

*[At the conclusion of the song, RACHEL again wanders around the shop. She notices something large that is covered with a sheet.]*

**JENNY:** We love that song, Pop. But I still don't know how the Spirit of Christmas can stay around all year long.

**RACHEL:** Say Pop, what's under this sheet?

*[She starts to lift up the sheet, but POP stops her.]*

**POP:** Oh, that's a secret! Please don't look under that sheet.

*[Simultaneously]*

**RACHEL:** Oh, come on Pop!

**NATHAN:** Just a peek?

**JENNY:** Awww, Pop...a secret? You can tell us!

**POP:** I really shouldn't, but I am excited about what it can do.

**RACHEL, NATHAN**

**& JENNY:** *[together, with folded hands under their chins and "puppy dog" eyes]* Pleeeeeease???

**POP:** *[giving in after a moment]* Well, I suppose one little peek won't hurt.

*[Simultaneously]*

**RACHEL:** That's awesome!

**NATHAN:** I love it!

**JENNY:** Great!

*[POP removes the sheet.]*

**JENNY:** Wow! It's a fancy bathtub!

**RACHEL:** No, it's a big doghouse!

**NATHAN:** It's a giant video game!

**POP:** It's a time machine.

**RACHEL, NATHAN**

**& JENNY:** *[in disbelief]* A WHAT!??

**JENNY:** A time machine? Don't you think you could come up with something a bit smaller to tell time?

**POP:** Oh no, it doesn't tell time, it can take us back in time.

**RACHEL:** Are you kidding! Have you ever tried it?

**POP:** Well, last week I sent my cat Casper and my dog Rusty on a test run, but when I got them back, Casper was barking and Rusty meowed!

**JENNY:** Awkward!!

**POP:** They're OK now. I fixed the problem and all systems are now go.

**NATHAN:** Say Pop, could we give it a try? I sure would like to go back to last week and play that game over that my team lost.

**RACHEL:** Great idea! And I could spend some more time on my Xbox!

**JENNY:** You guys are so shallow. Let's fly to Disneyworld!

**POP:** Hmmm...I may have a much better idea. But I'll let it be a surprise. And I'm sure your parents would approve since the machine really never leaves this room.

**NATHAN:** Then how do we time travel?

**POP:** Well, I guess you could call it virtual reality.

**NATHAN:** You mean like a video game?

**POP:** You could say that! Our trip will only take several minutes. And I hope it will be an adventure that will teach you about the true Spirit of Christmas.

**NATHAN:** All right, I'm in!

*[Simultaneously]*

**RACHEL:** Me too!

**JENNY:** Sounds like fun!

*[They all get on board the time machine.]*

*POP puts on goggles and types in commands on the time machine's computer. The lights blink on and off accompanied by bangs, clangs and pops as countdown/blast off sound effects begin.*

*The four of them rock back and forth as if on a roller coaster. When the music begins the sound effects end and the time machine no longer makes noise or rocks back and forth.]*

## TRAVELIN' AT THE SPEED OF LIGHT!

Mr. Phister, Nathan, Rachel, Jenny and Chorus

(Singer's Page 31)

Words and Music by  
**MICHAEL and JILL GALLINA**

**ACCOMP.** 

**ALL** 

We're trav-'lin' at the speed of light. \_\_\_\_\_

1. Don't e - ven  
2. We're on our

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7

know if it's day or night. Straight through the sky, just like a laser beam,  
way to a wondrous sight. We'll soon be lost in an amazing dream.

10

on this mag-nif-i-cent, mar-vel-ous, mag-i-cal time ma-chine.

14

Soar-ing through the sky, keep your eye on our des-ti-

17

na-tion. We can get there with some prayer and a bit of i-mag-i-

16

21

*mp*

23

na - tion!—

Come with me, fly-in' free, through the gal - ax - y. Now, hold on

Piano accompaniment for measures 21-23. The right hand features chords and moving lines, while the left hand provides a steady bass line. A *mp* dynamic marking is present in measure 23.

25

tight! Don't lose your grip!

We're fly - in' high, you and I, glid - in'

Piano accompaniment for measures 25-27. The right hand has chords and moving lines, and the left hand has a steady bass line.

28



31

*mf*

'cross the sky on this once in a life-time trip!

Trav-'lin' at the speed of light;—

Piano accompaniment for measures 28-31. The right hand has chords and moving lines, and the left hand has a steady bass line. A *mf* dynamic marking is present in measure 31.

32

— we bet - ter hope that we get it right,—

and we ar - rive at the man - ger scene—

Piano accompaniment for measures 32-35. The right hand has chords and moving lines, and the left hand has a steady bass line.

36

on this mag-nif-i-cent, mar-vel-ous, mag-i-cal time ma-chine,

40

41

on this mag-nif-i-cent, mar-vel-ous, mag-i-cal time ma-

43

chine, on this mag-nif-i-cent, mar-vel-ous, mag-

46

*f*

- i-cal time ma-chine!

*f*

8va