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# AFTER LUNCH ACTIVITIES AND STORIES

## Activities

### Continuation Game

**Kid version:** During this game kids must continue a story that starts off with a question like “My favorite baseball team is” and speak until one of three things happen; 1) Kid say “um”, “maybe”, 2) Kid swears or uses inappropriate language or 3) Coach tells kid to stop. At this time the next person will continue the story until they have to stop. Kids will have up to a one minute maximum to speak continuously and are given one point if this is accomplished. Coaches must monitor for language and inappropriateness (sexual, race-related jokes, etc.) Coaches must include some parameters for the length of the game:

1) The game will last between 10 – 15 minutes and say that the world record in the continuation game is 10 points.

**Coach version:** Coaches begin a story and pass it on to the next Coach. Keep the stories age appropriate for the kids. Don’t force a Coach to participate if they are uncomfortable.

### Pink Elephant Game

This is a “psychic” game dealing with NUMBERS and WORDS.

1. Have a coach go far enough away so he/she can’t hear
2. Have the kids pick a number from 1-5
3. Have a camper go get the coach
4. When the coach comes back, ask a question with the SAME NUMBER OF WORDS AS THE NUMBER YOU PICKED; for example:

“Coach, are you ready?” would be the number 4

“Ready?” number 1

“Coach Kris, ready?” number 3

(Now, if the coaches are GOOD, you can go up to 10, but that takes more time and concentration)

5. Now, while the coach is “thinking”, flip something over and over again. I usually use my cell phone saying that the “electronic waves” from the phone are passed into the coach. Because you are turning, flipping the phone (or whatever), the kids think it has something to do with the number of times you flip or the order. They didn’t pay attention to what you said when the coach came back.
6. The coach guesses the correct number.
7. The kids go crazy, thinking you cheated. Now you send some campers with the coach.
8. Repeat

As stated before, you can go up to 10, but it makes it harder, because you can see the coach count. Use an object big enough and make your flips obvious so the kids concentrate on that. The only other thing is to establish if “OK” is one word or two.

(Sometimes it can get confusing)

## **Magic Stick**

To start out the game, the two coaches say they have been coaching Skyhawks for 100 billion years and they have always worked with this particular flag—the “MAGIC STICK”. (It is the very first Skyhawks flag, EVER...very powerful)

Coach 1 leaves, while the other coaches and the participants stay. Coach 2, with the “Magic Stick” (flag), tells the kids to pick out an object. After they pick out an object, Coach 2 tells a couple of campers to get Coach 1. Coach 2 then proceeds to ask Coach 1 if certain objects are THE object. After the 2<sup>nd</sup> or 3<sup>rd</sup> guess, Coach 2 taps the stick on the ground a number of times. However many times Coach 2 taps is how many guesses until the right answer. If Coach 2 taps 3 times, it will be the 3<sup>rd</sup> object after the tap. You can try to trick the kids by playing with the stick the whole time, dropping it, etc. DON'T MAKE THE TAPS OBVIOUS.

## **Coaches Olympics**

2 teams of even number of coaches

1. Cone Put – try to shot put a cone
2. Javelin – use a flag, do not throw towards kids
3. Relays
4. Dizzy Lizzy's
5. Cart-wheel contest
6. Something with the sport – free throws, PK's
7. Obstacle course

## **Stories**

### **A Wildebeastly Problem**

There was a small African tribe that had a terrible problem. Every morning a neighboring herd of Wildebeasts would stampede through the village, knocking down cooking pots, smashing water jugs and trampling the vegetable gardens. The Chief had tried everything, with no success. He built fences, but the Gnus ran right through them. He tried having his men scare the herd away but they always came back.

Finally, one morning the Chief woke up and didn't hear the thunder of hooves. He went out, and the Gnu herd was nowhere to be seen. They were gone at last! So, the Chief called all the people of the tribe together, and announced, "NO GNUS IS GOOD NEWS!"

### **Buford At The Bank**

Buford, a fairly handsome Southern Bullfrog, hops into a bank lobby one day, brief case neatly tucked under his right foreleg. Buford hops up to the first open teller window and sits down in front of a teller, Miss Mary Greene. He announces, "I need a loan."

Miss Greene, not wanting to look too uncool with this frog talking to her, pauses only briefly to reflect on this situation, then says, "Well, the Everglades Savings and Loan doesn't usually give loans to amphibians." Quickly opening the brief case, Buford produces construction permits and blueprints. Showing them to Miss Greene, he says, "But I need a loan. You see I have this construction project in mind. Down in the swamp, we need affordable housing for all my in-laws and out-laws. I have the permits. Freddy, an architect newt friend of mine has drawn up the plans. Everything is approved and in order. So you see, all I need is the financing."

For Miss Greene, this is getting stranger by the moment. It isn't enough that there is this talking frog only inches in front of her, but now he is talking about plans, permits and a newt architect. Just before she loses it completely, Miss Greene blurts out, "I can't help you. You must see our loan officer, Miss Black. Wait here for a moment and I'll get her."

Miss Greene is gone for a while. After several minutes of animated conversation at the other side of the bank she returns with the loan officer. "Hello, I'm Miss Patricia Black, the Loan Officer here. How can I help you?" Well, Buford goes through his speech once again, tells her about the plans and permits, about the housing and his friend Freddy the newt architect. Thinking she could put an end to this foolishness quickly, Miss Black asks, "What do you have to put up for collateral for a loan? You must have something of value to mortgage against a loan like this."

Buford digs into his brief case once more. "I have this!" he exclaims as he draws forth a crystal trinket on a silver chain. "I can't give you a loan based on this THING," Miss Black says, pointing at Buford's treasure. Buford begs. He pleads. Finally, Buford demands to see the bank manager. Miss Greene, the teller, leaves for a moment to get the bank manager. Another animated conversation ensues at the other side of the bank. The manager comes over and asks "What's the problem, Miss Black?" "Well, Mr. Brown..." and the Loan Manager explains that the frog wants to take out a loan, to construct housing in the swamp for his in-laws and out-laws and he has plans and permits, but all he has is this trinket as collateral. The manager bemused by this whole situation, takes the trinket in hand, examines it carefully, then hands it back to Buford saying, "It's a knick knack, Patty Black. Give the frog a loan."

## **Farmer Jones And The Big Quake**

On a bright and sunny morning in May, Farmer Jones went out to plow his fields. He led old Bessie, his plow horse, out of the barn and hitched her up to the plow. The aroma of newly plowed earth wafted behind him as he produced a ruler straight furrow across the field. Suddenly his reverie was broken as a strong earthquake struck. As the ground shook beneath his feet, he fell to his knees. His plow fell over almost on top of him, as did old Bessie. But, beyond the fence in the next field, the bull remained standing.

Farmer Jones stood, dusted himself off, and grabbed the reins to right old Bessie. He pulled the plow upright, hitched up the horse again and began to plow. Shaken somewhat by the strange experience, the furrow began to zig a little from side to side as Bessie pulled the plow blade through the fertile ground. After only a few seconds a strong aftershock rolled through the farm. Again it was strong enough to knock Farmer Jones from his feet, topple his plow, and with a loud protest, drive old Bessie to the ground. This time the farmer looked back across the field toward the house and noticed that the goats and cows had fallen over, too .... But, beyond the fence in the next field, the bull remained standing.

Shaken and puzzled, Farmer Jones picked himself up and dusted off his overalls. Righting the horse and plow, he quieted old Bessie as best he could. She seemed more rattled by all this than he was. As strong as the two earthquakes were, Farmer Jones could not understand how the bull remained standing. So he started toward the other field to see if he could find out what was going on with the bull. As he crossed the field, and climbed through the fence into the field where the bull stood, a very strong aftershock struck -- much worse than either of the preceding earthquakes -- putting him on the ground flat on his face. Looking behind himself he saw Old Bessie and the plow had fallen down again. Down toward the house the goats and cows had fallen down again. In fact, this aftershock was so strong that the chickens had fallen over as well. The front porch on the farmhouse had crashed down and the walls looked as though they would not last much longer. But, only a few feet away from him, the bull remained standing.

He picked himself up, dusted off, and without bothering to right either horse or plow, marched toward the bull. Shaken to the core, puzzled and angry, Farmer Jones shouted, demanding to know why everything on the farm had been knocked over by the earthquakes and the bull had remained on his feet. Much to Farmer Jones' astonishment, the bull replied, "We bulls wobble, but we don't fall down!"

## **Frogs N' Flies**

It seems there were two frogs sitting on a lily pad, when all of a sudden, a fly came along. One frog put out his tongue, ate the fly, and started laughing hysterically. Soon the other frog joined in the laughter.

Later in the day, the other frog ate a fly and the two frogs burst out in laughter. As time went on, the frogs enjoyed the flies so much that the sight of a fly would cause them to double up with pleasure (if it's possible for frogs to double up!). But of course, the most pleasure came when the fly was actually eaten.

A third frog hopped up to the first two and asked what was so funny. The first frog answered "Time." "Huh?" asked the third frog. The second frog explained:

"Time's fun when your having flies."

## **John Tate's Compass**

This all reminds me of the unfortunate story of the British entrepreneur John Tate and his compasses. Sometime back in the mid-1800s a small-time British manufacturer named John Tate decided to go into the business of making compasses. He set up a factory, installed the machinery, hired some workers, and began turning out his first compasses. He had just completed his first batch of 500 compasses when someone finally pointed out that he had forgotten to mark which end of the compass was north. The compasses worked fine; you just didn't know which way was north and which was south. Needless to say poor Mr. Tate's compasses didn't sell; Tate went bankrupt, the factory closed, and the workers were laid off. But his memory lives on, since that time any compass where you're not sure which end is north and which is south has been known as a 'Tate's compass'.

The moral of the story, of course, is that he who has a Tate's is lost.

## **Just A Pain In The Neck**

Once there was an explorer who found that every time he bent over to pick up the paddle for his canoe, he'd get this terrible crick in his back. He went to see the doctor the next time he was in town, and the doctor said, "If this happens to you again, simply grasp the paddle with both hands, shove the bottom of the paddle into the ground, and pull yourself up." The next day the explorer was reaching for the paddle when he once again got the crick in his back. Remembering what the doctor had told him, he grabbed the paddle and managed to slowly work his way up it. When at last he was able to stand up again, he was very surprised to find himself up a paddle without a crick.

## **On The Train**

A young boy was traveling on a long train trip across Canada. Sitting across from him was an older man, very neatly and precisely dressed. Across his knees he carried a briefcase upon which he nervously drummed his fingers. Since he looked to be rather an angry sort of man, the boy didn't like to start a conversation.

Presently the man opened the briefcase and took out two paper napkins, a pocketknife and an apple. Carefully he peeled and cored the apple. He placed all the peelings on one of the two napkins and folded it into a neat parcel. Then he moved his briefcase to one side, stood up, and walked to the end of the coach. By craning his neck, the boy was able to watch him move out onto the little platform at the end of the car and throw the parcel of peel onto the tracks.

When the man returned he dusted his hands, sat down and lifted the briefcase back up across his knees. He picked up the peeled and cored apple, carefully cut it into thin slices, placed the slices onto the second napkin and made a similar neat parcel. To the boy's amazement he then repeated his routine. He moved to the end of the coach and threw the parcel on the line. When he returned, he picked up his briefcase, took out two more napkins and an orange which he began to peel...

(Now you spin out the story, having the man take all kinds of fruit, one at a time, from his case,

peel each piece and throw away first the peel and then the fruit itself)

At last the young boy could contain himself no longer and simply had to ask the man what he was doing.

"I'm making a fruit salad," said the man.

"Then why do you keep throwing it away?" the boy asked.

"I should think that was obvious," snapped the man. "I'm throwing it away because I don't like fruit salad!"

## **Rabbi Liebner In The Valley Of The Treads**

On the topic of celestial guidance, Rabbi Liebner has something of an odd contribution...

The town of Treadville was small but prosperous and lay in a high valley surrounded by higher mountains. The Treads (for that is what they named themselves) were wealthy enough to love more than work and humble enough to make more than money. Little disturbed their peace until a late autumn night.

On that night, the Treads beheld a small but bright light gleaming from the top of a neighboring mountain. Curious in their ease, they soon decided to climb the mountain -- the highest of those around -- to discover the source of the light.

None arrived at the summit. At a point about halfway to the peak an extension of the mountain, seamless in the granite and shaped like an immense foot, lurched from the slope and hurled the luckless climbers from the slope. Strangely, few were harmed by the fall, but none reached the peak.

And so for years, decades, and then centuries the Treads wondered what could be the source of that radiant glow? Then, one day, one Rabbi Liebner entered the village and learned of the mystery of Tread Valley. The Rabbi was fascinated by the story and felt the touch of God in its weave. That night he watched the light and knew. He knew that he had been chosen to seek its source.

The Treads were not jealous of their mysteries; they invited the Rabbi to climb the peak the next day... and made all preparations for his inevitable fall. Thus, he set out.

That afternoon, Rabbi Liebner reached Foot's Fall, the point where the mountain made its wishes known..... and nothing happened. The Rabbi continued upwards to the cheers of the town; at sunset he reached the summit.

There, on the mountain's brow, he stumbled to a halt. Before him stood a brilliant temple bathed in celestial light, encircled by a holy sheen. Rabbi Liebner was awed. Finally, he summoned the

strength to murmur a question and a prayer. "Oh Lord, thank you for this vision! But why have I been chosen to surmount this peak? Why not the good people of Treadville in the many years they have tried?"

And to his eternal joy, the Rabbi heard in a thunderous voice from heaven, "Silly Rabbi, kicks are for Treads."

## **Sir Lancelot's Mission**

King Arthur sends Sir Lancelot out on an important mission to deliver a message to the king of Spain. It is a long distance, and Lancelot looks in the Kingdom for a good horse to take him there. His own horse is sick, and all he can find is an old mare, but, since he has to leave quickly, he takes the mare.

About 3 days out of the Kingdom, Lancelot realizes his mistake. The horse gets tired and appears to be going lame. He finally makes it to a small village and gets to the Inn. He goes up to the Innkeeper and explains his problem. That is, he needs a good horse so that he can fulfill his mission to deliver the message for the king. The Innkeeper replies that this is only a small village, and most of the horses around are not up to the task. He is welcome to look around, however, and if he can find anything, he is certainly welcome to it.

Lancelot looks around the village, and true as the Innkeeper has said, no good horse is to be found. As Lancelot is about to give up, he comes across a stable boy carting some feed. He asks the stable boy if there is any beast of burden in the village that he can use to fulfill his mission. The stable boy thinks for a minute, and starts to reply no, but then says, go see if Old Mange in the barn can help you.

Lancelot goes over to the barn expecting to find a horse. What he finds is a very large dog: almost as large as a pony. The dog is a mess, however. It is mangy, parts of its fur are falling off, and it is full of fleas. Lancelot is desperate at this point, and he looks it over carefully. It does, however, appear to be strong enough to take him to Spain (which is only 3 days away at this point).

Lancelot goes back to the Innkeeper, and acknowledges that he cannot find a horse in the village that he can use. He says, however that this dog, Old Mange, might be able to take him most (if not all) of the way to his destination. The Innkeeper hears this, stiffens up, and says : Sir. I wouldn't send a Knight out on a dog like that.

## **Star Wars And Chinese Food**

Remember Mark Hamill from Star Wars? He doesn't like to eat in Chinese restaurants. He likes the food fine, but has a lot of trouble using chopsticks. Just when he starts to get really frustrated, this voice whispers in his ear, "Use the Forks Luke."

## **The Chicken In The Library**

A librarian is working away at her desk when she notices that a chicken has come into the library and is patiently waiting in front of the desk. When the chicken sees that it has the librarian's attention, it squawks, "Book, book, book, BOOK!"

The librarian complies, putting a couple of books down in front of the chicken. The chicken quickly grabs them and disappears.

The next day, the librarian is again disturbed by the same chicken, who puts the previous day's pile of books down on the desk and again squawks, "Book, book, book, BOOK!"

The librarian shakes her head, wondering what the chicken is doing with these books, but eventually finds some more books for the chicken. The chicken disappears.

The next day, the librarian is once again disturbed by the chicken, who squawks (in a rather irritated fashion, it seems), "Book, book, book, BOOK!" By now, the librarian's curiosity has gotten the better of her, so she gets a pile of books for the chicken, and follows the bird when it leaves the library. She follows it through the parking lot, down the street for several blocks, and finally into a large park. The chicken disappears into a small grove of trees, and the librarian follows. On the other side of the trees is a small marsh. The chicken has stopped on the side of the marsh. The librarian, now really curious, hurries over and sees that there is a small frog next to the chicken, examining each book, one at a time. The librarian comes within earshot just in time to hear the frog saying, "Read it, read it, read it..."

## **Camping Story**

You need a rope, cooler full of water and 2 coaches. Tell them to play along with you for the story. Ask them to be good sports, but don't let on to the water.

You and 2 of your coaches' friends meet at Mt. Rainier on a Saturday morning to go hiking. You are unpacking your trunk and you look over at your friend who is lifting this HUGE backpack out of the trunk. "Why did you bring that"? "It has got everything". So you guys called it "Umph Pack". You tell the kids every time you make a fist they all say "Umph Pack".

Your other friend is not getting anything out of his trunk. So you go over while he is strapping on a fanny pack. When you are telling the story make your fingers show something small and have all the kids say "fanny pack".

So you start your hiking adventure and the one guy pulls his camera out of the fanny pack every 10 minutes and takes the silliest pictures. Every time you stop, the other guy pulls out a stove, sink, anything big and funny!!

You get to your site. The "Umph Pack" guy sets up a 5-bedroom tent with a hot tub. Fanny pack guys rents a room.

You all set off on your own after dinner to star gaze. You get back and can't find your friends. All of the sudden they are trapped to a tree by a huge snake wrapped around them. (What you had done is brought a rope to camp and a medium size cooler. You asked another coach to wrap

these 2 guys up to a tree. You also had another coach fill up the cooler without anyone knowing and is sitting on it during the story behind the 2 wrapped up coaches) You search the fanny pack and take pictures of the snake trying to scare it. You pull everything out of the “Umph” pack” Flamethrower and nothing works. Then you get a water bottle out of the fanny pack, it is the only thing left.

You toss some water on the snake. You toss a little more, nothing is working. You take the whole bottle and try that (at the same time the coach gets the cooler to dump on the 2 coaches). It works.

## **Bright Green Suspenders**

You may change the character of the story to meet the needs of your community. This fable was spun in the Seattle area.

You all know who Ichiro is don't you?

Do you know what kind of car Ichiro drives?

He drives a big awesome black Hummer! Man, this hummer can blow away any car out there. The army uses these and the only way to stop is with a tank!

Now Ichiro's Hummer is special because it has something cool in the engine. It is super charged! (Low voice here...) And...it has these big chrome plated pipes sticking out of the hood. When people see these they have to scream: LOOK AT THOSE PIIIPES! EIIIIHHH!

Neighbors peek over the fence to his driveway and scream PIPES!

Well we all know how bad the traffic is here don't we? Now Ichiro has a special road that King County has mapped out for him that goes from his home in Issaquah right to Safeco Field in Seattle. That way he avoids traffic and is never late for his games. This special route only has FOUR stop lights and the police patrol it for him to keep it clear during rush hour.

Just last week before their home game against Texas, Ichiro needed to use the special route. He radioed in and let the cops know that he was coming and off he drove. When he pulled out of his driveway there were a bunch of kids on the corner and they pointed and screamed: AAAHHHH look at those PIIIPES!

He sped off and hit his first light at about Bellevue. At the light all the people on the corner pointed and screamed: AAAHHHH look at those PIIIPES! Then a cool Ferrari pulled up next to him. Driving it was this lady with big blond hair sticking out everywhere. She looked at Ichiro and Ichiro looked at her and she pointed to the light. (point here) Do you know what that means? That means, lets race! So they both revved their cars (make car sounds here) and when that light turned green Ichiro pounded on the gas, his engine roared and his wheels spun and flames shot out of his pipes and caught her hair on fire! She was bald now and her car didn't even go! All the people on the corner pointed and screamed: AAAHHHH look at those PIIIPES!

He zoomed up to the second light around Renton and pulled up next to this big ol' ford truck with giant wheels. All the people on the corner pointed and screamed: AAAHHHH look at those PIIIPES! Ichiro looked over at the driver and he looked at Ichiro...and then he pointed at the

light (point here). Do you know what that means? That means, lets race! When that light turned green Ichiro slammed on the gas and so did the Ford. They were neck and neck until Ichiro shifted and hit turbo and then (car sound...) Ichiro was gone.....

Ichiro hit his third light at about Boeing Field. He pulled up next to this guy on a big chopper (that's a motorcycle) The guy had a big old army helmet and leather chaps. He also had this big long mustache and something funny...he had these bright green suspenders on too. All the people on the corner pointed and screamed: AAAHHHH look at those PIIIPES! Well he started pointing. Ichiro yelled out that it wouldn't fair to race a motorcycle. The guy started pointing harder and faster...finally Ichiro said OK. The light turned green and off went Ichiro roaring down the road when all of a sudden, the bike went speeding by! Ichiro shifted gears and hit turbo and passed him immediately. They he heard the bike coming fast. The guy was screaming and his mustache was flowing in the wind. Ichiro shifted again and whipped by him doing 90 miles an hour. When through the dust here came the bike again and the guy was flapping all around (demonstrate) and his feet were flailing etc...

When Ichiro hit the last light at Safeco Field the bike was there waiting for him and the guy was a wreck. Ichiro said: "Man, I have never ever been beat!" The guy replied: "Beat you! Beat you! Heck my suspenders were caught on your antenna!"

## **The Man at the Gate**

This is a skit and needs 2 actors. There are 4 parts to be played by the 2.

The Prince      The King      The Queen      The Princess

The actors rotate between the characters by dropping their props and running to the next spot, pick up the costume and resume with out breaking the flow.

Prince to King: I am the man about the gate without the wait to ask for the princess's hand in marriage!

King: Her Hand?

Prince: Yes, her hand!

King: Marriage?

Prince: Marriage!

Prince runs to the Queen role.

King turning to Queen: I shall have to ask the Queen.

King: Queeeeee?

Queen: Yeeees?

King: There is a man about the gate without the wait to ask for the princess's hand in marriage!

Queen: Her Hand?

King: Yes, her hand!

Queen: Marriage?

King: Marriage!

Queen: I shall have to ask the princess!

King runs to the Princess role.

Queen turning to princess: Princesssssss?

Princess: Yeeees.

Queen: There is a man about the gate without the wait to ask for the princess's hand in marriage!

Princess: My Hand?

Queen: Yes, your hand!  
Princess: Marriage?  
Queen: Marriage!  
Princess: Tell himmm, NO!  
Queen: NO?  
Princess: NO!  
Princess runs to King role.  
Queen to King: NO!  
King: NO?  
Queen: NO!  
Queen runs to Prince role.  
King to Prince: NO!  
Prince: NO?  
King: NO!  
Prince: But, I am the man about the gate without the wait to ask for the princess's hand in marriage!  
King: Her Hand?  
Prince: Yes, her hand!  
King: Marriage?  
Prince: Yes Marriage!  
Prince runs to the Queen role.  
King turning to Queen: I shall have to ask the Queen.  
King: Queeeeen?  
Queen: Yeeees?  
King: There is a man about the gate without the wait to ask for the princess's hand in marriage!  
Queen: Her Hand?  
King: Yes, her hand!  
Queen: Marriage?  
King: Marriage!  
Queen: I shall have to ask the princess!  
King runs to the Princess role.  
Queen turning to princess: Princesssssss?  
Princess: Yeeees.  
Queen: There is a man about the gate without the wait to ask for the princess's hand in marriage!  
Princess: My Hand?  
Queen: Yes, your hand!  
Princess: Marriage?  
Queen: Marriage!  
Princess: Tell himmm, SSPPPTT!  
Queen: SSPPPTT!?  
Princess: SSPPPTT!!  
Princess runs to King role.  
Queen to King: SSPPPTT!!  
King: SSPPPTT!?  
Queen: SSPPPTT!!  
Queen runs to Prince role.  
King to Prince: SSPPPTT!!  
Prince: SSPPPTT!?  
King: SSPPPTT!!  
Prince: For that you must DIE!  
King: DIE?

Prince: DIE!

Prince pokes King with a flag and King hits the deck. King then becomes the Queen.

Prince to Queen: I am the man about the gate without the wait to ask for the princess's hand in marriage! The Princess has said: "SSPPPTT!"

Queen: SSPPPTT?

Prince: SSPPPTT! For that you must DIE!

Queen: DIE?

Prince: DIE!

Prince pokes the queen with the flag and the Queen hits the deck. Queen then becomes the Princess.

Prince to Princess: I am the man about the gate without the wait to ask for the princess's hand in marriage! The Princess has said: "SSPPPTT!"

Princess: SSPPPTT?

Prince: SSPPPTT! For that you must DIE!

Princess: DIE?

Prince: DIE!

Prince pokes the Princess with the flag and the Princess hits the deck.

The Prince is now alone.

Prince to himself: I am the man about the gate without the wait to ask for the princess's hand in marriage!

The Princess has said: "SSPPPTT!"

SSPPPTTT?

SSPPPTTT!

For that I must DIE!

DIE?

DIE!

Prince pokes himself and hits the deck.

THE END!