

ENRICHMENT GUIDE & SOCIAL STORY

# THE LIGHTNING THIEF

THE PERCY  
JACKSON  
MUSICAL

Sponsored by



## DEAR FIRST STAGE FRIENDS,

As a son of Poseidon, Percy Jackson has newly discovered powers he can't control, monsters on his trail, and is on a quest to find Zeus' lightning bolt to prevent a war between the Greek gods. Featuring a thrilling original rock score, this musical adaptation of the *New York Times* bestseller is an action-packed, mythical adventure for Percy fans of all ages!

Enjoy the show,

A handwritten signature in black ink that reads "Brinn Hill". The script is fluid and cursive, with the first letters of each name being capitalized and prominent.

Brinn Hill

Interim Education Director

(414) 267-2918

[bhill@firststage.org](mailto:bhill@firststage.org)

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# WHERE DO YOU BELONG?

## A QUIZ

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**FIND OUT WHICH CABIN YOU BELONG IN AT CAMP HALF BLOOD. FOR EACH QUESTION CIRCLE THE ANSWER THAT BEST DESCRIBES YOU.**

1. What is your favorite camp activity?
  - a. Winning at sports
  - b. Swimming
  - c. Fencing
  - d. Capture the flag
2. What is your greatest strength?
  - a. You're a great leader
  - b. I'm pretty good at everything as long as I'm near water
  - c. Your physical strength
  - d. Your smarts
3. How do your friends describe you?
  - a. Brave
  - b. Moody
  - c. Strong
  - d. Intelligent
4. What would you use to destroy an enemy?
  - a. A lightning bolt
  - b. An earthquake
  - c. A sword
  - d. Your words
5. Choose an element.
  - a. Air
  - b. Water
  - c. Fire
  - d. Earth

*continued on next page*



# WHERE DO YOU BELONG?

## A QUIZ

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Count up how many answers of each letter you circled.

### **IF YOU GOT MOSTLY A'S YOU BELONG IN CABIN 1: ZEUS.**

Children of Zeus are very powerful. They can control the weather, electricity and manipulate air. Children of Zeus make great leaders, and tend to be the leader in any group that they belong to.

### **IF YOU GOT MOSTLY B'S YOU BELONG IN CABIN 3: POSEIDON.**

Children of Poseidon are also very powerful. They can control water and derive strength from water. Children of Poseidon can speak telepathically with fish and other marine life, and horses.

### **IF YOU GOT MOSTLY C'S YOU BELONG IN CABIN 5: ARES.**

Children of Ares are skilled at using weapons. They have enhanced physical strength and swiftness. Children of Ares are great strategists, but they prefer to fight with brute force and strength.

### **IF YOU GOT MOSTLY D'S YOU BELONG IN CABIN 6: ATHENA.**

Children of Athena are very intelligent. They are skilled at architecture, strategy, and weaving. Children of Athena have increased strength, swiftness and durability.

# BRING ON THE MONSTERS

## A COSTUME DESIGN ACTIVITY

*The Lightning Thief: The Percy Jackson Musical* is about a teenage boy whose life, he quickly realizes, is anything but ordinary. His best friend is a satyr, his teacher is a centaur, and he's being attacked by other worldly monsters from every angle. There are so many amazing fantasy characters in the story that it makes you wonder: how in the world can you show these magical creatures?

That's where costume designers come in! Their job is to take larger than life imaginary creatures and create full outfits that will take ordinary people and turn them into something extraordinary. In this activity, you get to become a costume designer. Follow the steps below to create your own design for one (or more!) of the magical creatures from the musical!

### STEP 1: PICK YOUR MAGICAL CREATURE.

From the three options below, pick the magical creature that interests you the most. There are quotes from the play and pictures of the characters to help you make your decision.

#### THE MINOTAUR



Image from [history-for-kids.com/myth-of-the-minotaur.html](http://history-for-kids.com/myth-of-the-minotaur.html)

"Enter: THE MINOTAUR.  
Half-man, half-bull"

#### A FURY



"Orestes Pursued by the Furies"  
by John Singer Sargent

"Mrs. Dodds lurches  
towards him, as a pair  
of BAT WINGS emerge  
from her back."

#### THE ORACLE



Image from  
[worldhistory.org/Pythia/](http://worldhistory.org/Pythia/)

"When you say 'mummy'...  
That's like Old Person for  
'mom', right?" - Percy  
*"Transition to: the attic. It's  
spooky. A mummified woman  
appears: THE ORACLE."*

You can also do further research into how these characters were envisioned by the Ancient Greeks by reading their myths and viewing artwork that shows these creatures. Use the lines on this page to write down any important facts about your character. Then, on the next page, glue or tape images you find from your research of your character or of different clothing options or costume pieces you'd like your character to wear.

[illegible]

# BRING ON THE MONSTERS

A COSTUME DESIGN ACTIVITY



# BRING ON THE MONSTERS

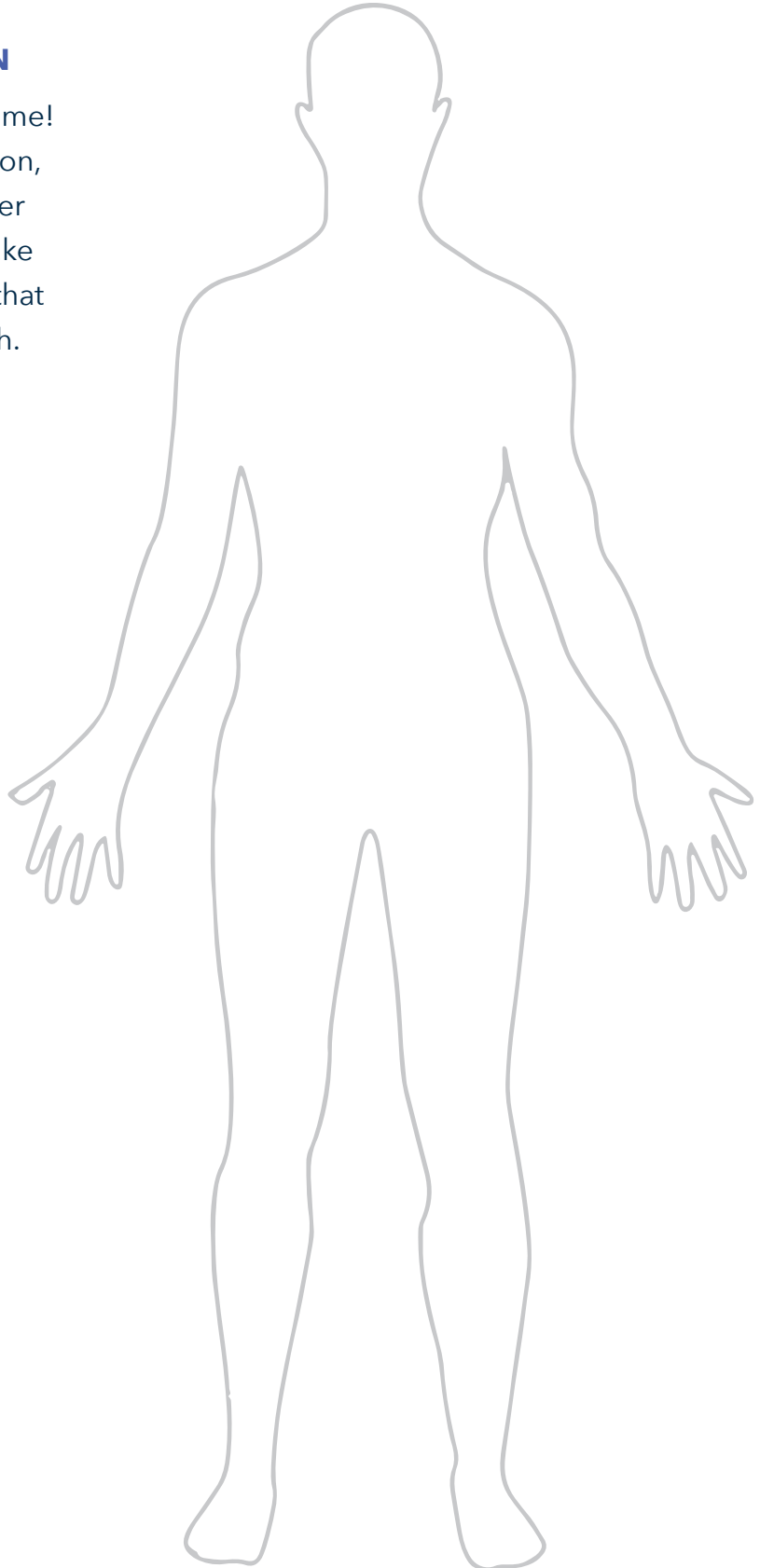
## A COSTUME DESIGN ACTIVITY

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### STEP 3: SKETCH YOUR DESIGN

Now you're ready to design your costume!

Using what you now know as inspiration, design the costume for your character with the person outline provided. Make sure to include any important details that you discovered during your research.



# BRING ON THE MONSTERS

## A COSTUME DESIGN ACTIVITY

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### STEP 4 (OPTIONAL): BUILD YOUR COSTUME

Once you finish designing your costume, you can take it a step further and build your costume! You can use clothes and objects you have at home to create the elements of your costume.

### STEP 5: SHARE YOUR COSTUME

Now that you're a full fledged costume designer, you can share your work. Get together with your friends, family, or classmates and share the drawing (or the optional fully built costume) you created. You can also share your costume with us at First Stage by emailing it to [education@firststage.org](mailto:education@firststage.org).



# "THEIR SIGN"

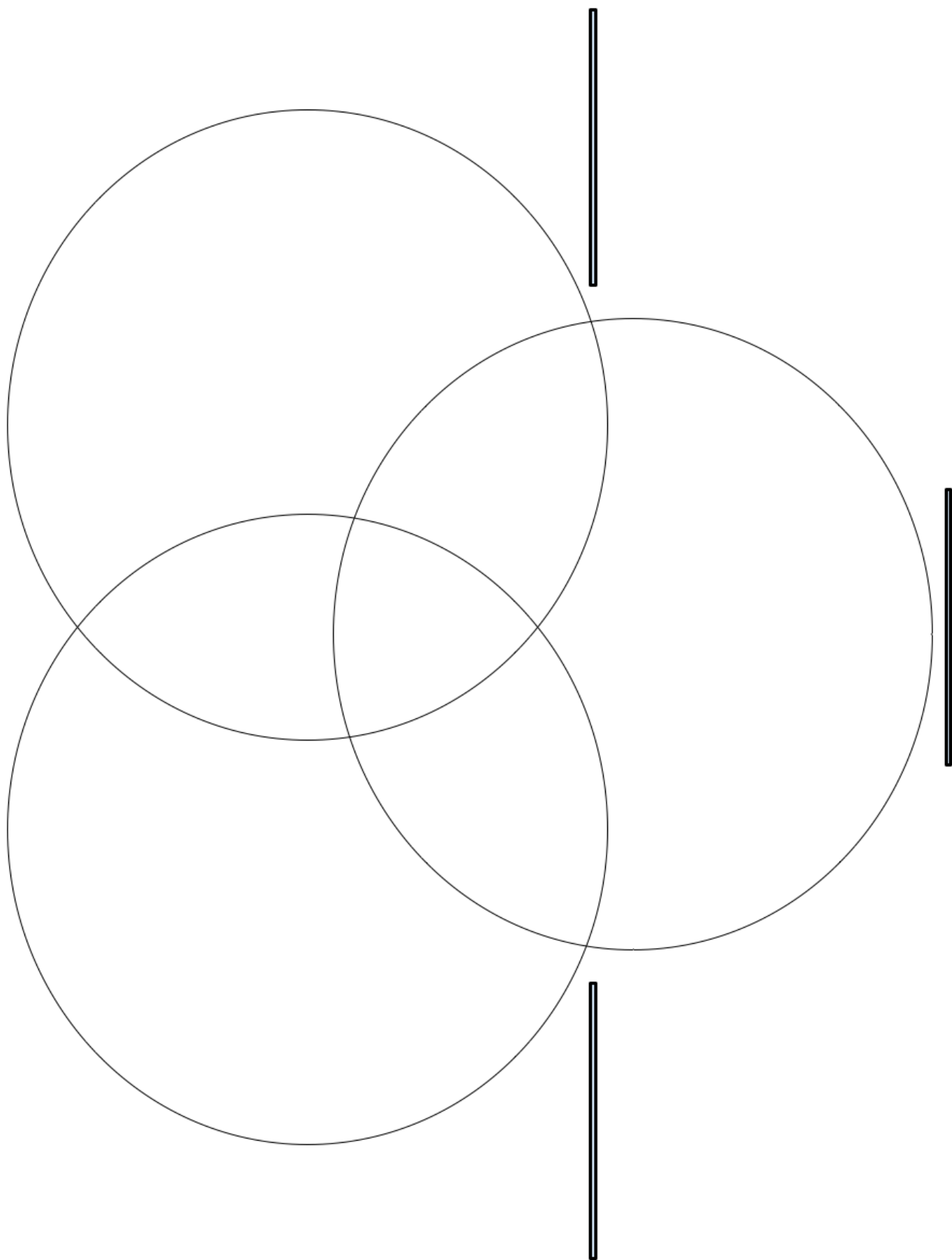
## WHAT YOU SHARE WITH THE GODS

When Percy first arrives at Camp Half Blood, he has no clue who his godly parent is. His fellow campers suggest different traits he possesses because they believe that his personality, his flaws, and skills might be signs of who his parent might be. While he eventually discovers that he's the son of Poseidon, we also share similar traits to some of the Greek Gods and Goddesses, though we might not be related to any of them.

After you watch the play, you are going to explore how you are similar and different to one of the Greek Gods or Goddesses and their demi-god child. Pick one of the parent/child pairs below and place their names on two of the lines outside of the Venn diagram on the next page. Then, place your name in the remaining blank line. From there, fill in the outer circles first with the traits, skills, flaws you possess that are important to who you are, to whom the demi-god child is, and to whom the Greek God or Goddess is that AREN'T shared with anyone else. Then, fill in the space where two circles overlap: what do you have in common with the demi-god kid you picked? What do you have in common with their godly parent? What does the godly parent share with their kid? Then, fill in the final space between all three circles: what do you, the godly parent, and their kid all have in common? You may have to do some research to fill in each part.

Greek Gods/Goddess and their children you can pick from:

Percy	Grover	Annabeth	Clarisse	Luke	Thalia
Poseidon	Pan	Athena	Ares	Hermes	Zeus



[illegible]

# SET THE STAGE: A TECH TALK



In theater the scenic designer is responsible for developing the environment in which the play or musical takes place. They follow a process called the design process to research, design, and bring their set to life. In this activity you will be able to follow the steps in the design process to design your own set for *The Lightning Thief*!

**STEP 1:** See the play! (Or read the script.)

**STEP 2:** Sketch your design.

**STEP 3:** Collaborate and refine. Get feedback from your director and others on your creative team (your family and friends can fill this role) and create a new drawing based on their feedback. This time make sure to add color, or cut out images from magazines or newspapers and glue them onto your set design.

**STEP 4:** Build your model. Use a shoebox, poster board, or foam core board to build a model for your set.

**STEP 5:** Build your set. Using your drawings and model as a guide, build your set using furniture and objects you find around your house (with your grownups permission). Make sure to share your set with First Stage! Email us at [education@firststage.org](mailto:education@firststage.org).

# SET THE STAGE: A TECH TALK



# POST SHOW QUESTIONS



1. Percy discovers that his dad is Poseidon. If you discovered that one of your parents was really a Greek god, who would you want it to be? Why?
2. At the end of the musical Percy decides to reenter the real world instead of staying at camp. What would you do if you were in his situation? Would you stay safe at camp or prepare for battle in the real world? Why would you make that choice?
3. Percy finds out that he has special powers related to the sea. If you had special powers what would you want them to be?

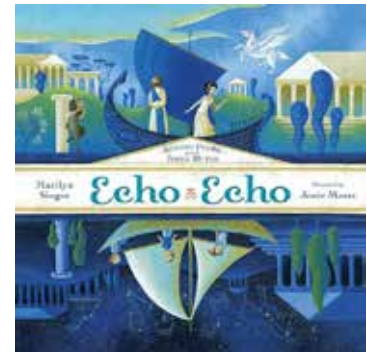
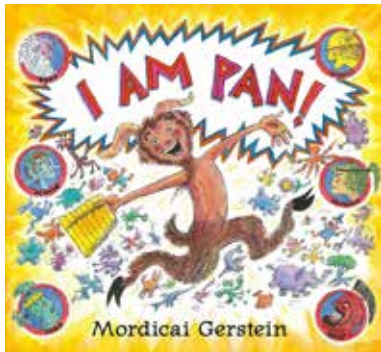


# WHO SAID IT?

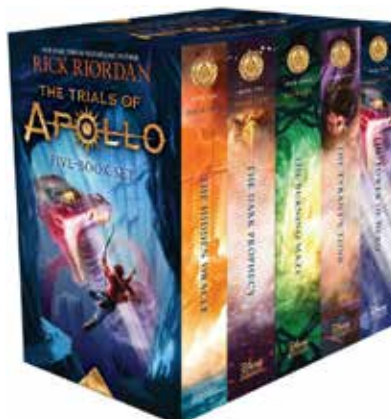
1. "Yeah, gods are real. What do you want, a pony?"
2. "She threw a peanut butter sandwich at YOU. I stopped it. With my head."
3. "Why use a camera... when you have a face like mine?"
4. "What belongs to the sea can always return to the sea."
5. "I didn't want to be a half-blood  
I didn't ask to be a hero, seeking praise"
6. "And someday soon I swear  
I don't know how or when  
But I promise you  
I'll never be invisible again"
7. "I'm afraid there are some questions only the gods themselves can answer."
8. "You're worm meat, Jackson! Worm meat!"
9. "Normal is a myth  
Everyone has issues they're dealing with."
10. "The gods are unfair. But we're not total jerks."
11. "Guys! I solved all our problems! While you two were here not solving all our problems, look what I found!"
12. "You're my dream girl! I mean... the girl I saw... when I was dreaming..."
13. "No sobs, no screaming, no throwing up."

# RECOMMENDED READING

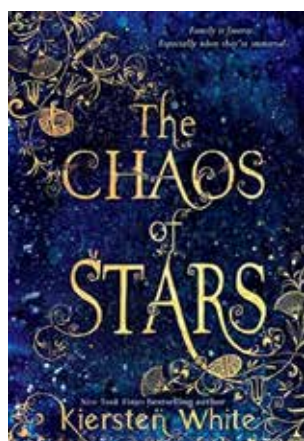
## FOR EARLY READERS:



## FOR MIDDLE GRADE READERS:



## FOR TEEN READERS:



# **THE LIGHTNING THIEF**

**THE PERCY  
JACKSON  
MUSICAL**

**GOING TO A SHOW  
AT THE TODD WEHR  
THEATER**

**SOCIAL STORY**

# I am going to see a First Stage show at the Todd Wehr Theater.



I am going to see the show with

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**Watching a play is like watching  
TV or a movie, except people  
are on stage in front of us.**



They are called actors. They can see and hear me too.  
I can't turn the channel or turn the volume up and down.

# A play is made up of many interesting things.



Costumes



Scenery



Sound



Lighting



When we arrive at the theater, we will probably have to climb some stairs. There are stairs outside the building, and inside the building.



We may need to wait in line to scan our tickets.



When we are waiting, I can stay with my family or teacher.

## **An usher will help us find our seats.**

We will enter the theater and  
find our seats.



There are bathrooms in the lobby.  
If I need to, I can use the bathroom  
before we go to our seats.

**Someone will show us where to sit.**



The audience area is for all of us.



The stage is for the actors only.

## **When I am in the theater waiting for the show to start:**

1. I can talk to my family or friends.
2. I can take a short break in the lobby.



## **There will be a lot of people in theater and it may get noisy.**

If it gets too loud:

1. I can bring headphones if I want.
2. I can put my hands over my ears.
3. I can leave the room and take a short break in the lobby.



I can come back when I am ready.



## **During the show:**

1. I can watch and listen to the actors quietly.
2. I can applaud if I like something.
3. I can hold things in my hand that make me feel comfortable.



## **If I need to talk:**

1. I can talk quietly to my family.
2. I can write down what I want to say.
3. I can leave the room.



## **After the show there will be a “talkback.”**

**The talkback is a chance for me to ask questions.**

1. I will raise my hand to show that I want to ask a question.
2. I will wait for the leader to call on me to ask my question.
3. I don't have to ask a question if I don't want.



**I can ask different kinds of questions:**

1. I can ask questions about the show.
2. I can ask questions about the scenery, costumes, lights, or sound.

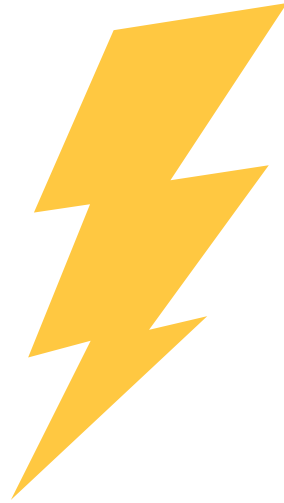
**After the show is finished,  
I will leave the theater with my family.**



# THE LIGHTNING THIEF

## THE PERCY JACKSON MUSICAL

**The Lightning Thief is a musical** told from the perspective of the children of the gods. These children have issues because the gods do not give their children the attention they desire because they are too busy. Percy Jackson is the child of a god and a mortal which makes him a half-blood (part human & part god). Percy does not want to be a half-blood because being a half-blood is scary and dangerous. Trouble follows Percy wherever he goes.

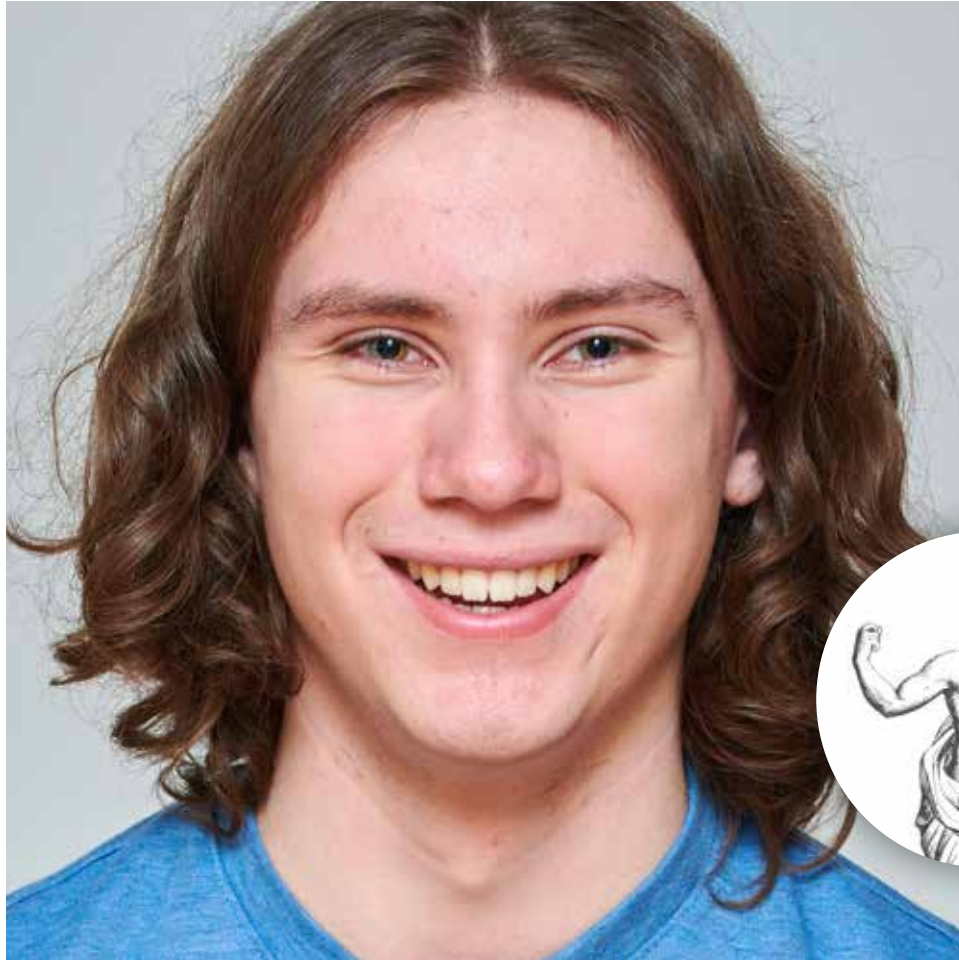


# MEET THE "MINOTAUR" CAST

These are the actors you will see at the  
Sensory Friendly Performance on  
Saturday, February 17, 2024 at 3:30PM.

# THE LIGHTNING THIEF

THE PERCY  
JACKSON  
MUSICAL



This is Ben. They play **Percy Jackson, son of Poseidon**.  
Percy is a half-blood (part human & part god).

# THE LIGHTNING THIEF

THE PERCY  
JACKSON  
MUSICAL

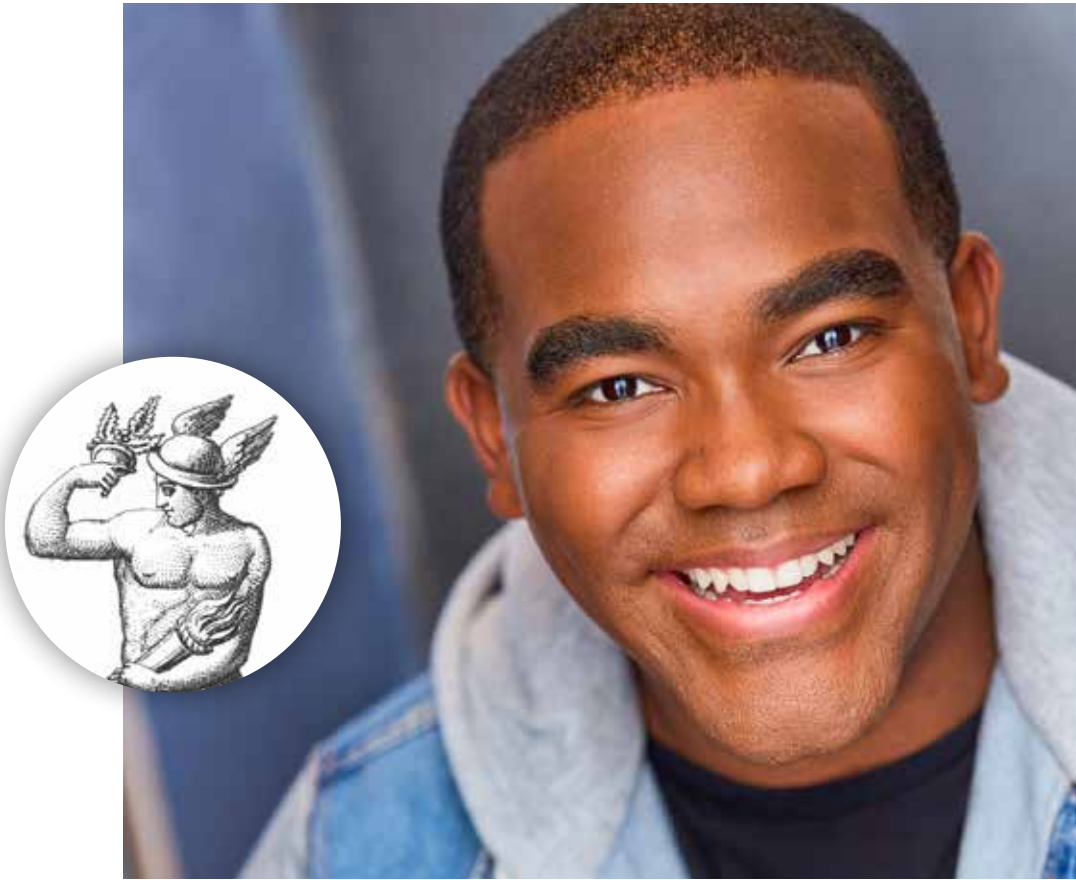


This is Sanaiah. They play **Annabeth, daughter of the Goddess Athena**. Annabeth desires to be noticed and acknowledged as the best.



# THE LIGHTNING THIEF

THE PERCY  
JACKSON  
MUSICAL



This is Austin. They play **Luke**, son of Hermes. Luke is a cool camp counselor who desires power to destroy the gods.

Austin also plays these characters throughout the musical:  
**Gabe Ugliano** (Percy's stepfather), **Ares** (the god of war, rock star in leather pants), **Minotaur** (half-man half-bull), and **Charon** (ferryman to the underworld).

# THE LIGHTNING THIEF

THE PERCY  
JACKSON  
MUSICAL



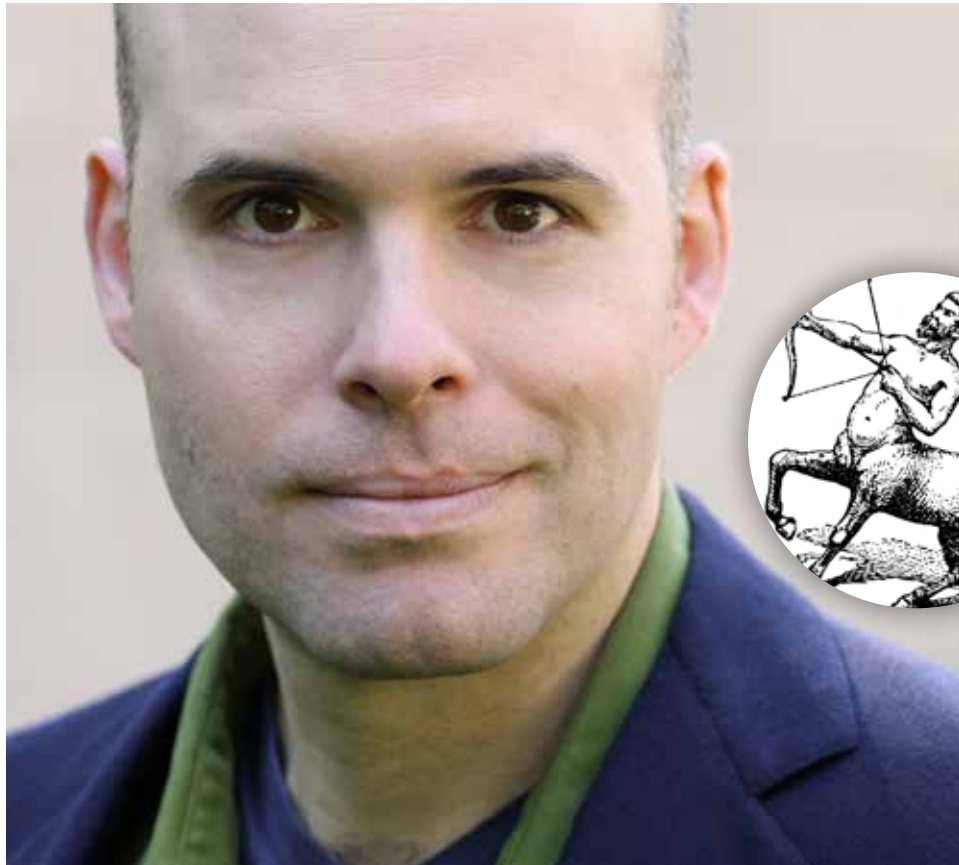
This is Nadja. They play **Sally Jackson**. Sally is a loving mother who wants the best for her son Percy.

Nadja also plays these characters throughout the musical:  
**Mrs. Dodds** (a fury posing as a substitute teacher), **Clarisse** (tough jock girl, daughter of Ares), **The Oracle** (a hippy mummy), **Aunty EM aka Medusa** (avid sculptor), **Thalia** (daughter of Zeus, brave), **Biaca** (a mysterious girl in 1930 clothes), and **Chimera**



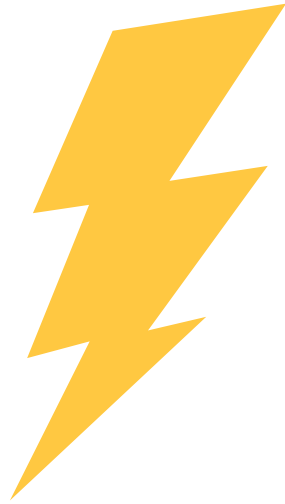
# THE LIGHTNING THIEF

THE PERCY  
JACKSON  
MUSICAL



This is Matt. They play **Mr. Brunner aka Chiron**,  
wise centaur, Part-time Latin Teacher.

Matt also plays these characters throughout the musical:  
**Poseidon** (the god of the sea, salty beach bum), **Hades**  
(the god of the dead, aging rock star), **Kronos** (a voice in a  
pit), **Cyclops**, **Bus Driver**, **Uber Driver**



# MEET THE “CHIMERA” CAST

# THE LIGHTNING THIEF

THE PERCY  
JACKSON  
MUSICAL



This is Silver. They play **Percy Jackson, son of Poseidon**.  
Percy is a half-blood (part human & part god).

# THE LIGHTNING THIEF

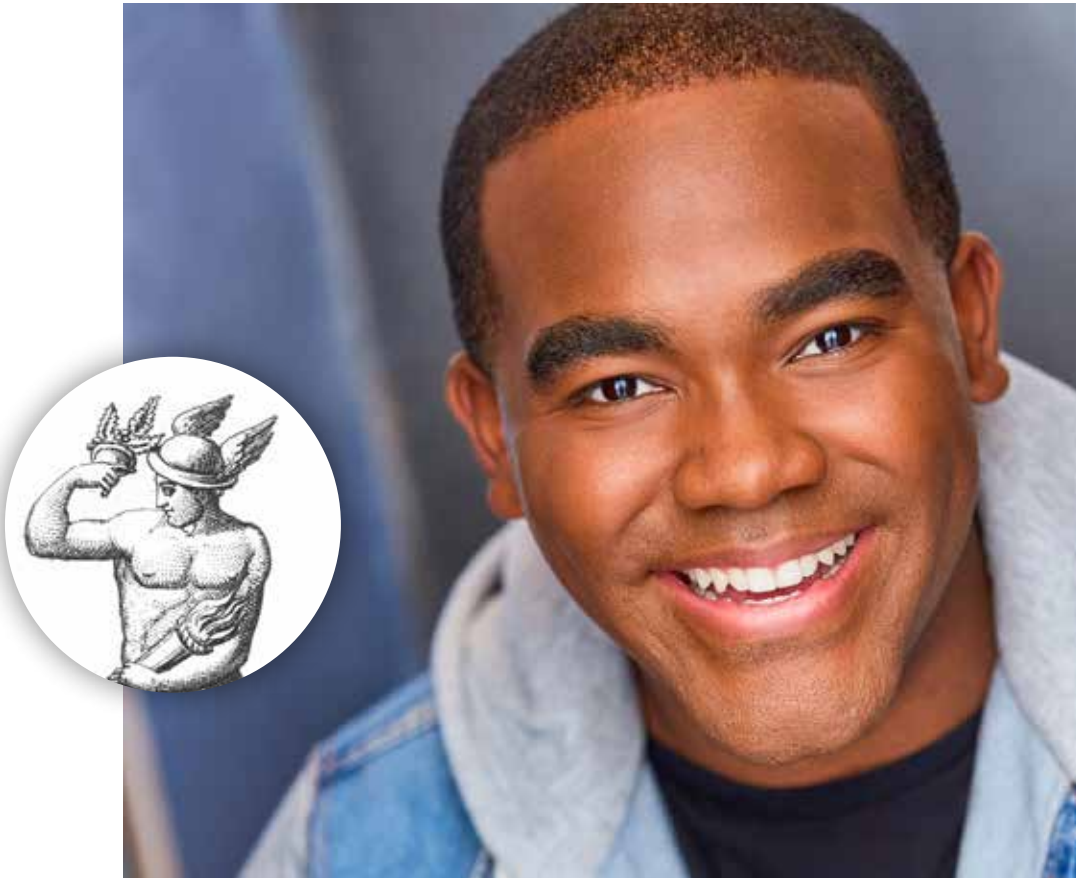
THE PERCY  
JACKSON  
MUSICAL



This is Calleigh. They play **Annabeth, daughter of the Goddess Athena**. Annabeth desires to be noticed and acknowledged as the best.

# THE LIGHTNING THIEF

THE PERCY  
JACKSON  
MUSICAL



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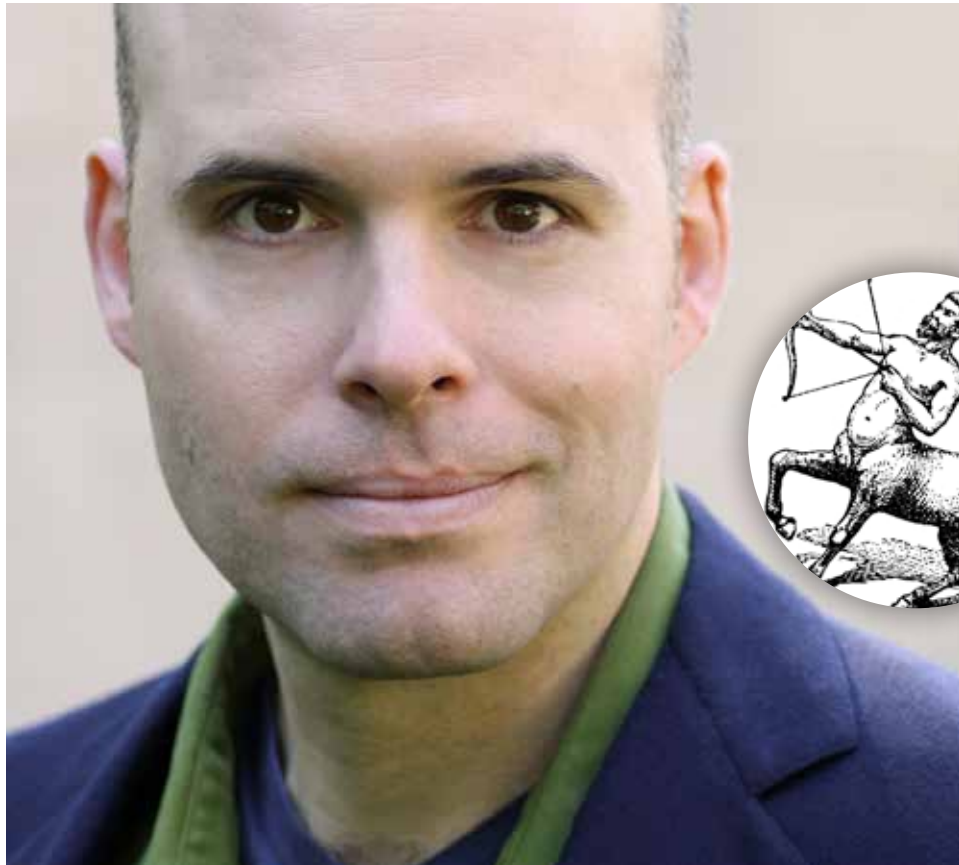


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pit), **Cyclops**, **Bus Driver**, **Uber Driver**

# WHAT HAPPENS IN THE PLAY?

(Notice the words underlined and bolded. These are the times the actors and sound might get loud. You may want to cover your ears.)

## FIELD TRIP, TROUBLE, EXPELLED

Percy's class is on a field trip where the class is engaged in a lively discussion on the Ancient Greek at the New York Museum of art. They visit all the statues and learn about gods from their teacher Mr. Brunner. Mrs. Dodds, their substitute teacher, is also present. Mr. Brunner shares the story about the god Kronos fearing the day his children would inherit the earth. While they are listening to the story, Grover lets out a goat bleat that he covers with a cough, Percy throws Grover a strange look, at the same time, Nancy Bobofit throws a peanut butter sandwich at Percy, Grover blocks the peanut butter sandwich with his head to keep it from hitting Percy. As a result, Grover's hair is filled with peanut butter. Percy tells Grover he is a good friend because he protected him from being hit by the peanut butter sandwich and Grover responds, "I am your only friend".

Mrs. Dodds tells Percy what she heard about him being expelled from other schools and she questioned his parentage. This upsets Percy and he tells Ms. Dodds not to talk about his parents. Mrs. Dodds abruptly moves towards Percy as a pair of bat wings emerge from her back. Percy notices the bat's wings and tells Ms. Dodds something is growing on her back. Ms. Dodds shrieks and dives at Percy. Helping Percy, Mr. Brunner appears and tosses Percy a pen. Percy asks Mr. Brunner "what am I supposed to do with a pen? Percy

clicks the pen and suddenly it expands into a sword. Percy blocks with the sword. It strikes Mrs. Dodds, who shrieks and dissolves.

Percy is now in the detention office because of the incident between him and Mrs. Dodds. Mr. Brunner speaks with the principal on Percy's behalf. The principal stands firm on his decision to expel Percy from school. Percy explains that Mrs. Dodds attacked him. Mr. Brunner apologizes to Percy and wishes him the best.

## PERCY AND SALLY (MOM)

Percy explains to Sally he is working hard to avoid trouble. Sally, Percy's mom, does not understand what happened on the field trip, but she encourages Percy by telling him they will find him another school and invites him on a trip for the two of them. However, she must get Gabe, Percy's stepfather, to agree it is okay for them to go on this weekend getaway without him (Gabe). Sally gets Gabe to agree to a weekend getaway for her and Percy.

## WEEKEND GETAWAY & THE BEACH

During the weekend getaway, she takes Percy to the beach where she met his biological father, and she shares the story of how they met. She shares Percy's father warned her that things would be hard for Percy, if Percy was like him.



# WHAT HAPPENS IN THE PLAY?

Percy asks questions about his father, and Percy shares that he wishes that he was normal. Sally, encourages Percy by saying, "the things that make you different are the very things that make you strong and you are destined for great things." Percy responds, "the only thing that I am destined for is detention. I can't focus, I suck at school, my A.D.D. gets the best of me, dyslexia: not cool." Sally lets Percy know that being normal is a myth. Everyone has issues they are dealing with. There is a place where Percy belongs and where the things that make him different are the things that make him special, like his father. Sally encourages Percy to be strong." Sally tells Percy she is sending him to a camp, but before she can finish her sentence, she is interrupted by Grover who appears rear-first.

Percy greets Grover. Grover asks Percy if he told his mother about the field trip?" Sally asks, "What happened on the field trip?" Grover shares that Percy met a Fury. Percy changes the subject by asking Grover what happened to his legs? Grover explains, "I'm a Satyr! I'm half goat." Grover returns to the original subject and shares it is not a Fury that is after Percy, but a Minotaur. Sally is concerned for Percy's safety, so she commands Grover to get Percy to the border." Percy responds, "what about you?" Sally responds, "You're the one he's after." She kisses Percy and says, "I love you so much." **Lighting flashes and the Minotaur, half-man, half-bull, enters, and you hear**

**a roar. Sally shouts "run" and stands, drawing the Minotaur's attention as Grover tries to pull Percy to safety.** Percy sees the Minotaur has trapped Sally. He pulls out the pen he got from Mr. Brunner. The pen expands into a sword. A fight ensues between the Minotaur and Percy. The Minotaur is stronger than Percy and gains an advantage over Percy and injures him. "Over here. You want my son you must answer to me" says Sally. Sally steps in the Minotaur path. "The Minotaur lowers its head and charges Sally. The Minotaur attacks and Sally falls lifeless." **Defending Sally, his mother, Percy Slays the Minotaur, and we hear the roar coming from the Minotaur.** **As the Minotaur vanishes, it punches Percy to the ground.** Percy falls and passes out. Poseidon appears in a Hawaiian shirt and offers Percy a seashell and disappears (Percy does not know that this is Poseidon yet).

## INSIDE THE CAMP

### PERCY DREAM INSIDE CAMP

Percy wakes up at camp with Annabeth looking at him. He wonders if she is real. She is beautiful to him. Percy asks Annabeth "where am I?" "Where is my mother?" Annabeth does not answer him. She leaves the room to go tell Mr. D. that Percy is awake. Percy takes in his surroundings and is surprised by Mr. D.'s entrance. Mr. D. is not happy to see Percy because of the amount of paperwork that must be completed for his stay.

# WHAT HAPPENS IN THE PLAY?

Percy realizes that Mr. D is the god of wine (Dionysus), and that Mr. Brunner is a Centaur and has the lower body of a horse. Percy finds out Mr. Brunner's real name is Chiron, and he trains half-bloods (Half god, half mortal) like Percy.

Percy realizes that it wasn't a dream. His mother is really gone. Percy blames himself for his mother's death and ask questions only the gods can answer. He wants to know which god is his father. He refers to his father as a deadbeat god.

## LUKE'S STORY ABOUT HIS FATHER (HERMES):

Luke who has been waiting in the sidelines steps forward and shares his story about how he found out his dad was Hermes, the messenger god. Luke explains that the gods are busy and will send a sign if they want to claim their children as their own. Luke also lets Percy know he is his counselor.

Percy and Luke enter the ground to discover Grover who is happy to see Percy. Clarisse runs pass playing capture the flag. Luke explains the rules of the game and how the cabins are set up. Luke suggested that if they find out what Percy is good at, then maybe that will give him a clue about who his dad is. Percy shares that he does not have any gifts.

Annabeth asks Percy questions about Dyslexia and ADHD. She explains, "letters float off the page when you read because your mind is

hardwired for ancient Greek and ADHD – you're impulsive, you can't sit still in class. Those are your battlefield reflexes." Annabeth also shares that her dad is human, but her mom is Athena, Goddess of wisdom."

## CAPTURE THE FLAG GAME

Percy meets Clarisse the daughter of Ares, the god of war. He tells Annabeth they must beat Clarisse playing the game captured the flag." Annabeth assures Percy that there is no need to worry about Clarisse because she has a plan. She shared that every demi has a special skill. As a team they talked about strategy and came up with a plan. Annabeth tells Percy his special job is to stay in the bathroom, because this is his first day and they did not want him messing things up.

A huge sword fight ensues (as they play the game.) In the chaos Percy finds his way to the bathroom, Clarisse appears while Percy is in the bathroom. They fight (as they play the game). Clarisse disarms Percy, knocking him onto a toilet. **We hear rumbling water moving through the pipes.** Clarise ask, "what is that noise?" Percy responds, "it's not me, it's the toilet! Percy dives off the toilet, as a stream of water rises from the toilet bowl and hits Clarisse. Luke and Grover run into the bathroom followed by Annabeth. Grover asks, "What happen here?" Percy responds, "I had and accident." Everyone cheers and moves off, leaving Percy and Annabeth alone."

# WHAT HAPPENS IN THE PLAY?

## THE SIGN

Percy realizes Annabeth set him up by telling him to hide in the bathroom knowing that Clarisse would come after him. Annabeth admits her plan was to distract Ares' best warrior so she could capture their flag. Smart plan. Annabeth ask Percy how he drenched Clarisse? Percy says he does not know how he drenched Clarisse. The water in the toilet just responded to him. Annabeth is staring at him suddenly scared. **The others run in looking at the sky. Percy's father is sending a sign to claim him. Perseus Jackson is son of the sea god, Poseidon. Everyone is staring at him in horror. Campers scatter to get out of the storm. Luke goes to Percy.**

## THE BIG HOUSE (MR. D)

Luke leads Percy to Chiron and Mr. D. in the Big House. Luke tells Percy that the big three gods (Kronos, most powerful sons Zeus, Hades, and Poseidon) are not supposed to have children because they are always trouble. Luke also shares Zeus's favorite toy, the lightning bolt, was stolen, and they think Percy took it. Percy tells Luke he did not steal the lighting bolt and asked him what to do next. Chiron tells Percy he must go to the attic and speak with their mummy and if he fails all the gods will be at war.

## SPOOKY ATTIC

A mummified woman appears who commands Percy to face the treacherous lord, find what was stolen, and restore it. The mummy also shares Percy will be betrayed by a friend, and Percy will fail to save what matters most.

## BIG HOUSE: FIGURING THINGS OUT

Percy is in the big house with Chiron, Luke, Annabeth, and Gover trying to identify the treacherous lord the mummy was talking about. Luke says, it must be Hades because Hades has always been jealous of his brothers and if Hades stole the lightning bolt to start a war between Zeus and Poseidon, then Percy must stop him.

Annabeth shares that Poseidon needs a hero to clear his name and this quest could be the reason Poseidon claimed Percy. Percy refuses to go on the quest because he does not want to help Poseidon who has been an absent father. Chiron explains that Percy does not have an option. If Percy stays, then Zeus will punish the entire camp. Therefore, Chiron will expel Percy to protect the camp.

Luke convinces Percy he will help his mother who is gone from this world but living in the Underworld by going on this quest. Percy responds, "Hades took my mom. I am taking her back." Percy agrees to go with the hope that his mom (Sally) may still be alive in the Underworld. Luke gives Percy a pair of winged shoes to wear on this quest.

# WHAT HAPPENS IN THE PLAY?

## THE QUEST: OUTSIDE CAMP

### TREE ON A HILL & CYCLOPS

Grover, Annabeth, and Luke accompany Percy on the quest. They arrive at a pine tree. Once they go past this pine tree, they are officially outside of the camp border. Every monster on the east coast will be hunting for them. Together they approach the border and take a deep breath. They step across the border and look around. **There is the sound of a creepy noise and Percy immediately panics. "What was that?" Percy wants to know.** Annabeth tells him to relax, and she will take care of it, and not to do anything. Grover supports Annabeth by telling Percy that Annabeth is right. The world is full of monsters, and monsters hunt people like us. The only place we are safe is at camp because the tree protects the camp.

Grover tells Percy about the tree on the hill that watches over the camp. Grover was taking Annabeth, Luke, and Thalia (daughter of Zeus) to camp. **Suddenly the actors are in a flashback scene.** Grover, Luke, Annabeth, and Thalia are walking in the woods when a Cyclops appears saying "I smell half-bloods." They run from his wrath but are unable to escape him, so they take a stand. Thalia tells Grover to get the others to safety. Thalia turns back to confront the Cyclops alone, then Zeus shows up. He is too late to save her. As she dies, he turns her into a tree, so she can stand and protect the camp forever.

### AUNTY EM (MEDUSA)

**There is a storm and a hissing sound.** "Do you hear something?" Ask Percy. Auntie EM appears wearing sunglasses and a turban. "Children! It's too late to be out all alone," says, Auntie Em. "We're fine we are just camping," responds Percy. Auntie EM invites them to come inside to get out of the storm. They follow her in and notice the statues. "Wow. Did you make all these statues yourself?" Percy asks. Grover notices that one of the statues looks like his uncle Ferdinand. Percy notices that one of the statues looks like Annabeth and realizes it is Annabeth. Annabeth wants to leave, but Auntie Em wants to take a picture to create a new statue of Annabeth to be immortalized in stone forever, **the hissing sound grows louder.** "Does anyone else hear hissing?" Percy asks. **Realizing that Auntie Em is really Medusa, they close their eyes as Auntie Em reveals her hair is made of snakes. Annabeth runs, while Percy swings his sword wildly missing Medusa. Medusa laughs. Percy sword connects and Medusa's head falls off.** Annabeth and Percy cautiously open their eyes, but do not look directly at Medusa because she can still turn them into stone even after her head is chopped off.

Percy realizes that he chopped off Medusa's head. Annabeth shares the story of the conflict between her mom, Athena, and Medusa over Poseidon who they both dated. Medusa used to be beautiful until Athena turned her into a monster.

# WHAT HAPPENS IN THE PLAY?

## ANNABETH'S PLAN

Annabeth shares her story of how she has studied and trained. She has done everything she can to prove to the gods that she is the best. And then here comes Percy getting the attention that she desires.

Percy grabs his sword and hits himself with it. Annabeth criticizes Percy because he does not know how to hold a sword properly. She tries to correct his grip on the sword.

Annabeth's plan is to be remembered, noticed, and never be invisible again. Percy understands what it is like to not feel good enough. Percy and Annabeth share a moment and then Percy takes a box and shoves Medusa's head inside. Percy and Annabeth agrees to no more fighting with each other. They decide to get their parents to notice them by putting Medusa's head in a box and shipping it to the gods.

## GREYHOUND BUS: LEAVING NEW JERSEY

While Percy and Annabeth are in discussion about feeling invisible and not being noticed, Grover finds three Greyhound bus tickets. Percy, Annabeth, and Grover boarded the bus leaving New Jersey. **Mrs. Dodds attacks the bus with her two sister Furies. Percy and Annabeth fight the furies off while Grover sings.** The bus arrives in St. Louis, they get off the bus, and hop into an Uber.

The Uber is attacked by a Chimera. **The Chimera eats the car.** "Now how are we

going to get Los Angeles?" Annabeth asks. Ares appears, the war god in biker gear. They all draw their weapons because this is Clarisse's father. "Relax, I come in peace" says, Ares. Ares offers them a ride as far as Vegas on his motorcycle. They wonder if they can trust Ares. **Ares motorcycle revs up and they accept his offer for a ride.** Ares takes them to Vegas on his motorcycle.

Arriving in Vegas they look for a place to sleep. Percy suggests the Lotus Hotel, but it is not an option because one night can last one hundred years if you sleep in a lotus bed. Therefore, Percy changes his mind and suggests they sleep on the road. They can't get away fast enough. Percy notices a bus to Los Angeles. They collapsed on the bus, exhausted. When they arrive in the Underworld, their goal is to find Hades, get the lightning bolt back, and stop the gods from starting a war.

## PERCY DREAM OUTSIDE CAMP

Percy falls asleep on the bus ride and begins to dream. During his dream Percy wakes up in the underworld. **Creepy music is being played and a large pit appears. There are sounds of the voice of Kronos in a deep rumbling voice.** Luke approaches the pit. Luke explains that the lightning bolt is on the way, but Kronos is not satisfied with what is happening and tells Luke that he "falters" Luke explains that sacrifice is required to remake the world. Kronos realizes that Perseus Jackson is

# WHAT HAPPENS IN THE PLAY?

listening to them while he is dreaming. Kronos acknowledges Percy's presence and begins to rise from the pit. **We hear a horrible sound of laughter as Percy wakes up and tells Annabeth and Grover about the dream and questions whether they are wrong about Hades being the one who stole the lightning bolt.** The bus stops. They get off the bus and arrive at DOA records.

## DOA RECORDS

Percy, Annabeth, and Grover are in the lobby of the Underworld. An elevator opens and reveals Charon, the ferryman, to the Underworld. Annabeth tells Charon that they need to get to Hades. **The elevator plummets at super speed.** The elevator reaches the bottom and Charon shoves them out. "Enjoy eternity" Charon says before he vanishes. **We hear ghostly whispers as Percy, Annabeth, and Grover look around in the dark.** Annabeth tries to stay close to Percy, but he jerks away from her. He does not know what came over him. Annabeth reminds him that they must be careful and stay together, because if they get separated, they will never find each other again. Percy jerks away again. "He cannot help it. His feet won't listen to his brain!" Percy shoes are trying to pull him into the pit. Percy shoes have taken on a life of their own and have carried him to the edge of a pit. Grover and Annabeth grab Percy and all three are pulled towards the pit. "Take off your shoes," says Annabeth. **Grover bends**

**down and chews the shoes off Percy's feet, holds them in his hand, and tosses the shoe into the pit. There is the sound of a horrible roar of something big and angry.**

Annabeth pulls off Percy's backpack and opens it to reveal a glowing lightning bolt. Percy is wondering how the lightning bolt got in his bag. He knows he did not steal it. He realizes that someone set him up. But it's not Hades. They need to get out of there before he finds them. Hades enters. Both Hades and Percy both realized they were framed. Hades does not let Percy leave without giving him the lightning bolt. Percy refuses to give Hades the lightning bolt because his father Poseidon needs it. Hades waves his hand and Sally appears. Hades says he will give Percy his mother back in exchange for the lightning bolt. He gives Percy a moment to consider.

Percy pulls out the seashell Poseidon gave him earlier. Percy blows on the seashell, and a portal appears. They go through the portal and end up on the beach. **The sound of ocean waves is heard.** Percy and Annabeth realize Ares, the god of war set them up. Ares suddenly appears with a baseball bat. **They battle Ares on the beach. Percy gets to the ocean. We hear a giant tidal wave that washes Ares away. Music plays as Poseidon enters.** Percy offers Poseidon the gift of Medusa's head in a box. Poseidon takes Percy's backpack with the lightning bolt instead. Percy is left with the box in his hand.



# WHAT HAPPENS IN THE PLAY?

Percy shares with his father (Poseidon) he feels like a failure. Poseidon shares that Percy is not a failure. He prevented a war between the gods. Poseidon also lets Percy know Sally, his mother is on the way and when summer ends, he can go home with his mother or stay at camp year-round. Percy realizes that he has a choice. Poseidon tells Percy the important choices are the ones you make for yourself. Sally enters as Poseidon disappears.

Percy greets his mom and hands her the box. He stops his mom from looking in the box and shares with her the contents of the box. Percy designates Grover as his official protector and asks Grover to escort them back to camp. Percy, Grover, and Annabeth arrive back at camp. As they enter the camp, Chiron greets them. **Everyone cheers, but Percy remains unsettled.**

Percy looks for Luke at the Lake. He shares with Luke he never found out who stole the bolt for Ares, nor what any of this has to do with Kronos. It's the last day of summer and Percy does not feel like anything is over.

Percy thinks about the oracle and realizes that Luke is the lightning thief. The oracle warned Percy he would be betrayed by a friend. Percy realizes Luke set him up by sending him to the underworld. Luke was trying to free Kronos who promised he would give Luke the power to defeat their parents. Kronos was using Luke to get back at the gods.

The whole camp enters (Annabeth, Grover, Clarisse, and Chiron) as Luke shares, his desire to watch all the gods fall. Annabeth moves to Luke's side and disarm him. Luke pulls out a knife and stabs Percy in the shoulder. Percy falls and Luke runs away. Annabeth and the other campers gather around Percy who is unconscious. Grover runs after Luke. Finally, Percy opens his eyes and Grover returns. Percy, Annabeth, and Grover vow to return to camp next summer.

## THE END