

# Wonderland!

**The Musical Misadventures of a Girl Named Alice**  
based on the novel *Through the Looking Glass* by Lewis Carroll

Book by JAMES DEVITA  
Music and Lyrics by BILL FRANCOEUR

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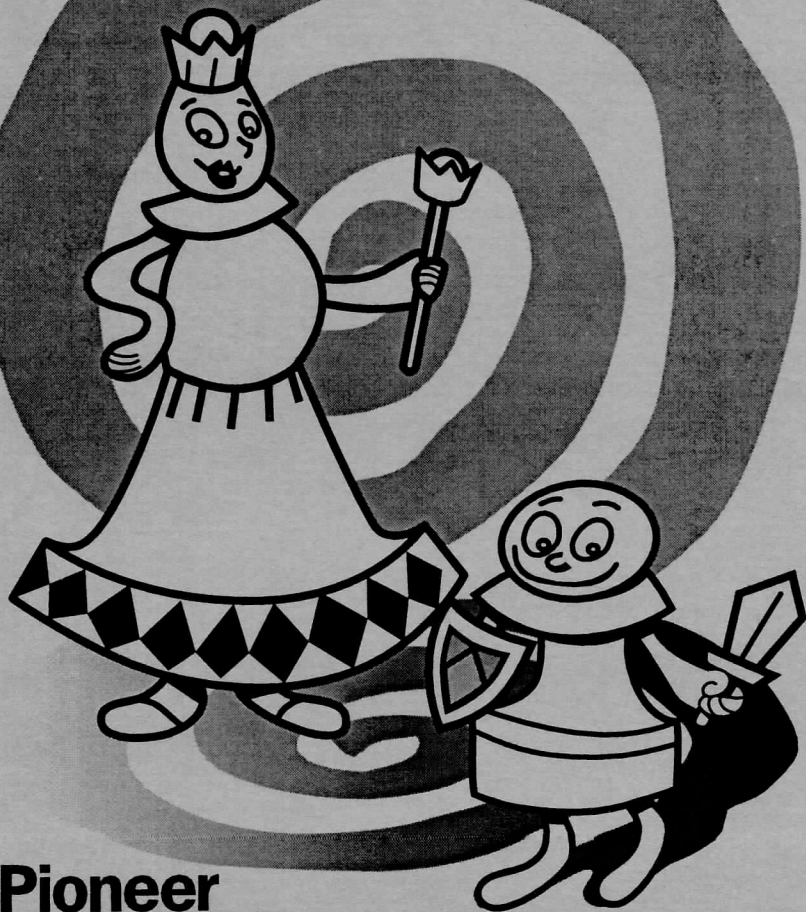
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**WONDERLAND!**  
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**CAST OF CHARACTERS**

ALICE .....	the same one that chased the rabbit down the hole
TROUBADOUR* .....	quite the singer
MOTHER'S VOICE .....	offstage
RED KING .....	soporific monarch
WHITE KING .....	defender of the crown
RED QUEEN .....	vicious, nasty temper
WHITE QUEEN .....	befuddled but beneficent
RED PAWNS .....	pawns in the hands of their queen
WHITE PAWNS .....	ditto
DAISY .....	a talking flower
TIGER-LILY .....	also
ROSE .....	also
PROPER AUTHORITY #1 .....	sees to it that everything is... proper
PROPER AUTHORITY #2 .....	helps #1
PROPER AUTHORITY #3 .....	also
ANNOUNCER .....	#1's alter ego
UMP .....	#2's alter ego
CATCHER .....	#3's alter ego
VENDOR .....	generous popcorn seller
HATTA .....	White King's messenger
TWEEDLE DUM .....	not a statue, nohow
TWEEDLE DEE .....	contrariwise; a poet
TRAIN CONDUCTOR .....	by-the-rules tour guide
TOURISTS .....	slaves to their cameras
TICKET SELLER .....	sells tickets, of course

<b>HUMPTY DUMPTY</b> .....	just don't tell him he looks like an egg
<b>UNICORN</b> .....	hungry for power (and cake)
<b>LION</b> .....	likewise
<b>WHITE KNIGHT</b> .....	defends his queen's honor
<b>RED KNIGHT</b> .....	also defends the White Queen's honor
<b>EMCEE</b> .....	masters the ceremony
<b>THE RESPONSIBILITIES</b> .....	jazzy, southern Baptist, Manhattan Transfer-style singing group of any size
<b>CHORUS/EXTRAS</b> .....	as <b>DANCERS</b> , <b>FANS</b> and <b>BASEBALL PLAYERS</b> at baseball game, <b>TOURISTS</b> , the <b>DIXIE CHICKENS</b> , etc.

\* If playing for small children, you may consider making the **TROUBADOUR** a White Rabbit wearing Renaissance garb.

### SETTING

The stage is bare but for the stage floor which has large black and white squares representing the rows and columns of a chessboard. If it is not possible to paint the stage floor, or represent these rows and columns in some other way, the play can be done with a single square—like the rubber home plate used in baseball games—which will represent all of the squares to come. Changes in location during the play will be established either by a shift in lighting, sound or by the ensemble actors bringing on and/or taking off set pieces. No large, fixed set pieces are used so as to facilitate the fluid and rapid movement of one scene to another. The play should have a very improvisational feel to it. Any changes by the ensemble, costume or set, are done in full view of the audience as part of the action. The members of the ensemble are the storytellers of Alice's imagination. A wall of flats is upstage with various odd shaped doors and windows for entrances and exits. These doors are not noticeable at the top of the show. Whatever design is painted on the flats and the way they are lit obscures them.

## SEQUENCE OF MUSICAL NUMBERS

MC 1	Alice in Wonderland—Prologue .....	Troubadour/Ensemble
MC 1a	Through the Looking Glass .....	Instrumental
MC 2	Jabberwocky .....	White King and Queen/ Red King and Queen/ Alice/Chess Pieces
MC 2a	Trumpet Fanfare .....	Instrumental
MC 3	Checkmate .....	Red Queen/Alice/ Female Chess Pieces
MC 3a	Trumpet Fanfare .....	Instrumental
MC 3b	Take Me Out to the Ball Game .....	Instrumental
MC 3c	Take Me Out to the Ball Game .....	Instrumental
MC 4	The Walrus and the Carpenter .....	Tweedle Dee/Tweedle Dum/Alice
MC 5	Ride the Choo Choo .....	Conductor/Alice/Tourists
MC 6	Anything's Possible .....	White Queen/Alice/ Male Chess Pieces
MC 6a	Humpty Dumpty .....	Alice
MC 7	I Was a Good Egg But Then I Done Went Bad .....	Humpty Dumpty/Dixie Chickens
MC 7a	Alice in Wonderland—Reprise .....	Troubadour/Chorus
MC 8	Entr'Acte—Anything's Possible ....	Instrumental
MC 8a	Trumpet Fanfare .....	Instrumental
MC 9	Hip, Hip Hooray .....	White King/Hatta/Chess Pieces
MC 10	Step by Step .....	Alice/White Knight/Red Knight
MC 10a	The Pageant .....	Instrumental
MC 11	You Got Responsibility .....	The Responsibilities/ Chess Pieces
MC 11a	Exit Music .....	Instrumental
MC 11b	Through the Looking Glass .....	Instrumental
MC 12	Was It All Just a Dream—Finale ...	Alice/Citizens of Wonderland
MC 13	Curtain Call .....	Instrumental
MC 13a	Alice in Wonderland—Epilogue .....	Troubadour/Ensemble

## WONDERLAND!

### ACT ONE

**AT RISE:** The STAGE is DARK. **MUSIC CUE 1:** "Alice in Wonderland—Prologue." The ENSEMBLE, except for the TROUBADOUR, ENTERS dressed in a uniform costume during the music introduction. (See PRODUCTION NOTES.) Other costume pieces will be added and taken away from the ENSEMBLE as they play various characters. The ENSEMBLE forms a group UPSTAGE behind ALICE, silhouetted in a freeze. **LIGHTS UP** to DIM to set a magical atmosphere. A rather tight spot reveals ALICE sitting in a large armchair CENTER STAGE. The chair has casters on it so it can be easily rolled off later. Beside it is a table with a large chessboard and slightly oversized chess pieces on it. A stuffed kitty is propped up on the opposite side of the board. Alice is playing chess with Kitty. There is also a red book on the chair which will match the red book the WHITE PAWN brings on in the next scene. ALICE occasionally leafs through the book as she plays chess with Kitty. A second SPOT reveals a TROUBADOUR in Renaissance attire, carrying a lute or guitar. He moves toward ALICE as he sings.

**TROUBADOUR:** *(Sings.)* Alice in Wonderland,  
Close your eyes and take my hand.  
You'll find your Neverland  
Is just a dream away!

Alice in Wonderland,  
Your every wish is my command.  
You'll come to understand  
It's a brand new day.

A fairytale? A fantasy?  
A quite illusive mystery.  
All will surely come to pass  
Through the magic looking glass! *(LIGHTS COME UP. The rest of the ENSEMBLE UNFREEZES and slowly walks toward ALICE, forming a group around and/or behind her.)*

**TROUBADOUR/ENSEMBLE:** *(Except ALICE. Sing.)*  
Alice in Wonderland,  
Close your eyes and take my hand.  
You'll find your Neverland  
Is just a dream away.

Alice in Wonderland,

Your every wish is our command.  
You'll come to understand  
It's a brand new day.

It's a brand new day! (*The ENSEMBLE begins to EXIT in various directions.*)

**TROUBADOUR:** (*Sings.*) You'll find your Neverland  
Is just a dream away! (*EXITS. LIGHTS UP.*)

**MOTHER'S VOICE:** (*This voice is only heard from OFFSTAGE throughout the play.*) Alice! Did you change yet? We're leaving in five minutes! Alice!

**ALICE:** (*Playing chess with Kitty.*) It's your turn, Kitty! Do hurry or we'll never finish the game!

**MOTHER'S VOICE:** Alice, get out of those clothes and put your dress on!

**ALICE:** In a minute, Mom! (*To Kitty.*) I hate leaving a game unfinished.

**MOTHER'S VOICE:** And brush your hair. Did you brush your hair?!

**ALICE:** Yes, I brushed my hair! (*To Kitty.*) What's that, Kitty? Goodness, I can't understand a word you say. It's a very inconvenient habit of yours, you know, that no matter what you say, you always purr. If you would only purr for "yes," and mew for "no," things would move along much easier. Now hurry, it's your move!

**MOTHER'S VOICE:** And take those boots off! Did you hear me? You are not getting out of this house with those boots on!

**ALICE:** All right, already! (*Quieter.*) Your Majesty. (*She makes the Kitty knock over a chess piece.*) Oh, you wicked, wicked little Kitty! Look what you've done! That's not playing fair! You really ought to be punished, you know.

**MOTHER'S VOICE:** Alice!

**ALICE:** (*Still to Kitty, ignoring mother.*) But I'm saving all your—don't interrupt me—I'm saving up all your punishments! I'm not forgetting them, I—oh, dear, what if all my punishments were saved up? I should be sent to prison I suppose.

**MOTHER'S VOICE:** Alice, are you ready yet?!

**ALICE:** But I won't send you to prison. I'll put you through into Wonderland! Then you'll really be sorry, because everything there is backwards.

**MOTHER'S VOICE:** (*Angry now.*) Alice, dear, we're going to be late!  
Do I have to come and get you?!

**ALICE:** (*Angry also.*) And, most of all, through the looking glass I give all the orders and I make up the rules! (*MUSIC CUE 1a: "Through the Looking Glass."*) Oh, let's pretend, Kitty! Let's pretend we can get to the other side. I wish we could see the other side! Just for once I want to do what I want to do! I wish I could put myself right through and stay there forever! (*The STAGE is transformed into Wonderland. [See PRODUCTION NOTES.] This is done in full view of the AUDIENCE. LIGHTS SHIFT wildly. ALL of the ACTORS that are in the next scene ENTER in costume as the CHESS PIECES. If EXTRAS are available they can ENTER also as DANCERS and take part in the choreographed chaos and scene change. They swirl about ALICE, quietly mumbling lines from the scene to come, as the following dialogue continues. As they swirl about the STAGE, an ACTOR wheels off the armchair in a circuitous route, as does ANOTHER with the table and Kitty. ALICE turns wildly on the STAGE as if in a whirlpool of wind, weaving in and out of the ENSEMBLE. Two other ACTORS hold a large full length mirror between them that is represented only by the frame. They too swirl about the STAGE. During this, the WHITE PAWN can either take the red book off of ALICE'S chair, or ENTER with one that matches it.*)

**ALICE:** (*During the transformation.*) Oh, goodness! Kitty! Kitty, where are you?

**MOTHER'S VOICE:** (*Distorted.*) Alice, where are you?! Alice!

**ALICE:** What's happening?! Help! Someone help!

**MOTHER'S VOICE:** (*Overlapping.*) Alice!

**ALICE:** Kitty!

**MOTHER'S VOICE:** Alice!

**ALICE:** Kitty? Where are you? Kitty? What happened? Where is everything? (*At this point the ACTORS who cleared the STAGE are back on—unless this was accomplished with EXTRAS and they don't need to RE-ENTER. The ACTORS with the frame of the looking glass are right in front of ALICE. It is timed so she swirls right through the frame at the end of her previous line. As she does there should be a SOUND EFFECT—something magical, or the distorted shattering of glass, or a loud chime, etc., either taped or made by an ACTOR ONSTAGE. [NOTE: These SOUND EFFECTS are included on the pre-recorded music available from the publisher.] As ALICE steps through, the ACTORS continue*



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