

Brown/De Marco Productions Presents

# OH ATLANTIS

A MUSICAL SPACE FANTASY FOR THE STAGE



Written and Developed by: Edward G. Brown

Songs by: Danny Beckerman, Edward G. Brown, John DeMarco

Based on "Atlantis" created by: Danny Beckerman



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PRESENTS

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Produced by:  
Reisner Music Corporation and Edward G. Brown

“Sometime in the future, a final attempt for Earth’s salvation will be made by the International World Congress (IWC) representing the power nations of Earth. These nations will commence to organize an expedition party to search for ATLANTIS. It is hoped that the discovery of ATLANTIS will mean further life support sustenance for the World . . . .”

. . . THE TIME SHEPHERD

*Testament from the Oracle of Wisdom  
Passage 2003*





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## INTRODUCTION

Our story of OH ATLANTIS has very little to do with that story as told by Plato. OH ATLANTIS is, instead, more the story of a search for an ideal, rather than a geographical location. OH ATLANTIS is more a reality check for the planet Earth, than just a fabled mythology. In time, Earth will choke out its life. It's only hope lies in the discovery of Atlantis. Atlantis is Earth's safe harbor, yet human nature being what it is, ("one for me and none for you") Eartheans are blinded by the riches of Atlantis, rather than accepting its offering of love, peace and freedom.

Despite the seriousness and nobility of the subject matter throughout most of the first and second acts, the story maintains a consistent and responsive sense of humor. It is the dramatic story line contrasted against the satirical aspects of the score that is most responsible for this desired result. In the first act, comedy relief commences when the three members of the Atlantean council present to Queen Isis their case of anxieties about Eartheans in the operatic fugue, "Avaristicgreediness." In the second act, the Lords of Darkness, three gargoyle-type apparitions (nemesis to Atlantis) conspire with the maniacal Hans Schpiegel for the destruction and domination of Atlantis.

At the end of the second act, the return of the Time Shepherd fills the audience with renewed hope when he concludes "One day we will all be united in one great ATLANTIS!"

## OH ATLANTIS CAST



### GEORGE ARMSTRONG

Young, tall, dark and handsome, stoic, intellectual, puritanical, altruistic, symbolizing all that is good. Vulnerable to all that is EVIL. Leader of the expedition party, in search of ATLANTIS. Romantic lead.

## PRIMARY CHARACTERS



### ISIS

The forever eighteen-year-old, vulnerable Queen of ATLANTIS. The essence of femininity, statuesquely beautiful. Symbolizes EARTH's escape to ATLANTIS. Co-romantic lead.



## HANS SCHPIEGEL



Early forties, co/leader of the expedition party, constantly trying to divert its purpose for self-serving reasons. Maniacal symbol of man's greedy and avaristic nature.



## PILAR

Twenty-five thousand years old, in earth years, appears to be in his forties, symbolizes the wisdom and nobility of ATLANTIS. He is the mentor of ISIS.

## TIME SHEPHERD

An ageless apparition, Merlin-like in appearance, dramatic in his presentation. A guide to the future. The custodian of time.



## SECONDARY CHARACTERS



## EXPEDITION PARTY EARTHEAN CHORUS

Young male and female EARTHEANS, each representing the various world powers and are so named. They hypocritically support the leadership of GEORGE. They are, in fact, the disciples of HANS SCHPIEGEL.



## ATLANTEAN COUNCIL

Fifteen thousand Earth years old, yet they appear to be in their thirties. Students of the ORACLE OF WISDOM, which contains the history of ATLANTIS. Advisor of the Queen and PILAR. Hyperkinetic about the potential integration of EARTHEANS and ATLANTEANS.



## LORDS OF DARKNESS

Three gargoyle apparitions, evil spirits, and the perpetual enemies of ATLANTIS. Constantly awaiting to be conjured up to seek their evil purpose; i.e., the destruction of ATLANTIS.



## ATLANTEAN CHORUS

A plethora of young men and women, blonde and beautiful.



## STORY TELLER

Young ATLANTEAN poet laureate recites musically, excerpts from the ORACLE OF WISDOM.

### TIME WARP

A physio-phenomenon that provides ATLANTIS' invisible protection. It appears as a cumulus cloud in the shape of a man.



## LIBRETTO



## PROLOGUE

**C**OLD OPENING . . . the theater is in complete darkness. The loose, fiber-optic-constructed rear screen shows cumulus cloud formations, moving against a bright azure-blue sky. A distant blue dot appears, stage left, while a high energy sound is faintly heard. It is reminiscent of preparatory rocket lift-off. A single, off-stage voice is heard in Gergorian chant. The cloud formations are lost and the rear screen shows a single silhouette. More off-stage voices join in . . . more silhouettes fill the screen. This provides the entrance of the Time Shepherd, first shown in oversize silhouette, then reduced to life-size, as he moves through the rear screen. The Time Shepherd is adorned in long, flowing robes, filled with a myriad of psychedelic colors and symbols of the universe. His shock of long, white hair is likened to a silk mane. He appears ageless. His recitation in deep, resonant tones, is made *directly* to the audience . . .

. . . *Background unseen voices chanting:*  
TICK . . . TICK . . . CHIME . . . CHIME  
LOOK NOW NORTH, FOR ANY SIGN  
OF THE INFINITE PROPHET,  
THE SHEPHERD OF TIME.

*Background unseen voice chanting*  
AND THERE WERE VOICES, THUNDER  
AND LIGHTNING . . . AND THERE WAS A  
GREAT EARTHQUAKE, AS WAS NOT  
SEEN SINCE MEN WERE UPON THE  
EARTH

*Continued*

*(The Time Shepherd enters center stage on a moveable conveyer belt through a fibre-optic soft screen upon which his image is projected.)*

**TIME SHEPHERD**

*(Speaking)*

COULD ONE MILD EARTHQUAKE EVER BE  
SO GREAT AS TO SHOCK MANKIND . . .  
FROM ITS FUTURE FATE.

*Single background voice chanting*

AND IF THE FUTURE BRING LIGHTNING . . .  
THUNDER . . . AND FEAR; HE COULD BE, IN  
THE PRESENT, A BLESSING TO HEAR.

*All background voices chanting*

TICK . . . TICK . . . CHIME . . . CHIME . . .  
HIS CLOCK IS ETERNAL, HE IS THE  
SHEPHERD OF TIME.

*TIME SHEPHERD makes his appearance*

*(Speaking)*

AS THE SHEPHERD OF TIME, PAST . . .  
PRESENT . . . AND ALL THAT WILL BE,  
MY CLOCK IS ETERNAL . . . COME JOURNEY  
WITH ME . . . TO ARMAGEDDON IN THE YEAR  
TWO THOUSAND AND THREE.

*All background voices chanting*

TICK . . . TICK . . . CHIME . . . CHIME . . .  
LOOK NOW NORTH, FOR ANY SIGN.  
OF THE INFINITE PROPHET, THE  
SHEPHERD OF TIME.

*(The Time Shepherd withdraws on the conveyor belt into the soft screen upon which his multiple images now appear.)*

*TIME SHEPHERD and background voices chanting*

BE NOT SHOCKED . . . LET YOUR MINDS  
FLOW FREE. LET'S JOURNEY TOGETHER . . .  
LET'S SEE WHAT THE FUTURE WILL BE.  
WITH THE COMING OF ATLANTIS, LIES YOUR  
ONE HOPE TO BE FREE.

*(High energy sound gets louder and blends into the earth theme.)*

The Time Shepherd exists as he has arrived. The screen has returned to the moving cloud formations.

The distant blue dot now traverses across the screen, building in size. The high energy sound is now more intense, blending into the full symphony instrumental (Space Journey Theme). Suddenly, the rear screen becomes outer space; stars glitter, galaxies mass in beautiful bright formations. The blue dot is now recognized as a distant planet. The music swells as the animated effects on the rear screen give the audience a feeling of looking through a giant observation window of a space ship. We are in flight. We are leaving the ozone. The planet now looms before us, consuming the screen. It is Earth. Retro-progressions in the music, along with animation, gives the audience the sensation of a true Earth landing from outer space.

We have arrived on Earth . . . we have arrived in . . .  
ATLANTIS.

*End of Prologue*



## ACT ONE

The Atlanteans greet the people of Earth. They are young, beautiful, bright, warm, and exquisite in appearance. Moving gracefully in harmony with their environment, a feeling of sincerity permeates throughout.

A handsome young troubadour, THE STORY TELLER, is called upon to tell the tale of the cosmic trek of Atlanteans, when due to the destruction of their sun, Atlanteans became forced to look for a new planet in which they could continue their society . . .

### . . . WELCOME TO OUR CITY (I am The Story Teller)

*(Atlanteans)*

WELCOME TO OUR CITY  
IT'S GOOD TO HAVE YOU HERE  
PEACE AND LOVE AND GOODWILL  
TO ALL MEN ON EARTH

*(Story Teller)*

I AM THE STORY TELLER,  
TALES I DO UNFOLD  
SOME ARE HAPPY  
SOME ARE SAD,  
AND SOME MAY SEEM QUITE OLD.

*(Atlanteans)*

PLEASE TELL THE TALE YOU TELL  
SO WELL,  
THE ONE WE LIKE TO HEAR.

*(Story Teller)*

I'LL TELL YOU 'BOUT THE WAY  
IT WAS AND TRY TO MAKE IT CLEAR

*(All)*

FREEDOM . . . FREEDOM . . . FREEDOM . . .  
FREEDOM . . . FREEDOM . . . FREEDOM . . .

ATLANTIS! ATLANTIS!

A-T-L-A-N-T-I-S!

A-T-L-A-N-T-I-S!

WELCOME TO OUR CITY

IT'S GOOD TO HAVE YOU HERE

WELCOME TO OUR CITY  
IT'S GOOD TO HAVE YOU HERE  
PEACE AND LOVE AND GOODWILL TO  
ALL MEN ON EARTH  
EAR—TH.

Traveling through the galaxies of the universe, Atlanteans came upon the planet Earth, a fertile green planet thought to be rich in peace and freedom, but instead, Atlanteans found only death and destruction, where men killed other men with huge atomic bombs. In an offer of peace, the Eartheans were invited to share in the knowledge of Atlantis. Ignored, the Atlanteans withdrew behind their protective shield called the TIME WARP, and took with them a girl child of Earth and named her ISIS.

The entrance of Isis, the Queen of Atlantis, is magnificent. A processional with all the pomp and circumstance accorded the highest nobility, Queen Isis is young, stunningly beautiful and proud, although powerless and vulnerable. The Atlantean chorus sings of her immortality . . .

### . . . ISIS

*(Atlanteans)*

(CHANTING)

ISIS . . . ISIS . . . ISIS . . . ISIS . . .

*(Singing)*

BORN IN THE LIGHT OF THE  
MIDNIGHT SKY,  
ISIS . . . ISIS . . . (Modulate)  
HIGH IN THE MOON WHERE THE  
DARK ONES FLY . . .  
ISIS . . . ISIS . . .

*(Atlantean Council)*

BRINGER OF WISDOM AND GIVER  
OF DREAMS

*(Pilar)*

DOWN ON YOUR KNEES AND BOW

*(Atlanteans)*

HERE COMES THE QUEEN . . .  
ISIS . . . ISIS . . .



ROUND AND ROUND WHERE THE SPIRITS FLOW  
ISIS . . . ISIS . . .

BRINGER OF WISDOM AND GIVER OF DREAMS.

*(Pilar)*

DOWN ON YOUR KNEES AND BOW

*(Atlanteans)*

HERE COMES THE QUEEN . . .

BRINGER OF WISDOM AND GIVER OF DREAMS.

*(Pilar)*

DOWN ON YOUR KNEES AND BOW

HERE COMES THE QUEEN

The Queen now holds court. Beside her is Pilar, her mentor and wisest of all Atlanteans. The chorus exits leaving Isis, Pilar, The Story Teller and the Atlantean councilmen, three over-zealous, highly excitable guardians of the Atlantean society. The guardians inform the Queen of her Earthean heritage, and of the impending disaster facing Atlantis, due to the approaching armageddon of Earth. The councilmen are fearful that unless Atlantis withdraws, the Eartheans may bring about the destruction of Atlantis. They advise the Queen that Atlanteans must therefore again roam the universe for a new home. Isis is responsive but confused

. . .

. . . (I DON'T UNDERSTAND)

The councilmen tell Isis that the Eartheans once again face destruction as had happened once before their present recorded history. Isis naively asks "Why would Earth choose to destroy itself?" The three councilmen present their philosophical views all at once. The result is a jumble of confused, overstated parables—on one hand the downfall of man is due to "greed and avarice," on the other, to "apathy and indifference." They conclude that it must be . . .

. . . AVARISTICGREEDINESS!

**Song: AVARISTICGREEDINESS  
(I DON'T UNDERSTAND,  
WHAT DOES ALL THIS MEAN?)**

*(Contemporary operatic figure)*

*(Councilman #1)*

IT MUST BE MORE APATHY AND INDIFFERENCE-NESS

. . . THAN *(Councilman #2 interrupts)* AVARISTICGREEDINESS!

*(Councilman #2)*

IT MUST BE APATHY AND INDIFFERENCE-NESS . . . THAN

*(Councilman #3 interrupts)* AVARISTICGREEDINESS!

*(Councilman #3)*

IT MUST BE APATHY AND INDIFFERENCE-NESS . . . THAN

AVARISTICGREEDINESS!

*(Isis)*

I DON'T UNDERSTAND.

I DON'T UNDERSTAND.

*(Councilman #1)*

I THINK IT BE MORE APATHY AND INDIFFERENCE-NESS

THAN *(Councilman #2 interrupts)* AVARISTICGREEDINESS!

*(Councilman #2)*

I THINK IT BE MORE APATHY AND INDIFFERENCE—NESS

THAN *(Councilman #3 interrupts)* AVARISTICGREEDINESS!

*(Councilman #3)*

I THINK IT BE MORE APATHY AND INDIFFERENCE-NESS

THAN AVARISTICGREEDINESS!

*(Isis)*

WHAT DOES ALL THIS MEAN?

WHAT DOES ALL THIS MEAN?

*(Councilman #1)*

I THINK IT BE MORE APARTHY AND INDIFFERENCE-NESS

THAN *(Councilman #2 interrupts)* AVARISTICGREEDINESS!

*(Councilman #2)*

I THINK IT BE MORE APATHY AND INDIFFERENCE-NESS

THAN *(Councilman #3 interrupts)* AVARISTICGREEDINESS!

*(Councilman #3)*

IT MUST BE APATHY AND INDIFFERENCE-NESS . . . THAN

AVARISTICGREEDINESS!

During the fugue the councilmen exit (stage left) then reappear-entering (stage right) continuing the fugue . . . re-stating their anxieties to Queen Isis. The music stops abruptly as the stage goes black.



Isis begins to express her statements about understanding the councilman's cause for alarm. Pilar, in further explanation to Isis, calls upon The Story Teller to tell of Earth's armageddon and how, as a result thereof, Atlantis almost fell . . .

### . . . SHAMBALA

*(Story Teller)*

IN THE ANCIENT BOOKS OF EGYPT,  
THERE ARE WORDS OF PHAROAHS GONE  
OF A CITY IN A VALLEY  
AND A PEOPLE WISE AND STRONG  
THROUGH THE LANDS THEY CALL SHAMBALA  
IT IS WRITTEN IN THE SKY OF AN ARMY  
SCHOOLED IN WISDOM AND OF SOLDIERS  
TEN FEET HIGH

*(Chorus)*

AND WE MIGHT HAVE BEEN THEIR BROTHERS  
YES, WE COULD HAVE BEEN THEIR FRIENDS  
BUT THEY NEVER HEARD US CALLING,  
WHEN THE WORLD CAME TO AN END.

*(Story Teller)*

IN THE SACRED SCROLLS OF JUDAH,  
THERE ARE TALES OF LEGENDS OLD  
SOME OF MAGIC SHIPS OF FIRE  
SOME OF CITIES BUILT OF GOLD.  
AND THEY CAME WITH FLAGS OF GLORY  
AND THEY CAME WITH HEADS HELD HIGH  
THEY CAME FROM EVERY COUNTRY  
WITH NO QUESTIONS, WITH JUST LIES

*(Chorus)*

AND WE MIGHT HAVE BEEN THEIR BROTHERS  
YES, WE COULD HAVE BEEN THEIR FRIENDS  
BUT THEY NEVER HEARD US CALLING  
WHEN THE WORLD CAME TO AN END.

In an unspecified future time period, a final attempt for Earth's salvation is made by the International World Congress (IWC) representing the power nations of Earth. These nations commence to organize an expedition party to search for Atlantis. It is hoped that the discovery of Atlantis will mean further life support sustenance for Earth. The party is comprised of one

representative of each country. They are ethnic in appearance and reflect the attitude of their country. The party leaders are George Armstrong of the United States and Hans Schpiegel of Austria. The rest are named by the countries they represent . . . Russia, China, Japan, England, France, Africa, Italy, Israel and Egypt.

George, an archaeologist, reading from the ORACLE OF KNOWLEDGE, declares that there is a place in the world where man can revitalize the present decaying society and ecology of Earth. He states that by working together and taking the time to do so, man can reach greater heights than ever before experienced. This pure, spiritual and altruistic attitude is mimicked by the other expedition party members at the instigation of Hans Schpiegel. George, pure with purpose, is oblivious and continues to try to instill his sense of values on the members of the expedition . . .

### . . . SOMEWHERE IN THE WORLD

*(George)*

SOMEWHERE IN THE WORLD  
WE'LL FIND A BETTER PLACE  
WHERE A MAN CAN LIFT HIS HAND  
AND TOUCH THE SKY.  
SOMEWHERE IN THE WORLD,  
WE'LL FIND ANOTHER PLACE,  
WHERE WE'LL TAKE THE TIME  
TO BUILD IT, YOU AND I.  
AT THE SOUND OF A SINGLE BUGLE  
CALL . . . WE'LL RUN.  
FIRST A HUNDRED, THEN A THOUSAND,  
'TIL IT'S DONE.

AND THE SOUND OF A MILLION VOICES  
IN THE SKY. WE'LL GET BY. WE'LL  
GET BY.

SOMEWHERE IN THE WORLD,  
SOMEWHERE IN THE WORLD,  
AND WHEN WE SEE THE SUNSHINE,  
WE'LL KNOW THAT THIS IS  
OUR SIGN.

WE'RE GOING TO MAKE IT THIS TIME,  
SOMEDAY, SOME WAY, SOMEWHERE IN  
THE WORLD.



Motivated by her Earthean emotional and compassionate feelings, Isis tells Pilar that she must cross the TIME WARP and help Earth . . .

### . . . SHINE A LITTLE STARLIGHT

*(Isis)*

SOMETIMES AS THE NIGHT DRAWS NEAR  
I SIT AND WONDER,  
HOW FAR IS FAR?  
HOW LONG IS YONDER?  
THEN I SEE A STAR  
A MILLION MILES AWAY  
IF I COULD BE THAT STAR,  
I WOULD BE  
SO I COULD  
SHINE A LITTLE  
STARLIGHT IN YOUR EYES  
SHINE A LITTLE STARLIGHT  
IN YOUR EYES, TO SAVE YOU  
FROM THE RAIN, THAT FALLS  
NOW AND AGAIN.  
I'M GONNA SHINE A LITTLE STARLIGHT  
IN YOUR EYES,  
SHINE A LITTLE STARLIGHT IN YOUR EYES,  
AND WHEN YOU'RE FEELING BLUE,  
I'LL SHINE MY LIGHT ON YOU  
AND THEN YOU'LL SEE HOW EASILY I FALL.  
SHINE A LITTLE STARLIGHT IN YOUR EYES.  
SHINE A LITTLE STARLIGHT IN YOUR EYES.  
SHINE A LITTLE STARLIGHT IN YOUR EYES.

Atlantis must be a sanctuary for any Earthean with a desire to be free from Earth's destiny.

Pilar defers to the Queen and with a fatherly commitment, tells her to follow her desire. Pilar will do all within his power to insure the Queen's success . . .

### . . . SISTER OF THE SEA

*(Lead-in Pilar . . . not recorded)*

"ISIS, CHILD OF EARTH, AND  
SISTER OF THE SEA,  
LET YOUR FEELINGS RUN FREE,  
AND I WILL UNDERSTAND, AND  
I WILL LISTEN."

*(Pilar . . . recorded)*

SISTER OF THE SEA,  
LET YOUR FEELINGS FREE  
SPEAK AND I WILL LISTEN  
AND I'LL TRY TO UNDERSTAND  
SISTER OF THE SEA,  
YOU WERE BORN TO BE  
HIGHER THAN THE HIGHEST STAR,  
SISTER OF THE SEA.  
SISTER OF THE SEA.  
LET YOUR TEARS RUN FREE  
I CAN'T ALWAYS TELL YOU ALL THE THINGS  
YOU WANT TO HEAR.  
SISTER OF THE SEA,  
REST YOUR HEAD ON ME.  
YOU ARE LIKE A WONDERING CHILD,  
SISTER OF THE SEA.  
I KNOW THAT IT'S NOT EASY,  
WHEN YOU'RE LONELY,  
BUT YOU'RE A QUEEN.  
QUEENS ARE LONELY,  
WHEN THEY DREAM,  
SISTER OF THE SEA  
LET YOUR FEELINGS FREE.  
SPEAK AND I WILL LISTEN AND  
I'LL TRY TO UNDERSTAND.  
SISTER OF THE SEA,  
YOU WERE BORN TO BE  
HIGHER THAN THE HIGHEST STAR,  
SISTER OF THE SEA.  
AND I WILL HELP YOU CHOOSE YOUR PATH AND  
WATCH YOU WHILE YOU GROW,  
AND TIME IS ALL WE HAVE,  
IT'S ALL WE KNOW.

*Continued*



SISTER OF THE SEA,  
LET YOUR FEELINGS FREE,  
SPEAK AND I WILL LISTEN AND  
I'LL TRY TO UNDERSTAND.  
SISTER OF THE SEA.  
LET YOUR TEARS RUN FREE.  
YOU ARE LIKE A WONDERING CHILD,  
SISTER, SISTER . . . SISTER OF THE SEA.

“*SISTER OF THE SEA*  
*BEFORE YOU SET YOURSELF FREE*  
*GAZE THROUGH THE TIME CRYSTAL*  
*WITH ME*  
*SISTER . . . SISTER . . . SISTER OF THE SEA.*”

**I**sis has now made her decision to cross the TIME WARP, over the Bridge of Eternity. . . . to Earth.

Our attention is brought back to Earth.

The expedition party is in heavy debate and nothing can be understood as everyone is talking at once. Hans gains control in his own inimitable style . . . *shouting at the top of his lungs*. Hans takes the spotlight. He struts. His bald head reflects light like a mirror ball. Tyrannical, maniacal, dictator pro-tem. Hans has sold out any interest he had in mankind. He presents his viewpoint to the group by inviting them to join him in Paradiscio, his own personal Atlantis, promising them anything intending to give them nothing, *after* he gains control. . .

### . . . HANS

PARADIS-CIO-OOOOOOOO!

*(Not recorded)*

A PLACE IN SPACE,  
WHERE POETS RHYME,  
WHERE THERE IS NO TIME,  
WHERE NEED IS LESS THAN YOU HAVE  
WHERE MORE IS LESS, AND LESS IS MORE  
WHERE THERE'S A SPACE, IN A PLACE,  
WHERE THE FLOW SEEMS TO GO:  
THAT'S PARADIS-CIO-OOOOOOOO!

Hans and each member of the expedition party exchange points of view on how to control Atlantis. Hans overcomes all arguments and instills the idea of “Schpiegelism.”.

### . . . LONGA LIVE MONEY, LONGA LIVE POWER

*(Hans Schpiegel . . . not recorded)*

LONGALIVE MONEY . . . LONGALIVE POWER  
LONGALIVE MONEY . . . LONGALIVE POWER  
LONGALIVE MONEY . . . LONGALIVE POWER  
LONGALIVE MONEY . . . LONGALIVE POWER  
LONGALIVE MONEY . . . LONGALIVE POWER  
LONGALIVE MONEY . . . LONGALIVE POWER  
SCHPIEGELISM . . . SCHPIEGELISM . . .  
SCHPIEGELISM . . .

LONG LIVE MONEY . . .  
LONG LIVE MONEY . . .  
THERE'S NOTHING YOU CAN DO,  
YOUR DREAMS WILL NEVER COME TRUE.  
IF YOU AIN'T GOT MONEY.

*(Recorded)*

LONGA LIVE MONEY . . . LONGA LIVE  
MONEY;  
THERE'S NOTHING YOU CAN DO,  
YOUR DREAMS WILL NEVER COME TRUE.  
IF YOU AIN'T GOT MONEY.

LONG LIVE POWER . . .  
LONG LIVE POWER . . .  
THERE'S NO PLACE YOU CAN RUN,  
YOU'LL NEVER BE NUMBER ONE.  
IF YOU AIN'T GOT POWER.

LONGA LIVE MONEY  
LONGA LIVE MONEY  
THERE'S NOTHING WE WON'T DO  
WE'LL LIE AND STEAL FROM YOU . . .  
LONGA LIVE MONEY, SAY IT AGAIN . . .  
LONGA LIVE POWER, LONGA LIVE MONEY!  
POWER!



George enters, dejected by the attitude of the expedition party. He interjects that the world needs help—not money and not power. Afraid they may lose their leader, some of the members (Africa and two others) console George, trying to make light of what he had just witnessed . . .

### ... GONNA MAKE IT TOGETHER

*(Lead-in . . . not recorded)*

DON'T BE DOWN, BABY  
WE'RE GONNA MAKE IT, BUT  
WE'RE GONNA MAKE IT TOGETHER

*(Expedition party . . . recorded)*

WHEN YOU'RE DOWN ON THE GROUND  
YOU JUST TAKE A LOOK AROUND,  
AND YOU'LL FIND THAT I'M ALWAYS  
THERE BEHIND YOU.

SO JUST SMILE

YOU GOTTA SMILE

FOR A WHILE

FOR A WHILE

AND YOUR TROUBLES, WILL DESERT YOU.

AND WHEN MR. BLUE KNOCKS AT YOUR  
DOOR

TELL HIM THAT YOU DON'T NEED ANYMORE  
WE'RE GONNA MAKE IT . . .

GONNA MAKE IT, GONNA MAKE IT  
TOGETHER

OH, OH, BABY

GONNA GET THERE TOGETHER, OH, BAABY.

ANYTIME, ANYWHERE, AS LONG AS YOU'RE  
THERE

WE'RE GONNA MAKE IT TOGETHER. OH, OH,  
BABY

GONNA GET THERE TOGETHER OH BABY . . .

SO JUST TRY, YOU GOTTA TRY . . .

TO GET BY . . . TO GET BY.

AND A RAINBOW WILL SURROUND YOU.

AND ALL THAT RAIN, WILL NEVER FALL  
AROUND YOU. HEY!

SO JUST SMILE . . .

SO JUST SMILE

YOU GOTTA SMILE

FOR A WHILE

AND YOUR TROUBLES WILL DESERT YOU,

AND WHEN MR. BLUE KNOCKS AT YOUR  
DOOR,

TELL HIM THAT YOU DON'T NEED ANYMORE,  
WE'RE GONNA MAKE IT.

WE'RE GONNA MAKE IT

GONNA MAKE IT, GONNA MAKE IT  
TOGETHER

OH, BABY.

GONNA MAKE IT TOGETHER, OHH, BABY.

ANY TIME, ANYWHERE.

AS LONG AS YOU'RE THERE.

WE'RE GONNA MAKE IT TOGETHER.

OHH, BABY.

GONNA GET THERE TOGETHER,

OHH, BABY.

WE'RE GONNA GET THERE TOGETHER, OHH,  
BABY.

WE'RE GONNA MAKE IT TOGETHER, OHHH,  
BABY . . .



**G**eorge moves away from the expedition party and as if feeling the presence of Isis and Pilar, makes a plea for Earth. The Bridge of Eternity emerges from cumulous cloud formations and becomes visible to the Eartheans. Stunned, they fall to their knees. George ascends the Bridge of Eternity, as a bright celestial ray of light bathes him from above. The voices of Isis and Pilar are now heard in duet with George. Hans maintains his dissident attitude. George and Isis, on opposite sides of the TIME WARP, unseen by one another, conclude their duet in which Isis professes her compassion for Earth and thereby promises to help . . .

### ... THE WORLD NEEDS A FRIEND

*(Eartheans)*

WE ARE ONLY SIMPLE MEN  
WE LIVE AND DIE  
WE BREAK AND BEND

SOMETIMES HAPPY, SOMETIMES SAD  
AND MOST TIMES LONELY,  
WE COULD USE A FRIEND

THERE'S NO ROOM FOR US TO LIVE  
THE WORLD'S A MESS, NO FOOD TO GIVE,  
CAN YOU HELP US FIND THE END?  
WE NEED A FRIEND ON WHOM WE CAN  
DEPEND.

*(Pilar & Isis)*

WE WOULD HELP YOU IF WE COULD  
TO LIVE IN PEACE, LIKE ALL GOOD MEN  
SHOULD.

IT'S NOT HARD TO UNDERSTAND  
THEY'RE UPSIDE DOWN, THEY NEED A  
HELPING HAND.

*(George)*

THE WORLD NEEDS A FRIEND WITH LOVE  
AND UNDERSTANDING.

*(Pilar & Isis)*

LOVE AND UNDERSTANDING.

WE'RE ASKING YOU TO LEND A HELPING  
HAND.

*(Hans Schpiegel)*

BUT, WE DON'T NEED YOUR SYMPATHY OR  
PITY.

*(Expedition Party)*

SYMPATHY AND PITY .

WE NEED SOMEONE TO HELP US SAVE OUR  
LAND.

THE WORLD NEEDS A FRIEND.

THE WORLD NEEDS A FRIEND.

THE WORLD NEEDS A FRIEND.

TO THE END.

*(Pilar & Isis)*

WE WOULD HELP YOU IF WE COULD TO  
LIVE IN PEACE LIKE ALL MEN SHOULD.

IT'S NOT HARD TO UNDERSTAND,  
YOU'RE UPSIDE DOWN,  
YOU NEED A HELPING HAND.

*(Expedition Party)*

WE ARE ONLY SIMPLE MEN.

WE LIVE AND DIE, WE BREAK AND BEND.

SOMETIMES HAPPY, SOMETIMES SAD,  
BUT MOST TIMES LONELY . . .

WE COULD USE A FRIEND.

*End of Act One*

## ACT TWO

The opening of the second act integrates, for the first time, Atlanteans and Eartheans. All stages are massed with a chorus of each. The Atlanteans proclaim they hold the key to life eternally and the Eartheans ask the Atlanteans to show the way to immortality . . .

### . . . OH ATLANTIS

*(Atlanteans)*

WE ARE OF THE SEA!  
WE HOLD THE KEY TO LIFE ETERNALLY.  
WE ARE OF THE SEA!  
FOLLOW THE SIGNS TO PEACE, AND COME  
WITH ME

*(Eartheans)*

OH, ATLANTIS, OPEN UP YOUR DOORS  
WE CAN SEE THE LIGHT,  
SHINING . . . SHINING . . . SHINING!

*(Atlanteans)*

WE ARE OF THE SEA!  
WE HOLD THE KEY TO LIFE ETERNALLY.  
WE ARE OF THE SEA!  
FOLLOW THE SIGNS TO PEACE, AND COME  
WITH ME

*(Eartheans)*

OH, ATLANTIS, OPEN UP YOUR DOORS,  
WE CAN SEE THE LIGHT,  
SHINING . . .  
SHINING . . . *(softer,*  
SHINING . . . *softer . . .)*

WE CAN SEE THE LIGHT . . .

WE CAN SEE THE LIGHT . . .

SHINING . . . !

SHINING . . . !

SHINING . . . !

OH, ATLANTIS, OPEN UP YOUR DOOR.

WE CAN SEE . . .

WE CAN SEE THE LIGHT . . .

SEE THE LIGHT.

SHINING . . .

SHINING . . .

SHINING . . .

WE ARE OF THE SEA!

Isis and Pilar are at the edge of the Time Warp, and Pilar tells Isis to keep vigil for the Lords of Darkness, the evil spirits of the night, for they alone could destroy Atlantis and Earth.

Isis proceeds to cross the Time Warp and on to the Bridge of Eternity. Isis and George see each other for the first time. Isis, first to speak, gazing upon George, says she feels she has met him before; he assures her she has. This meeting is one of *deja vu*, and is further enhanced by projected clone images of George and Isis, dancing in various period costumes. It is romantic . . . it is tender.

George and Isis dance as they sing the duet . . .

### . . . HAVEN'T WE MET BEFORE

*(George)*

HAVEN'T WE MET BEFORE?  
A LONG, LONG TIME AGO.  
I SEE IT IN YOUR EYES, DON'T YOU  
RECOGNIZE ME?

COME A LITTLE CLOSER, MOVE A LITTLE  
CLOSER.

I JUST WANT TO FEEL YOU NEAR ME.  
SOMETHING DEEP INSIDE ME, SOMETHING I  
CAN'T HIDE  
KEEPS TELLING ME WE'VE MET BEFORE.

*(George)*

HAVEN'T WE MET BEFORE?

*(Isis)*

YES, I KNOW YOUR FACE

*(Isis)*

SOMEWHERE, SOME FAR PLACE

*(George)*

I SEE IT IN YOUR EYES

*Continued*



(Isis)

A LONG, LONG TIME AGO.

(Together)

YES, I THINK I KNOW YOU,  
SUDDENLY, I'M HAZY, AM I GOING CRAZY,  
I CAN'T THROW THIS FUNNY FEELING.  
SOMETHING DEEP INSIDE ME,  
SOMETHING I CAN'T HIDE, KEEPS TELLING  
ME

WE'VE MET BEFORE

HAVEN'T WE MET BEFORE

A LONG, LONG TIME AGO.

I CAN SEE IT IN YOUR EYES, DON'T YOU  
RECOGNIZE ME?

COME A LITTLE CLOSER, MOVE A LITTLE  
CLOSER

I JUST WANT TO FEEL YOU NEAR ME

SOMETHING DEEP INSIDE ME, SOMETHING I  
CAN'T HIDE

KEEPS TELLING ME WE'VE MET BEFORE . . .

HAVEN'T WE MET BEFORE . . . HAVEN'T WE  
MET BEFORE . . . ?

**G**eorge and Isis discuss their dutiful missions. She doubts that all Eartheans share his sense of purpose. *It's no shame to try and lose . . . it's a shame not to try, but then . . .*

## ... IT'S UP TO YOU

(Isis & George)

(DUET)

THEY SAY THAT LIFE IS WHAT YOU MAKE IT.  
YOU EITHER WIN, YOU LOSE OR TAKE IT.  
YOU MAY GO FAR AND CATCH THAT STAR,  
OR YOU MIGHT FALL ALONG THE SIDE.

IT'S UP TO YOU

THERE'S NO SHAME IN LOSING IF YOU'VE  
TRIED.

DONE THE THINGS YOU REALLY FELT IN-  
SIDE.

IT'S UP TO YOU.

IT'S UP TO YOU.

THEY SAY THAT LOVE IS WHAT YOU MAKE  
IT.

YOU EITHER WIN, YOU LOSE OR BREAK IT.  
BUT IN THE END, THERE'S ONLY YOU  
YOU'RE THE ONLY FRIEND TO PULL YOU  
THROUGH

IT'S UP TO YOU!

THERE'S NO SHAME IN LOSING IF YOU'VE  
TRIED.

DONE THE THINGS YOU REALLY FELT IN-  
SIDE.

IT'S UP TO YOU . . . IT'S UP TO YOU . . .

IT'S UP TO YOU . . . IT'S UP TO YOU . . .

IT'S UP TO YOU . . . IT'S UP TO YOU.

IT'S UP TO YOU.

IT'S UP TO YOU.

IT'S UP TO YOU!

Our attention is diverted from George and Isis, as we rejoin the expedition party.

Hans has been reading from Damien's Diary to the expedition party. He finds the passage which deals with conjuring-up the Lords of Darkness. He performs the evil ceremony by forming a circle . . . drawing a serpent with its tail in its mouth . . . at the east . . . a large triangle. "Sure you've done this before Hans?" asks Russia. He speaks aloud the incantations and suddenly, shockingly! . . . three expedition members undergo a metamorphosis into the apparitions of the evil three LORDS OF DARKNESS. Hans, safe within the circle, watches with glee as the Lords of Darkness tell him they've heard his evil plan and it has great merit. They offer to help Hans by supplying him with a magic potion. They tell Hans that all he has to do is slip Isis the potion and "The change in her emotion will be very hard to miss . . . her defenses will be down . . . and Hans will be King . . . King of Atlantis."

The Lords of Darkness have Hans sign a spiritual contract and the deal is closed . . .



## ... WE ARE ONE

*(Lords of Darkness spirits, singing)*

WE ARE THE LORDS OF DARKNESS, WE ARE  
THE SONS OF PAN.

NOW WE'VE COME. WE'LL GET THINGS  
DONE. WE ARE ONE.

WE ARE THE LORDS OF DARKNESS. WE ARE  
THE MIDNIGHT SUN.

WE CAN DO MOST ANYTHING . . . WE ARE  
ONE!

*(1st spirit—speaking)*

WHENEVER THERE IS TROUBLE, YOU'LL FIND  
US VERY NEAR

*(2nd spirit—speaking)*

WE LIKE TO HELP IN TIMES OF WOE.

*(3rd spirit—speaking)*

THERE'S NOTHING WE DON'T KNOW!

*(All Lords of Darkness spirits—singing)*

WE ARE THE LORDS OF SATAN. WE ARE THE  
GODS OF MARS.

WE'RE JUST HERE TO HAVE SOME FUN. WE  
ARE ONE!

*(1st spirit—speaking)*

WE HEARD YOUR WISH, WE'LL DO OUR BEST  
TO HELP YOU WITH YOUR SCHEME.

*(2nd spirit—speaking)*

JUST SAY THE WORD, WE'LL DO THE REST

...

*(3rd spirit—speaking)*

TO RID YOU OF THE QUEEN.

*(All spirits—singing)*

WE ARE ONE!

*(1st spirit—singing)*

JUST USE THIS MAGIC POTION AND WHEN  
SHE STEALS A KISS

*(2nd spirit—singing)*

THE CHANGE IN HER EMOTIONS ARE VERY  
HARD TO MISS!

*(all spirits—singing)*

WE ARE THE LORDS OF DARKNESS. WE ARE

THE SONS OF PAN. NOW WE'VE COME, WE'LL  
GET THINGS DONE. WE ARE ONE. WE ARE  
ONE! WE ARE ONE!

*(All Lords of Darkness Spirits—speaking)*

"OF COURSE, THAT'S IT!"

*(Hans)*

"WHAT DO YOU MEAN?"

*(All Lords of Darkness spirits—speaking)*

THERE'S AN ANCIENT LAW IN ATLANTIS THAT  
MAKES KISSING, FOR THE QUEEN, A MORTAL  
SIN . . . SO IF WE CAN GET GEORGE AND THE  
QUEEN TOGETHER AT THE DANCE OF THE  
FISHMAIDENS TOMORROW, WE'LL SLIP THIS  
POTION IN HER WINE, AND . . .

*(Hans, speaking)*

"I'LL BE KING . . . KING! YES, I'LL BE KING!  
HA, HA, HA!"

*(Lords of Darkness spirits—singing)*

WE ARE THE LORDS OF DARKNESS.

WE ARE THE SONS OF PAN. NOW WE'VE COME,  
WE'LL GET THINGS DONE.

WE ARE ONE!

*(3rd Lord of Darkness spirit—speaking)*

SO SIGN YOUR NAME. WE'LL MAKE A DEAL.  
BUT THERE'S NO GUARANTEE.

*(2nd spirit—speaking)*

AND IF YOU FAIL, WE WON'T BE HERE.

*(3rd spirit—speaking)*

WE'LL QUICKLY DISAPPEAR!

*(All Lords of Darkness spirits—singing)*

WE ARE THE LORDS OF DARKNESS. WE ARE  
THE SONS OF PAN.

NOW WE'VE COME. WE'LL GET THINGS DONE.  
WE ARE ONE.

WE ARE ONE.

WE ARE ONE.

WE ARE ONE!

*(Hans, offstage, laughing)*

AH, HA, HA, HA!



To honor the visit of the Atlantean Queen, a celebration for George and Isis is held at the fishing village. Fishmaidens dance primitively and seductively. Hans, potion in hand, slips the potion into their drinks. They gracefully take a sip from the golden goblet. The drug stimulates a strange, overpowering emotion. (SEDUCTION OF ISIS BALLET). (Not yet recorded.)

The Queen is high. Isis says she thinks something's happened to her . . . her inhibitions and reflexes are breaking down. The Lords of Darkness and Hans are beside themselves. Their evil plan is working and soon Hans will be King of Atlantis. The Atlanteans and Eartheans are alarmed. In a moment of panic, the beautiful, young Queen rushes into the arms of George

. . .

## ... SOMETHING'S HAPPENED TO ME

*(Isis)*

I THINK THAT SOMETHING'S HAPPENED TO ME.

I'VE NEVER FELT THIS WAY BEFORE.

IT'S SUCH A LOVELY FEELING,  
LIKE FLYING THROUGH THE SKY.

I DON'T KNOW IF I'M COMING, OR I'M GOING

. . .

*(Atlanteans)*

SHE'S SO HIGH. SHE THINKS SOMETHING'S HAPPENED TO HER.

*(Isis)*

I THINK THAT SOMETHING'S HAPPENED TO ME.

*(Atlanteans)*

SHE'S NEVER FELT THIS WAY BEFORE.

*(Isis)*

I'VE NEVER FELT THIS WAY BEFORE. I'M SUDDENLY LIGHT-HEADED, WITH BOTH FEET ON THE GROUND. WITH ALL MY INHIBITIONS AND REFLEXES BREAKING DOWN.

*(Atlanteans)*

DOWN . . . DOWN . . .

*(Atlanteans)*

SOMETHING'S HAPPENED TO THE QUEEN,  
THERE'S SOMETHING'S PLAINLY WRONG.  
SOMETHING'S HAPPENED TO THE QUEEN,  
HER MIND HAS CLEARLY GONE! SOMEONE  
SHOULD GET A DOCTOR. HE COULD MAYBE  
FIND A CURE. THOUGH HE WOULDN'T KNOW  
EXACTLY WHAT HE'S LOOKING FOR!

*(Lords of Darkness spirits)*

WE KNOW THAT SOMETHING'S HAPPENED TO HER.

*(Repeat)*

WE KNOW THAT SOMETHING'S HAPPENED TO HER.

SHE DOESN'T REALIZE THE TRUTH.

SHE DOESN'T REALIZE THE TRUTH.

OUR EVIL PLAN IS WORKING. WE NEARLY GOT IT MADE.

*(Hans)*

I'VE REALLY THOUGHT OF EVERYTHING . . .  
AND SOON I WILL BE . . .  
KING . . .

*(Isis)*

I THINK THAT SOMETHING'S HAPPENED TO ME.

I'VE NEVER FELT THIS WAY BEFORE.

MY HEAD IS SIMPLY SPINNING AND I CAN'T TELL YOU WHY.

I FEEL LIKE KISSING EVERYONE, I THINK.

*(Atlanteans)*

WE THINK SHE'S HIGH! HIGH! HIGH!  
SOMETHING'S HAPPENED TO THE QUEEN,  
THERE'S SOMETHING PLAINLY WRONG!  
SOMETHING'S HAPPENED TO THE QUEEN,  
HER MIND HAS CLEARLY GONE!  
SOMEONE GET THE DOCTOR. HE COULD

*Continued*



MAYBE FIND A CURE. THOUGH HE WOULDN'T  
KNOW EXACTLY WHAT HE'S LOOKING FOR.

(As *Queen Isis and George kiss*—)

**P**ilar, and the Atlantean Council view the entire sequence of events through the Time Crystal. Pilar makes his appearance. All are stunned. Pilar reprimands Isis for her behavior, further stating that no matter what offering is made to Man, Man will, in the end, destroy himself and all that he creates.

Isis is drawn back to Pilar through the TimeWarp. George, still embracing Isis, is drawn with her. The shock of reality works as an antidote on the drugged Isis and George as they cross into Atlantis. Hans and the Expedition Party, however, are denied entrance and instead, are destroyed by the Time Warp and are forever lost in space.

Pilar tells George that he may remain in Atlantis, George is the only Earthean worthy enough to witness the vision that is the perpetual greatness of the universe. ATLANTIS! . . .

## . . . THIS IS YOUR WORLD

(*Pilar*)

THE SONG BIRD SINGS A SONG OF LOVE  
THE EAGLE CIRCLES HIGH.  
AND FALLING RAIN DRAWS PATTERNS ON  
THE RIVERS  
FLOWING BY.

OH, LITTLE BIRD YOUR TIME HAS COME,  
YOU'LL SING NO MORE FOR ME,  
SO FLY AWAY MY LITTLE BIRD,  
AND COME ANOTHER DAY.

THIS IS YOUR WORLD,  
THIS IS YOUR WORLD,  
THIS IS YOUR WORLD,  
THIS IS YOUR WORLD!

THE PREACHER SINGS A SONG OF PRAISE  
TO SOLDIERS MARCHING NEAR.  
AND PEOPLE KNEEL BEFORE THE CROSS  
BUT NO ONE EVER HEARS.  
THE DAY WAS LOST, NO ONE WAS SAVED  
THE PREACHER TRIES AGAIN,  
AND THROUGH MY TEARS,  
I SEE YOUR WORLD, IN EVER-FALLING RAIN.

THIS IS YOUR WORLD,  
THIS IS YOUR WORLD,  
THIS IS YOUR WORLD,  
THIS IS YOUR WORLD!  
THIS IS YOUR WORLD,  
THIS IS YOUR WORLD!

All is dark. . . the rear screen becomes space . . . glittering stars appear in the distance . . . the universe is quiet. The Time Shepherd enters and tells us that this has been the story of the future . . . but after all, it is *only* a story. Perhaps, in time . . . our time, it may come to pass that Atlantis may again return. Look within yourself . . . do you see another George Armstrong . . . or Hans Schpiegel?

The Time Shepherd withdraws and continues to speak . . . his voice becoming deeper in full chamber echo. Special effects dematerialize him into a crystal that is projected overhead throughout the theater, emanating its own audio and light source.

“Time is a circle . . . with no beginning nor end. It flows forever throughout the corridors of eternity.

People of Earth,  
Look to the children of the cosmos,  
for their love and guidance will lead  
you to the entrance of the kingdom  
of Atlantis . . .

I am the Crystal. I know all, I see  
all. When time has turned its full

*Continued*



circle, *then*, and *only then*, shall I return and venture forth with the knowledge of all things.

And when that time comes, we shall all be united in one Atlantis . . .”

Offstage voices—with full symphony orchestra—perform the finale .

## TIME SHEPHERD THEME (Instrumental)

### FINALE (Lead in)

*(Time Shepherd)*

“Hear me, People of Atlantis!”

“Many millions of years ago, a race of men set forth from a planet far beyond your own galaxy. They went in search of life, for their own world was dying.

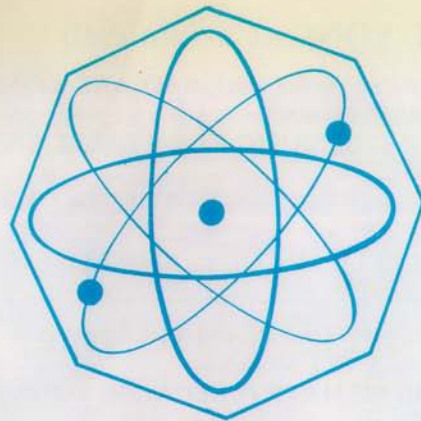
For many generations, they searched the universe, hoping to find a home where they could rebuild their civilization. Finally, they came upon the Earth, a fertile, green, planet. But they found only death and destruction, where men would kill other men with huge atomic bombs.

So, unknown to the inhabitants, they built a vast city under the sea, and they called their city ATLANTIS. And soon, there flourished a great land, rich in peace and love.

When they heard that the world had ended, they came to the surface and offered all those who wished to live in peace a place in their city. Many came and a few stayed to rebuild what they had destroyed.”

*The voice of the Time Shepherd, projected thru the Crystal is carried over the heads of the audience . . .*

. . . “I am the Crystal . . . I know all . . . I see all . . .



I was built by your ancestors for such a time when the city was in danger of being destroyed.

This is your heritage.

Since you Eartheans have adapted to your polluted atmosphere over so long a time-span, you could not breathe the pure air of Atlantis. It would slowly kill you—therefore you are condemned to remain on Earth’s surface.

The time will come when all mankind will be re-united in one ATLANTIS. When that time comes, I . . . shall . . . return!”

*(Cast—singing)*

SOMEWHERE . . . SOMEHOW . . . SOMEDAY.

*(George—singing)*

AND WHEN WE SEE THE SUNSHINE, WE’LL  
KNOW THAT THIS IS OUR SIGN, WE KNOW  
WE’LL MAKE IT THIS TIME.  
SOMEWHERE IN THE WORLD.

*(Cast—singing)*

AT-LAN-TIS!

The rear screen projects a soft, moving cloud formation silhouetted against an azure-blue sky, as in the beginning.

-FINIS-



## SIMPLE SONG (Curtain call)

WHEN YOU'RE FEELING, SAD AND LONELY,  
LET YOURSELF GO!  
LISTEN TO THE MUSIC AND YOU'LL ENJOY  
THE SHOW.

IT'S SO EASY IF YOU KNOW THE WAY TO  
BEGIN  
TAKE A SIMPLE MELODY, AND EVERYONE  
SING!

JUST FORGET YOUR TROUBLES, AND  
THEY'LL ALL GO AWAY!  
EVERYONE BE HAPPY, BECAUSE TODAY IS  
TODAY.

WHEN NOBODY WANTS YOU AND THOSE  
TEARS START TO FALL.  
JUST REMEMBER WHAT I SAY AND YOU'LL  
HAVE A BALL.

IT'S SO EASY IF YOU KNOW THE WAY TO  
BEGIN  
TAKE A SIMPLE MELODY, AND EVERYONE  
SING.

YOU CAN MAKE IT IF YOU TRY SO FROM THE  
TOP  
HERE WE GO,  
WE'LL KNOCK THEM FLAT!  
WE'LL STEAL THE SHOW!

JUST FORGET YOUR TROUBLES, AND  
THEY'LL ALL GO AWAY.  
EVERYONE BE HAPPY, BECAUSE TODAY IS  
TODAY.

WHEN YOU'RE FEELING SAD AND LONELY  
LET YOURSELF GO.  
LISTEN TO THE MUSIC AND YOU'LL ENJOY  
THE SHOW.  
YOU CAN MAKE IT IF YOU TRY, SO FROM THE  
TOP  
SING A SIMPLE SONG.  
OH!



# OH ATLANTIS



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THERE IS MAGIC IN NAMES . . . AND  
THE MIGHTIEST AMONG THESE  
WORDS OF MAGIC IS ATLANTIS . . .  
IT IS AS IF THIS VISION OF A LOST  
CULTURE TOUCHED THE MOST  
HIDDEN PART OF OUR SOUL.

H.G. WELLS

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