A Mixed-Up Fairy Tale

By Susanna Hargreaves

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**A MIXED-UP FAIRY TALE**
By SUSANNA HARGREAVES

**CAST OF CHARACTERS**
(In Order of Speaking)

<table>
<thead>
<tr>
<th>Character</th>
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<tr>
<td>NARRATOR</td>
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<tr>
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<td>JACOB GRIMM</td>
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<tr>
<td>CINDERELLA</td>
<td>33</td>
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<td>13</td>
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<td>FAIRY GODMOTHER</td>
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**SETTING**

Time: The 17th century, the time of fairy tales.

Place: The cottage of the Brothers Grimm.

Minimal representative settings are needed. The Grimm Brother’s cottage is DOWN LEFT, represented by a table and chairs and a bed. There is a stool or podium for the NARRATOR DOWN RIGHT.

The fairy tales are reenacted DOWN CENTER and spilling into the remaining UPSTAGE area. Sets for the fairy tales are either cutouts or brought on properties, including: a cutout of a candy cottage, a cutout of Rapunzel’s tower, a cutout of the dwarves’ cottage, and a dressing table with a mirror. In the final scene, the royal ball can be a bare stage or decorated as desired.
A MIXED-UP FAIRY TALE

Scene One

AT RISE: The cottage of the Grimm Brothers with a table, two chairs, and a bed. SOUND EFFECT: THUNDER and RAIN. By lantern at the table, surrounded by stacks of paper, JACOB writes passionately with his quill pen. WILHELM sits with his feet on the table, casually rubbing an apple on his front pocket before inspecting it and eating it.

NARRATOR: (ENTERS, crossing to the podium.) Once upon a time, many hundreds of years ago, two brothers named Jacob and Wilhelm Grimm wrote the most famous fairy tales of all time.

WILHELM: This story needs a scary witch and an apple. (Takes a big bite of his apple.)

JACOB: (Busily writes.) Yes, an evil, hungry witch!

WILHELM: Nibble, nibble like a mouse.

Who is nibbling on my house?

JACOB: Perfect! This is going to scare the dickens out of all children.

WILHELM: Why would we want to do that? (Bites into his apple.)

JACOB: Everyone loves a scary story!

NARRATOR: Then, one stormy night, the wind came a-howling and mixed the stories up. (LIGHTNING FLASHES. SOUND EFFECT: THUNDER. All of JACOB and WILHELM’S papers get blown to the floor. [NOTE: Achieved by using a fan from just OFF LEFT.])

WILHELM: (Jumps to pick up the pages.) Oh, no! No! Grab them, Jacob!

JACOB: (Stands.) Close the door first!

WILHELM: (Runs OFF LEFT. SOUND EFFECT: DOOR SLAM. RE-ENTERS LEFT and moans.) All our hard work! Is it okay?

JACOB: (Grabs some of the pages.) I’m sure it is. It’s just all mixed up now!
WILHELM: What are we going to do?

JACOB: Don’t worry. The work is not lost. We have all the pages here, and we can sort it out tomorrow. (Tosses the pages on the table.) Until then, I need some sleep!

WILHELM: You’re right. It’s late.

JACOB: And I’m just dog tired, tuckered out, pooped, bushed, exhausted…

WILHELM: I get it.

JACOB: Nighty-night. Don’t let the bed bugs bite. (Whistles, unfazed, and EXITS LEFT.)

WILHELM: Good night! (Mumbles as he looks through the papers. He sighs heavily at the mixed up stories, then yawns, stretches and crosses to lie down in the bed. LIGHTS FADE to BLACK.)

End of Scene One

Scene Two

LIGHTS UP. A cutout of a candy cottage is UP CENTER.

WILHELM remains in his bed, mumbling in his sleep. NARRATOR remains at the podium.

NARRATOR: Later that night, as Wilhelm slept, he dreamed about the stories.

WILHELM: Nibble, nibble like a mouse… (Turns over and snores.)

NARRATOR: But it seems that even in his dreams, the stories had become all mixed-up. (SOUND EFFECT: HARP MUSIC as dream begins.)

CINDERELLA: (ENTERS dressed for the ball, but looking lost. Sees the candy cottage.) Dear me. This doesn’t look like a castle. I don’t see anyone in ball gowns. (Sighs.) Oh, where am I? Are those gumdrops? Ooh, and jelly beans, too! Yummy! (Takes one and chews.)

WITCH ONE: (From OFF.) Nibble, nibble like a mouse.

Who is nibbling on my house?

CINDERELLA: A mouse?

WITCH ONE: (ENTERS.) You thief! How dare you eat my house! Where are Hansel and Gretel?
CINDERELLA: Who? I am sorry! I sincerely apologize! You have a beautiful and delicious home. I just couldn’t help myself! I’m lost, and I’m supposed to be at a ball!

WITCH ONE: Very nice. Well, I’ll forget the whole thing in exchange for those glass slippers.

CINDERELLA: I’m sorry, but they are very special and I need them tonight when I meet my prince.

WITCH ONE: I’ve never been to a ball.

CINDERELLA: You haven’t?

WITCH ONE: No. No one has ever asked me. And I so love to dance!

CINDERELLA: Then you must come with me!

WITCH ONE: Really? But I have nothing to wear!

CINDERELLA: Don’t you worry! I have a fairy godmother who can help us. Let me call her. Fairy Godmother! Oh, Fairy Godmother! (Louder.) Oh, Fairy—

FAIRY GODMOTHER: (ENTERS and CINDERELLA jumps.) Yes? What are you doing here! You’re supposed to be at the ball!

CINDERELLA: Something happened and I appeared here instead, but I met this lady who would love to go with me to the ball. Will you help?

FAIRY GODMOTHER: Certainly. Let me see what I can do. Now close your eyes! (WITCH does so. FAIRY GODMOTHER mumbles to herself.) Hocus Po— No, Alakaz—No. What are those words? Hmmm… Oh, yes. (Points her wand.) Abracadabra! (SOUND EFFECT: MAGIC. WITCH EXITS RIGHT.)

CINDERELLA: Where did she go?

FAIRY GODMOTHER: Hmm, that’s strange. (Flicks her wand a time or two, then looks down the tip of it, inspecting to see if it’s broken.) It seems that storm really messed up my powers. Let’s try this again, shall we? (Stretches her shoulders and plants her feet.) Abracadabra! (SOUND EFFECT: MAGIC. WITCH ONE ENTERS RIGHT, now wearing a nice dress.)
CINDERELLA: Wow! You look amazing!
WITCH ONE: Thank you. Thank you so much!
FAIRY GODMOTHER: Now remember the rule. The spell ends at midnight. After that, all will be the way it was before.
CINDERELLA: I remember. Yes, at the stroke of midnight.
WITCH ONE: Now, how do we get there?
FAIRY GODMOTHER: Oh, yes. Abra—
WITCH ONE: Wait! Excuse me, but if you see Hansel and Gretel, please tell them not to eat my house.

End of Scene Two

Scene Three

LIGHTS UP. The candy cottage has been replaced with a tower at CENTER. WILHELM continues snoring loudly and mumbling in his sleep. NARRATOR remains at the podium.

NARRATOR: Wilhelm continued to toss in his sleep, keeping his brother Jacob awake.

WILHELM: (Mumbles.) No, Fairy Godmother! No, it’s all wrong.

JACOB: (ENTERS LEFT.) Wilhelm? What’s wrong?

WILHELM: It’s all wrong. It’s all mixed up.

JACOB: Oh, Wilhelm, you’re having a dream. Wake up! Wake up!

WILHELM: (Looks around, relieved.) I’m dreaming. It is only a dream. Sorry. Go back to sleep. (Flips and punches his pillow, then yawns and goes back to sleep.)

JACOB: (Shakes his head.) Sheesh! Easy for you to say! I don’t think I’m ever going to get any sleep! (EXITS. WILHELM murmurs, still tossing and turning.)

NARRATOR: The brothers Grimm went back to their beds. But in Wilhelm’s dreams, the stories were still all mixed-up. (SOUND EFFECT: HARP MUSIC as dream begins. WITCH ONE and CINDERELLA ENTER.)

End of script sample.
PRODUCTION NOTES

PROPERTIES ONSTAGE

Scene One: Narrator’s stool or podium, table, storybook pages, quill pen, ink well, lantern, two chairs, bed. (Note: These remain onstage for the rest of the play.)

Scene Two: Candy cottage cutout.
Scene Three: Tower with window cutout.
Scene Four: Cottage cutout.
Scene Five: Dressing table with mirror.
Scene Six: DJ station, buffet table with food and drink.

PROPERTIES BROUGHT ON

Scene One:
  Apple (WILHELM)

Scene Three:
  Rolling pin (FAIRY GODMOTHER)

Scene Four:
  Shovels (DWARVES)
  Basket (LITTLE RED RIDING HOOD)

Scene Five:
  Apple, tissue (QUEEN)
  Teddy bear, pillow (FAIRY GODMOTHER)

Scene Six:
  Pillow, blanket (FAIRY GODMOTHER)

COSTUME SUGGESTIONS

Fairy tale costumes for princesses, princes, queen, and king.

FAIRY GODMOTHER: Carries a wand at all times. A nice dress for Scenes Two and Three, adding an apron in Scene Three. In Scene Four she changes to a bathrobe, slippers and rollers in her hair.

WITCHES: dark cloaks and witch make-up. WITCH ONE needs a pretty dress that is under her cloak for a quick change.

GRANDMOTHER: gray hair and spectacles.

DJ: Headphones.

BEARS, PIGS, and other ANIMALS: Fur-colored sweatsuits, face paints, ears, and tails.

SOUND EFFECTS

Thunder and rain, harp music, magic, dance music.
FLEXIBLE CASTING NOTE

This play was created for a school, camp, or children’s theatre with thirty or more students and was written to encourage participation at various levels of interest, talent, and ability. Permission is granted to adapt the script as needed to best fit your cast. Ideally, the actors with smaller roles can expand their involvement in the production by helping to build the cutout sets or assisting with costuming.

For a smaller cast, parts can be doubled or cut. Here are just a few suggestions:

- The DJ and NARRATOR can be the same person.
- Some of the dwarves can double as Mouse, Squirrel, Fox, Bird and Bunny.
- You can combine lines and only use two or three dwarves.
- Hansel and Gretel’s father could be an offstage voice only.

Of course, if additional roles are needed, more animals or royalty can be added in the final scene, and the joke section with the animals can be expanded. The more the merrier!
We hope you’ve enjoyed this script sample.

We encourage you to read the entire script before making your final decision.

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