

**SCRIPT SAMPLE**

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**SUPERHeROES:**  
**The Helios Affinity**

by Taunya Page

Based on Some Characters Created by Kylie Richardson

With special thanks to Jim Bird and Mike Brantley  
For their contributions to the editing process

For MHHS Encore Co. 2015-16

Cover Art by Destiny Milhon  
And Taunya Page

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## SUPERHeROES: The Helios Affinity

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The full name of the play—

SUPERHEROES: The Helios Affinity

The full name of the playwright—

Taunya Page

(with some characters by Kylie Richardson)

# SUPERHeROES: The Helios Affinity

## **Cast of Characters** (In order of appearance)

Alfred  
Declan  
Xander  
Cressida  
Port  
Chronos  
Renaë  
Alex  
Owen Parker  
Richard Kelvin  
Charlie White  
Olive  
Gadget  
Chad  
Baby Bryce  
Isabel  
Alecto  
Mr. Cooper  
Cyclotron  
Helios  
Captain Camo  
Animator  
Fusion  
Pyrex  
Hydro  
Buttercup

## Taunya Page

### **Acknowledgements**

*SUPERHeROES: The Helios Affinity* premiered May 12, 2016 at Mountain Home High School in Mountain Home, Idaho. The production was directed by Taunya Page and featured the following cast and crew:

Alfred.....	Ben Kreutzer & Sekoya Tong
Declan.....	Morgan Hunt
Xander.....	Nathaniel Hernandez
Cressida.....	Kaitlyn Lutrell
Port.....	Joey Vogl
Chronos.....	Katelyn Richardson
Rena.....	Iris Hernandez
Alex.....	Kylie Richardson
Owen Parker.....	Tucker Holland
Richard Kelvin.....	Shelby Raber
Charlie White.....	Nick Parkinson
Olive.....	Makenna Kramer
Gadget.....	Kaylee Jeffery
Chad.....	Isaac Gunderson
Baby Bryce.....	Trystan Malcolm
Isabel.....	Jasmine Hunt
Alecto.....	Keslee Peterson
Mr. Cooper.....	Cierra Webb
Cyclotron.....	Lily Wakefield
Helios.....	Taryn Olaso
Captain Camo.....	Jennica Lockett
Animator.....	Rachel Criddle
Fusion.....	Audrey Ling
Pyrex.....	Tyson Coles
Hydro.....	Mikayla Beck
Buttercup.....	Mathew Enokson

**SUPERHeROES: The Helios Affinity**

Assistant Director.....Joey Vogl  
Stage Manager.....Sekoya Tong  
Costume Design.....MHHS Costume Design Class  
Set Design.....Taunya Page  
Set Construction, Sound, Lights.....MHH Stagecraft  
Sound Technician.....Alaina Groom  
Lighting Technician.....Nick Beck

## Taunya Page

### Character Descriptions

**Alfred:** A timid, six-year-old boy who lives in London with his parents in 1930. He makes his second appearance in the play in 2015 as a ninety-one-year-old man.

**Declan:** One of three Mediators, a Matrix-like agent of the government

**Xander:** Another

**Cressida:** Another

**Port:** Started his training with the Mediators, but now works with The Helios Affinity to dismantle the Mediators. He is a stream-lined, teleporting, morph suit-wearing, bad dude.

**Chronos:** Time—the overseer of all things. Oracle-like in nature, he knows the past and can see the future. He is ubiquitous, and can dress how he pleases; however, due to his personal taste, he chooses to sport a steampunk motif.

**Renaë:** 15 years old, born 2082—she is hospitalized and needs helium for an operation or she won't survive. She sends out the call for Buttercup to save her.

## SUPERHEROES: The Helios Affinity

**Alex:** Renae's sister. 22 years old, born 2075. Her parents were killed by the Mediators in 2096, but she struck a deal with them in her attempts to save Renae.

**Owen Parker:** An undercover time traveler for the Mediators—he appears in disguises across time as he works to gain money/power no matter the cost.

**Richard Kelvin:** Mayor of Astatine 2015—46 years old, he conspires with the Mediators for financial gain.

**Charlie White:** 25 years old, born 1995. A 2015 chemistry teacher/ inventor.

**Olive:** 17 years old. Mr. White's lab assistant, smart and sassy.

**Gadget:** 16 years old. Inventor and researcher-- he admires Mr. White and probably has a crush on Olive.

**Chad:** 16 years old. Likes to call himself Recycle Bin Boy. An environmentalist, surfer dude who likes to recycle.

**Baby Bryce:** An Equilibria Agent. A diaper wearing, unattractive, villainous babe with fully

## Taunya Page

grown facial hair and gamma rays. He has a hypnotic effect on mortals.

**Isabel:** An Equilibria Agent. A genetic hybrid, beautiful and deadly—her evaporation-causing melodies have a toxic effect on her victims. A siren-like creature with advanced ninja skills.

**Alecto:** An Equilibria Agent. Another genetic hybrid with visions of the future and powerful mind control skills. She uses her staff to control the behavior of others.

**Mr. Cooper:** In charge of Mediator security and works with Equilibria. He's a James Bond-type without the cool. He wears a suit and glasses, and constantly has his nose in a computer.

**Cyclotron:** A terminator-type robot with sound effects. Hired for acquisition and containment of Port and the element. 100% accuracy. Computerized vocals and a hi-tech symbiotic exoskeleton.

**Helios:** Named after the Greek god of the sun, a muscle bound, fighting machine. He formed the Helios Affinity protective squad in 2025. He carries a Frisbee-sized shield, and due to his enhanced condition, let's just say, he sets the standard for not to be messed with.

## SUPERHeROES: The Helios Affinity

**Captain Camo:** A war veteran with a military background. He handles logistics and weaponry (though they never kill anyone), and he is advanced in hand-to-hand combat.

**Animator:** An incredible capacity to bring things to life, he animates objects and transforms live creatures like spiders and dinosaurs into fighting machines.

**Fusion:** Specialty is nuclear manipulation—deals with electricity and control of atomic energy.

**Pyrex:** Works with pyrokinetic constructs and surfing, flame manipulation, electrical resistance, fire augmentation and transformation, firestorm, regeneration, inflammation combat, 4<sup>th</sup> of July displays...

**Hydro:** Controls water, wind, elements of the earth. She practices molecular manipulation, transforming elements from the earth to create unconventional medicinal properties with regenerative healing capacity.

**Buttercup:** An elusive scientist

### Set Description

This comic book style play takes place in various locations in the fictional city of Astatine in the years 2015 and 2097. The design may be as simple or elaborate as you like, but the pace of the production should not be interrupted with cumbersome set changes or curtain closures. Moving quickly between scenes is important; therefore, the show works well with a permanent set—a few levels with platforms and stairs can provide nice opportunities for the fight scenes. Lighting and entrances can represent new locations with simple props brought in to suggest each setting. For example, the hospital room can be characterized with a rolling gurney; a couple of carts with lab supplies can establish the high school chemistry classroom; and the headquarters of each group can be defined with props each character carries. If it can be managed, a painted backdrop of the city is effective.

## SUPERHeROES: The Helios Affinity

### **Act One**

Scene I	A Street in Astatine
Scene II	A Hospital Room
Scene III	2015: A High School Chemistry Lab
Scene IV	Mediator Headquarters
Scene V	A Hospital Hallway/ A Street in Astatine
Scene VI	2015: Mr. White's Basement Lab

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### **Act Two**

Scene I	Affinity Headquarters
Scene II	Mediator Headquarters
Scene III	Equilibria Headquarters
Scene IV	Affinity Headquarters
Scene V	A Hospital Room

Taunya Page**Act One: Scene One**

## A Street in Astatine

(At rise: Curtains open to reveal a dark stage. Futuristic sound and lighting effects announce the impending arrival of the Mediators. A pin spot slowly rises on Alfred's back, six years old, dressed in his best 1930's London attire. He holds a helium-filled balloon in one hand and a small gold token cupped in the other. He turns slowly to stare up at the light upon him, a deer in headlights. He feels the need to run, but his legs will not cooperate. Declan enters and crosses to Alfred who remains frozen. He flips open a control panel strapped to his wrist, enters a code on the panel then activates a communication ear piece as he evaluates the boy.)

**Declan:** Acquisition successful. Teleportation prematurely initiated. No sign of interference. (He kneels to wide-eyed Alfred who has not taken eyes off him since he arrived.) Not to worry, little Alfred. You won't remember a thing. (There is a quick sound effect as he runs his thumb across Alfred's forehead. Xander and Cressida enter opposite sides.)

**Cressida:** The element is here, but there's no sign of the key. He must have hidden it in the chamber when he sent the child.

**Xander:** The harvest is irrelevant without the key.

**Declan:** The gateway is closed and most likely permanently damaged.

## SUPERHeROES: The Helios Affinity

**Cressida:** He won't be able to retrieve it even if he did manage to get through when the window was engaged.

**Declan:** Regardless, the key's location is essential. I can only assume we anticipate immediate acquisition.

**Xander:** Of course, Declan. Equilibria agents have already been assigned. They have been consistently effective for us, and there will be no further disruptions.

**Cressida:** Port will be neutralized and eliminated without fail.

**Port:** Don't bet on it. (Port enters unexpectedly as Declan draws and fires his laser, but Port evades. A quick fight ensues as Port battles Matrix-style against all three Mediators. He quickly puts them down and crosses to grab the balloon from Alfred.)

**Port:** Sorry, kid. (He presses buttons on his belt.) Teleporting! [See production notes.]

(Port exits in a flash as Alfred watches the Mediators come to. They see the missing balloon and chase out after Port. There is a pause as Alfred takes in what just occurred, looking around the empty stage. He looks down at the token in his hand then up at the light.)

**Alfred:** Mum?

(Blackout)

Taunya Page**Act One: Scene Two**

## A Hospital Room

(Lights come up on Renae sleeping in a hospital bed. Alex sits in a nearby chair, leaning forward with her head down. The sounds of a heart monitor and a breathing apparatus are heard. The year is 2097 in the City of Astatine. Chronos enters dressed in steampunk style and surveys the scene. He stands upstage of Renae's bed looking at her with his open pocket watch; he snaps the watch closed, and Renae starts to wake up as he looks on. Time, the overseer of all things—they cannot see him.)

**Renae:** (Groggy from her medication) Buttercup?

**Alex:** (Crossing to her) I'm here, honey. It's me, Alex. Not to worry. The Mediators will be here any minute. Declan said they'll bring the element and the key.

**Renae:** (Struggling to speak) You know they never do what they promise. I heard you tell Dad that. You knew it even when none of us would listen.

**Alex:** This time is different. (Convincing herself) It has to be different now.

**Renae:** (Trying to sit up) Have you checked my computer? Is there anything new from Buttercup? She said she would send help as soon as possible. Her notes are very precise. Her new research is experimental, but she has fresh ideas to modulate the cryogenic cylinder, and...

## SUPERHeROES: The Helios Affinity

**Alex:** And I want to believe in her just as much as you do—even more. But we can't pin our hopes for your recovery to a glitch in the system. We don't know who Buttercup is, and frankly, if she could have helped, she would have by now.

**Renaë:** (Tears building) They wouldn't want us to give up hope, Alex. Mom and Dad...(She is unable to continue the thought.) It's all we have now. Well, that's what they would say. (Pause) Buttercup's the one who will save me. She's the one, Alex. I know it.

**Alex:** (Conceding) Okay, honey. I'm sorry to upset you. I will find Buttercup, and see what she knows. When's the last time you heard from her?

(Cressida enters with Xander. They are silent as Alex stands to receive their news.)

**Alex:** Well?

**Cressida:** (A beat) We are getting closer.

(Alex is clearly frustrated with the lack of results from the Mediators.)

**Xander:** Port ran interference again. There was nothing we could do.

**Renaë:** (Lying back down) I knew you couldn't get it.

**Alex:** (Pulling Cressida and Xander aside) You told me this would work. We've sacrificed everything for this. Renaë will die without the element! She has no time! I knew I should have taken care of this myself.

(Declan enters.)

Taunya Page

**Declan:** You're always taking care of things yourself, Miss Anderton, which is why we have these problems in the first place. If I'm not mistaken, you were recently arrested while "taking care of things"—snooping around Mediator labs, wasn't it? You will do as instructed, and let us take care of the harvest.

**Alex:** You've taken everything from me, Declan. My parents, my honor, my sister. Nothing left to lose makes me a dangerous adversary.

**Declan:** Your threats are unnecessary, Miss Anderton. I decided not to press charges with the police as part of our arrangement, and I agreed to help your sister, so I will.

**Cressida:** Port acquired the element, but the key wasn't...

**Declan:** (Cutting her off) The key wasn't a problem. It has been recovered, and I will retain it until needed.

**Alex:** You mean until you can profit from it. We had a deal. I came through on my end at Spectrum—all the uplink codes for the harvest. (Pause) You have no intention of saving her, do you? You'll let her die before you lose any piece of your precious crop!

(Doctor Owen Parker enters reading his digital charts.)

**Owen Parker:** So, Renae, I see here you're feeling slightly... (He realizes he's in the presence of the Mediators. His smile becomes enormous, and he

## SUPERHEROES: The Helios Affinity

gushes on like a school girl.) Oh, excuse me, I, uh, I didn't realize you were expected today, Declan. Cressida, Xander. It's my pleasure to meet you at last. As you know, I'm Doctor Owen Parker. (They decline his offer to shake.) Yes, well, wow! The Mediators! All three! The Triumvirate! (He raises his fist in the air—a symbol of their power. They are not impressed.) Yes, well, I thought you avoided hospitals.

**Xander:** The Mediators help in any situation.

**Alex:** Help themselves, that is.

(Renaë's breathing becomes more difficult, and the monitor beeps loudly. Doctor Parker tends to her and administers a sedative.)

**Alex:** Look, I don't have time to sit here, and watch her die! Do something!

**Declan:** We are doing what we can.

(Renaë's breathing stabilizes, and she sleeps.)

**Alex:** Well, I'm done waiting. (She exits. Chronos watches her go and opens his watch.)

**Owen Parker:** (Shouting to Alex as she exits) Yes, well, we intend to make Renaë fully functioning again as soon as we possess the element. (Quietly to the Mediators) I trust the key is in your possession, and the harvest will be underway without any further...

**Cressida:** Remove yourself, Doctor Parker.

Taunya Page

**Owen Parker:** Oh, yes, of course, immediately.  
(Exiting) It was such a treat to finally make your acquaintance! Do let me know of any advancements in this case. (He peeks back in.) Don't hesitate. (Peeking in once more.) Day or night! (He's out.)

**Declan:** Transmit any Intel on Miss Anderton as it comes available.

**Xander:** Her affiliation with Spectrum is becoming a liability.

**Declan:** Following in daddy's footsteps.

**Xander:** When they discover she infiltrated the codes, they'll terminate her access to the company. She won't be beneficial much longer.

**Cressida:** We don't need her anymore. We'll control the harvest now that we have the codes. She and Port can be taken care of simultaneously.

**Declan:** Organize the agents immediately. I will meet with them before they make the next attempt at key acquisition. And I want Port out of the equation. Now.

**Cressida:** What about the girl? (Motioning to Renae) We can't achieve the harvest if any of the element is used for her medical treatment.

**Xander:** You know we can't save her.

**Declan:** (A pause as he looks at Renae) I never intended to.

**END OF SCRIPT SAMPLE**

## SUPERHeROES: The Helios Affinity

### **Production Notes**

**Flexible Casting:** Gender is irrelevant for casting, (though Charlie White and Buttercup need to be the same gender as they are the same person), and any of the roles can be changed to meet your requirements. Many of the character names cross gender barriers anyway, but if you need more female characters, Kelvin could just be referred to as Mayor Kelvin instead of Richard, Mr. Stanley Cooper could become Ms. Stella Cooper, Chad could become Shan, etc. Pronoun changes would fix most of the other changes necessary to accommodate your actors.

**Cast Size:** If you need a smaller cast, some doubling is possible. Xander, Cressida, or Declan could play Buttercup in final scene. With quick costume changes, Chronos could be played by Kelvin or Chad. Be as creative as you need to be here.

**Fight Scenes:** Because there are so many characters on stage during the battle scenes, staging can be difficult. However, the combat can be effective with a more stylized approach. In classic comic book style, actors can fight without actually touching—including sound effects from the actors like “HA!” and “Whoosh!” The incorporation of onomatopoeia props of some kind would be nice to emphasize the comic book idea--perhaps twelve-inch diameter wooden circles painted with “Pow!” “Boom!” “Whack!” using handles on the back, or even some cardboard creations would suffice. The focus should

## Taunya Page

rotate to characters who have lines during fight scenes.

- During the final battle, the slow motion scene is important to bring focus to Buttercup's entrance. As soon as the DNA recognition sound effect is complete, the slow motion is released and the scene progresses with the arrest of Mr. Cooper.

**The Time Traveler X-2000:** The time machine is a challenging special effect on stage, but because this is a comic book production, it can be as simple as a painted cardboard cutout the actors carry in and out. Another idea is to incorporate a rotating wall into the set which moves during blackouts then reveals the time machine when it arrives. Whatever you decide, there should be two different looking time machines—Alex arrives in the 2097 upgraded version while Charlie White divulges the original 2015 invention in his basement. Lighting and sound effects should accompany the arrival and departure of said machines.

**Declan's Video Transmission:** If you have the capabilities, a pre-recorded video of Declan would be great. However, there are creative ways to approach this if your technology is limited. Again, with a comic book production, it's fun to keep it simple. Declan can enter the scene while carrying a frame to illustrate the computer screen. He exits with the computer's line "Transmission complete."

## SUPERHeROES: The Helios Affinity

**Mr. Cooper's Helium Video:** This video is not necessary, but it's a nice touch if you can manage it. Create an animated cartoon-style video to help the audience understand the complicated process of the Harvest. Another idea is to have actors act out Mr. Cooper's explanation of the Harvest—an interpretive dance of sorts.

**Teleporting:** If you have a trap door or some other means of a quick exit, that would be effective. A comic approach is to have Port say "Teleporting!", strike a pose, then run out. Be creative here.

**Buttercup's Elemental Transfer:** It's nice to have Buttercup on stage when Renae wakes up, so some sound and lighting effects will get the point across. If he's gone when she wakes, part of the emotionality of the scene is lost.

**Computer Voice:** The computer voice can be cast as a character if desired and he/she can enter as needed; or an actor can use a microphone backstage. The voice could also be pre-recorded and incorporated into the sound design.

**Special Lighting:** A spot on Alfred is needed at the beginning and end. Special effects on the time machine entrances and exits make it feel more magical.

**Sound Design:** Epic superhero-type music nicely underscores the show. It establishes the right mood and makes the action feel important.

## Taunya Page

**Sound Effects:** There should be many digital sound effects throughout the production—the sci-fi door, the heart monitor, Renae’s breathing apparatus, Alecto’s mind control power, Baby Bryce’s gamma ray sound, etc.

**Costumes:** One wardrobe requirement is that Mr. Cooper and Kelvin should be in suits—“Never trust a guy in a suit.” Also, Buttercup and Mr. White should look very similar to help the audience understand they are the same person. Other than that, costumes should support the comic book idea, and they can be simple or elaborate depending on your budget.

If you need suggestions, here are a few ideas: Hero and villain costumes are sleek, form fitting, and vibrant—colorful and thickly outlined with black to give them a 2-dimensional effect like comic book art. The fabric is embellished with muscular structures and other lines detailing the physique. Some also have padding to help emphasize particularly brawny builds. Costumes are strong, heroic, and dangerous (depending on the character) without skin showing, and capes are not appropriate for anyone since no one flies. Each character’s power specialty should be evident through his or her fashion, and simple eye masks and/or makeup are used to hide identities of superheroes. Makeup and hair is also colorfully cartooned, but Ben-Day dots are generally absent to avoid the appearance of measles on stage. The Mediators wear sharp, angular uniforms complete with an emblem of the government they serve. They sport darker colors like black and gray with silver accents. Alex, Renae, and

## SUPERHEROES: The Helios Affinity

Mr. Cooper wear the futuristic styles of their time, while other characters like Charlie White dress in a more realistic look for the ordinary folks of 2015; however, they are still colorful and outlined. And as the stage directions suggest, Chronos rocks a vibrant, cartooned steampunk garb with panache.

### **Properties:**

#### Personal Hand Props

- For fight scenes: Several Onomatopoeia Boxes
- Alfred:
  - Green latex Balloon—taken by Port
  - Golden Token
  - Cane
- Chad:
  - Recycle Bin w/ paper
  - Green Latex Balloon
  - Skateboard
- Declan, Xander, Cressida:
  - Wrist Communicators
  - Phaser--Declan
- Chronos
  - Pocket Watch
- Mr. White:
  - Papers
  - Briefcase/Satchel
  - 2 Laptops
- Olive:
  - Ipod with a Speaker Dock
  - Backpack
  - Clipboard
- Gadget:

Taunya Page

- Backpack
- Newspaper—Astatine Chronicles
- Devo 1980s Style Glasses  
(teleportation invention)
- Mr. Cooper:
  - Laptop
  - Glasses
  - Mask
- Renae:
  - IV Drip on wheels with oxygen mask/tubes
- Helios:
  - Frisbee-Sized Shield
- Captain Camo:
  - Phaser Stun Rifles—painted super soakers
  - Foam Nun chucks
- Animator:
  - Tablet or Digital Etch-a-sketch
- Hydro:
  - Small hula hoop
  - Silver Fabric Representing Water Ribbons
  - Injection Needle
- Pyrex:
  - Flame Ribbons
  - Fire stick Baton
- Cyclotron
  - Robot Arm (can be painted Styrofoam)
  - Mini Fire extinguisher in leg pack
- Baby Bryce:

## SUPERHEROES: The Helios Affinity

- Lunch box or bag
  - Needle to pop balloon
- Alecto:
  - Staff
- Owen Parker
  - Detective Badge
  - Doctor: Digital Clipboard—tablet
  - Principal Lanyard
  - Stethoscope
- Fusion:
  - “Energy” Prop—an expanding plastic ball frame

### Set Props

- Hospital Bed
- Heart Monitor with EKG patches and cords
- Computer Station on rolling cart—Mr. White’s Classroom
- 2 Mobile Chemistry labs with cleaning supplies—Mr. White’s Classroom
- Table for Mr. White’s basement lab
- Buttons to operate the Time Traveler X-2000 (Can be painted on the wall)
- 2 Time Machines—2015 version and the 2097 upgrade
- Video Screen “frame” for Declan’s Projection

Taunya Page**What people are saying about  
*SUPERHeROES: The Helios Affinity***

Taunya Page's new play *SUPERHeROES: The Helios Affinity* is a smart cross of comic book irony and very thoughtful social comment. Racing between an endangered future and a nostalgic past, a genius high school chemistry teacher and his student assistants find themselves in an epic battle to save humanity--an intense duel between super heroes and super villains, involving even larger and more poignant forces within the human character. I found myself easily swept into the fast-paced action while being constantly treated to comic lines--and even moving and philosophically provocative moments. The characters range from delightfully dweeby teens to the aged and introspective--and that doesn't even touch the super characters who come in a rainbow of wit, wisdom--and, yes, foolishness. The super baby, alone, is worth the price of admission. The play, quite simply, will be a draw on all levels.

--Jim Bird, Author/ Retired English  
Teacher

*SUPERHeROES: The Helios Affinity* was such a fun show! I loved all of the clever alliterations, and the pop art concept was absolutely brilliant. Also, I didn't realize just how many characters there were on stage until curtain call. I was amazed at how well everyone was included in the show. I know we always say there is no such thing as a small part, but that seemed especially true in this production.

--Michael Stear, Choir Director

## SUPERHeROES: The Helios Affinity

Director Taunya Page has written an impressive addition to the superhero pantheon: *SUPERHeROES: The Helios Affinity*. The original play is at once a spoof and tribute to our collective fascination with the superhero genre. Built around complex, scientifically-infused dialogue, the play provides a dazzling array of characters hoping to rewrite the past and protect the future. The performance includes full-scale battle scenes and humorous allusions to well-known films, such as *Bill and Ted's Excellent Adventure*, *Back to the Future* and *The Avengers*, among others.

--Travis Devore, English Teacher

*SUPERHeROES* is a blast from the past and leap into the future - all at the same time. The characters' seamless transitions through time illustrate Taunya Page's ability to both create and direct. The production is a nice balance of suspense and comic relief and keeps one guessing until the very end.

--Samuel Gunderson, Principal  
Mountain Home High School

*SUPERHeROES* was entertaining, fast paced, and never a dull moment! This play is for all ages--I enjoyed it along with my young grandsons! The set was well done – in between scenes, the changes made were effortless and unnoticeable by the viewing audience.

--Tilli Abbott, Vice Principal  
Mountain Home High School