

SLEEPING BEAUTY: RISE AND SHINE

Book by Ken Jones

Music by Jamey Strawn

Lyrics by Christine Jones

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Commissioned and originally produced by the Children's Theatre of Cincinnati, Producing Artistic Director Roderick Justice.

SYNOPSIS: This steam punk fairy tale cleverly deconstructs the traditional princess stereotype with humor, heart, and an empowering rock musical score.

Princess Aurora, a bold, unconventional young heroine princess defies the age-old tradition of attending 'Princess School.' As her eighteenth birthday nears she encounters an evil witch and a cursed spinning wheel. Aurora is tested, when she fails, for the first time, to believe in her authentic self. Then with help from her sweet Prince Phillip, she awakens, ready to rock, and begins a whirlwind quest to defeat the witch and to restore order to the kingdom.

DURATION: 60 minutes.

TIME: Long, long ago.

SETTING: Kingdom of Basille in the Land of Fairy Tales

CAST OF CHARACTERS: 8 females, 8 males (optional ensemble extras)

Additional Production Notes including Cast Descriptions, Setting, Special Effects, Costumes, and Props are available at end of script.

MUSICAL NUMBERS

- SONG #1 FAIRYTALE ROCK**
INSTRUMENTAL
- SONG #2 THE SLEEPING BEAUTIES**
*NARRATOR, FAIRY GODMOTHERS, KING,
QUEEN*
- SONG #2A FUNKY WALK**
INSTRUMENTAL
- SONG #3 PRINCESS SCHOOL**
PRINCESSES, PRINCES
- SONG #4 WAKE UP**
RORY, ENSEMBLE
- SONG #5 THAT DREAM AGAIN**
RORY, PHILLIP
- SONG #6 LIKE YOU**
RORY
- SONG #6A FOREST SCENE CHANGE**
INSTRUMENTAL
- SONG #7 SICK-N-TIRED**
MAGNILDA
- SONG #7A DREAM SCENE CHANGE**
INSTRUMENTAL
- SONG #8 DREAM BALLET**
INSTRUMENTAL

- SONG #9** **AURORA'S DREAM**
RORY, PHILLIP, ENSEMBLE
- SONG #9A** **CASTLE SCENE CHANGE & UNDERSCORE**
INSTRUMENTAL
- SONG #10** **BATTLE SEQUENCE**
INSTRUMENTAL
- SONG #10A** **WEDDING SCENE CHANGE & UNDERSCORE**
INSTRUMENTAL
- SONG #11** **WAKE UP REPRISE**
RORY, PRINCESSES, FULL COMPANY
- SONG #12** **BOWS & EXIT MUSIC**
INSTRUMENTAL

SCENE 1

THE PALACE

AT START: 18 years ago. In the Kingdom of Basille the newest inventions and ideas are everywhere. The medieval ideas and forms are enhanced by the steampunk modernization. The palace is a medieval palace with steam punk upgrades. The doors and drawbridges are mechanized by gears and engines. The Palace is warm and inviting. This is the Kingdom of Basille in the Land of fairytales. It is the birthplace of all the princesses.

SONG #1: FAIRYTALE ROCK

INSTRUMENTAL

PCD SOUND CUE #1: Song #1, Part 1 – m. 1-29

An ancient NARRATOR hobbles out with a cane. He shuffles along slowly trying to make his way to the spotlight on the stage. He stops to catch his breath. He continues to shuffle onstage but he once again stops to catch his breath. Finally, he makes it to the light and faces the audience. Music shifts to underscore.

NARRATOR: In the great land of fairytales there existed the Kingdom of Basille. A wonderfully, beautiful place ruled by King Charles and Queen Genevieve.

The KING and QUEEN enter from each side of the stage. They meet in the middle on their thrones.

NARRATOR: This was place of great learning and innovation. An exciting place where new inventions were discovered and explored.

NOBLEMAN 1 and NOBLEMAN 2 step out from stage right. NOBLEMAN 2 is holding small wooden box.

NOBLEMAN 1: What is that?

NOBLEMAN 2: My newest invention!

NOBLEMAN 1: It looks like a box?

NOBLEMAN 2: It is a box. *(Flips it over to reveal a large 'X' painted on one side.)* It's an 'X' Box!

NOBLEMAN 1: What does it do?

NOBLEMAN 2: I have no idea.

NOBLEMAN 1: Then I want one!

NOBLEMAN 1 and NOBLEMAN 2 rush offstage.

KING: My loyal subjects... you will all be given an X-Box!

QUEEN and NARRATOR applaud.

KING: Even though I am not sure what its purpose is! X-Boxes for everyone!

QUEEN and NARRATOR applaud.

NARRATOR: In this magical land, the King loved all that is new. He loved gadgets and gizmos.

KING shows QUEEN his oversized wrist watch, which is actually a sundial.

NARRATOR: He loved pop culture and current topics...

QUEEN reveals a giant 'comic book' with a cover showing KING as a comic book character.

KING: Look! I'm a super hero!!

QUEEN: Yes, dear! If you say so...

NARRATOR: The Kingdom of Basille was the most modern of them all!

NOBLEMAN 1 and NOBLEMAN 2 step out from stage left. NOBLEMAN 2 is holding a giant book.

NOBLEMAN 1: What is that?

NOBLEMAN 2: My book.

NOBLEMAN 1: What kind of book?

NOBLEMAN 2: It's a 'FACEBOOK'!

NOBLEMAN 2 opens the book to reveal the faces of the Two Noblemen. They exit.

NOBLEMAN 1: What's it for?

NOBLEMAN 2: I have no idea!

NOBLEMAN 1: Perfect!

NOBLEMAN 1 and NOBLEMAN 2 exit.

KING: All the people of the kingdom will get a Facebook!

QUEEN and NARRATOR applaud.

KING: Even though I don't know what it's for... Facebooks for everyone!

QUEEN and NARRATOR applaud.

NARRATOR: Oh, the King, dearly loved art and he loved theatre and he, especially, loved music!

PCD SOUND CUE #2: Song #1, Part 2 – m. 30-41. A band of 'rock' musicians are revealed. They are very medieval in dress, but their instruments are guitars, drums and horns. The music goes into a flurry of rock and roll, before returning to the medieval sounds for the narration.

NARRATOR: The land of Fairytales was divided into many kingdoms.

There was the Kingdom of Trolls, Fairies and Elves; the Kingdom of all Talking Creatures and Living Objects; the Kingdom of Witches and Monsters; and our kingdom... the Kingdom of Basille was the Land of the Princesses. From around the kingdom, the princesses delivered to King Charles and Queen Genevieve, who were entrusted with their safety, education and well-being. Each princess

was raised by a fairy godmother, until they were old enough to choose a prince and live happily ever after!

The music plays as the stage fills with FAIRY GODMOTHERS carrying their baby princesses. Each GODMOTHER has a bundle.

- *BRINHILDA is carrying Snow White... her bundle is yellow and blue with a bright red apple being held by the baby.*
- *GRINHILDA is carrying Little Mermaid... her bundle is aqua and teal, and from the end of the bundle, the baby's fishtail sticks out flapping.*
- *DRINHILDA is carrying Princess Rapunzel... her bundle is pink and a ponytail of long blonde hair hangs down to the floor.*
- *PRINHILDA is carrying Princess Gerda...her bundle is light blue and ice-like and is sitting on a small fluffy white fur.*
- *TRINHILDA is carrying Princess Cinderella... her bundle is white and sticking out from the end are two baby feet. One foot is bare and the other has small glass slipper.*

KING and QUEEN introduce the GODMOTHERS and their baby princesses.

KING: And now may I present the princesses...

PCD SOUND CUE #3: Song #1, Part 3 – m. 42-62.

QUEEN: Fairy Godmother Brinhilda?

BRINHILDA: Yes, Your Majesty.

QUEEN: What baby do you present here today?

BRINHILDA: May I present to the world the fairest of them all... Snow White. *(Shows the baby to the audience.)*

KING: Fairy Godmother Grinhilda?

GRINHILDA: Yes, Your Grace. May I present the most charming princess of the oceans and all the Seven Seas, our own little mermaid. *(The baby wiggles her tail.)*

QUEEN: Fairy Godmother Drinhilda?

DRINHILDA: My Queen. May I present the one with the longest locks of the shiniest hair... Princess Rapunzel. (*The baby's hair falls to the floor.*)

KING: Fairy Godmother Prinhilda, who do you present?

PRINHILDA: Your Majesty, I present the future Snow Queen, controller of ice and wind, Princess Gerda. (*Snow falls from the baby bundle.*)

QUEEN: Fairy Godmother Trinhilda. Your baby has lost her shoe.

TRINHILDA: Yes, my queen. It is most impossible to keep these glass slippers on her feet! But my baby will most surely rule her kingdom with beauty and poise... I present the Princess Cinderella.

ALL look around for another FAIRY GODMOTHER.

KING: Then I present to the Kingdom of Basille... the most royal—

Music stops.

QUEEN: —Charles, I believe we're missing a godmother... and a princess.

KING: What? You must be mistaken. There are six princesses!

QUEEN: Yes, there are.

KING: And we have six princesses here?

QUEEN: No. We don't.

KING: We must. Where's my squire?

NARRATOR shuffles forward.

NARRATOR: Yes, Your Grace?

KING: Squire, count the princesses

NARRATOR: All of them?

KING: Of course, all of them!

NARRATOR: Oh, my. (*Shuffles to the line of baby princesses. As he counts, he shuffles past each one.*) One princess... (*Stops to rest.*) Two princess... (*Stops again to breathe.*) Three princess... (*He is nearly exhausted.*) Four princess...

KING: *(Interrupting.)* Never mind! I'll count them myself! One princess... two princess... three princess... four princess... five princess... *(Stops. Slowly turning...)* Where is the sixth princess?!!

BRINHILDA: Your Majesty, the sixth baby is Princess Aurora.

KING: And who is her fairy godmother?!

TRINHILDA: Magnilda, Your Grace.

KING: Magnilda!?

GRINHILDA: Yes, Your Majesty. She was up all night with her princess.

QUEEN: Up all night? Why?

PRINHILDA: Her princess... Princess Aurora never sleeps.

KING: Never sleeps?

DRINHILDA: Never. It's as though she doesn't need any sleep at all.

QUEEN: This is most unacceptable!

DRINHILDA: We have tried to help...

KING: No more! I have no time for this! We must introduce these princesses to the kingdom!

ALL GODMOTHERS: Yes, Your Majesty!

SONG #2: THE SLEEPING BEAUTIES

NARRATOR, FAIRY GODMOTHERS, KING, QUEEN

PCD SOUND CUE #4

GODMOTHERS and NARRATOR: *(Singing as they carry their baby bundles.)*

NOW IT'S TIME TO MEET THE SLEEPING BEAUTIES.

PERFECTLY PRESENTED IN A ROW.

GODMOTHERS:

PROUDLY WE PERFORM OUR ROYAL DUTIES,
DECORATING THEM FROM

TRINHILDA:

HEAD TO TOE,

BRINHILDA:

(HEAD TO TOE)

DRINHILDA:

(HEAD TO TOE)

PRINHILDA:

(HEAD TO TOE)

GRINHILDA: *(Ties a bow on her baby princess's tail.)*

AND TAIL!

TRINHILDA: *(Polishes the glass slipper.)*

SO, BEGINS A PROCESS OF PRECISION.

POLISHING EACH PRINCESS TO A SHINE.

ALL:

PROUDLY WE BEGIN THE NEXT REVISION:

RECREATING THEM IN OUR DESIGN.

MAGNILDA rushes on with baby, looking exhausted.

MAGNILDA:

PARDON ME, I REALLY TRIED MY BEST.

AS YOU SEE, MY PRINCESS DOESN'T SLEEP.

HONESTLY, SHE NEVER LETS ME REST!

MAGNILDA'S baby princess giggles and kicks her bootie off.

MAGNILDA: *(To KING and QUEEN.)*

SHE'S CREATING CHAOS WHILE I WEEP.

GODMOTHERS:

WE'VE PREPARED FOR YOU THESE LITTLE BEAUTIES.

PERFECTLY PRESENTED HIGH AND LOW.

PROUDLY WE PERFORM OUR ROYAL DUTIES.

NARRATOR:

CELEBRATING THEM AS UP THEY GROW!

KING AND QUEEN: *(To MAGNILDA.)*

MOST OF YOU'VE EXCEEDED EXPECTATIONS.

WELCOME EVERYONE TO PRINCESS SCHOOL.

PROUDLY WE EXTEND OUR INVITATIONS.

EDUCATING YOU WITH EVERY RULE.

GODMOTHERS and NARRATOR: *(About MAGNILDA.)*

AS YOU SEE, MAGNILDA'S UNPREPARED.

APPARENTLY, HER PRINCESS DOESN'T SLEEP.

NARRATOR:

HONESTLY, I'M REALLY RATHER SCARED.

GODMOTHERS:

WE CAN DO THESE DUTIES IN OUR SLEEP!

KING: (*Spoken.*) Magnilda, once again you have disappointed us.

MAGNILDA: (*Spoken.*) Oh, really. Once again?

QUEEN: (*Spoken.*) We know that you have often found the work of raising the princesses unsuitable to your nature.

MAGNILDA: (*Spoken.*) Indeed! I should be a queen! Not a mere fairy godmother! I should use my powers to rule a kingdom not to answer to a sniveling, groveling King and his weak-minded Queen! I am the Magnilda... the Magnificent!!!

ALL gasp in horror! MAGNILDA cast a spell on herself, which transforms her into a powerful witch.

MAGNILDA: (*To ALL GODMOTHERS.*)

ALTHOUGH I'VE TRIED I'VE NEVER FIT THE PATTERN.

ALWAYS TRYING, NEVER GOOD ENOUGH.

NOT ONE OF YOU TRIED TO LEND A HAND.

NOT ONE OF YOU TRIED TO UNDERSTAND.

I'M NOT LIKE YOU...

NOT LIKE ONE OF YOU.

(*To KING and QUEEN.*)

SO, I'M DENIED, I'LL NEVER FIT THE PATTERN.

NO MORE TRYING, I'M NOT GOOD ENOUGH.

NOT ONE OF YOU TRIED TO LEND A HAND.

NOW ALL OF YOU: HERE IS MY COMMAND.

(*Curses the baby.*)

THIS ONE WILL SLEEP AT LAST.

THIS ONE WILL SLUMBER ON.

WHEN EIGHTEEN YEARS HAVE PASSED

SHE'LL PRICK HER FINGER FAST

UPON A SPINNING WHEEL.

UPON A SPINNING WHEEL.

BEFORE A DROP OF BLOOD CAN FALL

SHE'LL BE GONE. TO SLEEP.

TO SLUMBER ON AND ON, AND ON, AND ON AND ON AND ON.

(*Exits in a cloud of smoke.*)

GODMOTHERS and NARRATOR: (*Encircle the baby princess, Aurora.*)

WE SEE WE'VE BEEN REMISS.

WE SHOULD HAVE LISTENED.

GODMOTHERS:

WE'LL CHANGE THE CURSE TO THIS:

"SHE'LL WAKE WITH TRUE LOVE'S KISS."

BEFORE AURORA CAN AWAKE,

ASLEEP SHE WILL STAY.

GODMOTHERS and NARRATOR:

A SLEEPING BEAUTY DREAMING LIFE AWAY.

QUEEN: (*Spoken.*) She'll be cursed if she pricks her finger on a spinning wheel?

KING: (*Spoken.*) It's simple! We'll destroy every spinning wheel in the kingdom.

DRINHILDA: (*Spoken.*) No spinning classes?

KING: (*Spoken.*) None!

QUEEN: (*Spoken.*) It's all settled now! I feel much better now.

KING: (*Spoken.*) Good. Because it seems a royal naptime has begun.

ALL:

NOW THAT YOU HAVE MET THESE SLEEPING CUTIES.

LISTEN TO THE PROMISE YOU MUST KEEP.

MOST IMPORTANT OF THE ROYAL DUTIES:

KING:

WHISPER PLEASE, LET SLEEPING BEAUTIES SLEEP.

NARRATOR:

SHHHHHHHHH....

QUEEN: (*Sotto Voce.*)

A PRINCESS NEEDS HER BEAUTY SLEEP.

Noise from baby Princess Aurora.

ALL:

SHHHHHOOOSH!

SONG #2A: FUNKY WALK*INSTRUMENTAL'**PCD SOUND CUE #5***SCENE 2***THE PALACE***AT START:** *The Present...***NARRATOR:** Time passed and soon 18 years had come and gone!

The curse that Magnilda had placed on Aurora had been forgotten and all the spinning wheels had long been destroyed! In those many years Aurora continued to be a princess that did not sleep through life.

She was not concerned with what princesses in fairy tales needed to know. Like how to take care of a unicorn. How to dance at the grand balls and how to always leave just before midnight. And even how to keep their hair perfectly coiffed while they were under water.

Now, the other princesses, all but Aurora, eagerly awaited the day when they would kiss their frogs. For everyone knows in the Kingdom of Basille that kissing a frog is the only way to meet your true love!

The princesses enter. SNOW WHITE, CINDERELLA, GERDA (SNOW QUEEN), LITTLE MERMAID, and RAPUNZEL are all identified by their traditional look but, as with the kingdom itself, each one is a steam punk version of her iconic princess. RORY runs on stage with an electric guitar and seems to be playing the guitar solo within the song. NOTE: The actress playing RORY can pretend to play as the show track or band plays the real guitar music. After the solo, RORY discards her guitar and joins the other PRINCESSES.

SONG #3: PRINCESS SCHOOL*PRINCESSES, PRINCES**PCD SOUND CUE #6***ALL PRINCESSES:**

E-VER-Y-THING THAT'S COOL,
WE LEARN IN PRINCESS SCHOOL!
E-VER-Y-THING THAT MATTERS.
FOLLOWING EV'RY RULE
WE LEARN IN PRINCESS SCHOOL,
FOLLOWING EV'RY,
FOLLOWING EV'RY RULE.
WE'RE LOVING PRINCESS SCHOOL!

A stable of unicorns appears. We can only see the unicorns' heads. There are five unicorns, but the sixth animal is a bucked-tooth, cross-eyed mule. ALL PRINCESSES brush their unicorns, while RORY tries to groom her mule.

ALL PRINCESSES:

POLISHED UNTIL WE SHINE.
ELEGANTLY WE DINE.
ALWAYS ASLEEP BY NINE.
ROYALTY WE DEFINE.

RORY: *(With her mule. Simultaneously with PRINCESSES.)*

NO THANKS, I'M DOING FINE.
LIVING A LIFE THAT'S MINE.
(To the mule.) YOU SMELL LIKE TURPENTINE.

ALL PRINCESSES: *(Simultaneously with RORY.)*

POLISHED UNTIL WE SHINE.
ELEGANTLY WE DINE
ALWAYS ASLEEP BY NINE.
(To RORY.) PRINCESSES NEVER WHINE!

Frogs appear sitting on a counter. There are five 'typical' frogs and one 'unusual' frog. Note: princes are hidden behind the counter, so that when a frog is kissed, a prince appears.

PRINCESSES:

PRINCESSING HAS BEGUN.
SEE HOW WE WORK AS ONE.

RORY:

THAT'S HOW THIS SCHOOL IS RUN?!

PRINCESSES:

YES!!!!

KISSING A FROG IS FUN!

RORY: (*Speaking to the audience.*) Are you kidding me, right now?

The PRINCESSES each kiss a frog that becomes their PRINCE. And, of course, RORY's 'unusual' frog becomes her awkward yet adorable PRINCE PHILLIP.

ALL PRINCESSES and PRINCES: (*RORY and PHILLIP do not sing.*)

E-VER-Y-THING THAT'S COOL,
WE LEARN IN PRINCESS SCHOOL!
E-VER-Y-THING THAT MATTERS!
FOLLOWING EV'RY RULE
WE LEARN IN PRINCESS SCHOOL,
FOLLOWING EV'RY,
FOLLOWING EV'RY RULE.
WE'RE LOVING PRINCESS SCHOOL!

ALL:

LA-LA-LA-LA-LA-LA.
LA-LA-LA-LA-LA-LA.
LA-LA-LA-LA-LA-LA.

RORY:

MAKING US ALL THE SAME.
IS THAT THE PRINCESS GAME?
ISN'T IT KINDA LAME?

All freeze in disbelief. PRINCESSES exit in a huff. PRINCES try to smooth things over. PRINCES dancing smoothly, except for PHILLIP.

PRINCES:

POLISH YOUR PRINCESS SONG.

LISTEN TO US—WE'RE STRONG.

SHOW US THAT YOU BELONG.
ROYALTY'S NEVER WRONG.

RORY: (*Mockingly.*)

BUT IT'S "LA LA LA."

(*Scoffs. She's stunned.*)

SHOW YOU? THAT I?

PRINCES:

LA LA LA LA LA LA
LA LA LA LA LA LA.
LA LA LA LA LA LA!
LA LA LA LA LA LA
LA LA LA LA LA LA.
FOLLOWING EV'RY,
FOLLOWING EV'RY RULE.

RORY:

I GOTTA GET OUTTA HERE.
THAT'S IT.
I QUIT!
I GOTTA GET OUTTA HERE.

ALL PRINCES exit.

RORY:

I'M FLUNKING PRINCESS SCHOOL.

RORY is left alone on stage.

RORY: I want to have friends. I really do. But they always want me to be someone else... that I'm not. I know what they think of me. At least, I think I do. *(Moves to the audience.)*

Sometimes, I feel like they are all fast asleep. Just going through their days... the same old routine. They don't see that the sky is blue or that the grass is green! They sleep through the day, and don't hear the birds singing or the wind blowing or the rain hitting the roof. *(Pause.)*

They need to wake up and live every moment. All those moments... especially magical moments when you feel like you are perfectly yourself and a part of the universe! An important part! Moments like that only come along once in a while. If you're asleep... if you're sleepwalking, spending your moments being someone else... you'll miss it. And it's these moments that light up the darkness!

SONG #4: WAKE UP

RORY, ENSEMBLE

PCD SOUND CUE #7

RORY:

WHEN DID 'DIFFERENT' GET TO BE WRONG?
WHY DO ALL OF US HAVE TO BELONG
TO THE SAME GROUP,
IN THE SAME ROOM?
SIMPLE RULES FOR SIMPLE MINDS.
BUT WHAT ABOUT ALL THE OTHER,
COMPLICATED KINDS?
THERE'S A WORLD OF CHANCES
IF YOU'RE STRONG ENOUGH
TO STAND ALONE.

RACE AWAY FROM EVERY LIE,
CHASING ALL THE LIGHT INSIDE.
FACE WHO YOU ARE,
AT THE HEART OF YOUR DREAMS.

RACE AWAY FROM EVERY LIE,
FACING ALL THE LIGHT INSIDE.
EMBRACE WHO YOU ARE.
WITH A HEART THAT'S AS BIG AS YOUR DREAMS.

YOU GOTTA WAKE UP!
I HAD TO WAKE UP.
YOU'RE NOT THE SAME AS ME,
DISCOVER WHO YOU CAN BE.

GOTTA WAKE UP!
IT'S TIME TO WAKE UP.
I'M NOT THE SAME AS YOU,
I'M DOING WHAT I SHOULD DO.
AND THE REST IS A STORY THAT'S MINE,
I'LL FIGURE IT OUT. I'M FINE.
WAKE UP.

DIFFERENT DOESN'T HAVE TO BE WRONG.
ALL OF US DON'T HAVE TO BELONG
TO THE SAME GROUP,
IN THE SAME ROOM.
SIMPLE RULES ARE NOT FOR ME.
JUST WANNA BE LIKE THE ONLY,
COMPLICATED ME.
THERE'S A WORLD OF CHANCES.
I AM STRONG ENOUGH
TO STAND ALONE!

RORY (OFF STAGE ENSEMBLE):

YOU GOTTA WAKE UP! (WAKE UP!)
I HAD TO WAKE UP (WAKE UP!)
I'M NOT THE SAME AS YOU, (AH...)
I'M DOING WHAT I SHOULD DO. (I SHOULD DO.)

GOTTA WAKE UP. (WAKE UP!)
IT'S TIME TO WAKE UP. (WAKE UP!)
YOU'RE NOT THE SAME AS ME, (AH...)
DISCOVER WHO YOU CAN BE. (YOU CAN BE!)
AND THE REST IS A (AAH...)
STORY THAT'S YOURS
YOU'LL FIGURE IT OUT, I'M SURE.
WAKE UP! (WAKE UP!)
WAKE UP! (WAKE UP!)
WAKE UP! (WAKE UP!)
WAKE UP! (WAKE UP!)

RORY:

RACE AWAY FROM EV'RY LIE
FACING ALL THE LIGHT INSIDE.
EMBRACE WHO YOU ARE
WITH A HEART THAT'S AS BIG AS YOUR...
LOVE WHO YOU ARE.
YOUR HEART IS AS BIG AS YOUR DREAMS.
IT'S TIME TO WAKE UP.

RORY finds herself alone on the stage. PHILLIP enters from stage left. He is awkward, a little shy and very sincere. His clothes and hair are messy, and his thick glasses keep falling down his nose.

PHILLIP: Hello, Princess.

RORY: Hello.

PHILLIP: I hope I'm not bothering you?

RORY: Well, now that you mention it...

PHILLIP: I'm your prince.

RORY: My prince?

PHILLIP: Yes. At first I was your frog, and then you kissed me... and, uh, now I'm your prince.

RORY: You know... I've always thought that the 'frog thing' was a weird way to meet boys.

PHILLIP: Really? Seems so natural to me.

RORY: That's because you were the frog...

PHILLIP: Oh.

RORY: It's a lot worse from my side... slimy, green, bulging eyes.

PHILLIP: I never thought of it that way.

RORY: Well, it's not your fault that you were once a disgusting frog.

PHILLIP: I suppose not.

RORY: Or that I had to plant a big wet kiss right on your lumpy little head!

PHILLIP: You know... I can leave if you'd like?

RORY: No. You're not half as disgusting now as you once were.

PHILLIP: Thank you. I think.

An awkward silence.

PHILLIP: Princess... what is your name?

RORY: My name? Princess Aurora Briar Rose of the Kingdom of Basille.

PHILLIP: Princess Aurora.

RORY: Just call me Rory.

PHILLIP: Princess Rory.

RORY: No "Princess." Just Rory.

PHILLIP: Rory.

RORY: Yes.

Another awkward silence.

PHILLIP: Would you like to know my name?

RORY: Well, if you're going to be my prince, then I suppose I should.

PHILLIP: Prince Phillip.

RORY: I'll call you Phil.

PHILLIP: Or Phillip.

RORY: What about Philly?

PHILLIP: Just Phillip.

RORY: Or Philster?

PHILLIP: Prince Phillip would be great!

RORY: No. you're right, Phil is better.

PHILLIP: Okay. Unless you want to call me Phillip.

RORY: So, Phil, what kind of things do you like?

PHILLIP: Well, I like...

RORY: Sports?

A ball is thrown to RORY from offstage. She catches the ball, and then kicks it off into the wings.

RORY: I was kicking goals before I could walk!

PHILLIP: Oh, I have never been very athletic. Although, in my defense, I was a frog for a good portion of my childhood.

A ball is thrown from the opposite side for the stage. PHILLIP reaches out to catch it, but it hits him in the head knocking his glasses off. PHILLIP falls to his hands and knees to retrieve his glasses, while RORY gets the ball. PHILLIP stands adjusting his glasses. RORY hands him the ball.

RORY: Your turn. Kick it.

PHILLIP: I'd rather not.

RORY: C'mon. Give it a good kick!

PHILLIP tries to kick it but misses. He tries again and weakly kicks it offstage. SFX: Pots and pans are heard falling. Glass breaking.

PHILLIP: *(Shouting offstage.)* Sorry.

RORY: So that wasn't your game! No problem. How about archery?

An ATTENDANT enters and hands RORY a bow and arrow. Then ATTENDANT exits.

RORY: I love shooting arrows! Getting bullseyes!

RORY immediately shoots an arrow offstage. The same ATTENDANT enters carrying a target with the arrow sticking out of the bullseye. [See Production Notes] SFX: Arrow flying and striking a target.

PHILLIP: Wow! That was impressive.

RORY: You try.

PHILLIP: I don't think that is a good idea.

An ATTENDANT enters from the opposite side of the stage with a bow and arrow for PHILLIP.

PHILLIP: Okay. It was right there! Very efficient. Already in my hands!

The ATTENDANT exits.

PHILLIP: I'll give it a try.

PHILLIP fumbles with bow. Finally, he lines up and shoots it offstage. There is an offstage scream.

PHILLIP: Oh, my.

The ATTENDANT enters, facing the audience and carrying the target. There is no arrow in the target. When the ATTENDANT turns to exit, in profile, an arrow is sticking out from the back of his pants. NOTE: This can be done with a foam insert in the actor's pants. An arrow is secured to the foam insert and sticks out through a small hole in the costume.

PHILLIP: Sorry about that. Sooo, sorry.

RORY: I was going to suggest unicorn riding, but now, I'm not sure.

PHILLIP: Not a good idea. I am allergic to unicorn hair. (Sneezes a 'giant' sneeze.) Just talking about it... makes me sneeze.

PHILLIP starts to sneeze again. RORY braces herself. No sneeze.

RORY: Well, we could...

PHILLIP sneezes so loudly that it echoes throughout the kingdom.

PHILLIP: Excuse me.

RORY: Wow!

PHILLIP: No more talk of you know what!

RORY: What? Unicorns?

PHILLIP sneezes another echoing giant sneeze.

RORY: Got it!!

PHILLIP: Rory, I know you're disappointed.

RORY: Phil, don't say that.

PHILLIP: I know you are. You don't have to say it. Princesses want big, strong princes.

PRINCE CHARMING walks by with CINDERELLA in his arms.

RORY: There are lots of ways to be strong.

PRINCE FREDERICK walks past with a giant set of barbells. LITTLE MERMAID is following him smitten by his strength.

PHILLIP: But muscles probably help when you have to defeat ogres and monsters and dragons.

RORY: Strength is more than giant muscles!

PHILLIP: Point taken. However, princes should be handsome.

PRINCE EDWARD steps out admiring himself with a mirror. SNOW WHITE is hanging on his arm, also admiring him. He brushes his hair back, and then smiles at audience... as a blinding light bounces off his smile.

RORY: And handsome means different things to different people.

PHILLIP: But a prince-ly voice should inspire true love.

PRINCE WILLIAM smiles at RAPUNZEL. He vocalizes an operatic scale. She swoons, spins around, fainting in his arms. PRINCE WILLIAM drags her off still smiling a big toothy smile to the audience.

RORY: True love is more than just a handsome face or great smile.

PHILLIP: But it does help if they are athletic...

PRINCE CHRISTOPHER does either a hand stand, back flip or other trick. PRINCE CHRISTOPHER high fives RORY as he exits.

RORY: Being athletic doesn't hurt, but it's certainly not mandatory.

PHILLIP: I'm the worst prince in the world.

RORY: Well, Phil, if it makes you feel any better, the other princesses think I'm the worst princess in the world.

PHILLIP: You? The worst princess? How can that be... why you are... you are... you are absolutely... perfect!

RORY: Well, I wouldn't say 'perfect.'

PHILLIP: I would.

Pause.

RORY: This is awkward.

PHILLIP: Yes, completely.

RORY and PHILLIP stare silently at each other for a moment.

RORY: Do you like the stars and the planets?

PHILLIP: I do!

RORY: The King has a telescope on top of the palace and every night I look up at the sky!

PHILLIP: I love astronomy... and mathematics...

RORY: Me, too! And chemistry?

PHILLIP: Yes! And literature?

RORY: Yes. And philosophy?

PHILLIP: I love it... therefore, I am! *(Smiles at his philosophy joke.)*

RORY: And music? And art?

PHILLIP: Of course! And physics?

RORY: What's your favorite Law of Physics?

They take a deep breath and say their 'law' in unison.

RORY and PHILLIP: "For every action in nature there is an equal and opposite reaction!"

RORY and PHILLIP hug each other after that... but immediately realize that they are hugging! They turn away from each other embarrassed.

SONG #5: THAT DREAM AGAIN

RORY, PHILLIP

PCD SOUND CUE #8

RORY:

I KEEP HAVING THAT DREAM
THE ONE WHERE I FEEL LIKE I'M

PHILLIP: *(Spoken in rhythm.)*

FALLING?

RORY:

FLYING!!

PHILLIP:

EV'RYTHING IS SO FAR AWAY
I CAN'T BELIEVE I'M

RORY:

SOARING!

PHILLIP: *(Spoken in rhythm.)*

CRYING.

RORY and PHILLIP arm wrestle.

RORY and PHILLIP:

I KEEP HAVING THAT DREAM, AND HERE'S THE THING:
I FEEL LIKE YOU WERE THERE.
YES, THAT'S RIGHT, IT WAS YOU AND I WAS

RORY: *(Quietly.)*

HAPPY...

PHILLIP:

IN MY UNDERWEAR!

RORY: *(Shocked. Spoken in rhythm.)*

WHAT?

RORY and PHILLIP mime shooting a bow and arrow.

RORY and PHILLIP:

THEN THERE'S ALSO THAT DREAM
I ALWAYS HAVE:
IT'S TIME TO WIN THE PRIZE.
WITH THE...

RORY:

... STEADIEST...

PHILLIP:

...SHAKIEST...

RORY and PHILLIP:

.... HAND.

I DRAW BACK MY BOW, AND I...

RORY watches as her imaginary arrow hits an imaginary target.

RORY:

SMILE AS MY ARROW FLIES!

PHILLIP:

WATCH IT FLY!

RORY: (*Shouts.*)

BULLSEYE!

PHILLIP watches as his imaginary arrow disappears offstage hitting the wrong target. Music stops (mm.34 in score.)

PHILLIP: (*Spoken.*) Okay, sure.

RORY and PHILLIP:

I KEEP HAVING THAT DREAM, AND YOU WERE THERE
WITHOUT A SINGLE DOUBT.

YES, THAT'S RIGHT, IT WAS YOU.

PHILLIP:

EXCEPT THAT—

RORY: (*Spoken in rhythm.*)

TELL ME.

PHILLIP:

ALL MY TEETH FELL OUT.

RORY: (*Spoken in rhythm.*)

Wow.

RORY and PHILLIP:

I KEEP HAVING THAT DREAM
SO, EV'RY DAY I WAKE UP...

RORY:

SINGING!

PHILLIP:

SCREAMING.

RORY and PHILLIP:

EV'RY TIME THAT I GO TO SLEEP
THERE'S NO ESCAPE I'M DREAMING, DREAMING!

I KEEP HAVING THAT DREAM,
I KEEP HAVING THAT DREAM,
I KEEP HAVING THAT DREAM,
I KEEP HAVING THAT DREAM.

I KEEP HAVING THAT DREAM,
I KEEP HAVING THAT DREAM,
I KEEP HAVING THAT DREAM...
I KEEP HAVING THAT DREAM.

PHILLIP exits.

SCENE 3

THE PALACE

AT START: *MAGNILDA appears in a puff of smoke behind RORY. RORY is frozen by MAGNILDA'S magic.*

MAGNILDA: Princess Aurora. Now it is time for you to prick your finger, and become the sleeping beauty you were meant to be!

SFX: Spell Casting Music as MAGNILDA waves her wand and across the stage a spinning wheel appears. It is an old-fashioned spinning wheel for spinning yarn. MAGNILDA laughs. She exits in a puff of smoke. RORY snaps back to life.

RORY: Weird. What happened? (*Sees the spinning wheel across the stage.*) A spinning wheel. I thought they were all destroyed? I have been told all my life to never ever go near one.

ALL PRINCESSES run on stage. They see the spinning wheel.

SNOW WHITE: Girls! Look a spinning wheel!

RAPUNZEL: Is that what it is?

LITTLE MERMAID: Yes. For spinning thread. To make fabric for clothing...

GERDA: ...Dresses?

CINDERELLA: Ball gowns?!

SNOW WHITE: I thought the spinning wheels were all gone?

RAPUNZEL: Let's get a picture!

LITTLE MERMAID: A selfie!

CINDERELLA: Anyone... who is anyone... would want a selfie with a spinning wheel!!

GERDA: All right girls... gather round for the selfie!

ALL PRINCESSES huddle around the spinning wheel for the medieval selfie.

SNOW WHITE: Hurry up! Take the picture before Rory shows up!

LITTLE MERMAID: Okay! Pouty Lips!

ALL PRINCESSES gather for the selfie. A PORTRAIT ARTIST, dressed like Renaissance artists, steps out from the wings with a large canvas on an easel. He paints a picture at lightning speed! The audience cannot see what he is painting. He is finished in seconds.

LITTLE MERMAID: Got it!

The PORTRAIT ARTIST hands the easel to the PRINCESSES. They show it to the audience. It is a large 'selfie-style-photo' of the five princesses around the spinning wheel.

CINDERELLA: So glam!

SNOW WHITE: I'm going to post it immediately!

GERDA: Where?

SNOW WHITE: Duh, on my castle wall!

LITTLE MERMAID: I can't wait for all the comments!

ALL PRINCESSES rush offstage giggling.

SONG #6: LIKE YOU

RORY

PCD SOUND CUE #9

RORY: *(To audience.)* Sometimes I wish they would include me. Is that wrong? *(She crosses half way across the stage. Stops. And talks to the audience.)* Should I take a selfie with the spinning wheel? *(Asking the audience.)* Then I can post my own picture on my own wall! *(To audience.)* One picture couldn't hurt? Right? *(To audience.)* Maybe, just maybe, if I look more like them, if I act more like them, then they will be my friends.

RORY: *(Sings.)*

MAKE ME LIKE YOU.

MAYBE THEN I'LL LIKE ME, TOO.

IT'S LONELY ON MY OWN,

I COULD BECOME A ME, UNKNOWN

WHO'S MORE LIKE YOU.

MAKE ME LIKE YOU.

MAYBE THEN, I'LL LIKE ME, TOO.

RORY crosses to the spinning wheel to take her 'selfie.' RORY cautiously touches the spinning wheel. She is fascinated and she spins the wheel. The spinning wheel hypnotizes her. She slowly reaches out her hand to the spindle. She pricks her finger.

RORY: *(Spoken.)* Ouch! *(Panics and starts to back up.)* Oh, no! I pricked my finger! They told me to always stay away from... *(Falls to the ground in a dreamless sleep.)*

SONG #6A: FOREST SCENE CHANGE

INSTRUMENTAL

PCD SOUND CUE #10

SCENE 4
THE FOREST

AT START: *Months Later. The forest is filled with trees, bushes and flowers. The trees are strong, beautiful with richly colored leaves. The lush forest frames a beautiful field, which serves as the acting area. A few carved stone benches form an area of reflection and solitude. NOTE: Also on stage is a small stone tower room, which will be used for Rapunzel, and a stone bench which will be used for the Little Mermaid special effect transformation later.*

A steam punk coffin appears onstage. RORY is gently placed on the steam punk coffin by PRINCE WILLIAM, PRINCE CHRISTOPHER, and PRINCE CHARMING. The intricate coffin has turning gears and moving bellows. Its design protects the Rory.

KING and QUEEN are standing over RORY as she slumbers. In attendance are SNOW WHITE, CINDERELLA, RAPUNZEL, GERDA, and LITTLE MERMAID. (NOTE: LITTLE MERMAID is sitting on the stone bench, which will later rotate, giving the illusion that her legs have turned into a fish tail.)

NARRATOR: The curse of the evil Magnilda left Princess Rory in a deep, deep sleep, and soon without her vibrant spirit, the Kingdom of Basille and all whom lived there, were overcome with a deep, deep sadness.

KING: Today is Aurora's birthday. But, sadly, she still sleeps. We all remember Aurora and her gift for the remarkable. Her power for friendship and her strong will. Her magic personality which filled us all with hope, happiness, and often frustration. This wonderfully unique princess wrapped us up in her own personal cocoon of life. She changed us. She showed us that being beautifully yourself is the only way to be.

QUEEN: We remember Rory laughing and crying every day to make sure she always knew how it felt to do both. We remember her looking up at the stars, and climbing trees trying to get higher so she could touch the clouds.

SNOW WHITE: She tried to get me to climb a tree once!

RAPUNZEL: Me, too! But, I wouldn't even try.

QUEEN: She smelled every flower she came upon. She smiled at everyone she saw.

GERDA: Even if we didn't smile back...

LITTLE MERMAID: And she would shout a big "hello," even if I turned away from her too soon.

CINDERELLA: Rory loved us. And we loved her. But, we didn't tell her enough.

SNOW WHITE: Rory reminded us that life is gift.

QUEEN: A light that burns brightest when we trust the truth inside of us.

KING: So today, we light a candle for her. For our "Rory."

ATTENDANTS enter with a large cake. There is one candle burning on the cake.

KING: Maybe, one day, she'll wake up, make a wish and blow the candle out.

MAGNILDA enters. She casts a spell on the PRINCESSES, freezing them where they stand. The KING and QUEEN are horrified.

KING: Magnilda!

MAGNILDA: Hello, Charlie. And I've added a little flourish to my name. I go by Magnilda, the Magnificent, nowadays.

QUEEN: How impertinent! You will address his Royal Highness as King Charles.

MAGNILDA: Nope. I don't think that's going to happen, Genevieve-kins.

QUEEN: Well, I never...!

MAGNILDA: You have. And you will. *(Calling to her GUARDS.)* Guards!

GUARD 1 rushes onstage.

GUARD 1: Yes, your magnificence?!

MAGNILDA: Take these two... and lock them up!

GUARD 2 enters pushing a rolling iron cage. GUARD 1 and GUARD 2 grab KING and QUEEN and shove them inside the iron jail. They shut the door and lock the multi-gearred locking mechanism.

KING: Why are you doing this?

MAGNILDA: Some folks are just naughty by nature.

QUEEN: But you don't have to be! You can be kind!

MAGNILDA: Can I? *(Pause.)* Golly, I'll think about that, but for now, take them away!

GUARD 1 and GUARD 2 roll the cage offstage with KING and QUEEN inside.

MAGNILDA: Hmm, what should I do with all of these pretty princesses...

ALL PRINCESSES are still frozen, under her spell.

MAGNILDA: Beautiful Snow White. "The fairest of them all." But, so naïve... so gullible. *(Magically pulls a red apple from her cloak.)* For you my dear... a juicy, red, poisoned apple.

MAGNILDA waves her arm and SNOW WHITE unfreezes.

SNOW WHITE: What happened?

MAGNILDA: Nothing, my dear.

SNOW WHITE: Who are you?

MAGNILDA: What? You don't remember your dear Auntie Magnilda? I'm shocked.

SNOW WHITE: I'm sorry.

MAGNILDA: No worries. I'm sure your head is just filled with so many important thoughts... like curling your hair, doing your make up and, oh my, what to wear!!

SNOW WHITE: Why, yes! I worry about those things all day long!

MAGNILDA: Well, such an important list of tasks to perform. Now, here's an apple to give you energy.

SNOW WHITE: It looks delicious!

MAGNILDA: Now off you go...

MAGNILDA pushes SNOW WHITE offstage.

MAGNILDA: And remember, my dear, eat your apple... it'll make you so happy you'll want to "whistle while you work!"

SNOW WHITE exits.

MAGNILDA: Rapunzel!

MAGNILDA waves her arms and the spell is broken on RAPUNZEL.

RAPUNZEL: What happened?

MAGNILDA: Oh, nothing, sweet girl.

RAPUNZEL: I was having the most frightening daydream!

MAGNILDA: Really? Tell me more.

RAPUNZEL: Well, in my dream... I was combing my very long and very beautiful hair. Which by the way, I wash with only the best shampoo and then I follow up with a two-hour conditioning process that gives it that silky and smooth texture... I, then, brush it two thousand times...

MAGNILDA: *(Losing her temper.)* Enough about your hair! *(Calming down.)* Please, just tell me about the daydream.

RAPUNZEL: Well, as I was saying, I was combing my hair... and then for some reason... I climbed inside a stone tower.

MAGNILDA: Like that one... *(Points to the tower room on stage.)*

RAPUNZEL: Yes, exactly like that! *(Runs to the tower room. She stands by the door.)* In my dream, I went inside, but as soon as I did, I was locked in the tower forever! It was so frightening.

MAGNILDA: You just walked inside?

RAPUNZEL: Yes, like this...

RAPUNZEL steps inside and MAGNILDA slams the door shut and locks it.

MAGNILDA: And you were locked inside forever? Just like this?

RAPUNZEL: Yes!

MAGNILDA: Guards! Take her away!

GUARD 1 and GUARD 2 appear and push the tower offstage.

MAGNILDA: Dearest Cinderella!

MAGNILDA unfreezes CINDERELLA.

CINDERELLA: Where am I? Am I late for the ball?

MAGNILDA: Oh, yes, dear Cinderella! It's almost midnight!

CINDERELLA: Oh, no! My Fairy Godmother said that I must leave before midnight or my dress will turn back to ugly rags and my carriage will turn into a pumpkin!

MAGNILDA: What about your glass slipper?

CINDERELLA: What about it?

MAGNILDA: You've lost one!

MAGNILDA waves her arms in a spell. CINDERELLA lifts the hem of her gown to show that one glass slipper is missing.

CINDERELLA: Oh, no! I've lost a glass slipper!

MAGNILDA: And although, it's not really midnight yet...

MAGNILDA casts a spell, spinning CINDERELLA. Her beautiful ball gown turns into a dress of rags.

MAGNILDA: I think you look much better in rags!

CINDERELLA, horrified to be without her finery, runs offstage.

MAGNILDA: Gerda!

MAGNILDA unfreezes GERDA.

GERDA: Was I frozen?

MAGNILDA turns to the audience.

MAGNILDA: The future Snow Queen... "Frozen?" How ironic. (*Back to GERDA.*) You were frozen.

GERDA: I felt so cold... so alone.

MAGNILDA: My thoughts... exactly. (*Casting a spell.*)

Sugar and Spice...
and all that's nice...
your beating heart...
will turn to ice!

Snow falls over GERDA.

GERDA: I feel different.

MAGNILDA: That's because your heart is now made of ice... and all that warmth you have inside is gone.

GERDA, crying, rushes offstage.

MAGNILDA: Now, who is left? Ah, yes. Little Mermaid. (*Crosses to LITTLE MERMAID who is sitting on the stone bench.*) She looks so sweet.

MAGNILDA waves her arms and LITTLE MERMAID unfreezes.

LITTLE MERMAID: Oh, my. I don't know what happened.

MAGNILDA: Nothing yet, my dear!

LITTLE MERMAID: The princesses... where are my sisters?

MAGNILDA: Well, they're all dealing with some pretty big issues right now.

LITTLE MERMAID: (*Stands up.*) I should go and find them. Maybe they need my help!

MAGNILDA: And do you plan to chase after them... run after them... on your legs?

LITTLE MERMAID: Of course! What a silly question!

MAGNILDA casts her spell in a puff of smoke. GUARD 1 and GUARD 2 run onstage they spin the stone bench around during the spell. LITTLE MERMAID stays on the platform, but turns around and steps into the fish tail, which hugs her at the waist. The effect looks as though her legs transform into a large mermaid's tail.

LITTLE MERMAID: My legs!

MAGNILDA: Good luck, swimming around to find your friends.

GUARD 1 and GUARD 2 push LITTLE MERMAID and the effects platform offstage.

MAGNILDA: *(Calling after LITTLE MERMAID.)* Watch out for the boats! It's fishing season! *(To the audience.)* Now that was fun. *(Smiling.)* I hope you don't think too badly of me? Do you think I'm evil for doing those things? *(Audience reaction.)* You do? Do you think I'm naughty? *(Audience reaction.)* Do you want me to make those princesses all better again? *(Audience reaction.)* Well, you're out of luck! They got what they deserved. For years, I've been spying on them... listening to them... watching them and their petty lives. All trying to look the same, walk the same, talk the same. They're boring and exhausting. I'm sick and tired of them all...

GUARD 1 and GUARD 2 rush on and hand MAGNILDA a microphone. GUARD 1 and GUARD 2 act as her back-up singers. The set opens to reveal the onstage band. The band members have put on masks and dark robes to appear as her "Evil Band."

SONG #7: SICK-N-TIRED

MAGNILDA

PCD SOUND CUE #11: *Song #7, Part 1 – m. 1-70.*

MAGNILDA:

ON THE OUTSIDE LOOKIN' IN.
PLAYIN' GAMES I NEVER WIN.
LIVIN' LIES ALL DAY LONG.
LIKE NOTHIN'S WRONG.

MAGNILDA: *(Continued.)*

ON THE INSIDE LOOKIN' OUT.
 PLAYIN' GAMES I START TO DOUBT.
 LIVIN' LIES ALL DAY LONG.
 LIKE NOTHIN'S WRONG.

NO NO NO,
 I CAN'T STAY.
 SICK-N-TIRED
 OF US THIS WAY.

NO NO NO,
 GOTTA RUN.
 SICK-N-TIRED,
 SO NOW I'M DONE.

Guitar Solo.

DOESN'T MATTER IN THE END.
 SICK-N-TIRED OF LET'S PRETEND.
 LIVIN' LIES ALL DAY LONG.
 LIKE NOTHIN'S WRONG.

DOESN'T MATTER WHERE I GO.
 SICK-N-TIRED OF "JUST FOR SHOW."
 LIVIN' LIES ALL DAY LONG.
 LIKE NOTHIN'S WRONG.

NO. MORE. SLEEPLESS NIGHTS!
 SICK-N-TIRED OF TRYIN' TO FIGHT IT.
 NO. MORE. SLEEPLESS NIGHTS!
 SICK-N-TIRED OF YOU.

NO. MORE. SLEEPLESS NIGHTS!
 SICK-N-TIRED YEAH, I DECIDED.
 NO. MORE. SLEEPLESS NIGHTS!
 SICK-N-TIRED, SICK-N-TIRED OF YOU.

PCD SOUND CUE #12: *Song #7, Part 2 – m.71-72 (As MAGNILDA
 scats final notes.)*

Song ends. Lights out.

SONG #7A: DREAM SCENE CHANGE**INSTRUMENTAL**

PCD SOUND CUE #13: *Song #7A, Part 1 – m. 1-10*

SCENE 5
THE DREAM

AT START: *RORY is left lying asleep and alone on the stage. A blue bubble of light appears above and floats down to the stage. The bubble disappears to reveal the fairy godmother, BRINHILDA. BRINHILDA moves to RORY. PCD SOUND CUE #14: Song #7A, Part 2 – m.11-22.*

BRINHILDA: Oh, dear sweet, Aurora. Our own sleeping beauty. (To RORY.) The Kingdom of Basille has been conquered by the evil Magnilda. King Charles and Queen Genevieve have been imprisoned. The princes are being chased by Magnilda's castle guards. The princesses are being sought out and cursed... one at a time. And, sadly, I am the only fairy godmother who hasn't been trapped and locked away. We need you, Aurora. Please, Rory, we need you to save us all.

BRINHILDA waves her wand over RORY to cast a spell. Music builds... as the spell builds. But the sleeping curse is too strong. BRINHILDA tries again, but again her power is not enough.

BRINHILDA: (To the audience.) Magnilda's sleeping spell is too strong. I need your help! Will you help me? (Audience reaction.) We cannot completely awaken Rory, but we can pull her into a dream! When I count to three... everyone... all of you out there... yell, "Wake up and dream!" Can you do that on the count of three? Remember you're going to yell "Wake up and dream!" (Audience reaction.) All right. Here we go.... One! Two! Three!

BRINHILDA: (With audience. Shouting.) Wake up and dream!!!

RORY sits up. She is confused.

RORY: What happened?

BRINHILDA: You've been asleep.

RORY: For a long time?

BRINHILDA: Yes. A very long time.

RORY: I feel funny... I know I am awake, but I don't think I am.

BRINHILDA: You're actually in a dream.

RORY: A dream?

BRINHILDA: You can help us...

SONG #8: DREAM BALLET

INSTRUMENTAL

PCD SOUND CUE #15

BRINHILDA: I must go. Remember, dear Princess, you are the only one who can save us. (*Disappears.*)

SCENE 6

THE DREAM BALLET

Sequence 1: *The PRINCES dance. All the PRINCES except for PHILLIP enter in a line, arms linked, facing forward. RORY weaves in between each PRINCE. They remain facing forward as they dance in a line, showing their bravery. MAGNILDA appears upstage and casts a spell on the PRINCES. The music crescendos. At this moment, the PRINCES turn their backs to the audience to reveal their frog-green backs. They all fall into a frog squatting position. They hop offstage.*

Sequence 2: *MAGNILDA casts spells towards RORY but these spells miss her. RORY dances past the puffs of smoke (or lighting effects) dodging all the spells thrown. PHILLIP appears and startles MAGNILDA. She drops her wand. PHILLIP drives MAGNILDA from the stage swinging his sword.*

Sequence 3: *LITTLE MERMAID is rolled on stage perched on the stone bench. She still has her fishtail. RORY finds MAGNILDA'S wand upstage. RORY waves the wand and LITTLE MERMAID'S legs appear. LITTLE MERMAID hugs RORY and dances offstage.*

Sequence 4: GERDA appears upstage and dances to the center. The entire stage turns an icy blue. As she dances snow begins to fall. GERDA sees RORY. They meet. As GERDA and RORY touch, RORY begins to freeze. GERDA steps back, afraid of what she has done. RORY reaches out, grabbing GERDA by the arm and pulling her close. RORY embraces GERDA in the warmest of hugs. Suddenly, the snow stops and the stage turns from blue to a warm orange/red. GERDA dances offstage.

Sequence 5: CINDERELLA enters. She is wearing a dress of rags. (Note: This dress will convert to a ball gown.) CINDERELLA is barefoot and holding one glass slipper. Her dance is her search for the other shoe as RORY meets her center stage. RORY magically reveals the other glass slipper. CINDERELLA places both slippers on and in a whirling of the lights, she is now wearing her ball gown. She hugs RORY and runs offstage.

Sequence 6: The small stone tower room appears on stage. RAPUNZEL is still locked inside. RORY runs to the tower and picks the lock releasing RAPUNZEL. RAPUNZEL steps from the tower and dances with happiness to her freedom. RORY and RAPUNZEL use RAPUNZEL'S long hair as a link between them as they spin in a circle. RAPUNZEL exits.

Sequence 7: Downstage SNOW WHITE enters. She dances with her bright red apple as the center of her attention. As her dance concludes, she prepares to bite into the juicy red apple. RORY rushes to her and grabs the apple. SNOW WHITE struggles to get the apple back from RORY, until RORY holds the apple over a small potted flower. When she squeezes a drop of juice from the apple the flower dies immediately. SNOW WHITE, witnessing the poison's affect, hugs RORY in gratitude. SNOW WHITE exits.

Sequence 8: PHILLIP appears. He sees RORY. The other PRINCESSES circle them both forcing RORY and PHILLIP together in the middle of the stage where the two dance a pas de deux. At the end of this romantic dance, PHILLIP places RORY gently on the steam punk coffin. He exits and she is left alone.

End of Ballet.

SONG #9: AURORA'S DREAM

RORY, PHILLIP, ENSEMBLE

PCD SOUND CUE #16

RORY: *(Sings.)*

CAN ANYONE HEAR ME DREAMING?
DOES ANYONE KNOW I'VE SLIPPED AWAY?
FAR AWAY. I'M ALONE...

PHILLIP appears stage right. He is back to his original self.

PHILLIP:

YOU ARE BRAVE TO BE YOURSELF.
YOU ARE PERFECTLY, IMPERFECT.
UNDERSTANDING WHO YOU ARE,
THAT'S THE MOST IMPORTANT PART.
THAT'S WHY YOU HAVE MY HEART.

WHEN YOU KNOW WHO YOU ARE,
THEN YOU'LL FIND YOU'RE SO FAR FROM ALONE.

RORY:

CAN ANYONE HEAR ME DREAMING?
DOES ANYONE KNOW I'VE SLIPPED AWAY?
FAR AWAY. I'M ALONE.
JUST THE MUSIC AND ME.
SONGS THAT NO ONE ELSE CAN HEAR.

ALL PRINCESSES are revealed singing.

ALL:

WE'RE LISTENING NOW. WE'RE LISTENING, ANYHOW
YOU'RE COMING THROUGH LOUD AND CLEAR.

RORY:

CAN ANYONE HEAR ME?

Thank you for reading this free excerpt from:

SLEEPING BEAUTY: RISE AND SHINE

Book by Ken Jones

Music by Jamey Strawn

Lyrics by Christine Jones

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