

Panto Pandemonium

A magical, comic adventure story in words and music

by

Roger Parsley & Ruth Kenward

(arr. Mark Dickman)



www.starshine.co.uk

Brown Cottage, Glynleigh Road, Hankham, East Sussex, England. BN24 5BJ.
Tel: +44 (0)1323 764334 Fax: +44 (0)1323 767145 E-mail: info@starshine.co.uk

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'Panto Pandemonium' – a summary

Ben and Sarah (young teenagers – could be played by young adults) go to the theatre to see a pantomime, but the show is cancelled. Everything in Pantoland is in a mess, as the Wicked Witch has stolen the Good Fairy's magic. Ben and Sarah must help put things right! They go to Pantoland to get back the Golden Goose (from Jack and the Beanstalk) the magic slipper (from Cinderella) and Aladdin's lamp, none of which are working properly. Once the good magic is returned to these three special objects the Wicked Witch's disruption can be put to an end. The show is 'hosted' by two theatrical characters called Boo and Hiss, who interact with the audience.

CAST LIST

BEN & SARAH	(Schoolchildren or teenage students)
WICKED WITCH	
GOOD FAIRY	
SPOTTY & GROTTY	Assistants to Wicked Witch
BOO & HISS	Two redcoat-style actors
MOO & TAIL	Two halves of a pantomime cow
JACK*	(of the Beanstalk)
SEVEN DWARFS	Any size – but could be children
GIANT	(small – could be a child)
CINDERELLA	
MAGNOLIA & APPLE WHITE	The Ugly Sisters
ALADDIN*	
THE PHANTOM OF THE PANTOMIME	
ECHO	
ACTORS 1, 2 & 3	} Chorus parts, some non-speaking
PANTOLAND GIRL & BOY	
VILLAGERS 1, 2 & 3	
ORIENTALS 1, 2 & 3	
EXTRA BADDIES, PANTOLAND PEOPLE	

**The roles of Jack and Aladdin might be played by females as "principal boys"

CASTING POSSIBILITIES - The smallest possible cast (with doubles) is 13

BEN, BOO and HISS are male roles; SARAH, WITCH, FAIRY, and CINDERELLA are female roles. All others can be played by either gender.

Some doubles and trebles are possible. Here are some suggestions for multiple playing...

SARAH/DWARF/GIANT	CINDERELLA/PHANTOM/DWARF
GOOD FAIRY/DWARF	MAGNOLIA/ALADDIN/DWARF
JACK/MAGNOLIA or APPLE WHITE	APPLE WHITE/ALADDIN/DWARF
BOO or HISS/MAGNOLIA	MAGNOLIA/DWARF
BOO or HISS/APPLE WHITE	PHANTOM/ALADDIN/DWARF

Props

Sweets for Boo, Hiss, Jack, Ben & Tail	Magic wand for Good Fairy.
'Boo' and 'Hiss' signs	'Tonight's performance cancelled' notice board
7 plastic spades for dwarfs	Lamp for Aladdin
Glass slipper or shoe for Cinderella scene	Goose to fit under small giant's arm*
Two money bags	Two 'stun sticks' (black, with a red button)
24 large "gold" coins	
Referee's whistle.	

For the 'cake-making' scene: A 'magic' oven, a small table, a large bowl, a recipe book, a large pair of knickers, a watch, a calendar, an extra-strong mint for Apple White's pocket, a tin with nuts and bolts in it, a bunch of artificial flowers, two bags of crisps, a large wooden spoon, plastic ice cubes, a baking tin, and another identical large bowl containing confetti and glitter.

** The goose can be a very simple affair, but one possibility for extra fun is to arrange for the goose's neck and beak to be set up as an Emu-style glove puppet, the holder's arm going up the neck, and the beak being operated by the holder's hand. An even more sophisticated idea is to make it a remote-control automaton!*

Staging Suggestions

The setting for this musical play can be very simple. If the performance venue has curtains with a playing space in front of them, several scenes (as suggested in the text) can be played there, using the front tabs to close off the stage while set changes are made. Where there is an open stage, it is suggested that a multi-purpose setting be devised, with the Pantoland archway hidden by curtains or off-stage before it is revealed. This structure, which has the legend "WELCOME TO PANTOLAND" painted above, could be on wheels, to be brought on or turned as necessary. Any other flats might show paintings of fairy-tale castles, woods, rolling fields, etc. The rest of the stage is bare. Several characters need to "hide" onstage - therefore a lowish, free-standing flat suggesting rocks and/or bushes would be useful. Entrance/exit points at downstage left and downstage right are needed. All the action should be as continuous as possible.

CDs – what's on them?

CD 'A'	-	Vocal Demonstrations of all songs
CD 'B'	-	Instrumental Backing Tracks
CD 'C'	-	Sound Effects / Incidental Music

N.B. Director's Overview – Musical items are in black and grey strips (songs and incidental music respectively). Sound technicians' items are indented white strips.

Director's Overview

ACT ONE

A OVERTURE P.9 ☉ C Tr 1

Hiss and Boo warm up the audience, encouraging them to hiss and boo the baddies. They explain how to get sweets.

1 WELCOME / PANTOMIME! (Boo, Hiss, Cast) P.12 ☉ A/B Tr 1

Here we meet the two children/students who are expecting to see the panto - Ben and Sarah. They meet the Wicked Witch (disguised as a supply teacher). The Witch shoos the children off backstage.

1a WITCH'S THEME (long) P.15 ☉ C Tr 2

The Witch is then joined by her two assistants, Spotty and Grotty, and they sing:

2 HEAR IT FOR THE BADDIES! (Witch, Spot, Grot) P.16 ☉ A/B Tr 2

As the baddies exit after their song, Hiss and Boo reappear to berate the audience for applauding the baddies. The Phantom of the Pantomime makes its first appearance.

2a HAUNTED THEATRE MUSIC P.18 ☉ C Tr 3

2b PHANTOM MOTIF (long) P.18 ☉ C Tr 4

2c PHANTOM MOTIF (short) P.19 ☉ C Tr 5

Boo and Hiss go off to dressing rooms.

2d HAUNTED THEATRE MUSIC P.19 ☉ C Tr 6

Moo passes through, looking for Tail. Then Ben and Sarah reappear. Shortly after this they meet the Good Fairy,

2e GOOD FAIRY STING P.20 ☉ C Tr 7

who explains what's going wrong in Pantoland. The Witch has stolen her magic...

3 SPREAD A LITTLE MAGIC (Good Fairy, Panto People) P.23 ☉ A/B Tr 3

GOOD FAIRY TWINKLE P.24 ☉ C Tr 8

Ben & Sarah offer to help find three objects which have lost their magic.

GOOD FAIRY UNDERLAY P.24 ☉ C Tr 9

The Pantoland Door is revealed. The Good Fairy leads Ben and Sarah into Pantoland, where a parade brings many Pantoland characters onto the stage.

MAGIC DOOR P.25 ☉ C Tr 10

MAGIC DOOR P.25 ☉ C Tr 11

3a PANTOLAND PARADE (Dance) P.25 ☉ C Tr 12

Good Fairy leaves...

GOOD FAIRY TWINKLE P.26 ☉ C Tr 13

...and Ben & Sarah set off to help put things right. They and the Pantoland People sing:

4 WE'RE OFF! (Ben, Sarah, Pantoland People) P.26 ☉ A/B Tr 4

All exit. Hiss and Boo then return (*sweets are distributed here!*) but soon hide when...

4a WITCH'S THEME (short) P.29 ☉ C Tr 14

MAGIC DOOR P.30 ☉ C Tr 15

The Witch enters with her sidekicks Spotty & Grotty, looking for the missing children.

She reveals the fact that she has a Master Plan, and the three baddies sing:

# 5	MASTER PLAN 1 (Witch, Spotty, Grotty)	P.30	⊙ A/B Tr 5
	WITCH'S UNDERLAY	P.30	⊙ C Tr 16

We are introduced to the Stun-sticks, and Hiss and Boo are involved in a comical chase with the baddies. As they exit the scene transforms into Pantoland.

# 5a	CHASE	P.32	⊙ C Tr 17
# 5b	CHASE (Part 2)	P.32	⊙ C Tr 18
	MAGIC DOOR	P.32	⊙ C Tr 19
# 5c	TO PANTOLAND	P.32	⊙ C Tr 20

Sarah & Ben enter Pantoland. Sarah goes, Ben enters the **Jack And The Beanstalk** story.

# 5d	JACK'S ENTRANCE	P.33	⊙ C Tr 21
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First he meets Jack, whose beans didn't grow (*sweets distributed here*), then we meet the **Seven Dwarfs**, who are looking for Snow White. The Dwarfs sing:

# 6	WE'RE THE SEVEN DWARFS (Dwarfs!)	P.34	⊙ A/B Tr 6
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The Dwarfs depart – frightened by the sound of the Giant,

	GIANT'S VOICE	P.36	⊙ C Tr 22
	SEVEN DWARFS EXIT	P.36	(<i>a capella</i>)
	GIANT'S VOICE	P.36	⊙ C Tr 23
	HEAVY FOOTSTEPS	P.37	⊙ C Tr 24

Then Jack and Ben sing:

# 7	FEE FIE FO FUM! (Jack, Ben, opt. group offstage)	P.37	⊙ A/B Tr 7
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The Giant enters, and he, Jack, Ben and the Villagers sing

# 8	YOU NEVER KNOW... (Jack, Ben, Giant, Villagers)	P.40	⊙ A/B Tr 8
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# 8a	MAGIC OBJECT FANFARE	P.41	⊙ C Tr 25
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The Giant gives the Goose (*magic object no. 1*) to Ben, who passes it on to the Good Fairy.

# 8b	GOOD FAIRY STING	P.41	⊙ C Tr 26
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The Giant and Jack go off happily together, having made friends with each other. The Villagers say goodbye and Ben exits. Good Fairy comments that even in bad times good things can happen.

	GOOD FAIRY TWINKLE	P.42	⊙ C Tr 27
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Next we meet Tail, who is looking for Moo. He is followed by Spotty and Grotty.

	WITCH'S UNDERLAY	P.43	⊙ C Tr 28
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They hear Ben approach, and zap him with their Stun-sticks.

	ZAPPING SOUND	P.43	⊙ C Tr 29
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	TRANCE MUSIC	P.43	⊙ C Tr 30
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#8b	WITCH'S THEME (short)	P.44	⊙ C Tr 31
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The Witch arrives, not only delighted at her servants' capture of Ben, but also very pleased with herself, as she has zapped Sarah. Now the two children are in her power!

	TRANCE MUSIC	P.44	⊙ C Tr 32
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	LIGHTNING FLASH	P.44	⊙ C Tr 33
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The baddies end the act with their triumphal song:

# 9	THE WICKED WITCH WILL WIN (Witch, Sp, Gr, Cast)	P.44	⊙ A/B Tr 9
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ACT TWO

The second act begins with a “we’re in a mess” song sung by everyone except the Witch, Spotty, Grotty, Ben and Sarah.

10 THE INTERVAL IS OVER (Boo, Hiss, Villagers, Dwarfs) P.46 ☉ A/B Tr 10

The Witch makes a brief appearance.

10a WITCH’S EXIT (short) P.47 ☉ C Tr 34

The two children are led on, still dazed, and Spotty and Grotty gloat over their capture, but soon discover that they’ve lost their Stun-sticks, and go off to find them. Enter Hiss and Boo, who at first despair at the plight of the kids, but then Hiss finds the Stun-sticks, and the captives are released -

REVERSE ZAPPING SOUND P.49 ☉ C Tr 35

Hiss then throws the weapons off-stage

EXPLOSION P.49 ☉ C Tr 36

The kids decide to split up again and search for the other two magic objects.

11 WE’RE OFF ! (Reprise) (Ben, Sarah) P.50 ☉ A/B Tr 11

Ben and Sarah go off, and Hiss and Boo again encounter the Phantom.

11a PHANTOM MOTIF (long) P.51 ☉ C Tr 37

CREEPING MUSIC P.52 ☉ C Tr 38

We get a “behind you” scene, as the baddies – including the Phantom – creep up behind Hiss and Boo. This in turn leads to another chase.

11b CHASE P.53 ☉ C Tr 39

11c CHASE (Part 2) P.53 ☉ C Tr 40

All exit. Moo arrives, continuing his search for Tail. He recites a poem. Next we meet Spotty and Grotty, who have just been paid by the Witch. Grotty manages to cheat Spotty out of most of his earnings. Grotty distracts Spotty by suggesting they sing their song.

12 BEING BAD IS GREAT (Spotty, Grotty) P.56 ☉ A/B Tr 12

Then the Witch arrives.

12a WITCH’S THEME (long) P.57 ☉ C Tr 41

She has learned of the kids’ escape, and is furious when she also hears about the loss of the Stun-sticks. She takes the wages back, and the baddies go off in search of their lost prisoners. They exit.

12b WITCH’S EXIT (short) P.59 ☉ C Tr 42

MAGIC DOOR P.59 ☉ C Tr 43

We meet Tail, still looking for Moo. He gives the audience another opportunity to get sweets before going off on his search. Sarah enters, and soon finds herself in the Cinderella story.

12c UGLY SISTERS ENTRY P.60 ☉ C Tr 44

She meets the Ugly Sisters, who are arguing over the glass slipper. They announce that they are going to make the Prince a cake, which they do using a magic spell:

SPELL MUSIC P.64 ☉ C Tr 45

and a “Splosh” scene follows, ending with the throwing of the contents of the mixing bowl over the audience! Throughout, Cinder is bossed around by her step-sisters. The focus returns to the slipper, and Apple White and Magnolia sing their song:

13 IT’S GOTTA BE ME! (Apple White, Magnolia) P.65 ☉ A/B Tr 13

They all try on the slipper – it fits no-one! They agree to give it to Sarah.

13a MAGIC OBJECT FANFARE P.68 ☉ C Tr 46

Sarah calls the Good Fairy, and gives her the magic slipper.

GOOD FAIRY STING P.69 ☉ C Tr 47

GOOD FAIRY TWINKLE P.69 ☉ C Tr 48

13b UGLY SISTERS EXIT P.69 ☉ C Tr 49

Sarah goes off in search of Ben.

MAGIC DOOR P.70 ☉ C Tr 50

13c WITCH’S THEME (short) P.70 ☉ C Tr 51

Enter the Witch Spotty & Grotty, still chasing the kids. The Witch taunts the audience by giving the sweet-triggering phrase, then refusing to give any sweets! She goes off with Spotty and Grotty to continue with the Master Plan.

13d WITCH’S EXIT (short) P.70 ☉ C Tr 52

MAGIC DOOR P.70 ☉ C Tr 53

Ben enters, shortly followed by Tail, who sings:

14 TAIL’S SONG (Tail) P.71 ☉ A/B Tr 14

Tail leaves, then Sarah arrives.

MAGIC DOOR P.72 ☉ C Tr 54

The Seven Dwarfs turn up once more.

15 WE’RE THE SEVEN DWARFS (Reprise) (Dwarfs) P.72 ☉ A/B Tr 15

However, we can see that there are now eight of them – and their latest recruit is revealed as Aladdin.

GONG P.73 ☉ C Tr 55

Oriental people (from the Aladdin story) enter, looking for Aladdin.

15a ORIENTALS P.73 ☉ C Tr 56

Ben and Sarah tell Aladdin that they just need his lamp to complete their quest. They and the Orientals help Aladdin choose what to wish.

16 WHAT WOULD YOU WISH? (Aladdin, Ben, Sarah, Or’ntals) P.75 ☉ A/B Tr 16

16a MAGIC OBJECT FANFARE P.76 ☉ C Tr 57

Aladdin gives Ben and Sarah the lamp; Aladdin, Orientals and Dwarfs exit.

16b ORIENTALS P.76 ☉ C Tr 58

MAGIC DOOR P.76 ☉ C Tr 59

Ben and Sarah go off to find the Fairy (who has failed to appear this time), and meanwhile Moo returns to sing, after which he exits.

17 MOO’S SONG (Moo) P.77 ☉ A/B Tr 17

17a WITCH’S RETURN P.77 ☉ C Tr 60

The Witch, Spotty and Grotty bring on the Good Fairy, whom they’ve captured. The Witch summons all her baddies, and they dance menacingly as they gather together.

18 MASTER PLAN 2 - Dance (Witch, Sp, Gr, Cast) P.78 ☉ A/B Tr 18

Just as the Witch has got her troops organised, on come the kids, who show the Witch the three objects they have collected.

18a MAGIC OBJECTS RETURN P.79 ☉ C Tr 61

The witch is beside herself with rage, and is made to watch the Good Fairy being released as the magic objects are placed in a beam of light. As the third magic object is placed in the lights, the Good Fairy is magically released from capture.

18b NO MORE PANDEMONIUM P.79 ☉ C Tr 62

The Good Fairy takes over, calling all the Pantoland People to her, and replacing all the good magic.

THREE MAGIC SOUNDS P.79 ☉ C Tr 63

18c MOO & TAIL REUNION P.80 ☉ C Tr 64

Moo and Tail are reunited. The only thing left is to get the baddies into the light.

GOOD FAIRY UNDERLAY P.80 ☉ C Tr 65

Spotty and Grotty are converted to good:

18d INTO THE LIGHT (Part 1) P.81 ☉ C Tr 66

18e INTO THE LIGHT (Part 2) P.82 ☉ C Tr 67

...and then the Witch is encouraged to step into light:

19 STEP INTO LIGHT (Good Fairy, Cast) P.82 ☉ A/B Tr 19

The Witch is also apparently reformed, and the whole company go off, happy and triumphant.

19a STEP INTO LIGHT EXIT MUSIC P.83 ☉ C Tr 68

However, before she exits, the Witch makes sure that the audience knows she'll be back next year - as bad as ever!

WITCH'S UNDERLAY P.83 ☉ C Tr 69

19b WITCH'S FINAL EXIT P.84 ☉ C Tr 70

Boo and Hiss encourage the audience to sing an audience participation number and then do a birthday mentions spot.

20 SHE'S OFF – audience participation (Boo, Hiss) P.85 ☉ A/B Tr 20

21 WALKDOWN (Cast) P.86 ☉ A/B Tr 21

22 ENCORE (If needed): PANTOMIME! (Cast) P.87 ☉ A/B Tr 22

23 EXIT MUSIC P.87 ☉ C Tr 71