

Pied Piper



The Musical

Book by Vera Morris

Music and Lyrics by
Bill Francoeur



 **Pioneer**
DRAMA SERVICE

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For Preview Only

PIED PIPER—THE MUSICAL

By VERA MORRIS

Music and Lyrics By BILL FRANCOEUR

CAST OF CHARACTERS

(In Order of Speaking)

| | <u># of lines</u> |
|---|-------------------|
| TOWN CRIER of Hamelin Town | 24 |
| INNKEEPER..... no guests at the inn | 31 |
| FLOWER STALL LADY distraught because of unwanted visitors with tails | 33 |
| RATTYTATTY pest control officer | 28 |
| DILLY..... young girl, Rattytatty's assistant | 30 |
| DUCHESS DINGALING forceful noblewoman who speaks her mind | 53 |
| BONGO dim-witted policeman | 53 |
| RAT KING..... aggressive rodent | 25 |
| RAT QUEEN..... his wife | 19 |
| OLD WIDOW WHISKERS..... wise old rat | 27 |
| PATTYCAKE..... pretty young apple vendor | 29 |
| KITTYKAT..... her kitten | 9 |
| LOUD RAT..... makes itself heard | 2 |
| MAYOR..... pompous, greedy man | 98 |
| MAYOR'S WIFE bossy and selfish | 58 |
| MAYOR'S DAUGHTER silly, empty-headed | 19 |
| SCHOOLTEACHER no ink, no books, no students | 21 |
| DANCE TUTOR..... creates new dance to catch the rats | 35 |
| PIED PIPER mysterious visitor to Hamelin Town | 43 |
| EXTRA CITIZENS optional | |

Any number of CHILDREN of Hamelin Town who appear in ACT TWO also play the RATS of ACT ONE.

SEQUENCE OF MUSICAL NUMBERS

ACT ONE

| | | |
|-------|---|---|
| MC 1 | The Pied Piper—Prologue | Company |
| MC 2 | All's Not Well in Hamelin Town..... | Town Crier, Duchess Dingaling, Innkeeper, Flower Stall Lady, Rattytatty, Dilly, Citizens |
| MC 2a | Marching Music— Onward to the Mayor..... | Instrumental |
| MC 2b | Enter the Rats | Instrumental |
| MC 3 | Rat-a-tat-tat | Rats |
| MC 4 | Doing the Rat | Dance Tutor, Citizens |
| MC 5 | The Pied Piper | Pied Piper, Citizens |
| MC 5a | Going to the River | Rats |
| MC 6 | Hail This Day..... | Citizens |

ACT TWO

| | | |
|--------|---|--|
| MC 7 | Entr'acte—Hail This Day..... | Instrumental |
| MC 8 | All is Well in Hamelin Town | Town Crier, Pattycake, Flower Stall Lady, Innkeeper, Citizens |
| MC 9 | Hamelin Town's in Brunswick..... | Children |
| MC 9a | Hamelin Town's in Brunswick— Reprise..... | Children |
| MC 10 | Going to the Mountain..... | Children |
| MC 10a | The Chase..... | Instrumental |
| MC 10b | The Pied Piper Returns..... | Instrumental |
| MC 10c | Coming Down the Mountain— The Children Return..... | Children |
| MC 11 | The Pied Piper—Epilogue..... | Company |
| MC 12 | Curtain Call— All is Well in Hamelin Town | Company |

SYNOPSIS OF SCENES

The action takes place during the Middle Ages in Hamelin Town.

ACT ONE

The town square. About noon.

ACT TWO

Scene One: The following day.

Scene Two: One week later.

SET DESCRIPTION

All of the action takes place in the town square. There is an important-looking chair UP CENTER for the MAYOR, a stool to the RIGHT and another to the LEFT. There is a flower stall or cart STAGE RIGHT with pots of blooms and a bench STAGE LEFT. Feel free to add anything that enhances the stage “picture”—a backdrop with a painted scene, mountains, trees, etc. A cutout tree or two would also look good.

DOWN LEFT leads to the river, DOWN RIGHT leads to the mountain. Or, if you choose, both can be located out the back of the auditorium. Establish one aisle as leading to the river and another aisle as leading to the mountain.

THE PIED PIPER

PROLOGUE

1 MUSIC CUE 1: The Pied Piper—Prologue. The ENSEMBLE, except the PIED PIPER, ENTERS RIGHT and LEFT and moves UPSTAGE. LIGHTS UP DIM. The ENSEMBLE, made up of ADULTS and CHILDREN, is frozen in a silhouette. (NOTE: If the TOWN CRIER is
5 ENTERING from the back of the auditorium, he should be in position, ready to ENTER at the conclusion of PROLOGUE.) The PIED PIPER ENTERS and moves DOWN CENTER. He marvels at the nature around him, as if he is in a world of his own. He takes out his flute, sits cross-legged on the ground and begins to play (mimed, of course, if
10 using prerecorded music). Halfway through the musical introduction, he stands and completes the solo. He then waves his arms in the air and, as if by magic, the LIGHTS COME UP FULL, and the ENSEMBLE comes to life. The PIED PIPER bows to the AUDIENCE, then gracefully EXITS. The rest of the ENSEMBLE moves DOWNSTAGE.

15 **ENSEMBLE:** (*Sings.*) The Pied Piper of Hamelin Town
Came wandering down from the mountain one day.
O'er hills and valleys the Piper would play
A delightfully magical song.

20 The birds in the treetop, the deer in the wood,
Would follow the Piper whene'er they could.
The squirrels, the rabbits, the fox, the raccoon,
All were entranced by the Pied Piper's tune.

25 Come hear the sweet music, it's here and it's there,
Wistfully drifting along in the air.
Come hither, come yonder, come gather and dance.
You'll surely be lost in his hypnotic trance.

30 The Pied Piper of Hamelin Town
Came wandering down from the mountain one day.
In fields and forests the Piper would play
A most wonderfully magical song.

ADULTS: (*Sing.*)

The children would follow, they'd laugh and sing
While close to the Piper's side they'd cling.
Be warned, be wary, there may come a day...

35 **ENSEMBLE:** (*Sings.*)
When you'll wake up to find there's the Piper to pay! (*Moves UPSTAGE.*)
When you'll wake up to find there's the Piper to

1 pay! *(The PIED PIPER ENTERS. The ENSEMBLE FREEZES. LIGHTS DIM to a SPOT on the PIED PIPER, who takes out his flute and begins to play again. At the conclusion of his song, the SPOT FADES to BLACK. ALL EXIT.)*

END OF PROLOGUE

ACT ONE

5 AT RISE: The town square. We hear the VOICE of the TOWN CRIER as he ENTERS from the back of the auditorium and moves onto the STAGE (or he can ENTER RIGHT).

TOWN CRIER: *(Rings a large hand bell.)* It's morning in Hamelin Town and all's not well! It's morning in Hamelin Town and all's not well! *(As he rings the bell and calls out, some CITIZENS of the town ENTER LEFT and RIGHT, including RATTYTATTY and DILLY. Both are dressed in rather ragged fashion. They are followed by the INNKEEPER and the FLOWER STALL LADY. ALL surround the TOWN CRIER. MUSIC CUE 2: "All's Not Well in Hamelin Town." Sings.)*

15 What's to be done, and who's to do it?
Who ate the stew and gobbled the suet? *(Rings bell.)*
All's not well in Hamelin Town.
We've got a problem, I tell you.
20 All's not well in Hamelin Town.
What are we going to do? *(MUSIC continues under dialogue.)*

INNKEEPER: *(Speaks.)* What's happened now?

FLOWER STALL LADY: *(Speaks.)* What do you mean "all's not well"?

RATTYTATTY: *(Speaks.)* Has someone been robbed?

25 **DILLY:** *(Speaks.)* Has someone fallen into the river?

TOWN CRIER: *(Speaks.)* No one has been robbed. That is to say no one has had his money stolen. No one has fallen into the river. That is to say no one has drowned.

INNKEEPER: *(Speaks.)* Then what's the problem?

30 **DUCHESS DINGALING'S VOICE:** *(From OFF LEFT.)* Rats! *(ALL look amazed and horrified.)*

ALL SOLOISTS: *(Sing.)* All's not well in Hamelin Town.

TOWN CRIER: *(Sings.)* We've got a problem, I tell you.

ALL SOLOISTS: *(Sing.)* All's not well in Hamelin Town.

35 **TOWN CRIER:** *(Sings.)* What are we going to do? *(MUSIC continues under dialogue.)*

- 1 **FLOWER STALL LADY:** (*Speaks.*) Someone said the forbidden word!
DUCHESS DINGALING'S VOICE: (*From OFF LEFT.*) Rats!
INNKEEPER: (*Speaks.*) There it is again!
DUCHESS DINGALING'S VOICE: (*From OFF LEFT.*) Rats!
- 5 **DILLY:** (*Points OFF LEFT.*) She said it.
OTHERS: (*Speak.*) Who?
DUCHESS DINGALING'S VOICE: (*From OFF LEFT.*) Rats!
DILLY: (*Speaks.*) Duchess Dingaling.
INNKEEPER: (*Speaks.*) The woman says whatever pops into her
- 10 head. You can afford to be mad when you're rich.
DUCHESS DINGALING: (*Marches IN LEFT. A proud, outspoken woman dressed in regal fashion, she has a long nose, offset by two large circles of rouge. Speaks.*) I speak my mind. I'm no sheep to follow the mayor and his stupidity.
- 15 **ALL SOLOISTS:** (*Sing.*) All's not well in Hamelin Town.
DUCHESS DINGALING: (*Sings.*) We've got a problem, I tell you!
ALL SOLOISTS: (*Sing.*) All's not well in Hamelin Town.
DUCHESS DINGALING: (*Sings.*) What are we going to do?!
I've got rats in the pantry, oh, what a stink!
- 20 I had to quickly take flight!
I've got rats on the table, rats in the sink,
Eating up all that's in sight!
- ALL SOLOISTS:** (*Sing.*) All's not well in Hamelin Town.
TOWN CRIER: (*Sings.*) We've got to call a town meeting!
- 25 **ALL SOLOISTS:** (*Sing.*) All's not well in Hamelin Town.
FLOWER STALL LADY: (*Sings.*) If only they would stop feeding!
(*MUSIC continues under dialogue. Attracted by the commotion, more CITIZENS begin to ENTER.*)
- DILLY:** (*Speaks.*) Did you say what I think you said, Duchess?
- 30 **DUCHESS DINGALING:** (*Speaks.*) I said rats. I meant rats. I intend to say it again—rats! (*OTHERS react, alarmed. They hate that word.*)
- BONGO:** (*ENTERS RIGHT. He's a dim-witted fellow wearing a comical costume with a funny helmet, a rubbery billy club in one hand and a rolled scroll in the other. A large badge of some sort is on his uniform. Speaks.*) See here, Duchess Dingaling. You can't
- 35 go around saying a word that's against the law to use.

- 1 **DUCHESS DINGALING:** (*Defiant. Speaks.*) You're the police, Bongo. If I've done something wrong, arrest me. Charge me with a criminal offense. Lock me up.
- BONGO:** (*Speaks.*) I'm not looking for trouble, Duchess.
- 5 **DUCHESS DINGALING:** (*Speaks.*) The mayor is useless. He thinks the problem will go away if no one says the word.
- BONGO:** (*Clueless. Speaks.*) What word?
- DUCHESS DINGALING:** (*Shouts.*) Rats! (*ALL react.*)
- BONGO:** (*Cringes.*) Why did I ask?
- 10 **ALL:** (*Sing.*) All's not well in Hamelin Town.
- RATTYTATTY:** (*Sings.*) We've got a problem, I tell you.
- ALL:** (*Sing.*) All's not well in Hamelin Town.
- DILLY:** (*Sings.*) What are we going to do?
- INNKEEPER:** (*Sings.*) I've got rats on the dressers, on every chair!
- 15 **DILLY:** (*Sings.*) Rats running under my bed!
- FLOWER STALL LADY:** (*Sings.*)
I've got rats in the rafters nibbling my hair!
- ALL SOLOISTS:** (*Sing.*) They're looking awfully well fed! (*MUSIC continues under dialogue.*)
- 20 **FLOWER STALL LADY:** (*Speaks.*) Duchess Dingaling is right. We've been silent long enough. (*Points to flower stall.*) They've nibbled the flower petals and swallowed the bulbs.
- INNKEEPER:** (*Speaks.*) Not saying the word won't solve anything.
- TOWN CRIER:** (*Speaks.*) I say we should acknowledge the problem and then find some way to get rid of it.
- 25 **BONGO:** (*Innocently again. Speaks.*) Get rid of what?
- OTHERS:** (*Shout.*) Rats! (*As ACTORS sing, they become more and more agitated and move about. Their voices get louder and louder. They're eager to publicize their woe.*)
- 30 **ALL:** (*Sing.*) All's not well in Hamelin Town.
We've got to find a solution!
All's not well in Hamelin Town.
They've got us all on the run!
- WOMEN CITIZENS:** (*Sing.*)
- 35 We've got rats on the rooftops, rats everywhere!
I'm tired of all the tiptoeing!

1 **MEN CITIZENS:** *(Sing.)*

We've got rats in the belfry, rats in the square...

ALL: *(Sing.)* ...hundreds of thousands and growing!

(NOTE: The following two stanzas are sung as a round.)

5 **GROUP ONE:** *(Sing.)* All's not well in Hamelin Town.

We've got a problem, I tell you!

All's not well in Hamelin Town.

What are we going to do?!

GROUP TWO: *(Sing.)* All's not well in Hamelin Town.

10 We've got a problem, I tell you!

All's not well in Hamelin Town.

What are we going to do?!

(NOTE: Again, the following two stanzas are sung as a round.)

GROUP ONE: *(Sing.)* All's not well in Hamelin Town.

15 We've got a problem, I tell you!

All's not well in Hamelin Town.

What are we going to do...

GROUP TWO: *(Sing.)* All's not well in Hamelin Town.

We've got a problem, I tell you!

20 All's not well in Hamelin Town...

ALL: *(Sing.)* What are we going to,

What are we going to do?! *(MUSIC OUT.)*

BONGO: *(Suddenly becoming quite efficient and military.)* That's

25 enough, I say. No more of that. Hush up. Be quiet. I'm the police. I

know what's what. We do not have a "rodent" problem in Hamelin

Town. The mayor says so. *(Holds up scroll.)* I have an important

edict here. *(Strolls to some tree or post and tacks up the scroll.*

30 *In large red letters it says, "DON'T SAY RATS." [NOTE: If you're*

not using a tree, have BONGO tack up the notice on a stage wall

facing out to AUDIENCE.] INNKEEPER, FLOWER STALL LADY

and TOWN CRIER follow after BONGO and read the notice.

They're slow readers.)

DILLY: What does it say?

FLOWER STALL LADY: It says, "Don't say rats."

35 **BONGO:** *(Furious.)* Then don't say it! Whatsamatter, you can't read

or something? *(As the dialogue with DUCHESS DINGALING,*

DILLY and RATTYTATTY plays, BONGO might leave the

STAGE and pass out some "leaflets" or business cards to

40 *children sitting DOWN FRONT. The leaflets or cards proclaim,*

"DON'T SAY RATS.")

- 1 **DUCHESS DINGALING:** Rattytatty, you are the official pest control officer here in Hamelin Town. What are you doing about this terrible situation? The scratching and the squealing. The gnawing and the chawing.
- 5 **RATTYTATTY:** As you know, Duchess, the mayor likes to pretend we don't have a problem. Consequently, he has cut my budget to the bone.
- DUCHESS DINGALING:** What do you say to that?
- RATTYTATTY:** I say ouch.
- 10 **DILLY:** It wouldn't matter, anyway. There are too many rats for us. (*On hearing the forbidden word, BONGO yells to DILLY.*)
- BONGO:** Don't say rats! (*To AUDIENCE.*) Everybody, when I say "three," you say "Don't say rats." Ready? One, two, three—"Don't say rats!"
- 15 **AUDIENCE:** (*Simultaneously with BONGO.*) "Don't say rats!"
- DUCHESS DINGALING:** Silly man. (*Points to DILLY.*) Who's this?
- RATTYTATTY:** That's my new assistant, Duchess. Dilly.
- DUCHESS DINGALING:** Dingaling.
- RATTYTATTY:** No, your name is Dingaling. Her name is Dilly.
- 20 **DILLY:** I've never seen rodents like the ones we've got here in Hamelin Town. They're as big as children.
- RATTYTATTY:** Huge.
- DILLY:** Gigantic.
- RATTYTATTY:** Awesome.
- 25 **DILLY:** Humongous!
- RATTYTATTY:** They're nasty!
- DILLY:** They're mean!
- RATTYTATTY:** Ruthless!
- DILLY:** Unclean!
- 30 **DUCHESS DINGALING:** (*A call to arms.*) Citizens!
- RATTYTATTY/DILLY:** No, rats.
- BONGO:** The next person I hear saying that word is going to get a ticket. Don't say rats!
- OTHERS:** (*Laugh.*) Aha! Aha! (*Points to him, accusingly.*) You said it!
- 35 **BONGO:** (*Tries to control his temper. Bangs his own head with the rubbery billy club.*) Ooooooooooh. You've got me so confused.



- 1 **DUCHESS DINGALING:** Citizens of Hamelin Town, it's obvious something must be done. I suggest we march to the mayor's house and demand action. United we stand!
- OTHERS:** *(ALL but BONGO applaud.)* Bravo!
- 5 **BONGO:** The mayor won't like it. He's busy.
- DUCHESS DINGALING:** So are the rats.
- BONGO:** That does it, Duchess Dingaling. I'm writing you a ticket!
- DUCHESS DINGALING:** Go ahead. See if I care. What are you waiting for?
- 10 **BONGO:** It's a lot of work to write a ticket. I have to print everything in big block letters. *(OTHERS laugh.)* Besides, I can't spell too good. *(Louder laughter.)*
- DUCHESS DINGALING:** While Bongo prints everything in big block letters, we will confront the mayor. We will force him to do his civic
- 15 duty. *(Sweeping gesture LEFT.)* To the mayor's house!
- OTHERS:** *(ALL but BONGO.)* To the mayor's house! *(DUCHESS DINGALING moves LEFT. She stands in place and moves her feet up and down like a soldier marching. ALL but BONGO get in line behind her. They, too, march in place.)*
- 20 **DUCHESS DINGALING:** Are we ready, citizens?
- OTHERS:** *(ALL but BONGO.)* Ready, Duchess Dingaling. *(MUSIC CUE 2a: "Marching Music—Onward to the Mayor.")*
- DUCHESS DINGALING:** *(Marches in place. CITIZENS follow.)* Forward! *(Lifts one arm as if it were a saber and marches OFF LEFT. CITIZENS, instead of marching forward, march backward.)*
- 25 **BONGO:** She said forward, not backward.
- OTHERS:** *(Realize their error.)* Oops. *(They march forward and OUT LEFT. MUSIC OUT.)*
- 30 **BONGO:** And they say I'm not too bright. I'm smarter than that bunch of cabbage heads. *(Takes a pencil from a pocket, along with a pad of police tickets. To AUDIENCE.)* That Duchess Dingaling thinks she's so smart just 'cause she's a noblewoman. That don't mean
- 35 nothin' to Bongo here. The law's the law. *(Wets tip of pencil and studies pad.)* Hmmmmm. Anyone out there know how to spell "rat"? Is it one "T" or two? Or is it two for tea? I get so confused. *(Starts to write the ticket. MUSIC CUE 2b: "Enter the Rats." We hear squeaking from the back of the auditorium [or from OFF RIGHT and LEFT.]*

1 **RATS:** *(A cheer; they are on the attack.)* Hooray! *(They come scurrying IN, laughing, chattering and making squeaking noises as they ENTER. [NOTE: You can utilize as many RATS as you wish. In ACT TWO, these ACTORS will portray the CHILDREN of Hamelin Town. See PRODUCTION NOTES.] If the RATS ENTER*
5 *via the AUDIENCE, they should pause every now and then to chatter their teeth at some boy or girl and “scratch” with their nails on the back of seats. The RATS see BONGO, immediately get quiet and start stalking him. BONGO is so engrossed in his ticket writing that he doesn’t notice the RATS forming a semicircle about him. MUSIC OUT once they are in place around BONGO. The SPEAKING RATS are as follows: RAT KING, RAT QUEEN, LOUD RAT and OLD WIDOW WHISKERS, an elderly female rodent wearing spectacles who hobbles about with the aid of a cane and wears a shawl over her shoulders. RAT KING and RAT*
10 *QUEEN might wear little crowns.)*

BONGO: Let me see here. Hmmmmm. *(Reads.)* “Time of the crime.” Anyone know what time it is?

20 **RAT KING:** *(Gentlemanly.)* I think I have the correct time. *(Takes out a pocket watch, checks.)* It’s almost noon.

BONGO: *(Without looking up from the pad, he writes.)* I’m obliged. Noon. *(RATS chatter softly and step closer. RAT KING puts away his pocket watch and strokes his whiskers in vain fashion. ALL “wrinkle” their noses as if they’ve gotten a whiff of smelly cheese. BONGO reads slowly from pad.)* “Name of the criminal.” Duchess. *(Attempts to spell it out.)* Capital “D,” small “u,” small “c,” small “k”...

25 **RAT QUEEN:** That spells duck. *(RATS chatter in a funny fashion, point to BONGO. They find him amusing.)*

BONGO: Hmmmmm. I’ll just put “D.” Dingaling. Might as well keep it simple.

30 **OLD WIDOW WHISKERS:** Let me have a look at that. *(Pulls away the paper pad.)*

BONGO: Hey! Give that back to me. Official business.

35 **RATS:** *(Mockingly.)* Official business! Official business! Chatter, chatter, chatter. Squeak, squeak, squeak. *(They chatter and wrinkle their noses.)*

BONGO: *(Only now does he realize he’s surrounded by RATS. He looks from one to another. He can barely get the word out.)*
Ra-ra-ra—

40 **RATS:** *(Chanting.)* Rat-a-tat-tat.
Rat-a-tat-tat.

1 Rat! Rat! Rat!
Rah! Rah! Rah!

OLD WIDOW WHISKERS: *(Like a disappointed parent.)* Oh, dear. Oh, my. Goodness gracious. Look what he's written here. *(Reads.)*

5 "Name of arresting officer—Bingo." *(Shakes a finger at him.)* Your name's not Bingo. It's Bongo. Unless you're an impostor?

BONGO: I'm no impostor.

RATS: Bingo! Bingo!

OLD WIDOW WHISKERS: The poor fellow can't spell worth a lick.
10 *(RATS chatter and laugh.)*

BONGO: *(Shaking with fear, finally manages to speak.)* Rats!!

RAT KING: Quite so. Allow me to introduce myself. *(A gracious bow.)*
I am Rat King!

RATS: Rat King—king of rats! *(BONGO begins to shake again. His teeth chatter. His knees knock together in terror.)*
15

RAT KING: *(Indicates.)* My lovely wife—Rat Queen! *(She chatters her teeth at BONGO. He recoils.)*

RATS: Rat Queen—queen of rats!

BONGO: *(Shaking outrageously.)* Oh! Oh! Oh!

20 **RAT KING:** My faithful advisor— *(Indicates.)* Old Widow Whiskers.

RATS: Faithful advisor—Old Widow Whiskers.

OLD WIDOW WHISKERS: *(Returning pad.)* You should have studied harder in school, you stupid boy.

BONGO: *(Mustering courage.)* You have no right to speak to me like that. After all, I'm a human being, and you're a rat.
25

OLD WIDOW WHISKERS: Isn't he observant? *(RATS chatter and laugh.)*

RAT KING: What shall we do with him?

RAT QUEEN: Why don't we bite him?

30 **RAT KING:** That's a good idea.

RATS: Let's! *(With that, RATS move in even closer and begin to "nip" at BONGO. Some RAT has apparently bitten him on the backside because he leaps straight up into the air, hands slapped to his rump.)*

35 **BONGO:** Oooooowwwwww... *(Runs around the STAGE. The RATS, except OLD WIDOW WHISKERS, pursue—around the flower stall, around the important-looking chair, over the stools.)*

1 *He jumps atop the bench and the RATS claw at him. He jumps off
and runs around some more. [NOTE: If desired, he might leave
the STAGE and come into the AUDIENCE, still chased by some of
the RATS.] Help! Police! Mayor! Rattytatty! Dilly! Duchess! Help!*
5 *Heeeelp! Rats! Rats! Rats! (MUSIC CUE 3: “Rat-a-tat-tat.”*
[NOTE: See MUSIC SCORE for details about RATS’ “raspberries”
within the song.] RATS chase him OFF LEFT. Only OLD WIDOW
WHISKERS remains.)

10 **OLD WIDOW WHISKERS:** *(Calls after them.) Give him a good nip
for me. (Hobbling on her cane, she moves CENTER, muttering
to herself.) That Bongo doesn’t need a policeman’s hat, he
needs a fool’s cap. (Laughs to herself. ALL OTHER RATS begin
to RE-ENTER. Speaks in rhythm.) Rat-a-tat-tat! Rat-a-tat-tat!*
Rah! Rah! Rah!

15 **ALL RATS:** *(Speak in rhythm.)*

Rat-a-tat-tat! Rat-a-tat-tat!
Rah! Rah! Rah!

*(Sing. Ominous and scary.) We are the rats of Ham’lin Town.
We are the scourge of Ham’lin.*

20 *We’re gonna bring ol’ Ham’lin down.
Whada’yah think of that?*

*We are the rats of Ham’lin Town.
We are the beasts of Ham’lin,
We got the biggest teeth aroun’.*

25 *Rat-a-tat-tat-a-tat!*
Rat-a-tat-tat-a-tat!

*Rat-a-tat! Rat-a-tat-tat! (A sudden change; light-hearted and fun.
It’s party time!)*

30 *We’re taking over the village.
We’re taking over the street.
We’re taking over the food supply,
There’s lots o’ goodies to eat!*

35 *We’re taking over yer cottage,
We’ll come ’n’ go as we please.
We’ll search ’n’ search all day and night,
Till we discover the cheese!*

*We’re rats! Rats! Big beautiful rats!
We’re slipp’ry, slimy, sly ’n’ slick,
Indeed we’re mighty quick!*

1 We're rats! Rats! We love t' chew the fat!
We scratch 'n' claw 'n' gnash 'n' gnaw,
Rat-a-tat! Rat-a-tat-tat! (*Laughter, chatter and squeaks.*)

RAT QUEEN: (*Sings.*)

5 We're crafty, cunning 'n' cagey, shifty, wily 'n' shrewd.

RAT KING: (*Sings.*)

No matter how you try 'n' try, we'll always find the food.

OLD WIDOW WHISKERS: (*Sings.*)

When we uncover the booty, there won't be much t' say.

10 **RAT QUEEN/RAT KING/OLD WIDOW WHISKERS:** (*Sing.*)

We'll mooch 'n' munch 'n' chomp 'n' crunch an' really pack it away!

ALL RATS: (*Sing.*) We're rats! Rats! Reprehensible rats!

We creep 'n' crawl behind the wall,
The scourge of every cat!

15 We're rats! Rats! We gobble in nothin' flat.
We snap 'n' snip 'n' nibble 'n' nip,
Rat-a-tat! Rat-a-tat-tat!

We're rats! Rats! Big beautiful rats!
We're slipp'ry, slimy, sly 'n' slick.

20 Indeed we're mighty quick!

We're rats! Rats! We love t' chew the fat!
We scratch 'n' claw 'n' gnash 'n' gnaw,
Rat-a-tat! Rat-a-tat-tat!

We are the rats of Ham'lin Town.

25 We are the beasts of Ham'lin,
We got the biggest teeth aroun'.
Rat-a-tat-tat-a-tat!
Rat-a-tat-tat-a-tat!!

30 Rat-a-tat! Rat-a-tat-tat! (*MUSIC OUT. The RATS, except OLD WIDOW WHISKERS, scurry OUT RIGHT and LEFT, laughing, chattering and squeaking as they go. Only OLD WIDOW WHISKERS is left in sight. PATTYCAKE, a lovely young girl, ENTERS RIGHT with her pet kitten, KITTYKAT. PATTYCAKE carries a large basket or two of apples. Neither PATTYCAKE nor KITTYKAT notice OLD WIDOW WHISKERS as she hides behind the important-looking chair.*)

35 **PATTYCAKE:** I do hope the mayor's wife will enjoy these delicious apples. (*Holds one up.*) There's not a nibble in the lot, Kittykat. No rat has sampled these tasties.

1 **KITTYKAT:** Meow.

OLD WIDOW WHISKERS' VOICE: *(From behind chair.)* They are lovely apples. Tasty looking. Round and juicy. *(Squeaking sound.)* What is your name, my dear?

5 **PATTYCAKE:** *(Doesn't look in the direction of the voice. Instead, she bends down to stroke KITTYKAT.)* My name is Pattycake, and this is my new kitten, Kittykat. Isn't she lovely?

KITTYKAT: Meow.

10 **OLD WIDOW WHISKERS' VOICE:** *(From behind chair.)* I'm not fond of cats. Much too conceited. I am fond of apples.

PATTYCAKE: *(Straightens up.)* These are for the mayor's wife. I suppose she won't notice if one is missing. *(Dips into basket and holds out an apple. Looks about.)* Where are you, whoever you are?

15 **OLD WIDOW WHISKERS' VOICE:** *(From behind chair.)* I'm close. A lonely old widow and—here—I—come. *(Pops INTO VIEW and shakes her cane at PATTYCAKE.)* I'll take those apples! *(Calls OFF LEFT.)* Everybody in here! It's apple-eating time! Yum! Yum!

20 **PATTYCAKE:** *(Alarmed. To AUDIENCE.)* They're everywhere now! Even in the daytime. Rats! Rats! Do something, Kittykat.

KITTYKAT: *(Terrified.)* Meow! Meow! Meow! *(With that, KITTYKAT clings to PATTYCAKE for dear life or grabs her around the leg and holds tight.)*

25 **PATTYCAKE:** *(Drops the basket of apples.)* You stay away from us! We're not afraid of you. *(Bravely.)* Are we, Kittykat? *(KITTYKAT clings all the tighter.)*

30 **RATS' VOICES:** *(From OFF LEFT and RIGHT.)* Apples! Apples! Yum, yum, yum! If we want to eat them, we'd better run. *(RATS scurry IN LEFT and RIGHT. PATTYCAKE screams and runs OFF RIGHT.)*

KITTYKAT: Meooooow! *(Follows PATTYCAKE OUT. The RATS scurry for the apples. Each takes one. They position themselves about the STAGE FLOOR as they munch greedily.)*

35 **RAT QUEEN:** These are very fine apples. Excellent taste. I had an apple like this once in the Black Forest.

RAT KING: *(Points to the notice BONGO tacked up.)* What's that?

RAT QUEEN: I'll have a look, dear. *(Crosses to sign, looks.)*

RAT KING: What does it say?

RAT QUEEN: It says, "Don't say rats."

1 **RAT KING:** Don't say rats? Ha! Ha! Ha!

RATS: (*Join in. Laugh and roll on the floor.*) Don't say rats! Don't say rats! Rats! Rats! Rats! Rah! Rah! Rah!

RAT KING: We've got Hamelin Town on the run. They're afraid of us.
5 (*Points to important-looking chair.*) Who sits there?

OLD WIDOW WHISKERS: That's where the mayor sits. He's a greedy fellow. If you ask me, Hamelin Town is full of dolts and simpletons.

RAT KING: I shall be the new mayor, and that is where I'll sit. (*RATS applaud. RAT KING sits in chair.*)
10

RAT QUEEN: Is it comfortable, dear?

RAT KING: I've made a nest in better.

RAT QUEEN: We ought to find a tailor's shop. You could do with a new suit.

15 **RAT KING:** Do you remember the sailor suit I used to wear?

RAT QUEEN: How could I forget, dear? I never could resist a rat in uniform... your white trousers and your little blue jacket.

OLD WIDOW WHISKERS: The best thing about Hamelin Town is the food. I've never tasted such treats. (*Holds up apple.*) Like this
20 apple. It would make a fine cider.

RAT QUEEN: I like the pastries better. All that puffy crust and sweet-tasting whipped cream.

RATS: (*Chime in, declaring their preference.*) Chocolate cake! Lemon tarts! Cheese biscuits! Caramel corn! Pretzels!

25 **LOUD RAT:** Wallpaper!

RAT KING: (*Leans forward.*) Here's the plan.

OLD WIDOW WHISKERS: Hear ye! Hear ye! The Rat King speaks. (*RATS become attentive.*)

RAT KING: First, we'll eat them out of house and home. Then, we'll
30 drive them from the town.

RAT QUEEN: We'll give the town a new name.

RAT KING: Suggest something, Old Widow Whiskers.

OLD WIDOW WHISKERS: Hmm. We'll call the new town Rodentburg.

35 **RATS:** (*Savors the name.*) HmMMM. Rodentburg.

RAT QUEEN: I like it.

RAT KING: So do I. Rodentburg. Makes me think of a fine old cheese.

- 1 **OLD WIDOW WHISKERS:** (*Proclaims.*) Bow down, one and all, to the new mayor of... Rodentburg!
- RATS:** (*Stand and bow.*) To the new mayor of Rodentburg! Hip! Hip! Hooray! Hip! Hip! Hooray! Hip! Hip! Hooray!
- 5 **LOUD RAT:** For he's a jolly good rodent! (*RATS laugh, chatter and applaud. Their little celebration is cut short by the excited voices of CITIZENS.*)
- VOICES:** (*From OFF LEFT. Ad-lib.*) You're the mayor. Do something! Before it's too late! I'll be ruined! Get rid of the pests! No more rats!
- 10 Save Hamelin Town! (*RATS cluster LEFT and look OFF LEFT. [NOTE: The following dialogue should be delivered rapidly so that the OFFSTAGE VOICES overlap, creating a sense of chaos.]*) They're eating me out of house and home!
- MAYOR'S VOICE:** Nonsense. Rubbish.
- 15 **VOICE:** They're in the walls!
- MAYOR'S VOICE:** You exaggerate.
- VOICE:** They're in my well!
- MAYOR'S VOICE:** Bah.
- VOICE:** In the barn!
- 20 **MAYOR'S VOICE:** It was probably your cat.
- VOICE:** They ate my spaghetti!
- MAYOR'S VOICE:** Hogwash.
- VOICE:** —clawed my teddy!
- MAYOR'S VOICE:** Buy another.
- 25 **RAT QUEEN:** They're coming this way!
- RAT KING:** Scatter and scamper! (*On the command, RATS scatter and scamper OFF RIGHT, chattering wildly. OLD WIDOW WHISKERS does her best to keep up, but she's not as fast on her furry feet. As OLD WIDOW WHISKERS EXITS, the CITIZENS APPEAR LEFT. First IN is the harassed MAYOR. He is followed by his WIFE, a haughty lady. She carries a basket covered with a napkin. She is followed by their DAUGHTER, a tall girl with a squeaky voice. CITIZENS are behind them. Some carry signs on sticks: "JUST SAY NO RATS," "RATS OUT," "RATS—YUCK."*)
- 30 *PATTYCAKE and KITTYKAT ENTER DOWN RIGHT. KITTYKAT holds a sign reading: "CAT POWER."* BONGO moves here and there, trying to hold the mob back. MAYOR, a pompous man, moves in front of chair. In addition to the TOWNSPEOPLE we have already met, among the CROWD are: DANCING TUTOR,
- 35



1 *who wears a comical “dance” costume, SCHOOLTEACHER and EXTRA CITIZENS, if desired. Some stand LEFT, some RIGHT. FLOWER STALL LADY moves behind her cart.*

BONGO: *(The excited voices continue to jeer at the MAYOR as he attempts to quiet them. Ad-lib.)* None of that! Watch it! Calm down! I'm the law! Get back!

CITIZENS: *(Ad-lib.)* Do something, Mayor! We need help! Save Hamelin Town! They're creeping! They're crawling! They're here! They're there! Rats!

10 **MAYOR:** *(Hands up, attempts to quiet the uproar.)* Good people of Hamelin Town... I implore you... quiet, please.

CITIZENS: *(Ad-lib.)* No more promises! My best dress chewed to shreds! My best hat ruined! They're on the stairs! In the beds! Underfoot!

15 **MAYOR:** Good people, good citizens—

CITIZENS: *(Ad-lib.)* Actions not words! Answers not questions! Down with the mayor! Vote him out! Toss him out! Run him out! They're creeping! They're crawling! Everywhere! Rats!

BONGO: *(Loud and fierce.)* Aw, shuuuuuut up!!! *(This does the trick. CITIZENS quiet. BONGO is pleased with himself.)* That's better.

20 **MAYOR:** Much better. Thank you, Bongo.

BONGO: You're welcome, Mayor.

MAYOR'S WIFE: Bongo may be dumb, husband, but he's polite.

MAYOR'S DAUGHTER: Mommy knows best. *(Performs a stupid curtsy to no one in particular.)*

25 **MAYOR:** Sit down, daughter. Sit down, wife. I'll settle this business in no time. Purely a routine matter. *(Regally, MAYOR'S WIFE sits on one stool. MAYOR'S DAUGHTER sits on the other. As soon as the DAUGHTER hits the wood, she stands and gives another dumb curtsy. The CITIZENS sigh. They find the MAYOR and his family a bit boring.)* Well, well, citizens. I am sitting in the official

30 chair of civic power. Why the uproar?

RATTYTATTY: But you're not sitting, Mayor.

MAYOR: How's that, Rattytatty?

35 **DILLY:** You're not sitting. You're standing.

MAYOR: *(Realizes he's standing.)* So I am. Sorry. *(Sits. MAYOR'S DAUGHTER stands, performs another stupid curtsy. CITIZENS give a collective sigh. MAYOR'S DAUGHTER sits.)* Now, good citizens of Hamelin Town, what is the problem?

PRODUCTION NOTES

PROPERTIES

ONSTAGE: Important-looking chair, two stools, flower stall or cart with pots of flowers, bench, optional scenic backdrop, cutout tree(s).

BROUGHT ON, ACT ONE:

Hand bell (TOWN CRIER)

Policeman's helmet, billy club (stuff a black soccer sock), badge, whistle, paper pad, pencil, large scroll reading "DON'T SAY RATS," thumb tack (BONGO)

Spectacles, shawl, cane (OLD WIDOW WHISKERS)

Optional crowns (RAT KING, RAT QUEEN)

Pocket watch (RAT KING)

Basket(s) with apples (PATTYCAKE)

Basket, napkin, leg of lamb (MAYOR'S WIFE)

Signs on sticks—"JUST SAY NO TO RATS" "RATS OUT" "RATS—YUCK!" (CITIZENS)

Sign reading "CAT POWER" (KITTYKAT)

Rope tail (DANCE TUTOR)

Long coat, scarf, cap with feather, musical pipe or flute (PIED PIPER)

BROUGHT ON, ACT TWO, Scene One:

Watering can (FLOWER STALL LADY)

Basket with apples (PATTYCAKE, KITTYKAT)

White jacket, push broom (RATTYTATTY, DILLY)

Cape with white fur trim (MAYOR'S WIFE)

Pitch pipe (SCHOOLTEACHER)

Coins (MAYOR)

BROUGHT ON, ACT TWO, Scene Two:

Chest with coins and a small pouch of coins (RATTYTATTY, DILLY)

COSTUMES

The time setting is approximately the 13th or 14th century, so the costumes can be the usual fairy tale wardrobe. When the CHILDREN of ACT TWO portray the RATS of ACT ONE, they can wear black or brown tunics or nightshirts over their ACT TWO costumes: gloves for rats' hands, tips of noses painted black, some whiskers painted on and tails of rope. Mickey Mouse cap ears will adapt easily into rats' ears with a bit of trimming or none at all. The actors' movements and sounds will add to the rodent persona. If you don't use the long overcoat for the Pied Piper, he could be dressed like Robin Hood. Do



try to come up with something comical for the loony Dance Tutor. See script for costuming suggestions for other characters.

SOUND

Water splashing for the river scene (optional) and the sound of a door slamming for the mountain scene can both be found on the production CD.

ABOUT THE PIPER'S TUNE

The pipe can be a flute. If the actor playing the PIED PIPER can "pipe a tune," fine and good. If not, a FLUTE PLAYER can play from OFFSTAGE or the production CD can be used and the actor can mime playing.

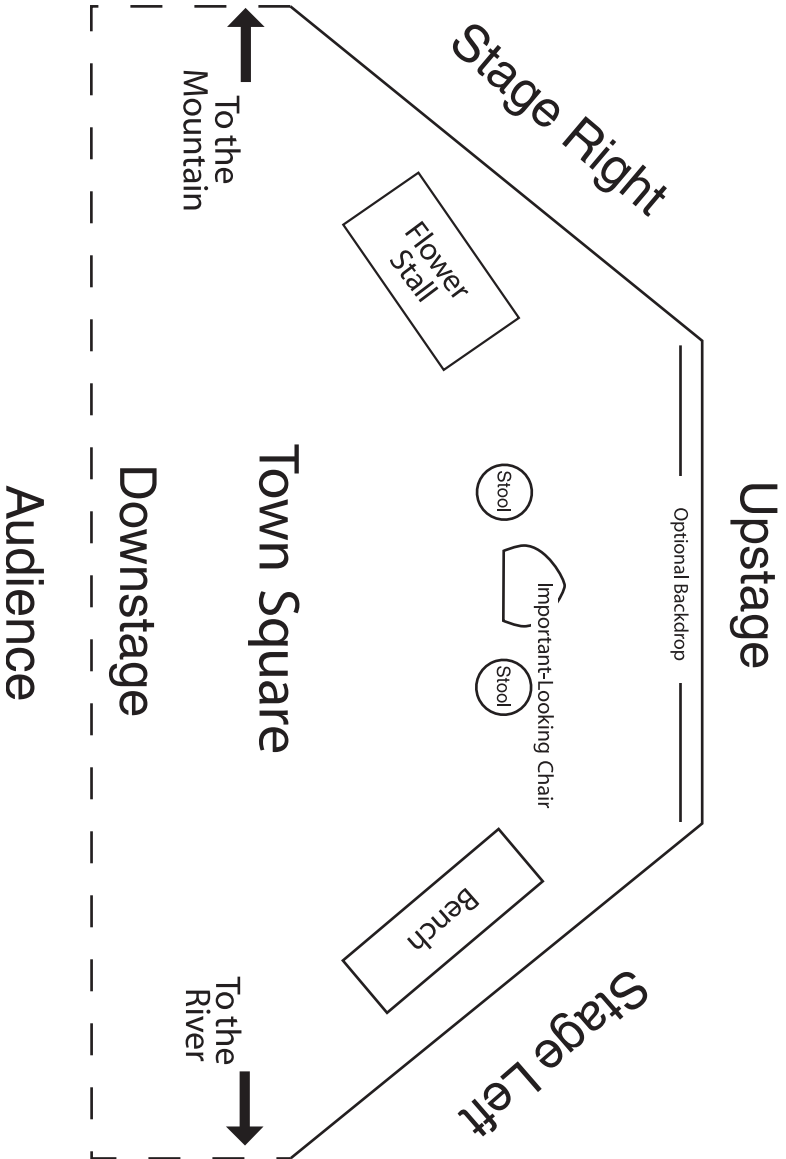
FLEXIBLE CASTING

Adjust to your needs. Don't be afraid to turn a male role into a female role (RATTYTATTY, BONGO, TOWN CRIER) or a female role into a male one (INNKEEPER, DANCE TUTOR, SCHOOLTEACHER, etc.) OLD WIDOW WHISKERS could become simply OLD WHISKERS.

EXTRA CITIZENS: Use them as part of any crowd scene.

RAT KING, RAT QUEEN and LOUD RAT can also become CITIZENS in ACT TWO (with a change of costume, naturally).

SET DESIGN



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