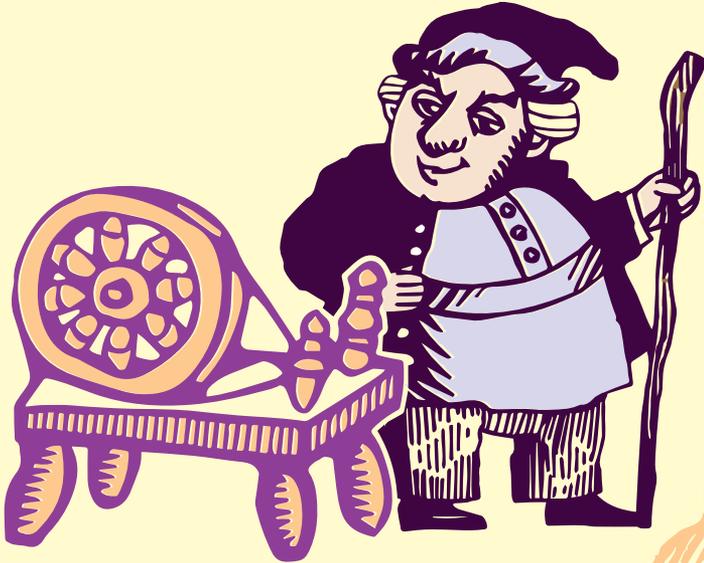


My Name is Rumpelstiltskin



Adapted by
Vera Morris



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MY NAME IS RUMPELSTILTSKIN

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CAST OF CHARACTERS

(In Order of Appearance)

| | <u># of lines</u> |
|-----------------------|-------------------|
| CHARLOTTE | 27 |
| KATHERINE..... | 23 |
| HUNTSMAN | 27 |
| RUMPELSTILTSKIN | 120 |
| GRISELDA..... | 40 |
| MILLER'S WIDOW..... | 37 |
| LAURA | 157 |
| PRINCE TOM..... | 69 |
| APPLE SELLER | 12 |
| PRIME MINISTER..... | 51 |
| JESTER..... | 51 |
| LADY MATILDA | 27 |
| QUEEN | 84 |
| CUSTOMER | 15 |
| NURSEMAID..... | 7 |

Roles of the APPLE SELLER, CUSTOMER, and JESTER can be played as female or male.

EXTRAS can be utilized as CITIZENS and/or MEMBERS OF THE ROYAL COURT.

SYNOPSIS OF SCENES

ACT ONE

Scene 1: The Woods. Night.

Scene 2: Next day.

ACT TWO

Scene 1: The palace. Later the same day.

Scene 2: The palace. One year later.

MY NAME IS RUMPELSTILTSKIN

ACT ONE Scene One

1 *The Woods. At nighttime.*

The Woods is suggested by some cut-out trees and rocks, foliage.

A wooden bench, log or tree stump DOWN CENTER.

Everything is shadowy and gloomy. At night, the Woods is a very
5 *mysterious place.*

AT RISE: We hear the SOUND OF NIGHT BIRDS calling to one another in the dimness. Then, -- silence, followed by the frightened VOICES of CHARLOTTE and KATHERINE from OFFSTAGE, DOWN LEFT.

10 CHARLOTTE'S VOICE: Hurry, Katherine. I don't like to be in the Woods at night.

KATHERINE'S VOICE: You think I do?

CHARLOTTE'S VOICE: There are wild animals in the Woods.

15 *(CHARLOTTE ENTERS. She's a young peasant girl. She carries a basket. Suddenly she freezes, thinks she's heard something.)*

What was that? (KATHERINE ENTERS, same age as CHARLOTTE. Also carries a basket.)

KATHERINE: What was what?

CHARLOTTE: *(Terrified.)* Auuugh! *(She turns and sees KATHERINE.)*

20 *It's you.*

KATHERINE: Who did you think it was?

CHARLOTTE: *(Leery.)* It could have been the witch.

KATHERINE: That's a silly superstition. There's no witch in the Woods.

25 CHARLOTTE: Some people say they've seen the witch.

KATHERINE: Some people will say anything. *(Indicating the basket.)* I'd better get these berries home. Mother gets angry when I'm late for supper.

CHARLOTTE: *(Thinks she hears something.)* Listen.

30 KATHERINE: *(Listens.)* Nothing. *(CHARLOTTE takes KATHERINE by the hand.)*

CHARLOTTE: Let's get out of here. *(They move cautiously RIGHT looking about, fearful of the shadows. HUNTSMAN appears in the Woods from UP LEFT and he darts IN and OUT OF VIEW.)*

1 Behind a tree, behind a rock. He makes noises that sound like
birdcalls.)
HUNTSMAN: Caw-caw-caw. (CHARLOTTE and KATHERINE react.)
CHARLOTTE: Don't tell me you didn't hear that.
5 KATHERINE: I heard something.
HUNTSMAN: Caw-caw-caw.
KATHERINE: There it is again.
CHARLOTTE: It's the witch I tell you. (HUNTSMAN, still calling out
"Caw-caw-caw," EXITS RIGHT. KATHERINE sees him go. Points.)
10 KATHERINE: There!
CHARLOTTE: Where?
KATHERINE: In the shadows. (Indicates.) I saw something.
CHARLOTTE: Was it a wolf?
KATHERINE: I couldn't tell.
15 CHARLOTTE: A bear?
KATHERINE: Maybe.
CHARLOTTE: We'd better run. (CHARLOTTE hurriedly moves DOWN
RIGHT. KATHERINE is right behind her. Just as they're about to
EXIT, HUNTSMAN leaps INTO VIEW and cuts off their escape.
20 He carries a bow and has a quiver of arrows over one
shoulder.)
HUNTSMAN: Caw-caw-caw! (CHARLOTTE and KATHERINE
SCREAM and jump back. In gentlemanly fashion, HUNTSMAN
doffs his cap and makes a sweeping bow.) Good evening,
25 young ladies. Charlotte. Katherine. (The GIRLS recognize him.)
CHARLOTTE: So it was you, Huntsman. Up to your usual tricks.
KATHERINE: You should be ashamed of yourself. You gave us a
good scare.
HUNTSMAN: Better a good scare than a bad one. I've never seen
30 you two in the Woods at night.
CHARLOTTE: (Indicating the basket.) We were picking berries on
the far side of the castle.
KATHERINE: We were having such a good time we didn't notice the
sun disappear.
35 CHARLOTTE: The Woods at night frighten me.
KATHERINE: (Worries.) Charlotte says there's a witch in the Woods.
Have you ever seen the witch?
HUNTSMAN: No.
KATHERINE: That's a relief.
40 HUNTSMAN: I've heard her. (CHARLOTTE and KATHERINE gasp.)
GIRLS: Heard her!
HUNTSMAN: (Imitating a witch.) Cackling and mumbling,
mumbling and cackling. Mumble, cackle. Cackle, mumble.

1 *(Nervously, CHARLOTTE and KATHERINE look over their shoulders.)*
CHARLOTTE: *(Shaking.)* Oh! Oh!
KATHERINE: Oh! Oh! Oh!

5 HUNTSMAN: You are like frightened little kittens. Good thing I came along when I did. I'll walk you to your homes.
CHARLOTTE: It's the least you can do, since you scared us out of our wits.
HUNTSMAN: The Queen is going hunting. She never gets anything.
10 She's a terrible shot with the bow and arrow. Still, she likes the excitement of the hunt.
CHARLOTTE: *(To KATHERINE.)* Maybe we'll be able to sell the berries. A few coins in our pocket wouldn't hurt.
KATHERINE: Times are so hard.

15 HUNTSMAN: Don't let the Queen hear you say that. Hard times is all she hears. *(We hear RUMPELSTILTSKIN'S VOICE in the distance, from OFFSTAGE, LEFT.)*
RUMPELSTILTSKIN'S VOICE: *(Like an echo.)* Griseldaaaaaaaaaaaa . . .
TRIO: Auuuuugh!

20 CHARLOTTE: What was that?
KATHERINE: Sounded like an echo. Or a scream.
CHARLOTTE: Scream?
RUMPELSTILTSKIN'S VOICE: Griseldaaaaaaaaaaaaaaaa . . .
CHARLOTTE: It's the witch, I tell you.

25 HUNTSMAN: 'Fraidy cat. *(Steps back and waves the GIRLS OUT.)*
This way, young ladies. *(Eager to get away, CHARLOTTE and KATHERINE hurry OUT.)*
RUMPELSTILTSKIN'S VOICE: Griseldaaaaaaaaaaaaaaaa . . .
(HUNTSMAN, alone on stage, begins to shake in fear.)

30 HUNTSMAN: I didn't hear anything. I didn't hear anything . . .
RUMPELSTILTSKIN'S VOICE: Griseldaaaaaaaaaaaaaaaa . . .
HUNTSMAN: *(Calling after CHARLOTTE and KATHERINE.)* Wait for me! *(He runs OUT. Pause.)*
RUMPELSTILTSKIN'S VOICE: Griselda! Griselda! *(RUMPELSTILTSKIN thumps INTO VIEW from LEFT. He's a small, unpleasant, bearded wizard with a foul temper. Wears a medallion on a chain around his neck. Arms akimbo, he roars out to the Woods.)*

35
40 RUMPELSTILTSKIN: Why don't you answer me? I know you're in there. Somewhere. Griselda! *(No response. He leaps onto the bench or tree stump.)* If you don't answer me, I'm going to hold my breath until my head explodes. *(Furious.)* I mean it! I

- 1 mean it! *(Like an angry child, he stomps his foot and puffs out his cheeks. Holds his breath.)*
- GRISELDA'S VOICE: *(From OFFSTAGE, UP RIGHT.)* Who? What? Someone there? *(Some CACKLES and MUMBLES.)*
- 5 RUMPELSTILTSKIN: Me!
- GRISELDA'S VOICE: Who calls Griselda? *(Delighted with the response to his call, RUMPELSTILTSKIN jumps down.)*
- RUMPELSTILTSKIN: I do.
- GRISELDA'S VOICE: Who? Who? *(More CACKLES and MUMBLES.)*
- 10 RUMPELSTILTSKIN: Rumpelstiltskin!
- GRISELDA'S VOICE: It's you, little wizard. Come to pay a visit, have you? How nice. Good to have a visitor. *(CACKLES and MUMBLES as GRISELDA moves through the Woods and comes near to RUMPELSTILTSKIN. She's ancient and bent. Long white hair, hands like claws. She hobbles along with the aid of a twisted stick. Wears a long black dress with patches and tears.*
- 15 *Her voice is scratchy and rather frightening. She squints.)*
- GRISELDA: Haven't seen you in many years.
- RUMPELSTILTSKIN: I've been here. I've been there.
- 20 GRISELDA: Busy little wizard.
- RUMPELSTILTSKIN: You're the only one who can help me.
- GRISELDA: So you want something. I thought you were just being friendly to an old lady.
- RUMPELSTILTSKIN: You're a powerful witch, Griselda.
- 25 GRISELDA: But I'm getting on. I'm four hundred years old. It's not easy being four hundred years old. I can't fetch and carry and my eyes are growing dim.
- RUMPELSTILTSKIN: *(Snaps.)* Never mind about that. Tell me what I want to know.
- 30 GRISELDA: What is it you want to know, little man?
- RUMPELSTILTSKIN: I want to be the most powerful force in the kingdom. How can this come to pass?
- GRISELDA: The most powerful force in the kingdom? *(Chuckling.)* My, my. You are ambitious. What will you do with this power?
- 35 RUMPELSTILTSKIN: I will rule the kingdom. I will be lord and master over all the mortals! I don't like mortals, you know. In fact -- I hate them! Yes, I do. They think they know everything there is to know. I hate them, I hate them, I hate them. *(Each time he says "hate," he stamps his foot.)*
- 40 GRISELDA: No need getting yourself into a rage. One day you'll do yourself harm. *(Squinting, she faces away from RUMPELSTILTSKIN and takes a few steps.)* There is a way . . .
- RUMPELSTILTSKIN: Tell me! Tell me! I'll pay whatever you ask.

- 1 GRISELDA: Money is of no use to me. (*Squinting.*) Where are you, little man? I can't see you.
- RUMPELSTILTSKIN: Turn around, turn around. I'm here.
- GRISELDA: (*Turns, squints.*) So there you are. My poor eyes.
- 5 RUMPELSTILTSKIN: Never mind your eyes. Tell me what I want to know. Tell me how I can be the most powerful wizard in the kingdom.
- GRISELDA: It's quite simple. Complicated things usually are.
- RUMPELSTILTSKIN: Tell me!
- 10 GRISELDA: I will give you this information. (*Serious.*) But if you fail in your quest you must pay a forfeit.
- RUMPELSTILTSKIN: What is the forfeit?
- GRISELDA: (*Chuckles.*) It's for me to know.
- RUMPELSTILTSKIN: The forfeit doesn't matter because I won't fail.
- 15 GRISELDA: My, you are a determined little fellow.
- RUMPELSTILTSKIN: Tell me, I say!
- GRISELDA: If that is your wish.
- RUMPELSTILTSKIN: It is. (*Suddenly, GRISELDA is seized with a flow of energy. She spins around several times.*)
- 20 GRISELDA: (*Chanting.*) RUMPELSTILTSKIN COME OF NIGHT, SIGHT OF ANGRY AND OF FRIGHT. TEMPER MARK THE SPOT...HE WANTS TO KNOW AN AWFUL LOT! (*GRISELDA laughs, which only infuriates the little wizard.*)
- RUMPELSTILTSKIN: Don't toy with me!
- 25 GRISELDA: LITTLE MAN, LITTLE MAN,
THERE IS NO COST
BUT IF YOU FAIL
ALL IS LOST!
- RUMPELSTILTSKIN: I won't fail! How many times must I tell you.
- 30 You're making me angry. Tell me what I want to know. Tell me! Tell me! (*As he rages on he stamps his foot in a fury. Suddenly, GRISELDA becomes clear of voice and she speaks with great force. She points a finger at RUMPELSTILTSKIN.*)
- GRISELDA: Hear me well, little man. If you would like to be the
- 35 most powerful force in the kingdom --
- RUMPELSTILTSKIN: Yes? Yes?
- GRISELDA: -- the most powerful wizard on earth --
- RUMPELSTILTSKIN: Yes? Yes?
- GRISELDA: -- you must possess a child of royal birth!
- 40 RUMPELSTILTSKIN: (*Surprised.*) Eh?
- GRISELDA: You heard me.
- RUMPELSTILTSKIN: A child of royal birth?

1 GRISELDA: When you possess such a child the power you seek will be yours.

RUMPELSTILTSKIN: How am I to get such a child?

GRISELDA: *(Back to her old voice.)* That is your affair, not mine.

5 *(She hobbles towards the Woods.)*

RUMPELSTILTSKIN: No, Griselda. Don't go. I have more questions.

GRISELDA: I have no more answers. *(CACKLING and MUMBLING she disappears into the Woods and OFF.)*

RUMPELSTILTSKIN: Silly old witch. *(Delighted with the information.)*

10 The most powerful wizard on earth! A child of royal birth! *(He dances about.)* A child of royal birth! A child of royal birth!

(He's DOWN CENTER, arms akimbo, speaks to audience.) I

don't know how I'll do it, but I'll do it! And when I have the

15 child, this kingdom and everything in it will belong to me. To me! Rumpelstiltskin!!! Hahaha! *(He runs OFF as the LIGHTS QUICKLY DIM TO BLACK.)*

End Of Scene One

ACT ONE

Scene Two

The Woods the next day.

Bright and sunny.

20 AT RISE: SOUND OF HUNTING HORN. MILLER'S WIDOW ENTERS from DOWN LEFT. She carries a sign. It reads: "THIS WAY TO THE MILL" and an arrow, painted in red, points out the direction.

25 WIDOW: If we don't get some money soon, my dear daughter, the mill will be lost. *(WIDOW'S daughter, LAURA, ENTERS from DOWN LEFT. She's a pretty girl with a pleasing personality, but she's often bewildered by life. Wears a simple necklace. Has a ring on one finger.)*

LAURA: Don't say that, Mother. The mill is all Father left us. If we lost the mill where would we live?

30 WIDOW: In the Woods, I imagine. In a hut made of twigs and branches.

LAURA: I wouldn't like that.

WIDOW: Nor would I. We'd be no better than possums or chipmunks. *(LAURA notices a tear in her dress.)*

35 LAURA: What a nuisance.

WIDOW: What is?

LAURA: I must have torn my dress coming through the thorny brush.

- 1 WIDOW: You must learn to be more careful. You're a little bit clumsy. *(Checks.)* It's nothing. Only a small rip. *(Plucks a needle from her costume.)* Here's a needle with a bit of thread. It'll do the trick.
- 5 LAURA: I'm not very good when it comes to sewing.
WIDOW: Practice makes perfect. *(Indicates bench.)* Sit over there and sew. Concentrate on what you're doing. Don't let your mind wander.
- LAURA: Yes, Mother.
- 10 WIDOW: I'll put up this sign.
LAURA: Yes, Mother.
WIDOW: Maybe it'll attract some business.
LAURA: We can always hope. *(WIDOW EXITS DOWN RIGHT as LAURA crosses to bench/stump and sits. SOUND OF HUNTING HORN. LAURA sings softly as she sews.)*
- 15 "There was a jolly miller once
Lived on the River Dee.
He worked and sang from morn till night,
No lark more blithe than he.
- 20 And this the burden of his song
Forever used to be:
I care for nobody, no not I,
If nobody cares for me."
(As LAURA sews and softly sings, PRINCE TOM, a good-looking young man, ENTERS through the woods, LEFT. The HUNTSMAN is behind him. PRINCE TOM motions him to be quiet. They listen to the singing for a moment.)
- 25 PRINCE TOM: You see that girl, Huntsman?
HUNTSMAN: I do, Prince Tom.
- 30 PRINCE TOM: I've seen her before. Do you know who she is?
HUNTSMAN: The miller's daughter. He died some time ago and left his wife and daughter in debt.
PRINCE TOM: How lovely she is.
HUNTSMAN: *(Indifferent.)* If you say so, Prince Tom.
- 35 PRINCE TOM: Find out everything there is to know about her.
HUNTSMAN: I doubt if there's much to know. A simple girl. Like most of the girls in the kingdom.
QUEEN'S VOICE: *(From OFFSTAGE, LEFT.)* Tom! Where are you, Tom!
- 40 HUNTSMAN: It's your mother calling.
QUEEN'S VOICE: Tom! Prince Tom!
PRINCE TOM: Tell her I'll be along.

1 HUNTSMAN: *(Bows.)* It is done. *(HUNTSMAN EXITS LEFT. LAURA hums as she sews. PRINCE TOM steps into her view.)*
PRINCE TOM: Have any wild animals come this way?
LAURA: *(Looks up, surprised.)* Animals? *(Recognizes him. To audience.)* It's the Prince! *(She stands, curtsies.)* Your Highness.
5 PRINCE TOM: Let's have no court formality. When I'm away from the palace I like to be carefree. *(LAURA stands.)* You're the miller's daughter.
LAURA: *(Surprised.)* You know who I am?
10 PRINCE TOM: Naturally. You're one of my subjects, aren't you? What is your name?
LAURA: Laura.
PRINCE TOM: I like the name.
LAURA: *(Bewildered.)* Really?
15 PRINCE TOM: What do you do at the mill?
LAURA: I help my mother. I'm not very good when it comes to grinding the grain, but I'm conscientious. *(As LAURA and PRINCE TOM converse, RUMPELSTILTSKIN tiptoes in from RIGHT and eavesdrops from behind some tree or rock.)*
20 PRINCE TOM: *(To audience.)* She has such soft eyes. *(RUMPELSTILTSKIN rubs his hands together in gleeful fashion. He's delighted that LAURA and PRINCE TOM are attracted to one another.)*
LAURA: *(Making conversation.)* Is the hunt going well, Your
25 Highness?
PRINCE TOM: It helps my mother forget her troubles.
LAURA: Troubles?
PRINCE TOM: Things haven't been going well with the kingdom.
LAURA: Everyone is terribly poor. Everyone needs money.
30 PRINCE TOM: You are a smart girl, Laura. You know what troubles the kingdom has. *(APPLE SELLER ENTERS from DOWN RIGHT.)*
APPLE SELLER: Apples, apples. Who'll buy my apples?
PRINCE TOM: You there. I'll buy an apple. How much?
APPLE SELLER: One copper. *(To audience.)* Can that be who I think
35 it is? The Prince? *(RUMPELSTILTSKIN scurries to another location in the Woods.)*
PRINCE TOM: A red one, nothing green.
APPLE SELLER: Yes, Your Royal High Person. Nothing but the best. *(Selects an apple.)* This ought to do.
40 LAURA: It's a beauty. *(PRINCE TOM takes a copper coin from some pocket. He stares at the coin longingly. Crosses to APPLE SELLER.)*
PRINCE TOM: Here you are. My last coin. *(Hands over coin.)*

1 APPLE SELLER: Here you are, Prince. I thank you. (*Hands PRINCE TOM the apple, bites the coin. It's a dud. Disappointed, APPLE SELLER tosses coin over his shoulder. SOUND OF HUNTING HORN. ROYAL TROUPE ENTERS from DOWN LEFT. First in is*
5 *PRIME MINISTER, followed by JESTER and LADY MATILDA. LAURA steps back. JESTER has a stick with bells on ribbons.*)
PRIME MINISTER: Your mother is in a state, Prince Tom. She doesn't like it when you run off.
PRINCE TOM: I'm old enough to do as I choose, Prime Minister.
10 (*RUMPELSTILTSKIN EXITS RIGHT, unseen.*)
QUEEN'S VOICE: Tom!
JESTER: Tell that to your mother.
PRINCE TOM: I'm not afraid of my mother. (*QUEEN ENTERS DOWN LEFT.*)
15 QUEEN: Tom!!!
PRINCE TOM: (*To APPLE SELLER.*) Well, maybe just a little. (*The QUEEN is a forceful personality. Her voice booms. She never engages in conversation -- she lectures. Each sentence is a command. Everyone is terrified of her. On her appearance,*
20 *LAURA and APPLE SELLER curtsy. QUEEN carries a hunting bow. JESTER constantly mimics her.*)
PRINCE TOM: Hello, Mother.
QUEEN: I've been looking for you.
PRINCE TOM: (*Smiling boyishly.*) Here I am.
25 QUEEN: This has not been a successful hunt. I haven't seen one deer.
JESTER: One deer --
QUEEN: I haven't seen a decent game bird.
JESTER: Decent game bird --
30 QUEEN: Not one rabbit.
JESTER: Rabbit --
QUEEN: Quiet, fool.
JESTER: Quiet! (*He slaps himself in the face.*)
LAURA: (*Gestures to bench/stump.*) Please, Your Majesty. Won't you
35 rest yourself?
QUEEN: A sensible suggestion, peasant girl. I am weary.
LADY MATILDA: In that case, you must rest, Your Majesty. (*LADY MATILDA moves to the bench. She dusts it with her handkerchief and indicates that it's fit for sitting.*)
40 JESTER: Lady Matilda knows a thing or two. (*Mimics LADY MATILDA.*) You must rest, Your Majesty.
LADY MATILDA: Quiet, fool.

- 1 JESTER: Quiet, fool. *(He slaps himself in the face. QUEEN strolls to the bench and sits.)*
QUEEN: *(Loud sigh.)* It's useless. I can't forget affairs of state.
APPLE SELLER: *(Offers an apple.)* Have an apple, Your Majesty.
- 5 QUEEN: I couldn't afford to buy one. *(APPLE SELLER shrugs, bows and wanders a few feet away, polishing apples and listening to discussion.)*
LADY MATILDA: Now, now, Your Majesty. Things can't be that bad.
QUEEN: *(Roars.)* Things are that bad! *(ALL, startled, jump back.)*
- 10 OTHERS: Oh!
PRIME MINISTER: This hardly seems the time nor the place, Your Majesty, but I have the treasurer's report you requested.
QUEEN: I requested it yesterday! I should have had it yesterday.
JESTER: *(To PRIME MINISTER.)* Fool!
- 15 PRIME MINISTER: Quiet!
JESTER: Quiet, fool. *(JESTER slaps himself in face. PRIME MINISTER produces a scroll from his costume.)*
PRIME MINISTER: The kingdom's assets are underlined in red. The liabilities are underlined in green. *(He hands the scroll to*
- 20 *QUEEN. She unrolls it.)*
JESTER: Assets in red, liabilities in green. If the kingdom doesn't get some money soon, I'm going to scream. *(JESTER hops about.)*
QUEEN: Quiet! *(JESTER stops. ALL look to QUEEN who continues to study the report.)*
- 25 QUEEN: *(Frowns.)* Nothing is underlined in red.
LADY MATILDA: Nothing?
JESTER: Nothing?
PRINCE TOM: Nothing?
QUEEN: That's what I said. Nothing. *(To PRIME MINISTER.)* Why is
- 30 nothing underlined in red?
PRIME MINISTER: Nothing is underlined in red, Your Majesty, because the kingdom has no assets.
QUEEN: The kingdom is penniless?
PRIME MINISTER: *(Confirms.)* Penniless.
- 35 JESTER: And nickelless and dimeless.
QUEEN: This is worse than I thought. *(Livid.)* Somebody will pay for this!
JESTER: With what? There's no money.
QUEEN: You're the Prime Minister, Prime Minister. Think of
- 40 something.
PRIME MINISTER: There is only one solution, Your Majesty.
QUEEN: Well, well, what is it? Speak up. Don't keep me waiting.
Cat got your tongue?

PRODUCTION NOTES

STAGE PROPERTIES

The Woods: Cut-out trees and rock. Foliage. Wooden bench, log or tree stump.

Palace: Large chair [throne chair], stool or small bench.

ACT ONE

BROUGHT ON: Scene One: Baskets (CHARLOTTE, KATHERINE); bow, quiver of arrows, cap (HUNTSMAN). Medallion on chain (RUMPELSTILTSKIN). Twisted walking stick (GRISELDA).

BROUGHT ON: Scene Two: Sign with pointing arrow reading: THIS WAY TO THE MILL (WIDOW); necklace, ring (LAURA); needle with a bit of thread (WIDOW); basket of apples (APPLE SELLER), copper coin (TOM); Jester's stick of ribbons and bells (JESTER); bow (QUEEN); hanky (LADY MATILDA); scroll (PRIME MINISTER); 3 gold coins (RUMPELSTILTSKIN); sack (CUSTOMER).

ACT TWO

BROUGHT ON: Scene One: Writing pad and quill (LADY MATILDA), gold coins (several -- tossed from unseen room). Egg timer (PRIME MINISTER); handfuls of straw (COURT MEMBERS); baskets with straw (COURT MEMBERS -- LADY MATILDA, HUNTSMAN, JESTER).

BROUGHT ON: Scene Two: Doll in blanket (NURSEMAID); cradle or baby bed (JESTER); new ribbons on costume (JESTER); rose (LAURA); broom (RUMPELSTILTSKIN); staff (PRIME MINISTER), optional flag or court banner (GUESTS).

SOUND

Night birds calling (or, HUNTSMAN can make the "CAW-CAW-CAW" sound from OFFSTAGE.) HUNTING HORN, MUSICAL FANFARE. PROCESSION MUSIC.

LIGHTS

In ACT ONE, Scene One, the Woods should look as "spooky" as possible. Blue or green lighting will give a mysterious effect. However, the scene has to allow enough lighting so the characters will be clearly visible to the audience. Don't play it too dark. This is also true for the "interlude" scene of ACT TWO.

MISCELLANEOUS

FLEXIBLE CASTING: Adjust to fit your requirements. For example, the play can be performed all female. Some roles like APPLE SELLER, CUSTOMER and JESTER can be male or female. Some of the characters from ACT ONE (CHARLOTTE, KATHERINE, APPLE SELLER, CUSTOMER) might portray COURT PEOPLE in ACT TWO. Instead of the HUNTSMAN being used in ACT TWO you might use a HERALD as an additional character. For a smaller cast, WIDOW could also portray the NURSEMAID, etc.

SPINNING WHEEL: As written, one isn't required but it does make a nice prop. JESTER could carry it across the stage and into the unseen room. Since the play has a cartoon quality to it, even a spinning wheel painted on a large piece of cardboard or braced scenery fabric will work.

COSTUMES: This will depend on your resources. There's considerable leeway since the period is storybook "once upon a time." The court characters (QUEEN, PRINCE TOM, LADY MATILDA, PRIME MINISTER.) should be well-dressed and the JESTER should have a colorful costume. The "peasants" should wear simple clothing. In the last scene of the play LAURA is now the Queen -- so she should be dressed in royal fashion. For suggestions, consult Sheila Smolensky's COSTUMING FOR CHILDREN'S THEATER (Pioneer Drama Service).

ABOUT THE SETTINGS: Very little is required. Some cut-out trees, bench, for ACT ONE and [throne] chair for ACT TWO. Don't be afraid to "dress up" the stage if you wish. For example, a painted backdrop of the countryside. The throne chair might be raised on a small platform and we might see some flags or pennants for the palace.

THE GOLD COINS: Quarters, fifty-cent pieces, silver dollars will work nicely. Painted gold color, of course. Poker chips will also work. If you want the coins large -- use the circular tops from tin cans.

ABOUT RUMPELSTILTSKIN: Ideally the actor in this role should be short, but if you wish to use an actor who isn't short, simply cut all "little" references and stress the fact RUMPELSTILTSKIN is one nasty dude.

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