined into one or two role(s) instead of three, and the **SKATERS** can be reduced to just **EMMETT**.

One actor doubles as the **CAT BURGLAR** in the Prologue.

SETTING

Town square and Krunch's candy store in Littletown, U.S.A.

TIME

The recent past.

MUSICAL NUMBERS

1.	Prologue	Instrumental
2.	Gumball Gang.....	Company
2a.	Big Case Transition.....	Instrumental
3.	Big Case	Gumball Gang
3a.	Big Scoop/Big Case	Reporters & Gumball Gang
3b.	Big Scoop (Reprise)	Reporters
3c.	Big Scoop Playoff	Instrumental
4.	Cosmopolitan Fine Art Show	Judges
4a.	Gumball Transition 1	Instrumental
5.	The Blue-Tailed Skink	Protesters & Company
6.	Trouble	TJ, Squeak & Company
6a.	Trouble Playoff	Instrumental
7.	Follow Every Clue.....	Gumball Gang & Company
7a.	Follow Playoff	Instrumental
7b.	Follow Every Clue (Reprise)	Gumball Gang
8.	Klutz	Becca
9.	Work It Out	Company
9a.	Work It Out Playoff	Instrumental
10.	All for Me	Victoria & Winston
10a.	Gumball Transition 2	Instrumental
10b.	Masterpiece Transition	Instrumental
11.	It's a Masterpiece	Art Students
11a.	Masterpiece Playoff	Instrumental
12.	Life Is Sweet	Zak, Victoria, Winston & Gumball Gang
12a.	Gumball Transition 3	Instrumental
12b.	Cosmopolitan (Reprise).....	Judges
12c.	Accusations	Instrumental
13.	Case Closed	Company
14.	Bows	Company
15.	Exit Music	Instrumental

Appendix:

4.	Cosmopolitan Fine Art Show (Unis. Vers.)	Judges
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Prologue

[MUSIC NO. 01 – PROLOGUE: THE CAT BURGLAR]

(Summertime in a cheerful American suburb. Night. Low mysterious music. A CAT BURGLAR, dressed in black, silently sneaks onstage. She moves effortlessly, a la “The Pink Panther,” until she discovers what she’s looking for – a porcelain doll. She takes a look-alike doll from her own velvet bag, switches it with the original, and begins to head out, when...)

(Lights up on final note, revealing the GUMBALL GANG surrounding the thief.)

CANDY. Hold it right there.

CAT BURGLAR. Wait...this isn’t what it looks like.

PARKER. Really? ’Cause it looks like you just stole that antique doll.

DANNY. And now it looks like you’re busted.

CAT BURGLAR. By you? Who are you?

CANDY. People call us...

GUMBALL GANG. The Gumball Gang!

[MUSIC NO. 02 – GUMBALL GANG]

(Two REPORTERS appear in front of a title card reading “Littletown Live!” They address the audience.)

LYDIA. Breaking news! The Gumball Gang has done it again! Candy Krunch and her band of amateur sleuths have solved another crime. Morgan?

MORGAN. That's right, Lydia. Eleven crimes solved in the last year alone. And to think, it all began right here...

*(As they sing, the **GUMBALL GANG** mimes the action described, eventually joining the song.)*

LYDIA.

JUST A COUPLE OF YEARS AGO,
THERE WAS A BULLY AND HER TWIN
AND THEY CONSPIRED TO BREAK IN
TO THE KRUNCH'S CANDY STORE.

MORGAN.

CANDY LET ALL HER BUDDIES KNOW,
AND THEY DECIDED TO PREPARE
BY SETTING UP A LITTLE SNARE,
ROLLING GUMBALLS ON THE FLOOR.

SKATER(S).

THEY SAVED THE DAY
AND EARNED QUITE A BIT OF FAME
AND ACCLAIM.

REPORTERS & SKATER(S).

AND THAT'S THE WAY
THESE YOUTHFUL DETECTIVES CAME
TO EARN THEIR NAME:

ENSEMBLE.

GUMBALL GANG!
THEY HAD SOLVED A CRIME WITH BRAINS AND
INNOVATION!
GUMBALL GANG!
AS THE ROBBERS TRIPPED THEIR HEELS AND FLIPPED
THEIR LIDS,

CLEVER CANDY KNEW
THAT HER FAITHFUL CREW
HAD SEALED THEIR REPUTATION
AS THE GUMBALL GANG!
CRIME SOLVING KIDS.

ABBY.

EV'RYBODY IN TOWN BEGAN
TO SEE THE GUMBALL GANG'S SUCCESS,
AND THEY WOULD SEND AN S.O.S.
ANY TIME THEY WERE IN NEED.

CAT BURGLAR.

CANDY AND HER AMAZING CLAN
WERE ALWAYS THERE TO HEED THEIR CALL
BY SOLVING ANY CRIME AT ALL,
SATISFACTION GUARANTEED!

TJ & SQUEAK.

THEY'LL SOLVE A CASE
OR TRACK DOWN A MISSING PET -

SQUEAK. (*Spoken in rhythm.*)

IT'S NO SWEAT!

PROTESTORS, CAT BURGLAR, TJ & SQUEAK.

SO, IF YOU FACE
A MYSTERY, YOU CAN BET
ON THIS QUINTET!

ENSEMBLE.

GUMBALL GANG!
THEY'RE THE KIDS TO CALL WHENEVER THERE IS
TROUBLE.
GUMBALL GANG!
WHEN A CROOK COMMITS A CRIME THE LAW FORBIDS,
THEY WILL SEARCH AND SPY
AND PROBE AND PRY
AND CATCH THEM ON THE DOUBLE!
THEY'RE THE

GROUP 1.

GUMBALL GANG...

GROUP 2.

GUMBALL GANG...

GROUP 3.

GUMBALL GANG!

ENSEMBLE.

CRIME SOLVING KIDS.

(Spoken in rhythm.)

THERE'S JESS!

JESS.

I LIKE MATH AND SCIENCE, HISTORY AND LANGUAGE
ARTS.

ENSEMBLE. *(Spoken in rhythm.)*

PARKER!

PARKER.

JUST FOR FUN, I TRY INVENTING THINGS WITH MOVING
PARTS.

ENSEMBLE. *(Spoken in rhythm.)*

DANNY!

DANNY.

GIVE ME A CHANCE TO LEAP OR CLIMB OR SWIM OR JUMP
OR RUN.

ENSEMBLE. *(Spoken in rhythm.)*

ZAK!

ZAK.

I SEEM TO CONNECT WITH PEOPLE, SPREADING JOY TO
EV'RYONE!

ENSEMBLE.

THERE'S JUST ONE MORE IN THE BUNCH:
SHE'S THEIR LEADER, CANDY KRUNCH!
CANDY KRUNCH!

CANDY.

I'M ORGANIZED AND SYSTEMIZED
'CAUSE LOGIC IS THE KEY.
NOW, COME ON, GANG,
WE CAN'T JUST HANG,
LET'S SOLVE A MYSTERY!

GUMBALL GANG.

AND YOU KNOW WE'LL ALWAYS BE
THE...

GUMBALL GANG.

GUMBALL GANG!
WE'RE THE KIDS TO CALL
WHENEVER THERE IS
TROUBLE!
GUMBALL GANG!
WHEN A CROOK COMMITS
A CRIME THE LAW
FORBIDS,
WE WILL SEARCH AND
SPY
AND PROBE AND PRY
AND CATCH THEM ON THE
DOUBLE!
WE'RE THE

ENSEMBLE.

GUMBALL GANG!
THEY'RE THE KIDS TO
CALL WHENEVER
THERE IS TROUBLE!
GUMBALL GANG!
WHEN A CROOK COMMITS
A CRIME THE LAW
FORBIDS,
THEY WILL SEARCH AND
SPY
AND PROBE AND PRY
AND CATCH THEM ON THE
DOUBLE!
THEY'RE THE

GROUP 1.

GUMBALL GANG...

GROUP 2.

GUMBALL GANG...

GROUP 3.

GUMBALL GANG!

ALL.

THE FAMOUS...
CRIME SOLVING KIDS!

Scene One: The Candy Store

[MUSIC NO. 02A – BIG CASE TRANSITION]

(The Candy Store, Krunch's Confectioners. JESS is deeply absorbed in a textbook, PARKER is working on some kind of electronic device, and DANNY is doing stretches. ZAK enters.)

ZAK. Hey, Danny!

DANNY. Hey, Zak.

ZAK. What's up?

DANNY. Oh, the usual. Parker is busy inventing The Next Great Thing That'll Change Our Lives Forever...

PARKER. *(Engrossed in their work.)* And this one will, if I can just get the middleware to form real-time access to the data source.

DANNY. Whatever. And Jess is deeply absorbed in the Hundred Years War.

JESS. Almost done... I'm up to year ninety-nine.

ZAK. So where's Candy?

CANDY. *(Entering.)* Right here. I just went in back to get more rock candies. Gramps was right – rock candy is selling way better since we renamed the flavors Punk, Metal and Emo.

ZAK. Well, I'm glad the candy business is good, 'cause the crime-solving business is lame.

DANNY. I know. It's been, like, six months since we've solved a case.

JESS. Actually, it's been five months, twenty-one days, sixteen hours and *(Looks at watch.)* seven minutes.

DANNY. I was just gonna say that.

PARKER. You know, since the case of the decoy dolly, we haven't had a single lead.

CANDY. Don't worry. Something'll turn up. Till then, we're gonna repaint the store!

(They look skeptical.)

What? It'll be fun. First step: we've gotta clear out some of this stuff.

(General groans.)

ZAK. I'll help – I don't mind.

CANDY. Thanks, Zak. And Becca and Olive can help, too.

PARKER. Your cousins?

CANDY. Yeah. They're staying with me this week. I'm meeting them this afternoon.

DANNY. Isn't Becca the one who's kinda accident-prone?

JESS. Maybe we should keep her away from the glass case.

CANDY. She'll be fine. At least when Becca's around, things get exciting.

PARKER. And we could use some excitement around here.

[MUSIC NO. 03 – BIG CASE]

CANDY. Tell me about it.

GUMBALL CREW,
WE'VE GOT NOTHING TO DO,
AND WE'VE GOTTA GET BACK INTO
THE RACE.

ZAK.

GUMBALL GUYS,
WE'RE JUST SWATTING AT FLIES.

JESS.

WE'RE BECOMING A PRIVATE EYE'S
DISGRACE!

PARKER.

LET'S PUT ON A DISGUISE AND BE SPIES...

DANNY.

AND GET OUT OF THIS PLACE!

GUMBALL GANG.

THERE'S A PROBLEM THAT WE'VE ALL GOTTA FACE:
WE NEED A BIG CASE!

(**REPORTERS** *enter.*)

LYDIA. Hey there, Gumball Gang!

MORGAN. Working on any good cases?

DANNY. Nope, nothing.

LYDIA. Come on. You have to give us something, or our
show will be cancelled.

ZAK. Cancelled? But *Littletown Live!* is the best show on
school TV!

MORGAN. Thanks, but the video club said we're out if we
don't come up with some real news soon.

LYDIA. And if we can't succeed on middle-school-closed-
circuit TV, how will we ever make it to cable?

CANDY. Well, we'd love to help, but we have nothing...
except some new Indie Rock Candy.

LYDIA. No, thanks. We've gotta hit the street and find a
story.

ZAK. Good luck!

[**MUSIC NO. 3A – BIG SCOOP/BIG CASE**]

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