

MARS DOME: AN ORIGINAL MUSICAL

Thank you for considering trying out for the Space Y **Mars Dome** Program! We entrust the future survival of humanity to your capable hands. This state of the art program shall culminate in an out-of-this-world two-act musical going up April 14-16. This packet contains details on the audition process and the show. Feel free to reach out with questions to zach.lee@yale.edu.

PLEASE NOTE:

According to the official Yale College Public Health policy, you must be fully vaccinated against COVID-19 to participate in any in-person productions, including this one.

There will be no exceptions.

STORY OVERVIEW:

Mars Dome is an uplifting musical comedy about Pike, a pessimistic misanthrope who looks to escape the world's problems by going on a manned mission to Mars, but finds love and learns to appreciate life on Earth as he trains to leave it all behind. Pike's world view is one I believe is all too common today. As news outlets bombard us with catastrophe after catastrophe, it's easy to fall into a pessimistic mindset and only see the bad side of humanity. We've all just been through a very rough year, the isolation of quarantine eerily similar to the monotonous routines of the trainees in the Mars Dome. Sometimes, it seems like the only solution to be free of the world's problems is to escape it; for Pike, this means literally fleeing from the planet at escape velocity. However, "Mars Dome" doesn't accept Pike's nihilistic ideology as fact, common and pervasive as it may seem in the world. This show seeks to explore the idea that life doesn't have to be perfect to be worth living, and I hope this story will show a ray of light to those of us worn down by the world's recent tragedies and remind us there's still good on this planet worth sticking around for.

CHARACTERS:

(Please note: the Score is still being written, so key changes can easily be made and all ranges can be considered placeholders!)

PIKE

Range: Tenor

A young misanthropic computer programmer, Pike finds himself disenchanted with the world. Pushed to his limit, he can only think of one option: leave Earth and its troubles behind and go live on Mars!

GRACE

Range: Alto

An extremely accomplished biochemist & humanitarian, Grace is an ideal candidate for the Mars Program. Meeting someone as amazing as her makes Pike question just how bad humanity can be after all. However, when he learns how she blows off steam after a long day of bettering the world, will he see her through the same rose-colored glasses?

YURI

Range: Bari-tenor with a thick Russian accent.

A machinist past his prime, born in the Soviet Union, Yuri dreamed his whole life of being a cosmonaut and traveling to space. Now, the Space Y Mars program presents him with a golden opportunity to fulfill his life-long dream. Will he make the final cut and board the rocket to Mars?

LEON HUSK

Speaking Role

The eccentric multi-billionaire and founder of the companies you know and love: the Dull Company, Buy Buddy, and of course Space Y. Leon Husk vows to put the human race on Mars and won't let the laws of God get in the way of his vision.

THE BOSS

Range: Tenor/Mezzo

Pike's overbearing boss won't give him a break. Weekends and vacations? Who has time for that when you have code to be writing! The Boss invades the sanctity of Pike's private life with email after email...

SAM

Range: Baritone

A slacker, a stoner, and all-around slob, Sam is the worst roommate Pike can possibly imagine. Seriously, who leaves pizza slices on the couch? Sam's poor sense of hygiene and propensity for inviting over rowdy friends pushes Pike to his breaking point, but with an innocuous suggestion to join the Mars program, he may offer his roomie his ticket to happiness.

ENSEMBLE

Ah, the ensemble... the Greek chorus speaking for the crumbling society of our generation. They are the commuters and office workers that Pike despises, the Mars Dome trainees finding their footing in zero gravity. There will be opportunities for solos and zany bits that will be assigned in rehearsals!

AUDITIONS TIMELINE:

September 24 --Audition Workshop

Have questions or want to meet the team? Come to our workshop 7-8:30pm location TBD (*check College Arts*)! We will go over the audition information, answer your questions, play some improv games, and learn a song from the show!

September 25-27 Auditions:

Prepare 16-32 bars a cappella of a song of your choice, or the attached sample song from the show, which will be taught at the workshop.

Prepare one of the 2 attached sides from the show

October 1 -2 Callbacks

Character-specific dialogue and songs from the show will be provided

October 3 - Casting day

Shows will begin calling actors at noon to offer roles

SHOW TIMELINE:

Fall Semester: familiarization with the music, and December cast read through.

Spring Semester: Regular rehearsals will take place starting in January with performances in mid to late April.

Performances: Show is tentatively scheduled for April 14-16,

OTHER OPPORTUNITIES:

We are still looking to fill the following production positions: Choreographer, Lighting, Sound, Props, Set, Costume, and, Projection design

If you are interested in working on the show in any capacity, reach out to Zach or Claire at zach.lee@yale.edu or claire.sattler@yale.edu.

Please prepare one audition side from the following 2 options. You do not need to memorize it.

SIDES:

LEON HUSK: It is my honor to welcome you to the Space Y Mars Colonization Program. I am, of course, Leon Husk: multibillionaire and founder of Space Y, an organization that began with a simple question: why not space? This is not a new question, not by any stretch of the imagination. No, this is a question that the generation before us was asking too. The generation that unlocked the secrets of the atom. The generation that dreamed of automated households and self-piloting cars. And yes, the generation that landed a man on the moon. It was a generation who valued knowledge, progress, and discovery. Discovery indeed, as they set out to discover what they called the final frontier: Space. But I don't see space as the final frontier, no! I see it as just the beginning for the future of mankind.

You, men and women of the Mars program, are the brave explorers paving the way to that bright and glorious future, and oh, I see that future clear as day.

I see a future where the mundane tasks of living can be done with a thought.

I see a future where the consciousness of mankind will find immortality in the memory banks of state of the art computers.

I see a future where every traffic light has a monkey brain.

Yes, I see that future, and there, they look back and say, "Leon Husk was not a deranged lunatic but a visionary!"

A visionary, yes! But also a man of action! They say shoot for the moon. I say shoot the moon! I'm going to put a hole in the moon and shoot rockets through it, for I am Leon Husk! I am Icarus with wings made of solid titanium! I will be the savior of the human race, no matter how many monkeys it takes! And the Earth shall be the wretched hell for those fools who dared to look down upon the question, "Why! Not! Space!"

GRACE: Oh no, there's no way you're leaving Earth without playing *Swords, Shields, and Shitholes*. We are playing! Right here, right now! Here, let me help you make your character. I love making characters!

(GRACE sits PIKE down with a Character Sheet and Player's Handbook)

Now, the great thing about *Swords, Shields, and Shitholes* is the freedom. It's not hard-coded like a video game. Everything's going on inside your head, so you can be anyone you want to be.

(PIKE flips to a page of the Handbook)

Oh no, don't pick a wizard for your first character, they're way too complicated.

(PIKE flips to another page)

No, monks are kind of weak in this edition.

(PIKE flips to another page)

A ranger? Are you serious?

(GRACE turns to a page)

Here. Play a bard. They're super versatile and super fun. Now, your bard can be any kind of fantastical creature you can imagine: elves, half-dragons, kalaxikiki—that's what they call the cat people—

(PIKE turns to a page, considering his options)

No, don't make him a Dwarf. They have no Charisma, what are you thinking? Pick something with better synergy like... a Half Elf. There! That's much better. Now you get to pick your spells. You can do anything you want with magic in this game. The possibilities are truly endless. There's just a few go-to spells you should take.

(GRACE leans over Pike's shoulder and points to spells in the book)

You'll want that... and that... can't forget that one... you know what, it would be easier if I just write them down for you. If I could just have that—

(GRACE tugs the sheet from PIKE's hands and starts writing on it.)

There... and there... and let's give you a backstory and character motivation real quick... and voila! You've made your very own character!

(GRACE hands PIKE back his sheet)

PIKE:

Wow. I feel so in control.

Unsure of what to sing? Don't worry! Here's a quick excerpt from the show: [Time Goes By--Audition.pdf](#) [Time Goes By--demo audio](#)