

**SNOW WHITE
AND THE
SEVEN DWARFS**

© PETER DENYER 2000

Latest Revision March 2008

PAGE INDEX

4	Publisher Information / Conditions of License
5	Music Packages
6	A Note from the Writer / Other Titles Available
7	Previous Productions / About the Writer
9	Cast List
10	List of Scenes
11-69	The Acting Script
70-71	Music Suggestions and Notes
72-73	Character Descriptions
74-76	Costume Descriptions
77-79	Scenery and Props Suggestions
80	Sound Effects and Lighting
81	Merchandise

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NEW MUSICAL PACKAGES - an innovation!

We now have available two musical packages prepared by our musical director to aid your rehearsals and/or compliment your performances. These will revolutionise your productions!

Package 1 This package is intended for rehearsals. It contains a CD with piano recordings of the suggested songs in the script, arranged and formatted with the right number of verses, dance breaks etc. We also include the sheet music of the same arrangements with lyrics and lead lines. This means that you can have musical accompaniment whenever you want it - without the need of a pianist. The CD can also be used by the choreographer, director and technicians to plan their routines, moves and cues in advance, and the actors to work on their songs in their own time. [We have also included some examples of the full orchestral backing tracks available in Package 2 - to show you the full potential of the system.] **Cost: £30** [+VAT]

Package 2 This package is used in rehearsals and also in performance, and contains all that you get in Package 1, plus a second CD (or minidisc - please specify) which can be used to augment the sound of your band, or replace them altogether! The second CD has full orchestral backing tracks of the suggested songs plus all the incidental music, overtures, underscoring, play-ons/offers etc, plus sheet music with piano reductions, lyrics and lead lines. Everything musical you need to do the show! **Cost: £350** [+VAT]. Please note that this particular package is tailored to you specific needs and therefore we require at least one months notice should you wish to purchase it.

A NOTE FROM THE MUSICAL DIRECTOR

Package 1 is principally used as a tool for rehearsals, though it also gives you the songs in a format that you will want to use in performance. Your Musical Director will use the sheet music to arrange the other band parts for his musicians, at the same time adding all the incidental music. Please note that this package contains only the songs listed in bold type on pages 69/70; not the alternate choices nor the incidental music, overture, entracte etc.

Package 2 is more complex, and contains all the music you need to do the full production as detailed in the script, including the incidentals, play-ons, scene changes, walkdown etc and to a quality suitable for performance. You can use this recording to augment whatever band line up you choose, though interestingly this package means that you don't actually need to have any 'live' musicians at all! Though in our experience the ideal combination is to retain at least the Musical Director on piano and the drummer, who then play along with the pre-recorded tracks making a sound like a full orchestra. The recordings in Package 2 include drums, but these can be left off if requested. A click can also be added if required.*

If you decide that your production requires some specific music not included in the above (ie. a full arrangement of a different song, a written out bass guitar part etc), contact me via Sylvia Sims at Show Souvenirs Ltd (01304 361919) and I will tailor the package accordingly. Please note that I need at least four weeks notice, and that this service is subject to an additional charge. Finally, remember that all the music you use (unless entirely original and written by you) is subject to copyright regulations. This means you have to inform PRS (the Performing Rights Society) giving them titles, approximate length, and composer /lyricist, thus ensuring that these people or their estate gets the royalties due to them.

*A click is a metronome sound fed to the musician's headphones when playing along with a track, so that they can keep perfect time. Especially handy for drummers!

PETER GOLDING
Musical Director

A NOTE FROM THE WRITER

"Snow White and The Seven Dwarfs" is one of the most popular titles of all pantomimes, probably because it is known to all generations through the famous Disney cartoon. Not an adventure story like "Dick Whittington" or "Jack and the Beanstalk" the drama is provided by the attempts of The Wicked Queen to do away with Snow White, whose beauty has eclipsed her own. Muddles and Herman are the main comedy roles but there also much to be made by the Dwarfs, the crucial role is that of Prof who instigates most of the business..

Above all else - enjoy it! The good feeling that happens with a happy company really does come over the footlights - if the audience can see you're having fun, so will they.

Good Luck.

PETER DENYER

OTHER TITLES AVAILABLE BY THE SAME AUTHOR FROM NODA

ALADDIN AND HIS WONDERFUL LAMP

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THE SNOW QUEEN

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A CHRISTMAS CAROL

PREVIOUS PRODUCTIONS

This script, like all Peter Denyer Pantomimes, was originally produced by Kevin Wood with a professional cast. Over the years the structure and dialogue were adapted to suit the requirements of the many star actors who appeared in the show. In 1997, at the invitation of NODA, the scripts were subjected to a cleansing process returning them to something like their original form, removing the quirks demanded by particular actors, and adding stage directions and technical tips, thereby making them more suitable for licensing. During the 1998/99 Season there were over sixty productions by amateur societies. Following their comments and suggestions, the scripts were revised again in 1999, and now in 2008.

We thought you would be interested to know a little about the background to the piece, and the various actors who have played the roles. So we've trawled through the archives and come up with this potted history. This version of SNOW WHITE was first produced at The Orchard Theatre, Dartford in 1992. Since then it has been seen at The Wyvern Theatre, Swindon; The Harlequin Theatre, Redhill; The Devonshire Park Theatre, Eastbourne; The Wycombe Swan; The Grand Opera House, Belfast; The Yvonne Arnaud Theatre, Guildford; The Marlowe Theatre, Canterbury; The Gordon Craig Theatre; Stevenage, The Opera House, Manchester and The New Wimbledon Theatre.

Over that time, amongst the many fine actors who have appeared, were the following notable performers;

The Queen	Kate O'Mara, Anita Dobson, Millicent Martin, Toyah Willcox and Anita Harris.
Snow White	Karen Worth, Denise Nolan, Suranne Jones and Aimie Atkinson.
Muddles	Ted Rogers, Paul Zerdin, Shaun Williamson and Bobby Davro
Herman	Bill Maynard, Roger Lloyd Pack, John Savident and Ross Kemp.
Lorenzo	Tim Vincent, Shane Lynch, George Wood and Andrew Truluck.
The Seven Dwarfs	Warwick Davis, Peter Burroughs, Samantha and Hayley Burroughs, Ray Griffiths, Phil and Aimee Holden, and David Vear.

ABOUT THE WRITER

PETER DENYER has been writing for the theatre for more than thirty-five years, he has also directed hundreds of plays, musicals, and pantomimes, and in 1986 became the Artistic Director of Kevin Wood Pantomimes. Peter's pantomimes have been hailed as the best in the field, and his scripts cover the full canon of titles. Each Christmas there are countless presentations, making Peter one of the "most produced writers" in the country. But in spite of his success as a writer, it was as an actor that Peter became best known to the general public, with over two hundred television appearances to his credit. He is probably best remembered as the delightfully dopey Dennis in Please Sir! and The Fenn Street Gang, Michael in Agony, Malcolm in Thicker Than Water and Ralph in Dear John. What is not so well known, is that Peter's love and life long connection with the stage began as an amateur with the Erith Playhouse back in the mid-sixties. In producing these scripts for your use, he feels he has gone some way to completing the circle.

CAST LIST

Principal Roles

Morgiana - The Wicked Queen -
Fairy Goodheart -
Snow White -
Tom Bowler ó The Innkeeper -
Muddles - The Jester -
Herman - The Henchman -
Prince Lorenzo of Lombardy -
The Seven Dwarfs:
Prof -
Grumbly -
Cheeky -
Snoozy -
Sniffly -
Blusher -
Loopy -

Chorus Roles

The Story-Teller -
The Voice of The Mirror -
Hector and Hereward ó Guards -
Villagers -
Guards -
Courtiers -
Ghouls -
Sprites of The Forest -
Creatures of The Forest -

LIST OF SCENES

ACT ONE

- PROLOGUE: The Mirror Chamber
- SCENE 1: The Village of Much Snoring
- SCENE 2: The Road to The Castle
- SCENE 3: The Throne Room
- SCENE 4: The Edge of The Forest
- SCENE 5: The Diamond Mine
- SCENE 6: The Mirror Chamber
- SCENE 7: The Heart of The Forest

ACT TWO

- PROLOGUE
- SCENE 8: The Dwarfs' Cottage
- SCENE 9: The Mirror Chamber
- SCENE 10: The Dwarfs' Cottage
- SCENE 11: The Edge of The Forest
- SCENE 12: The Heart of The Forest
- SCENE 13: The Road to The Castle
- SCENE 14: The Royal Wedding

ACT ONE: PROLOGUE: THE MIRROR CHAMBER

MUSIC CUE 1: OVERTURE (INSTRUMENTAL)

At the end of the overture the voice of the storyteller is heard over an offstage microphone...

STORY-TELLER: Many, many years ago...in the far-off land of Moravia...there lived a Wicked Queen...

MUSIC CUE 1a: QUEEN'S ENTRANCE (INSTRUMENTAL)

TABS OUT

LX CUE 1: LIGHTS UP REVEALING...

The WICKED QUEEN is CS. The Magic Mirror is at one side.

THE QUEEN: It is I, Morgiana, the Queen of Moravia,
So you girls and boys had better watch your behaviour
For I am the monarch who rules over this state
No-one dares disobey me - my powers are so great!
My people live in fear and dread - but even they agree
There's no-one in Moravia as beautiful as me...!
Do you think I care what you say? Don't be so absurd!
But if you doubt my beauty, there's no need to take my word
Watch now, as I conjure - before your very eyes
The Lord of the Magic Mirror - he who never lies

MUSIC CUE 1b: MIRROR MOTIF (INSTRUMENTAL)

FX CUE 1: THUNDER

LX CUE 2: LIGHTNING

The FACE appears in the mirror. The MIRROR VOICE is heard through an offstage microphone.

MIRROR VOICE: Queen Morgiana...Please tell me my task...
I'll answer your questions, do whate'er you ask...

THE QUEEN: Mirror, Mirror...on the wall
Who's the fairest one of all?

MIRROR VOICE: Great Majesty - you know that every word I say is true
Throughout the land, I promise, there is none as fair as you!

THE QUEEN: There! What did I tell you? No-one is lovelier than me!

MIRROR VOICE: 'Tis true for now! but time changes things, you see

THE QUEEN: My beauty never alters! What changes do you mean?
Nobody in my kingdom is as fair as me, the Queen!

MIRROR VOICE: Your stepdaughter, Snow White ó of her you should beware
For she, when she comes of age, could be the õfairest of the fairö

THE QUEEN: Begone, old fool, begone! I will not listen to your lies!

The FACE fades in the mirror

If Snow White grows more beautifulí Iõll make sure she dies!
Hahahaha!

MUSIC CUE 1c: QUEEN'S EXIT (INSTRUMENTAL)

The QUEEN exits DSL.

LX CUE 3: BLACKOUT

TABS IN

LX CUE 4: LIGHTS UP DSR

MUSIC CUE 1d: FAIRY ENTRANCE (INSTRUMENTAL)

FAIRY GOODHEART enters DSR.

FAIRY: I'm ever so sorry; I didn't mean to make you start
Allow me to introduce myself, I'm Fairy Goodheart!
I fight for the cause of goodness and right -
Which means I look after the Princess Snow White -
But her stepmother, the Queen, is all-powerful in this land
So I think it would be better, if you all gave me a hand
Will you help Snow White?...Will you?...
With you on my side I know that Good's sure to win
So, without further ado...let our story begin!

FAIRY GOODHEART exits.

TABS OUT

LX CUE 5: LIGHTS UP REVEALING...

SCENE ONE: THE VILLAGE OF MUCH SNORING

A typical village green with the village inn to one side.

**MUSIC CUE 2: OPENING NUMBER – CHORUS AND
CHILDREN**

*During the song SNOW WHITE enters and joins in. Later TOM
BOWLER, the inn-keeper, enters and listens.*

TOM: I knew I recognised that voice! No-one sings as well as you do! Ah! It's
good to see you, your highness!

SNOW WHITE: You too, Mr Bowler - but you mustn't flatter me.

TOM: Where have you been - we ain't seen you in days?

SNOW WHITE: We've been very busy up at the castle, my Stepmother's had lots of jobs for me...

TOM: I bet she has!

VILLAGERS: That's right!/Too true!/It's a disgrace!/Etc

TOM: Anyway, now you are here - can I offer you some refreshment?

SNOW WHITE: That's very kind of you, Mr Bowler - but I can't stop. The Queen sent me out to do some shopping, then I must hurry back.

VILLAGERS: It's a shame!/Shouldn't be allowed!/Poor girl!/Etc

TOM: It's bad enough her treating you like a servant at any time - but you shouldn't have to work today of all days!

SNOW WHITE: *(Feigning innocence)* What do you mean?

TOM: Don't play the innocent with us, your highness ó we know it's your birthday!

VILLAGERS: Hooray!

TOM: Come on everyone ó join in!

A banner reading 'Happy Birthday is unfurled. TOM and The VILLAGERS sing, "Happy Birthday" to SNOW WHITE – encouraging The AUDIENCE to join in.

SNOW WHITE: Thank you everyone, thank you ó it's so kind of you to remember my birthday. You are all such good friends.

TOM: We'd have bought you a present ó but our taxes are so high ó none of us have any money!

VILLAGERS: Too true!/We're all broke!/She is one mean queen!/Etc

SNOW WHITE: Don't worry about it, please! having your friendship is a present in itself! Now, I really must get on with my work...

SNOW WHITE starts to exit.

TOM: You can't go yet ó we couldn't get you a present! but we know a man who did! .

SNOW WHITE: Really? Who?

ALL: Muddles!

SNOW WHITE: Dear old Muddles! I haven't been given a present in years! But where is he?

TOM: I ain't seen him today. Anyone else spotted him?

VILLAGERS: I haven't./Not a sign!/He could be any where!/Etc

SNOW WHITE: Come on, lets all go and find him! You'll help us, won't you boys and girls? Thankyou! *(Calls)* Muddles!

*SNOW WHITE and The VILLAGERS exit, calling for "Muddles".
TOM goes back into the inn.*

LX CUE 6: FADE TO BLACK.
FX CUE 2: MOTORBIKE APPROACHING AND SCREECHING TO A HALT

During this a powerful headlight appears US and moves DSC.

LX CUE 7: LIGHTS UP REVEALING...

MUDDLES is revealed on a child's scooter – it has a large flashlight attached to the handlebars. It also has a basket which holds a box.

MUDDLES: Hiya, Kids! I'm Muddles the Jester! I'm called a jester 'cos I can jester about sing, jester about dance and jester about tell jokes if I can remember them. Which is a pity, 'cos they do say that laughter is the best medicine, well, unless you're diabetic - then insulin's better! I have got a shocking memory, you know. I went to the doctors the other day. I said: "Doctor, one minute I see Mickey Mouse and the next I see Donald Duck". He said: "How long have you been having these Disney spells?" I said "No, I'm really worried about forgetting things" I looked in the mirror the other day and I had a banana in this ear, a banana in that ear and a big dollop of cream on my head and I couldn't remember putting them there! "Ah!" he said, "You've obviously got a split personality!" As you can imagine, with jokes like that, I haven't got many friends! *(The AUDIENCE say "Ah!")* I've got fewer friends than that! *(Ah!)* Hey, I've just had an idea! will you be my friends? *(Yes!)* I said, will you be my friends? *(Yes!)* Thanks, kids! I'll need your help because it's Snow White's birthday today and I have been out shopping in *(Nearby town or local store)* and bought her a lovely present! look!

MUDDLES takes the large, brightly wrapped box from the basket on his scooter, shows it to The AUDIENCE .

I'll going to give it to her at her party so I'll leave it here!

He puts it DSL.

MUDDLES: Actually, I'm a bit worried about leaving it here! someone might steal it! if you see anyone go near it, will you call me? **(Yes!)** Will you call Muddles! **(Yes!)** Right, let's have a little practice! I'll pretend I'm someone really horrible! someone like Simon Cowell...and I come across to the present!

As he says this MUDDLES moves away from the present and then approaches it...

Hello? What on earth is this?

The AUDIENCE shout "Muddles!"

Oh, you'll have to shout louder than that! I'll never hear you! I could be having a cup of tea back in my dressing room or I mean back at the castle. Let's pretend I'm someone really evil this time! let's pretend - I'm the Wicked Queen!

MUDDLES approaches the present again – this time as The WICKED QUEEN.

Who has dared to leave this gaudy object in my village! ?

The AUDIENCE shout "Muddles!"

That was much better! don't forget, if anyone goes near it or you shout for me! See you later, kids! Bye!!

MUDDLES exits DSR. SNOW WHITE and The VILLASGERS enter US.

SNOW WHITE: We can't find Muddles anywhere! oh look, perhaps that's my birthday present!

SNOW WHITE walks over to the present and The AUDIENCE call for MUDDLES who rushes back on.

MUDDLES: Thanks, kids! Hello, Snow White - Happy Birthday! By the way - how old are you today?

SNOW WHITE: You must never ask a lady how old she is - that's not polite, Muddles!

MUDDLES: Sorry, Snow White! **(Pause)** how much do you weigh then?

SNOW WHITE: I give up! Is that my birthday present over there, Muddles!

MUDDLES: Yes it is - but you can't open it yet, you can open it at the party.

SNOW WHITE: Ooh, you've organised a party for me?

MUDDLES: Yes I've worked my fingers to the bone or and what have I got to show for it! bony fingers!

SNOW WHITE: Will there be lots of lovely things to eat at the party, Muddles?

MUDDLES: Oh yes - we are going to have crisps and sandwiches ó and lots of those pink, wrinkly things on sticks!

SNOW WHITE: Sausages?

MUDDLES: No ó pensioners.

SNOW WHITE: I can't wait to open my present, Muddles.

MUDDLES: Well you're going to have to wait - but you can open your card if you like.

He gives SNOW WHITE a card.

SNOW WHITE: Oh, yes please! *(Opens it)* it's got a poem inside.

MUDDLES: I know - I writ it myself.

SNOW WHITE: Read it out loud to me, Muddles.

MUDDLES: OK. ðYour smile's so lovely, your teeth so white
With sweets you must not wreck'em.
Your face is as nice as Posh Spice
And your legs are like David Beckham.ö

SNOW WHITE: Oh, Muddles - you are funny!

MUDDLES: *(Re The AUDIENCE)* Try telling this lot out here! I just wanted to make you laugh ó you seem so sad these days, Princess.

SNOW WHITE: You mustn't call me ðPrincessö, Muddles ó you know it upsets my stepmother.

MUDDLES: Everything upsets her! I think she's a Viking!

SNOW WHITE: A Viking?

MUDDLES: Well she's got a face like a Norse!

VILLAGERS: He's right!/Nobody likes her!/I think she's a witch!/Etc

SNOW WHITE: I know you all mean well, but you mustn't talk about the Queen like that! Since my father died, my Stepmother's always looked after me, she's not half as bad as you think she is.

MUDDLES: No, she's twice as worse! She's bad news she is!

MUSIC CUE 2a: FANFARE (INSTRUMENTAL)

MUDDLES: í and talking of bad news!

TOM comes out of the inn as HERMAN THE HENCHMAN enters, accompanied by 2 GUARDS, HECTOR and HEReward, armed with pikes. The imposing effect is somewhat ruined as HERMAN trips. The VILLAGERS snigger.

TOM: What do you want, Herman!

HERMAN: *(Producing a scroll)* 'Er majesty's sent me down here with a proclamation - so shut up, while I proclaimate! *(Reads from scroll)* 'Ear ye! 'Ear ye! By order of 'er most beautiful and serene majesty, Queen Morgiana ó

VILLAGERS: Boo!

The GUARDS advance menacingly towards the VILLAGERS.

HERMAN: I, 'Erman the 'Enchman, 'er most loyal servant, 'er most devoted defender ó

MUDDLES: The biggest creep in the country!

The VILLAGERS laugh.

HERMAN: Who said that?

MUDDLES: I think it was...er...er...me, Herman.

HERMAN: Well, you'd better watch it! You may call yourself a jester, Muddles - but I don't find you very funny! Now, I 'ereby announce -

As HERMAN resumes reading MUDDLES pulls a face at him behind his back: The VILLAGERS laugh.

HERMAN: What? I 'ope you weren't pulling faces at me, Muddles?

MUDDLES: Oh no, Herman...

HERMAN: I 'ope you're not lying to me, Muddles?

MUDDLES: Oh no, Herman...

HERMAN: Because you know what 'appens to fools who tell lies, don't you, Muddles?

MUDDLES: Yes, Herman...they become Members of Parliament!

The VILLAGERS laugh.

HERMAN: This is your last warning - if you don't be'ave, I'll tell the Queen what you've been up to - and you'll get the sack!

The VILLAGERS jeer.

HERMAN: Shut up! Now, back to the scroll ó ðI hereby announce that Prince Lorenzo of Lombardy will arrive today on a state visit.ö

SNOW WHITE: Prince Lorenzo? Who's he, Herman?

HERMAN: Æ is the æir to the throne of Lombardy, your ðighnessí and ðis father is not a well man. You lot are therefore instructed to your ðovels at once. Staff holidays are cancelled until further notice!ö

The VILLAGERS jeer.

TOM: You can't do that! What about our rights?!

HERMAN: Anybody disobeyin' these orders will 'ave their taxes doubled! So get off 'ome while you've got the chance!

The VILLAGERS exit - muttering darkly.

HERMAN: You'd better get back to the castle, your 'ighness; the Queen's looking for you, she wants you to spring-clean the guest chamber!

SNOW WHITE: Yes, Herman.

TOM: You can't make her do that! She's a princess - not a servant!

HERMAN: I'm only doin' my job, Tom.

TOM: But it's not right -

SNOW WHITE: Please, Mr Bowler, don't get yourself into trouble because of me.

HERMAN: She's right - you get in the inn, and don't come out the inn, till I come in and say "come out"!

TOM: Alright...I'll go in the inn; but you can't come in the inn - because from now on, you're barred from my bar! So you - stay out - of the inn!!

TOM exits into the Inn.

MUDDLES: I'm getting muddled again...

HERMAN: We'd better get goin', your 'ighness!

SNOW WHITE: Alright, Herman. See you later, Muddles...thanks for my present.

MUDDLES: It's not fair, treating Snow White like that!

HERMAN: Shut up, you irritating little man!

MUDDLES: How dare you! How very dare you! Where I come from that's fighting talk!

HERMAN gestures: HECTOR and HEReward move, threateningly, to either side of MUDDLES.

HERMAN: So why aren't you fighting?

MUDDLES: I've moved.

HERMAN: Just get back to work! I've got my job to think about!

MUDDLES: And what a job it is of The Queen's right hand man! I'd rather wash up for Gordon Ramsay!

SNOW WHITE: Muddles of don't!

HERMAN: She's right of you've got far too much to say for yourself. Hold your tongue for a minute.

MUDDLES hold his tongue and looks at his watch.

HERMAN: What are you doing now?

MUDDLES: *(Muffled)* I'm holding my tongue for a minute.

HERMAN: Come along, you -ighness of before I cut out -is tongue - and do us all a favour!

SNOW WHITE: Alright, Herman. See you later, Muddles! I can't wait for my party!

HERMAN, SNOW WHITE and The GUARDS exit.

MUDDLES: *(Finishing the minute of tongue holding)* Fifty-eight, fifty-nine, sixty! Bye, Snow White! Oh, she's so lovely that Princess, isn't she? Do you know, I was going to leave my body to medical science of but if she likes! she can have her bit first! See you later, kids!

MUDDLES exits SL.

MUSIC CUE 2b: MUDDLES' EXIT

LX CUE 8: BLACKOUT

CLOTH IN

LX CUE 9: LIGHTS UP REVEALING...

SCENE 2: THE EDGE OF THE FOREST

Drum beats as HECTOR, HERMAN, SNOW WHITE and HEReward enter in single file, crossing from SR to SL.

HERMAN: Company - halt!

HERMAN doesn't halt and stumbles into HECTOR.

HERMAN: Ow!...Sorry about that.

SNOW WHITE: Why are we stopping here. Herman?

HERMAN: Because I need to set up an "early warning system" - 'er majesty wants to know the minute this Prince Lorenzo's party is sighted. So, 'Ereward - you go back to the crossroads and keep watch from there; 'Ector can do the same at the bridge: report back to me if you see 'im!

HECTOR:)Yes, sir!

HEREWARD:)

The GUARDS salute and exit in opposite directions: As HERMAN returns their salute he pokes himself in the eye.

HERMAN: Ow! (*Calls off*) And if you see any of them villagers breakin' the curfew - arrest 'em!!

SNOW WHITE: Why are you so hard on the villagers, Herman - they're all such nice people?

HERMAN: Orders is orders, your 'ighness. If The Queen tells me to do somethin', I 'ave to do it!!

SNOW WHITE: Then why do you work for her? You're not a bad man, Herman.

HERMAN: That's what you think! Donø underestimate me, Princess, I was a member of the SASí

SNOW WHITE: The Special Armed Services?

HERMAN: No ó the Sondheim Appreciation Society – I think it takes a real man to admit he likes musicals! Now come along, we'd better be getting back to the castle before this Prince Lorenzo turns up.

SNOW WHITE: Do you know what the Prince looks like, Ivan?

HERMAN: No idea - but Princes are all the same, aren't they?

PRINCE LORENZO Enters, behind HERMAN.

HERMAN: 'E'll arrive in a big procession with 'undreds of 'orses and servants and things - I don't think there's much chance of missin' 'im!

PRINCE: Excuse me...

HERMAN: Why...what 'ave you done?

PRINCE: I just needed some information, sir; can you tell me the whereabouts of the castle of Queen Morgiana?

HERMAN: I couldí but why should I?

SNOW WHITE: Herman, don't be so rude! The castle is in that direction, sir.

PRINCE: Why, thankyou, miss.

HERMAN: Mind your manners. Young man! That is not a miss! That is an 'ighness - the Princess Snow White!

PRINCE: My apologies, your highness...*(Bows)*...And I am -

HERMAN: And I am tellin' you - that you will not get into that castle, no way!! Because we are waitin' for a Royal Visitor, Prince Lorenzo of Lombardy!!

PRINCE: Yes...well, I am -

HERMAN: Never mind 'oo you are! I am 'Erman the 'enchman! Queen Morgiana's right 'and man! So don't you argue with me!!

From offstage a bugle is heard: the sound dies away with a spluttering fart type noise.

SNOW WHITE: What was that?

HERMAN: I'm not sure...'Ereward's not very expert at blowin' his bugle. Either it was the alarm call...or 'e's been at the baked beans again! 'Scuse me.

HERMAN Exits SL.

SNOW WHITE: Don't worry about Herman - I know he's silly, but really, he's harmless! He wouldn't hurt a fly!

PRINCE: He probably couldn't catch one.

SNOW WHITE: Well, I'm glad to have met you, sir - but now I have to go back to the castle.

PRINCE: Do you have to go so soon?

SNOW WHITE: I'm afraid so, my stepmother needs me. *(Turns to go)*

PRINCE: When will I see you again?

SNOW WHITE: Why do you ask that?

PRINCE: Because, your highness, *(Takes her hand)* although we've only just met ó you seem familiar. Have we met before?

SNOW WHITE: I donø think so. Did youí ? No, you couldnø be.

PRINCE: Is it you? Are you really that young Princess that I met all those years ago?

MUSIC CUE 3: DUET FOR SNOW WHITE AND PRINCE

At the end of the song SNOW WHITE and The PRINCE are about to kiss when HERMAN enters SL and starts to pull SNOW WHITE off SR.

HERMAN: Come along, your Highness - or your stepmother will have a fit ó and believe me, that's not a pretty sight!

SNOW WHITE: No, wait, Herman - I want to know his name...

HERMAN: You can't start talking to strangers you meet in the Forest, Princess ó you never know who they might be!

HERMAN drags SNOW WHITE off SR.

PRINCE: Don't worry, your highness, I'll see you again - very soon - I promise! Oh, what's this ó it looks like a present!

As The PRINCE goes to the present The AUDIENCE shout for Muddles...MUDDLES enters SR.

MUDDLES: Thanks, kids! Oi, you ó leave my present alone!

PRINCE: I'm sorry, sir - I was looking for a man!

MUDDLES: Oh well! it takes all sorts to make a world, I suppose.

PRINCE: I'm looking for a man who might be able to give me direction.

MUDDLES: We could all do with a bit of that in this show.

PRINCE: No! I need to know the quickest way to the castle?

MUDDLES: Ah now, that would depend, will you be travelling by car or on foot?

PRINCE: On foot.

MUDDLES: Pity ó it would have been quicker by car!

PRINCE: Directions to the castle?!

MUDDLES: OK. You take the first left, second right, past the station to the traffic lights, when the lights are green, go two hundred yards to the hump backed bridge, you go up, you go down ó very quickly (*He mimes this*) then you go round the corner ó well actually it's a right angle - then down the hill to the restaurant where they throw all the cutlery out the window! you'll see a fork in the road. Take the right fork, not the wrong one, up the forty-nine steps, and you will find the castle - next to B & Q!

PRINCE: Is there a B & Q in (*Hometown*)?

MUDDLES: No but there's a ? and a ?!

(Use two letters from your Hometown)

N.B. If this show ever plays Quebec...this joke won't work!

PRINCE: Could you say all that again?

MUDDLES: I doubt it! I'm sorry, stranger, but I didn't catch your name.

PRINCE: I am Prince ó

MUDDLES: Prince? Oh, Prince - I've got all your records *(Sings)* ðYou don't have to be beautiful, to turn me onö

PRINCE: No, I am not that Prince, I am the Prince Lorenzo of Lombardy.

MUDDLES: Of course! We've have all been expecting you, your high knees! My name is Muddles - and I would only be too pleased to pop you up the Palace personally!

PRINCE: You would?

MUDDLES: I would. This way, your harnessí

MUDDLES starts to exit DSL.

PRINCE: Muddlesí I think it's this wayí *(Points DSL)*

MUDDLES: Just testing, just testing! *(Gestures DSL)* After you, Princey-Poo!

The PRINCE exits DSL.

MUDDLES: Bye, kids!

MUDDLES follows The PRINCE.

MUSIC CUE 3a: SCENE CHANGE
LX CUE 10: BLACKOUT
CLOTH OUT
LX CUE 11: LIGHTS UP REVEALING...

SCENE 3: THE THRONE ROOM

The QUEEN's throne is upstage: The QUEEN and her MALE GUARDS/COURTIERS/DANCERS are discovered on

MUSIC CUE 4: SONG:THE QUEEN

At the end of the song...

THE QUEEN: *(To The COURTIERS)* That's my boys!! I think every woman needs a man about the house. I have several, as you can see. I find they wear out so easily! That's all for now, boys

COURTIERS: Yes, your majesty.

The COURTIERS bow and Exit.

THE QUEEN: So young Prince Lorenzo will soon be here...
I just can't wait for that boy to appear.
My spies tell me he comes in search of a bride,
If I like the look of him, I just might decide
To marry him myself! He'd be bound to agree
For he'll never find anyone as lovely as me!

The AUDIENCE React.

You can hiss and boo, scream and shout!
The Magic Mirror has the only voice I care about!
Though he warns that Snow White is prettier than me!
There is only one answer to this quandary.

(Calls) Herman!

Enter HERMAN.

HERMAN: I'm here, your majesticals!

THE QUEEN: About time too.

HERMAN walks towards her...

TIMP: WITH EVERY STEP A SQUEAK

THE QUEEN: What is that strange squeaking noise, Herman?

HERMAN: It's my new boots, your majesty, they're a bit tight.

HERMAN walks around a bit...more squeaks.

THE QUEEN: Well try them with the tongue out!

HERMAN sticks his tongue out and walks around some more – the squeaking stops.

HERMAN: Thank you very much, your majesty, that's much better!

THE QUEEN: Herman, be sensible if that is possible! Where is Snow White?

HERMAN: The Princess? I think she's spring-cleaning the guest chamber, your majesty.

THE QUEEN: How awful! Then, stop her doing that, Herman...

HERMAN: She'll be so grateful, your majesty.

THE QUEEN: ...And take her to the dungeons! And lock her in! And don't let her out until Prince Lorenzo has gone!

HERMAN: But 'e's not even 'ere, yet.

THE QUEEN: But he will be soon! So remove Snow White to the dungeons, and remove yourself from my sight!!

HERMAN: All that removing! What do you think I am...Pickfords?

THE QUEEN: And hurry, Herman!!

HERMAN: At once, your majesty!

THE QUEEN: I'm afraid that my step-daughter is proving unruly
 There's only one beauty here, and that is yours truly
 Well, it shouldn't be hard - for a Queen like me
 To keep your precious Snow White under lock and key
 Until Prince Lorenzo has gone far away
 For I, Morgiana, will always hold sway!

The QUEEN sees the present.

Hello! what's this parcel doing over here?

As she moves towards it The AUDIENCE shout for MUDDLES, he enters..

MUDDLES: Hiya, kids! (*Hiya Muddles!*) Blimey look at the state of her this morning, she looks like Amy Winehouse after a night out!

THE QUEEN: Muddles - come here at once!

MUDDLES: Yes your travesty. You know, seeing you up close, you really are a babe!

THE QUEEN: Thank you, Muddles

MUDDLES: Yes I I've seen the film! Oink! Oink!

THE QUEEN: I'dl have you know, I have the body of a sixteen year old!

MUDDLES: Well you better give it back love, you're getting it all wrinkled!

THE QUEEN: Wrinkles? These aren't wrinkles, they're laughter lines!

MUDDLES: Get out of it, nothing's that funny!

THE QUEEN: Silence!! (*Hits him in the stomach*)

MUDDLES: Oof.! I almost forgot ó I have news, your hatchet face!

THE QUEEN: Really! What is the news, Muddles?

MUDDLES: Erí it's a programme on the telly, every night at ten o'clock, of course if the football goes into extra time it can be a bit later...*(Bubbles on)*

THE QUEEN: *(Beside herself with frustration)* Arrgh! *(Starts to strangle him)* What is the news you bring!!!

MUDDLES: *(Gasping for air)* I came to tell you that the Prince is here!

THE QUEEN: Who is here?

MUDDLES: Princeí erí erí ?

THE QUEEN: *(Releases him)* Lorenzo?

MUDDLES: That's him ó Lorry! Nice guy! He seeksí erí erí he seeksí an audience!

THE QUEEN: *(Indicates The AUDIENCE)* Well he can have this one...they're all stupid! Why was I not given more warning? *(Calls)* Herman!

Enter HERMAN.

HERMAN: Yes, your majesty?

THE QUEEN: Prince Lorenzo is here!!

HERMAN: *(Looks around)* I can't see 'im.

THE QUEEN: I mean...he is without!

HERMAN: Poor bloke...I know the feelin'...

THE QUEEN: You have blundered, Herman - and you will suffer for that! Summon the court!!

HERMAN: Yes, your majesty!

HERMAN bows and exits.

THE QUEEN: And Muddles, bid Prince Lorenzo enter.

MUDDLES: Yes, your tapestry.

MUDDLES curtseys and exits.

MUSIC CUE 4a: FANFARE.

The GUARDS and COURTIERS enter, they bow and curtsy to The QUEEN. MUDDLES enters and plays, badly, a Fanfare on a child's toy trumpet.

MUDDLES: Prince Lorenzo Of Lumbago!

Enter PRINCE LORENZO.

PRINCE: I bring you greetings, most gracious Queen.

THE QUEEN: Mmm...*(Looks him up and down)*...He's certainly got the X factor.

MUDDLES: You wait till you hear him sing!

THE QUEEN: What can I do for you, Prince Lorenzo?

PRINCE: My father has sent me here on a mission, within three days I must find the most beautiful lady in this land - and marry her. As the bride of the future King of Lombardy such a marriage would unite our lands forever.

THE QUEEN: Indeed it would...

PRINCE: But I realise the difficulty of my task, twenty-four hours is very little time, to find the most beautiful woman in the country.

THE QUEEN: Your task, dear Prince, is a simple one - have you never heard of the Mirror of Moravia?

PRINCE: No, ma'am.

THE QUEEN: It is a Magic Mirror, as old as time itself - you have only to consult it to hear the voice of Truth.

PRINCE: So this Mirror will tell me who is the "Fairest in the Land"?

THE QUEEN: It is a question I have often asked it myself...
"Mirror, mirror on the wall
Who is the fairest one of all?"
And always the same answer too...
ōNo-one, Great Queen, is fairer than you!"

The QUEEN laughs with mock modesty: MUDDLES laughs in disbelief. The QUEEN crosses to MUDDLES and stamps on his foot, he hops around in silent agony.

MUDDLES: Ah!

PRINCE: The Mirror says that you are the Fairest in the Land?

THE QUEEN: Why such astonishment? I had expected better manners from a Royal Prince!

PRINCE: Forgive me, Majesty - it is just that I have heard so many tales about the beauty of your stepdaughter - the Princess Snow White.

MUDDLES: You're right there! She is an absolute darling!

THE QUEEN: Don't mess with me, Muddles...you're out of your class!

The QUEEN kneels MUDDLES in the groin: he collapses in agony.

MUDDLES: Ooh!

THE QUEEN: I'm afraid your information is somewhat out of date, your highness - the Land of Moravia no longer has a princess! I disinherited Snow White this morning!

The COURTIERS react with surprise.

THE QUEEN: Indeed - she was not worthy of her title; a rude, idle, stupid bimbo!! I'm not sure where she is now - probably working in a call centre in Balham!

MUDDLES: But I only saw her half an hour ago! I'll go and look for her -

THE QUEEN: I realise you have very little brain, Muddles...but if I cut your head off you'll have even less, won't you?

MUDDLES: Good point.

PRINCE: Queen Morgiana, I shall return to your castle in one day's time, to consult the Magic Mirror; until then - have I your permission to search throughout Moravia in my quest for the "Fairest in the Land"?

THE QUEEN: Permission granted, my dear Lorenzo, though I fear it will be a wasted journey!

The QUEEN moves upstage and sits on her throne.

THE QUEEN: For it is a well-known fact, you see...
That there is no-one lovelier than me!

PRINCE: I am sure you are right, Queen Morgiana, but I must follow my father's orders.

THE QUEEN: What a very dutiful boy you are...

PRINCE: Until tomorrow, your majesty. *(Bows to The QUEEN)*

MUSIC CUE 4b: FANFARE

PRINCE LORENZO, MUDDLES and The COURTIERS bow and exit.

LX CUE 12: THE STATE DARKENS

THE QUEEN: By Hecate's oath and Hecuba's curse!!
Prince Lorenzo's luck could hardly be worse!!
Sworn to marry "the fairest in the land" -
Which is bound to be me!...Isn't life grand?
For not long after we've been wed
That pretty prince will soon be dead!
Then, in his place, I'll reign supreme!
(To The AUDIENCE) Don't mock me, morons! I have a dream -
To rule the biggest empire the world has ever seen!
I'll be known as Morgiana, the Number One Queen!!

THE QUEEN: **(Calls)** Herman!

HERMAN enters.

HERMAN: I'm ever ready, ma'am.

THE QUEEN: Really...I've often wondered which batteries were used to work you!
Now listen, Herman...I have a job for you...something that even a pea-
brain like you ought to be able to manage...

HERMAN: What might that be, your majesty?

THE QUEEN: Snow White must be dispatched...

HERMAN: Would that be "Red Star" or "Parcel Force", your majesty?

THE QUEEN: You numbskull! I want you to get Snow White out of the dungeon and
take her for a little walk in the woods...

HERMAN: She'll enjoy that!

THE QUEEN: Not a lot, Herman, not a lot - for when you reach the Heart of the
Forest...you will kill her!

HERMAN: Kill 'er?! That's not really my scene, you know...couldn't I just give 'er
a good telling-off?

THE QUEEN: We are talking serious murder here, Herman. You take her deep into the
forest and then...finish her off! **(Draws a finger across her throat)**
Scheck!

HERMAN: What...me? **(Draws finger across throat)** Scheck!

THE QUEEN: Yes...you! **(Draws finger across throat)** Scheck!

HERMAN: Oh, I couldn't do that, your majesty!

THE QUEEN: Why not?

HERMAN: **(Holding up his finger)** Me finger's blunt!

THE QUEEN: Do you dare to defy me, you dim-witted dummy?!

HERMAN: Oh no, your majesty; of course not, your majesty; three bags full, your majesty! It's just that I'm a bit nervous, I've never done much murderin', you see...

THE QUEEN: Don't worry, Herman - just think of it as a mercy killing.

HERMAN: A "mercy killin'!"?

THE QUEEN: Yes...if you don't kill her...I'll show you no mercy!
Once Snow White's done away with, it'll be just as I planned
And I shall marry Lorenzo - as "The Fairest in the Land"!

The QUEEN exits.

HERMAN: I never wanted to be an ðenchman, you know ó Iðð ðave been much ðappier as an ðairdresserí (*Sees the present*)í ðallo, ðalloí whatð this thení

As HERMAN goes to the present The AUDIENCE shout for Muddles...MUDDLES enters SR.

MUDDLES: Thanks, kids! What are you doing with Snow Whiteð present, Herman?

HERMAN: I was just looking at ití

MUDDLES: Mind you, if sheð been sent away I wonð be able to give it to her anywayí

HERMAN: She ðasnð actually left yet ó in fact Iðm going to collect her now.

MUDDLES: Let me give it to her firstí please, Hermaní ?

HERMAN: The Queen would have my guts for garters!

MUDDLES: Pretty pleaseí ?

HERMAN: Ohí alright thení (*Aside, as he turns to go*)í itð going to be the last present she ever getsí but only for a minuteí

HERMAN exits.

MUDDLES: Ahí isnð that nice of himí do you know, I always thought Herman was just a heartless, fat, old bullyí and now I knowí heð just a fat, old bully!

Enter SNOW WHITE.

SNOW WHITE: Herman said you wanted to see me, Muddles.

MUDDLES: Would you like to open your birthday present now?

SNOW WHITE: Oh yes please, Muddles

MUDDLES goes across to pick up present, if The AUDIENCE don't, The BAND shout "Muddles!"

It's alright guys, it's my present!

MUDDLES gives SNOW WHITE the present, she opens it and takes out an old, bald, battered teddy bear.

SNOW WHITE: Oh Muddles, he's . . . beautiful.

MUDDLES: I've had him since I was a baby! he's nearly twenty years old! ***(If The AUDIENCE react)***! Alright!

SNOW WHITE: What's his name?

MUDDLES: I call him Fred.

SNOW WHITE: Why do you call him Fred?

MUDDLES: 'Cause he's a little Fred-bare!

SNOW WHITE: Oh Muddles, he's lovely! you're so kind.

MUDDLES: Any chance of a birthday kiss?

SNOW WHITE: Of course!

MUDDLES closes his eyes and puckers up...SNOW WHITE kisses him on the cheek. HERMAN enters.

HERMAN: Come along. Your 'ighness ó time for your little walk.

SNOW WHITE: Alright, Herman! come on, Fred.

SNOW WHITE exits. MUDDLES, in a happy trance, holds his cheek.

MUDDLES: She kissed me, Herman! she kissed me ó I shall never wash my face again!

HERMAN: Thank goodness she didn't kiss your feet! ***(He exits)***

LX CUE 13: BLACKOUT

MUSIC CUE 4c: SCENE CHANGE

TABS/CLOTH IN

LX CUE 14: LIGHTS UP. LOW STATE, REVEALING...

SCENE 5: THE EDGE OF THE FOREST

A tree stump is set DSR. HERMAN enters DL, followed by SNOW WHITE.

HERMAN: Come on, your 'ighness - this way.

SNOW WHITE: Why wouldn't you let me bring Fred, Herman?

HERMAN: Because I didn't want him to get all bloody! I mean! 'er! all muddy, your 'ighness!

SNOW WHITE: Are we going much farther?

HERMAN: The Queen said we should go to "the 'eart of the forest".

SNOW WHITE: It's been wonderful to get out of that dungeon, Herman - but we have walked quite a long way already, and it's getting a bit dark now; don't you think we should be heading for home?

HERMAN: We will soon...but why don't we stop 'ere for a minute - and 'ave a little rest?

SNOW WHITE: Good idea! I think I've got a stone in my shoe...

SNOW WHITE sits down, turning her back on HERMAN.

HERMAN: I suppose this is as good a place as any to do the dirty deed...oh, I 'ate my job - I really do! 'Ow can I kill 'er? She trusts me! 'Ere, your 'ighness - why don't we play a little game before we go back?

SNOW WHITE: Great, I like games! What shall we play?

HERMAN: 'Ow about 'ide and seek?

SNOW WHITE: That's my favourite!

HERMAN: You cover your eyes and count to ten...and then see if you can find me.

SNOW WHITE: Alright...(Covers her eyes)...One, two...

HERMAN: No peepin'!

SNOW WHITE: I wouldn't cheat you, Herman - you're my friend!

HERMAN: *(To The AUDIENCE)* It gets worse, don't it? But I've got to cut her throat...

SNOW WHITE: I'll start again...(Covers her eyes)...one, two...

As SNOW WHITE counts, HERMAN draws his knife and advances on her...as The AUDIENCE shout, SNOW WHITE uncovers her eyes...HERMAN puts the knife behind his back.

SNOW WHITE: What's the matter, boys and girls?...What are they trying to tell me, Herman?

HERMAN: I've got no idea - they're all shoutin' at once...Start again.

SNOW WHITE: Alright...(Covers her eyes)...one, two...

Once again HERMAN advances towards SNOW WHITE.

SNOW WHITE: What?...Herman's trying to do what...?

HERMAN: Ignore 'em...they're getting overexcited!...Too many additives! Start again!

The business is repeated only this time SNOW WHITE uncovers her eyes in time to see the knife.

SNOW WHITE: Herman!! What are you doing?!!

HERMAN falls to his knees and drops the knife.

HERMAN: Forgive me, your 'ighness! I was only obeyin' orders.

SNOW WHITE: What orders?

HERMAN: The Queen's! She told me to bring you into the forest...and...and do you in! But I would never 'ave done it - I swear!

SNOW WHITE: Why does my stepmother hate me so much, Herman?

HERMAN: I dunno - are you a Chelsea supporter? She don't seem to need a reason for bein' evil, that one ó she just is!

SNOW WHITE: What are we going to do...?

HERMAN: I'll have to go back to the palace and lie a lot!! I'll tell the Queen that I've killed you - and 'ope she believes me...

SNOW WHITE: What about me?

HERMAN: You'll 'ave to stay 'ere - it's too dangerous for you to go 'ome.

SNOW WHITE: You can't just leave me here in the forest?

HERMAN: I've got no choice, your 'ighness! *(To The AUDIENCE)* Oh, I 'ate bein' a 'enchman...I really do!

HERMAN Exits.

MUSIC CUE 5: DWARFS ENTRANCE

SNOW WHITE: What's that? I must hide!

SNOW WHITE exits.

LXCUE 15: FADE TO BLACKOUT

The DWARFS, carrying their shovels and picks, enter from the auditorium singing: As The DWARFS reach the stage...

CLOTH/TABS OUT

LX CUE 16: LIGHTS UP REVEALING...

SCENE FIVE: THE DIAMOND MINE

There is a large safe, positioned against a wing [so LOOPY can get out of the back unseen]. A small wheelbarrow and various "diamonds" are lying on the ground. As The DWARFS reach the stage LOOPY detaches himself from the others and sits among The AUDIENCE. The other DWARFS get onto the stage.

PROF: Right, men! Prepare for inspection!!

The DWARFS sort themselves into a line.

Attention!

The DWARFS attempt to comply, SNIFFLY ends up facing upstage.

Sniffly! About turn...

All The DWARFS "About turn" - now SNIFFLY is the only one facing downstage.

No - not all of you...er...left turn...I mean, right turn...No! No!! No!!!

As The DWARFS attempt to comply they collide with each other and fall over.

Silence! Everybody face front! That's better. *(Starts to move along the line)* Now - straighten up, there, Cheeky - hold that tummy in!

CHEEKY: This is as far in as it goes, Prof!! The rest is pure muscle! *(Gyrates)*

PROF: I see...come on, Blusher, shoulders back, chin up!

BLUSHER: *(Shyly)* Aw...do I have to, Prof?

PROF: Yes, you do...come on, smarten up!

SNIFFLY: Ah-choo! (*He sneezes over PROF*)

PROF: Oh yuk, Sniffly!

SNIFFLY: Sorry, Prof!

PROF: Look at the state of you, boy? Wipe your nose...

SNIFFLY wipes his nose on his sleeve.

PROF: No, not on your sleeve!

SNIFFLY: Sorry, Prof...

SNIFFLY wipes his nose on GRUMBLY's sleeve.

GRUMBLY: How disgusting!

PROF: Ah, yes - Grumbly!

GRUMBLY: (*Aggressively*) Well, what remarks have you got to make about me?

PROF: None...er...none at all! You're perfect!

GRUMBLY: So I should think!

SNOOZY has fallen asleep, leaning on his shovel.

PROF: Now, Snoozy...oh, bless him - he's nodded off again!

GRUMBLY: That's soon dealt with...

GRUMBLY kicks SNOOZY's shovel away: SNOOZY falls over.

SNOOZY: Oh! Is it time to get up now? I was having such a lovely dream...

PROF: You spend half your life in a dream! Now, is everyone accounted for? One, two, three, four, five, six...er...where's Loopy?

The DWARFS start looking for LOOPY, who is sitting in the auditorium. He comes onto stage.

You stupid boy! Now, pull yourself together, Loopy! You have a crucial job! You must lock the diamonds in the safe!

LOOPY nods and goes to unlock the safe.

So...let's get digging!

MUSIC CUE 5a: DWARFS MINING SONG (INSTRUMENTAL)

During the song The DWARFS mime digging up the diamonds which LOOPY puts in his barrow and wheels to the safe: SNOOZY leans against the safe-door accidentally shutting LOOPY inside. At the end of the song...

FX CUE 3: ALARM CLOCK RINGING

PROF: That's very odd...I've got a ringing in my ears?!

GRUMBLY: Don't be stupid! It's the clock!

CHEEKY brings the clock to PROF – he is shaking with the vibration.

PROF: Ah...just testing, just testing...give it here (*Takes the clock and starts shaking even more. Eventually he manages to switch it off*)...Now, quick intelligence test: what does it mean when the big hand's on twelve and the little hand's on six?

SNOOZY: Does it mean it's bedtime?

PROF: No, it doesn't!

BLUSHER: Is it dinner-time?

PROF: No, it isn't!

SNIFFLY: It means it's six ah-choo!

All The DWARFS run for except GRUMBLY who puts his finger under SNIFFLY's nose to stifle his sneeze.

PROF: Well held, Grumbly!

GRUMBLY removes his finger and immediately SNIFFLY sneezes over him.

GRUMBLY: Ergh! You are disgusting, Sniffly! Use your hanky!

SNIFFLY takes his hanky out and blows his nose: he then opens it out and we see it has a large hole in it.

PROF: What Sniffly was trying to sneeze...I mean say...was that it is six o'clock! Which means it's the end of the day's work - doesn't time go quickly when you're having fun!

CHEEKY: I love having fun!

GRUMBLY: I don't!

PROF: Now, line up straight...quick roll-call...one, two, three, four, five, six...one, two, three, four, five, six...? Six?! Who's missing?

THE DWARFS: Loopy!

GRUMBLY: Who else!

PROF: Where can the poor boy be?

GRUMBLY: Don't worry about Loopy, he'll be fine!

PROF: *(To The AUDIENCE)* Has anyone seen him?...

PROF repeats the question until The AUDIENCE tell him "In the safe!"

GRUMBLY: There. I told you not to worry about Loopy - they said he's safe!

PROF: No, Grumbly ó you nit-wit! They didn't say "Loopy's safe" they said "Loopy's in the safe"...and he's not safe in the safe, is he?

GRUMBLY: Is he?

PROF: Is he?

CHEEKY: Izzy wizzy, let's get busy!

CHEEKY runs and opens the safe...it is empty.

BLUSHER: Loopy's not there...

CHEEKY shuts the safe-door.

GRUMBLY: Thankyou, Blusher - we had noticed!

PROF: You told us he was in the safe!

GRUMBLY: You can't trust children these days!

PROF: *(To The AUDIENCE)* Boys and girls - if you see Loopy, you will tell us, won't you?"

PROF and the other DWARFS move downstage to ask The AUDIENCE about LOOPY, as they do so LOOPY enters upstage (He could be riding a child's bike with stabilisers, or on a skateboard) and, waving to The AUDIENCE, crosses from one side of the stage to the other. The DWARFS turn and move upstage; as they do so LOOPY Enters downstage and crosses the stage in the opposite direction. The DWARFS turn to see why The AUDIENCE are shouting, again just missing seeing LOOPY. Finally the safe-door opens and LOOPY appears in the safe. LOOPY waves to The AUDIENCE: the other DWARFS turn and see him.

GRUMBLY: Get him, lads!

The DWARFS, except PROF, pile on top of LOOPY.

PROF: Now, now that's enough...leave him alone...he can't help it...let him go!

The DWARFS move back revealing LOOPY flat on floor.

Are you alright, Loopy?

LOOPY gets up somewhat unsteadily and nods.

GRUMBLY: He deserves a good thrashing!

LOOPY shakes his head then runs to PROF and cuddles him.

PROF: Get off! Get off! He doesn't mean any harm, really Grumbly - he's just having fun!

LOOPY nods in agreement.

Now, come along - it's time to go home!

GRUMBLY: Huh! "Time to go home"!! Who do you think you are...Andy Pandy?!

CHEEKY: If it's time to go home, then it's time to sing...

MUSIC CUE 6: DWARFS' SONG

LOOPY locks the safe door, then hangs the key on the side of the safe. The other DWARFS take their picks and shovels and exit: LOOPY, with his wheel-barrow, is last to go: he waves to The AUDIENCE.

LX CUE 17: FADE TO BLACKOUT

CLOTH/TABS IN.

LX CUE 18: LIGHTS UP REVEALING...

SCENE SIX: THE MIRROR CHAMBER

Enter HERMAN.

HERMAN: Your majesty...? Queen Morgiana...? Big Boss...? Ooh...she's not here! Probably popped out for a quick jab of botox! Thank 'eavens for that! I mean, I know I've got to face her sooner or later - I just wish it was later rather than sooner! I've got to convince the Queen that I killed Snow White! Mind you, I 'ave 'ad a very good idea there - the Queen's sure to believe that Snow White's dead...

MUSIC CUE 6a: QUEEN'S ENTRANCE (INSTRUMENTAL)

HERMAN: I 'ope...

Enter The QUEEN.

THE QUEEN: Herman.? There you are...tell me...have you carried out my orders? Is Snow White dead?

HERMAN: Yes, your majesty.

THE QUEEN: How can I be sure you're telling me the truth?

HERMAN: Because I 'ave proof...be'old - the bloodstains on my knife - see!

As HERMAN holds up his bloodstained knife, he points to it with his other hand - revealing a bloodstained bandaged thumb.

THE QUEEN: I also see the bandage on your thumb, Herman - how do I know the blood isn't yours?

HERMAN: Don't you believe me, your gorgeousness?

THE QUEEN: There is only one voice I trust around here, Herman...(Addresses The Magic Mirror)...Oh, Lord!

HERMAN: Oh, 'eck!...

HERMAN tries to tip-toe off.

THE QUEEN: Stay where you are!
Mighty Lord of the Magic Mirror, now I summon thee
I have questions to ask you, I beg you to hear my plea

MUSIC CUE 6b: MIRROR MOTIF (INSTRUMENTAL)
FX CUE 4: THUNDER
LX CUE19: LIGHTNING

The FACE appears in the mirror.

MIRROR VOICE: I answer your call, O Great Queen - ask what you will of me...
My reply will always be truthful - this I guarantee!

THE QUEEN: Tell me, is it true - what Herman here just said?
Snow White, my step-daughter - is she really dead?

HERMAN, knowing the reply, creeps off.

MIRROR VOICE: Though left alone in the forest, unlikely to survive
I have to tell you, Majesty...that Snow White's still alive!

The FACE fades in the mirror.

THE QUEEN: Aargh!...

THE QUEEN turns and sees that HERMAN has gone.

THE QUEEN: So -Dear Hermanøhas been lying to me...?
He'll regret that later - just wait and see!
But Snow White will never leave the forest alive - for I know
There are creatures living there, from the depths below!
Evil and vicious - they're all in my power...
And I promise you, that within the hour,
Snow White will have taken her final breath -
Your precious princess will be scared to death!!

MUSIC CUE 6c: QUEEN'S EXIT (INSTRUMENTAL)

The QUEEN exits, laughing maniacally: Enter HERMAN.

HERMAN: Now what do I do? The Queen knows I lied to her! Oh, lorølummy!

MUDDLES enters, he is miming driving a car – making the appropriate noises. He circles round HERMAN.

HERMAN: What are you doing now, Muddles?

MUDDLES: *(Still driving round him)* Iørn driving my car, Herman!

HERMAN: Well, stop it!

MUDDLES: OK. Herman.

MUDDLES stops driving and pulls up next to HERMAN with a screech of brakes.

HERMAN: This is no time for jokes, Muddles! Snow Whiteø's lost in the forest - and the Queen says that the forest is full of evil ghouls!

MUDDLES: You know I'd do anything to help the princess, Herman - but the Queen's got magic powers! We can't fight that - what we need is a Good Fairy...

HERMAN: There's no such thing as fairies!

MUSIC CUE 6d: FAIRY ENTRANCE (INSTRUMENTAL)

Enter FAIRY GOODHEART: HERMAN screams and hides behind MUDDLES.

FAIRY: I'm so sorry if I frightened you - it really is a shame....
But if you don't believe in fairies...you've only yourselves to blame!

MUDDLES: We've got to help the princess, Fairy - she's lost in the forest and there's loads of ghosties and ghoulies there, and we ó

FAIRY: Muddles! Please, please calm down!
There's no need for explanations!
We Fairies always know what's what - it's one of our vocations!
Whatever evil trickery the Wicked Queen may try

MUDDLES: I promise you both, faithfully - I won't let Snow White die
We'll come with you, we're not scared of ghosts, are we Herman?

HERMAN: You speak for yourself.

FAIRY: I can manage quite well on my own,!...Although...
If you two want to help - find Prince Lorenzo!
Princes are always useful in cases like this...
Usually it's something to do with a kiss!

HERMAN: I 'ate all that sloppy stuff!

MUDDLES: We're on our way! Come on, Herman. Bye, kids!

MUDDLES and HERMAN exit.

FAIRY: The monsters that lurk in the forest are foul
When darkness falls they start to prowl
They rip and tear, with tooth and claw...
Snow White's in more danger than ever before!
I just can't believe how evil the Queen is...
She really is the meanest of meanies!

MUSIC CUE 6e: FAIRY EXIT (INSTRUMENTAL)

FAIRY GOODHEART exits.

LX CUE 20: BLACKOUT

TABS/CLOTH OUT

LX CUE 21: LIGHTS UP REVEALING...

SCENE SEVEN: THE HEART OF THE FOREST

MUSIC CUE 7: SONG/DANCE: QUEEN AND GHOULS

Either The QUEEN (or other voices) can sing this on an offstage mic while The GHOULS dance, or it can be played as an instrumental. At the end of the number The GHOULS hide/exit. A frightened SNOW WHITE enters US and moves DS.

SNOW WHITE: It's getting so dark...and I keep seeing shapes moving in the trees! If you see anything, you will tell me, won't you, girls and boys?... Won't you?

As The AUDIENCE reply "Yes!" a GHOUL appears from USR behind SNOW WHITE and exits; then another GHOUL appears from USL. The AUDIENCE will warn SNOW WHITE but she misses seeing either of them. Eventually all the GHOULS enter and advance on her. SNOW WHITE finally sees them and faints DSC: The GHOULS gather for the kill...Enter FAIRY GOODHEART.

FAIRY: Let her alone! You Fiends from Hell!!

The GHOULS flee in terror: SNOW WHITE is still unconscious.

I thought I did that rather well...
Though the Powers of Evil are not yet overthrown
And Snow White can't be left in the forest on her own
Luckily, some friends of mine live in this wood...
They look a little strange, but they fight for good
They are not very tall...and one's not that bright!
But their hearts are true! They'll look after Snow White!

MUSIC CUE 8: DWARFS SONG

*The voices of The DWARFS are heard: FAIRY GOODHEART exits.
THE DWARFS enter singing...PROF sees SNOW WHITE.*

PROF: Halt!!

The DWARFS collide and fall over, with much noise and shouting.

PROF: Just a minute ó what have we here?

The DWARFS crowd round SNOW WHITE.

CHEEKY: It's a lumpy boy!

PROF: It's not a boy ó it's a girl!

GRUMBLY: A girl!? Ergh! How awful!!

SNOOZY: I think she's asleep...how lovely!

PROF: I don't think so...I think she's had a nasty shock! She's fainted!

GRUMBLY: How very inconsiderate! People should be more careful about where they faint!!

CHEEKY: What shall we do with her? We can't leave her here?

SNIFFLY: No...she'll catch her death of cold!...Ah-choo!!

PROF: We ought to wake her up...but how?

CHEEKY: I could tickle her?

GRUMBLY: Or, I could hit her over the head with my shovel?

PROF: Grumbly!! Perhaps we could try giving her a shake?

BLUSHER: I think that's a very good idea...as long as I don't have to do it!

PROF: No, no, no!...Loopy shall do it!!

LOOPY shakes his head but the DWARFS push him towards SNOW WHITE...they then run US and huddle together. A fearful LOOPY eventually shakes her.

SNOW WHITE: What...? Oh...hello - who are you...?

LOOPY shakes and points at the other DWARFS who come DS.

SNOW WHITE: Oh!! Who are all of you?!

GRUMBLY: We, Missy, are the Seven Dwarfs of Diamond Valley! But more to the point is, who are you!?

SNOOZY: *(Yawning)* We're so-o-o sorry we woke you up!

PROF: But we need to know is, who you are and what you're doing here.

SNOW WHITE: I'm very pleased to meet you...my name is Snow White - I was left here, alone, in the heart of the forest.

GRUMBLY: Homeless, eh? You'd be trying to sell us the Big Issue next!

BLUSHER: Don't be mean, Grumbly - she's nice.

CHEEKY: She could stay with us in our cottage!

SNOW WHITE: Your cottage? Is it far from here?

PROF: Not at all ó it's just through the trees.

SNOW WHITE: If I could stay with you? I'd look after the house, I'd clean it up.

DWARFS: í Clean it upí ?

SNOW WHITE: I'd wash all your clothesí

DWARFS: í Wash all our clothesí ?!

SNOW WHITE: And do all the cookingí !

DWARFS: Do all the cooking!í .Yippee!!

GRUMBLY: Hang on, I do all the cooking!

BLUSHER: Exactly. No offence, Grumbly ó but your cooking is terrible!

GRUMBLY: What do you mean?

BLUSHER: Well, your cottage pie actually tastes like a cottageí

CHEEKY: Yes, and your toad in a hole actually tastes like a toadí

SNIFFLY: Yes, and your Spotted Dick ó
PROF: Leave it!

SNOW WHITE: I'd be glad to help!

PROF: If you would really do all these things, Snow White ó then you would be welcome to stay with us! Wouldn't she, boys?!

CHEEKY: Oh yes! rather! Ding Dong!

SNIFFLY: I think she should move in immediately!

SNOOZY: It's a simply splendid idea!...(Yawns)

BLUSHER: I think...she's absolutely lovely!

LOOPY gives a thumbs-up: ALL look at GRUMBLY.

PROF: Well, Grumbly?

GRUMBLY: Oh very well then! Though in my experience, women cause nothing but trouble!

PROF: That's settled then! You can move in straight away!

SNOW WHITE: Oh, thank you! Thank you - each and every one of you!

MUSIC CUE 9: SONG FOR SNOW WHITE AND THE DWARFS

During the song, (If you have costumes for them), the other members of The COMPANY – dressed as SPRITES and FOREST CREATURES enter and join in.

END OF ACT ONE

ACT TWO

PROLOGUE

MUSIC CUE 10: ENTR'ACTE (INSTRUMENTAL)
MUSIC CUE 10a: FAIRY ENTRANCE (INSTRUMENTAL)
LX CUE 22: OPENING STATE

Enter FAIRY GOODHEART.

FAIRY: Welcome back to our tale of Snow White!
As you remember...she was, last night
Given shelter by my little friends...
But that isn't where our story ends -
Down in the forest a new day is dawning...
So let's see what happens...on the next morning...

MUSIC CUE 10b:FAIRY EXIT (INSTRUMENTAL)

FAIRY GOODHEART exits.

TABS OUT

LX CUE 23: LIGHTS UP REVEALING...

SCENE EIGHT:THE DWARFS' COTTAGE

FX Q5: BIRDSONG

SNOW WHITE is asleep, if not across several of THE DWARFS' beds, then in a relatively comfortable position. THE DWARFS, in a variety of unlikely locations and positions, are also asleep...much snoring. SNOW WHITE wakes up and stretches.

SNOW WHITE: Oh!...Oh!! Good morning, boys and girls...! I do feel better after a good night's sleep! The dwarfs did say they'd be comfortable ...but I'm not so sure...I do hope they're alright. How sweet they all look...even Grumbly! I wonder if I should wake them up...?

LOOPY has woken up, he creeps up behind SNOW WHITE and taps her on the arm.

SNOW WHITE: Ah!! Loopy! I thought you were asleep!

LOOPY shakes his head...gives SNOW WHITE the alarm clock, points to the other DWARFS, and giggles.

SNOW WHITE: I see...this should wake them up, shouldn't it?!

SNOW WHITE pushes the lever.

FX Q6: ALARM CLOCK RINGING

The DWARFS wake up: general confusion.

PROF:)Attention! All dwarfs to action stations!!
SNOOZY:)Do I have to wake up now?!
GRUMBLY:)Fire! Fire!! Fetch the engines!!!
CHEEKY:)] was having such a funny dream...!
BLUSHER:)Princess Snow White - I'm so embarrassed!!
SNIFFLY:)Ah...Ah...Ah-choo!!

SNOW WHITE: *(Switches Alarm Clock off)* I'm sorry if I gave you all a fright; it's such a beautiful morning, I didn't want you to miss it.

SNOOZY: I've seen morning - can I go back to bed, now!

PROF: No, Snoozy: the Princess was quite right to wake us - we must be getting ready for work.

CHEEKY: I don't think we should go to the mine today - Snow White will be left all on her own.

SNOW WHITE: I don't mind that, Cheeky - I've plenty to do; I'm going to spring-clean the entire cottage!

SNIFFLY: It certainly needs it...it's very dusty...Ah-choo!

BLUSHER: Well, I don't think it's fair that Snow White should do the cleaning on her own...after all, we were the ones who let it get so dirty.

GRUMBLY: Rubbish!! Everyone knows that cleaning is women's work!

PROF: No! I think Blusher's right...if we all gave a hand, we could have this place spotless in seconds! Just tell us what to do, your highness?

MUSIC CUE 11: SONG FOR SNOW WHITE AND DWARFS.

During the song SNOW WHITE distributes mops, brooms and dusters to The DWARFS who proceed to clean the cottage.

SNOW WHITE: There! That wasn't so bad was it? And see how lovely the cottage looks, now it's clean and tidy!

BLUSHER: It certainly looks better!

SNOOZY: But it's made me ever so tired...can we have a little rest now?

GRUMBLY: What do you mean "rest"? We've got to go to work now - diamonds don't mine themselves, you know!!

PROF: Grumbly's quite right! Come along, lads - get your shovels and picks! Now, whatever you do, Snow White, don't open the door to anyone while we're away.

SNOW WHITE: I promise - and when you come home from work I'll have a lovely supper waiting for you. Tomato soup...

DWARFS: Tomato soup!!

SNOW WHITE: Steak and kidney pudding...

DWARFS: Steak and kidney pudding!!!

SNOW WHITE: And apple pie and custard!

DWARFS: Apple pie and custard! Yippee!!

The DWARFS, apart from GRUMBLY, are all impressed.

GRUMBLY: I might just get a takeaway on the way home.

PROF: Don't be such an old misery, Grumbly. That all sounds delicious Snow White.

SNOW WHITE: Bye now. I'll see you all tonight.

MUSIC CUE 11a: DWARFS EXIT (INSTRUMENTAL)

As The DWARFS exit they pass SNOW WHITE, they all receive a kiss. LOOPY doubles back on the line and gets an extra kiss. The last to leave is GRUMBLY.

GRUMBLY: Now, remember what Prof told you! Don't open that door to anyone.

SNOW WHITE: Oh, Grumbly - you do care!

SNOW WHITE kisses GRUMBLY, he staggers to the door.

GRUMBLY: Aw, boy! I never knew what I was missing!

GRUMBLY exits: SNOW WHITE waves goodbye.

LX CUE 24: BLACKOUT

CLOTH IN

LX CUE 25: LIGHTS UP REVEALING...

SCENE NINE: THE MIRROR CHAMBER

Enter MUDDLES.

MUDDLES: Hiya, kids! I've had a terrible night, you know. I dreamt I was eating a giant marshmallow and when I woke up my pillow had disappeared!

Enter PRINCE LORENZO.

PRINCE: Ah, Muddles ó there you are! so, this is the famous Magic Mirror?

MUDDLES: Sure is!

PRINCE: I still don't understand why we've come here instead of searching for the Princess - you said she was in danger.

MUDDLES: We know that she's somewhere in the forest - but only the Mirror knows exactly where; and anyway, that Fairy said she'd look after Snow White.

Enter HERMAN.

HERMAN: Here she is! That Merry Mistress of Mirth! She's magnanimous! She's majestic! That marvellous Monarch - Queen Morgiana the Magnificent!

MUSIC CUE 11b: QUEEN'S ENTRANCE (INSTRUMENTAL)

Enter The QUEEN.

THE QUEEN: Thankyou for that low-key introduction, Herman! Ah, Prince Lorenzo - you have returned; was your mission as unsuccessful as I predicted?

PRINCE: Not really, Ma'am. I now realise I had already met the girl of my dreams!

THE QUEEN: You flatter me, your highness!

PRINCE: I wasn't talking about you, your Majesty. I meant the girl you said had gone away - Snow White! Why did you lie to me?

THE QUEEN: I knew she wasn't right for you. It doesn't matter now, of course!

PRINCE: I think it matters quite a lot.

THE QUEEN: Ah! Then you haven't heard the terrible news.

PRINCE: What news is that?

THE QUEEN: I'm afraid my dear, dear stepdaughter! *(Takes out a handkerchief)* ó how can I break it to you gently! *(Sobs)* ó She! she's kicked the bucket!

PRINCE: }
 MUDDLES: } What!
 HERMAN:)

THE QUEEN: She's dead! *(Sobs very loudly)*

PRINCE: I don't believe you!

THE QUEEN: *(Stops sobbing abruptly)* Tough! I tell you she's popped her clogs!

PRINCE: Can you prove it?

THE QUEEN: :Fraid not, sorry.

MUDDLES: Hang on, your Lavatory! Aren't you forgetting something? What about The Magic Mirror?

THE QUEEN: When I want your advice I'll ask for it, Muddles!

THE QUEEN tweaks his nose.

MUDDLES: Ow!

PRINCE: Your Majesty did say that The Magic Mirror always told the truth.

THE QUEEN: Yes, but, unfortunately the Master of the Mirror is on his holidays and we canø get hold of him.

PRINCE: On his holidays?

THE QUEEN: Yes, even mirrorø have a break you know.

HERMAN: Thatø seven years bad luck, your Majesty.

THE QUEEN: I mean a holiday!

PRINCE: I am sure that wherever the Master of the Mirror is he will not ignore your summons.

THE QUEEN: Very well...no problem! (*Addresses The MIRROR*) Oh, Lord...

HERMAN: }Oh, 'eck!
 MUDDLES: }

THE QUEEN: Once more, Great Lord of Time and Space!
 I beseech you...to show your face...

MUSIC CUE 11c: MIRROR MOTIF (INSTRUMENTAL)
FX CUE 7: THUNDER.
LX CUE 26: LIGHTNING

The FACE appears in The Mirror.

MIRROR VOICE: So...once again, my powers you desire...
 Tell me, majesty...what do you require?

THE QUEEN: These mortals here, need your confirmation -
 That I'm the loveliest in all the nation!

MIRROR VOICE: Oh great Queen...events did not go as you planned...
 Snow White still lives - the fairest in the land!

THE QUEEN: Snow White is alive? No, no! It cannot be!?

MUDDLES: I told you she'd be alright!

PRINCE:Yes - but where is she?!

MIRROR VOICE: Go over the seven diamond hills, and then go past the seventh fall...
In the cottage of the Seven Dwarfs, is Snow White, fairest of them all!

The FACE fades in The Mirror.

PRINCE: She lives! In which case, Queen Morgiana - Snow White is the girl that I should marry.

THE QUEEN: Of course, your highness...she is the fairest in the land, and you must marry her...with my blessing!

HERMAN: I don't like the sound of this...

PRINCE: Is it a long way to the cottage of the Seven Dwarfs?

THE QUEEN: It is a long way, but it's really quite simple: you take the west gate out of the castle, follow the road straight ahead, and then turn right...at the blasted oak!

MUDDLES: Oi! Language...there's children present!

HERMAN: Just a minute, your majesty; if he goes that wayí í

THE QUEEN: Herman ó button it!

HERMAN: Yes, your majestyí .

HERMAN pulls his lower lip over his upper lip.

THE QUEEN: Muddles will go with you.

PRINCE: Is it far to the Dwarfsøcottage, Muddles?

MUDDLES: Roughly speaking?

PRINCE : Roughly speaking.

MUDDLES: *(Raspy voiced)*í About ten milesí roughly speaking!

PRINCE : Are you sure youøll be able to find it?

MUDDLES: Iøll whip out my Tom Tom!

PRINCE: Please donø! Just get going!

MUDDLES exits.

PRINCE: I shall return as soon as I can, your Majesty ó bringing Snow White with me!

THE QUEEN; I shall look forward to thatí

The PRINCE exits.

HERMAN: Your majesty...if they follow the directions you gave æm ó theyøll end up at øThe Crack of Doomö!

THE QUEEN: Exactly...and with a bit of luck they'll both fall down it! Unfortunately that Lorenzo's not as stupid as he looks! At least it gives us time, Herman...

HERMAN: Time for what?

THE QUEEN: To finally finish Snow White off!! You were too wimpy to cut her throat...and then Goodheart scared off my ghoulies! Well, you know what they say..."If you want a job doing properly - do it yourself!" Fetch my spell-book, Herman...and get the ghouls to gather the ingredients! I feel a spell coming on...

HERMAN: Yes, your Majesty...if you say so.

HERMAN exits.

THE QUEEN: So, Lorenzo loves Snow White? Yuk - it makes me heave!
I can't stand øtrue loveö ó so I'll practice to deceive!
I'll disguise myself as an ugly, old crone
Who said "That'll be easy!"? Get out!...Go home!
Why you cretins like Snow White, I just can't see!
'Cos I'm so much lovelier - don't you agree?

Enter HERMAN with a GHOUL who is carrying a large spell-book. He throws The GHOUL DS onto his knees, The GHOUL opens the spell-book and acts as a kind of human lectern.

IVAN: Hereø your spell-book, your Majesty - and the other ghouls are standing! well, hovering! by!

HERMAN goes to exit

THE QUEEN: Not so fast, Herman! I am going to need a hand
To concoct the two most evil potions in the land!!
One's a poison, that will kill Snow White stone dead!
The second, a magic philtre so that instead
Of being beautiful I'll look like an old cow!

HERMAN: That one's not too difficult - why don't we start now?

THE QUEEN: *(incanting)* Dip the apple in the brew
Let the potion dark seep through
Poison to still the sweetest breath
Forever in the sleeping death.

Come all you powers of hell, and change my Queenly raiment to that of an old crone.

MUSIC CUE 11d: TRANSFORMATION (INSTRUMENTAL)

During this, The GHOULS enter with the various ingredients and hand them to HERMAN who adds them to the cauldron and mixes the potion. Towards the end of the song THE QUEEN drinks the potion: Blackout: THE QUEEN exits. In the Blackout a "double", in a hooded, black cloak and witch-mask, enters and replaces THE QUEEN. Flash: Lights up revealing THE OLD WOMAN, who cackles.

THE QUEEN: [Offstage] Hahahaha

LX CUE 29: BLACKOUT

CLOTH OUT

LX CUE 30: LIGHTS UP REVEALING...

SCENE TEN:THE DWARFS' COTTAGE

FX 8: BIRDSONG

SNOW WHITE is sewing.

SNOW WHITE: Oh! Hello. girls and boys!...I've had such a lovely day!...I've got the Dwarfs' supper ready - and now I'm mending Grumbly's trousers. I suppose it's not really that different from doing all the jobs at the castle...but at least I'm happy here - and I know I'm safe! The Seven Dwarfs will never let anyone harm me; I'd be completely happy - if only I thought I'd see Prince Lorenzo again...

There is a knock at the door.

SNOW WHITE: Who can that be...?

Enter THE QUEEN...disguised as an OLD WOMAN, and carrying a basket of apples.

THE QUEEN: Hello...

SNOW WHITE: Oh!! Forgive me, old lady - but you gave me a shock!

THE QUEEN: I'm so sorry, my dear...but I was passing your door - and I felt a little faint...I wondered if I might come in and rest for a while...?

SNOW WHITE: Of course you can.

THE QUEEN: You're very kind, my dear...and very pretty...

SNOW WHITE: Thankyou, ma'am.

THE QUEEN: I've been to market to sell my apples, but I didn't have any luck; I don't suppose you would like to buy them...?

SNOW WHITE: I'm afraid I have no money; but you are welcome to stay here - until you feel better.

THE QUEEN: Thankyou: you've been so kind to me, my dear...I'd like to give you a present, of this...my finest apple - see, how red and juicy it is?

SNOW WHITE: It's very kind...

SNOW WHITE goes to take the apple: The AUDIENCE will warn her not to.

SNOW WHITE: ...but I couldn't...

THE QUEEN: Why not, my dear? It's a magic wishing apple...one bite and all your dreams come true...

SNOW WHITE: All my dreams will come true? I might see Lorenzo again! ***(Takes the apple)*** Thankyou. ***(No!)*** ShallI, boys and girls? ***(No!)*** But she's a sweet, old lady...***(No!)*** One, little bite wouldn't hurt!

Despite The AUDIENCE's advice to the contrary, SNOW WHITE bites the apple.

SNOW WHITE: You were wrong, girls and boys - it tastes lovely! ***(She starts to choke)*** Ah...ah...I can't breathe...I can't breathe! Help me!!

SNOW WHITE falls to the floor DS. The QUEEN throws back her hood revealing her identity.

LX CUE 31: THE STATE DARKENS

THE QUEEN: I knew it! Did you see her take the fatal bite?!
Well, my dears - that's the end of your precious Snow White!
With her out of the way...Lorenzo will be mine!
He'll have to wed me...and our marriage will combine
Lombardy and Moravia...it'll be a mega-state!!
And I will be its ruler! It's all-powerful potentate!

MUSIC CUE 11e: QUEEN'S EXIT (INSTRUMENTAL)

The QUEEN exits. Enter The DWARFS in a conga line chanting – unaccompanied - "Steak and Kidney pudding, Apple Pie and custard! Tomato Soup! Tomato Soup". In the rather gloomy state they do not, at first see SNOW WHITE as they gather round the table.

PROF: We're ready for our dinner, Snow White! Something's not quite right!

GRUMBLY: No, the table hasn't been set!

PROF: Not with the dinner. I mean Snow White.

LOOPY sees SNOW WHITE, stamps to gain the other DWARFS' attention and beckons them overs.

CHEEKY: Look!

PROF goes to SNOW WHITE's side.

BLUSHER: What's happened to her?

SNOOZY: She's having a rest (*Yawns*) seems like a good idea to me!

SNIFFLY: I think she's ill...

PROF: It's worse than that, I'm afraid, Sniffly - I think Snow White's dead...

CHEEKY: Are you sure, Prof?

PROF: She doesn't seem to be breathing...

GRUMBLY: That usually means you're dead!

BLUSHER: Don't be so nasty, Grumbly! The poor girl...

LOOPY takes out a handkerchief...in fact it is seven handkerchiefs linked together, all the DWARFS blow their noses.

MUSIC CUE 11f: FAIRY ENTRANCE (INSTRUMENTAL)

Enter FAIRY GOODHEART.

FAIRY: Do not grieve for poor Snow White - there is no need to cry
Surely you don't really think that I would let her die...?
Though her skin is cold as marble, there remains a spark of life
She'll still fulfil her destiny and become Lorenzo's wife!
That poison was both cruel and strong...and yet, I promise you this
It's evil spell can still be broken...by the touch of love's first kiss!
You dwarfs shall be her guardians, until that time arrives...
Remember that she only sleeps - protect her with your lives!

MUSIC CUE 11g: FAIRY EXIT (INSTRUMENTAL)

The DWARFS form a protective tableau around SNOW WHITE.

**LX CUE 32: FADE TO BLACKOUT
CLOTH IN**

LX CUE 33: LIGHTS UP REVEALING...

SCENE ELEVEN: THE EDGE OF THE FOREST

A log is centre stage. Enter The PRINCE.

PRINCE: I can't find the dwarfs cottage anywhere. I think I must have taken a wrong turn. Either that or the Queen has sent me in the wrong direction. I do hope Snow White is safe. I can't help fearing that I will never see her beautiful face again.

MUSIC CUE 12: PRINCE'S SOLO
At end of song, enter MUDDLES.

MUDDLES: Hiya, kids!

PRINCE: We still haven't found the Dwarfs' cottage, I think we should split up. I'll go this way, and you search in that direction.

MUDDLES: I'm not going off on my own! This forest is full of evil creatures.

PRINCE: What sort of evil creatures?

MUDDLES: There are ugly, vicious birds.

PRINCE: There are no ugly, vicious birds, Muddles!

MUDDLES: And great, hairy wolves!

PRINCE: There are no great, hairy wolves, Muddles!

MUDDLES: And fat, old boars!

PRINCE: There are no fat, old boars, Muddles!

Enter HERMAN

HERMAN: There you are!

MUDDLES: I rest my case!

HERMAN: Have you found Snow White yet?

PRINCE: Not yet.

HERMAN: I came to warn you that The Queen's after her and she's hot on her heels!

PRINCE: Then we must find her at once!

HERMAN: Can it be in a minute, I need a little rest first and I'm completely knickered!

MUDDLES: Don't you mean knackered!

HERMAN: I mean knickered ó me breathø coming in short pants. Let us sit down on this conveniently placed logí

HERMAN, MUDDLES and THE PRINCE sit on the log.

MUDDLES: Iøve told Lorry about the evil creatures that live in this forest.

PRINCE: Iøve heard tell this forest is full of ghosties and ghoulies.

HERMAN: Oooh! Iød hate to be caught by the ghosties!

MUDDLES: And Iød hate to be caught by the í

HERMAN: } MUDDLES!!

PRINCE: }

FX CUE 9: OWL HOOTS

They all react...

PRINCE: What was that?

MUDDLES: It was a teat.

HERM: What sort of a teat?

MUDDLES: A tea-towel!

FX CUE 10: GHOSTLY HOWLING

They all react...

PRINCE: Iød tell you whatí lets sing a song to keep the ghosties and ghoulies away, and if the boys and girls see anything theyød shout out and warn us. Wonøt you?

PRINCE (SL), HERMAN (CS) and MUDDLES (SR) sit on the log.

NB: Although these stage directions may seem overly particular this routine has been refined over many years and always works very well. It relies for its success on precision and unified actions and speech from the actors. The GHOSTS should be animated and should try to be genuinely scary.

MUDDLES: What shall we sing?

PRINCE: Thereø only one song for this sort of occasioní

MUSIC CUE 13: GHOSTBUSTERS

LX CUE 32: MYSTERIOUS SPOOKY STATE FOR GHOST GAG

As The ACTORS sing they – in rhythm - clap their hands alternately together and on both knees.

ALL: There's something strange in the neighbourhood
Who you gonna call?
Ghostbusters! **GHOST 1 enters SL**
(Swinging right arms across their bodies) Yeah

There's something weird and it don't look good
Who you gonna call?
Ghostbusters! **GHOST 1 exits SL**
(Swinging right arm) Yeah

ALL: *(Rising from the log and taking a step down stage)* What was it - a ghost? (Yes)

ALL: Did it come on that way? *(They point SL)* (Yes)
You are sure it wasn't that way? *(They point SR)* (No)
So it definitely came on that way? *(They point SL)* (Yes)

They look at each other and realise they are frightened

ALL: Aaaagh!!!

They run back and sit on the log, raising their arms in the air...

ALL: Well, *(They drop their arms to their laps and nod their heads from side to side as they say...)* we'll have to sing it again then won't we ó whoops! *(Swing right arm and kick right leg)*

MUSIC CUE 13a: GHOSTBUSTERS

ALL: There's something strange in the neighbourhood
Who you gonna call?
Ghostbusters! **GHOST 2 enters SR**
(Swinging right arm) Yeah

ALL: There's something weird and it don't look good
Who you gonna call?
Ghostbusters! **GHOST 2 exits SR**
(Swinging right arm) Yeah

ALL: *(Rising from the log as before)* What was it? A ghost?

ALL: Did it come on that way? *(They point SR)* (Yes)
You are sure it wasn't that way? *(They point SL)* (No)
So it definitely came on that way? *(They point SR)* (Yes)

They look at each other and realise they are frightened

ALL: Aaaagh!!!

They run back and sit on the log, raising their arms in the air...

ALL: Well, *(They drop their arms to their laps and nod their heads from side to side as they say...)* we'dl have to sing it again then won't we ó whoops! *(Swing right arm and kick right leg)*

MUSIC CUE 13b: GHOSTBUSTERS

ALL: There's something strange in the neighbourhood
Who you gonna call?
Ghostbusters! ***GHOST 2 enters SR***
(Swinging right arm) Yeah

There's something weird and it don't look good
Who you gonna call?
Ghostbusters!
(Swinging right arm) Yeah

ALL: *(Rising from the log)* What was it - a ghost? (Yes!)
GHOST 2 remains on stage behind the log.

Let's have a look. *(To a "timped" Tiptoe, The ACTORS circle the log clock wise, GHOST 2 follows them and exits SR)*
No there's no sign of a ghost!

ALL: Did it come on that way? *(They point SR)* (Yes)
You are sure it wasn't that way? *(They point SL)* (No)
So it definitely came on that way? *(They point SR)* (Yes)

They look at each other and realise they are frightened

ALL: Aaaagh!!!

They run back and sit on the log, raising their arms in the air...

ALL: Well, *(They drop their arms to their laps and nod their heads from side to side as they say...)* we'dl have to sing it again then won't we ó whoops! *(Swing right arm and kick right leg)*

MUSIC CUE 13c: GHOSTBUSTERS

ALL: There's something strange in the neighbourhood
Who you gonna call?
Ghostbusters! ***GHOST 1 enters SL tapping The PRINCE on the shoulder, the PRINCE sees him and is terrified. He runs off SL waving his arms in the air, GHOST 1 follows him off.)***
(Swinging right arm) Yeah

BOTH: There's something weird and it don't look good
Who you gonna call?
Ghostbusters!
(Swinging right arm) Yeah

BOTH: ***(Realising The PRINCE has disappeared, they rise from the log)***
Where's he gone? A ghost got him? Aaaagh!!

BOTH: Did it come on that way? (*They point SL*) (Yes)
You are sure it wasn't that way? (*They point SR*) (No)
So it definitely came on that way? (*They point SL*) (Yes)

They look at each other and realise they are frightened

BOTH: Aaaagh!!!

They run back and sit on the log, raising their arms in the air...

BOTH: Well, (*They drop their arms to their laps and nod their heads from side to side as they say...*) we'll have to sing it again then won't we ó whoops! (*Swing right arm and kick right leg*)

MUSIC CUE 13d: GHOSTBUSTERS

BOTH: There's something strange in the neighbourhood
Who you gonna call?
Ghostbusters! *GHOST 2 enters SR taps MUDDLESs on the shoulder, he sees him, is terrified and runs off SR waving his arms in he air, GHOST 2 follows him.*
(*Swinging right arm*) Yeah

HERMAN: There's something weird and it don't look good
Who you gonna call?
Ghostbusters!
(*Swinging right arm*) Yeah

(*Rising from the log as before*) Where's he gone? A ghost got him?
Aaaagh!!

Did it come on that way? (*He points SR*) (Yes)
You are sure it wasn't that way? (*He points SL*) (No)
So it definitely came on that way? (*He points SR*) (Yes)

Aaaagh!!!

He runs back to sit on log, raises his arms in the air as before

HERMAN: Well, (*He drops his arms to his lap and nods his head from side to side as he says...*) we'll have to sing it again then won't we ó whoops!
(*Swing right arm and kick right leg*)

MUSIC CUE 13e: GHOSTBUSTERS

There's something strange in the neighbourhood
Who you gonna call?
Ghostbusters! *GHOST 2 enters SR*
(*Swinging right arm*) Yeah

There's something weird and it don't look good
Who you gonna call?

Ghostbusters!
(Swinging right arm) Yeah

(Rising from the log) What was it? A ghost?

GHOST 2 remains on stage behind the log

Let's have a look (*"Timped" TipToes. He circles the log clock wise, GHOST 2 follows*)

No, there's no sign of a ghost! (There is!) Oh, no there isn't!! etc:
ending with "Well what was it?"

GHOST 2 comes round to the front and taps HERMAN on the shoulder, as he turns The GHOST gets the bigger shock and letting out an enormous scream exits SR. HERMAN looks at The AUDIENCE.

HERMAN: Charming!!

The PRINCE enters SL and MUDDLES enters SR.

We won't have any more trouble with ghosties and ghoulies 'o I sorted them!.

PRINCE: Well done, Herman. Now come on, we must find Snow White!

MUDDLES: But we've looked everywhere!

Enter LOOPY, behind THE PRINCE he taps him on the back.

PRINCE: Ah! Who can this be?

MUDDLES: He's a funny little person, isn't he?

PRINCE: And you know what little people are - don't you, Muddles?

MUDDLES: ...Er...Not very tall?

PRINCE: No! He must be one of the Seven Dwarfs!

LOOPY nods with great self-importance.

PRINCE: What's your name, little fella?

LOOPY shrugs hopelessly.

HERMAN: Won't you tell us?

LOOPY nods and points at his mouth.

PRINCE: Can't you speak?

LOOPY shakes his head.

MUDDLES: The Dwarfs sent a messenger who can't speak? And people call me stupid!

PRINCE: Do you know where Snow White is?

LOOPY nods.

Has something happened to her?

LOOPY Nods.

Is she alive?

LOOPY makes a "sort of" gesture.

MUDDLES: How can she be "sort of" alive?!
LOOPY scratches his head and mimes "The Sleeping Death"...(This means putting his arms out in front of him as if in a trance/sleep walking).

HERMAN: Oh no, it's the Sleeping Death!

MUDDLES: I think it's spread to the audience!

HERMAN: The Queen must have got to her.

PRINCE: The only way we'll understand all this is to find her. Little man, will you take us to Snow White?

LOOPY nods and, indicating that they should follow him, exits.

Thank goodness! At last there's someone who knows where we're going! Muddles, you come with me. Herman, you find the Queen and see if you can delay her. Buy us some time! Come on, men! We must save Snow White!

THE PRINCE and MUDDLES exit after LOOPY, HERMAN goes in the opposite direction.

MUSIC CUE 13f: SCENE CHANGE (INSTRUMENTAL)

LX CUE 33: BLACKOUT

CLOTH/TABS OUT

LX CUE 34: LIGHTS UP REVEALING...

SCENE TWELVE: THE HEART OF THE FOREST

SNOW WHITE lies on a rustic bier: The DWARFS are gathered round her.

PROF: She looks so peaceful...it was a good idea to bring Snow White out here into the forest.

GRUMBLY: Of course it was a good idea - I thought of it!

SNOOZY: I enjoy a good snooze myself...but I do wish Snow White would wake up.

PROF: But there's no sign of a Prince, if he doesn't show up soon one of us will have to kiss her.

CHEEKY: Now you're talking! I'm ready, willing and ever so able!

PROF: Not you, Cheeky or you're a bit too enthusiastic.

SNIFFLY: I could try, I suppose...Ah..Ah..choo!! (*Wipes his nose on his sleeve*)

PROF: I don't think you're the right man for the job, Sniffly...how about you, Blusher?

BLUSHER: Oh, I couldn't! I'd be far too embarrassed!

GRUMBLY: If anyone's going to kiss her, it should be me!!

CHEEKY: You, Grumbly!?! (*Laughs*)

GRUMBLY: Why not? I was her favourite, you know!

PROF: Alright...give it a try...

BLUSHER: I can't look! I can't look!

BLUSHER hides behind the other DWARFS as GRUMBLY, somewhat hesitantly, kisses SNOW WHITE.

BLUSHER: Well, what happened?

PROF: Nothing, I'm afraid...nice try, Grumbly.

From offstage the voice of The PRINCE is heard..."Come on, Muddles - we're nearly there!" LOOPY enters followed by The PRINCE and MUDDLES.

PROF: Loopy! You've brought us help! I knew you could do it! Well done, my boy!!

LOOPY pulls The PRINCE forward as MUDDLES moves to SNOW WHITE's side.

PROF: Who is this young man?

PRINCE: My name is Lorenzo sir, Prince Lorenzo of Lombardy.

The DWARFS all bow.

MUDDLES: I think we're too late, your highness! Feel her hand. She's as cold as ice!

The PRINCE goes to SNOW WHITE's side.

PRINCE: I fear you're right, Muddles. My dear Princess...

MUDDLES: Isn't there anything we can do?

PROF: Actually, your highness, I believe that Snow White could be wakened by "Love's First Kiss". I know that Grumbly's kiss didn't work...but if you were to try...

MUDDLES: Go on, Lorry...go for it!

PRINCE: From the moment I saw her I have dreamt of kissing these lips. Now I shall do so for the first, and I fear, the last time.

The PRINCE kisses SNOW WHITE. At first there is no reaction: general disappointment. As The PRINCE turns to go...

MUSIC CUE 13g: THE AWAKENING (INSTRUMENTAL)

LX CUE 35: THE STATE SLOWLY BRIGHTENS

SNOW WHITE stirs.

SNOW WHITE: Oh...what's happening? What am I doing here?

PRINCE: Snow White, you're alive!

General celebration.

GRUMBLY: It was really my kiss that did it ó it just took a while to sink in.

SNOW WHITE: Lorenzo...is it really you?

PRINCE: Indeed it is, your highness! And I swear I'll never leave you, ever again!

MUDDLES: Ah! Wasn't that lovely - I do like a happy ending!

Enter HERMAN followed by The VILLAGERS and CHILDREN.

HERMAN: Take cover!! Take cover!!

MUDDLES: What's the matter, Herman?

HERMAN: The Queen's on her way here, that's what's the matter! And she's in a filthy mood!

SOUND CUE 11: THUNDER

LX CUE 35: FLICKER

HERMAN: She's on her way!

PRINCE: Don't worry, Herman - if The Queen sets foot around here, I'll deal with her! *(Draws his sword)*

MUSIC CUE 13h: QUEEN'S ENTRANCE (INSTRUMENTAL)
LX CUE 36: THE STAGE DARKENS DRAMATICALLY

IVAN and MUDDLES lead SNOW WHITE DR. The PRINCE remains DSC. Enter The QUEEN DL.

PRINCE: Stay where you are! If you so much as touch Snow White - I shall kill you!

THE QUEEN: You pathetic princeling! You can't hurt me!!

She gestures at him - if possible a Flash/Pyro DSC would be good here - in any case PRINCE LORENZO drops his sword, as if it had suddenly become red hot. He staggers back and is comforted by SNOW WHITE.

THE QUEEN: For I am all-powerful, as you can see! What a motley crew you have on your side, Snow White. Seven people of restricted growth, a wimpy Prince, an overweight oaf of a world's unfunniest jester!

MUDDLES: I resemble that remark!

THE QUEEN: None of you will be missed! so prepare to meet your doom!

MUSIC CUE 13i: FAIRY ENTRANCE (INSTRUMENTAL)

Enter FAIRY GOODHEART.

FAIRY: Stay! You shall not harm my good friends here...
I will stop your schemes and cast out fear!

THE QUEEN: Who cares what you say, you foolish fairy!
My magic's stronger - you'd best be wary!

FAIRY: No matter how you rave and curse
Each evil spell I shall reverse!

THE QUEEN: It'll take more than your puny skills
To beat me in a battle of wills...!

MUSIC CUE 13j: SPELL FIGHT (INSTRUMENTAL)

As The QUEEN and FAIRY GOODHEART begin their "Battle of Spells" the light fades and brightens accordingly. (At first the darkness is predominant, but light finally triumphs),

THE QUEEN: By the black of the night...by raven and crow...

Lords of the Underworld - make evil grow!

LXCUE 37: STATE DARKENS.

FAIRY: By the light of the day...by the unicorn and dove...
Let all the Heavenly Host - fill the world with love!

LX CUE 38: STATE BRIGHTENS.

THE QUEEN: Away with goodness, sweetness and light!
Help me destroy the forces of right!

LX CUE 39: STATE DARKENS.

FAIRY: Away with evil, wickedness and spite!
We all defy you! We'll fight the good fight!!

LX CUE 40: STATE BRIGHTENS.

FAIRY GOODHEART encourages The VILLAGERS, and The AUDIENCE, to join in with her responses.

THE QUEEN: Black of night!

LX CUE 41: STATE DARKENS.

FAIRY/ALL: Light of day!

The VILLAGERS begin to advance slowly towards THE WICKED QUEEN.

LX CUE 42: STATE BRIGHTENS.

THE QUEEN: Evil! Evil! Evil!

LX CUE 43: STATE DARKENS.

FAIRY/ALL: Good! Good! Good!

LX CUE 44: STATE LIGHTENS.

THE QUEEN: Lies! Lies! Lies!

LX CUE 45: STATE DARKENS.

FAIRY/ALL: Truth! Truth! Truth!

LX CUE 46: STATE LIGHTENS.

THE QUEEN: Dark! Dark! Dark!

LX CUE 47: STATE DARKENS.

FAIRY/ALL: Light! Light! Light!

LX CUE 48: STATE LIGHTENS.

THE QUEEN: Dark!!

LX CUE 49: STATE DARKENS.

FAIRY/ALL: Light!!

LX CUE 50: STATE LIGHTENS.

THE QUEEN: Dark!!

LX CUE 51: STATE DARKENS.

FAIRY/ALL: Light!!

LX CUE 52: STATE LIGHTENS.

As the lights achieve their brightest possible state The WICKED QUEEN is "blinded" and exits...defeated. ALL cheer.

SNOW WHITE: Has she really gone?

PRINCE: It certainly appears so...

HERMAN: It's too good to be true...

MUDDLES: And it's all due to Fairy...er...er...Fairy Liquid, here!

ALL applaud and congratulate FAIRY GOODHEART.

FAIRY: No...please, please - your thanks should really go
To all the girls and boys for helping me so...

As FAIRY GOODHEART exits...ALL applaud The AUDIENCE.

PRINCE: Snow White, will you do me the honour...of becoming my wife?

SNOW WHITE: ...With the greatest of pleasure!

As SNOW WHITE and The PRINCE embrace...ALL cheer.

MUDDLES: Isn't that great!? And I can be best man!

HERMAN: I wanted that job!

MUDDLES: You couldn't be best anything, Herman!

SNOW WHITE: That's not fair, Muddles - he was very brave to disobey The Queen! I'd like you to give me away, Herman...will you?

HERMAN: I'd be 'ighly 'onoured, your 'ighness!...Ooh, dear - I've gone all unnecessary now...*(Blows his nose)*í excuse meí

A tearful HERMAN exits.

MUDDLES: Of course, I'll still be your Court Jester, your highness.

PRINCE: I'm afraid that position is already taken, Muddles.

MUDDLES: You've got a new Jester? Who?!

PRINCE: Why, Loopy of course!

LOOPY celebrates: ALL cheer.

MUDDLES: Loopy?! What am I going to do?

PROF: Wellí if Loopy's leaving usí we'd have a vacancyí ?

MUDDLES: Oh wellí if you can't beat 'em - join 'em!

MUSIC CUE 13k: DWARFS EXIT (INSTRUMENTAL)

MUDDLES drops to his knees and joins the end of the line as The DWARFS exit.

PRINCE: And of course, - we'd like to invite all our friends in the village, too!

ALL cheer.

MUSIC CUE 14: COMPANY NUMBER

LX CUE 53: BLACKOUT

CLOTH/TABS IN

LX CUE 54: LIGHTS UP REVEALINGH...

SCENE THIRTEEN: THE ROAD TO THE CASTLE

Enter MUDDLES.

MUDDLES: Hiya, kids! Well, what a great ending. The Prince is going to marry Snow White, The Wicked Queen's been banished ó and I'm an honorary dwarf! Now, we've got some very special people in tonight, so when I call out your names, will you give me a big òHiya Muddlesó? *(MUDDLES reads out the names of any groups/schools/families/ who are in The AUDIENCE)* And now that there's no-one about, I'm going to sing a song. Would you like that? *(Yes!)* Hit it!

MUSIC CUE 14a: MUDDLES' INTRO (INSTRUMENTAL)

As he is about to sing, HERMAN enters.

HERMAN: Stop! You can't sing that.

MUDDLES: Why not?

HERMAN: Erí because I want to!

MUDDLES: Well why don't we sing it together and get everyone to join in. Will you join in? Will you?...*(Yes!)* ...Great! I've even had the words written down to help you...

MUSIC CUE 15: THE SONGSHEET.

The SONGSHEET is flown in...(If you do not have flying facilities this could be carried on by two members of The CHORUS).

MUDDLES teaches The AUDIENCE the song and gets them to sing it. There could then be a competition with HERMAN leading one side of the audience, and MUDDLES leading the other. The M.D., asked to judge, usually has the good sense to declare it a draw! However it should traditionally finish with: "One last time, everybody sing, and this time let's really raise the roof!"

At the end of THE SONGSHEET, MUDDLES and HERMAN exit:

LX CUE 35: BLACKOUT

CLOTH/TABS OUT

LX CUE 36: LIGHTS UP REVEALING...

SCENE FOURTEEN: THE ROYAL WEDDING - WALKDOWN

MUSIC CUE 15a: WALKDOWN (INSTRUMENTAL)

The CHILDREN are set on stage before the curtain/front cloth opens. They bow and then gesture with their on-stage arms, thereby heralding the entrances of the rest of the cast. Each actor enters from alternate US entrances, briskly making their way DSC and with a flourish, bow to the audience. The arm gesture made by the on-stage company should be choreographed so that the arms all go up together, and sweep DS at the same time and at the same speed as the actor. When the actor bows the arms should drop. As each actor is completing their bow, the next actor should be starting to enter, so that he is in view just as the first actor is coming up out of his bow. After their bow, the actor should step backwards and to one side to make way for the entering actor, joining in the gesturing for their fellows, and taking up a position which will allow the formation of the final line-up to happen without anyone having to cross each other.

The CAST should enter in the following order, from alternate sides,

CHORUS

TOM BOWLER

FAIRY GOODHEART

THE SEVEN DWARFS

HERMAN THE HENCHMAN

THE WICKED QUEEN

MUDDLES THE JESTER

MUDDLES: Three Cheers for Snow White and Prince Lorenzo. Hip Hip!! Etc

MUSIC CUE 15b: WEDDING MARCH (INSTRUMENTAL)

SNOW WHITE and PRINCE LORENZO

After SNOW WHITE and PRINCE LORENZO have taken their bows, the principal actors should form a line across the stage, the Chorus should do the same behind them, possibly on a higher level, and the children should move to the highest level, so that the full company are visible. The down stage line should feature the actors who came down last in the middle, and preferably be alternate male/female. The full company (taking their lead from the DSC actor down stage centre) should bow together twice (or more or less depending on Audience reaction). As the applause subsides...

FAIRY: So...our tale has ended - our story is done

TOM: We hope you've enjoyed all the thrills and the fun.

PROF: We thank you all for coming to our pantomime

MUDDLES: It's my one and only chance to say a bit in rhyme!

HERMAN: We've let The Queen back - but if she's bad again...

THE QUEEN: They're going to make me live in a country without any men!!

SNOW WHITE: Good's triumphed over Evil - we have nothing to fear!

THE PRINCE: So we wish you all...a Very Happy New Year!"

MUSIC CUE 16: FINALE

There should be one final bow.

MUSIC CUE 16a: PLAYOUT (INSTRUMENTAL)

The cast wave as the final curtain descends.

THE END

SUGGESTED SONGS AND UNDERSCORING

The choice of music for the show is entirely up to you*, but to help we've made some suggestions. The numbers correspond with the Music Cues in the script. The songs in bold are the ones we've tried and tested the most, and which we think work best. It is these songs plus lyrics that are included in the Music Packages (see page 5). An alternate song is sometimes suggested should you not wish to use our choice. The entire score, including all the instrumental music, is available in Music Package 2.

*Not strictly true! The Disney catalogue and the songs of Abba are not able to be performed.

ACT ONE

Cue	Song/Music (Composers)	Performer(s)
1	Overture	Instrumental
1a	Queen's Entrance	Instrumental
1b	Mirror Motif	Instrumental
1c	Queen's Exit	Instrumental
1d	Fairy Entrance	Instrumental
2	“Can't Stop The Music & Brand New Day” (Moralli & Vandross) <i>(alt. “The Good Old Bad Old Days (Bricusse/Newley))</i>	Snow White/Chorus/ Children
2a	Fanfare	Instrumental
2b	Muddles' Exit	Instrumental
3	“Someone Like You” (Bricusse/Wildhorn) <i>(alt. “With You On My Arm (Herman))</i>	Snow White/Prince
3a	Scene Change	Instrumental
4	“Big Spender” (Coleman/Fields) <i>(alt. “Bad” (Jackson))</i>	The Queen
4a	Fanfare	Instrumental
4b	Fanfare	Instrumental
4c	Scene Change	Instrumental
5	“Little People” (Boublil/Schonberg)	The Dwarfs
5a	Dwarfs Mining Song	Instrumental
6	“Little People” (Boublil/Schonberg)	The Dwarfs
6a	Queen's Entrance	Instrumental
6b	Mirror Motif	Instrumental
6c	Queen's Exit	Instrumental
6d	Fairy Entrance	Instrumental
6e	Fairy Exit	Instrumental
7	“Thriller” (Temperton)	The Queen/Ghouls
8	“Little People” (Boublil/Schonberg)	The Dwarfs
9	“The Best Of Times” (Herman)	Snow White/Dwarfs/

ACT TWO

10	Entr'acte	Instrumental
10a	Fairy Entrance	Instrumental
10b	Fairy Exit	Instrumental
11	“A Woman's Touch” (Fain/Webster) <i>(alt. “A Wonderful Day Like Today” (Bricusse/Newley))</i>	Snow White/Dwarfs
11a	Dwarfs Exit	Instrumental
11b	Queen's Entrance	Instrumental
11c	Mirror Motif	Instrumental
11d	Transformation	Instrumental
11e	Queen's Exit	Instrumental
11f	Fairy Entrance	Instrumental
11g	Fairy Exit	Instrumental
12	You're Beautiful (Skarbek/Ghost) <i>(alt. “Back For Good” (Barlow))</i>	Prince
13	“Ghostbusters” (Parker)	Muddles/Herman/Prince
13a	“Ghostbusters” (Parker)	Muddles/Herman/Prince
13b	“Ghostbusters” (Parker)	Muddles/Herman/Prince
13c	“Ghostbusters” (Parker)	Muddles/Herman/Prince
13d	“Ghostbusters” (Parker)	Muddles/Herman
13e	“Ghostbusters” (Parker)	Herman
13f	Scene Change	Instrumental
13g	The Awakening	Instrumental
13h	Queen's Entrance	Instrumental
13i	Fairy Entrance	Instrumental
13j	Spell Fight	Instrumental
13k	Dwarfs Exit	Instrumental
14	The Best Of Times (Herman) <i>(alt. “It's Not Where You Start (Coleman/Fields))</i>	All on Stage
14a	Muddles' Intro	Instrumental
15	“Amarillo” (Greenfield/Sedaka) <i>(alt. Old MacDonald Had A Farm)</i>	Muddles & Herman
15a	Walkdown	Instrumental
15b	Wedding March	Instrumental
16	Reprise Cue 14	Full Company
16a	Playoff	Instrumental

Please note that all the music you use in your production (unless it is entirely original, and written by you) is subject to copyright regulations. This means you have to inform PRS (the Performing Rights Society) what music you are using, the approximate length, and the composer/lyricist, thus ensuring that these people or their estates gets the royalties due.

CHARACTER DESCRIPTIONS AND CASTING TIPS

Snow White: The heroine of this show is crucial; despite her innate goodness it is essential that she does not come across as simpering and wimpish. The actress cast in this role should be sweet and pretty, as she must compare well with the beauty of the evil Queen, though Snow White's beauty should definitely be of the wholesome, natural kind. She should also look young, and have a very sympathetic manner - she manages to charm gruff characters like Herman and Grumbly. She will also need a strong singing voice.

Morgiana - The Wicked Queen: This is perhaps the best "villainess" role in any pantomime. It is a great part for a glamorous, mature woman; in various professional productions we have been fortunate enough to have actresses like Kate O'Mara, Millicent Martin and Anita Dobson play Morgiana - all very differently, but each one with great style and stage presence. I think that is very important for her not to be played as a hideous witch - after all The Magic Mirror does think, at first, that she is "The Fairest in the Land". It is only the advancing years that cause her to be removed from first position, and this explains her jealousy of, and hatred for, Snow White. A strong actress, capable of controlling the audience's booing - which she will undoubtedly get - is the prime consideration but a good singing voice and some dance skills will help! If you have some good dancers among your male chorus, the number The Queen sings with her Guards can be one of the highlights of the show.

Herman - The Henchman: This part can be played in a variety of ways, and in fact, much will depend on the personality and physical traits of the actor himself. Although he is the Wicked Queen's right-hand man, it is essential to the plot that he is not without a heart of gold, and this reluctance to do all her bidding can give a comic dimension to the part. Herman can be played as a rather brainless brute of a man, always half a step behind the Queen's quick thinking; or to the other extreme, as a cunning obsequious man whose pretence at innocence is just one of his ploys to play the whole situation to his own advantage. He should inspire ridicule and also fear in the villagers, but mostly ridicule! The Queen has seen through him years ago, but finds him a useful tool for her schemes. To Snow White, who sees the best in everyone, he must display a quite genuine fatherly affection, once you get through the gruff exterior. The actor playing this part needs to have a good one-to-one rapport with the audience, but be able to cope with, and control, the hisses and boos he will clearly inspire. A comic quality in his appearance is a great advantage.

Fairy Goodheart: This part could be played by a pretty, young girl but I think it works best played by an older, "mumsy" type; this gives a better contrast with the glamorous, evil beauty of The Wicked Queen. Whoever plays this role will need to be a strong actress as she will have to lead the scene where Morgiana is finally vanquished.

Muddles - The Jester: Muddles can be played by an actor of any age...but as he is a very lively, bouncy person, he is probably better young rather than old. He will need great energy, charm and an ability to talk directly to the audience. He is a very sympathetic character and his devotion to Snow White should be of a brotherly, "loyal best friend" kind, rather than the doomed, romantic longings of Buttons for Cinderella.

Prince Lorenzo: At first glance as typical a "Pantomime Prince" as you can imagine, who should look as handsome as possible, whether played by a man or a woman - it is important that we should see why Snow White falls in love at first sight! A good singing voice is important, but so is some comic ability, for his scenes with Muddles.

Tom Bowler - The Innkeeper: Not a large role but worth playing by a good, older, character actor who doesn't need particular musical skills. Tom is blunt, outspoken and fearless in his defence of Snow White.

The Seven Dwarfs:

The Disney Corporation strenuously defend their copyright to "Snow White and The Seven Dwarfs" so you will find the names, and characteristics, of The Dwarfs, are similar to those in the cartoon version, rather than identical. In our experience, the children in the audience readily accept this.

Prof: The leader of the pack needs to be the best actor available. Prof is the most sensible of them all and his inability to control "the Seven" is caused more by their incompetence than his. He needs to have a slightly fussy, pompous side to him - a bit like Arthur Lowe in "Dads Army"! His biggest problem is...

Grumbly: Always complaining, chauvinistic, blaming everyone else...the nice side of Grumbly's nature is only shown when he warns Snow White not to let anyone in the cottage and claims to be her favourite.

Loopy: Although Loopy does not speak, he is often the audience's favourite. Obviously a talent for mime, and physical skills, are important but charm is the crucial quality. Think "Harpo Marx" and you won't go far wrong!

Cheeky: Thinks he is a real ladies man ó but there should be a basic innocence that stops him being offensive..

Sniffly: An ability to sneeze will help!

Snoozy: An ability to speak audibly while yawning will help!

Blusher: An ability to appear terminally shy will help!

COSTUME DESCRIPTION

Because most people are familiar with the cartoon version of Snow White, it's not a bad idea to adopt a similar look as inspiration for the pantomime. I call this style "Tyrolean Tudor"! - basically late medieval, with slashed sleeves and high collars, brightly coloured velvet bodices and rustic braids and trimmings.

Morgiana - The Wicked Queen: She has to combine evil with glamour - quite a challenge for the costume designer! The choice of colour can help a lot. I like to use black stretch velvet for Morgiana's basic costume, with perhaps another version in purple, and a high collared flowing over-gown. You may like the idea of a tight fitting black velvet hood topped by a spiky crown. However you design the costume, the Queen must look (almost) as beautiful as Snow White for the story to work, so it's important to find a costume that flatters the actress, maybe contrasting her more mature glamour with Snow White's youthful prettiness. The Queen will also require an "old crone" disguise costume, which must look convincing enough for Snow White to be taken in by it, but not so effective that the audience gets confused! A long black cloak, maybe over a grubby white apron, a black hood over a mob cap with false grey hair attached, and even a half mask incorporating a hooked nose should do the trick - perhaps you can arrange things so that The Queen is able to throw off the headwear at the end of the scene after she has "killed" Snow White in case the audience haven't realised who she is!

Snow White: I use a blue velvet bodice, laced at the front and decorated with braid, with a bright yellow full skirt and slashed puffed sleeves, again in blue and yellow, and a stand-up white collar. For the Finale/Wedding she could have a full-length brocade dress, and a crown as befits a royal princess!

Prince Lorenzo: The handsome hero, whether played by a boy or a girl, should look every inch a prince! I usually put him in a heavy brocade and velvet tunic with a sword belt, the ubiquitous tights and knee length boots, and perhaps a feathered hat. A short cloak fastened to the back of the tunic is a good idea.

Muddles - The Jester: Muddles, the main comic character, should look as silly as possible. A parti-coloured tunic in bright colours (red and yellow or blue and yellow), perhaps with bells on; a pair of parti-coloured tights and some pointed toed boots - or even D.M.s and possibly a baseball cap!

Herman - The Henchman: This character is the villain with a soft heart- and a comically stupid streak too. In the past I have used a variety of different types of costumes for Herman, all have worked well. If you want to emphasise the big, dopey aspect of the character, you could give him a chunky suede jerkin with studs, leggings and boots... Alternatively, we have played him like a failed Richard III, with black bobbed wig, black velvet tunic with built-in hump (lots of comic possibilities here!) black tights and boots.

Fairy Goodheart: An archetypal fairy who, depending on her age and figure, can be dressed in a silver or white tu-tu, or in a less revealing gauzy dress and headdress.

The Voice of the Mirror: The costume for this character will depend very much on how you decide to work the Magic Mirror, but whatever you do you will probably find that with dim atmospheric lighting, will never be fully seen. The spirit can wear a long grey cloak, and

possibly a mask and hood. Don't forget that The Voice tells the truth and isn't evil, so go for mysterious rather than frightening. Aim for other-worldly and unhuman.

The Seven Dwarfs: You will probably need to use children to play these parts, and the problem then is to make them look like funny little adults. You should use padded tummies under belted tunics, which instantly changes the body's proportions. Underneath they could wear brightly coloured tracksuit bottoms into ankle boots. False grey beards help to age them. They could have bright pointed hats. It's a good idea to choose a specific colour scheme for the dwarfs, to make them instantly recognisable - maybe all primary colours, or all in shades of red, orange and yellow etc.

Tom Bowler: A costume much like the male villagers with an apron.

Villagers: The "Tyrolean-Tudor" theme can be very attractive for the villagers - the girls could wear bright, full skirts trimmed with coloured braid, white blouses, and maybe black velvet bodices trimmed with coloured braids or ribbons. The men can wear waistcoats over full-sleeved white shirts, corduroy breeches reaching just below the knee, over long white socks and buckle shoes. The children could wear small versions of the same costumes.

Courtiers: These are the Courtiers of the Wicked Queen, so their costumes should relate to hers a little - they are also nobles, so should look quite grand. Perhaps the men and boys could wear black or grey tabards or velvet tunics, with a royal emblem appliqued on. The ladies could wear full length grey or black gowns, trimmed with fur, and tall medieval headdresses.

Guards: Try to make these men look formidable and menacing. Suede or leather jerkins and arm bands, black leggings into boots, and helmets with nose-pieces would be good.

Woodland Animals: These are the creatures that befriend Snow White, and so should look sweet and cuddly. Any animal will do - so let your imagination run wild, or see what you've got in stock! I use fur fabric costumes with hoods and ears and tails. If you do all-in-ones, don't cover the soles of the feet otherwise they'll slip and slide all over the stage. Some animals look best with legs in brown tights. If you have the time and the helpers, you could go to town and make masks.

Ghouls: These creatures need to look quite scary and you may choose to do this scene in UV lighting, which will affect the way you design the costumes. I usually put half the dancers in skeleton costumes - you can do very effective bones using white UV paint on black lycra all-in-ones, a skeleton mask and shaggy green wig. The others characters can be ghostly creatures - were-wolves in masks, fur waistcoats, and fur-patched trousers, or even white-robed ghosts. The local joke-shop or fancy dress shop will have lots of "horror" masks to inspire you, and you can always add UV paint to customise them.

Forest Sprites: These are kindly spirits, and can reflect the greenwood in their costumes. They could wear green stretch leotards, with floaty bits of chiffon attached, green tights, and green leafy headdresses. You could even give them green face-paint, or a green half-mask. Don't forget to check with the choreographer before you go too far, you won't want to restrict the dancer's movements.

A General Point About The Finale: The Finale, or Walkdown as some people call it, is a traditional feature of pantomime, and should be included if budgets will stretch that far. Sometimes the finale forms an essential part of the plot - for example, the wedding of the hero and heroine. However, more often than not it is seen as an opportunity to show off

another set of costumes, which exceed in glamour, inventiveness and splendour those which have gone before! If budgets are tight, you may decide to do without a full-scale change of costume, preferring to make additions to the actor's working costumes. You will find that a very acceptable end to the show can be provided by giving the principal characters a glitzy cloak, or a smart hat to take their bow in. If you choose to do a full-scale finale, the usual way is to give each character a more splendid version of their main costume, often following a general colour theme - all in red and gold, or blue and silver, for example.

Happy sewing!

HELGA WOOD
Costume Designer

SCENERY AND PROP SUGGESTIONS

This section is intended to serve as a guide for the Stage Manager, Producer, and Designer. Please don't treat our recommendations as either essential or exhaustive, they are intended as a starting point. It is far better that you make the production your own, and unique to yourselves. So just because we've said you need a certain prop, or that some scenes should be in front cloths while others should be full stage, don't assume that that has to be. Only you know your capabilities in terms of facilities, budgets and staffing - so stick to what you know you can achieve. Although there seem to be a lot of scenes it would be perfectly feasible to use a basic "Woodland" set for scenes 1, 7, and 12, adding different cut-out flats as required. The pantomime will work however you set it, and on whatever scale you and your fellows are comfortable at. So don't be fazed by the following...

PROLOGUE, SC 6 & SC 9: THE MIRROR CHAMBER

The Prologue should be played in a frontcloth of a mysterious, castle interior if one is available. Failing that use tabs. What is an excellent, and easy, effect to achieve is "The Magic Mirror". This can be based on a small truck base about 4'wide and 3'deep; on the front of this is mounted a flat about 7' tall, ideally shaped like a gothic arch. It has a centre panel, the shape of the mirror face, cut out and replaced by gauze - very minimally painted. By placing a small spotlight on the truck behind this the "Mirror Face" will only be visible when this spot comes on: when the lighting is from the front it will be invisible. We actually use a giant foam rubber face whose lips are moved by a member of the crew, though it would work equally well if a costumed actor was used.

Props: Fairy's wand

The Magic Mirror

SC 1: THE VILLAGE OF MUCH SNORING

This should be a full-stage setting, the usual village-green type set with a flat or flats representing the exterior of Tom Bowler's inn to one side. It is quite fun to call the inn "The Queen's Head" with a painting of The Wicked Queen on the inn sign.

Props: Snow White's basket
Herman's proclamation (Scroll)

2 x pikes (The Guards)

SC 2 & SC 13: THE ROAD TO THE CASTLE

If you have a suitable front cloth, hopefully showing a distant castle, use it for these scenes. It would be quite acceptable to use the same cloth as Scenes 4 and 11 - people will just need to point offstage when talking about the castle. If no cloths are available use tabs.

SC 3 & SC 14: THE GREAT HALL OF THE CASTLE

This should be a full stage scene of an imposing castle interior, using cutcloths or flattage. On the other hand you could do it much more simply using draped tabs and various dressings - flaming torches, braziers etc. Upstage a rostrum, or better still a run of rostra, with a set of treads leading up to it; The Queen's throne stands on this.

Props: The Queen's throne

SC 4 & SC 11: THE EDGE OF THE FOREST

Another frontcloth scene showing a woodland scene; if using tabs use some cutout tree flats to make it look different.

Props: Tree stump (For Snow White to sit on) Herman's dagger

SC 5: THE DIAMOND MINE

Can be as complicated, or as simple, as space and budgets allow. Cutout rock flats, liberally sprinkled with glitter look good and a loop of hurricane lamps helps give the feeling of a mine. Our "diamonds" were simply chunks of polystyrene, sprayed silver and covered with silver glitter. The safe is a simple box shape, backed with black material; it is set to one side, so that Loopy can Exit from it unseen by the audience.

Props: Dwarfs' shovels and picks Loopy's wheelbarrow
The safe and key Diamonds
Alarm clock Sniffly's hanky with a hole in it

SC 6: THE MIRROR CHAMBER

As The Prologue.

Props: Herman's bloodstained knife and bloodstained thumb bandage

SC 7 & SC 12: THE HEART OF THE FOREST

A fullstage woodland setting, using cutcloths or flattage. Our version has a gauze backcloth which we bleedthrough to show a cutout flat representing the outside of The Dwarfs' cottage - a good effect but not essential.

SC 8 & SC 10: THE DWARFS' COTTAGE

In some ways the most important set of all. It can be placed centre, within the Forest set, to give the feeling of a tiny house in the middle of a forest. Scale is obviously the most important thing here and we found that making the furniture smaller than would be really practical - our Dwarfs' beds were only about 3'6" long - helped a lot. A stone fireplace with a "flickering flame" effect creates a cosy, homely look. If you have the chance to make an upper level as the dwarfs' bedroom this looks good but is not necessary. Be imaginative with your set-dressings - pictures, mugs, plates etc can all add hugely to the magic of the little people's home.

Props: Table, chairs, stools Alarm clock
Dwarfs' shovels and picks Broom, mops, dusters, buckets etc

SC 9: THE MIRROR CHAMBER

As Scene 6. The cauldron can be mounted on a tripod. The ingredients for the magic potion, are brought on from offstage.

Props: Large cauldron Large Spell Book (With lyrics in!)
2 x goblets (One for The Queen's "double") Spell ingredients (See lyrics)
The spell ingredients should all be õpanto-sizedö - and fun to make!. To avoid spoiling don't bother with real liquids - paint/colour the inside of glass bottles/jars and mime pouring.

(Making a butterfly with velcro, detachable wings is well worth doing for the reaction it gets when they are ripped off!)

SC 10: THE DWARFS' COTTAGE

As Scene 8. The cottage should be considerably neater than in the previous scene showing the influence Snow White has already had.

Props: Basket of apples
Magic apple

Seven hankies, linked together
Pair of trousers, needle, thread

SC 11: THE EDGE OF THE FOREST

As Scene 4.

SC 12: THE HEART OF THE FOREST

As Scene 7 but with the addition of Snow White's bier. It is good if this looks as rustic as possible - as if The Dwarfs had carved it themselves. We used some branches to form a kind of canopy at the head end, then put white Christmas tree lights among them which lit up at the magic moment when Snow White wakes up - simple, cheap and it looks great!

Props: The bier

Lorenzo's sword

SC 13: THE ROAD TO THE CASTLE

As Scene 2.

Props: The Songsheet

SC 14: THE ROYAL WEDDING

As Scene 3. Though this could be a different setting, if one is available, it can easily be staged in the same set as Scene 3. Use drapes, chandeliers, urns on plinths etc to create a feeling of luxury and grandeur. A run of rostra upstage, with treads at the centre will give everyone the chance for a real "walkdown".

SOUND EFFECTS and LIGHTING

In the script we have indicated where sound effects would be beneficial by using the common abbreviation FX, and then describing what the effect should sound like. You'll find most of what you need on the BBC sound effect discs, though some of the stranger sounds will be amalgamations of several effects. .

Basic suggestions regarding lighting states are included but there are obviously opportunities to expand these, particularly during musical numbers. There is usually a lighting designer or technician who has strong views on what can be achieved, so follow their advice. If however you do find that you are on your own, just remember the golden rule that all comedy must be lit brightly, and songs have more moody states than dialogue. Finally, always end a song with either a black-out, or a full-up.

Snow White - Sound Effects:

1. Thunder
2. Motorbike approaching and screeching to a halt
3. Alarm Clock
4. Thunder
5. Birdsong
6. Alarm Clock
7. Thunder
8. Birdsong
9. Owl Hoots
10. Ghostly Howling
11. Thunder

Although I have not included cues for Pyros/Stage Flashes, if budget allows a flash for her first ó or each - entrance of The Fairy is good.

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