

Panto Pandemonium

by

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(arr. Mark Dickman)



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Grateful acknowledgement is due to the following schools for conducting pre-publication trials:

Indian Queens CP School, St Columb, Cornwall
The Phoenix School, Grantham, Lincolnshire
Moorwide Primary School, Swinton, Manchester

Bourne CP School, Eastbourne, E.Sussex
Coleshill Heath School, near Birmingham
Edgware Junior School, Edgware, Middlesex

ISBN Nos.

Musical Book: 978-0-9544274-4-0

Multimedia pack: 978-0-954427-46-7

2005 Starshine Music Ltd . (revised edn. 2017)

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Cover illustration by Matty Tristram

Director's Notes

Main Speaking Parts (in order of appearance)

John *	Reluctant to get sucked into the fantasy situation, but once he has been, he wants to fight for good.
Alison *	Good, sensible child, but sensitive and a little wary.
Martin *	Sensible and strong, a leader within the group.
Sara *	Brave, adventurous, outgoing.
Wicked Witch	Thoroughly nasty, but she gets converted to good in the end!
Good Fairy	A good fairy! Represents good in the play.
Spotty	Nasty assistant to Wicked Witch
Grotty	" " " "
'Boo' & 'Hiss'	Two children to hold up 'Boo' and 'Hiss' signs, who also have a fair amount of acting and dialogue. These two act as a 'conscience' running through the show.

* Or use the children's own names.

Other Parts (in order of appearance)

Audience (Chorus)	As many children as available to be a stage audience. At various points during the play, there are scripted audience responses, and more can be added ad lib.
Moo	Front half of the pantomime cow. Very small speaking part.
Jack	A 'dippy' character, of beanstalk fame, but minus the beanstalk. Moderate amount of dialogue.
Seven Dwarfs	Small speaking parts, a few one-liners each.
Giant	No taller than the four children, preferably shorter, for comic effect. Moderate amount of dialogue.
Child	Member of the audience, with one line only (page 23)
Cinderella	Moderate amount of dialogue.
Magnolia / Apple White	Cinderella's wicked step-sisters. Fairly large amount of dialogue. Argumentative, self-centred characters. Outrageously dressed, e.g. big hair, rouge on cheeks, pantomime 'dame' style.
Tail	Back half of the pantomime cow, Moderate amount of dialogue.
Aladdin	Moderate amount of dialogue.
Extra Baddies	These appear in the final scene. Simple movement and dance required, and ad-lib support for the main baddies.

Props

Magic wand for Good Fairy.	Very large hankies for Good Fairy and Tail.
"Boo" and "Hiss" signs	7 plastic spades for dwarfs
Lamp for Aladdin	Goose to fit under small giant's arm
Shoe for Cinderella scene	

Staging Suggestions

The setting for this musical play should be simple. The 'audience' (choir) should be seated at an angle at each side of the stage. Across the back of the acting area there should be a run of flats, or curtains, in the middle of which there should be a door or archway bearing the words: "WELCOME TO PANTOLAND". It must be possible to go through this entrance and out of sight. A foil curtain to cover the door is a useful addition. The rest of the stage is bare. It would be good to have an entrance/exit point at Downstage Left and Downstage Right. [You might wish to have an "apron" on the hall floor, on which some of the action and dances can take place. In this case, the stage audience/choir could be seated on the three sides of the "apron".]

Director's Overview

SCENE 1 AT SCHOOL p.5

WELCOME!

⦿ **Track 1 / 13**

John, Alison, Martin & Sara are waiting to set off for a special treat – to see a pantomime. Strangely, their teacher has been replaced by Miss Deeds (the Wicked Witch in disguise). Boo and Hiss (the 'conscience' of the show) make their first appearance.

HEAR IT FOR THE BADDIES

⦿ **Track 2 / 14**

SCENE 2 AT THE THEATRE p.9

Moo (half a pantomime cow) looks for Tail (the other half!). The children arrive to find a miserable Good Fairy, as the Witch has stolen the magic from three special panto objects.

SPREAD A LITTLE MAGIC

⦿ **Track 3 / 15**

The Good Fairy needs to get the three objects back so that she can return the good magic to them. The children decide to help her, and they go through the magic door into Pantoland.

WE'RE OFF!

⦿ **Track 4 / 16**

Boo and Hiss warn the audience (i.e. children in the chorus, as well as the real audience) against the Baddies. The Witch, Spotty and Grotty are trying to find the children.

SCENE 3 IN PANTOLAND – JACK & THE BEANSTALK p.16

John and Martin find themselves in the Jack and the Beanstalk story. Seven Dwarfs pass through.

WE'RE THE SEVEN DWARFS

⦿ **Track 5 / 17**

The Seven Dwarfs rush off when they hear the giant coming.

FEE, FIE, FO, FUM (18/33 WITH/WITHOUT GIANT VOICE)

⦿ **Track 6 / 18 / 33**

Jack befriends the Giant; and the children recover a goose that lays golden eggs (magic object no. 1). Moo enters and exits, still looking for Tail.

SCENE 4 WORKING THE AUDIENCE! p.23

Boo and Hiss 'warm up' the audience with a song. The Witch, Spotty and Grotty pass through, still looking for the children, and the 'audience' get to practice their booing and hissing.

PANTO PANDEMONIUM

⦿ **Track 7 / 19**

The baddies chase Boo and Hiss off the stage. Moo puts in another appearance. The baddies return, and there is more booing and hissing.

SCENE 5 CINDERELLA p.27

Sara and Alison find themselves in the Cinderella story. It seems that the shoe fits neither the stepsisters NOR Cinderella! The girls take the shoe (magic object no. 2) to be mended by the Good Fairy.

IT'S GOTTA BE ME!

⊙ Track 8 / 20

The Witch, Spotty and Grotty return, still looking for the children. Martin and John re-appear.

SCENE 6 ALADDIN p.33

The boys meet Tail, the back half of the pantomime cow, who has lost his front half (Moo). Sara and Alison join them, and Aladdin appears, with a lamp (magic object no. 3) which has stopped producing a genie.

WHAT WOULD YOU WISH?

⊙ Track 9 / 21

The children go back through the magic door to return the three magic objects to the Good Fairy.

SCENE 7 THE FINAL CONFRONTATION p.36

Witch, Spotty and Grotty enter. Boo and Hiss reappear, as do lots of extra baddies. The Witch reveals her master plan.

MASTER PLAN

⊙ Track 10 / 22

The Good Fairy appears, with the children and the magic objects. She returns the good magic to the objects. Gently, Spotty and Grotty are persuaded to move into the circle of magic light which will remove their badness, making people like them better! The Witch is more reluctant, but eventually even she is persuaded to change.

STEP INTO LIGHT

⊙ Track 11 / 23

The Witch is delighted at how much better she feels. Moo and Tail are reunited. A happy ending!

GOODBYE!

⊙ Track 12 / 24

Also available for use as required:

- | | | |
|----------------------|---------------------------|-------------------------------------|
| ⊙ 25 – Witch's entry | ⊙ 26 - Good Fairy Twinkle | ⊙ 27 – Magic Doorway (long) |
| ⊙ 28 - Chase | ⊙ 29 - Giant | ⊙ 30 - Magic Doorway (short) |
| ⊙ 31 - Fanfare | ⊙ 32 - Three Magic Sounds | ⊙ 33 - Fee, Fie, Fo, Fum (no giant) |

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SCENE 1 At school

[The opening section could be sung by a soloist 'compère'. During this opening music, children who will form part of the stage 'audience' later in the show enter, through the actual audience if possible, and move into the performing area to reach their places, preferably having everyone in position by the time the 'Welcome' section begins.]

WELCOME!

(☉ Track 1 / 13)

ALL (or soloist) **Opening section**
LADIES, GENTLEMEN, LADIES AND GENTLEMEN:
(spoken) THE SHOW'S ABOUT TO BEGIN!

PLEASE TAKE YOUR SEATS,
UNWRAP YOUR SWEETS.
TURN OFF YOUR MOBILE PHONES... (PLEASE!)
TAKE YOUR COATS OFF,
TRY NOT TO COUGH:
THIS IS A SMOKE-FREE ZONE... (cough)

(spoken) HERE WE GO!

ALL WELCOME, WELCOME, WELCOME TO OUR PRODUCTION.
THIS IS, THIS IS, THIS IS OUR INTRODUCTION!

EVERYONE'S BEEN BUSY,
GETTING IN A TIZZY.
MAKES YOU FEEL QUITE DIZZY –
EXCITEMENT BUZZING EVERYWHERE!

YES THE TIME IS RIGHT!
ENJOY THE FUN TONIGHT
SO EVERYBODY PLEASE RELAX
AND WATCH THE SHOW!
IT'S TIME TO HAVE SOME...

FUN AND LAUGHTER NOW YOU'RE AT THE PANTO!
FUN AND LAUGHTER NOW YOU'RE AT THE PANTO!
WE'RE SO GLAD YOU CAME TO SEE TONIGHT'S SHOW.
COME ON, LET'S GO!

EVERYBODY'S HERE (x4)
LET THE SHOW BEGIN (x4)

WAKE UP, WAKE UP, WAKE UP! IT'S TIME FOR SHOWING!
ACTION, ACTION, ACTION! LET'S GET IT GOING!
EVERYTHING IS READY!
EVERYTHING IS STEADY!

EVERYONE IS WAITING
FOR THE MAGIC WORDS: 'GO, GO, GO!'

YES THE TIME IS RIGHT
ENJOY THE FUN TONIGHT
SO EVERYBODY PLEASE RELAX
AND WATCH THE SHOW
IT'S TIME TO HAVE SOME...

FUN AND LAUGHTER NOW YOU'RE AT THE PANTO!
FUN AND LAUGHTER NOW YOU'RE AT THE PANTO!
WE'RE SO GLAD YOU CAME TO SEE TONIGHT'S SHOW.
COME ON, LET'S GO!

HAVE A GOOD TIME (x4)
AT THE PANTOMIME!

*[A school bell may be rung, indicating start of lessons. J/A/M/S
enter and walk to the front of the stage.]*

SARA *(as they walk in)* Are you sure Miss Trumble said we had to meet her here in the hall?

ALISON Yeah! She said she'd be waiting for us.

MARTIN I'm really looking forward to going to the theatre, aren't you?

ALISON Yeah, I love pantomimes!

JOHN *(looking over the audience)* So where's Miss Trumble?

ALISON I hope she'll get here soon – the mini-bus is waiting.

[Enter WICKED WITCH from the side of the stage. She has a green face, but is dressed in 'teacher' clothes.]

WITCH Are you the children going to see the pantomime?

ALISON Yes... we're waiting for Miss Trumble.

WITCH Right... Well, I've got bad news and good news. The bad news is that Miss Trumble is ill, so she won't be taking you to the theatre.

[The children look at each other, and then her, in disbelief.]

SARA ...and the good news?

WITCH I'm taking you!

ALISON But... we don't know you.

WITCH My name is Miss Deeds. I'm your supply teacher!

MARTIN Are you sure Miss Trumble is ill? She was ok at registration.

WITCH Ah, yes, she was all right then, but... she... suddenly didn't feel well.

SARA Excuse me for asking, Miss Deeds, but you don't look too well yourself... What's wrong with your face?

WITCH What do you mean?

SARA It's sort of... a bit... green.

WITCH Rubbish. There's nothing wrong with my face.

JOHN Has someone told _____? *[insert headteacher's name]*

WITCH *(annoyed)* About my face?

JOHN No, about Miss Trumble!

WITCH She's being looked after; she's having a - a bit of a rest.
Now listen. If we go on talking about it, we'll be late for the panto!
You don't want to miss it, do you?

MARTIN Of course we don't!

WITCH *(urgently, with arm gesture)* Well, let's get going then!
(aside to the audience) I happen to know it's an extra special panto
 this year – full of surprises!

[Pause as the children look dubious.]

(opening arms wide) What are you waiting for? Let's go!

[Option: Honking of a horn, off-stage.]

(shooing them) Shoo! Get on the bus! Go on, go on!

[Exit J/A/M/S. *WITCH* addresses the real audience. Enter

BOO and HISS to side. A lighting change would be good here.]

(cackling) Heh, heh, heh! What they don't know is...
I'm really the Wicked Witch in disguise! (cackles some more)

Note: Wherever 'AUDIENCE' is scripted to boo / hiss etc., this means the stage audience, but BOO & HISS should also encourage the real audience to join in

Witch's Entry (Incidental)

(● Track 25)

[BOO holds up sign - AUDIENCE boo.]

WITCH *(huffy)* Huh! How rude! I'll call my servants. *(calling)* Spotty!

[SPOTTY appears, carrying a witch's cloak, & runs to her side.]

SPOTTY Here, mistress!

WITCH Grotty!

[GROTTY appears, carrying a witch's hat, runs to other side.]

GROTTY Here, mistress!

[During the following dialogue S & G “dress” the witch.]

WITCH My plan is working! I've locked their precious teacher in the stock cupboard! She won't get out 'til break-time!

[SPOTTY & GROTTY snigger. HISS holds up sign - AUDIENCE hiss.]

WITCH Those horrible children will help me get into the theatre, and then...
heh, heh, heh! ...I'll carry out - my Master Plan!
[BOO holds up sign – AUDIENCE boo.]
You are about to witness my greatest triumph!
(triumphantly) I - shall - rule - Pantoland!
[BOO & HISS hold up signs – AUDIENCE hiss & boo.]
This year in every pantomime, the baddies will win! Yes! The baddies
will win! After all, that's what everyone wants to see, isn't it?
[BOO & HISS lead the AUDIENCE.]

AUD./BOO/HISS Oh no it isn't!

WITCH/SP/GR (smug) Oh yes it is!!

AUD./BOO/HISS Oh no it isn't!

WITCH/SP/GR (cross) Oh yes it is!!

AUD./BOO/HISS Oh no it isn't!

WITCH (exasperated) Oh... for goodness' sake! (pointing at BOO & HISS)
Spotty! Get rid of those two! Come on Grotty, let's tell 'em!

*[WICKED WITCH & GROTTY move to the centre. SPOTTY
chases BOO & HISS off, then rejoins WITCH.
All three move about during the chorus sections.]*

HEAR IT FOR THE BADDIES!

(☉ Track 2 / 14)

Witch I AM JUST A LITTLE SICK OF BEING MET WITH SNEERS.
EVERY PANTO I'VE BEEN IN FOR YEARS AND YEARS AND YEARS.
Witch / Spot. / Grot. ALL I GET IS BOO AND HISS ATTACKING MY POOR EARS.
WE ARE JUST A LITTLE SICK OF BEING MET WITH SNEERS.
SO... LET'S

ALL HEAR IT FOR THE BADDIES, HEAR IT FOR THE BADDIES
CHEER ALL THE BADDIES FOR A CHANGE!
HISS AT THE GOODIES! HISSSSSSS THE GOODIES!
BOO ALL THE GOODIES FOR A CHANGE!
HERE'S WHAT YOU MUST DO:
GIVE A GREAT BIG BOOOOOOOOOO!
BOO THE GOODIES! BOO! BOO! BOO THE GOODIES!

Witch / Spot. / Grot. WE DON'T EVER GET TO WIN,
WE NEVER SAVE THE DAY.
ALWAYS SEEMS WE'RE BOUND TO LOSE
IN EVERY SINGLE WAY.
ALL WE WANT IS JUST ONE TIME
TO WIN A LITTLE 'YAY!'

ALL JUST ONE TIME WE'D LIKE TO WIN,
JUST ONCE TO SAVE THE DAY. SO... LET'S
HEAR IT FOR THE BADDIES, HEAR IT FOR THE BADDIES
CHEER ALL THE BADDIES FOR A CHANGE!

BOO & HISS
sneak back in,
& act dismayed,
shaking heads,
etc.

HISS AT THE GOODIES! HISSSSSSS THE GOODIES!
BOO ALL THE GOODIES FOR A CHANGE!
WHAT WE WANT TO HEAR
IS A GREAT BIG CHEER! CHEER THE BADDIES! (*Hooray!*)

HEAR IT FOR THE BADDIES, HEAR IT FOR THE BADDIES, (*x4*)
BOOM, BOOM, BOOM, BOOM, BOOM, BOOM, BOOM:
HEAR IT FOR THE BADDIES!

*[WICKED WITCH gives a final cackle, and all three exit.
BOO & HISS move to Centre.]*

BOO (*to STAGE AUDIENCE, disgusted*) You lot joined in the singing!
It didn't take long for you to change sides!

HISS You should be ashamed of yourselves!

BOO You're rubbish! You're meant to cheer the goodies!
[Exit BOO & HISS, shaking their heads, talking to each other as they leave.]

They were cheering the baddies! Can you believe it?

HISS You just can't get a good audience these days!

SCENE 2 At the theatre

[MOO enters Left, crosses the stage looking around sadly.]

MOO Tail! Tail? Where are you, Tail? (*to audience, pathetically*)
I've lost my Tail... (*moving off*) Tail, Tail, where are you? Tail!

[Exit MOO, Right. Enter JOHN, ALISON, MARTIN & SARA. They spread out, exploring the performing space.]

JOHN Wow! It's the first time I've ever been on a real stage!

ALISON (*puzzled*) There's nobody about, though.

SARA I suppose all the actors must be in their dressing-rooms.

MARTIN Yeah, but why did Miss Deeds tell us to come onto the stage? We're not going to watch from here, are we?

[SARA shrugs, wandering over to the Pantoland doorway.]

SARA (*touching the doorway*) I wonder what's through this doorway?

ALISON (*pointing off*) Look out, someone's coming! Maybe it's an actor.

Good Fairy Twinkle (*Incidental*)

(☉ Track 26)

[Enter GOOD FAIRY.]

GOOD FAIRY *(startled)* Goodness! What are you children doing here? You shouldn't be on the stage. You should be sitting with them! *(pointing at the actual audience.)*

SARA We're from _____ *[Name of School.]*

GOOD FAIRY Oh, yes... I'd forgotten you were coming.
[[A/M/S move to central positions, JOHN & ALISON to one side of GOOD FAIRY, MARTIN & SARA on the other.]
Let me introduce myself. I'm the Good Fairy. *(curtseys, holding skirt)*

SARA *(to ALISON)* I guessed she was the Good Fairy!

GOOD FAIRY I'm supposed to make happy endings, but there won't be any today... It's all gone horribly wrong! *(looking around)* Where's Miss Trumble?

ALISON She's ill. A supply teacher brought us.

GOOD FAIRY Oh, that's bad luck. There's bad luck everywhere today. It's all because of the Wicked Witch!

JOHN *(disbelieving)* Oh yeah, the Wicked Witch? Huh!

GOOD FAIRY *(looking at him seriously)* Don't you believe in the Wicked Witch?

JOHN *(folding arms)* I'm not five years old. Of course I don't!

GOOD FAIRY Oh dear. You may be in for an unpleasant shock.

MARTIN Why did you say there won't be any happy endings?

GOOD FAIRY Well, you see, I'm not just any Good Fairy. I'm in charge of all the Good Fairies in every pantomime.

ALISON Really?

GOOD FAIRY Yes. I give them magic – for magic wands, pumpkins that turn into carriages, and so on.

JOHN *(to anyone who'll listen)* What is this? Part of the pantomime?

GOOD FAIRY *(ignoring him)* But this year, I can't make any magic – so the baddies will win – all of them! *(sadly)* It'll be the worst panto season ever!

ALISON Why?

GOOD FAIRY I told you! It's all because of that Wicked Witch.

JOHN *(disbelieving)* Because of the Wicked Witch? Gimme a break! She's only an actress!

GOOD FAIRY *(still ignoring him)* She's stolen the good magic from three very special things.

MARTIN What things?

GOOD FAIRY Well, there's the goose that lays the golden eggs from...

A/M/S 'Jack And The Beanstalk'?

[JOHN turns and listens, interested in spite of himself.]

GOOD FAIRY That's right. And then there's the lamp from...

J/A/M/S 'Aladdin'?

GOOD FAIRY Yes. And she's stolen the magic from the glass slipper in...

J/A/M/S 'Cinderella'!

GOOD FAIRY And if the magic isn't working, hundreds of pantos will be ruined!
Thousands of children will be disappointed...

*[In the last chorus of the song, MARTIN moves aside, thoughtfully.
JOHN is torn between interest and disbelief.]*

SPREAD A LITTLE MAGIC

(☉ Track 3 / 15)

Good Fairy

I'M LOST WITHOUT MY MAGIC,
I SIMPLY DON'T KNOW WHAT TO DO,
I SIMPLY DON'T KNOW WHAT TO DO.
WITHOUT THE POWER WITHIN ME
THERE'S NOTHING I CAN SAY OR DO
TO MAKE YOUR SMALLEST WISH COME TRUE.

I JUST WANT TO PUT THINGS RIGHT
AND FIX WHAT'S GOING WRONG,
TO HEAL WHERE THERE IS SICKNESS
AND TURN SADNESS INTO SONG.
ALL I WANT TO DO
IS MAKE YOUR WISH COME TRUE AND

SPREAD A LITTLE MAGIC
(JUST SPREAD A LITTLE MAGIC)
JUST A TINY SPARK.

Group

SPREAD A LITTLE MAGIC
(JUST SPREAD A LITTLE MAGIC)
MAKE A LITTLE WISH TO LIGHTEN UP THE DARK

Group

All

IT ONLY TAKES A DROPLET
OF MAGIC IN A DREARY DAY
TO SEND YOUR WEARINESS AWAY.
IT ONLY TAKES A MOMENT
TO WAVE A MAGIC WAND AROUND
AND THEN YOUR FROWN HANGS UPSIDE DOWN!

SHE JUST WANTS TO PUT THINGS RIGHT
AND FIX WHAT'S GOING WRONG,
TO HEAL WHERE THERE IS SICKNESS
AND TURN SADNESS INTO SONG.
ALL SHE WANTS TO DO
IS MAKE YOUR WISH COME TRUE AND...

A group of dancers
could enter here

All SPREAD A LITTLE MAGIC
Group (JUST SPREAD A LITTLE MAGIC)
All JUST A TINY SPARK.
Group SPREAD A LITTLE MAGIC
All (JUST SPREAD A LITTLE MAGIC)
All MAKE A LITTLE WISH TO LIGHTEN UP THE DARK.

Repeat this section (with the key change)
--

MARTIN *(returning to Centre Stage)* I've been thinking about this Witch.
 Do you know what she is really? She's a great big bully.

ALISON So?

MARTIN Well, you know what we do about bullies at school...

ALISON We're supposed to stand up to them.

MARTIN Perhaps that's what we should do now.

JOHN *(to actual audience, incredulous)* They really believe there's a witch!
(loudly, turning to A/M/S) It's only a panto!

A/M/S *(together, glaring at JOHN)* Oh, shut up John!

[JOHN moves aside, shaking his head. GOOD FAIRY joins him and mimes conversation. JOHN shrugs, etc.]

SARA *(to MARTIN)* Do you mean we should stand up to the Witch?

ALISON *(to MARTIN)* Like... make the witch change?

MARTIN Yeah.

ALISON But she's a witch. It'd be far too hard!

[GOOD FAIRY turns to them.]

GOOD FAIRY Yes. It's very kind of you to offer, but... you're only kids.
 I don't think you should get involved.

MARTIN *(to the audience and other children)* What do you think?
 Should we help the Good Fairy and fight the Witch?

AUDIENCE *(quietly)* Yes!

MARTIN Sorry, I didn't quite catch that -
 Should we should help the Good Fairy and fight the Witch?

AUDIENCE *(louder)* YES!

A/M/S Pardon?

AUDIENCE *(shouting very loud)* YES!!

[The four children cover their ears and wince.]

A/M/S We'll help the Good Fairy... *(punching the air)* and fight the Witch!

JOHN But it's only a...

A/M/S *(interrupting together)* Shut up, John!

GOOD FAIRY Oh, you are such brave children. And if you could help put things right, everyone would be so grateful!

JOHN *(still trying to get back to reality)* No, no! This is crazy! Witches only exist in fairy tales!

SARA *(to JOHN)* Shush, spoilsport! Like you said - this is a pantomime. Enjoy it! *(theatrically)* We're on a mission! We must defeat evil!

MARTIN Anyway, it's a lot more fun than school!

[JOHN shrugs.]

SARA *(to GOOD FAIRY)* Where do we start?

GOOD FAIRY We've got to get hold of those three magic objects...

ALISON Do you know where they are? Are they hidden?

GOOD FAIRY Not exactly...

MARTIN So... how will we find them?

GOOD FAIRY You'll have to get into the stories.

SARA Get into them? How can we do that?

GOOD FAIRY Oh, that's easy. That doorway... *(pause as A/M/S turn to look)* is the entrance to Pantoland, where all Pantomime stories are made.

Magic Doorway (Long) *(Incidental)* (☉ Track 27)

[The children approach the doorway slowly.]

A/M/S Wow!

JOHN *(to audience, making 'loopy' gesture)* Weird!

GOOD FAIRY Just go through, and find the stories you need. Good luck!

Good Fairy Twinkle *(Incidental)* (☉ Track 26)

[Exit GOOD FAIRY, J/A/M & S stand by the doorway.]

MARTIN So, we've got to go through this doorway...

ALISON That's what she said.

JOHN *(ironically to others)* We're off to save the panto, are we?

A/M/S

(together) Yes!

[JOHN makes a resigned shrug, and joins in anyway!]

WE'RE OFF!

(☉ Track 4 / 16)

J/A/M/S WE'RE OFF! WE'RE OFF!
WE'RE OFF TO HELP THE GOODIES!
WE'RE OFF! WE'RE OFF!
WE'RE ON OUR WAY TO SAVE THE DAY!
WE'RE OFF! WE'RE OFF!
John WE MUST BE OFF OUR TROLLEYS!
J/A/M/S WATCH US GO! ENJOY THE SHOW,
WE'RE OFF TO SAVE THE PANTO!

[J/A/M/S exit through door, waving, on line 4 of next verse.]

Right side of 'Audience'

HEY, HO, OFF THEY GO
HEY, HO, OFF THEY GO
HEY, HO, OFF THEY GO
WATCH THEM GO! ENJOY THE SHOW!
THEY'RE OFF TO SAVE THE PANTO

Left side of 'Audience'

THEY'VE GONE! THEY'VE GONE!
THEY'VE GONE TO HELP THE GOODIES!
THEY'VE GONE! THEY'VE GONE!
THEY'RE ON THEIR WAY TO SAVE THE DAY!
THEY'VE GONE! THEY'VE GONE!
THEY MUST BE OFF THEIR TROLLEYS!
NOW THEY'VE GONE THE SHOW GOES ON –
THE SHOW GOES ON –
THEY'VE GONE TO SAVE THE PANTO!
THE – PANTO!

Right side of 'Audience'

GONE, GONE,
GONE, GONE, GONE
GONE, GONE,
GONE, GONE, GONE,
GONE, GONE,
GONE, GONE, GONE
NOW THEY'VE GONE
THEY'VE GONE TO SAVE

[Enter BOO & HISS.]

BOO (indicating STAGE AUDIENCE) They're still here then.

HISS Not up to much, this audience – all that cheering for baddies – tut, tut, tut.

BOO But they did encourage the children to fight the witch...

HISS I suppose so. Maybe they've had a change of heart.

BOO Let's hope so! (addressing actual audience, hands on hips)
Do you think you could boo and hiss properly... at the right people?

HISS Please say yes... Pantoland is in such a mess.

BOO (looking over shoulder) Oh no! The witch is coming! Hide!

Witch's Entry (Incidental)

(☉ Track 25)

[BOO & HISS run to crouch by Doorway. WITCH enters.]

WITCH Hah, hah, hah! Now to deal with those four 'orrible little kids...
(sweetly, as if calling a cat) Kiddies! Kiddies! Here, Kiddy-Kiddies!
(angrily) Ach! Where have they gone?
 And where are my servants? *(calling)* Spotty? Grotty?

[Enter SPOTTY & GROTTY, running.]

SPOT / GROT Hello Mistress.

WITCH You know those kids I told you about?

SPOT / GROT Yes, Mistress.

SPOTTY 'Orrible schoolchildren.

GROTTY Smelly goody-goodies! Where are they?

WITCH They've disappeared!

SPOTTY *(looking left and right)* Where'd they go?

GROTTY *(cunningly)* Who saw them go?
(looking at the audience and pointing) They must have!

WITCH Yes! Well done, Grotty! Extra slime for you tonight!

GROTTY *(rubbing his tummy)* Mmm! Slime!

WITCH *(to the audience)* He's right! You lot were here when they went!
 Which way did they go? *(pointing to left)* That way?

SPOT / GROT *(pointing to right)* That way?

AUDIENCE *(pointing in different directions)* They went that way!

SPOTTY Look Mistress! *(pointing to the Pantoland door with a gasp)*
That's the way they must have gone!

WITCH Hah! They've gone into Pantoland! Well, now I've got them
 trapped! They'll get all tangled up in the stories, and then...
 I'll pounce!

SPOT / GROT Clever Mistress!

WITCH I wonder what they're up to...?

GROTTY *(sneering)* Well, they're goody-goodies, aren't they?
 They'll be doing something nice!

WITCH / SP / GR Ugh! Yuk!

SPOTTY Or something kind!

WITCH / SP / GR *(making vomiting gesture)* Ugh! Yuk!

WITCH Well, it doesn't matter, we'll soon find them, and then...

SPOT / GROT and then...

WITCH / SP/ GR ...they'll be dealt with! Hah, hah, hah!

[BOO & HISS prompt audience from Upstage.]

AUDIENCE BOO!!! HISS!!!

BOO / HISS *(thumbs up)* That's more like it!

[WITCH, SPOTTY & GROTTY wave fists at BOO & HISS.]

WITCH *(snarling)* Pah! It's those miserable creatures, Boo and Hiss!

SPOTTY Come on! Let's get them!

Chase (Incidental)

(☉ Track 28)

[WICKED WITCH, SPOTTY & GROTTY chase BOO & HISS ending with all exiting through the Pantoland doorway.]

SCENE 3 In Pantoland – Jack and the Beanstalk

[Enter JOHN & MARTIN, walking towards the doorway.]

JOHN Looks like we're back where we started!

MARTIN Perhaps we took a wrong turning.

[JACK enters, wandering downstage, talking to himself. The two boys, by the door, watch and listen. TIP: JACK only needs to get the very first version of his 'list' correct. The rest are meant to be wrong, so mistakes don't matter!]

JACK *(feeling in his pocket)* Oh no! I've lost the list!
Oh dear... Let's see if I can remember what Mum wanted.

[Thinking hard and counting on his fingers.]

Fairy soap, a wobbly jelly, and curry sauce.
Yes, that was it! I must remember all the way to the shop...

[He starts moving, counting as before.]

...saucy soap, a curried jelly, and a wobbly fairy.
Err... No, that's not right...

MARTIN Excuse me...

JACK Please don't interrupt! You'll make me forget...
A curried fairy, a saucy jelly, and wobbly soap...
No, that's wrong, too! *(crossly)* Now I'll never remember!

MARTIN Sorry!

JACK *(miserably)* As if I didn't have enough to worry about with the giant!

MARTIN Can we help?

JACK You any good with giants?

MARTIN What do you mean?

JACK I'll tell you my story. *(steps forward, facing the real audience)*
My name's Jack. I live with my mother. We're very poor...

JOHN *(knowingly)* ...and your mother told you to sell your cow, to get money for food.

JACK *(turning to JOHN, amazed)* Yes! How did you know?

JOHN *(to audience)* Oh, I read it somewhere...

MARTIN *(knowingly)* ...only you exchanged the cow for some beans?

JACK Yes. I bet you think I'm stupid, swapping a cow for beans, but they were supposed to be magic beans.

MARTIN Did you plant them?

JACK Yes, but nothing happened. They weren't magic at all.

MARTIN No beanstalk?

JACK No. Nothing grew at all. End of story!

MARTIN *(to JOHN)* ...and I think we know why! But what about the giant?

JACK That's the worst thing! Though nothing grew, the giant still came!

MARTIN *(suddenly interested, nudging JOHN)* Did he bring his magic goose?

JACK *(sadly)* Probably. I haven't seen him. Why are you so interested?

JOHN Don't try and explain, Martin!

JACK *(moving away)* Oh, it's pandemonium round here! All the stories are going wrong! *(moving back)* Humpty Dumpty came to our house yesterday, looking for a wall! I told him he was in the wrong story...

MARTIN *(looking off, to where the DWARFS will come on)*
Hold on, there's someone coming!

[The SEVEN DWARFS begin as they march in, carrying spades over their shoulders. On 'Company... (Hic!) HALT!' they stop in a line and stand down their spades simultaneously, as if they were rifles.]

WE'RE THE SEVEN DWARFS

(☉ Track 5 / 17)

Dwarfs *(one at a time)* ONE, TWO, THREE, FOUR, FIVE, SIX,
Dwarf 7 Hic! (x3)
Dwarf 7 COMPANY... *(hic!)* HALT!
Dwarfs WE'RE THE SEVEN DWARFS
LOOKING FOR SNOW WHITE.
THOUGH THE WITCH HAS GOT HER
WE'LL RESCUE HER TONIGHT.
WE'LL FIGHT THE WITCH WITH SPADES,
THROW SAND INTO HER EYES,
AND TAKE SNOW WHITE AWAY.
HIP, HIP, (HIC!) HOORAY!
Dwarfs *(one at a time)* ONE, TWO, THREE, FOUR, FIVE, SIX,
Dwarf 7 Hic! (x2)
Dwarfs WE'RE THE SEVEN DWARFS... *etc.*

DWARF 1 Have you seen her?
JACK / M / J Who?
ALL DWARFS Snow White!
JACK No - I haven't seen Snow White. But I did see Humpty Dumpty.
DWARF 7 Hic! Humpty Dumpty?
DWARF 2 That's the wrong story.
JACK So is this!
DWARF 2 Is it?
JACK This is Jack And The Beanstalk.
DWARF 7 Hic! Jack And The Beanstalk?
DWARF 3 *(looking around)* Where's the beanstalk?
MARTIN There isn't one.
DWARF 4 *(pointing to JOHN and MARTIN)* Who are you?
MARTIN Oh, we're not in a story at all.
DWARF 5 This is very confusing!
JOHN You're telling me!
DWARF 6 *(to JACK)* Isn't there a giant in your story?
JACK Yes. He's in the woods.
DWARF 7 Hic! That's not right.

DWARF 4 No, it isn't. (*pointing*) He should be up there!

JACK Nothing much is right today...

MARTIN (*to JACK, cleverly*) How do you know the giant is in the woods if you haven't seen him?

DWARF 1 That's a very sensible question!

DWARF 7 Hic! A very sensible question.

[Other DWARFS nod and murmur 'sensible' in agreement.]

MARTIN Thank you. So how do you know?

[Everyone looks at JACK]

JACK I know he's there because I've heard him roaring!

DWARF 7 (*scared*) Roaring? Hic! What's his roar like?

[GIANT's line can either be delivered offstage over a microphone, or use: ☉ Track 29 Giant's Voice.]

GIANT (*offstage*) Fee, Fie, Foe, Fum! Shake and quiver - here I come!

JACK Like that!

DWARF 7 Goodness me! Is that the time? Better get a move on! Come along!

[DWARFS hurriedly get back into line, ready to march off.]

DWARF 1 Must be going!

DWARF 2 Better be on our way!

DWARF 3 Sorry we can't stop!

DWARF 4 Things to do!

DWARF 5 Places to go!

DWARF 6 People to see!

DWARF 7 Hey! My hiccups have gone!

ALL DWARFS Byeeeeee!!

DWARF 7 (*quickly*) Hup, two, three, four! Hup, two, three, four! (*etc. until off*)

[DWARFS march off.]

GIANT (*as before*) Fee, Fie, Foe, Fum! Shake and quiver - here I come!

JOHN (*alarmed*) He sounds very big! What do we do if he comes this way?

JACK (*making to run away*) Hide, of course!

MARTIN Wait! It's no good running away. We'll help you tackle him.
 (*to JOHN*) The Good Fairy needs the goose, remember?

JOHN How are we going to take it from a giant?

MARTIN We'll need a bit of courage, that's for sure...

FEE, FIE, FO, FUM!

(☉ Track 6 / 18 / 33)

[Track 18 backing includes giant's voice, Track 33 does not.]

GIANT FEE, FIE, FO, FUM!
J/M/J *(spoken)* WHAT WE NEED IS COURAGE!
GIANT FEE, FIE, FO, FUM!
CHORUS WHAT THEY NEED IS COURAGE!
GIANT FEE, FIE, FO, FUM!
J/M/J *(spoken)* GIVE US A BIT OF COURAGE!
GIANT FEE, FIE, FO, FUM!
CHORUS GIVE THEM A BIT OF COURAGE!

J/M/J WISH THAT WE WERE SOMEWHERE ELSE INSTEAD.
 WISH WE COULD BE SAFELY IN OUR BEDS!
 SEEMS WE'VE GOTTA STAND
 AND BE LIKE A MAN! ...*(fearfully)* OH!
CHORUS BRING ON THE GIANT!
 THEY'LL DO WHAT THEY CAN!

GIANT FEE, FIE, FO, FUM!
J/M/J *(spoken)* GIANTS ARE VERY SCARY!
GIANT FEE, FIE, FO, FUM!
CHORUS 'SPECIALLY IF THEY'RE HAIRY!
GIANT FEE, FIE, FO, FUM!
J/M/J *(spoken)* GIVE US A BIT OF COURAGE!
GIANT FEE, FIE, FO, FUM!
CHORUS GIVE THEM A BIT OF COURAGE!

*[J/M/J move Upstage to mime gathering courage, before returning
Downstage to sing bravely 'Bring on the giant', beckoning.]*

CHORUS WISH THAT YOU WERE SOMEWHERE ELSE INSTEAD.
 WISH YOU COULD BE SAFELY IN YOUR BEDS!
 SEEMS YOU'VE GOTTA STAND
 AND BE LIKE A MAN! ...*(doubtfully)* HMMM!

J/M/J BRING ON THE GIANT!
 WE'LL DO WHAT WE CAN!

ALL BRING ON THE GIANT, LET'S SEE THE GIANT!
 BRING ON THE GIANT NOW!
 BRING ON THE GIANT, LET'S SEE THE GIANT!
 BRING ON THE GIANT NOW!

GIANT FEE, FIE, FO, FUM!
ALL BRING ON THE GIANT!
GIANT FEE, FIE, FO, FUM!
ALL BRING ON THE GIANT!
GIANT FEE, FIE, FO, FUM!
ALL BRING ON THE GIANT!
 BRING ON THE GIANT! *(x4)*

JACK *(immediately after the song)* Look out! He's coming!

*[All three boys crouch, covering their eyes. Enter GIANT, carrying
a goose, which he puts down before approaching the boys.]*

GIANT (cute) Hello! Are you playing hide and seek? Can I join in?

JOHN (without removing hands from eyes) No! Run away! Quick!

JACK We're hiding from the giant.

GIANT But I can see you!

JOHN Yes, but we're hoping the giant won't!

GIANT I am the giant, and I can see you!

JOHN What? (He opens his fingers a little, then takes his hands away altogether, standing up) Who did you say you were?

GIANT I'm the giant!

JOHN Martin, Jack... Look at the giant!

*[MARTIN & JACK slowly open fingers, and look up high, where they suppose the giant's head would be, then slowly move their eyes down to where he **actually** is, staring in amazement.]*

JACK (standing up) That's not a giant!

MARTIN (also standing) He's much too small!

GIANT (offended) I am a giant! I just haven't finished growing.
(proudly) My Mum and Dad are four metres tall.
In a hundred years or so, I'll be that tall. Giants grow very slowly...

JOHN But you've got a very loud voice – we heard it!

GIANT Oh, that's not my voice – it's a recording of my Dad. I always use it when I'm a bit scared – and there is a Wicked Witch about!

MARTIN Yeah, we know all about her!

GIANT Do you live round here?

JOHN We're... just visiting (pointing to JACK) but he lives somewhere near.

JACK Yes. I live over there with my mother, in a little cottage by the wood.

GIANT Are there any other children around here?

JACK Not very many.

GIANT Who do you play with?

JACK No-one much.

GIANT Nor do I. It's lonely living in the woods.

JACK I get lonely too – my Mum's always too busy to play with me.

JOHN Why don't you two play together?

JACK Play with him? I can't!

JOHN Why not?

JACK Because he's a giant!

JOHN But only a small one...

GIANT ...And I could come and play any time.

JACK (*interested*) Could you really?

GIANT Yeah, any time!

JACK (*doubtful*) Well... I don't know what my mother would say if a giant came round! This isn't how the story's supposed to go!

GIANT How is it supposed to go?

JACK You're supposed to live up a beanstalk and have a goose that lays golden eggs.

GIANT (*gets goose*) Well, I do have a goose, but it only lays goose eggs! Yuk!

JOHN (*nudging MARTIN*) Don't you want the goose, then?

GIANT No. Dad told me to get rid of it, but I can't leave it just anywhere...

[JOHN & MARTIN look at each other.]

MARTIN Would you mind giving it to us?

GIANT (*thinking*) Er... Well, you can have it if... Jack invites me to his house!

JOHN Whaddya say, Jack?

JACK Well, the trouble is - he's still a giant!

MARTIN But such a very small one!

JACK Hmm... Have you got any computer games?

GIANT Hundreds of them!

JACK Oh! Well... ok, but let's go to your house first. You can get your games!

GIANT OK.

JOHN (*to MARTIN*) Looks like Jack's found a friend!

MARTIN Yes... (*hinting*) but the Giant still needs to give us something...

GIANT What? Oh yes! *(handing the goose to MARTIN)* Here you are.
(giving a cute little wave) Bye-bye, Gertie Goose! I'll miss you!
(to JACK, pulling a face) But I won't miss those eggs!

JACK Oh, I forgot! I still have to go to the shop!

GIANT I'll come with you. What have you got to get?

AUDIENCE Fairy soap, a wobbly jelly, and curry sauce!

JACK *(as they go off together)* Er... some curried soap, a saucy jelly...
 No, that's not it... a curried fairy? I'll get it right in a bit... saucy soap...

[Exit JACK & GIANT.]

MARTIN Well, those two have made friends.

AUDIENCE Ahhh!

JOHN But now we'd better find our friends!

MARTIN Oh, yeah! Alison and Sara! I wonder where they are...

JOHN And we've got to find two more objects.
 Better go back through that door...

MARTIN *(looking at him)* Don't tell me you're starting to believe all this?

JOHN *(with a cagey smile)* I might be!

Magic Doorway (Short) *(Incidental)*

(☉ Track 30)

[JOHN & MARTIN go through doorway. MOO enters R.]

MOO *(calling)* Tail? Tail! *(crossly)* Tut... Where is Tail?

[MOO exits R.]

Scene 4 Working the Audience!

[Enter BOO & HISS.]

HISS Hello!

BOO Remember us?

HISS We thought we'd give you a bit of encouragement.

BOO A nice little sing-song.

HISS It's very easy to learn, and we want you all to join in.
(moving to Right) I'll teach the people on this side.

BOO *(moving to Left)* And I'll teach the people on this side.

HISS Are you all ready?

AUDIENCE Yes.

BOO I didn't quite catch that. Are you all ready?

AUDIENCE *(loudly)* YES!

BOO Good. Then let's begin by practising the words.
Say after me: *(very slowly)* Pan-to Pan-de-mo-ni-um.

AUDIENCE *(same speed as BOO)* Pan-to Pan-de-mo-ni-um.

HISS Very good! Now a little faster. Pan-to Pan-de-mo-ni-um.

AUDIENCE *(same speed as HISS)* Pan-to Pan-de-mo-ni-um.

HISS Great! That's the words learnt! Now for the tune.
We'll sing it first, to show you how it goes.

PANTO PANDEMONIUM

(● Track 7 / 19)

PANTO PAN-DE-MO-NI-UM,
PANTO PAN-DE-MO-NI-UM,
PANTO PAN-DE-MO-NI-
YUM, YUM, YUM, YUM, YUM, YUM

PANTO PAN-DE-MO-NI-UM,
PANTO PAN-DE-MO-NI-UM,
PANTO PAN-DE-MO-NI-
YUM, YUM, YUM.

BOO Now it's your turn. My side can go first. Are you ready?

AUDIENCE (Left) Yes!

*[Left side sing 'Panto Pandemonium'.
BOO conducts.]*

(● Track 7 / 19)

HISS Not bad, but it wasn't very loud. *(to AUDIENCE Right)* Can we do better than that?

AUDIENCE (Right) Yes!

BOO Oh no you can't!

AUDIENCE (Right) Oh yes we can!

AUDIENCE (Left) Oh no you can't!

AUDIENCE (Right) Oh yes we can!

BOO Prove it then.

(● Track 7 / 19)

[Right side sing 'Panto Pandemonium'. HISS conducts.]

BOO That was pretty good, actually.

HISS Well now we all know the song, let's sing it together, as loud as we possibly can. It might scare off the Wicked Witch!

[ALL sing 'Panto Pandemonium', BOO & HISS conduct. WITCH, SPOTTY & GROTTY creep in, holding fingers to their lips to tell AUDIENCE to keep their presence secret. They move to where they can be seen when standing, and not when crouching.]

BOO Very good. Hopefully that'll do the trick.

HISS We mustn't let the Wicked Witch get away with anything!

BOO No. Don't ever help her.

CHILD *(shouting)* Look out! There she is!

[BADDIES duck down, BOO/HISS turn to look.]

BOO Where? I can't see her.

[BOO/HISS turn back, baddies stand up.]

AUDIENCE Behind you!

[BADDIES duck down, BOO/HISS turn to look.]

HISS Where?

[BOO/HISS turn back, baddies stand up.]

AUDIENCE Behind you!

[BADDIES duck down, BOO/HISS turn to look.]

BOO/HISS There's no-one there!

[BOO/HISS turn back, baddies stand up.]

AUDIENCE Behind you!

BOO *(to HISS, without turning)* Do you think they're teasing, Hiss?

[BADDIES start to creep up behind BOO & HISS.]

AUDIENCE *(very urgently)* Behind you!

HISS *(to BOO)* I think they're teasing, Boo.

WITCH/SPOT/GROT *(menacingly)* Oh no they're not!

BOO / HISS *(in unison, turning to see the Witch, Spotty and Grotty)*
Oh no! They're not! Let's get out of here!

[BOO & HISS run away from the baddies.]

WITCH After them!

Chase (Incidental)

[WICKED WITCH, SPOTTY & GROTTY chase BOO & HISS,

*ending with all exiting through Pantoland doorway.
Enter MOO, Right.]*

MOO Tail! Tail! Where are you?
(asks two people at random, who both shake their heads) Have you seen Tail? *(to everyone)* Has anyone seen Tail?

AUDIENCE *(firmly)* NO! We haven't seen Tail!

MOO *(tearfully)* I was only asking!

Witch's Entry (Incidental)

(☉ Track 25)

[MOO gives a little scream and runs off Right as the WICKED WITCH enters, with SPOTTY & GROTTY.]

WITCH *(looking around)* Where are they? Where are those horrible kids?

GROTTY What makes you so sure they were here?

WITCH Because I can smell them, Grotty! I can always smell goodness!
It hangs in the air and gets *(shouting)* RIGHT UP MY NOSE.

SPOTTY Yeah, goodness stinks! *(holding nose)* Phwah!

WITCH They've been here, that's for sure, but where are they now?

GROTTY *(indicating audience)* We could always ask them again...

SPOTTY They won't tell us! They're all nicey-nicey!

WITCH *(nastily)* Well, we'll ask them in a nicey-nicey way then!
(over-sweetly to the audience) Good evening everyone! Hello!
So good to see you! Just wondering... Were those nice children here?

AUDIENCE *(innocently)* No...

WITCH / SP / GR *(nastily)* Oh, yes they were!

AUDIENCE Oh, no they weren't!

WITCH Oh... We don't believe you anyway!

[Enter BOO & HISS with their prompt signs.]

GROTTY *(pointing to WICKED WITCH)* Anyway, when she rules Pantoland...

SPOTTY ...which will be very soon...

GROTTY *(pointing at audience)* ...she's not going to allow people like you into the audience!

SPOTTY NO! It'll be baddies only!

[BOO prompts Audience.]

AUDIENCE **BOO!**

SPOTTY Yeah, all baddies!

[HISS prompts Audience.]

AUDIENCE **HISS!**

GROTTY No goodies!

[BOO & HISS prompt Audience.]

AUDIENCE **BOO! HISS!**

[BOO & HISS give thumbs up.]

WITCH But first, we've got to find out what those smelly kids are up to.
They mustn't spoil my great day!

SPOTTY They can't be far away! Come on!

WITCH / SP / GR *(to the audience)* We'll be back!

[BOO & HISS prompt audience.]

AUDIENCE **BOO! HISS!**

[Exit WITCH, SPOTTY & GROTTY. BOO & HISS go to Centre.]

BOO *(to HISS, pointing at Audience)* They're definitely improving.

HISS *(to BOO)* They did lie, though – the children were here.

BOO That's true. *(to Audience)* Complicated business, trying to do the
right thing.

HISS *(to BOO)* But at least they're trying.

BOO Yes - there's hope for them yet.

BOO / HISS *(to Audience)* Keep up the good work!

Magic Doorway (Short) *(Incidental)* (☉ Track 30)

*[Exit BOO & HISS. **OPTION:** DWARFS could march
through at this point, singing their song again]*

Scene 5 Cinderella

[Enter TAIL Right, & moves to centre calling for MOO.]

TAIL *(sadly)* Moo! Moo? Did any of you see Moo come this way?

AUDIENCE *(pointing Right)* He went that way!

TAIL But I've just come from that way! Oh dear...
(calling as he goes to exit Right) Moo... Where are you? Moo...

[Enter SARA & ALISON through door. SARA moves around looking for the boys.]

ALISON Looks like we're back on the stage again!

SARA I can't see the boys anywhere. Perhaps they went another way...

ALISON We haven't met anyone, yet!

SARA No, but there's someone coming now...

[First two lines of the following conversation are delivered loudly offstage, then enter MAGNOLIA & APPLE WHITE. MAGNOLIA is holding a shoe.]

MAGNOLIA It's mine!

APPLE WHITE No it isn't, it's mine!

MAGNOLIA I saw it first!

APPLE WHITE *(grabbing the shoe)* Yes, but I got it first!

MAGNOLIA Seeing it first always counts! *(she grabs the shoe back)*

APPLE WHITE No it doesn't! Getting it first always wins! *(grabs shoe)*

MAGNOLIA It doesn't!

APPLE WHITE It does!

MAGNOLIA Doesn't!

APPLE WHITE Does!

MAGNOLIA It's mine!

APPLE WHITE No it isn't, it's mine!

[Both are holding the shoe, now. They spot the two girls.]

MAGNOLIA Who are you?

ALISON I'm Alison.

SARA And I'm Sara. Who are you? *(to ALISON)* As if we couldn't guess!

APPLE WHITE All right, then, clever-clogs, who are we?

ALISON Oh, that's easy – you're the Ugly... er, I mean, you're Cinderella's step-sisters.

MAGNOLIA Oh, you know the story, do you?

SARA Of course we do!

APPLE WHITE Yes, but they don't know our version of it, do they?

MAGNOLIA No. You see, in our version I get to marry the Prince!

APPLE WHITE No you don't! I do!

MAGNOLIA *(tugging at the shoe)* Don't!

APPLE WHITE *(also tugging)* Do!

MAGNOLIA Don't!

APPLE WHITE Do!

MAG / APP *(together)* Well, one of us does!

ALISON But I thought the shoe would only fit one person!

APPLE WHITE *(letting go of the shoe)* Oh, that's the old version! Since the Wicked Witch got control, there's no good magic in the stories. So we've stolen the shoe...

MAGNOLIA ...and now, instead of Cinderella, one of us can marry the Prince!

APPLE WHITE Yes! Me!

MAGNOLIA No... Me!

[SARA & ALISON move to one side.]

IT'S GOTTA BE ME!

(☉ Track 8 / 20)

Apple White IT'S GOTTA BE ME 'COS I'M THE BEST,
OUTSHINING ALL THE REST!

Magnolia OH NO YOU'RE NOT!

Apple White OH YES I AM!

Magnolia OH NO YOU'RE NOT!

Apple White OH YES I AM!

MAGNOLIA SHE'S LOST THE PLOT!

Apple White I'LL GET THAT MAN -
I'M HEADING FOR SUCCESS!
I'M THE ONE WHO'S SWEET AND FAIR:
THERE'S NONE WHO CAN COMPARE!

Magnolia BUT NOT UP CLOSE –
YOU'RE FAR TOO GROSS!

Apple White *(snatching shoe)* OH NO I'M NOT!

Magnolia OH YES YOU ARE!

Apple White OH NO I'M NOT!

Magnolia OH YES YOU ARE!
YOU'LL GIVE THE PRINCE A SCARE!
WAIT AND SEE, IT'S GONNA BE ME!

Apple White YOU'LL SEE YOU'RE WRONG BEFORE TOO LONG!

Apple White IT'S GOTTA BE ME 'COS I HAVE STYLE!
I MUST WALK DOWN THE AISLE!

Magnolia I'LL FIT THE SHOE, SO BOO, HOO, HOO!

Apple White YOU'RE SUCH A BORE, HE'LL HIT THE FLOOR!

Magnolia YOU THINK YOU'RE GREAT, BUT JUST YOU WAIT
THE PRINCE WILL BE MY DATE! (NAH, NAH, NA- NAH NAH!)

Apple White IT'S MY FATE, I'LL BE HIS WIFE
TO HAVE AND HOLD FOR LIFE. (HA, HA, HA!)

Magnolia *(snatching shoe)* YOU'RE FAR TOO THICK!
YOU MAKE ME SICK!

Apple White GET LOST QUICK! YOU NEED A KICK!

Magnolia YOU'RE SUCH A SWINE! THE PRINCE IS MINE!

Apple White I'LL BE PRINCE CHARMING'S WIFE!

Magnolia OH NO, NOT ON YOUR LIFE!

[MAGNOLIA chases APPLE WHITE offstage with the shoe, then returns to stand smugly Stage Right. Enter CINDERELLA, looking very downhearted.]

MAGNOLIA *(to AUDIENCE)* Oh, here she is! Little Goody Two-Shoes Cinderella!

[Re-enter APPLE WHITE, to stand Left.]

APPLE WHITE *(to AUDIENCE)* Doesn't she look sad? All because she can't marry the prince, and I can!

MAGNOLIA I can, you mean!! Give me that shoe!

CINDERELLA It isn't fair, Magnolia!

SARA Is that your name – "Magnolia?"

MAGNOLIA Yes. Pretty, isn't it? And my sister's name is "Apple White".

ALISON Apple White and Magnolia ...what ...unusual names!

APPLE WHITE Ah, well, you see, our Father's a painter and decorator.

SARA *(not meaning it)* Lovely. But I've just thought of something...

MAG / AP / CIND *(together)* Yes?

SARA Have you stopped quarrelling long enough to try the shoe on? The Prince isn't going to marry anyone if the shoe doesn't fit, is he?

MAGNOLIA You know, she's right! We hadn't thought of that!
Give it here... I'll try it on, first...

[She tries – it doesn't fit.]

APPLE WHITE *(gleefully)* It doesn't fit! It doesn't fit! Here, give it to me!

[She tries too, but again, it doesn't fit.]

ALISON Now let Cinderella try it on.

[APPLE WHITE is reluctant, but ALISON grabs the slipper giving it to CINDERELLA, who tries it on. It doesn't fit her.]

CINDERELLA It must fit! I wore it at the ball last night! Why won't it go on?

SARA That's what I thought would happen!
[The others look astonished.]
It's all because of the Wicked Witch, you see!

MAG / AP / CIND No, we don't see!

SARA Well, the shoe in the story will only fit one person, right?

MAG / AP / CIND Right!

SARA So, now there's no good magic, it won't fit anybody!

MAGNOLIA (gasps) The Witch told us all the baddies would win!

APPLE WHITE (angrily) She's cheated us!

CINDERELLA (sadly) None of us will be able to marry the Prince, now!

MAGNOLIA (cross) And I'd bought a new dress for the wedding!

APPLE WHITE (stamping her foot on the word 'hate') Oh... I hate that witch!

[APPLE WHITE moves downstage to one side, thinking.]

MAGNOLIA So do I!

CINDERELLA (sadly) ...and me...

ALISON We all do! But I think we can help you... if you'll let us have the shoe.

MAGNOLIA (giving it to ALISON crossly) Take it – it's no good to us, is it?

SARA We're going to give it to the Good Fairy, so she can put the stories back to normal.

APPLE WHITE (returning to centre) Good! Because I've suddenly thought of something. Magnolia?

MAGNOLIA (sweetly) What have you thought of, Apple White?

APPLE WHITE If we married the Prince, we'd have to be good... ALL THE TIME!

MAGNOLIA (horrified) All the time?

APPLE WHITE Every minute! If you're royal, you always have to behave yourself!

MAGNOLIA Oh dear! We wouldn't like that!

CINDERELLA But what about me?

SARA Oh, if the Good Fairy does her stuff, you'll be all right.

CINDERELLA I hope so. (to Magnolia and Apple White) And if I do marry the Prince, I promise I'll invite you two to my wedding feast!

MAGNOLIA Oooh! What about that! Us two eating at the Palace!

APPLE WHITE I'll need a new party dress!

MAGNOLIA Me too!

APPLE WHITE I've got an Argos *[or other]* catalogue indoors, we could look in there...

[The sisters start to exit, speaking as they go.]

MAGNOLIA *(linking arms with APPLE WHITE)* Do Argos do ball gowns?

APPLE WHITE No, but I saw some lovely shower curtains that would suit you...

CINDERELLA *(to SARA & ALISON)* Thank you so much for your help. I do hope you're successful – a lot of people are relying on you.

SARA We'll do our best.

CINDERELLA Well, I'd better go. I've got lots of housework to do...

SARA Not for much longer, if we can help it!

ALISON *(holding up the shoe)* Don't worry, I'm sure you'll get this back before the prince turns up!

CINDERELLA Good luck! *(She exits.)*

SARA Well, that's one object found!

ALISON Yes, but I'm a bit worried about the boys. Where are they?

SARA We'd better go and find them. They must be somewhere in Pantoland...

Magic Doorway (Short) (Incidental) (☉ Track 30)

[Exit SARA & ALISON.]

Witch's Entry (Incidental) (☉ Track 25)

[Enter WICKED WITCH, GROTTY & SPOTTY.]

SPOTTY There's no-one here!

WITCH I thought you said you could hear girls' voices, Grotty.

GROTTY I did! We must have missed them.

WITCH Something's going on here, and I don't like it!
I bet that lot *(pointing at the audience)* know something,
but it's no good asking them!

SPOTTY Those kids have got to be in Pantoland, somewhere!

WITCH Of course they are! And we'll catch them before long!

GROTTY But....they're only kids. They can't do anything to hurt us, can they?

SPOTTY You never know with goodies!

WITCH Don't you worry! It's all under control! My Master Plan will not fail!

[Exit WITCH, SPOTTY & GROTTY. If the audience hiss and boo here, W/S/G can snarl back as they exit!]

SCENE 6 Aladdin

Magic Doorway (Short) (Incidental) (☉ Track 30)

[Enter MARTIN & JOHN, through the door.]

MARTIN Where are those girls? We must have looked everywhere, now!

[Enter TAIL through doorway.]

JOHN Who's this?

[They stand aside, and TAIL comes in, calling for MOO.]

TAIL (calling:) Moo! Where are you, Moo? *(seeing the boys)* Oh, hello!

JOHN Hello.

TAIL You haven't seen Moo, have you?

MARTIN Moo? What does Moo look like?

TAIL Moo is the front end, the one with the cow face. I've got the tail, see?
(He shows the tail attached to his trousers.) Have you seen Moo?

JOHN No, sorry. How did you come to lose each other?

TAIL It was the Wicked Witch. She cut us in half!

MARTIN Cut you in half? Why did she do that?

TAIL Because she thought we knew where the Giant was.

JOHN And did you?

TAIL Yes. He was playing in the woods. But we didn't tell her, she just wanted his goose... Oh! You've got it! *(alarmed)* Did you steal it?

JOHN No! We're not thieves!

MARTIN We're trying to get back the Good Fairy's magic. Since she lost it, everything's gone wrong.

[TAIL gets out an enormous hankie and mops away tears]

TAIL *(sadly)* You're right. It's Pandemonium. The world's full of baddies and I'm lost without my Moo. *(blows nose loudly)*

AUDIENCE Aaahhh!!

JOHN Not everything's gone bad. Jack's found a friend, and so has the Giant.

MARTIN Maybe we're making a bit of a difference already! Come on, let's keep going! We've got more magic to find!

TAIL I really hope you can do it! Perhaps it would help me get back together with Moo. *(begins to mop eyes again)*

JOHN Aw, don't cry, Tail!

MARTIN Don't give up, Tail! Keep looking!

TAIL *(smiling ruefully)* All right! I will!

TAIL *(exits to one side, calling)* Moo! Where are you, Moo? Moo...

JOHN That Witch is really horrible! *(shudders)*

MARTIN Look out! The door's opening again!

[Enter SARA & ALISON.]

SARA There you are! We were looking for you!

MARTIN Where have you been? We were looking for you!

SARA We've been in the Cinderella story, and look what we've got!

[SARA shows the shoe.]

JOHN Oh, well done!

MARTIN We got into Jack and The Beanstalk, and look...

[Shows the goose.]

ALISON That's great! We've got two of the three objects!

SARA Now we just need to find...

[Enter ALADDIN, rubbing his lamp.]

J/A/M/S *(together)* Aladdin!

ALADDIN Did you call me?

MARTIN Yes, we need your help.

ALADDIN You need help? It's me that needs help, if I'm going to beat my wicked Uncle Abanazer.

SARA Why?

ALADDIN	He's going to shut me in a horrible cave 'til I find the treasure he's after.
SARA	Oh dear! Aren't you supposed to have a genie to help you?
ALADDIN	Yes! But I've rubbed and polished this lamp as hard as I can, and <u>still</u> nothing happens!
ALISON	Ah, we know <u>why</u> ! It's been got at by the Wicked Witch!
SARA	But we think we can help you.
ALADDIN	You <u>can</u> ?
SARA	Yes, if you let us borrow the lamp.
JOHN	We promise to bring it back.
MARTIN	We just need to give it to the Good Fairy, so she can return its magic...
ALISON	Then all pantomimes, everywhere, can end happily – including yours!
ALADDIN	And I'll get my three wishes?
JOHN	Yes! What will you wish for?
ALADDIN	I'll have to wish myself out of the cave, first. But then... well, I'll only have two wishes left...
SARA	You'll have to wish very carefully...
ALADDIN	I've thought about that, but I still can't decide...

Start (☉ Track 9 / 21)

[During the song, any stage AUDIENCE doubling as extra BADDIES exit to change costumes for Master Plan dance.]

WHAT WOULD YOU WISH?

(☉ Track 9 / 21)

Aladdin	WHAT WOULD YOU WISH IF YOU COULD CHOOSE IF JUST ONE WISH WAS ALL YOU COULD USE?
Martin (or J/A/M/S)	I'D WISH FOR SWEETS TEN METRES HIGH.
Aladdin	YOU'D HAVE BAD TEETH – THEY'D MAKE YOU CRY!
All	THINK AGAIN, THINK AGAIN, BEFORE YOU WISH. YOU MUST BE SO CAREFUL NOT TO WASTE YOUR PRECIOUS WISH!
Aladdin	WHAT WOULD YOU WISH... <i>(as before)</i>
John (or J/A/M/S)	I'D WISH TO STAY IN BED ALL DAY.
Aladdin	YOU'D ONLY SLEEP YOUR LIFE AWAY.
All	THINK AGAIN, THINK AGAIN... <i>(as before)</i>
Aladdin	WHAT WOULD YOU WISH... <i>(as before)</i>
Sara (or J/A/M/S)	I'D WISH TO BE A MOVIE STAR.
Aladdin	FAR BETTER BE JUST WHAT YOU ARE!
All	THINK AGAIN, THINK AGAIN... <i>(as before)</i>
Aladdin	WHAT WOULD YOU WISH... <i>(as before)</i>

Alison (Or J/A/M/S) I'D WISH FOR PEACE FOR ME AND YOU.
Aladdin YOU NEVER KNOW – IT MIGHT COME TRUE!

All THAT'S THE ONE, THAT'S THE ONE
THAT YOU SHOULD CHOOSE.
WITH A WISH LIKE THAT YOU'D FIND
YOU SIMPLY COULDN'T LOSE!

(repeat last section)

JOHN So, will you let us borrow the lamp? We need to get its magic back!

ALADDIN Ok., then. *(hands lamp to JOHN)* I hope your plan works.
Otherwise, I'll be stuck in that cave for ever!

ALISON It'll work. It's got to!

ALADDIN Good luck!

[Exit ALADDIN.]

SARA Right. We've got all three objects. Back to the Good Fairy!

MARTIN Which way, do you think?

JOHN It's got to be through that doorway!

SARA Come on. We've nearly done it!

Magic Doorway (Short) (Incidental) (☉ Track 30)

[Exit J/A/M/S as before. OPTION: DWARFS could march through at this point, singing their song again.]

SCENE 7 The final confrontation

Witch's Entry (Incidental) (☉ Track 25)

[Enter WICKED WITCH, GROTTY & SPOTTY.]

WITCH Pah! Those nasty children aren't here, either!

SPOTTY What shall we do?

GROTTY There's nowhere else to look.

WITCH *(pointing to Audience)* This 'orrible lot are still here, though!

AUDIENCE **Hissssssss...**

[Enter BOO & HISS, with thumbs up.]

WITCH Never mind! It's time to put my Master Plan into action!

SPOT / GROT Go, Mistress!

[During the next few lines, BOO & HISS prompt AUDIENCE as necessary, while SPOTTY & GROTTY make menacing gestures.]

AUDIENCE **BOOO! Hisss!**

WITCH I shall summon all my slaves, all my powers, and – whatever those goodies do – I shall beat them!

AUDIENCE **BOOO!! Hisss!!**

WITCH What can that stupid Fairy do without her magic? Nothing!!

AUDIENCE **BOOO!!! HISSS!!!**

WITCH *(shouting loudly)* Listen!

[All goes very quiet, and WITCH speaks in a sinister voice.]

I call upon my helpers, everywhere!

(shouting) Witches, goblins, creatures of the night!

Help me overcome those snivelling goodies for ever!

Start
(☉ Track 10 / 22)

[Lighting is subdued, with dry ice if possible. Extra BADDIES creep in to move menacingly, scaring the 'audience'. The CD entry point for the baddies is after 16 bars, the last four bars of which feature high strings and xylophone.]

MASTER PLAN

(☉ Track 10 / 22)

Baddies

MASTER PLAN! (x8)

Witch

I'VE GOT A MASTER PLAN.

I'LL DO IT IF I CAN

I'LL RULE THE WORLD!

SHE'S GOT A VERY CUNNING MASTER PLAN!

Chorus / Baddies

SHE'S GOT A MASTER PLAN.

SHE'LL DO IT:

SHE'LL RULE THE WORLD!

Spotty / Grotty

[Extra Baddies could sing the words 'Master Plan' in sinister fashion during next section, see score.]

FROM EUROPE TO JAPAN
EACH WOMAN AND EACH MAN
THEY WILL OBEY!

FROM EUROPE TO JAPAN
THEY'LL DO IT!
THEY WILL OBEY!

Witch / Baddies

MASTER PLAN, MASTER PLAN

WORKING MAGIC STRONGER THAN

ALL THE GOODY GOODIES IN THE
WORLD CAN DO.

MASTER PLAN, MASTER PLAN

WORKING MAGIC STRONGER THAN

ALL THE GOODY GOODIES IN THE WORLD.

Chorus (on repeat)

NA- STY

PLAN,

NA- STY

PLAN.

WE'LL RE-

SIST YOU

IF WE CAN.

(repeat)

[After four bars interlude the extra BADDIES begin to sing / whisper 'Master Plan' as before. They sing four bars alone, then continue singing along throughout the next verse.]

Spotty / Grotty	Witch FROM DARK AND DIRTY LAIRS SHARP CLAWS AND TANGLED HAIR MY CREATURES STRAY! SHE'S GOT A VERY CUNNING MASTER PLAN!	Chorus FROM DARK AND DIRTY LAIRS THEY'RE DANGER – HER CREATURES STRAY!
	APPROACH US IF YOU DARE CONFRONT OUR EVIL STARE WE'LL HAVE OUR WAY!	APPROACH THEM IF YOU DARE DON'T DO IT! THEY'LL HAVE THEIR WAY!
	Witch / Baddies MASTER PLAN, MASTER PLAN... (etc.)	Chorus (on repeat) NA – STY PLAN... (etc.)

[The song / dance ends with WITCH / BADDIES cackling.]

Good Fairy Twinkle (Incidental) (☉ Track 26)

[Enter GOOD FAIRY and J/A/M/S through Pantoland door. MARTIN, JOHN & ALISON carry goose, shoe and lamp respectively. Extra BADDIES to sides, snarling. BOO & HISS hold positions. WITCH, SPOTTY & GROTTY are Centre, backing away from GOOD FAIRY.]

WITCH (stamping her foot in anger) Aargh! They've got the goose and the shoe and the lamp! I hate them! I hate them!

GOOD FAIRY (walks downstage, waving wand at WITCH) There'll be no more hating round here, thank you! (WITCH backs away to the side)
And no more pandemonium.

[WITCH snarls. The three magic objects are placed on the floor, Stage R. A 'magic' spotlight lights that area. WITCH and BADDIES cower and wince. GOOD FAIRY touches each object with her wand in time with the sound effect.]

Three Magic Sounds (☉ Track 32)

GOOD FAIRY There! That's all the good magic back!

AUDIENCE Hooray! (ALL applaud)

GOOD FAIRY Jack! Cinderella! Aladdin! Come and get what belongs to you!

[Enter JACK, CINDERELLA & ALADDIN. Each picks up their object when addressed, then moves aside.]

(to JACK) Jack, may you never go hungry!

(to CINDERELLA) Cinderella, may you live happily ever after!

(to ALADDIN) Aladdin, may your wishes come true!

(to AUDIENCE) We must banish all that's wicked from this place and let the good magic in!

(to J/A/M/S) Children: get the baddies into the magic light!

[J/A/M/S approach WITCH, SPOTTY & GROTTY.]

Boo – Hiss – come and help them.

[BOO & HISS begin to chant directly at the WITCH, encouraging the stage audience to join in.]

BOO/HISS/J/A/M/S (loudly to WITCH) Into the light! Into the light! (etc., repeat ad lib.)

WITCH (shouts as she retreats to one side) No! I'm not going in there!

SPOTTY (following) Nor am I!

GROTTY (following) Nor me!

WITCH/SP/GR (shouting very loudly) We don't want to be good!

[Chant stops abruptly. BADDIES are all cowering.]

GOOD FAIRY Are you sure? Do you want to be bad for ever?
What about you, Grotty?

BOO/HISS/J/A/M/S (chant whispered ad lib at GROTTY) Into the light! Into the light!

[AUDIENCE join in. Chant stops when GROTTY speaks.]

GROTTY Er... maybe... I wouldn't mind being good, sometimes.

WITCH (shaking her fist) Traitor!

GOOD FAIRY Well, that's a start. Would you like to try out the magic light?
Help him everyone!

AUDIENCE (softly chanting) Into the light! Into the light! Into the light!

[GROTTY moves cautiously into the light, then relaxes with a happy smile. The chanting stops.]

SARA Well done, Grotty. You can be friends with us now!

[GROTTY moves to join J/A/M/S, who welcome him.]

GOOD FAIRY What about you, Spotty?

SPOTTY Well... I suppose just occasionally I could be nice to people...

[Hesitant nodding reaction from the extra baddies. As the WITCH speaks, she moves towards SPOTTY, who backs away towards the light, so she's driving him into it!]

WITCH You nasty, weak, disloyal, pathetic, despicable traitor!

GOOD FAIRY Well done, Witch, you've driven him into the light!

WITCH Noooooooooo!!

[Once in the light, SPOTTY stands up straighter, with a smile. After a moment, he gives a thumbs up sign.]

GOOD FAIRY (to SPOTTY & GROTTY) How does that feel, Spotty?

SPOTTY

It feels good! (*pointing at J/A/M/S*) Can I join them now?

GOOD FAIRY

Yes, and you'll find life a lot nicer from now on!
And now... (*to WITCH*) What about you?

Start
(☉ Track 11 / 23)

[The WITCH is standing alone, arms folded, looking sad and sulky. The song is directed towards her.]

STEP INTO LIGHT

(☉ Track 11 / 23)

All STEP INTO LIGHT, YOU'LL BE ALL RIGHT! (TWICE)
ON YOUR OWN, YOU STAND ALONE,
WITH TROUBLES THAT YOU CAN'T UNDO.
NO-ONE'S THERE TO SHOW THEY CARE,
TO SEE WHAT YOU'RE GOING THROUGH,
AND YOU CAN'T SEE A WAY –
DON'T KNOW WHAT TO SAY OR DO.

Good Fairy FEELING SMALL, YOU'VE BLOWN IT ALL,
AND EVERYTHING YOU'VE DONE SEEMS WRONG.
HOLD MY HAND, I'LL HELP YOU STAND,
TOGETHER WE'LL GET ALONG,
'COS TOGETHER WE'RE STRONG.

WITCH (*cymbal crash cue*) But what's the oint of me trying to be good?
GOOD FAIRY Well, you'd like yourself more.

WITCH (*cymbal crash cue*) Like myself? Really?
GOOD FAIRY Yes! And you'd have lots of friends.

WITCH (*cymbal crash cue*) Friends? (*sadly*) I've never had friends, only slaves.

SARA (*cymbal crash cue*) You'd like having friends.
WITCH Would they be nice to me?
JOHN That's what friends are for!

GOOD FAIRY (*cymbal crash cue*) If you wanted to be good, I would be your friend
WITCH Really?

GOOD FAIRY (*Cymbal crash cue, offering her hand*) Won't you come? Please?

*[WITCH hesitantly goes to her. GOOD FAIRY takes WITCH's hand, mimes conversation. Other BADDIES walk nervously into the light and happily out again.
WITCH is led into the light at the very end of the song.]*

All MOVE OUT OF DARKNESS, STEP INTO LIGHT.
WALK ON THE GOOD SIDE, YOU'LL BE ALL RIGHT.
(*repeat in harmony x3*)

STEP INTO LIGHT, YOU'LL BE ALL RIGHT!

GOOD FAIRY There! That wasn't so bad, was it?

WITCH (*shuddering*) Ohh... It feels very strange...

GOOD FAIRY Does it?

WITCH

Hang on a minute... *(Pause... EVERYONE leans in)*
No – it still feels strange. *(EVERYONE straightens up with a sigh)*
Wait – hang on another minute... *(Pause... EVERYONE leans in)*
(with realisation) I feel... happy! Is this what it's like to feel good?
[ALL smile, thumbs up, nod, etc.]
I like it! I haven't felt this good for years!

GOOD FAIRY

Well done, everyone! You've saved the Witch, saved the pantomime,
and saved the day! Pantos everywhere can begin!

[MOO & TAIL enter from opposite sides, run to meet, miss each other, turn back and do high fives. The whole cast go on stage to join in the final song. Underlined lyrics show changes from the 'Welcome' number.]

GOODBYE!

(☉Track 12 / 24)

GOODBYE, GOODBYE, GOODBYE FROM ALL THE BADDIES!
SO LONG, SO LONG, SO LONG FROM ALL THE GOODIES!

EVERYONE'S BEEN BUSY, GETTING IN A TIZZY.
MAKES YOU FEEL QUITE DIZZY –
EXCITEMENT BUZZING EVERYWHERE!

YES THE TIME IS RIGHT! ENJOY THE FUN TONIGHT!
SO EVERYBODY PLEASE JOIN IN AND CLAP YOUR HANDS!
IT'S TIME TO HAVE SOME

FUN AND LAUGHTER NOW YOU'RE AT THE PANTO!
FUN AND LAUGHTER NOW YOU'RE AT THE PANTO!
WE'RE SO GLAD YOU CAME TO SEE TONIGHT'S SHOW.
COME ON, LET'S GO!

EVERYBODY'S HERE (x4)
NOW YOU'VE GOT TO GO (x4)

BYE-BYE, BYE-BYE, BYE-BYE! THE SHOW IS OVER!
THERE IS, THERE IS, THERE IS NO MORE TO SHOW YER!

EVERYTHING IS READY! EVERYTHING IS STEADY!
EVERYONE IS WAITING FOR THE MAGIC WORDS: 'GO, GO, GO!'
YES THE TIME IS RIGHT! ENJOY THE FUN TONIGHT!
SO EVERYBODY PLEASE JOIN IN AND CLAP YOUR HANDS
IT'S TIME TO HAVE SOME...

FUN AND LAUGHTER NOW YOU'RE AT THE PANTO!
FUN AND LAUGHTER NOW YOU'RE AT THE PANTO!
WE'RE SO GLAD YOU CAME TO SEE TONIGHT'S SHOW.
COME ON, LET'S GO!

HAD A GOOD TIME (x4)
AT THE PANTOMIME!



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Welcome!

Music and Lyrics by Ruth Kenward

Arr. Mark Dickman

Majestically ♩=132

N.C. G 3 3 G⁷ 3

ALL (OR SOLOIST): La-dies! Gen-tle-men! La-dies and gen-tle-men!

p con ped

C D/C C D/C C D/C C D/C

The show's about to begin!

5

C B^b C

ALL:
Please take your seats, un-wrap your sweets, turn off your mo-bile phones. (Please!)

mf

9

N.C. C B \flat

Take your coats off, try not to cough. This is a smoke free

13

C N.C.

zone! (coughing ad lib!) 8va Here we go!

17

With a Lively Beat $\text{♩} = 120$

C B \flat C B \flat C B \flat C B \flat C B \flat

Wel-come, wel-come, wel-come
This is, this is, this is

20 *opt. 8vb*

C B \flat C B \flat C B \flat N.C.

to our pro - duc - tion!
our in - tro - duc - tion!

25

C E^b F

Ev - 'ry - one's been bu - sy, get - ting in a tiz - zy! Makes you feel quite

mf

29

A^b A^b/B^b B^b C

diz - zy, ex - cite - ment buz - zing ev - 'ry - where! Yes, the time_ is right!

34

E^b F A^b

En - joy the fun_ to - night! So ev - 'ry - bo - dy please re - lax, and

39

G N.C. C B^b C B^b

watch the show! It's time to have some fun and laugh - ter now you're at the

44

C B^b C B^b C B^b C B^b C B^b

pan - to, — fun and laugh-ter now you're at the pan - to! —

49

C B^b C B^b C B^b C B^b C B^b C B^b

We're so glad you came to see to - night's show.

54

C B^b C B^b C B^b N.C.

Come on, — let's go! —

59

G G⁷

Ev - 'ry - bo - dy's here, ev - 'ry - bo - dy's here, ev - 'ry - bo - dy's here, ev - 'ry - bo - dy's here!

mp *cresc.*

63

A A⁷

Let the show be-gin, let the show be-gin, let the show be-gin, let the show be-gin!

mf *cresc.*

67

D C D C D C D C D C

Wake up! Wake up! Wake up!
Ac - tion! Ac - tion! Ac - tion!

f x2 x2

71

D C D C D C N.C.

It's time for show - ing!
Let's get it go - ing!

76

D F G

Ev -'ry-thing is rea - dy, ev -'ry-thing is stea - dy. Ev -'ry - one is

80

wait-ing for the ma-gic words: "Go, Go, Go!" Yes, the time— is right!

En - joy the fun to - night! So ev - 'ry - bo - dy please re - lax and

95

100

D C D C D C D C

We're so glad you came to see to - night's show.

105

D C D C D C D C N.C.

Come on, let's go!

109

A A⁷

Have a good time, have a good time, have a good time, have a good time,

cresc.

114

N.C.

At the pan - to - mime!

8^{va} gliss. ff

118

Hear It For The Baddies!

Music and Lyrics by Ruth Kenward

Arr. Mark Dickman

Menacing ♩=104

D⁵ C⁵ D⁵ C⁵ D⁵

f *gliss.*

D⁵ C⁵ D⁵ C⁵ D⁵

v1 WITCH:
I am just a lit - tle sick_ of be - ing met_ with sneers,
v2 WITCH, SPOTTY AND GROTTY:
We don't e - ver get to win,_ we ne - ver save_ the day._

D⁵ C⁵ D⁵ C⁵ B^b C F

Ev - 'ry pan - to I've been in_ for years and years and years.
Al - ways seems we're bound to lose_ in ev - 'ry sin - gle way.

B \flat C N.C. F C/E Dm N.C. G/B A

All I get— is boo and hiss at - tack - ing my— poor ears.
All we want— is just one time to win a lit - tle 'Yay!'

13

D 5 C 5 D 5 A Aaug A 7 Dm C

WITCH/ SPOTTY/GROTTY:
We are just a lit - tle sick— of be - ing met— with sneers, so let's...
Just one time we'd like to win,— just once to save— the day, so let's...

slight rall.

17

Funky ♩=108

Fm 7 E \flat (add 9)

ALL: Hear it for the bad - dies! Hear it for the bad - dies! Cheer all the bad - dies for a

21

Fm 7

change! Hiss at the goo - dies! Hiss... the goo - dies!

24

$E^b(\text{add}^9)$ Fm^7

Boo all the goo - dies for a change!

27

D^b E^b Cm D^b E^b

Here's what you must do: give a great big
What we want to hear is a great big

29

F E^b 1. Cm

BOO! Boo the goo - dies! BOO!
cheer! Cheer the bad - dies!

32

A^m 2. N.C.

BOO! Boo the goo - dies! Hooray!

35

Fm⁷

ALL: Hear it for the bad - dies! Hear it for the bad - dies!

38

F[♯]m⁷

Hear it for the bad - dies! Hear it for the bad - dies!

40

Gm⁷

Hear it for the bad - dies! Hear it for the bad - dies!

42

N.C.

Gm⁷

boom boom boom boom boom boom boom, Hear it for the bad - dies!

44

8^{vb}



Spread A Little Magic

Music and Lyrics by Ruth Kenward

Arr. Mark Dickman

Slowly, With Expression

♩=84

Chords: Fmaj⁹ B^b/F Am⁷ B^b(add⁹) C

v1 GOOD FAIRY: I'm
v2 CHORUS: (It)

p
Con ped.

Chords: F Am

lost with-out my ma - gic, I sim - ply don't know what to do,____ I
on - ly takes a drop - let of ma - gic in a drea - ry day____ to

mp

5

Chords: B^b B^bm F

sim - ply don't know what to do.____ With - out the power with - in me there's
send your wea - ri - ness a - way.____ It on - ly takes a mom - ent to

8

F Am B^b Gm/B^b B^bma⁷

no - thing I can say or do _____ to make your small - est wish come
 wave a ma - gic wand a - round, _____ and then your frown hangs up - side

11

C B^b C/B^b C⁷

true. I just want to put things right and fix what's go - ing wrong, to
 down! She just wants to put things right and fix what's go - ing wrong, to

mf

14

Am⁷ Dm Dm/C B^b Gm⁷

heal where there is sick - ness and turn sad - ness in - to song. All I want to do is
 heal where there is sick - ness and turn sad - ness in - to song. All she wants to do is

17

B^b/C Am/C C Am/C F C/E C^{sus4}/E C^(add9)/E

make your wish come true and ALL: Spread_____ a lit - tle ma - gic,_____

make your wish come true and

opt. HARMONY: Just spread a lit - tle ma - gic,_____

rit. A Tempo

20

B^b/D Dm C F

just a ti - ny spark._____ Spread_____ a lit - tle

just a ti - ny spark._____ Just spread a lit - tle

23

C/E C^{sus4}/E C^(add9)/E B^b B^bma^{j7} 1. C^{sus4} C Dm/C C

ma - gic,_____ Make a lit - tle wish, to light - en up the dark.

ma - gic,_____ Make a lit - tle wish, to light - en up the dark.

26

F C F B^b C

ALL: It

p

29

2. C^{sus4} C Dm/C C F /E D^{sus4} D G

light - en up the dark... Spread a lit - tle

light - en up the dark... Just spread a lit - tle

f

33

D/F[#] D^{sus4}/F[#] D(add⁹)/F[#] C/E Em D D⁷

ma - gic, just a ti - ny spark.

ma - gic, just a ti - ny spark.

36

G D/F# Dsus4/F# D(add9)/F# C Cmaj7

Spread _____ a lit - tle ma - gic. _____ Make a lit - tle wish to

Just spread a lit - tle ma - gic. _____ Make a lit - tle wish to

mp poco rall.

39

Dsus4 D Em/D D // G(add9)

light - en up the... dark. _____

light - en up the... dark. _____

ad lib.

p Slowly

Con ped.

42

We're Off!

Music and Lyrics by Ruth Kenward

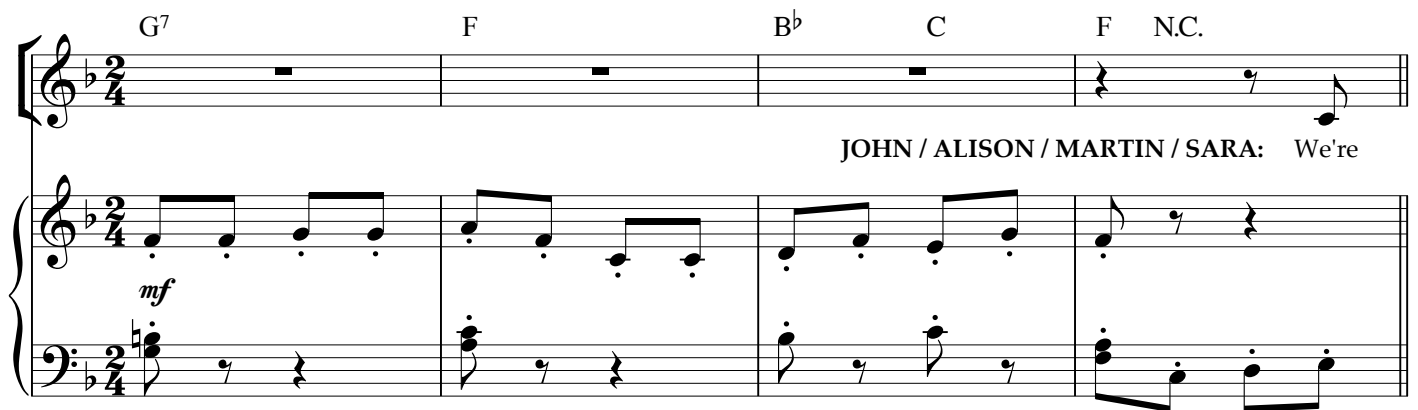
Arr. Mark Dickman

Energetic Polka! ♩=154

Chords: G⁷ F B^b C F N.C.

JOHN / ALISON / MARTIN / SARA: We're

mf

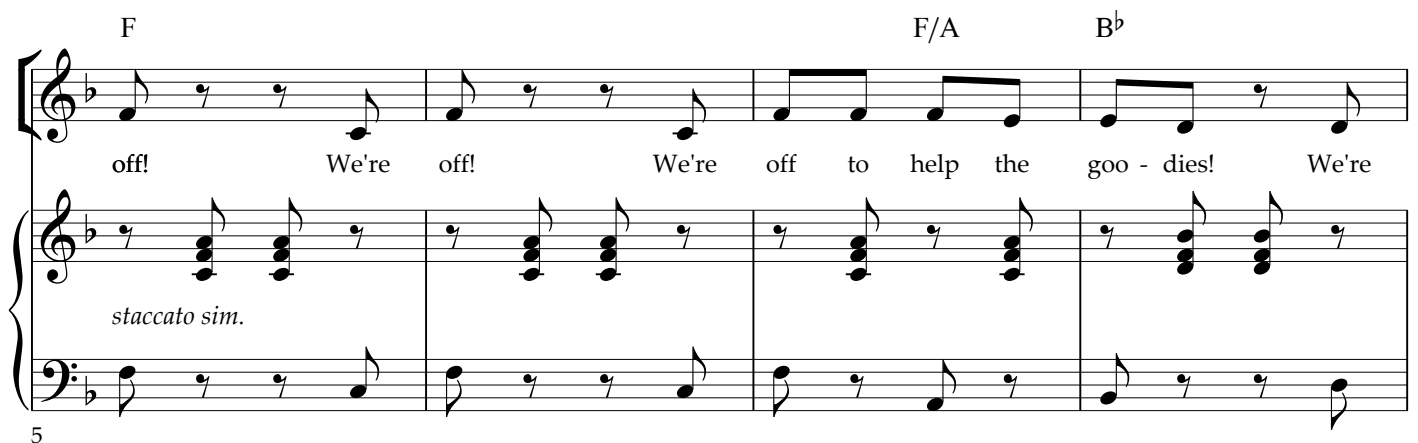


Chords: F F/A B^b

off! We're off! We're off to help the goo - dies! We're

staccato sim.

5



Chords: Gm Gm/B^b B^b/C C⁷

off! We're off! We're on our way to save the day! We're

9



F F/A B^b

off! We're off! JOHN: We must be off our trol - leys!

13

G⁷ F/C B^b C C⁷/F F N.C.

J/A/M/S:
Watch us go! En - joy the show! We're off to save the pan - to!

17

F C⁷ F N.C.

f

21

F F^{#dim} Gm

RIGHT SIDE OF 'AUDIENCE':
Hey, ho, off they go!

mf

25

Gm B \flat C C 7

Hey, ho, off they go!

29

F F \sharp dim Gm

Hey, ho, off they go!

33

G 7 G F/A Gm C 7 C 7 /F F N.C.

Watch them go! En - joy the show! They're off to save the pan - to!

37

F C 7 F C F

LEFT SIDE OF 'AUDIENCE': They've

41

F F/A B^b

LEFT SIDE OF 'AUDIENCE':
gone! They've gone! They've gone to help the goo - dies! They've

RIGHT SIDE OF 'AUDIENCE':
Gone, gone, gone, gone, gone!

mf

45

Gm Gm/B^b B^b/C C⁷

gone! They've gone! They're on their way to save the day! They've

Gone, gone, gone, gone, gone!_____

49

F F/A B^b

gone! They've gone! They must be off their trol - leys!

Gone, gone, gone, gone, gone!

53

G⁷ F/C B^b C C⁷/F F N.C.

Now they've gone the show goes on, they've gone to save the pan - to!

Now they've gone the show goes on, they've gone to save the pan - to!

57

G⁷ F B^b C F N.C.

61



We're The Seven Dwarfs

Music and Lyrics by Ruth Kenward

Arr. Mark Dickman

Comedy March! ♩=100

♩ G (4 bar introduction on CD, vocals enter 2nd time) C D

SEVEN DWARFS (in turn):
One, two, three, four, five, six, HIC!

f
x4 (x2 on D.C.)

♩ staccato throughout

1st time only - omit on D.C.

N.C.

DWARF 7:
Com - pa - ny... (HIC!) Halt!

5

G

DWARFS:
We're the se - ven dwarfs, look - ing for Snow White.

9

Am⁷ D G

Though the witch has got her, we'll res - cue her to - night. We'll

13

G

fight the witch with spades, throw sand in - to her eyes, and

17

Am⁷ D TO CODA ϕ D⁷ G D.C. al CODA

take Snow White a - way! Hip, hip, (HIC!) hoo - ray!

21

ϕ CODA D⁷ G

hip, hip, (HIC!) hoo - ray!



Tracks 6 / 18 / 33

Track 18 with Giant's voice
Track 33 without Giant's voice

Fee Fie Fo Fum!

Music and Lyrics by Ruth Kenward

Arr. Mark Dickman

With A Bouncy Swing! ♩=108

First system of piano accompaniment. Treble and bass staves. Chords D and A⁷ are indicated above the staves. The music is in 12/8 time, marked *mf*.

Second system of piano accompaniment. Treble and bass staves. Chords D and A⁷ are indicated above the staves. The music is in 12/8 time.

Vocal entry for GIANT. Treble and bass staves. Chords D and A⁷ are indicated above the staves. The lyrics are: GIANT: Fee Fie, Fo, Fum!

Vocal entry for JOHN / MARTIN / JACK. Treble and bass staves. Chords D and A⁷ are indicated above the staves. The lyrics are: JOHN / MARTIN / JACK: What we need is cour - age! —
Gi - ants are ve - ry sca - ry! —

D A⁷

GIANT:
Fee, Fie, Fo, Fum!

CHORUS: What they need is cour - age!____
'Spec - ially if they're hai - ry!____

7

D A⁷

GIANT:
Fee, Fie, Fo, Fum!

JOHN / MARTIN / JACK: Give us a bit of cour - age!____

9

D A⁷

GIANT:
Fee, Fie, Fo, Fum!

CHORUS: Give them a bit of cour - age!____

11

A⁷ N.C. D A/C[#]

v1 JOHN / MARTIN / JACK: Wish that we were some - where else____ in -
 v2 CHORUS: Wish that you were some - where else____ in -

(optional harmony) Ah_____

13

Bm Bm/A Em D

stead. Wish we could be safe - ly in____ our
 stead? Wish you could be safe - ly in____ your

Ah_____

15

A D F[#]

beds. Seems we've got - ta stand____ and
 beds? Seems you've got - ta stand____ and

Ooh,_____

17

G E/G# N.C.

be like a man! (scared) Oh...
be like a man! (sceptical) Hmm...

Ooh, _____

19

A⁷ A G/B Cdim A/C#

v1 CHORUS:
Bring on_____ the gi - ant, they'll do what they can!_____

v2 JOHN / MARTIN / JACK:
Bring on_____ the gi - ant, we'll do what we can!_____

21

F/C Bb/C

ALL:
Bring on_____ the gi - ant! Let's_____ see_____ the gi - ant!

23

F/C C

Bring on the gi - ant now!

25

F/C B \flat /C

Bring on the gi - ant! Let's see the gi - ant!

27

F/C C N.C.

Bring on the gi - ant now!

29

F accel. & cresc. poco a poco al fine B \flat Am/C C

GIANT:
Fee, Fie, Fo, Fum!

ALL: Bring on the gi - ant!

31

F B \flat Am/C C

GIANT:
Fee, Fie, Fo, Fum!

ALL: Bring on____ the gi - ant!____

33

F B \flat Am/C C

GIANT:
Fee, Fie, Fo, Fum!

ALL: Bring on____ the gi - ant!____

35

B \flat (optional harmony) Am/C C 7 B \flat Am/C C 7

ALL: Bring on____ the gi - ant!____ Bring on____ the gi - ant!____

Loud and boistrous!

37

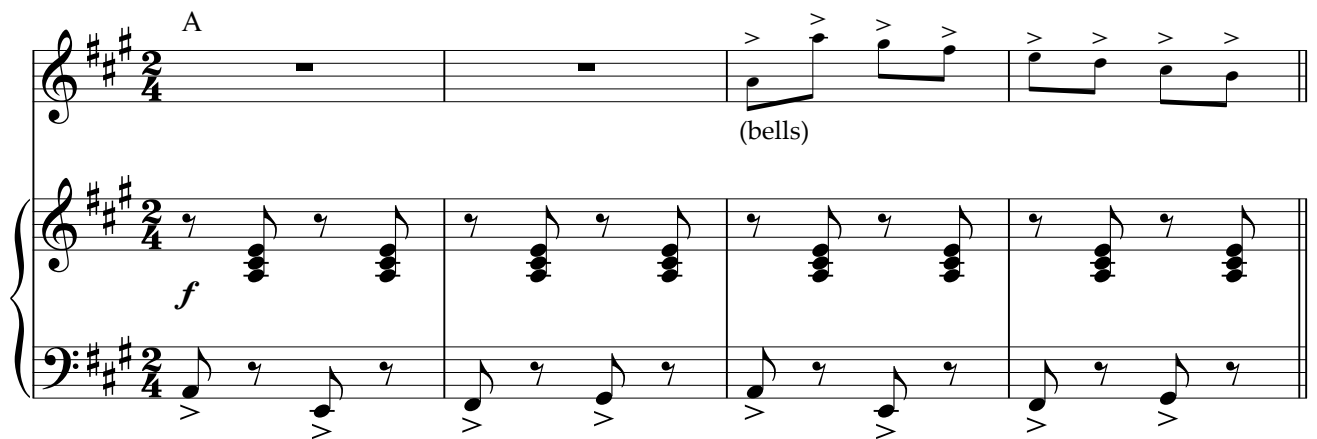
Panto Pandemonium!

Music and Lyrics by Ruth Kenward

Arr. Mark Dickman

With a steady beat ♩=110

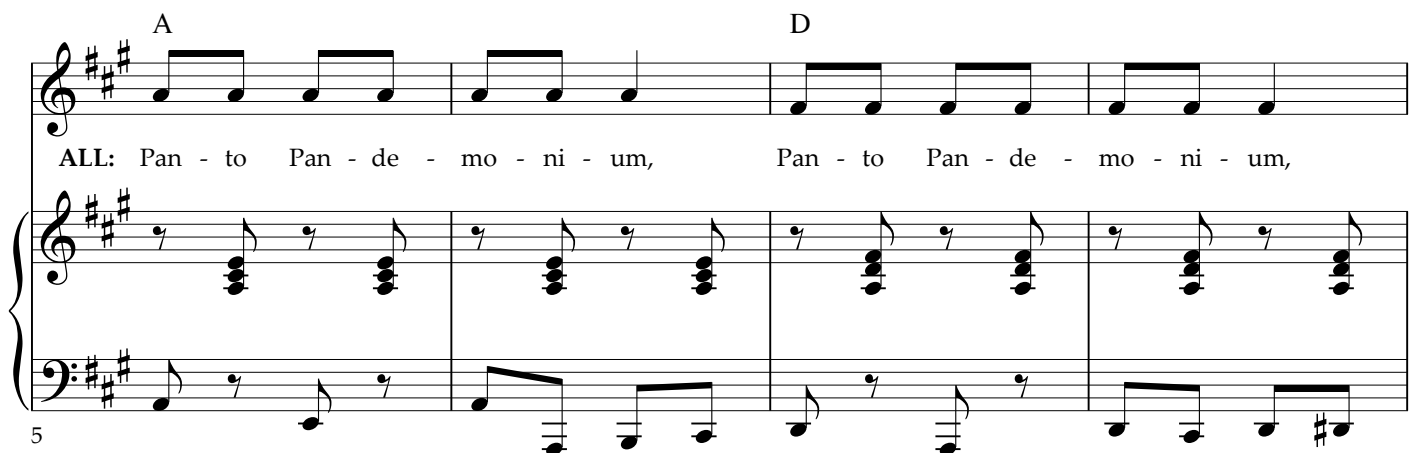
A



(bells)

A **D**

ALL: Pan - to Pan - de - mo - ni - um, Pan - to Pan - de - mo - ni - um,



5

E7 **A**

Pan - to Pan - de - mo - ni - yum, yum, yum, yum, yum, yum!



9

A D

Pan - to Pan - de - mo - ni - um, Pan - to Pan - de - mo - ni - um,

13

E⁷ N.C.

Pan - to Pan - de - mo - ni - yum, yum, yum!

17

8^{va} 3 8^{vb}



It's Gotta Be Me!

Music and Lyrics by Ruth Kenward

Arr. Mark Dickman

At A Steady Pace! ♩=96

N.C.

*Note - lines marked 'A' are for APPLE WHITE, 'M' for MAGNOLIA

A: It's got - ta be

E A/B E B¹³ E

me 'cos I'm the best, — out - shin - ing all the rest! — M: Oh

5 *staccato*

A E A E A E A E

no you're not! Oh yes I am! Oh no you're not! Oh yes I am! She's

9 *poco accel.*

A E A E A Bsus⁴ B E

lost the plot! A: I'll get that man, I'm head - ing for suc - cess!

13

A E/G[#] B⁷ E

A: I'm the one who's sweet and fair, there's

mp Slower

17 *legato*

F^{#7} B⁷ N.C.

none who can com - pare! M: But

21

A E A E A E A E

not up close! You're far too gross! Oh A: no I'm not! Oh M: yes you are! Oh A: Oh

poco accel.

25 *staccato*

A E A E A Bsus⁴ B E

no I'm not! Oh yes you are! You'll give the Prince a scare!

29

F#m G# G#7/B# C#m

M: Wait and see, it's gon - na be me! A: You'll

mf Grandly

33 *legato*

F#m C#m F#7 B

see you're wrong be - fore too long!

37

N.C.

A: It's got - ta be

f Faster

42

F B \flat /C F C 13 F

me 'cos I have style, I must walk down the aisle.---

46 *staccato*

Bm $^{7(b5)}$ E 7 Am Gm F/C Am/C C 7 /F F

p 'wedding music'

M: I'll

50 *legato*

B \flat F B \flat F B \flat F B \flat F

A: M:

fit the shoe, so Boo Hoo Hoo! You're such a bore, he'll hit the floor! You

f poco accel.

54 *staccato*

B \flat F B \flat F B \flat Csus 4 C

think you're great but just you wait, the Prince will be my

58

F

date! Na, na - na, na, na!

61

B \flat F/A C 7 F

A: It's my fate, I'll be his wife, to

mp Slower

65 *legato*

G 7 C 7 N.C.

have and hold for life. Ha! Ha! Ha! You're

M:

69

B \flat F B \flat F B \flat F B \flat F

far too thick! You make me sick! A: Get lost quick! You need a kick! You're

M:

poco accel.

73 *staccato*

B \flat F B \flat F Gm C Am⁷ D⁷

such a swine! The Prince is mine! I'll be Prince Char-ming's wife!

p **Slowly** *legato*

77

Gm⁷ Csus⁴ C F

M: Oh no, not on your life!

Faster *f*

81

Leg. *8va* *8vb*



What Would You Wish?

Music and Lyrics by Ruth Kenward

Arr. Mark Dickman

Rubato, ad lib ♩=84

N.C.

The first system of the musical score is in 4/4 time. The vocal line (treble clef) is marked 'N.C.' and contains five measures of whole rests. The piano accompaniment (grand staff) begins with a piano (*p*) dynamic. The right hand features a melodic line with eighth and sixteenth notes, while the left hand plays a simple bass line with quarter notes. A *con ped.* (con pedale) instruction is written below the first measure of the piano part.

The second system of the musical score includes lyrics for the character Aladdin. The vocal line (treble clef) has lyrics: "ALADDIN: What would you wish if you could choose? If just one". The piano accompaniment (grand staff) features a mezzo-forte (*mp*) dynamic starting from the second measure. Chord symbols above the vocal line are Cm⁷, F, B^b(add⁹), and Gm. A measure number '6' is written below the first measure of the piano part.

The third system of the musical score includes lyrics for two characters. The vocal line (treble clef) has lyrics: "wish was all you could use? v1 MARTIN: I'd wish for sweets ten me-tres v2 JOHN: I'd wish to stay in bed all". The piano accompaniment (grand staff) continues with the same harmonic texture. Chord symbols above the vocal line are Cm⁷, E^b/F, B^b(add⁹), /F, Cm⁷, and F. A measure number '9' is written below the first measure of the piano part.

B^b(add⁹) Gm Cm⁷ E^b/F B^b Cm⁷ B^b/D

high. ALADDIN: You'd have bad teeth: they'd make you cry!_
 day. You'd on - ly sleep your life a - way._

12

E^b B^b/D Cm⁷ B^b

ALL: Think a - gain,_ think a - gain,_ be - fore you wish,_

mf warmly

15

E^b B^b/D 1. C⁷ F

You must be_ so care - ful not_ to waste your pre - cious wish!_

17

N.C. 2. C⁷ F N.C.

ALADDIN: What would you waste your pre - cious wish!_

19

F E^b/F F E^b/F F E^b/F F F[#] E/F[#] F[#]

21 *f* *grandly*

E/F[#] C[#]m/F[#]

ALADDIN: What would you wish if you could

24

D[#]m/F[#] E/F[#]

choose? If just one wish was all you could

26

D[#]m/F[#] C[#]m/F[#]

use? SARA: I'd wish to be a mo - vie

28

D[#]m/F[#] E/F[#]

star, ALADDIN: Far bet - ter be just what you are.

30

B E B/D[#]

ALL: Think a - gain, — think a - gain,

32

C[#]m⁷ F[#]₇sus⁴ B E B/D[#]

be - fore you wish. — You must be — so care - ful not — to

34

C[#]7 F[#] C G/C

waste your pre - cious wish! —

36

softly
p
con ped.

F/C G⁷_{sus}⁴ N.C. Dm⁷ G Em⁷ Am

ALADDIN: What would you wish if you could choose? If just one

39

Dm⁷ F/G G G⁹ Em Am Dm⁷ G

wish was all you could use? ALISON: I'd wish for peace for me and

42

Em⁷ Am Dm⁷ F/G C

you. ALADDIN: You ne-ver know, it might come true...

45

F C/E Dm⁷ F/G G C

ALL: That's the one, that's the one that you should choose,

48

F C/E D⁷ D⁷/F[#] G

With a wish_ like that you'd find_ you sim - ply could-n't lose._

50

F C/E Dm⁷ F/G G C

That's the one,_ that's the one,_ that you should choose.

52

F C/E D⁷ Fm/A^b A^bdim C G/B

With a wish_ like that you'd find you sim - ply could - n't lose.

54

con ped.

Am⁷ C/G F Gsus⁴ G C(add⁹)

poco rit.

57



Master Plan

Music and Lyrics by Ruth Kenward

Arr. Mark Dickman

*Note - the 8-bar introduction is written to allow the **BADDIES** (goblins, sprites etc.) enough time to creep onstage. You could shorten / lengthen bars 1-8 to accommodate varying cast sizes, or extend the music for additional movement & dance opportunities.

Sinister & Creepy ♩=148

N.C.

BADDIES:
Mas-ter plan, mas-ter plan, mas-ter plan, mas-ter plan,

[no repeat on 2nd verse]

Cadd⁹ D^badd⁹/C Cadd⁹ D^badd⁹/C

WITCH: I've got a mas - ter plan,____
From dark and dir - ty lairs,____

CHORUS: She's got a mas - ter plan,____
From dark and dir - ty lairs,____

13

Cadd⁹ D^badd⁹/C Cadd⁹ D^badd⁹/C

WITCH: I'll do it if I can!____ I'll rule the
Sharp claws and tang - led hair!____ My creat - ures

CHORUS: She'll do it, she'll rule the
They're dan - ger, Her crea - tures

17

Cadd⁹ D^badd⁹/C Cadd⁹

CHORUS / WITCH: world!
stray!

WITCH: From Eur - ope
WITCH/SPOTTY/GROTTY: Ap - proach us

BADDIES: She's got a ve - ry cun - ning mas - ter plan! Mas - ter plan,

21

D^badd⁹/C **Cadd⁹** **D^badd⁹/C** **Cadd⁹**

v1 WITCH:
to Ja - pan, _____ Each wo - man

v2 WITCH/SPOTTY/GROTTY:
if you dare, _____ Con - front our

CHORUS: From Eur - ope to Ja - pan, _____
Ap - proach them if you dare, _____

BADDIES:
Mas - ter plan, mas - ter plan, mas - ter plan, mas - ter plan,

24

D^badd⁹/C **Cadd⁹** **D^badd⁹/C** **Cadd⁹**

WITCH:
and each man, _____ they will o - bey!
e - vil stare, _____ we'll have our way!

CHORUS: They'll do it, they will o - bey!
Don't do it, they'll have their way!

BADDIES:
mas - ter plan, mas - ter plan, mas - ter plan,

28

N.C. Cm Eb

WITCH / BADDIES: Mas-ter plan, Mas-ter plan, work-ing ma-gic strong-er than

32

G⁷ G A^b G Cm

all the goo-dy goo-dies in the world can do. Mas-ter plan, mas-ter plan,

35

E^b G⁷ G Cm N.C.

work-ing ma-gic strong-er than all the goo-dy goo-dies in the world.

38

B Cm Eb G⁷

Mas-ter plan, Mas-ter plan, work-ing ma-gic strong-er than all the goo-dy goodies in the

CHORUS:
Nas - - ty plan, nas - - ty

41

G A^b G Cm E^b

world can do, Mas-ter plan, mas-ter plan, work-ing ma-gic strong-er than

plan, we'll re - sist you

44

1. Cm Repeat from A (2nd verse) 2. Cm Repeat from B (final chorus)

G⁷

all the goo-dy goo-dies in the world. world.

if we can! can!

47

3. Cm

world.

can!

50



Step Into Light

Music and Lyrics by Ruth Kenward

Arr. Mark Dickman

Moderately ♩=112

C B^b/C C C B^b/C C
(optional cued harmony on repeat)

GROUP: Step in - to light, you'll be all right...

x2 p x2 (play cued notes 2x)

C/E Gsus G C

v1 CHORUS: On your own, - you
v2 GOOD FAIRY: Feel - ing small, you've

mp

5

E/B Am F/G Dm/G

stand a - lone, - with troub - les that you can't un -
blown it all, - and ev - 'ry - thing you've done seems

8

C C

-do. No - one's there_ to
wrong. Hold my hand,_ I'll

10

E/B Am

show they care,_ to see what you're go - ing through,_
help you stand,_ to - ge - ther we'll get a - long,

12

1. F C/G

and you can't see a way,_ don't know what to say_

14

C/G G 2. F F/G C Gsus G

or do. 'cos to - ge - ther we're strong._

16

WITCH: But what's the point of me trying to do good? **GOOD FAIRY:** Well, you'd like yourself more.
WITCH: Like myself? Really? **GOOD FAIRY:** Yes! And you'd have lots of friends.
WITCH: Friends? (*sadly*) I've never had friends, only slaves.
SARA: You'd like having friends. **WITCH:** Would they be nice to me?
JOHN: That's what friends are for! **GOOD FAIRY:** If you wanted to be good, I would be your friend.
WITCH: Really? **GOOD FAIRY:** Won't you come? Please?

C B^b/C C

x6 (under dialogue)

p

19

(*optional - add middle harmony 2x, top harmony 3x)

C B^b/C C C B^b/C

ALL: Move out of dark - ness, step in - to light... Walk on the good_ side,

mf x3 - cresc. poco a poco al fine

21

C B^b/C C B^b/C C

you'll be all right;_ Step in - to light, you'll be all right!_

f rall.

24

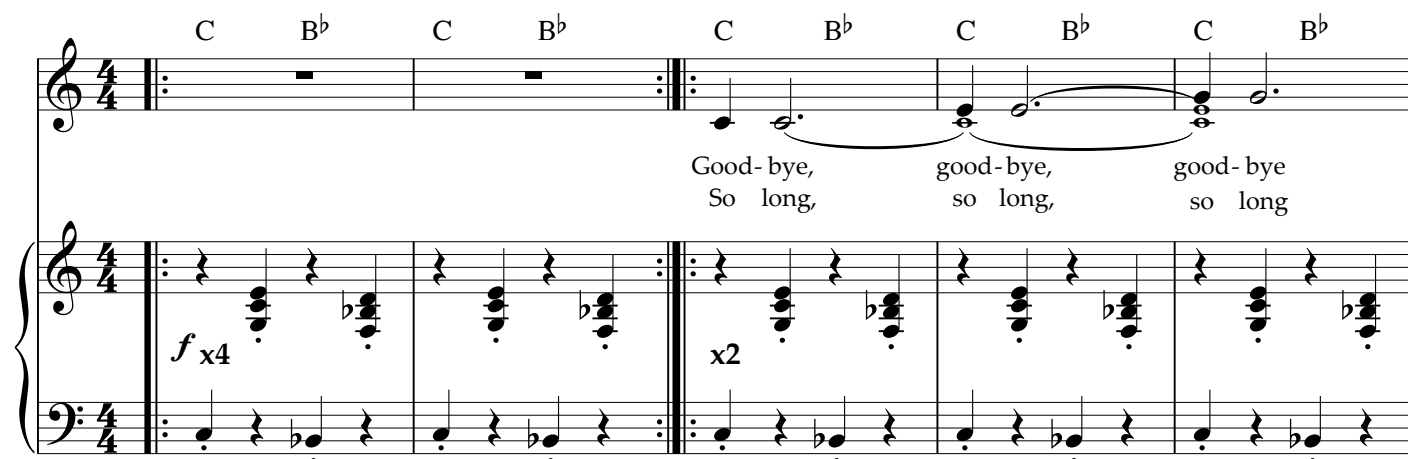
Goodbye!

Music and Lyrics by Ruth Kenward

Arr. Mark Dickman

With a Lively Beat ♩=120

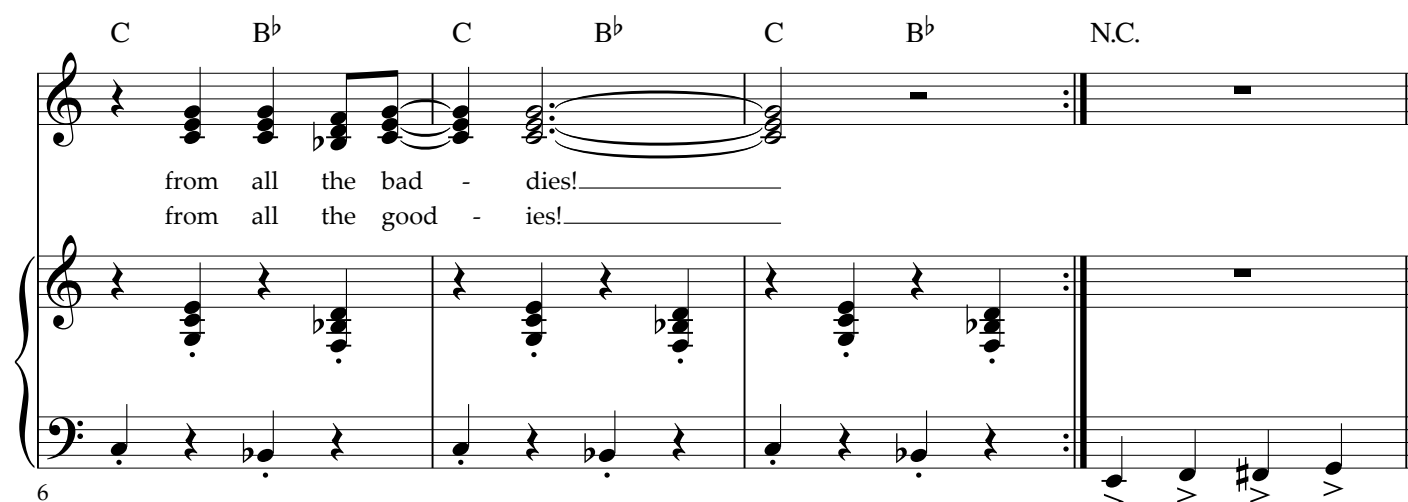
C B^b C B^b C B^b C B^b C B^b



Good-bye,
So long, good-bye,
so long, good-bye
so long

f x4 x2

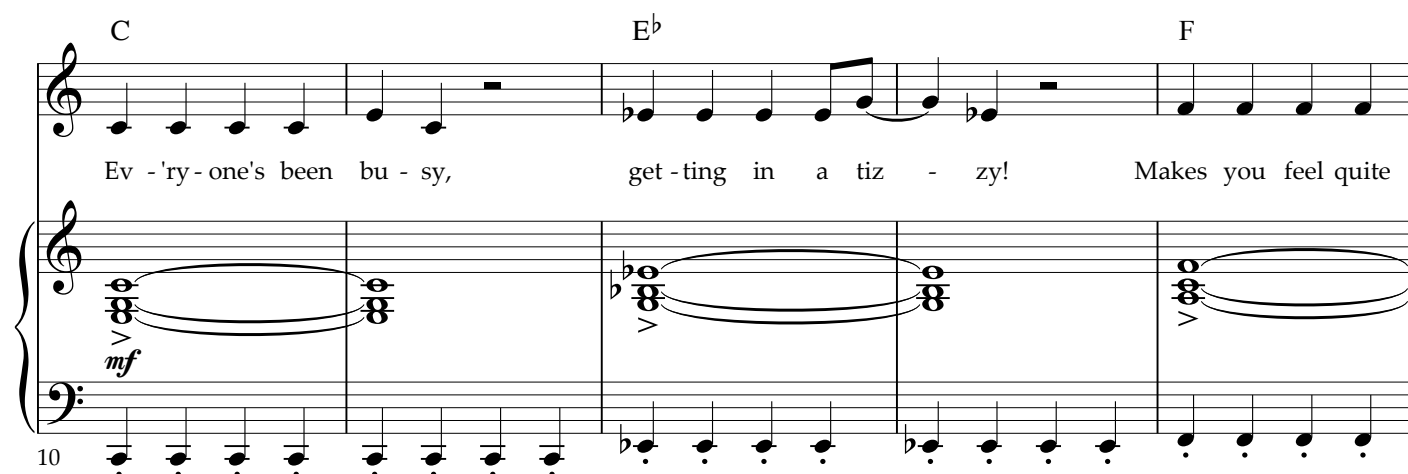
C B^b C B^b C B^b N.C.



from all the bad - dies!
from all the good - ies!

6

C E^b F



Ev - 'ry - one's been bu - sy,
get - ting in a tiz - zy! Makes you feel quite

mf

10

A^b A^b/B^b B^b C

diz - zy, ex - cite - ment buz - zing ev - 'ry - where! Yes, the time__ is right!

15

E^b F A^b

En - joy the fun to-night! So ev - 'ry - bo - dy please join in, and

20

G N.C. C B^b C B^b

clap your hands! It's time to have some fun and laugh - ter now you're at the

25

C B^b C B^b C B^b C B^b C B^b

pan - to!__ Fun and laugh - ter now you're at the pan - to!__

30

C B^b C B^b C B^b C B^b C B^b

We're so glad you came to see to - night's_ show.

35

C B^b C B^b C B^b C B^b

Come on,_____ let's go!_____

40

G G⁷

Ev - 'ry - bo - dy's here, ev - 'ry - bo - dy's here, ev - 'ry - bo - dy's here, ev - 'ry - bo - dy's here!

mp *cresc.*

44

A A⁷

Now you've got_ to go, now you've got_ to go, now you've got_ to go, now you've got_ to go!

mf *cresc.*

48

D C D C D C D C D C

Bye-bye!
There is,

Bye-bye!
there is,

Bye-bye!
there is

52

D C D C D C N.C.

The show is o - ver!
no more to show - yer!

57

D F G

Ev -ry-thing is rea - dy,
ev -ry-thing is stea - dy.
Ev -ry - one is

61

B^b B^b/C C D

wait-ing for the ma - gic words: "Go, Go, Go!"
Yes, the time is right!

66

F G B^b

En - joy the fun___ to - night! So ev - 'ry - bo - dy please join in, and

71

A N.C. D C D C

clap your hands! It's time to have some fun and laugh - ter now you're at the

76

D C D C D C D C D C

pan - to!___ Fun and laugh - ter now you're at the pan - to!___

81

D C D C D C D C D C

We're so glad you came to see to - night's___ show,

86

D C D C D C N.C.

come on, _____ let's go! _____

91

A A⁷

Had a good time, had a good time, had a good time, had a good time,

cresc.

95

N.C.

at the pan - to - mime!

8va *gliss.* *ff* *8vb*

99

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Performing or Recording our musicals / cantatas (including songs from the musicals / cantatas.)	All musicals are protected by 'Grand Rights'. If you are planning to stage and/or record a 'Starshine' musical or cantata (in whole or in part) you will need to apply direct to Starshine Music for a LICENCE *. 'Block' licences which your school/group/LEA may have <u>do not</u> cover performances of Starshine musicals or cantatas.
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Starshine Music Ltd., Unit 3, Hargreaves Business Park, Eastbourne, England. BN23 6QW.
Tel: 01323 508881 Fax: 01323 767145 (Overseas Tel: +44 1323 508881 Fax: +44 1323 767145)

Website: www.starshine.co.uk

Please give me a price quotation

☐

Please process this application

☐

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Name of school / group

Date(s) of production

Venue

Number of performances (excluding Dress Rehearsal to school)

Expected audience size per performance

Will admissions be charged (& if so, at what rate)?

Will voluntary contributions be collected?

Contact name

Address of school / group

..... Postcode

Daytime telephone number Fax

E-mail address

If you are intending to record the show, or any part of it, please estimate the number of copies you will be producing. (Include an approximate figure to cover parents making DVD/video recordings, as well as any 'official' school recordings.)

DVD/VIDEO RECORDING 1-5 6-25 26-50 51-75 76-100 ☐

(est. no. if
over 100)

SOUND RECORDING 1-5 6-25 26-50 51-75 76-100 ☐

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* Track 33 does not include Giant's voice on the backing track.

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