



# Alice in Pantoland

by Eyres & Elder

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# ALICE IN PANTOLAND

## Cast List

### HUMAN

Alice: Good, brave, resourceful - heroine of the pantomime.  
Agatha : Alice's mother.  
Albert : Alice's father.  
Robber :

### PANTOLIANS

Simple Simon: 'Link Man' or 'Buttons' type of character.  
Bill: One of the two 'twits' .  
Ben: The second of the two 'twits' .  
Queen May: The Dame.  
Trigger: Panto horse.  
Fairy Queen:  
Fairy Nuff: Apprentice Fairy.  
Alan: The Principle boy.  
Chamberlain:  
Cameo parts: Wishee, Jack, Cinders, Princess, 1st Pantolian, 2nd Pantolian.

### BADLANDIANS

Witch Whey:  
Dameon:  
Octo:  
Abanazaah:  
Captain Hook:

### MONSTERS

Count Victor: Vegetarian vampire.  
Dick: A were-duck.  
Frank'nSteve: The Frankenstein monster with split personality.  
Hetty the Yeti: Big hairy, female, romantic.  
Kong: Gorilla

### PIRATES

Bosun : Bossy.  
Roberts: Sultry Pirate.  
Martini: A drunken pirate.  
Phew: Smelly/Blind, very stupid  
Miles: Homely, motherly pirate.  
Bonney: Feminist pirate.

### CHORUS

**Pantolians** - Are the inhabitants of Goodyville and are all Pantomime characters, they include Jack, Cinderella, Dick, Beauty, Bo-Peep, Goldilocks, Puss, Snow White, Aladdin and an assortment of other Panto characters.

**Fairies** - Delicate, typical fairies, intended for the dancers if the ballet is to be used.

**Various 'evil' creatures** - bats, spiders, ghosts etc.

### DANCERS

- a) Fairy dell - ballet,
- b) Badlands - modern,
- c) Chorus Musical Routines

# Alice in Pantoland

## Synopsis of Scenes

### ACT 1

Prologue Front of Tabs (FOT). A Humanland country scene - this is optional.  
Scene 1 - A part of the Badlands - FOT  
Scene 2 - Goodyville  
Scene 3 - Humanland - FOT  
Scene 4 - The Fairy Dell  
Scene 5 - On the way to Castle Badia - FOT  
Scene 6 - Goodyville  
Scene 7 - A Street in Goodyville - FOT  
Scene 8 - The Palace Kitchen

### ACT 2

Scene 1 - The Badlands  
Scene 2 - A Lane in the Badlands - FOT  
Scene 3 - Inside Castle Badia  
Scene 4 - The Pirate Ambush  
Scene 5 - Sweet Goodbyes, A Path Near Goodyville - FOT  
Scene 6 - Goodyville

#### *Note*

FOT is short for 'Front of Tabs'

S/L and S/R are used for 'Stage Left' and 'Stage Right' respectively.

Two sets of steps make effective rear stage entrances, one from the back of each side of the stage running towards the back centre, parallel to the front of the stage. They can be given false frontages to represent the outside of a castle, grassy banks and interior castle stairs. The back Flats can represent the walls of a castle for most outdoor scenes, and covered for the Fairy Dell and Badlands if desired.

**Goodyville:** This is a colourful, medieval type of village. Side flats represented the houses.

**The Palace Kitchen:** The side flats can be wall effect.

**Badlands:** This is a dark forest-like place. Dull grey-black side flats can represent both the outside scenes and the castle interior

**Fairy Dell:** This is woodland, a cheerful place. Green leafy side flats can be used to produce this effect.

**Castle Badia:** This is gloomy, dark and gothic.

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# **ALICE IN PANTOLAND**

## **Cast of Characters**

### **HUMAN**

- Alice: Good, brave, resourceful - heroine of the pantomime, should be around 16/18 years old. A bit naive, living with parents and dominated by her mother. This is Alice after her adventures in Wonderland and through the looking glass. She is young enough to be fascinated by Pantomime yet old enough to be romantically attracted to Alan.
- Agatha : Alice's mother, domineering - a cameo part, won't let Albert get a word in!
- Albert : Alice's father, mild mannered - a cameo part, defers to Agatha.
- Robber : Stereotypical, very small cameo part, could be a young thug.

### **PANTOLIANS**

- Simple Simon: Dashing, joking, lively character. Simon is the 'Link Man' or 'Buttons' type of character. Male, any age, rarely takes anything seriously.
- Bill: One of the two 'twits' Bill thinks he is the clever one with plenty of ideas and the more serious of the two, he tends to dominate Ben when he gets the chance and is often frustrated by what he sees as Ben's incompetence.
- Ben: The second of the two 'twits'; Ben is a bit gormless, but often gets the better of Bill. He is the Joker of the pair and is an amiable, easy going person.
- Queen May: The Dame, fussy, jokes about everything. She is technically the Queen of Pantoland and, though she never pulls rank or expects deference, she has authority and resourcefulness.
- Trigger: Panto horse, always comes to the rescue - really Alan under a spell.
- Fairy Queen: Small cameo part, needs to be delicate and gentle.
- Fairy Nuff: Apprentice Fairy, rarely gets it right - awful rhymes, limited wand power. Nuff is a trier and at first not even sure she wants to be a fairy. However fate puts her in the position of having no choice and she rallies to the task and comes up trumps!
- Alan: The Principle boy, he is dashing and brave. He appears halfway through Act 1 and is transformed from the horse when Alice kisses Trigger. Not over confident, he also is the romantic lead for Alice.
- Chamberlain: A small cameo part, male or female, introduces Pantoland and sets the scene.
- Cameo parts: Wishee, Jack, Cinders, Princess, 1st Pantolian, 2nd Pantolian. All small parts which add to the atmosphere and action. Generally male or female, typical pantomime characters.

### **BADLANDIANS**

- Witch: Scheming, the brains behind the plot. Typical screeching, intimidating person constantly frustrated by the ineptitude of the associates. She should inspire fear.
- Dameon: Selfish, full of his own importance. argumentative. Could be a demon in costume and poise, not very bright, but enjoys being evil.

- Octo: Slow, hard of hearing (because of the webbing in his ears) has no idea of what mortals are afraid of or what harms them. Octo is a rather silly and pathetic character and is more misguided than evil. At the end his punishment is a reward.
- Abanazaah: Whining, cowardly, sneers at everything. Can be male or female (If female can be called Morgana), full of energy, wary of the Witch, but not intimidated by her.
- Captain Hook: Bloodthirsty, ominous character. Used for his familiarity from 'Peter Pan' although the script is written with a pronounced West Country accent, by removing the dialectical spellings, he could be played in the more familiar 'upper class' English as portrayed in the film 'Hook'. Could be renamed Blackbeard!

#### MONSTERS

*(These are small 'extended chorus' characters who appear in the second act, they are all 'good' characters who should engage the sympathy of the audience and do, in fact, try to help the goodies)*

- Count Victor: Vegetarian vampire, Count Dracula's brother, could speak with a foreign accent.
- Dick: A were-duck, rather ashamed at not being something more powerful.
- Frank'nSteve: The Frankenstein monster, but with split personality - having two brains. Quite a difficult part as the character has to speak in two voices and argue with himself!
- Hetty the Yeti: Big hairy, female, romantic and chases the males.
- Kong: Gorilla, has been deposed as 'King' Kong is sad about losing his girlfriend.

#### PIRATES

*(Small cameo appearances, other members of Hook's crew can be chorus parts. The pirates are all female as they are on a cultural exchange scheme with Hook's crew. Hook is not impressed!)*

- Bosun: Bossy, can be played very vamp in Marilyn Monroe style, very feminine.
- Roberts: Sultry Pirate, looking for romance.
- Martini: A drunken pirate.
- Phew: Smelly/Blind, very stupid.
- Miles: Homely, motherly pirate, always willing to help.
- Bonney: Feminist pirate, fiercely active, will take no nonsense from Hook.

#### CHORUS

**Pantolians** - Are the inhabitants of Goodyville and are all Pantomime characters, they include Jack, Cinderella, Dick, Beauty, Bo-Peep, Goldilocks, Puss, Snow White, Aladdin and an assortment of other Panto characters.

**Fairies** - Delicate, typical fairies, intended for the dancers if the ballet is to be used.

**Various 'evil' creatures** - bats, spiders, ghosts etc.

#### DANCERS

Obviously could greatly support the chorus if desired/willing. Main routines suggested are

- a) Fairy dell - ballet,
- b) Badlands - modern,
- c) Chorus Musical Routines



# Alice in Pantoland

## MUSIC

Song 1 - Page 4 - Introduction Song,  
'There's No Business Like Show Business' or 'Happy Days Are Here Again'.  
Chorus song, Lively, lots of movement.

Song 2 - Page 7 - Dame's song.  
'I'm A Woman' or 'Keep Young And Beautiful'

Song 3 - Page 10 - Bill & Ben's song.  
'Side by Side' or 'Me And My Shadow'. Singalong style song.

Song 4 - Page 12 - Simon's song.  
'Simple Simon Says'.  
Pop song by 1910 Fruitgum Co., Shortened version to establish connection to Simon, can be used later as the 'house' song.

Song 5 - Page 18 - Fairy Ballet.  
'Morning.' by E. Grieg. Rustic, gentle dance number. Classical.

Song 6 - Page 21 - Baddies song.  
'Bad Moon Rising' by Credence Clearwater Revival.

Song 7 - Page 37 - Close of Act 1 song.  
'We Are The Champions' by Queen or 'The Impossible Dream'

Song 8 - Page 38 - Badlands song.  
'Thriller' by Michael Jackson (or 'I'm Bad'). Modern Dance.  
Opening to Act 2. Up tempo, powerful song, controlled menace.

Song 9 - Page 45 - Pirates song.  
'We're Pirates'  
Bouncy comedy routine, parody to the tune of 'I am the Music Man' similar to that revamped in the recent record 'Star Trekking'.

Song 10 - Page 54 - Love Song.  
'We'll Meet Again' by Vera Lyn or 'Dream'  
Sad song, emotive and evocative, duet.

Song 11 - Page 54 - House song, 'Simple Simon Says' Reprise just the chorus of the song with the actions each time. *(An alternative is the traditional 'Think of a Cowboy all dressed in Black' a children's song, but using the following words:*

*Think of the Baddies, all dressed in black  
They took the wands but we got them back  
There was blood on the ceiling, blood on the ground,  
Great big blobs of blood all around.*

Song 12 - Page 56 - Finale Songs & Walkdown. *(A compilation/medley of the previous songs can be used to bring on each character/group, then a reprise of Song 1 to end.)*

### Incidental Music

- 1 - Page 2 - Ominous theme to witch's entry opening of the pantomime.
- 2 - Page 12+ - Classical 'Ompah' tune for the 'slap' routine
- 3 - Page 19 - Rustic, soothing music for Alice (Morning), turns comically threatening for the robber (Old movie style), then lively chase style for the confrontation with Trigger.
- 4 - Page 19 - 'Horsey, Horsey, Don't You Stop'. Played twice for horse/Alice dance.
- 5 - Page 61 - Batman theme, played for their entrance, the chase and their exit
- 6 - Page 67 - Light backing for the unfreezing of the Pantolians, could be reprise of 'Morning'
- 7 - Page 68 - Walkdown.



# Alice in Pantoland

## PROLOGUE

*(Front of Tabs, enter S/R Grandma Alice and her two grandchildren Janet and John. They stroll across the stage during the following dialogue. NOTE - This is an optional scene.)*

**Granny:** It's so kind of you to visit your old Granny, and for coming on a walk with me.

**Janet:** But we like visiting you Granny Alice, you always have such interesting stories to tell.

**John:** And it's nice here in the country too.

**Granny:** I haven't been to this place since I was a little girl. *(They reach the bank which 'young' Alice will rest on later in the Pantomime).* This bank brings back some memories!

**Janet:** Tell us what happened Granny, please, please.

**Granny:** Let's make ourselves comfortable then *(They sit, the children at Granny's feet).* Now you remember I told you about what happened when I went down the rabbit hole into Wonderland don't you?

**John:** Yes, Granny Alice, we remember.

**Granny:** And I told you all about my adventures through the looking glass didn't I

**Janet:** Yes, yes, you did.

**Granny:** But my most exciting adventure started right here! That was the time when I went to Pantoland.

**John:** Pantoland? Where's that?

**Granny:** It's a magical land where all the people who you see in Pantomimes go to live when their shows are finished. You have the Princes and Princesses, Puss in Boots, Cinderella, Jack, Aladdin, oh everyone you can think of, they all live in Goodyville and all the Fairies, they live in the Fairy dell.

**Janet:** It must be wonderful there!

**Granny:** Yes, but it's also where all the baddies live as well - in the Badlands *(very distant rumble of thunder)*

**John:** What happened Granny, tell us please.

**Janet:** Yes, please, Granny, tell us.

**Granny:** Well close your eyes and listen. It all started when the Wicked Witch of the Southwest returned to Pantoland from visiting her nasty sister in the land of Oz.

*(Lights fade on Granny and the children and the Witch makes her entrance as written in Act 1 Scene 1, during the flash Granny, Janet and John exit S/L)*

# Alice in Pantoland

## Act 1 Scene 1

*(If the prologue is not used then the tabs are closed and the stage/audience is in darkness. A Pyro and lights flash S/R. The Witch of the Southwest is revealed - this entrance could also be done by using a model of the Witch on a broomstick 'flying' through the centre of the auditorium and into the S/R area, the pyro would then be used to mask the Witch's re-emergence from that area of the stage)*

**Witch:** Ha, Ha Ha. *(Looks around)* Well it's nice to be back in Pantoland again, hasn't changed much I see. Well now, my name is Whey -W H E Y - and I'm the Wicked Witch of the Southwest, ha, ha, ha! *(audience boo)* You can stop that or I'll turn you all into toads *(points into audience)*, though in your case it would be an improvement! For over a hundred years good has always triumphed over evil, the good fairy wins and the wicked witch is banished. But not any more, oh no, no, no, no, noooo. You see, my beauties, this year there will be no fairies to help the goodies, and without their magic, evil can win at last. Ha, ha, ha. *(audience boo)* Quiet you spineless shower, listen and learn. I have devised a plan so cunning you can brush your teeth with it! Now I shall call upon my evil allies and if we work together we shall be unstoppable. *(During her speech the Witch has moved to centre stage still in front of the tabs. She begins to chant)*

Evil spirits that do dwell,  
In the place that you call Hell.  
Send me agents of despair,  
Traffic wardens and men with no hair,  
Send me monsters, Ghouls and bring,  
From the deepest pit, Octo, the Spider King.

*(Lightning flash, music and smoke from the auditorium, enter Octo down stage right from the back of the audience)*

Ha, ha, ha!

Now send me a Wizard bad,  
Full of magic that's evil and sad,  
I need the one everybody dreads to see,  
Send the one called Ab-an-azaah to me

*(Lightning flash, music, enter Abanazaah from auditorium stage left)*

Ha, ha, ha

Finally send me the prince of sorrows,  
The one to blacken all your tomorrows,  
Dameon is one so wicked and sinister,  
You know him better as the Prime Minister!

Ha, ha, ha

*(Lightning flash, music, enter Dameon through centre of audience)*

Now at last my friends we can join forces and win against the do gooders.

**Octo:** *(Silly laugh)* Yeuk, yeuk..

**Dameon:** What are you talking about Witch? This had better be important. I was just advising *(topical political leader)* on his new speech.

**Witch:** Listen you fools, if we all work together we can defeat the Fairy Queen and without her helping them, we can defeat the humans.

**Dameon:** Excellent! And I've got a great idea, we can enlist the aid of the most wicked pirate ever to sail the seven seas, the hideous Captain Hook - his pirate ship has just docked in Badlands port and I'm supposed to be meeting him here any minute now.

**Aba:** Good idea! We'll use him and then when we've defeated the goodies we'll get rid of him - no point in sharing the power is there? So where is he?

**Dameon:** *(Looking off)* Here he comes now.

## Alice in Pantoland

*(Enter Capt. Hook)*

**Hook:** Ah harr me hearties and shiver me timbers. What do we have we here?

**Dameon:** My good Captain, I'd like you to meet some friends of mine, we've got a plan to conquer the world and we thought you might like to join us.

**Hook:** Rule the world eh, I likes the sound of that!

**Aba:** *(To the witch)* And just how do you propose to defeat the Fairy Queen?

**Witch:** Here. *(She hands Abanazaah a book)* I've been reading through this old spell book and I've found a spell to freeze time. First we will freeze the village to keep those Pantolians from interfering, next we attack the Fairies and steal all their wands and without them they'll be powerless. From then on Pantos in Humanland will have no Fairies to rescue the heroes and so we will win! And just think of all the children who we'll be able to influence into our wicked ways.

**Dameon:** Fantastic!

**Aba:** Can't wait!

**Hook:** Ah Har.

**Octo:** *(Silly laugh)* Yeuk, Yeuk!

**Witch:** We CAN'T fail, quick, now let's go and prepare the spell.

*{Blackout. Exit all}*

# Alice in Pantoland

## Act 1 - Scene 2

*(Curtains open to very colourful village scene - this is Goodyville, the occupants are all various Panto characters with a wide variety of costumes and styles ranging from 'Aladdin' to 'Cinderella', other specifically recognisable characters can be used as well as those given in the cast/script. Opening Song - Song 1 - Music starts as tabs open, full chorus.)*

*(After the opening number the chamberlain enters. The villagers gather round eagerly.)*

**Chamb:** Welcome, Kings, Queens, Princes and Principals. It is my honour to welcome you all and to announce the winner of this year's Pantoland village in bloom competition. The winners are: Slapstick on the Water. *(A group of the chorus jump up and down and congratulate each other)*

**Chorus:** Hooray.

**Chamb:** I trust you are all rested, and those of you who had summer seasons have now paid off your F.A.T, that's the 'Funny Ad-lib Tax', to the authorities. May I take this opportunity to remind you that for the past century humans have invited us Pantolians to earth, via the earthlift, at this time of year in order to entertain them. This year is no exception and soon we will be on our way to humanland to play at some of earth's finest and most luxurious theatres; such as The London Palladium -

**Chorus:** OOOH

**Chamb:** The Bristol Hippodrome.

**Chorus:** OOOOH

**Chamb:** The Brewhouse, Taunton *(replace with the name of a local theatre)*

**Chorus:** OOOOOH

**Chamb:** Roadwater Village Hall. *(replace with a local village hall)*

**Chorus:** Hooray *(& Loud cheers)*

**Chamb:** And not forgetting, ..... *(name of your present venue)*

**Chorus:** Wow, Brilliant, Fantastic *(etc.)*

**Chamb:** So without further ado I shall place this year's cast lists up on the notice board and wish you all the very best in your pantos.

*(The Chamberlain pins up the list and exit, the Pantolians gather round excitedly)*

**Wishee:** Oh brilliant Bath Theatre Royal *(replace with well known local theatre)* with Jason Donovan and Kylie Minogue *(replace names with two current popular entertainers)*

**Jack:** Weston-Super-Mare with Dana. *(replace name with local town and person with well known celebrity)*

**Cinders:** Oh no Bristol Hippodrome *(replace name with large local theatre venue)* again with *(scream)* Little and Large.

*(During this a princess is seen to look, burst into tears and sit downstage head in hands, sobbing.)*

**Wishee:** What's wrong Princess?

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**Princess:** Oh! Oh! Boo Hoo

**Wishee:** Come on what's wrong didn't you get in this year?

**Princess:** *(Holding back the tears)* Oh no, I'm at the London Palladium in the West End for six months.

**Wishee:** What! That's brilliant, those must be tears of joy!

**Princess:** Oh no, its too upsetting, I can't tell you

**Wishee:** Come on it can't be that bad, tell me.

**Princess:** *(Deep breath)* I'm appearing with *(sob)* Des O'Connor!! *(replace name with current unpopular or 'joke' celebrity)*

*(They both cry and hug)*

**Wishee:** Come on, we'll go and tell Simon

*(They exit calling Simon! Simon! When they have cleared the stage 'Simon' crosses the stage R to L doing tumbles and back flips, he re-crosses the stage in the same way but on exit there are crashing sounds, he staggers back on. - this depends on the acrobatic skill of the performer or possible 'stunt double', see production notes.)*

**Simon:** Ooh, I've just had one of me funny turns! Hello. How are you? Fine, good, oh I am sorry to hear that, never mind perhaps it will grow back. Welcome Boys and Girls, Ladies and Gents and those who followed you in. My name is Simon, you know yours. First I'd like to say this *(pause)* This. Then I'd like to point out *(He points out)*. Oh it's nice to hear you laugh. I love laughter don't you?

**Audience:** Yes

**Simon:** I said I love laughter don't you?

**Audience:** YES!

**Simon:** Well I'm Simple Simon Prince of twits. Queen May is my mum, she's a real !!!###\*\*\*\*\*#!\*\* *(sound FX)*. As Prince of Pantoland I'm in charge of keeping all the jokes. Yes I've got some of the oldest jokes in the world. Yes - you're quick tonight - you're going to hear them. My favourites are Knock Knock jokes, tell you what we'll do them together, lets try! When I say "Knock, knock" you call out "Who's there", then when I say a name like for example "Simon", you say "Simon who". Let's try it! Knock Knock

**Audience:** Who's there?

**Simon:** Isabel

**Audience:** Isabel who?

**Simon:** Isabel really necessary on a bicycle! Knock Knock

**Audience:** Who's there?

**Simon:** Egbert

**Audience:** Egbert who?

**Simon:** Egbert no bacon! Knock Knock

## Alice in Pantoland

**Audience:** Who's there?

**Simon:** Boo

**Audience:** Boo who?

**Simon:** There's no need to cry, it's only a joke! As well as being keeper of the jokes here in Pantoland, I am also the keeper of the Magic Records. This is one of my favourite magic tricks, which I hired to Paul Daniels last year, that reminds me he still owes me 27p for it. For this trick I shall need the assistance of a helper. Any volunteers? *(Simon chooses a member of the audience)* Thank you for helping. *(SIMON'S MAGIC TRICK: The trick is simple but very effective and also involves audience participation. Simon takes a pack of cards from his pocket, and asks the helper to think of a number between 1 and 10. He counts out the number of cards and replaces them. He then gives the cards back to the helper who counts the number out again, this time he keeps the card. Simon then asks him to tell him what the card is, Simon will then tell the person his card - see production notes for details on how to perform this trick).*

**Simon:** That was good, Oh well I'd better go and find mum. Knock knock?

**Audience:** Who's there?

**Simon:** Little boy

**Audience:** Little boy who?

**Simon:** Little boy who can't reach the doorbell! Bye *(he exits, waving)*

*(There is a loud motorbike SFX, and after a few seconds the QUEEN enters on a Bicycle with a box in the basket panniers marked 'LOST PROPERTY'. She does a wobbly circuit of the stage and then gets off near S/L, props the bike against the wall and moves centre stage.)*

**Queen:** Oh, hellooo! Fancy seeing you lot here, remember me, Queen of the May 19 umbulley dum, but everyone just calls me Queen May! It's nice to be here *(takes a step sideways)*, it's nice to be here too! *(steps backwards)*, and here, no, I should've stayed there! *(steps forward)*.

Well what do you think of my new transport? *(points to bike)* Its a Rolls Canardly, it's called that because it **rolls** down hills but **can hardly** get up them! I'm a bit worried about leaving it there, there's been a lot of petty nicking lately, I'd hate to loose it. I know, would you help me? If anyone goes near it call out 'NICKERS' as loud as you can then I'll come and chase them off. Will you? Let's try it, after three - 1, 2, 3 *(audience shout 'nickers')*. Is that the best you can do, I might as well give it away! Come on shout louder, I may be a long way away! Right then, after 3, 1, 2, 3 *(audience shout 'nickers')*. Well done I'm sure to hear that, but it probably isn't necessary, *(a 'nicker' enters and goes towards the bike)* most Pantolians are honest *(audience shout 'nickers')*, Oi you, you naughty nicker, get away from my bike! *(she chases the 'nicker' off - turns to audience)* Thank you, well done. The bike was my husband's idea, he said he'd buy me a bike to save money - my shoes wouldn't wear out so quickly! Yes he was a silly man. he drank paint and ate wallpaper because he wanted to be an interior decorator. He's in hospital now, he had a bad back so I rubbed gin on it and he broke his neck trying to lick it off! When I first met him he was just an enchanted frog! He has some disgusting habits that were left over from that time - he still catches flies with his tongue and only gets romantic at the bottom of a pond! I certainly won't be kissing any amphibians in the future!



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But that's enough about him, let me show you around. This is Pantoland, the happiest place in the universe, this is where all your Panto favourites go until pantomime time on earth comes round again. Over there is Jack's beanstalk, and that's the park for all the Panto animals, the horses' stables, geese's nest, bears' cave, puss' basket and the cow's shed. And over there is the Badlands (*thunder/lightning*), that's where castle Badia is and all the monsters live there, but we don't talk about them, and especially not about you know who!

*(She gets the box from the bike and opens it)* Anyway I found this box lost property in the village, perhaps you can help me identify the people who own these things - I'll give you a reward! Lets see now, what have we got! *(the first few are warm up joke items)* Anyone here called Smith? Here's your crisps! Anyone called Mackeson? Here's your stout! Now what about these?

*(She removes each item one by one telling the audience what they are and encourages the correct response from them by giving as many clues as they need - each item relates to a well known fairy tale/Panto character. When each item is identified she throws a handful of sweets in the general direction of those who answer - needless to say each area of the theatre should be given a fair share!)*

*Items can include any existing props or new ones and it is suggested that two items are used, possibilities are:*

*Lamp - Aladdin*

*Pumpkin - Cinderella*

*Small Pair of boots (fur inside, could fit a small animal) - Puss in Boots*

*Golden Egg - Mother Goose*

*Bowl of Porridge - Goldilocks*

*Seven Little Pick Axes - Snow White*

*A Spinning Wheel Needle - Sleeping Beauty*  
*etc. etc.)*

**Queen:** Marvellous! That's cleared that lot out! *(This is the intro to the song 2, change if a different song is used)* Well now, I bet I know what you're thinking, You're wondering how I manage to keep my fantastic figure and stay looking so beautiful aren't you? Do you want to know my secret? Do you?

**Audience:** Yes!

**Queen:** All right then I'll tell you ... It's .... ! *(See note on song two for appropriate introduction)*

*(Song 2, 'Adapt the Queen's line to introduce the song, e.g. if 'Keep Young & Beautiful' is used then the line is ...It's my duty to keep young and beautiful. If the song is 'I'm a Woman' the line could be ... It's because I'm a Woman.)*

**Queen:** Now I wonder where those two fools Bill and Ben are, they've just finished a summer show and owe me a lot of rent. I suppose I'd better go and find them. *(She exits calling 'William, Benjamin, Where are you' ...)*

*(Enter Bill & Ben pushing a handcart with the inscription 'DER FASTEN FOODEN' on the side, they are wearing colourful German lederhosen style clothing.)*

**Bill:** Ah, here we are Ben, back in Pantoland at last! Remind me never to take another Summer Season in Berlin again.

**Ben:** It wasn't *that* bad Bill, and look at these lovely clothes we got and this great new idea for making money - Fast Food. it'll go down great with the Pantolians.

**Bill:** I'm not so sure, just go through our menu again to check.

## Alice in Pantoland

**Ben:** OK Bill, let's see ... *(his head disappears into the cart and as he names each of the items following he pulls out a 'sample' and shows it to Bill & the audience.)*  
Hot Dogs *(shows smoking toy dog)*  
Toad in the Hole *(dish from which a toad leaps)*  
Hamburger Surprise *(A large bun)*

**Bill:** What's the surprise?

**Ben:** No Hamburger! *(opens bun to show no hamburger)*  
Sausage rolls *(a huge 'sausage' but no roll)*

**Bill:** But that's just a sausage, where's the roll?

**Ben:** Coming up *(he 'rolls' the sausage across the stage to Bill)*  
And of course our speciality, Sauerkraut - we'll make a killing with this!

**Bill:** I wouldn't be surprised, I've seen what you put in it - real kraut!

*(A Pantolian enters, sees Bill & Ben and goes over to them)*

**Pantolian:** Hello you two, haven't seen you around for a while *(looks around the cart)*  
what's all this then?

**Ben:** It's a new concept in the production and consumption of edible matter - instant grub, why not try some.

**Pantolian:** Welllll, all right, but I've only got 10p, what can I have for that?

**Ben:** How about some crisps?

**Pantolian:** Sounds good, what flavours have you got?

**Bill:** *(This is said very fast with hardly any pauses for breath, Bill takes an exaggerated 'deep breath' each time.)* Salt & Goldfish, Cat & Rat, M4 Badger, Cheese and Mouse, Limpet Cocktail, Crow and Crumb, Worm & Maggot, A39 Rabbit, Dog Intestine, Boiled Bug, Essence of Vole *(deep breath)* ..... or Plain.

**Pantolian:** Got any Chicken flavour?

**Ben:** No.

**Pantolian:** What have you got again?

**Bill:** Salt & Goldfish, Cat & Rat, M4 Badger, Cheese and Mouse, Limpet Cocktail, Crow and Crumb, Worm & Maggot, A39 Rabbit, Dog Intestine, Boiled Bug, Essence of Vole *(deep breath)* ..... or Plain.

**Pantolian:** How about some Beef flavour?

**Ben:** Sorry, no demand for it.

**Pantolian:** Oh well, so what do you have?

**Bill:** Salt & Goldfish, Cat & Rat, M4 Badger, Cheese and Mouse, Limpet Cocktail, Crow and Crumb, Worm & Maggot, A39 Rabbit, Dog Intestine, Boiled Bug, Essence of Vole *(deep breath)* ..... or Plain.

**Pantolian:** What about some bacon?

**Ben:** No, sorry, sold out of bacon.

## Alice in Pantoland

**Pantolian:** Did you say you had some Prawn?

**Bill:** Salt & Goldfish, Cat & Rat, M4 Badger, Cheese and Mouse, Limpet Cocktail, Crow and Crumb, Worm & Maggot, A39 Rabbit, Dog Intestine, Boiled Bug, Essence of Vole (*deep breath*) ..... or Plain.

**Pantolian:** In that case I'll just have Plain. (*he/she pays and is given a huge packet, as he/she walks off they open the packet. look inside, stop and turn back to Bill & Ben*) Hey there's something in here! ((*s*)*he pulls out a large model aircraft*) Why is there a BO-ING 707 (*or whatever model is used*) in my crisps?

**Ben:** Well you asked for PLANE ones!

*(Bill & Ben fall about laughing, Pantolian exits. Enter 2nd Pantolian who sees Bill & Ben and goes up to them)*

**2ndP:** I remember these from Humanland. Can I have a whassname, pigburger please.

**Ben:** Certainly, (*hands over huge burger*). That's 50p please.

**2ndP:** (*Pays*) Got any sauce?

**Bill:** Yes, (*points to a row of plastic bottles*), what would you like? Tomato, Brown or Mustard.

**2ndP:** Tomato please.

*(Bill takes out the sauce bottle and points it at the burger held by 2ndP, he squeezes too hard and 2ndP gets splattered with red 'sauce')*

**2ndP:** Er. I think I'll have some brown sauce instead.

*(Ben gets the brown bottle and aims it at the burger.)*

**2ndP:** No, no, stop.

*(But it is too late, 2ndP gets covered with a dollop of brown sauce)*

**Ben:** Oohh, sorry.

**2ndP:** Forget it, just give me some mustard.

*(Bill takes out the yellow mustard bottle)*

**2ndP:** (*Hastily*) It's OK. I'll do it myself.

**Bill:** Oh we can't let you do that, we pride ourselves on our personal service!

**2ndP:** I'd rather do it myself, really.

**Ben:** Well be careful then, these things can be tricky.

**2ndP:** You're telling me!

*(2ndP puts the burger on the cart and takes the mustard bottle which (s)he holds over the top of the burger, (s)he leans over the bottle and squeezes it. A jet of yellow squirts upwards over 2ndP's face. - see production notes)*

**Bill:** We did try to warn you.

## Alice in Pantoland

**Ben:** Why don't you try some of our new boiling hot curry sauce? *(he takes a steaming metal can/bottle from the cart)*

**2ndP:** Er no, I don't think so *(2ndP backs away)*

**Ben:** *(Moving towards him with the bottle)* Oh go on, it's hot stuff!

**2ndP:** *(Moving hastily away)* Yes, yes, I'm sure it is, but I'd rather not. *(exits hastily)*

**Ben:** Huh. Some people got no sense of adventure!

*(The next lines are the introduction to the song 'Side by Side' if an alternative song is used then these lines will have to be amended to suit)*

**Bill:** It's no good, I'm fed up with being poor.

**Ben:** Yes, we aint got a barrel of money.

**Bill:** And these old clothes, everyone laughs at us!

**Ben:** .. and maybe we're ragged and funny.

**Bill:** Still we travel along ...

**Ben:** Singing our song ...

**Bill/Ben:** Side by side!

*(Song 3 - Side by Side)*

**Bill:** *(Walks over to the casting list notice)* Ben! Ben! we're doing Panto in Blackpool again this year, isn't that great news!

**Ben:** I suppose we'd better rehearse our new act if we're there again, you know, the one we just learned from our show in Germany.

**Bill:** Yes. lets do it now!

*(The two face each other, turning sideways to the audience, the music starts, they clap their hands, slap their knees, clap each other's hands and Ben slaps Bill's face at the end of the sequence. Bill staggers slightly, and looks puzzled. The music starts again and the same routine is repeated. the music starts a third time and the routine is repeated, but Bill ducks at the end of the sequence so that Ben's slap misses him, however as he straightens up Ben slaps him on the rebound.)*

**Bill:** I don't remember getting hit before.

**Ben:** It's something extra I thought of - good eh?

**Bill:** Er, yeeees, but I'd rather do it the other way round.

**Ben:** OK. no problem. change places.

*(They change their position and the music starts again, but the actions are the same as before with Bill getting slapped.)*

**Bill:** Wait a minute, I just got a great idea, lets try it as a trio!

**Ben:** No. no. I've got a better idea. Why not do it with three of us.

**Bill:** Er. Right. let's get Simon to join in with us.

## Alice in Pantoland

**Ben:** Good idea!  
*(They both call Simon, Simon! until he enters)*

**Simon:** Knock knock?

**Audience:** Who's there?

**Simon:** Arthur

**Audience:** Arthur who?

**Simon:** Arthur mo, I'm coming in.

**Bill:** We've got a great new routine and we'd like you to join in with us.

**Ben:** It's dead easy, just follow what I do.

**Simon:** Why not, It's worth a try.

*(Simon stands facing Bill. Ben stands back gleefully anticipating Simon getting slapped. The music starts and Bill begins, Simon tries to copy him but makes a mess of it. Ben gets frustrated at Simon's efforts)*

**Ben:** *(Pushing Simon out of the way - music stops).* No, no no, I'll show you, watch me.

*(Ben takes Simon's place. music starts, routine is done and Ben gets slapped again)*

**Bill:** Well I thought that went very well, what do you think Simon.

**Simon:** Yes, but I think that we should go through it at least ten more times just to be sure. how about it Simon?

**Ben:** *(Still staggering and rubbing his sore face)* OOOhhhhh!! I think that we should leave it for a few minutes.

**Bill:** Cor look a bike.

**Ben:** Where oh I see, why don't we fix it to our cart.

**Bill:** Brilliant

**Simon:** But that's mum's bike!

**Bill:** Oh, she won't mind.

**Audience:** Nickers.

*(Queen May enters.)*

**Queen:** Thanks you're splendiferous. What are you two doing with my bike?

**Ben:** Sorry.

**Bill:** Yes sorry, but it was his idea!

**Ben:** Oh, no it wasn't.

**Bill:** Oh, yes it was.

**Ben:** Oh, no it wasn't.

## Alice in Pantoland

- Bill:** *(Encouraging the audience who will join in)* Oh, yes it was.
- Simon:** Stop it you two, I've just had an idea.
- Queen:** Well I hope you were sat down at the time.
- Simon:** No, it's a new game.
- Bill:** NO, not another one, remember your last game
- Ben:** How could we forget.
- Queen:** *(To audience)* He went Sky Diving.
- Bill:** Yes, all went well until his parachute got caught in his snorkel and flippers.
- Simon:** *(The music starts up over the next lines)* Come on it's easy.

*(Simon starts to sing Song 4 - "Simple Simon Says", by The 1910 Fruit Gum Company. During the song the chorus enter and the song becomes a production number. The Dame, Bill and Ben form the backing singers, as Simon moves downstage and continues to sing. At the end of the song, the lights dim, thunder and lightning are heard, and Witch Whey's cackle is heard faintly. All on stage react with fear!)*

- Simon:** What's that.
- Queen:** Sorry it's my new bean and prune diet.
- Bill:** *(Topical weatherman)* Ian McCaskill, said light showers, but that sounds like it's going to be very wet and windy!.

*(The lights flash again thunder and lightning and Witch Whey's cackle are heard louder)*

- Ben:** Look, is it a bird?
- Bill:** Is it a plane?
- Simon:** No, it's Witch Whey!

*(As soon as Witch Whey's name is said everyone does a 'Pat-a-Cake' action ending with them twisting each others noses. This is the start of a running gag - see production notes)*

- All:** Oh, Ouch, Hey, etc.
- Queen:** This is a silly superstition, I can't see how this ritual can protect us from the wicked witch.
- Simon:** Yes, but who would risk not doing it just in case it does work. You know the rules say that to ward off evil spells we must go through these actions every time someone says 'Witch Whey' or who knows what may happen

*(Running gag, thunder lightning, Witch's cackle is heard louder still.)*

- Queen:** I wish you wouldn't say that!
- Simon:** Say what mum?
- Queen:** Witch Whey.

*(Running gag)*

- Ben:** Now you said it!

## Alice in Pantoland

**Bill:** Said what?

**Ben:** Witch Whey.

*(Running gag. Thunder Lightning, Witch Whey's cackle, very loud)*

**Simon:** Quick, everyone hide. She's coming.

**All:** Who!

**Simon:** Witch Whey! Oh no, look what you made me say.

*(Running gag. During Simon's last few words the chorus and dancers react with sheer panic! This all happens at once. All on stage run to the wings trying to escape, but are forced back onto the stage by Hook, Octo, Dameon and Abanazaah. The fleeing Pantolians are rounded up into a group at the back of the stage. Bill, Ben, Simon and Queen May are downstage and react with fear to the situation. The scene is one of terror and panic! This is ALL going on as Witch Whey enters through the audience screaming, and loud thunder and lightning add to the effect.)*

**Witch:** Ha, Ha, Ha, Ha, Ha. So my preeties, we meet at last, but not, I promise you, for the last time! You see I have a plan, and this year Pantos are going to be very different. My friends and I are going to steal the Fairies wands and without them they will be powerless to defeat me.

**All:** NO.

**Simon:** You can't do that, we won't let you, will we!

**Bill/Ben:** *(Moving forward)* You'll have to get past us first.

**Witch:** *(Moving towards them)* BOO!

**Bill/Ben:** Aaaaaah *(They run round the back of Simon and the Dame)*

**Queen:** Well I don't scare that easy. So how are you going to stop us from telling the fairies of your evil plan?

**Witch:** I shall cast a spell over all Pantoland, freezing it. Ha. Ha, Ha.

**Queen:** I'd better get my thermals on.

**Witch:** They won't help you.  
I'll conjure up all my power,  
For this will be my finest hour  
Winds of north, east and west  
Blow with all your strongest zest  
Freeze them right to the bone.  
Make them hard as rocks and stone.  
Ha, Ha, Ha.

*(All on stage react with fear as the Witch chants her spell. Sound effects of wind and lights flash as the spell is completed. The Witch also has a handful of glitter which she can throw at the end.)*

*All on stage then freeze. The principals in a comedy freeze*

*The Baddies then move forward to the very front of the stage. As they say the next few lines the Panto horse enters reacts to the frozen people and listens to the Baddies. Perhaps he can move closer to the Baddies step by step playing a game with Octo who keeps turning as he does the horse freezes etc. This should NOT become too funny as audience MUST know what is happening.)*

## Alice in Pantoland

**Hook:** Now we ought to make 'em walk the plank me hearties, Ah Har!

**Dameon:** Well Witch, that all went well

*(Enter Trigger, unobserved)*

**Witch:** Yes, but we must get those wands before the fairies get wind of our plans.  
Once we have the wands then we will be able to go to Humanland and rewrite  
all those happy endings

*(The horse hears this and starts to exit slowly.)*

**Aba:** Yes, I thought that we handled that very well, none of them escaped and now  
we can carry on with the plan. What do you think Octo?

**Octo:** Eh?, pardon.

**Aba:** I said what do you think Octo?

**Octo:** *(He looks at his wrist)* Half past three

**Dameon:** He's got spider web in his ears again!

**Aba:** Oh, forget it.

**Witch:** Quiet you stupid fools. this time we'll win, Ha, Ha, Ha.

*(Trigger will have exited by now. SFX of a lift moving down - see production notes)*

**Hook:** What be that noise. tis coming from over there.

*(Dameon goes to look.)*

**Witch:** What is it?

**Dameon:** It's the earthlift Witch, and it's heading down.

**Witch:** Who's in it?

**Dameon:** I can't see.

**Aba:** Wait I'll use my powers. *(He starts to chant)* Hoomm, hoomm. I can see the  
lift

**Witch:** Yes, go on

**Aba:** It's, it's, it's a horse!

**Hook:** The only good horse be a dead horse.

**Witch:** A horse. What harm can one horse do. Come on let's go to the Fairy Grotto  
and get those wands.

*(The Baddies exit. Tabs close.)*



# Alice in Pantoland

## Act 1 Scene 3

*(Enter Alice's parents, Agatha & Albert, Agatha is a domineering woman, Albert is meek and mild, every time he goes to say something Agatha silences him with a nudge in the ribs with her elbow.)*

**Mum:** Alice, Alice! Come on, don't dawdle child!

*(Alice enters)*

**Alice:** Here I am. Why don't you two go on, I'll follow later. I just want to enjoy the peace and quiet of the countryside.

**Dad:** Well I ... *(nudge)*

**Mum:** Be quiet dear, All right Alice but don't be too long.

**Dad:** And don't ... *(nudge)*

**Mum:** Hush Albert, I'm talking.

**Dad:** Yes Agatha.

**Mum:** *(To Alice)* And don't get your clothes dirty, you know how fussy grandma Ada is.

**Dad:** And I .. *(nudge)*

**Mum:** Don't interrupt dear.

**Dad:** Sorry Agatha

**Mum:** And don't be any later than 3.30 for tea ..

**Dad:** And I .. *(nudge)*

**Mum:** Let me get a word in dear!

**Dad:** Sorry Agatha

**Mum:** Be good and don't get into any trouble like the last time when you went down that horrid rabbit hole.

**Alice:** Yes Mum.

**Dad:** And I .. *(nudge)*

**Mum:** Will you be quiet for just a moment.

**Dad:** Yes dear.

**Mum:** And don't go near any strange horses, I know how much you love them, but keep away OK? Bye, bye then dear, we'll see you later. *(She exits determinedly)*

**Dad:** *(Following Agatha, protesting feebly)* But, but, but I didn't get to tell her that ..

*(Agatha and Albert exit)*

**Alice:** Bye mum. Bye dad. *(Aside)* Oh isn't it wonderful here. I wish I could stay here forever and ever. Granny's nice but she's all lavender and lace. Look, there's a nice place for a rest, and I can read my book.

## Alice in Pantoland

*(Alice sits down by the tree and starts to read her book. As she reads she becomes tired, and soon falls asleep. A robber enters from the other side of the stage and crosses to centre stage in a suspicious manner.)*

**Robber:** Huh, chase me out of {local place} would they, all because I was holding a wallet that someone had dropped and I'd just happened to find lying on the ground. Still wasn't much to nick there, almost as poor as the pickings in {local place}! *(He sees Alice)* Hello, hello, who's this? She looks well off, I bet there's a few pounds in her purse, and that book looks valuable too. Easy does it! *(He creeps towards Alice, as he moves the 'Earthlift' is heard descending and stopping - see production notes).* What's that! *(He looks around)* Nothing there.

*(He advances towards the sleeping Alice. Trigger enters, stage left, sees the robber and Alice and whinnies - or stamps hooves. Alice wakes up.)*

**Alice:** Oh, I must have dropped off. *(Rubbing her eyes)* Sorry mum. I'm coming now. *(Seeing the robber)* Help! HELP!

*(Trigger confronts the robber, they circle, feint and eventually the robber runs off chased by Trigger who is kicking his backside)*

**Alice:** Thank you, thank you. But what are you doing here, I'll have to take you back to the farm.

*(Trigger starts to walk backwards away from Alice scared by her.)*

**Alice:** Wait a minute, you're not a real horse.

*(Trigger shakes his head)*

**Alice:** You're a pantohorse aren't you?

*(Trigger nods, bows)*

**Alice:** Panto horses have to be able to do something clever don't they. so what can you do?

*(Trigger does a dance - music 'Horsey, Horsey, Don't You Stop'.)*

**Alice:** That's wonderful, can you teach me that dance?

*(Trigger nods and the dance is repeated with Alice joining in)*

**Alice:** *(Clapping her hands)* That was fun, but why are you here, what do you want?

*(Trigger walks round Alice and pushes her towards the exit S/R.)*

**Alice:** Hey, wait what are you doing, Ouch that hurts stop it, STOP IT!!!

*(Trigger stops and lowers his head in shame.)*

**Alice:** Aaaaah, hey don't be sad, do you want something?

*(Trigger nods and gestures with his head for her to come with him)*

**Alice:** What? Oh do you want me to come with you?

*(Trigger nods frantically.)*

**Alice:** But where? and why? Oh well you can't talk. can you so I guess I'll have to follow you if I want to find out.

## Alice in Pantoland

*(Trigger gets down on his knees as if begging Alice.)*

**Alice:** How could I refuse such a charming horse. Okay I'll come with you.

*(Trigger jumps for joy and walks towards Alice, he muzzles into her ear.)*

**Alice:** *(Surprised)* You can talk! But how? Oh, I see, only if I believed that you were real. So where are we going? *(Trigger whispers)* Pantoland, that sounds fun.  
*(Trigger whispers)* What! the baddies are going to steal the Fairy wands, and they've frozen all your friends! We can't let them do that, come on show me the way I'll help you and your friends. Together we can defeat those baddies.

*(They exit S/R, and the Earthlift is heard going up)*

# Alice in Pantoland

## Act 1 Scene 4

*(The Fairy Dell, Full Stage, tabs open to balletic style dance, Song 5 - Morning, by the fairies, woodland creatures may adorn the stage - perhaps even join in. After the dance the Fairy Queen takes centre stage)*

**F.Q.:** My friends the time has come again  
When we must go to the aid of men  
Our magic wands will soon be strong  
And set to right the villains' wrongs  
*(The fairies cheer!)*  
Well that's enough of matters scary  
Now meet Miss Nuff, our trainee Fairy.  
*(Fairy Nuff steps forward bashfully)*  
An apprentice who has much to learn  
Before her fairy wings she'll earn  
*(To Fairy Nuff)*  
My dear you must practise day and night  
Until your spells turn out just right.  
But most of all you must make time  
To learn to speak in perfect rhyme.

*(Fairy Nuff speaks in the most awful rhyme imaginable, and at each bad verse the other fairies flinch & groan)*

**Nuff:** Thank you everyone gathered here,  
I'll try my best to - er, um - drink some beer.  
It's not easy to speak in rhyme,  
And make the ending of the second bit sound the same as the ending of the very first line.  
But I'll try and try to do my best  
And I'll wave my wand 'till it hurts my - um - wrist.

*(Fairy Nuff exits, during the next speech the evil quartet - Witch & Cronies - enter from all available entrances and so surround the Fairies)*

**F.Q.:** Nuff needs time to rehearse  
Before she can speak in rhyming verse  
Meanwhile we must now prepare  
For evil is lurking, but who knows where!

**Witch:** Your question's answered, never fear  
Look no further - for evil is here!  
*(Fairies react in panic)*  
From the power that we four do own  
I command you all to turn to stone *(Fairies freeze, Witch and others collect their wands.)*

**Dameon:** Huh, this is too easy, it's not any fun.

**Hook:** I hates all fairies, specially that Tinkerbelle. Keel haul the lot of 'erh, I says.

**Aba:** Ha, ha. Well that's that! and to think these feeble fairies have been foiling my plans for all those past years, but no more, oh no, not any more!

**Witch:** And now my friends let's not delay  
We have their wands and so - away!

*(Witch & co. exit. As the Fairies are standing 'frozen' this scene is kept short to minimise the time spent in their positions! The horse enters urging Alice to follow, Alice enters, they see the frozen fairies and are horrified)*

## Alice in Pantoland

**Alice:** Oh no, we're too late, now what are we going to do! *(She sits down and covers her eyes, Trigger nuzzles her to comfort her)* It's no use, I can't do anything to help.

*(Nuff enters, preoccupied)*

**Nuff:** 'I wandered lonely in a crowd'. Oh it's no good, I give up. I didn't want to be a fairy anyway, that was my parents' idea. I wanted to be a welder. *(She looks around and sees the frozen fairies)* All right you lot, stop fooling around. I'm hanging up my wand and retiring. *(Goes up to one and prods her)*. Oi, stop mucking about. *(The truth dawns, she spots Alice and goes up to her)*. Here, what's come over them!

**Alice:** It's the Witch and her friends, they've turned the fairies into statues. Now no one will be able to stop them. *(she looks at Nuff)* But who are you and why aren't you frozen?

**Nuff:** Me? I'm Nuff the Fairy and I was off in the Dell practising because I'm only a learner, and I'm not very good at it either.  
*(She drops into accidental rhyme)*  
There is no skill in what I do,  
So I can be of no use to you!  
*(a magical SFX is heard, and the wand 'twitches' - see production notes)*

**Alice:** What was that?

**Nuff:** I don't know, never happened before, and I feel all tingly.  
*(she says another accidental rhyme)*  
This is a problem we must accost.  
Or all things good will soon be lost  
*(louder SFX, wand gives big twitch and becomes more upright)*

**Alice:** It's the words - When you speak in rhyme you give power to the wand!

**Nuff:** Then we're finished, I can't speak in rhyme, except by accident.

**Alice:** Well try, go on, try.

**Nuff:** *(With pained 'forced' expression)*  
The words I say empower my wand  
But in my head they go round and round *(round is pronounced to rhyme with wand - there is no wand reaction)*  
See, I can't do it

**Alice:** Well maybe there's enough accidental power to free some of the statues.

**Nuff:** It's no use freeing the fairies, they're useless without their wands.

**Alice:** Then we'll go to Goodyville, there must be someone who can help defeat the Witch!

*(They exit)*

# Alice in Pantoland

## Act 1 Scene 5

*(FOT. The Witch Enters)*

**Witch:** That was almost too easy! Ha, ha ha! Just one more thing left to do now - attack Humanland and then I'll be Queen of the whole universe. As for those other four, they'll be geography - or was it history? I never was much good in school. Anyway, they think I'm going to share the power with them - huh fat chance. Once we've won then I'll get rid of them for good. Ha, ha ha!

*(The other four villains enter, they take up positions approx. centre stage, with the Witch taking up the most commanding position.)*

**Witch:** When shall we five meet again, in thunder, lightning, wind or rain?

**Dameon:** Why can't we meet in sunshine, all this bad weather plays havoc with my rheumatism?

**Octo:** Eh?

**Aba:** *(To Dameon)* His hearing's gone again, must be clogged up with spider web.

**Dameon:** *(To Aba)* I don't know why we bother with him, he hasn't a clue how to make peoples' lives a misery - he's just a stupid spider creature!

**Octo:** Wassat?

**Aba:** *(Shouting in Octo's ear)* We're talking about meeting!

**Octo:** Eating, oh good, I'm starving, but when are we going to get together again?

**Dameon:** I don't mind the thunder bit, but that lightning's dangerous.

**Witch:** *(impatiently)* Look, it was just a figure of speech! Some mortal chap called Shakespeare said it. All I want to know is when can we five meet again, before everything gets out of hand.

**Hook:** Are 'e trying to be funny!

**Witch:** Pardon?

**Hook:** *(Waving his hook)* 'Before it gets out of hand' That supposed to be a joke?

**Witch:** No, no, no. I just want to organise our next meeting.

**Dameon:** Well why didn't you just say so instead of bringing the weather into it. Anyway that's just like a human, always talking about the weather. 'Oh it's too hot, Oh it's too cold, Oh it's raining, Oh ...'

**Hook:** *(Muttering)* Just cause I'm challenged limbwise don't mean to say I bain't got no feelings!

**Witch:** All right, all right FORGET about the weather! When are we going to meet next?

**Octo:** What?

**Aba:** But I like using the weather, I've had a lot of fun on bank holidays - you wait until they've packed up and set off and when they're about 50 miles from home, stuck in a nice long traffic jam then ..

**Octo:** Yes, I'd like some of that.

## Alice in Pantoland

- Aba:** Some of what?
- Octo:** Jam, nice sickly sweet strawberry's my favourite.
- Hook:** *(Muttering)* Just 'cause I'm metalically enhanced, there's no need to take the Mick!
- Witch:** For badness sake, listen! *(shouts)* WHEN SHALL WE MEET AGAIN!
- Octo:** That's not bad either.
- Witch:** *(confused)* What is?
- Octo:** Meat! specially when it's nice and mouldy and soft.
- Witch:** Look how about FRIDAY - OK.
- Octo:** Fried Egg, not too keen, but if there's nothing else it'll have to do.
- Dameon:** *(reluctantly)* Well I suppose the weather forecast isn't too bad for Friday, but on the other hand ...
- Hook:** Now you be startin'.
- Dameon:** What? What?
- Hook:** You'm asking for a hook up the bracket mate!
- Witch:** Just SHUT UP about food and the weather and listen! We'll get together tomorrow - TOMORROW right - and then we'll begin our final attack so we must all work hand in hand...
- Hook:** I be warning 'ee
- Witch:** We have suffered much at the hands of humans!
- Hook:** Right! Right! That's it! *(moves threateningly towards the Witch)*
- Aba:** *(Putting himself in front of Hook)* Hands off!
- Hook:** Aaargh!
- Dameon:** *(To Aba)* Do you need a hand?
- Aba:** Yes. I've got my hands full!
- Hook:** Noooooooo! *(collapses in a heap sobbing)* 'Tain't fair, every-ony hates I.
- Dameon:** I wouldn't say that - loath you, despise you perhaps, but hate you? mmmm.
- Witch:** We're agreed then? Today Pantoland, tomorrow Humanland!
- Aba:** Well, why didn't you say so. Oh I do love murder and mayhem!
- (Music starts for Song 6. This is sung with great gusto. Hook is very pushy the others are disgusted by him and also by his out of tune singing!)*
- Witch:** Hook, even by our standards you are despicable!
- Hook:** Thank you very much Ma'am
- Dameon:** I can't stand it.

## Alice in Pantoland

**Hook:** What? My evilly inventive sadistic nature?

**Dameon:** No - your singing!

**Aba:** He'll have to go

*(Witch, Aba, Dameon and, by chance, Octo end up on one side of the stage facing down Hook)*

**Witch:** Yes, you dastardly pirate, you're no longer one of us. Begone!

**Hook:** You, you, you. Just you wait I'll have my revenge. Vengeance will be mine!  
*(He exits)*

**Witch:** That's got rid of him, now all the power will be mine - ours alone, ha, ha, ha!

*(They exit gloating, Octo's plaintiff cry is heard as they go off - "But when are we going to meet again?" )*



# Alice in Pantoland

## Act 1 Scene 6

*(This is a full stage scene, which as the curtains open reveal the Pantolians in exactly the same positions as at the end of scene 2. Because most of the chorus will have to remain frozen this scene has to be done at a fair speed - but not rushed! Enter Alice and Nuff followed by Trigger)*

**Alice:** Oh goodness, so many of them, where do we start? Who do we set free? How many can we set free?

**Nuff:** I'm not sure, about three or four perhaps.

**Alice:** Well we've got to start somewhere. *(counts off)* eeny, meeny miny mo, catch a Pantolian by their toe, O U T spells out. *(points to Simon)* Do him first Nuff.

**Nuff:** *(Waves wand in general direction of Simon)*  
By the magic in my wand  
Let the wicked spell be gone-d.

*(Sound of magic SFX Simon twitches and comes to life)*

**Alice:** Not exactly Pam Eyres *(or Wordsworth)*, but it seems to be good enough.

**Simon:** *(Stretching)* What happened? where am I? who are you?

**Alice:** I'm Alice and all this is the Witch's doing, so we've got to get a team together and fight her. Who do you think we should set free to help us? We haven't got a lot of power left.

**Simon:** Oh we must set Queen May free. she's full of ideas and not afraid of anybody.  
*(He points her out to Nuff)*

**Nuff:** Before all the magic power does go  
Queen May I will set free - O  
*(Another magic SFX, Queen snaps into life as if nothing had happened)*

**Queen:** Ohh, It's a meeting of the {local} Town Council.

**Simon:** No mum, this is the Witch's doing, we're the only ones who can save Pantoland and the rest of the world!

**Queen:** Who do you think I am Bob Geldorf *(or some other famous figure involved in peace keeping activities)*

**Alice:** Who else shall we free Simon?

**Simon:** Umm, let's see, Aladdin? Jack? Anyone really. they're all brave and clever except for those two idiots! *(He points to Bill & Ben, Nuff, who has not been concentrating, turns round and sees him pointing and before he can stop her ...)*

**Nuff:** Both of you I command to unfreeze  
As sure as my name is fairy er, cheese

*(SFX, Bill & Ben move in jerky, puppet-like movements which gradually become more natural as the scene progresses, they move downstage, followed by the others and when all are clear the tabs are closed)*

**Bill:** *(Pointing to Pantolians)* Cor, that lot reminds me of last year's audience at the ..... {name of theatre}

**Ben:** Ooh I feel all awkward and stiff

## Alice in Pantoland

- Nuff:** I think that's the last of my power, never mind you two, now I've got you started, you'll soon become your normal selves again.
- Simon:** That's what I was afraid of!
- Alice:** I don't think we have much time, we've got to go and recover the fairies' wands before it's too late, come on, we can't waste a minute!
- Queen:** I know, I know, but it's no use rushing off without a plan, and we must have something to eat to keep up our strength, we're going to need all the energy we can get.

*(Tabs should be closed by this point)*

- Simon:** Good idea mum, and we'll need something to fight with, *(to Bill & Ben)* you two go and see what weapons you can find, and we three *(horse 'neighs')* sorry, four, will stay with mum and work out a plan.
- Queen:** And I'll get us all some food, we'll meet at the castle in twenty minutes. OK? *(Bill & Ben agree and both exit still walking like puppets.)* Oh I wish my long lost adopted son Alan was here, he was so brave, so strong, so clever. *(as this is being said Trigger is getting very agitated)*
- Alice:** What happened to him?
- Queen:** Oh he went on a goodwill mission to the Badlands *(SFX)* and he never came back, that was years ago. *(she notices Trigger)* Yes, yes, about the time you came to live with us.

*(Trigger goes to Alice and makes attempts to be affectionate)*

- Simon:** What does he want?
- Queen:** Oh ignore him, he's always after attention that one, constantly bothering all the village girls. He seems to calm down after they give him a kiss though.
- Alice:** We'll if that's all he wants *(she kisses him, there is a flash to cover Trigger's exit through centre tabs and Alan's entrance to replace him).* Who are you!
- Queen:** Alan! It's Alan! But what happened!
- Alan:** *(In a croaky, throaty voice)* It was the Witch.
- Queen:** Speak up dear!
- Alan:** *(Clearing throat)* Sorry, I'm still a little hoarse! It was the Witch, she turned me into a horse and the only way to break the spell was to be kissed by a pure and innocent girl who loved horses.
- Nuff:** We must hurry now and do our best  
For soon our strength will be put to the test  
I've done it again, I spoke in rhyme  
I wish I could speak that way all the time!
- Queen:** Come on, we need a good meal to set us all up for the coming fight!

*(Exit all)*

# Alice in Pantoland

## Act 1 Scene 7

*(Front of Tabs, A street in Pantoland. Enter Bill & Ben)*

- Bill:** Ben, I'm scared, can't we just go and hide somewhere 'til its all over?
- Ben:** Just how big a coward are you?
- Bill:** I was captain of the Olympic team
- Ben:** Don't be stupid, we've got to help free Pantoland, and anyway, I'll be right behind you.
- Bill:** You said that last time.
- Ben:** Well I was wasn't I?
- Bill:** Yes, about half a mile behind me and running the opposite way.
- Ben:** I was going for reinforcements.
- Bill:** Oh, so that's why you were waving a white flag, and I suppose screaming "They're coming, run away" was really a secret code meaning "let's attack the enemy!"
- Ben:** This is different, we're the goodies now and the goodies always win!

*(Witch enters)*

- Witch:** Oh they do, do they, you're sure of that I suppose.
- Ben:** *(He has his back to her and doesn't realise who she is)* Of course, why if I had that horrible old hag the Witch here right now I'd soon put a stop to her games, the flea bitten old ratbag.
- Bill:** *(Bill has seen her and is speechless, he is gesticulating and trying to stop Ben from saying anything more)* Er, er er, ummm, urrgh
- Ben:** Yes I'd say to her. "Take your stupid spells and your miserable smelly self away from here and never come back or I'll beat you to a pulp. I'll maramlise you, I'll fraggle your frump!, I'll nurdle your nadgers I'll ....
- Bill:** Wi, Wi, Wa, Wa
- Ben:** What's the matter, got something stuck in your throat? Here, let me ..*(he thumps Bill heartily on the back several times)*
- Witch:** You were saying ...
- Ben:** *(Going up to her but still not realising who he is talking to)* That old fraud doesn't scare me, no sir!
- Witch:** Really!
- Ben:** *(Looks at her and realises who she is)* Er, no.
- Witch:** No?
- Ben:** No, she terrifies me! *(Leaps into Bill's arms?)*

*(Bill & Ben start to move rapidly away from her in order to escape)*

## Alice in Pantoland

**Witch:** Not so fast!

*(Bill & Ben slow to an exaggerated, 'slow motion' walk)*

**Ben:** OK

*(As they go they smile sickly at the Witch and give little waves)*

**Witch:** STOP RIGHT THERE!

**Bill:** We'd love to stay and chat, but we've got an urgent appointment with um, er, ahh ...

**Ben:** .. with {local football/rugby team}, they're looking for a new coach.

**Bill:** Yes, with a mouth like his, they're going to take out all his teeth and put seats in.

**Witch:** COME HERE!

**Ben:** We're fine here thank you, and over there in the back row would be even better.

**Witch:** Don't bandy words with me!

**Ben:** Why not, they'll go with your bandy legs!

**Witch:** Do think I'm a fool.

**Ben:** I don't think it, I know it.

**Witch:** Stop talking and tell me who you are!

*(Bill & Ben go into very exaggerated mime like convulsions)*

**Witch:** What's the matter now, *(points to Ben)* you! speak up!

**Ben:** You said stop talking, so how could we tell you who we were.

**Witch:** Do you take me for an idiot.

**Bill:** No that would be a bad swap, an idiot is worth a lot more.

**Witch:** ENOUGH. You're going to help me.

**Ben:** We'd love to Missus Witch, really we would but I'm not fit, I've got a bone in my leg.

**Bill:** And I've got a problem with my back.

**Witch:** What's that?

**Bill:** I can't get it off my bed in the morning.

**Witch:** Will you be quiet!

**Bill:** My name's not Will, it's Bill.

**Witch:** SILENCE! You're going to help me.

**Bill & Ben:** *(Getting audience to join in)* Oh no we're not

## Alice in Pantoland

**Witch:** Oh, Yes you are

**Bill&Ben:** *(And audience)* Oh no we're not

**Witch:** Oh yes you are

**Bill&Ben:** Oh no .. *(The witch throws some magic dust over them, they both freeze.)*

**Witch:** Oh yes you are! Now listen well my two tadpoles, you will act normally and remember nothing, but when I say the word Zamboozle, you will be under my complete control and do exactly as I tell you. Now then tell me, why aren't you with the other frozen villagers. *(points to Ben)* You - speak

**Ben:** *(In a very monotonous voice)* We - were - set - free - by - a - human - called - Alice, - a - horse - and - a - trainee - fairy.

**Witch:** *(To audience)* Umm, this might present a small problem, but no matter, our combined forces will easily overpower them. But just to be on the safe side I think I'll use these two as my spies and slaves in case I need them. *(to Bill & Ben)* When I snap my fingers you will awake, but remember, the word Zamboozle will return you to my control and you will be my slaves. *(She snaps her fingers)*

**Bill&Ben:** .. we're NOT *(They look at the audience wondering why they have stopped shouting the 'Oh no we're not' chant)*

**Witch:** Oh all right then, you're too clever for me. I'm going *(She exits laughing nastily)*

**Bill:** That showed her, old droopy drawers won't mess with us again!

**Ben:** I don't know, something feels wrong. *(to audience)* Did something happen just then?

*(Audience try to explain, Bill & Ben disbelieve them with appropriate expressions: 'Never', don't be daft', 'you must be joking', etc.)*

**Ben:** Look, we can't stay here all day chatting to you lot, we've got things to do. We'll be late for that meal Queen May promised us, and I'm starving.

**Bill:** Come on Ben or we'll be late.

*(They exit, Ben protesting)*

**Ben:** I don't know Bill I still feel that something is wrong, I can't quite put my finger on it but ....

*(Enter Hook)*

**Hook:** So they think they can get the better of me do they. With my trusty crew, I'll show those landlubbers. We'll storm the Witch's castle and pillage the village! We'll kill and loot and destroy 'em completely, ah harr. *(He calls)* BOSUN!

*(Bosun enters.*

*Note: all the crew, including the Bosun, are women. They include: Roberts, Miles, Martini - who carries a large bottle, Blind-Phew - who wears an eye-patch over her right eye, and Bonney. Phew usually has to 'feel' her way around for the first part until Hook 'cures' her)*

**Bosun:** Aye, aye Cap'n

**Hook:** Who be you? You'm not my Bosun, you be a women!

## Alice in Pantoland

**Bosun:** Right Cap'n, don't you remember, we arranged a cultural exchange between your crew and us, the crew of the lady pirate ship 'The Pink Mermaid'

**Hook:** Oh yes, I remembers now, better bring in the rest of em Bosun.

*(Bosun blows her whistle three or four times until all the crew have run on stage)*

**Hook:** All hands on deck!

*(All the pirates crouch down putting their hands on the stage)*

**Hook:** No no! I didn't mean like that, stand up.

*(They stand)*

**Crew:** YO!

**Hook:** Bosun, take a roll call!

**Bosun:** Roberts J.

*(Roberts is a sultry pirate)*

**Roberts:** YO Captain! *(She flutters her eyelashes, pouts and blows Hook a kiss)*

**Hook:** Enough of that matey or I'll give 'e ten lashes of me whip?

**Roberts:** Oh Captain, promises, promises!

**Bosun:** Miles T.

**Miles:** YO! Fancy a cuppa captain?

**Hook:** NO!

**Bosun:** Martini D.

**Martini:** *(Very drunkenly)* YO! Hic!

**Hook:** You'm inebriated.

**Martini:** No I'm not, I'm drunk.

**Hook:** Why?

**Martini:** Cos I found this rum in captain Morgan's locker. 'sgood stuff. wanna drop? Hic.

**Hook:** How do you know it's Cap'n Morgans?

**Martini:** 'Sgot his name on it *(Shows label on bottle of Morgan's Rum)*

**Bosun:** Phew B.

**Phew:** YO! But it's not Phew B, its Blind-Phew, hyphenated, you know

**Hook:** Blind-Phew? I heard it was Blind Pew, black spot, Long John Silver and all that.

**Phew:** No that was my brother, I'm Blind-Phew

## Alice in Pantoland

**Hook:** So why baint 'e called Pew? *(moves closer)*, why Phew? *(sniffs)* Cor, Phew. Ah yes, I see.

**Bosun:** She's our lookout Cap'n

**Phew:** *(To Hook)* 'S right miss

**Hook:** But she's blind!

**Miles:** I know, but she's the only one who doesn't get giddy in the crow's nest

**Hook:** How long have you been blind, Phew?

**Phew:** Well at first I was only blind in the left eye, then one morning I woke up and the right one had gone as well.

**Hook:** Let's have a look. *(He move the patch to the left eye)* Try that

**Phew:** Wow a miracle, I can see, I can see!

**Hook:** Twit.

**Bosun:** Bonney M.

**Bonney:** YO!

**Miles:** Her real name is Ruth

**Roberts:** Yeah, but she changed it when she heard Cap'n Hook say that real pirates were ruth-less. *(Roberts, Martini and Miles fall about laughing, Bonney glares at them)*

**Hook:** Huh women, you can't have woman pirates!

**Bonney:** Look Cap'n Pugwash! *(Birdseye?)* This is the 90's haven't you heard of Women's Lib.

**Hook:** Be that a branch of Paddy Ashdown's party? *(or whoever is the leader of the Liberal Party)*

**Bonney:** Stupid Male chauvinist pirate! *(Goes up to Hook threateningly)* Anyway who says I can't be a pirate?

**Hook:** Well I'll give you a test, if you pass I'll accept you as my crew, temporarily that is.

**Miles:** OK. That's fair.

**Hook:** *(To Roberts)* Where does a pirate put his booty?

**Roberts:** On the end of his footy

**Hook:** Ahhh!. *(To Martini)* What do you call the left side of the ship?

**Martini:** Hang on, I'll get it, tip of me tongue. 'snamed after a drink ... Port!

**Hook:** Mmm, yes. Right, Phew

**Phew:** Yes Captain

**Hook:** Look *(He points)* See that ship, tell me what sort she be.

## Alice in Pantoland

- Phew:** *(Taking a telescope from her belt and holding it the wrong way round to her right eye)* Crumbs Captain, you've got good eyesight, that ship is miles away!
- Hook:** T'other way, you codfish, !
- Phew:** *(Putting the telescope to her left eye)* Nope, now its gone all dark.
- Hook:** You pathetic Pilchard *(He takes the telescope and puts it over his eye, the right way round)* There! That's how it goes, now you can see it's a Galleon.
- Phew:** Ah, that ship be a Galleon Captain.
- (Hook removes the telescope, there is a black ring left around his eye)*
- Hook:** All right. *(To Miles, giving her a bit of rope)* Can you do a running bowline?
- Miles:** No but I can do a standing clothesline *(goes to edge of stage and pulls on one end of a clothesline - the other is held offstage - with frilly undies on it)*
- Hook:** Put it away, put it away! *(To Bonney)* Have 'e got a cutlass?
- Bonney:** No, but I've got a scratch on my knee - and don't call me lass!
- Hook:** Do you all know the pirate chant? The one what everyone fears t'hear?
- Roberts:** No Captain, why don't you teach it to us?
- Hook:** Right then, gather round *(They gather round him - the chant is spoken clearly and not too fast)*. Fif - teen men...
- Bonney:** *(Indignantly)* Puh--lease!
- Hook:** What?
- Bonney:** It's all the same with you macho types, 'this way MEN, follow me MEN', come on MEN. What about women, what about equality, equal rights for all!
- Hook:** Well what should I say then?
- Bonney:** Um, I know, how about 'persons'?
- Hook:** Right! Fif - teen persons on a dead man's *(correcting himself hastily)* dead person's...
- Miles:** No, no. That's no good!
- Hook:** I said persons, 'dead persons' I said.
- Miles:** No. It's the word 'dead', people might find that upsetting, bit tactless that.
- Hook:** But he is dead! dead, dead, dead!
- Miles:** Deceased, that's a better way of putting it, no offence with the word deceased!
- Hook:** OK, OK! Fif - teen persons on a deceased persons chest...

*(All the crew react with horror, lines are spoken together)*

- Roberts:** Oh no!
- Miles:** You can't say that!
- Bonney:** Stop stop!
- Bosun:** Cap'n!
- Martini:** Hic!



## Alice in Pantoland

- Hook:** Now what's the matter!
- Roberts:** *(Bashfully)* You can't say 'chest' captain, it's rude, what will people think!
- Hook:** Well what in tarnation am I supposed to say! 'Upper torso'?
- Roberts:** Oh yes Captain, that's much more polite, you are clever!
- Hook:** Hummph! FIF - TEEN persons on a deceased person's upper torso, Yo Ho Ho..
- Bosun:** Yo Ho Ho, YO HO HO! What a male oriented phrase and how very suggestive!
- Bonney:** .. so aggressive!
- Miles:** ... so intimidating!
- Roberts:** Why don't you say something less evocative like 'Tra La La'
- Hook:** *(Exasperated)* 'TRA LA LA'!
- Roberts:** That's it Captain, you got it, much nicer!
- Hook:** Nicer! I.. I.. Right! FIF - TEEN PERSONS ON A DECEASED PERSON'S UPPER TORSO, TRA LA LA AND A BOTTLE OF RUM!
- Bosun:** Er. Captain?
- Hook:** What is it now!
- Bosun:** This 'bottle of rum' bit, don't you think it'll encourage drinking?
- Miles:** Don't want to increase the level of alcoholism do we? Anyway, I think Tea is a much better drink
- Martini:** Rum shounds good t'me!
- Bonney:** I suppose you could say 'bottle of pop'. That's safer.
- Hook:** All right, all right, all right! Whatever you want, now, all together, 1, 2, 3..
- (They all chant)*
- All:** Fif - teen persons on a deceased persons upper torso, Tra la la and a bottle of pop!
- Hook:** Enough! Enough! I can't stand it any more! *(Pulls himself together)* Well now, listen up! There be no time t'waste shipmates. To the Badlands! .. and them that dies'll be the lucky ones - ah harr..

*(The Pirates exit chanting FIF - TEEN PERSONS ON A DECEASED PERSON'S UPPER TORSO, TRA LA LA AND A BOTTLE OF POP. Hook follows them off holding his head or putting his hands over his ears)*

# Alice in Pantoland

## Act 1 Scene 8

*(The set is fairly important as most of the routine uses the props/set/positions to function: The scene is the Palace Kitchen. Stage Right approx. half way down is a 'Food preparation' table on which is a sausage making machine, a tray of eggs, soda siphon and a snake charmer's flute. On the opposite side of the stage is the 'Dishes' table on which is the stock of 'Custard Pies', a large trifle and two small piles of plates. To the rear of the stage is a walk on platform sloping towards the back and giving about a four feet rise at the back to allow access for stage hands. On this platform stage left, is a cooker with a huge pot of bubbling 'pudding' (this can be a suitable grey bin liner which can be blown up and deflated from behind). To the right of this is a large pair of bellows and on the cooker's left is an exercise cycle with an attached pulley. Somewhere at the back is a bowl of water on a stand that can be moved when needed, and four small hand towels.*

*In front of the platform offset to stage right is the dining table with a bench behind it. The position is such that four people in line from the Dishes table cannot reach it but five people can. On the table are two small piles of plates, a mixing bowl, mixing spoon, beneath it are a prop flower, and a bag with some flour in it. The curtains open to an empty stage with a musical reprise of 'Pantoland' - very short. Alice, Alan and Simon enter stage right, Bill & Ben simultaneously enter stage left.)*

**Simon:** Knock, knock

**Audience:** Who's there

**Simon:** Jester

**Audience:** Jester who?

**Simon:** Jester minute while I do up my shoelace! Where's Mum? I'm starving! I know, I'll just borrow this bike and go and look for her.

**Audience:** Nickers!

*(Queen enters)*

**Queen:** Thanks folks you're fantasamongus! Now then everybody, wash your hands and set the table while I get started on making us something to eat, I think we'll have my special sausages.

**Bill:** But we've already washed our hands.

**Alice:** Let's see them

*(Alan, Simon, Bill & Ben line up centre front stage and hold out their hands, Alice walks down the line making expressions of disgust)*

**Alice:** Ehh! Yeuch! Oooh, Poo, disgusting! When did you wash them?

**Ben:** Umm, I think it was November, yes, I definitely remember, it was a Tuesday ...

**Alice:** Well wash them again now!

*(Queen puts the bowl of water stage left of the group and gives Alice the towels, she then goes to the food preparation table and for the next routine is occupied making a huge string of sausages. The group are now standing - stage right to left - Ben, Bill, Simon, Alan, the washing bowl then Alice on the other side of it.)*

## Alice in Pantoland

*Alan turns his back on the audience and swills his hands he then shakes them to his left and into Simon's face before taking a towel from Alice and moving to the 'dishes' table. When Simon is splashed he takes a step forward rubbing his eyes and Bill steps sideways past Simon to the bowl. Simon steps back and is now between Bill and Ben. Bill does the same as Alan and Simon is plashed again, the same sequence is repeated except Bill moves to the dining table. Ben is now at the bowl, Simon steps back and stops Ben from washing his hands.)*

**Simon:** Er. Let's swap places.

**Alice:** OK

*(Alice and Simon change over positions. Ben washes his hands and of course shakes them off to his right, once again splashing Simon, before collecting a towel from Alice on his left and then moving to join Bill. Simon now washes his hands, takes a towel from Alice and stands to the stage left of the bowl drying them with his back to the bowl. Alice washes her hands, realises there is no towel so pulls the bottom of Simon's shirt which unfolds like a roller towel and uses it to dry her hands. Simon joins Alan at the 'dishes' table. Alice takes the bowl to the back stage right area. There is a loud bubbling SFX and the 'pudding' rises - note: this sound FX is needed every time the pudding rises as an audible cue for the audience; the Queen turns to Alice.)*

**Queen:** Oh Alice, watch the pudding will you? When it rises just give it a stir to stop it bubbling over 'cos it'll make an awful mess if it does.

**Alice:** OK *(she stands by the pudding stirring it occasionally, both the Queen and Alice are occupied with their work during the next routine)*

*(Bill and Ben pick up a pile of dishes each from the dining table, while Simon and Alan take a pile each from the 'dishes' table. Bill & Ben carry their piles to the dishes table while Simon & Alan take theirs to the dining table. Bill & Ben return to the dining table and pick up the dishes Simon and Alan have just put there while Simon and Alan pick up the dishes Bill & Ben have just put on the dishes table. The piles of dishes are reversed two or three times like this until Alan realises what is happening.)*

**Alan:** Wait a minute, this is no good. Let's form a chain.

*(They line up from stage right to left - Alan, Simon, Bill, Ben - the chain does not reach to the dining table, no one notices. They are facing the front but all look to their left. Ben takes a plate and passes to Bill who passes it to Simon who passes it to Alan who passes it to nobody and therefore it drops on the floor and smashes. Three plates are broken this way.)*

**Alan:** Stop, stop! We need another pair of hands, Alice will you come and help us?

**Alice:** Certainly, but I've got to watch the pudding, I know, perhaps our friends will help. *(turns to audience)* Will you help us keep an eye on the pudding? If it rises shout PUDDING as loud as you can, will you do that?

**Audience:** YES

**Alan:** This is too slow, pass all six plates along at once Ben.

**Ben:** OK

*(Alice joins the chain next to Alan and the six plates are passed from Ben to Bill to Simon at which point loud pudding SFX and rising pudding causes the audience to shout 'PUDDING'. Alice runs to the pudding as Simon passes the plates to Alan who hands them to where Alice was - and so they hit the floor and break.)*

**Queen:** *(Hearing loud smash, looks over)* What a mess! Clear it up at once you four.

## Alice in Pantoland

*(Alan gets four brushes and gives one each to Simon, Bill & Ben, they hold them with the brush end upwards.)*

**Simon:** *(Using the brush as a crutch does bad Long John Silver impression)* Ahh  
Har Jim Lad.

**Alan:** Stop messing around and get in line.

*(They line up facing Alan - Simon, Bill & Ben)*

**Alan:** OK squad, shoulder - wait for it - brushes!

**Bill/Ben/Simon:** Hup two, three, four

*(They each put their brushes on their shoulders, bristles behind them. Bill is hit by Simon's brush, Ben is hit by Bill's brush. Alice comes forward)*

**Alice:** You lot are useless, let me show you. Just do what I do.

*(She takes Alan's brush and starts sweeping - 3/4 strokes is all that's needed, pudding SFX as it rises - if audience is slow to respond a few hints e.g.. 'what's that noise' may remind them, Alice throws the brush down and runs back to the pudding)*

**Alice:** *(Looking back at them)* Now you do it.

*(They sweep 3/4 strokes, throw the brushes down and run to the back of the stage)*

**Queen:** *(Turning round)* Right! The sausages are nearly ready, just have to do my secret process which makes them the best in Pantoland. Now all of you be quiet, this bit is dangerous and I must concentrate.

*(She picks up Indian 'snake charming' pipes and appropriate music is heard, the sausages rise up and weave around like a snake to the music.)*

**Simon:** That's great Mum *(He slaps her on the back, the music stops and the sausages attack her, she struggles with them around the stage, the others mill around in panic)*

**Queen:** Quick, somebody get a frying pan *(Bill gets a pan)*. Now when I nod my head, you hit it!

**Bill:** Eh?

**Queen:** I said when I nod my head, you hit it!

**Bill:** All right, if you say so.

*(Queen nods her head, Bill hits her on the head with the pan)*

**Queen:** Owwww! I mean hit the sausages!

**Bill:** Oh, sorry. *(He hits the sausages, they die)*

**Queen:** I know, we'll make a sausage pie. Bill you power up the oven with the generator and Ben, you pump the bellows.

**Bill/Ben:** Right Ho!

*(The pudding rises)*

**Audience:** Pudding

## Alice in Pantoland

**Alice:** *(To audience)* Thanks

*(Alice goes and stirs the pudding, Bill gets on the exercise bike and pedals, Ben pumps the bellows - this occupies them during the next routine - Queen, Simon and Alan go to the table Queen is centre, Alan is on her right, Simon on her left)*

**Queen:** Now for the pastry. I know I'll use one of these new packet mixes. Now let me see. *(reads from packet)*. To make the perfect pastry you will need three eggs and some water. Right three eggs.

*(Alan goes to the food prep table and gets an egg which he throws to the Queen, she catches it, turns to Simon and cracks it open before emptying it into the bowl. Alan throws another egg and she cracks this into the bowl. Simon drops the spoon, Alan throws an egg, Simon bends down to pick up the spoon, the Queen turns and cracks the egg on his head.)*

**Simon:** Urghh, I've been eggs-terminated

**Queen:** Eggs-actly, the yolks on you *(she laughs)*. Right then. now we need some water.

*(The Queen and Simon change places. Simon puts the bowl on the table and begins to mix the dough with his hands. Alan picks up a siphon from the food prep table and moves over to join Simon and the Queen)*

**Alan:** Here you are *(He squirts Simon in the face)*

**Queen:** Not that much, here *(She takes the siphon)* Just a little squirt.

**Simon:** Who are you calling a little squirt?

**Queen:** What a mess! Luckily here's one I made earlier. Now the secret of good pastry is too roll and kneed the dough properly...*(Simon takes pastry out of bowl and rolls the ball across the stage)*

**Simon:** Like this you mean.

**Queen:** NO! You great wombat! Oh he's hopeless. First you must knead the dough.

**Alan:** I can do that *(He takes the dough places it on the table and uses his KNEES on it)*

**Queen:** No dopey like this. *(Kneeds the dough)* Now Simon roll it out. Look! Cat hairs! That reminds me. anyone seen Tiddles the cat recently. she was here a minute ago. Oh well. I suppose she'll roll up when she's ready. It's time to roll out the dough. where's the rolling pin?

**Simon:** You left it at the council meeting last week. remember?

**Queen:** Oh yes, I know, we'll use the mangle! I'll push it through. Alan, you turn the handle, Simon, you catch it! Ready?

*(Alan turns the roller experimentally, a picture of the cat is seen on one of the rollers. Simon takes it off and skims it into the wings. Queen feeds the dough through the mangle from behind, upstage, Alan turns the handle, Simon pulls the long, flat dough through, which becomes a squashed, long, flat dame's hand and arm.)*

**Queen** Aghh, stop. stop!

**Simon:** Quick Alan, turn backwards!  
*(Alan turns his back)*

**Simon:** No, I mean the handle, turn the handle backwards!

## Alice in Pantoland

**Alan:** Righty ho!

*(The hand and arm are wound back through the mangle)*

**Queen:** Ohh thanks, it's nice to know there's no 'arm in it!

*(Quickly Queen puts sausages into dish and covers with pastry)*

**Queen:** That should do, and the oven should be hot enough now. I'll just put in the pie *(She goes to the oven, opens it and puts in the bowl)* Let's see gas mark 4 or 3,629 degrees Celsius and bake for two hours.

*(Bill & Ben stop cycling and pumping)*

**Bill:** I can't wait that long, I need something to eat now!

**Queen:** I've got some custard pies I made earlier.

**Ben:** Oh goody!

**Alan:** *(Goes to the plate table)* Are these the ones?

**Queen:** Yes, bring them over.

**Alan:** Watch this!

*(He takes the tray and holds it high as he wobbles towards the audience, he tips them over the audience but they are imitation pies and are fixed to the tray.)*

**Queen:** That's pretty good but can you do this? *(She takes a single pie and performs a routine passing it under her arm and over her head etc.)*

**Bill:** That's easy, we can do that!

*(Bill & Ben get a pie each and copy the Queen's routine, Alan moves in to the left of Bill, Simon to the left of Ben, at the end Alan and Simon get hit by Bill & Ben's pies)*

**Simon:** It's our turn now *(They do it and hit Bill & Ben.)*

**Alice:** While I'm waiting for you lot, I'll just have some fruit *(She takes a banana from the fruit dish, peels it and throws the skin on the floor to the left of the table)*

**Queen:** I'll get the trifle *(She gets the trifle and takes it towards the table but she slips on the banana skin. The trifle lands on the table and she falls face first onto it)*

**Simon:** Mum, you've got jelly in your left ear and custard in your right ear.

**Queen:** Speak up, I'm a trifle deaf! Oh look at us now, we're all covered in food.

**Alan:** Well nearly ALL of us. *(They look at Alice who is oblivious to their intentions. The four creep over to the shelves and get a pie each, they creep back and surround Alice but leave space immediately behind her.)*

**Queen:** *(In loud stage whisper)* One, Two *(pudding rises)*

**Audience:** Pudding

*(Alice rises and runs to the pudding)*

**Queen:** Three! *(Everyone gets splattered by the pies, except Alice)*

## Alice in Pantoland

*(Smoke is coming from the oven)*

**Alice:** There's something wrong, the cooker's smoking!

**Bill:** Don't be silly, it can't, it's under age.

**Queen:** No problem, I'll fix it

*(She goes behind the oven, it explodes, a dummy Queen is thrown up into the air from behind the oven, the Queen staggers out with frizzy hair and blackened face. Fairy Nuff enters)*

**Nuff:** What on Pantoland are you doing? We can't afford to waste any more time here. Alan, I've brought our magic fairy sword, we call it 'Ogden the Slayer', you take it. And now my friends, let's all prepare ourselves for the fight!

*(Intro and Song 7 Curtain, End of Act 1)*

# Alice in Pantoland

## Act 2 Scene 1

*(The scene opens with the badlands song and dance routine (Song 8). When the routine is finished, the chorus dancers remain on stage. Aba, Dameon and Octo enter, the chorus parts to allow them to reach the back of the stage. Witch Whey enters and the chorus bow as she moves too join the others. Witch Whey then addresses them.)*

**Witch:** Well my frightful freaks, our plan has worked well, we have the Fairy wands *(Dameon shows the caged wands, the chorus grunt and nod with approval)* and Pantoland is frozen stiff. *(the chorus grunt again with approval)* Now my Evil friends and I must rest to regain our powers before we lead the attack on Humanland. Ha, Ha, Ha.

*(Witch Whey, Aba, Dameon and Octo exit, the chorus bow then exit. Victor the Vampire, Dick the Were-animal, Hetty the Yeti, Frank'nSteve and Kong are left on stage, they come together in a group centre stage, more or less gathered around Dick. Frank'nSteve is the Frankenstein monster but uses two voices, one for each of his dual characters)*

**Dick:** Well. Now what was all that about?

**Victor:** You're new here aren't you?

**Dick:** Yes, Who are you?

**Victor:** I'm Count Victor, Count Dracula's brother.

**Dick:** Then you must be a vampire!

**Victor:** That's right, but don't worry, I'm strictly vegetarian

**Dick:** But don't you drink blood?

**Victor:** No, I bite carrots and suck up all the juice.

**Hetty:** *(Pushing herself forward)* I'm Hetty the Yeti, and I'm pleased to meet such a charming person, give us a kiss!

**Dick:** *(Takes her paw and kisses it)* Pleased to meet you too. *(to Frank'nSteve)* Hello, you must be Frankenstein.

**F/S:** (F) Frank'n Steve if you please!  
(S) Yes we're really two brains in the one head  
(F) I'm Frank, Hello!  
(S) And I'm Steve. How do you do?

**Dick:** *(to F/S)* Hello, Hello. *(to Kong)* Are you the famous King Kong?

**Kong:** It's just plain Kong thank you, I've been disposed.

**Victor:** Don't you mean deposed

**Kong:** No, I was thrown out

**F/S:** (F) Well now you've met all of us, who are you?  
(S) and what are you?

**Dick:** My name's Dick and I'm a er.. um.. were-animal

**Victor:** Nice to meet, you, but what sort of animal do you become at full moon?

**F/S:** (F) I bet it's a were-wolf  
(S) or a were-tiger



## Alice in Pantoland

**Dick:** No, no

**Victor:** A were-lion

**Dick:** No

**Hetty:** A big, loveable huggable were-bear.

**Dick:** No

**Kong:** Tell us, tell us, go on, go on, pleeease!

**Dick:** Oh all right then, I'm a were-duck.

**Victor:** I'll bet you strike terror into the hearts of minnows everywhere

**Dick:** I'll have you know that the social workers of *{local place}* go in fear and dread of me!

**Kong:** Why?

**Dick:** Because as they wear those open-toed sandals, I can give their pinkies a really nasty peck! But what are you all doing here!

**Hetty:** We don't have anywhere else to go! The people in Pantoland all run away from us.

**Victor:** And the fairies chase us away with their magic.

**F/S:** But the beings here just ignore us, so we hang around here, would you like to join us?

**Dick:** That would be great, thanks.

**Victor:** Someone's coming, quick let's hide. *(He 'swoops' off)*

**F/S:** (F) Over here  
(S) No over there *(F/S staggers off uncertainly)*

**Hetty:** *(To Kong)* Let's go and hide together. *(Kong runs off with Hetty following)*

*(Dick looks around desperately then runs off 'quacking'. From the other side Alan, Alice, Bill and Ben enter)*

**Alan:** This must be the Badlands *(SFX thunder and lightning, all react with fear)*  
We must stick together.

**Bill:** Where's Queen May?

**Ben:** She was here just a moment ago. I'll use that bike to go and find her.

**Audience:** Nickers

**Queen:** Acetastic. thanks folks.

**Ben:** Where's Simon.

**Queen:** Here he comes.

**Simon:** Knock knock.

**Audience:** Who's there ?

## Alice in Pantoland

**Simon:** Cook.

**Audience:** Cook who ?

**Simon:** That's the first one I've heard this year.

**Alan:** Stop messing around, we must be alert.

**Ben:** Yes, Pantoland needs lerts..

**Alice:** Come on we must find those wands and free the Fairies.

**Simon:** You can bet that Witch Whey hid them well.

*(Running gag)*

**Alan:** I wonder which way the castle is ?

*(Running gag)*

**Alan:** What did you do that for ?

**Queen:** You said it.

**Alan:** What ?

**Bill:** Witch Whey.

*(Running gag)*

**Alan:** I didn't. I said which way not Witch Whey

*(Running gag X2)*

**Alice:** You said it again.

**Simon:** Yes, Witch Whey.

*(Running gag)*

**Queen:** Now you've said it.

**Simon:** Sorry.

**Alan:** Look all I said was .....

**All:** NO!!

**Queen:** This place gives me the creeps. no wonder they call it the Badlands. *(SFX)*

**Ben:** I bet there are ghosts in this place.

**Bill:** And bats, skeletons and monsters.

**Simon:** I know perhaps the boys and girls, mums and dads will keep watch for us.

**Alice:** Will you ?

**Audience:** Yes.

**Queen:** Thanks, if you see a monster will you shout out 'monster'.

## Alice in Pantoland

*(They line up and Victor enters down S/L and exits up S/R)*

**Audience:** Monster!

**Alan:** I'll get him. *(He exits after Victor)*

*(Frank'nSteve enters down S/R, and exits up S/L)*

**Audience:** Monster

**Simon:** I'll get that one, he doesn't scare me.

*(Simon exits after Frank'nSteve. This leaves Bill, Ben, Alice and Queen May, who stand back in a line, Hetty enters and stands next to Bill and Ben)*

**Audience:** Monster !

**All:** Where, Hey, where, etc.

*(Bill and Ben turn and see Hetty, scream and exit chased by her, Kong enters and stands between Queen and Alice)*

**Queen:** Alice dear, hold my hand, please I'm scared.

**Alice:** OK. Oooh Queen May your hands are very hairy.

*(They turn to look at each other, do a double take and exit yelling in different directions, Kong exits after one of them. From up S/R Bill and Ben enter)*

**Bill:** Has he gone ?

**Ben:** Yes, I wonder which way he went ?

*(Running gag)*

**Bill:** Will you stop saying that. Come on lets have a look around.

**Ben:** This place reminds me of our dressing rooms.

**Bill:** SSSHHhhh I can hear someone coming.

**Ben:** Quick lets hide.

*(Dick enters, his head is a duck's head, he looks about and exits across the stage. Bill and Ben then follow him over to the exit. They then move backwards across the stage. The Witch enters and Bill and Ben continue to back up until they bump into the Witch. Bill and Ben scream)*

**Ben:** Aaaagh. It's Witch Whey.

*(Running gag)*

**Witch:** Silence you two nincompoops.

**Ben:** What's a nincompoop ?

**Bill:** It's a poop with an income.

**Witch:** Zamboozle !

*(Bill and Ben are now hypnotised again)*

## Alice in Pantoland

**Witch:** Are you alone ?

**Bill/Ben:** *(Talking mechanically)* No-We-are-with-Simon, -Alan, -Queen May-and Alice.

**Witch:** Drat, never mind I'll take care of those interfering fools. Listen carefully, you must capture Alice for me. Do you understand me.

**Bill/Ben:** We obey your commands.

**Alice:** *(Offstage calling)* Queen May, Simon, Alan, Bill, Ben where are you.

**Bill/Ben:** We-are-in-here-Alice.

**Witch:** I'll hide over there. *(She stands in the wings)*

*(Alice enters)*

**Alice:** There you are. Have you seen the others ?

**Bill/Ben:** No-we-have-not.

**Alice:** Are you all right you sound like a public service announcement on {local TV or radio station}?

*(The Witch re-emerges)*

**Witch:** Grab her! *(Bill & Ben grab Alice)*

**Alice:** Bill, Ben! what's happening ?

**Witch:** Ha, Ha, Ha, So you are Alice are you? Allow me to introduce myself. I'm Queen of the Badlands *(SFX)* and soon to be Queen of the whole universe. Ha, Ha, Ha. Did you really think you could defeat the most powerful Witch who ever lived. Huh! Are you the best that Humanland could send, you're not exactly a Power Ranger {or name of topical children's superhero} are you? You two, take her to the dungeons.

**Bill/Ben:** We-obey.

*(Alice is led screaming off S/R)*

**Witch:** Ha, Ha, Ha. Now to find and deal with those other interfering fools.

# Alice in Pantoland

## ALICE IN PANTOLAND

### Act 2 Scene 2

*(Front of Tabs. This scene follows on directly from Scene 1. Victor, Frank'nSteve, Dick, Hetty and Kong enter.)*

**Dick:** Did you hear that, we must help that poor girl.

**Victor:** I don't know, I've never got involved with a human's affairs before.

**F/S:** (F) Well I think we should help  
(S) I suppose there's a first time for everything  
(F) What, us helping humans?  
(S) No, YOU thinking!

**Hetty:** That tall thin one looked rather dishy.

**Kong:** All right then, let's give it a go!

*(Enter Bill, Ben and Alice, they are each holding one of Alice's arms. Alice is struggling. Bill and Ben can say their dialogue in a mechanical way, but perhaps not too exaggerated)*

**Alice:** Let me go, what's happened to you.

*(Frank'nSteve approaches Bill, Ben and Alice)*

**F/S:** (F) Let her go  
(S) Yes, let her go!

**Bill:** I've heard about you, Frank'nSteve isn't it? I was told one of you was a genius and the other one was stupid - Now let me see which was which?

**F/S:** (F) That's easy, I'm the clever one  
(S) In your dreams - I'm the genius  
(F) Oh no you're not  
(S) Oh yes I am  
(F) Not  
(S) Are  
(F) Am  
(S) Am not

*(Frank'nSteve staggers off arguing and fighting himself, Hetty approaches Bill, Ben and Alice roaring loudly)*

**Ben:** I say what a lovely girl, why not come over here darling and give us a snog.  
*(Hetty goes all shy and runs off giggling)*

*(Dick approaches Bill, Ben and Alice)*

**Dick:** Let her go you two or I'll, I'll, I'll ...

**Bill:** Look what I've got, a nice juicy orange!

**Dick:** Arrghhhhh! *(He runs off)*

**Ben:** Why did he do that?

**Bill:** Because there's nothing quite so tasty as Duck in orange sauce.

*(Kong approaches Bill, Ben and Alice, growling threateningly)*

## Alice in Pantoland

**Ben:** Here, take this. *(He gives Kong a picture, Kong exits weeping)*

**Bill:** What was that?

**Ben:** A picture of Fay Wray, his old girlfriend.

*(Victor approaches Bill, Ben and Alice)*

**Bill:** *(Producing and waving a piece of meat at him)* Back I say!

**Victor:** *(Cowering and creeping away)* Oh no, not that, keep away! *(He exits)*

**Ben:** And what was that all about?

**Bill:** Don't you know the best way to kill a vampire is with a steak!

*(Fairy Nuff enters)*

**Nuff:** Oh there you are, I've been looking everywhere for you

**Ben:** Get lost you worn out Christmas tree decoration you!

**Bill:** Yeah, scarper miss fairy failure

**Nuff:** What's up fellas, you're not usually quite this rude.

**Alice:** It's the Witch, she's put them under her spell, go quickly Fairy Nuff and tell the others.

**Nuff:** NO!  
I must try and try and concentrate well  
And perhaps I can remove the Witch's spell  
Bill and Ben the spell is broken  
I, fairy Nuff, have spoken!

**Bill:** How did we get here? What happened?

**Ben:** What a horrible nightmare, I dreamt that we were taking Alice to the Witch's dungeons

**Alice:** It was no dream, the wicked Witch put a spell on you, but Nuff set you free.  
That was great Nuff, you're getting better all the time.

**Nuff:** I know it seems that I'm getting better  
But sometimes my words -uh - don't go right.

**Alice:** Right then, now we must go to the castle and find those wands and we haven't much time left. Follow me!

*(They start to exit)*

**Bill:** Oooer, I hope we don't meet the Witch again.

**Ben:** Don't worry, we'll be OK now!

*(They exit, Hook and the pirates enter from the opposite side)*

**Roberts:** I don't like it here Cap'n, can't we go back!

**Morgan:** Yes, come on Cap'n, let's go back to the 'Lintern Inn' *(change to name of a local disreputable Pub)*

## Alice in Pantoland

**Martini:** Yes Cap'n, it's your round.

**Bonny:** Well oh great leader, what shall we do now then?

**Bosun:** Quiet, the Captain's thinking.

**Hook:** NO! I want revenge, so come on you spineless shower. We're the baddest baddies what ever badded! Even so we mustn't relax an instant, you're all on watch! Report anything directly to me OK?

**Crew:** YO!

*(Music for pirates Song 9 - tune adapted from 'I am the Music man and I can Play' - a traditional song - using the chorus part as used in the recent hit 'Star Trekking'). The crew sing the words whilst Hook goes to look.)*

Big wave on the starboard bow, starboard bow, starboard bow.

Big wave on the starboard bow, starboard bow, Cap'n.

*(Hook looks offstage and is hit by water)*

*(Chorus)*

We're Pirates, we sail the seven seas

Don't have time to take a bath so we've got dirty knees

We're Pirates, we sail the seven seas

We got lots of little pets like nits and bugs and fleas!

Flying fish on the portside bow, portside bow, portside bow.

Flying fish on the portside bow, portside bow, Cap'n

*(Hook looks off and is hit with a fish)*

We're Pirates, we sail the seven seas

Don't have time to take a bath so we've got dirty knees

We're Pirates, we sail the seven seas

We got lots of little pets like nits and bugs and fleas!

Octopuses in the stern, in the stern, in the stern.

Octopuses in the stern, in the stern Cap'n

*(Hook is attacked by an octopus - through centre tabs and is dragged off, whilst off he can be fitted with a seagull device ready for the next verse)*

We're Pirates, we sail the seven seas

Don't have time to take a bath so we've got dirty knees

We're Pirates, we sail the seven seas

We got lots of little pets like nits and bugs and fleas!

Seagulls flying overhead, overhead, overhead.

Seagulls flying overhead, overhead, Cap'n.

*(Hook is muted on, end of song)*

**Hook:** Oh come on there be no time fer frivolity, we'll set up an ambush and attack whoever comes along.

**Crew:** YO!

*(They exit.)*

# Alice in Pantoland

## Act 2 Scene 3

*(Castle Badia, gloomy. The wands are suspended centre stage, possibly half way back. Simon enters followed by Alice, Alan, Bill, Ben and Nuff)*

**Simon:** Knock, knock

**Audience:** Who's there

**Simon:** Felix

**Audience:** Felix Who

**Simon:** Felix my ice cream once more then I'm gonna thump him!

**Alan:** Where's the Queen got to now? She's always late

**Alice:** Oh look a bike, if we take it with us it might come in useful when we make our escape *(she goes towards it)*

**Audience:** Nickers!

*(Queen enters)*

**Queen:** Oh thanks, you're superfandabulous. Now where are those wands?

*(A light picks out the wands, everyone looks around, the audience will start shouting advice 'there, up there, behind you' etc. Everyone moves towards the audience and as they do the wands drop down lower behind them, audience become frantic, wands rise, everyone looks around puzzled with various comments - 'where', 'what', 'over there' etc. as they move back on the stage. Again they move forward and again the wands lower, but rise before the cast turn round. This can happen a third time if required. Then they all see the wands and gather round making ineffectual jumps to try to reach them. The Queen climbs on Simon's shoulders but her skirt/dress covers his head)*

**Simon:** Ohh, it's dark in here! *(He staggers round and exits into the wings, loud SFX crashing noises, they return unsteadily, Queen pushing/hitting Simon)*

*(They form a pyramid with Bill, Ben and Alan making the 'base' and Nuff climbing on them, it wobbles and collapses. - Omit if cast are not able to perform these acrobatic actions!)*

**Alice:** This is no good we must all work together!

**Nuff:** Make a wish and shut your eyes tight  
Then maybe this will turn out right

*(They close their eyes and take up exaggerated postures whilst 'wishing'. The wands lower.)*

**Nuff:** It worked, it worked!

**Queen:** Now let's make like a tree and leave!

**Simon:** Yes, before the ghosts and ghoulies come

**Queen:** There's nothing worse than being caught by the *(pause)* ghosties

**Alan:** Well lets split up and find the way out.

**All:** Right Ho, OK, Hurry up, I'll go this way ... etc.



## Alice in Pantoland

*(Everyone except the Queen exits, Octo and Victor enter accompanied by some ghosts/ghouls and other creatures. - Any of the others, Dick, Heity, Kong or Frank'nSteve may also enter if wished)*

**Octo:** I say, would you be so kind as to be my prisoner.

**Queen:** Oh no I'm not, I don't give in without a fight. *(Hits Octo over the head)*

**Octo:** Uh, Nuh, Fight Umm, OK, Me bang, bang 92

**Victor:** He say's if that's what you want then he's only too happy to oblige! He says he was World Pistol Champion of 1992, so get ready.

**Queen:** Oh yeah, well I've studied the marital arts I have!

**Victor:** What you going to do, kiss him to death?

**Queen:** I've a black belt in Origami, so there!

**Octo:** No frighten me.

*(A set of duelling pistols is produced. Octo and the Queen gather in the centre of the stage, Victor is the Referee, he offers the pistols to the Queen.)*

**Victor:** Choose your weapons.

**Queen:** *(Takes both pistols)* I'll have these two.

**Victor:** No, no. You just get one.

**Queen:** *(Fires one into the air)* That one don't sound too good, you have it. *(Gives it to Octo, they start to walk away).* I'll have this one.

**Victor:** Wait, I'll have to reload it first *(He take the pistol and shakes powder and shot into it).* Right then. Stand back to back and when I start counting you each take five paces then turn and shoot at will.

*(The Queen and Octo stand centre stage back to back, Victor starts to count 1, 2, 3, 4, 5. On 1 The Queen takes one step forward, spins round and then paces out the rest of the steps close behind Octo so that when he turns on the call 5 he is looking down the barrel of Queen's pistol).*

**Octo:** Ahhhh! *(He covers his head and trembles)*

**Victor:** *(To Queen)* No, no, no, no. You must go the other way. Now let's start again!

*(They take their positions and this time as Victor counts 1, 2, 3, 4, 5 The Queen walks each step backwards, on 5 she turns and runs around Octo as he turns so that she is always behind him. He is puzzled and scratches his head, then turns and again finds the pistol in his face. He covers his head again as he screams)*

**Victor:** Madam, please concentrate - Octo will go that way, you will go the other way, yes?

**Queen:** If you say so.

*(They stand back to back, once more Victor calls out 1, 2, 3, 4, 5. The Queen and Octo pace out the steps, then turn. Octo raises his pistol and fires - a roll pops out of the pistol with the message 'BLANK' on it. The queen points her pistol and fires - nothing happens, she turns it towards her and looks down the barrel)*

## Alice in Pantoland

**Queen:** I think I can see the problem, this should free it. *(She hits the pistol several times, then, while still struggling with it, fires it over her shoulder. SFX of several ricochets is heard, the cast follow the path of the bullet around the theatre ending upwards towards the wings. Loud quacking SFX and a 'duck' falls onto the stage.)*

**Victor:** For the last time. Reload your weapons and get ready!

**Queen:** Look its not my fault if the silly thing jammed, let me use my one - its more reliable!

**Victor:** All right, go and get it then!

*(The Queen exits into the wings and returns pulling a huge cannon, it's barrel alone is bigger than Octo's head.)*

**Octo:** Are you using the ammunition that conforms to DBS 107?

**Queen:** The what?

**Octo:** The DBS - Duelling Board Standard

**Queen:** Of course. Look for yourself.

*(Octo puts his head into the cannon, the Queen looks at the audience)*

**Queen:** Shall I?

**Audience:** YES

**Queen:** Oh no I can't, it would be too cruel! Shall I?

**Audience:** YES!

**Queen:** Oh why not!

*(She pulls the cord and the cannon fires - loud 'bang' - Octo pulls his head out with dirty face, smoke etc.)*

**Octo:** I've had enough of this, if you won't play fair then neither will I. *(Octo gets his web - see production notes - and gives her one end of it). Hold this a minute.*

**Queen:** Certainly

*(Octo winds it round her so she cannot move. Octo exits followed by the chorus, three or four of them staggering off carrying the Queen. Enter Simon, stage left)*

**Simon:** Knock, knock

**Audience:** Who's there

**Dameon:** *(Who has entered while audience was shouting)* Dameon

**Simon:** No, no, no, that's not right, who said that!

**Dameon:** I did

**Simon:** Oh blimey, it's *(unpopular character - Saddam Hussein?)*

**Dameon:** Foolish fellow, 'tis your darkest hour,  
For my Black Magic has you in its power

## Alice in Pantoland

- Simon:** (Sings) 'That old black magic has me in its spell, that old black magic that you do so well'. Oh I like Black Magic, 'specially the coffee cremes
- Dameon:** (*Waving hands mysteriously*) Abracadabra! (*Simon goes under the spell*) Now you are a frog.
- Simon:** (*Hopping around the stage*) Oooh, I'm hopping mad!
- Dameon:** Now you are a chicken.
- Simon:** (*Walking like a chicken*) I really feel foul
- Dameon:** And now you are a dog
- Simon:** (*On all fours goes to Dameon and cocks a back leg*) Every dog has his day!
- Dameon:** (*Shaking leg, takes a small stick from his pocket and throws it off stage*) Fetch!
- Simon:** (*Chasing after it*) Woof
- Dameon:** (*Exiting after Simon*) Ha, ha, ha...

(*Enter Alan and Fairy Nuff from the opposite side that Dameon exited*)

- Alan:** (*Waving the sword around*) I feel silly carrying this sword.
- Nuff:** Ogden will protect you, never fear
- Alan:** But I've never used a sword before
- Nuff:** But I overheard you telling Queen May you were good at fencing
- Alan:** Oh that. I was talking about garden fencing, with trellises and gates and things.
- Nuff:** Oh dear. but I know! I'll hypnotise you into becoming the best swordsman in the world. Look into my eyes (*he does, Nuff makes mysterious passes with her hands*) You are going to sleep. sleep. Now you are under my control, when I click my fingers you will awake and you will be the best swordsman in the world. Awake (*she clicks her fingers*)
- Alan:** (*Making confident movements with the sword*) I feel great

(*Enter Aba*)

- Aba:** Ah ha!, so you want to play eh?

(*He produces a large scimitar, which he brandishes, they exchange a few parries. Alan is superb, yawns and covers mouth almost without looking at Aba. Aba is furious*)

- Aba:** You young whippersnapper, I'll crush you like this.

(*He snaps his fingers, the Alan is no longer hypnotised and is now an incompetent fighter, he chases Alan around the stage. Alan comes up to Nuff who clicks her fingers - Alan is now excellent again, he turn and fences with Aba, taking a drink, jumping on the table etc. Aba is annoyed*)

- Aba:** You upstart, you're not worth that.

## Alice in Pantoland

*(He snaps his fingers - Alan is again incompetent and is chased around the stage. this time in his panic Alan bumps into Nuff who is knocked into the wings (exits) and the sword is dropped, Aba has Alan at sword point)*

**Aba:** I have you now, we'll go and find the Witch and see what she wants done with you. Come on scum.

*(They exit, from the opposite side Alice enters)*

**Alice:** I've found the way out, but there's nobody here now!

**Witch:** Wrong! I'm here.

**Alice:** Help, Help!

**Witch:** There's no help for you child! Come hither comrades!

*(Octo enters with the Queen still tied up - possibly on sack trucks? - Dameon enters with Simon on a lead, still acting like a dog)*

**Simon:** *(Stops and looks at audience)* I Hate Leads, *(few steps, then stops and looks at them again)* And I'm not too keen on Sheffield either!

*(Aba brings on Alan at sword point, members of the chorus accompany them if required)*

**Witch:** So who is going to help you now eh?

*(Apart from Aba who still guards Alan, everyone surrounds Alice forcing her to retreat towards the back of the stage, very slowly and menacingly)*

**Alice:** No, no , get back. Ohh all is lost!

*(Enter Fairy Nuff, unseen by the baddies, she goes to the front of the stage)*

**Nuff:** My magic is of no use here  
There is but one thing that they fear  
That is human's belief in Pantomime  
So now my friends, has come the time  
Shout out now and don't be slow  
Panto. Panto. Panto, Panto .....

*(Fairy Nuff and audience keep chanting 'Panto', the baddies, cover their ears, scream, gasp etc.)*

**Witch:** My power, it's fading ....

**Dameon:** This is all your fault witch!

*(The baddies collapse)*

**Alice:** We've won!

*(Very quickly, Fairy Nuff waves wand to free Simon, Alan releases Queen)*

**Nuff:** *(To baddies)* And now, your punishments! First Octo, poor misguided fool. you are banished to the cave of eternal darkness! *(waves wand)*

**Octo:** Oooh lovely, thank you, thank you .. *(He backs off bowing to Fairy Nuff)*

**Nuff:** And Abanazaah, you will be boo'd by audiences in every Panto you ever do. yes, even in {local place}!

## Alice in Pantoland

- Aba:** No, no ! *(covers ears and runs off)*
- Nuff:** Dameon, I have decided on what will be your fate. It is the worst thing that could happen to you!
- Dameon:** Not .. not, the pits of hell
- Nuff:** No, worse than that, you will become a Redcoat at Butlins!
- Dameon:** You, you, you ... *(exits shaking fist at Fairy Nuff)*
- Nuff:** And now Witch, the harshest punishment of all for you!
- Witch:** Do your worst, you don't scare me!
- Nuff:** For the rest of your life you will appear in Panto ....
- Witch:** You call that a punishment!
- Nuff:** ..... with Lionel Blair!
- Witch:** *(Screams)* Nooooooooo! *(exits)*
- Queen:** Phew! I thought we'd had it for a moment, but we've got the wands, the Witch and her friends have been beaten. All we've got to do now is get the wands back to the fairies, then get them to free the Pantolians and we can all live happily.
- Nuff:** I must go now and free my fairy friends,  
For goodness has triumphed in the end,  
And look, now I'm doing it all the time,  
When I speak it all comes out in rhyme.

*(General happiness, amusement, congratulations as tabs close)*

# Alice in Pantoland

## Act 2 Scene 4

*(The Pirates enter stealthily)*

**Hook:** Right, we'll set up our ambush here.

*(They hide, some each side of the stage and perhaps one or two in the audience. Nuff, Queen, Bill and Ben - if they are not doubling as Batman and Robin - and Simon enter. Stride centre stage where the Pirates attack - soon they are surrounded)*

**Hook:** Ah Har my little pretty one, we have 'e now, so hand over them wands less'n you wants to be shark bait!

**Simon:** You'll never get away with this, Alan will fight you all! Alan? Alan where are you?

**Queen:** It's no good, we're helpless. Nuff, only you can save us now!

**Nuff:** Things look bad, and goodness knows  
What we need is a couple of heroes  
Now with my magic there'll be no more sobbing  
To save us now I'll summon Batman and Robin

*(Batman music starts, enter the two superheroes who fight the pirates in typical fashion - every time a punch is thrown - wide of the mark - the prompt holds up a card with various words - Zzap!, Blam, Smash, Crunch etc. written on them. Hook remains on stage but the Pirates flee and are chased up each end aisle, down the centre aisle and out through the S/L exit. Batman and Robin return to the stage where Hook waits.)*

**Hook:** Let's see how good you are against a real man!

*(A brief fight ensues between Batman and Hook, Batman makes Hook look foolish, there is a pause and Robin creeps behind Hook with a large crocodile which he attaches to Hook's coat)*

**Batman:** Behind you.

**Hook:** I'm not falling for that old one.

*(The others on stage start to go 'tick tock, tick tock' Hook is horrified and looks over his shoulder and sees the crocodile)*

**Hook:** 'Oh no, it's the crocodile *(He runs off in a panic)*

**Batman:** Well boy wonder, another victory for the forces of good!

**Robin:** Holy tights Batman, we'd better get back to the bat cave. Albert might be worried about us.

**Batman:** You're right Robin, to the Batmobile!

*(Batman & Robin run off to their theme music.)*

**Queen:** Nuff, that was supertastic. You really are a true fairy. Thank you.

**Nuff:** Think nothing of it. my fine friends  
I'm glad I could help and now let us hurry away to make sure that this story is a happy one when eventually it ends.  
*(To audience)* Well, nobody's perfect **all** the time!

*(They all exit)*

# Alice in Pantoland

## Act 2 Scene 5

*(Front of Tabs. This is a love scene between Alan and Alice. It is a very stop-go dialogue, as both Alan and Alice are nervous about expressing their feelings and as each tries to say how they feel they are looking for a positive response from the other, preferably having the other make the first move. Although it could be played humorously it would be more effective if played for pathos, this then increases the effect of the song at the end.)*

*Alice enters closely followed by Alan.*

Alan: Alice, please wait a minute.

Alice: Certainly, what do you want?

Alan: Oh, nothing, well actually ..

Alice: *(Eagerly)* Yes?

Alan: I was wondering, that is, I was thinking ..

Alice: Thinking what Alan?

Alan: Er, it was just an idea, I mean, no, perhaps not, it's too silly.

Alice: No. I'm sure it's not.

Alan: It's not?

Alice: Well, it might not be, if I knew what it was.

Alan: It's just, just ..

Alice: Go on.

Alan: I was just thinking, that is hoping, well more wishing really ..

Alice: Oh so was I

Alan: You were! Um, what were you wishing.

Alice: No, you first.

Alan: No, no, after you.

Alice: Maybe it's not that important.

Alan: It's not? I mean, what isn't

Alice: It's just, well, you know, after all we've been through I felt, sort of, sort of ..

Alan: Like sort of, special?

Alice: Yes, but I suppose anybody would feel that way after an adventure like ours.

Alan: They would? Oh yes, they would! But I felt that there was something more ...

Alice: More?

Alan: Perhaps its just me..

Alice: Oh no, I do too.

Alan: Really! er, do too how?

## Alice in Pantoland

Alice: You know, feel. About us, more special.

*(Music starts)*

Alan: *(Takes courage)* Then why go back, why not stay here.

Alice: But I must go back, my family, they'll be looking for me. You could come back with me..

Alan: What would I do? where would I stay? How would I live?

Alice: I'm going to miss you.

Alan: You will! So will I

*Song 10 - 'We'll Meet Again'*

Alan: Alice, don't go, Please - don't go.

*(Alice runs off, followed slowly by Alan. Simon enters)*

Simon: Knock, knock

Audience: Who's there

Simon: Nellie

Audience: Nellie who?

Simon: N'eliphant ate my sandwiches! *(Music starts for house song - Song 11 - 'Simple Simon Says', - for alternative see production notes - Simon sings intro plus one verse which gets audience to 'Put your hands in the air' etc.)*  
No, no this won't do, when I sing 'Put your hands in the air I want to see everyone's hands waving in the air. I think I need some help. Mum. Bill. Ben. Nuff where are you!

*(Enter Queen, Bill, Ben and Fairy Nuff - note: Dick Victor & co. could also take part if required)*

Queen: Just powdering my nose. What is it now?

Simon: I need help with my song, Nuff, can you magic up some words? *(Fairy Nuff waves wand and two fairies bring on the words). Let's try it (Music, song and verse)*

Queen: Not bad, but my side was best

Simon: Oh no they weren't

Queen: Oh yes we were

Simon *(and his half of the audience)* Oh no they weren't

Queen: *(and her half of the audience)* Oh yes we were.

Bill: I know we'll have a competition, we'll take this half

Simon: And we'll take this half.

Queen: If we have a competition then we've got to have a prize

Simon: Yes, but what?



## Alice in Pantoland

**Queen:** *(Spots the beanstalk S/L)* Maybe there's something over here on that beanstalk, lets see.

*(Queen and Simon go to the beanstalk, Queen moves a leaf to reveal a trainer)*

**Simon:** What's that?

**Queen:** A runner bean. *(laughs, she moves another leaf to reveal a tin)*

**Simon:** Don't tell me!

**Queen:** Yes! It's a tin of baked beans! *(laughs, moves a leaf to reveal a huge bean with a scarf around it)*

**Simon:** And that one?

**Queen:** It's a chilli bean *(laughs, moves another leaf to reveal a jelly)* Oh look ... a jelly bean!

**Simon:** You're right and here's lots more *(pulls handful of real jelly beans out of the tub)* we can use these as prizes!

**Queen:** Good idea, now let's get on with the competition.

**Simon:** And my half'll go first 'cos it's my song!

*(Music and song is played twice once for each half of the audience)*

**Simon:** Both sides were good, but do you know who were best?

**Others:** No

**Simon:** The children! Let's get them up here to show the Mums and Dads how it's done.

*(Children are brought from the audience, song is sung, children are returned to the audience)*

**Queen:** You're right they were great. But we must return to Pantoland now *(to audience)* See you later, bye!

*(Everyone exits)*

# Alice in Pantoland

## Act 2 Scene 6

*(This scene is the final scene and walkdown.)*

*The curtains open and the Pantolians are revealed in their 'frozen' positions as of Act 1 scenes 2 & 6. Incidental music starts as the curtains are opened and Alice and the fairies enter. They circle the Pantolians waving their wands. One by one the Pantolians recover. Alice greets them.)*

*(Music fades but continues, chorus can sing 'ahhs', Enter Alice's Parents)*

**Mum/Dad:** ALICE!

**Alice:** Mother, Father! *(she runs and greets them)*

**Dad:** We've been looking everywhere for you.

**Mum:** And now we can go home

**Dad:** And you'll never guess what!

**Mum:** We found your long lost cousin here!

**Dad:** And he's coming back to live with us!

**Mum:** *(Looking towards wings)* Here he comes now!

*(Alan enters)*

**Alice:** Alan!

**Alan:** Alice!

*(They hug each other)*

**Dad:** Have you two met before?

*(Music swells and becomes Finale (Song 1), Cast take up tableau pose at end of song. Tabs close, music for walkdown - possibly brief medley of the songs used - starts, Tabs open, walkdown, when all cast have taken bows:-)*

**Bill:** It's very late, it's time for us to go to bed

**Ben:** And there's really nothing more that has to be said

**Simon:** Except, take care as you journey home

**Witch:** And I hope I meet you when you're on your own

**Nuff:** Huh, Your power has gone, you frighten us no more.

**Alan:** And I will always be with the one that I adore

**Alice:** Be good and gentle people, for we all love those.

**Queen:** Now let's get away quick, before the pubs all close.

*(Reprise finale song, - END)*

# PRODUCTION NOTES

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## General Introduction

Alice was first performed by Minehead Panto People 1995/6 at the Regal Theatre in Minehead. These notes are based on that production. The overall running time was 3 hours - including a 20 minute interval. There was a full cast, although many cameo and shorter parts were doubled up. These production notes are intended to help anyone considering performing this show and give some information about how each effect was achieved. There may be better alternatives!

It is an easy option to remove some of the sections in order to perform the Pantomime with a smaller cast and/or reduce the running time.

- a) The pirates and their sub plot can be omitted by removing all references to them. this would mean 1 main character and 5 smaller parts less, estimated time saving is 25 minutes
- b) The creatures in Act 2 can be omitted. a saving of 5 small roles and approximately 20 minutes less running time.

## Synopsis of Scenes

### ACT 1

Prologue Front of Tabs (FOT). A Humankind country scene - this is optional.

Scene 1 - A part of the Badlands - FOT

Scene 2 - Goodyville

Scene 3 - Humanland - FOT

Scene 4 - The Fairy Dell

Scene 5 - On the way to Castle Badia - FOT

Scene 6 - Goodyville

Scene 7 - A Street in Goodyville - FOT

Scene 8 - The Palace Kitchen

### ACT 2

Scene 1 - The Badlands

Scene 2 - A Lane in the Badlands - FOT

Scene 3 - Inside Castle Badia

Scene 4 - The Pirate Ambush

Scene 5 - Sweet Goodbyes, A Path Near Goodyville - FOT

Scene 6 - Goodyville

FOT is short for 'Front of Tabs'

S/L and S/R are used for 'Stage Left' and 'Stage Right' respectively.

Goodyville: This is a colourful, medieval type of village.

Badlands: This is a dark forest-like place.

Fairy Dell: This is a woodland, cheerful place.

Castle Badia: This is gloomy, dark and gothic.

# PRODUCTION NOTES

## Production Notes by Scenes.

### ACT 1.

#### Scene 1 page 2. Witch Whey's entrance.

A model of the Witch on a broomstick, suspended on a wire, can be released from the rear of the auditorium. The model runs to stage left, and the end of the run is hidden by a box or curtain. As the model reaches the stage a loud Pyro flash and thunder/lightning are heard.

#### Scene 1 page 2. Baddies entrance.

Pyro flashes if possible for each Baddie entrance. If not then loud thunder/lightning and flashing lights as they come through audience. (*see lighting plot*)

#### Scene 2 page 4. Chamberlain's notice.

This needs to be large enough to be seen and to cover Simon's playing card, used in his trick. Alternatively it could be fixed and just be revealed by the Chamberlain, by removing a curtain.

The Chamberlain's cast list is important as it also hides Simple Simon's card, used in his trick. It was found that a Velcro strip fixed onto the scenery and attached to the back of the card worked well. This also meant that the list could be removed for the other scenes. A paper clip held Simon's card in place behind it, until he removed it.

#### Scene 2 page 5. Simple Simon's entrance

The backflips are performed by a gymnast dressed as Simon! (*These are optional*)

Simon's magic trick can be omitted, but was included to develop audience participation.

The suggested trick works as follows:

Simon has a set of playing cards (the larger the better) the TOP card must be the same as the one that is behind the cast list. The helper (child from the audience) thinks of a number between 1-5. Simon then counts out that number dealing the cards from one hand to the other, placing the cards on top of each other, face down.

He replaces them on top of the remaining cards - the top card is now the required number of cards down - saying to the helper 'now it's your turn.' The helper then deals them from one hand to the other counting out the chosen number - which stops when the card that was the top card is again back on top!

This card is then shown to the audience without Simon seeing it. Simon then can reveal his card by one of the following:

- i) Removing it from behind the cast list
- ii) Taking it out of his pocket
- iii) Lowering it from above
- iv) Opening a sealed envelope.

#### Scene 2 page 7. Bill/Ben's cart.

The cart has to be large enough to carry props, about pram size would do with wooden sides and labelled 'Der Fasten Fooden'. The 'sauce' bottles can be fairy liquid bottles painted red and brown. The mustard bottle was made by using a fairy liquid bottle with the base of another bottle cut off and glued to the top of the main bottle (the hole was made in the bottom section so that the top of the main bottle could squirt out). Then the top of the second bottle was glued to the base of the main bottle to make a false top. In this way the bottle was reversed and would squirt up into the 2nd Pantolian's face.

#### Scene2 page 12. The running gag.

The easier the routine the better. Stand facing a partner.

- 1) Pat right hand with partners right hand
- 2) Pat left hand with partners left hand
- 3) Roll your hands over and over.
- 4) Pinch your partners nose.

## PRODUCTION NOTES

### **Scene 2 page 14. The Earthlift.**

This is never seen by the audience but the exit used for the Earthlift could be made to look a bit different.

### **Scene 4 page 19. The Wands.**

There are two sets of wands required, one for use by the fairies, and another set for the cage scene.

### **Scene 4 page 19. Nuff's Wand.**

The wand is similar to the others but must be seen to straighten up as she says her rhymes. This can be done by threading a wire through the wand and connecting the end to the top so that when the wire is pulled the top of the wand moves.

### **Scene 6 page 24. Alan's Transformation.**

This happens front of tabs and using a Pyro to mask the exchange, the horse can go through the tabs and change places with Alan.

### **Scene 8 page 32. The Slapstick Scene.**

This slapstick scene was placed at the end of act one so that the stage and players can be cleaned up and have their makeup touched up during the interval. Their costumes could also be wiped or changed if necessary. The scene is made up of 'sections' to create the whole and if necessary some of these sections can be omitted. If aprons are to be used they should be comical and not look as if they have been put on just to stop the costumes from getting dirty.

A soda siphon was provided by a local public house.

The snake charmer's flute can be any strange looking object/pipe/horn

A baby bath stand was used for the 'bowl of water' - don't forget the towels!

The dining table and contents are straightforward - mixing bowl and spoon, flour, pastry.

The plates that are to be broken can be made from Plaster of Paris by using paper plates as moulds and pouring on a thin and watery layer of plaster..

The sausages can be made using foam paint rollers painted sausage colour and strung on rope. A fishing line can be used to pull them, a hook/eye system was used to allow them to be released by the Dame. The sausage can be two dimensional, cut out of hardboard and painted.

The eggs are plastic Ping-Pong balls or hard boiled eggs that will not splatter if dropped accidentally! The one broken over Simon's head is a real egg that can be emptied by making a small hole in the bottom to empty the yoke. This can then be broken over his head.

The custard pies are awkward as they have to be left for some time before they are used, the stage custard pie foam disappears too quickly but can be used in the trifle, shaving foam was used as an alternative.

The mangle was a large prop mangle (left over from a production of Aladdin) with two rollers and turning handle. A 'flat' cardboard squashed cat shape was cut out and painted and an exaggerated flat arm was similarly made and painted in the style of the Dame's costume.

The pudding can be made using a huge saucepan (or stage pot) with an extra large balloon inside which was attached to a car pump. The pump needs a release mechanism to allow the air to go out and the pudding to fall. By pumping the air in the pudding rose and by controlling the valve the pudding sank.

## PRODUCTION NOTES

The Exploding oven was a hardboard rectangular box painted to look like an oven. At least one panel has to be operable for the front 'door'. The two ends and the front were hinged at the bottom and a release mechanism held them in place. A Pyro placed inside it was let off and the sides were simultaneously released so the whole device 'blew up'. A smoke machine provided the build up of it 'smoking'. A dummy dressed in a replica of the Queen's clothing was attached to a wire and when the oven exploded it was thrown in the air and pulled off S/L. Meanwhile the real Queen went round the back of the stage in order to reappear from the same place.

The brushes were made from broom handles with large foam heads (to prevent injury!) which were then painted to represent bristles.

An alternative to the exercise bike is to use a pair of old fashioned bellows, Bill can kneel down and blow the oven and Ben can use his imagination with the bellows.

As there are many movements in this scene it may be an idea to run it through using paper tags to represent the characters and move these around on a table top to clarify the sequence of movements.

### ACT 2

#### Scene 2 page 45. The Pirate Song Props.

The Water was simply a bucket of torn up paper thrown over Hook from offstage

The Fish was a large plastic model borrowed from a local fishmonger.

The Octopus tentacle was made from a hose pipe and covered with paper, painted and pushed through the centre of the tabs. Hook grabbed it, wound it round his neck and gave it the appearance of motion and pulling him off.

Whilst he was off he was fitted with a harness on his shoulders which supported a stiff wire going up about two foot and a 'seagull' at the end. A trapdoor was built into the bird and a release lever was fitted to the harness. Hook reappeared for the 'Seagulls flying overhead' line of the song and at the appropriate moment Hook pulled the lever and the seagull dumped on him.

#### Scene 3 page 46. The Cage of Wands.

This cage is suspended centre front stage by a pulley and rope which was operated from the side of the stage. As the players move downstage the cage is lowered, as they move towards the cage it is raised until it is left just out of reach.

The pyramid may be omitted if the cast feel it is too difficult.

The (second) set of wands was wired together and hooked inside the cage (which was an old bird cage) so they could be easily removed.

#### Scene 3 page 47. The Duelling Pistols

These prop pistols can still be purchased, but tend to be rather small. Using a piece of tubing, doweling rod, fine silk for the note, hardboard cut out side shapes, elastic and a paper clip for a firing pin, a larger and more effective gun can be made.

#### Scene 3 page 48. The Cannon

The cannon was made using fibreglass and a wooden base with toy scooter wheels. A false chamber was made at the back which housed a **low power** (smoke only) Pyro. The diameter of the barrel has to be large enough for Octo to put his head inside and contains a sponge with black make up on it to give Octo a smoky face when he removes his head. Although this is a major prop for only a small appearance it is extremely effective and worth the effort - in our performance it was usually greeted by a round of applause!

## **PRODUCTION NOTES**

### **Scene 3 Page 48 Octo's Web**

This can be a piece of twine on a roll, but we found that using a can of 'silly string' was very effective. Sack trucks can usually be borrowed from a local (removals) company

### **Scene 5 page 55 The Beanstalk**

This can be a normal feature of the scenery, situated S/R or S/L at the front of the stage or even to one side of it and is essentially a large pot with a leafy beanstalk growing up approx. 6 - 10 foot. The props can either be attached to the stalk or hidden in the pot.

### **Scene 5 page 55 The Songsheet**

This can be a large banner affair which can then be brought on by Bill and Ben and unfurled.

## PRODUCTION NOTES

### Properties

#### ACT 1

- SCENE 1. i) Model witch on broomstick, flies over audience.  
Witch Whey: Broomstick, Spellbook.
- SCENE 2. i) List of theatres and cast.  
Simple Simon: Large playing cards, sweet for prize.  
ii) Bicycle with basket for Dame containing a packet of crisps  
bottle of Mackeson and any of the following (as required):  
Lamp - Aladdin  
Pumpkin - Cinderella  
(can of ?) Beans - Jack and the beanstalk  
Small pair of boots - Puss in boots  
Golden egg - Mother Goose  
Bowl of porridge - Goldilocks  
Seven little pick axes - Snow White 7 Dwarves  
Spinning wheel needle - Sleeping beauty.  
iii) Fast food cart for Bill & Ben containing:  
Oven gloves for "Hot Dog"  
Leaping frog "Toad in the hole"  
A large empty bun "Hamburger Surprise"  
Long balloon, plate with shaving foam and a pin on the plate  
- Bangers'n mash.  
Three squeeze sauce bottles brown, red and yellow.  
(The yellow one squirts backwards).  
Large packet of crisps with a toy plane inside  
Smoking metal can.

Page 13. Witch Whey - Handful of glitter.

#### SCENE 3.

Alice: Wicker basket (Inside: Story book, purse.)  
Albert: Butterfly net.

#### SCENE 4.

Dancers (Fairies): Wands.  
Fairy Queen: Special wand.  
Fairy Nuff: Wand  
Witch Whey: Glitter for spell, cage for wands.

#### SCENE 7.

Witch Whey: Glitter.  
Hook: Short piece of rope.  
Bosun: Whistle.  
Miles T: Tea bag  
Martini: Bottle of "Morgan's" rum.  
Blind Phew: Telescope and eye-patch.



## PRODUCTION NOTES

### SCENE 8

- Large Props: Three tables, mangle, exploding cooker, Dummy dressed as Queen May, 4 brushes (1 normal, 3 have foam ends), bowl of water and four hand towels, string of sausages, large plastic sheet to cover floor.
- Table 1: Sausage machine, 3 plastic eggs, soda siphon, snake charming flute, bowl of dough, wooden spoon, packet of pastry mix, a bag of flour,
- Table 2: 4 dirty plates, a bowl of fruit (including a banana)
- Table 3: A tray with 6 custard pies fixed to it, large trifle, 8 pre-broken plates (or plaster ones - to smash when dropped), 10 custard pies.
- Cooker: On the cooker are a large foam frying pan, the saucepan containing the pudding(See production notes).
- Mangle: The mangle has a picture of a cat on the top roller. By the mangle offstage is a large flat hand, dressed as the dame.
- Nuff: Magic sword - Ogden the Slayer.

### ACT 2.

SCENE 1: Dameon: Captured wands.

SCENE 2: Bill: Orange, piece of meat/steak.  
Ben: Photograph of Fay Wray.

For Song 9 (if used): Bucket of torn up paper (Water), fish, octopus tentacle, seagull.

SCENE 3: The wands are suspended in a cage above the stage.

Page 47: Two duelling pistols (1 normal, 1 which a roll pops out of the pistol saying "BLANK" a model duck, and the Cannon, a pair of sac trucks.

Octo: A can of silly string (Octo's web)

Page 48: Dameon: A stick, a dog lead.

Page 49: Abanazaah: Large scimitar.

### SCENE 4:

Queen May: Rescued wands.

Pirates: A collection of swords, clubs etc.

Batman/Robin: Cards with Zzap! Blam, Smash, Crunch etc. written on them, a large inflatable crocodile.

### SCENE 5:

Bill/Ben - OR - Fairy Nuff: Songsheet.

On The Beanstalk: Training shoes, a tin of beans, a large bean with a scarf around it and a tub of jellybeans.

# PRODUCTION NOTES

## Sound Effects/Cues.

*(Numbers are the page numbers)*

### Act 1 Scene 1

2	As broomstick flies down	Thunder.
2	Witch "Badlands"	Thunder.
3	Witch "Prepare the spell"	Thunder.

### Act 1 Scene 2

5	Simon "she's a real"	*!!?!!.
7	Queen May Badlands.	Thunder.
12	Song Finish	Cackle/Thunder.
12	Bill "Wet & Windy"	Cackle/Thunder.
12	Simon "What may happen"	Cackle/Thunder.
13	Ben "Which Whey"	Cackle/Thunder.
13	Simon "Made me say"	Cackle/Thunder x2.
13	Which Whey "HA HA HA"	Cackle/Thunder x2.
14	Which Whey "Happy endings"	Lift.

### Act 1 Scene 3

15	Humanland.	Birds/Woodland.
16	Robber "Easy does it"	Lift.
16	Enter Horse	Neighs/Whinnies.
17	Alice & Horse Exit	Lift.

### Act 1 Scene 4

18	Which Whey "Turn to stone"	Cackle/Thunder.
19	Nuff "... use to you"	Twinkle.
19	Nuff "...soon be lost"	Twinkle.

### Act 1 Scene 6

23	Nuff "Spell be gonied"	Twinkle.
23	Nuff "Set free-o"	Twinkle.
23	Nuff "Fairy cheese"	Twinkle.
24	Simon "We three"	Horse.
24	Queen Badlands	Thunder.
24	Alice kisses horse.	Twinkle.

### Act 1 Scene 7

27	Witch Throw dust.	Magic.
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### Act 1 Scene 8

33	Simon moves bowl of water.	Pudding.
33	Pile plates moved.	Pudding.
34	Alice sweeps floor.	Pudding.
34	Queen snake charming	Music.
34	Bill/Ben Right Ho	Pudding.
35	Queen "You catch it! Ready"	Mangle.
36	Alan "Right Ho"	Mangle.
36	Queen "One two"	Pudding.
37	Queen "I'll fix it"	Oven.

## PRODUCTION NOTES

### Act 2 Scene 1

38	After song	Loop, howls, wind
39	Alan "Badlands"	Thunder.
40	Queen "Badlands"	Thunder.
41	Witch "Zamboozle"	magic
42	Witch "Badlands"	Thunder.

### Act 2 Scene 2

44	Nuff ".. have spoken"	Magic.
45	Pirate song	Seagull, wind, waves.

### Act 2 Scene 3

46	Simon "It's dark"	Crash.
47	Queen fires pistol overhead	Ricochets(3)
49	Dameon "Abracadabra"	Magic.
49	Nuff "look into my eyes"	Twinkle.
50		Panto, Panto.

### Act 2 Scene 4

52	Nuff Batman & Robin	Bat music
52		Tick tock
52	Batman & Robin Batmobile	Bat Music.

### Act 2 Scene 6

Nuff frees Pantolians	Twinkle.
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## PRODUCTION NOTES

### LIGHTING PLOT

*There follows a fairly detailed lighting plot, designed for a moderately well equipped theatre. Needless to say the lighting can be a lot simpler and still be very effective, mainly bright and cheerful for the village and fairy scenes and a bit subdued for the badlands scenes. The numbers on the left are the PAGE numbers)*

Prologue.

This is front of tabs and an outdoor/countryside scene. Bright, cheerful lighting required.

Act 1 Scene 1.

Subdued lighting, possibly green caste to the whole scene.

2.	Witch broomstick lands S/R.	Pyro flash.
2	Witch "BADLANDS"	Lightning.
2	Witch "spider king"	Lightning.
2	Witch "Ab-an-azaah"	Lightning.
2	Witch " Jeremy Beadle"	Lightning.
3	Witch " prepare the spell.	Lightning. Blackout.

Act 1 Scene 2

FULL STAGE. General Goodyville lighting, bright, cheerful 'sunny day' effect.

4	Opening song	General.
7	Queen. "Badlands".	Lightning.
7	Song.	Disco/lively
10	Song Side by side	General.
12	Song. Simon says.	Disco/lively.
12	End of song, lights become dimmer, lightning effect, but not too extreme at this point.	
12	Bill "Wet and windy"	Lightning.
12	Simon "What may happen"	Lightning.
13	Ben "Witch Whey"	Lightning.
13	Simon "made me say"	Lightning x2

The Witch etc. enters and as the Pantolians run around in panic. flickering/flashng lights would enhance the effect, culminating in a very subdued lighting effect.

13	Witch " Ha Ha Ha"	Lightning/flash x2
14	Witch "get those wands"	Blackout/Tabs.

Act 1 Scene 3

F.O.T. HUMANLAND. Woodland - Same lighting as for the Prologue

Act 1 Scene 4.

FULL STAGE. Fairy Dell. Ballet. The lights should be cheerful, perhaps pastel with shadow/tree/leaf effects if possible. When the Witch etc. enter then the lights should become dimmer and more 'evil'

18	Witch "Turn to stone"	Lightning/flash x2
Once the Baddies have left and as Alice enters then the lights could return to their previous settings for this scene - cheerful etc.		
19	Alice "defeat the Witch"	Blackout.

Act 1 Scene 5

F.O.T. GOBO - Although this is a Baddies scene it is lighter in content and therefore the lighting does not need to be as sinister as for their previous appearances.

21	Song 6.	Disco/Lively.
22	Witch "mine-ours alone"	Blackout

(Octo has an exit line, ensure that the blackout come after this has been delivered).

Act 1 Scene 6

FULL STAGE. (As Act 1 Scene 2).

24	Queen "Badlands"	Lightning.
24	Alice kisses Trigger.	Pyro centre stage.
24	Queen "for the coming fight"	Blackout.

## PRODUCTION NOTES

### Act 1 Scene 7.

F.O.T. Gobo. A street in Pantoland. Fairly pleasant lighting to start, slightly dimming when Witch enters, but not too sinister.

27	Witch casts spell	Flash.
Lights can become brighter when the Witch leaves, and stay this way throughout the Pirates entrance as they are not a serious threat, more a comic counterpoint.		
27	Pirates enter	Gobo skull & x-bones, masts, cloud.

### Act 1 Scene 8.

FULL STAGE. Interior kitchen. Bright

37	Oven explodes.	Flash.
37	Song.	Bright/Lively

## ACT 2.

### Act 2 Scene 1.

BADLANDS. UV Lighting for song 8. Generally dim and spooky, at the end of the song lighten for the Baddies entrance, but still very sinister. Once the Baddies have left then the lights can become less sinister, brighter and more 'relaxed' as the 'monster' characters are actually good ones.

39	Alan "Badlands"	Lightning.
40	Queen "Badlands"	Lightning.
Slight reduction in brightness at the Witches entrance (page 41), but not too severe.		
41	Witch "Zamboozle"	Flash.
42	Witch "Badlands"	Lightning.
42	Witch "interfering fools"	Blackout.

### Act 2 Scene 2.

F.O.T. Gobo, brighter lights for the monster's attempted rescue.

44	Nuff "Have spoken"	Flash.
45	Pirate song.	Gobo as A1S7.
45	Crew "Yo"	Blackout.

### Act 2 Scene 3.

FULL STAGE. Castle interior. moderate lighting. should not be too sinister, yet a few shadows and variations would enhance the overall 'feel' of the action.

48	Queen "Oh why not"	Pyro.
49	Dameon "Abracadabra"	Flash.
49	Nuff "into my eyes"	Flash.

Once the Baddies have been defeated the lights could become brighter for the 'punishments (page 50)

### Act 2 Scene 4.

F.O.T. Path in the Badlands. Moderately bright. Gobo

### Act 2 Scene 5

F.O.T. Love scene, pleasantly subdued, leafy glade type lighting. Gobo

### Act 2 Scene 6

FULL STAGE. (As Act 1 Scene 2 - Pantoland).

## PRODUCTION NOTES

### Music

The music is a combination of classic, old time favourites and pop/standard songs. Societies performing Alice could produce their own original numbers or use whatever standard songs that suit their audience/cast.

Song 1 - Page 4 - Introduction Song.

'There's No Business Like Show Business' or 'Happy Days Are Here Again'

Chorus song. Lively, lots of movement - Bouncy lively song to start the show after the Baddies' evil introduction.

Song 2 - Page 7 - Dame's song.

'I'm A Woman' or 'Keep Young And Beautiful', should give scope for her eccentric performance.

Song 3 - Page 10 - Bill & Ben's song.

'Side by Side' or 'Me And My Shadow'. Singalong style song.

Song 4 - Page 12 - Simon's song.

'Simple Simon Says'.

Pop song by 1910 Fruitgum Co., Shortened version to establish connection to Simon, can be used later as the 'house' song.

Song 5 - Page 18 - Fairy Ballet.

'Morning.' by E. Grieg. Rustic, gentle dance number. Classical.

Song 6 - Page 21 - Baddies song.

'Bad Moon Rising' by Credence Clearwater Revival. - a lively and enthusiastic song, the Baddies should revel in their nastiness!

Song 7 - Page 37 - Close of Act 1 song.

'We Are The Champions' by Queen or 'The Impossible Dream - Any rousing song would be appropriate.

Song 8 - Page 38 - Badlands song.

'Thriller' by Michael Jackson (or 'I'm Bad'). Modern Dance.

Opening to Act 2. Up tempo, powerful song, controlled menace - 'Thriller' can be cut down slightly, with a group of the chorus singing it at the back of the stage. The spoken dialogue can be included using Frank'nSteve or other..

Song 9 - Page 45 - Pirates song.

'We're Pirates'

Bouncy comedy routine, parody to the tune of 'I am the Music Man' similar to that revamped in the recent record 'Star Trekking'.

Song 10 - Page 54 - Love Song.

'We'll Meet Again' by Vera Lyn or 'Dream'

Sad song, emotive and evocative, duet.

Song 11 - Page 54 - House song, 'Simple Simon Says' Reprise just the chorus of the song with the actions each time. *(An alternative is the traditional 'Think of a Cowboy all dressed in Black' a children's song, but using the following words:*

*Think of the Baddies, all dressed in black*

*They took the wands but we got them back*

*There was blood on the ceiling, blood on the ground,*

*Great big blobs of blood all around.*

## PRODUCTION NOTES

**Song 12 - Page 56** - Finale Songs & Walkdown. (*A compilation/medley of the previous songs can be used to bring on each character/group, then a reprise of Song 1 to end.*)

### Incidental Music

- 1 - Page 2 - Ominous theme to witch's entry opening of the pantomime.
- 2 - Page 12+ Classical 'Ompah' tune for the 'slap' routine
- 3 - Page 19 - Rustic, soothing music for Alice (Morning), turns comically threatening for the robber (Old movie style), then lively chase style for the confrontation with Trigger.
- 4 - Page 19 - 'Horsey, Horsey, Don't You Stop'. Played twice for horse/Alice dance.
- 5 - Page 61 - Batman theme, played for their entrance, the chase and their exit
- 6 - Page 67 - Light backing for the unfreezing of the Pantolians, could be reprise of 'Morning'
- 7 - Page 68 - Walkdown







