

Director's Overview

- SCENE 1 Two children begin their adventure, meeting an old man in a junk shop.
A TALE BEGINS (instrumental) (Ⓞ Track 1)
- SCENE 2 The Old Man tells the children about Scheherazade, reading from his copy of 'Tales of the Arabian Nights'.
SCHEHERAZADE (Ⓞ Track 2)
- SCENE 3 The Sultan used to be good, but is under a spell which has made him bitter and cruel. He takes a new bride every night, and kills her the following day.
SULTAN'S SONG (Ⓞ Track 3)
- SCENE 4 Scheherazade's Plan. She believes that she can stop the killing, and asks her father, the Vizier, to offer her hand in marriage to the Sultan.
TEARS IN THE DESERT (Ⓞ Track 4)
- SCENE 5 Dinazade, Scheherazade's sister, accompanies her to the palace. Scheherazade will tell stories to the Sultan each night, tales that are interesting enough to make him want her to tell him another the following night.
PLEASE TELL ME (Ⓞ Track 5)
- SCENE 6 The Tale of the Beggar. A beggar seems to die, choking on a fish bone. Various people think they've killed him, and try to avoid the blame.
POOR OLD MAN (part 1) (Ⓞ Track 6)
POOR OLD MAN (part 2) (Ⓞ Track 7)
GONG (instrumental) (Ⓞ Track 18)
- SCENE 7 The Tale of Ali Baba. Ali Baba discovers the magic words to enter a cave full of riches. His envious brother, Cassim, loses his life due to his greed.
ALI BABA (part 1) (Ⓞ Track 8)
ALI BABA (part 2) (Ⓞ Track 9)
GONG (instrumental) (Ⓞ Track 18)
- SCENE 8 The Fisherman's Tale. A Fisherman catches a Genie in a jar, and is persuaded to free him. The Genie shows the fisherman some strange fish with legs, who dance. The Fisherman takes the fish to a prince, and exchanges them for gold.
HEY MAN, I AIN'T A BIG FISH (Ⓞ Track 10)
GENIE WHOOSH (Ⓞ Track 19)
(used four times)
FISH DANCE (instrumental) (Ⓞ Track 11)
GONG (instrumental) (Ⓞ Track 18)
- SCENE 9 The Prince and the Stone King. The strange fish take the Prince to the sea, where he finds a King whose legs have been turned to stone by a Wicked Wizard. The Prince frees the King (and the fish) from the curse.
THE FIGHT (instrumental) (Ⓞ Track 12)
AT LAST WE'RE HOME AND DRY (Ⓞ Track 13)
GONG (instrumental) (Ⓞ Track 18)
- SCENE 10 1001 Tales – a dance, with vocal ending, alludes to the other 997 tales!
1001 TALES (Ⓞ Track 14)
- SCENE 11 Scheherazade runs out of stories, but wishes for the Sultan to be freed from the curse. The Genie, hearing her wish, duly obliges, and all ends happily.
NO MORE SONGS (Ⓞ Track 15)
THE WISHING GAME (Ⓞ Track 16)
GENIE WHOOSH (instrumental) (Ⓞ Track 19)
MAGIC ZING (instrumental) (Ⓞ Track 20)
FINALE (Ⓞ Track 17)

Please remember that all performances must be by prior arrangement with the Publishers, from whom licences must be obtained.

Director's Notes

The cast requires 9 main characters, and 24 other speaking parts. Along with parts for crowd, dancers, thieves, etc., this show may be performed with around 45 children each having a distinct role, and the chorus may be extended as required to meet the needs of much larger groups. However, the show may be put on with a total cast of only 24 with doubling up, if the same group of around 15 actors is used in every one of the three tales.

Central Speaking Parts*

Sammy	[Lots of dialogue] Girl (or boy), sister (brother) of Chris, sensible, sensitive
Chris	[Lots of dialogue] Boy, (or girl) brother (sister) of Sammy, lively, cheeky
Old Man (or Woman)	[Lots of dialogue] Slightly eccentric story-teller
Scheherazade	[Moderate dialogue] Heroine, brave, patient
Dinazade	[Moderate dialogue] Scheherazade's sister
Vizier	[Little dialogue, lots of appearances] Scheherazade's father, Sultan's adviser
Genie	Larger than life figure
Sultan	[Little dialogue, lots of appearances] Fearsome, humourless character
Shopkeeper	[Very little dialogue] Minor character, appears in the final scene

Characters From The Tales (minor roles)*

The Beggar:

Tailor, Tailor's Wife, Beggar, Doctor, Doctor's Wife, Sultan's Man, Sultan's Man's Wife, Merchant, 2 Guards, Crowd (5-10 people)

The Story of Ali Baba:

Ali Baba, Cassim, Ali Baba's wife, Chief Thief, any number of Thieves, Tree, Cave Entrance (2+ performers with large capes)

The Fisherman / Prince & Stone King

(**Genie** – see above) Fisherman, Prince, Courtiers, Stone King, Wicked Wizard, fish dancers / singers.

*Characters in **bold type** have some solo or group singing (which may be taken by the chorus if necessary.)

Other Parts (*non-speaking*) Extra performers in the Chorus dress as the Sultan's subjects. These may dance / mime during the '1001 Tales' number, and add to crowd scenes.

Props

Al's Place: General 'junk-shop' items must include: a jug with a stopper, old Persian style rug, traditional woven laundry basket, scimitar, boxes, heavy old book. An old-fashioned birdcage, peacock feathers, etc. add an oriental touch.

The Beggar's tale: An oversize fish-bone

Ali Baba's tale: Axe / saw, lots of 'treasure', comb for Cassim

Fisherman's tale: Fishing line, large jug with stopper for the genie to hide behind, or from which he appears to have emerged. Fishing net.

Staging Suggestions

Main action to take place Centre Stage. Chorus and other characters seated Upstage on benches. Sultan's bed and a chair for Scheherazade Downstage Right, initially unlit. Al's Place (junk shop) is lit Downstage Left, includes props as shown above. The shop doubles as the cave, so also contains treasures. Chair, pile of rugs and box for Old Man and children to sit on - placed downstage outside Al's Place, high enough to be visible at all times. Staging block Upstage Centre, as raised 'throne' area for Prince, Sultan, Stone King. An embellished chair as a throne.

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