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ALICE IN ZOMBIELAND

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A zombie spoof of "Wonderland"
by Craig Sodaro



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ZOMBIELAND

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CAST OF CHARACTERS

ALICE

DINAH, her best friend

WHITE RABBIT*

MAD HATTER*

MARCH HARE*

DOOR MOUSE*

ZOMBIE ONE*

ZOMBIE TWO*

DUCHESS

COOK

TWEEDLEDEE

TWEEDLEDUM

MOCK TURTLE*

CHESHIRE CAT*

GUARD*

QUEEN

WITCH

DOROTHY

CUSTOMER ONE

CUSTOMER TWO

CUSTOMER THREE

VOICE*

ZOMBIES, extras as desired*

*Can be played by either a male or female

PRODUCTION NOTES

Props

Two backpacks (DINAH)
Rose-colored sunglasses (DINAH)
Cell phone (ALICE)
Large pocket watch (WHITE RABBIT)
Huge teapot (ZOMBIE)
Large cups and saucers (ZOMBIE)
Tray of crumpets or cookies (ZOMBIE)
Broom (ZOMBIE)
Large plastic cleaver (COOK)
Crown (ZOMBIE)
Trumpet or horn (GUARD)
White handkerchief (WHITE RABBIT)
Three or four large plastic mallets for croquet
(Preset on the stage)
Two spongy balls, one red, one blue (Preset on the stage)
Various small, crude dolls made up to look like
characters, particularly White Rabbit and Queen.
(Preset in the black chest in the Wicked Witch's lair)
Newspaper (ZOMBIE)
Sign reading "Spells-R-Us"
Poster reading "Zombie Associate Jobs"
(DOROTHY, preset behind the counter)
Beans for the Zombies
(WITCH, preset behind the counter)
Piece of paper and pencil (WITCH)
Credit card (CUSTOMER ONE)
Fake rat (ZOMBIE, preset in a box or bin on a shelf)
Rubber snake (As above)
Apple (As above)
Scroll (DOROTHY)
Small bottle of potion
(WITCH, preset behind the counter)
Money (CUSTOMER TWO)
Banana (ZOMBIE, preset in a box or bin on a shelf)
Large pin (As above)
M&Ms or other small candy (DINAH)
Jar (DOROTHY, preset behind the counter)
Small bag (ALICE)

Black handkerchief (WITCH)
Zombie “head” painted on ball (ZOMBIE)
Small microwave on a cart (DINAH)
Small paper bag (Preset on the cart)
Apple core (MARCH HARE)

Sound Effects

Text message signal
Trumpet blast
Tinkling bell
Loud microwave noise

Author’s Notes

1. It’s funny to have various body parts fall off the Zombies as they wander about (and as indicated in the script). Of course, we don’t want to ask actors to donate arms or ears. The easiest way to handle this is to buy fake ears, hands, and arms. For the ears, have the Zombie actor wear a wig that covers his or her own ears. Loosely attach the fake ears to the wig so that when touched, an ear will fall off. For arms and hands, have the Zombie actor wear a fairly loose shirt or top. Hide one arm inside the shirt, leaving the sleeve dangling. Stuff the sleeve and attach the fake arm loosely. When touched, the fake arm will fall off. Do the same for the hand, though the actor can actually hold the hand with his or her real hand and then drop the fake hand on cue.
2. Jobs for Zombies during the Witch lair scene:
 - Count newt eyes — get small wiggly eyes from a craft store, put them in a small box or jar, and then have Zombies dump them out and count them.
 - Sweep floors — have a couple of brooms ready.
 - Scrub floors — have several empty buckets and scrub brushes.
 - Harvest wolf’s bane and other herbs — hide greens behind set pieces. Zombies can wander behind them and “pick” the various plants. They should, of course, bring only one stem at a time, dropping it several times on the way.

Dust — everything and everyone, even other Zombies.

Prune bushes and plants — just go through the motions.

Cut lengths of string or ribbon — the Zombies can get quite twisted up while trying to do this.

Stick “bills” in envelopes, seal, and stamp — this will be hard for the Zombies but amusing for the audience.

Please note: Keep the Zombie background action low key so as not to distract from the main action of the scene.

Costumes

Have fun costuming *Alice in Zombieland!* The most important thing is to make the costumes colorful. To keep the cost of costuming down and to allow the most creativity in designing the costumes, settle on one classic costume element for each character. For the traditional characters, check the various websites that show the original illustrations.

Here are some suggested elements for the classic characters' costumes:

Mad Hatter — a huge top hat.

White Rabbit — a checkered coat and vest along with rabbit ears.

Queen — the pointed hat from a playing card.

Duchess — the two-pointed fur-trimmed hat along with curly hair.

Mock Turtle — a spongy turtle shell.

Door Mouse — mouse ears and whiskers.

Cook — a chef's hat and apron.

Cheshire Cat — a huge make-up smile and cat ears.

Tweedledee and Tweedledum — shorts and beanies.

Guard — a playing card sandwich board.

Other characters:

Witch — classic witch costume.

Dorothy — hair in pigtails and red shoes.

Zombies — old ragged clothes, but try to keep even the Zombies colorful.

Modern characters:

Alice and Dinah should dress like everyday teens.

Setting

Wonderland. Large flowers, trees, and bushes decorate the Upstage area. These need not be realistic but should be brightly colored. A few bushes should be placed somewhat Downstage from the others, so that actors may hide behind them. A few “stumps” and “rocks” are placed here and there and will be used as seats. Other set pieces are brought out as needed from scene to scene.

In addition, other set pieces are added for three scenes:

ACT I, Scene 2 — In this scene, a table, decorated with a gaudy tablecloth, sits center with two or three seats around it.

ACT I, Scene 3 — A throne on a small platform set at center. Two tall rose bushes set Upstage on either side of the throne painted with white flowers.

ACT II, Scene 2 — The Witch’s lair set against the same backdrop as previously seen. A small black house stands at Stage Left. It has a door, a very peaked roof, and a lopsided chimney. An old counter stands at center with several shelves Upstage Right. The shelves hold a variety of items in black boxes, each box labeled “Spider tongues,” “Gopher livers,” “Newt eyes,” “Poisoned apples,” and so on. Have fun thinking up some great ingredients. A black chest or box sits Downstage. A bush Downstage Right is big enough that Alice and Dinah can hide behind its Downstage side. Other ghoulish décor as desired.

Synopsis of Scenes

ACT I

Scene One: Behind the high school, late afternoon.

Scene Two: Wonderland.

Scene Three: The Queen’s Courtyard.

ACT II

Scene One: A path in Wonderland, played before the curtain.

Scene Two: The Witch’s Lair.

Scene Three: A path in Wonderland, played before the curtain.

Scene Four: The Queen’s Courtyard.

Synopsis of Plot

When high school student Dinah finds her best friend Alice lying in the woods just beyond school one afternoon, she knows just what Alice is thinking about: Wonderland. Dinah tries to convince Alice she's simply obsessed with a dream she had a long time ago. But when a White Rabbit suddenly appears and tells them, "We're late!" Dinah and Alice are off on an adventure.

Once again in Wonderland, Alice and Dinah meet the Mad Hatter, March Hare, and Door Mouse at teatime. But something's different in Wonderland. Tea is served by zombies. In fact, everyone in Wonderland is turning into a zombie. The girls see what happens when the Cook and then the Duchess turn into zombies before their very eyes.

Hoping to save Wonderland, Alice and Dinah follow the zombies into the Forbidden Forest where they retreat every night. There the girls find that the Wicked Witch of Oz is doing the dirty work with help from none other than Dorothy, whom she's hypnotized. The Witch has opened a spell and potion shop and has turned the inhabitants of Wonderland into her workers. She eventually plans to grab all of Wonderland.

Alice and Dinah refuse to let that happen. In a mad dash, they confront the Witch, and with a few clever tricks, they manage to cast a spell on the Witch herself. In the end, Wonderland is restored to its former craziness — and just in time for tea.

ACT I
Scene One

A wood just beyond the high school grounds.
Played before the curtain.

(At rise, ALICE lies on her back, looking up at the sky.)

ALICE: (Dreamily) I wonder ... I wonder ... I wonder ... (DINAH enters left carrying two backpacks. She wears rose-colored sunglasses.)

DINAH: Alice! (ALICE sits up immediately.)

ALICE: What's wrong?

DINAH: You missed the bus again! Here's your stuff.

ALICE: Thanks, Dinah. What's with the crazy shades?

DINAH: I was feeling blue, so I thought the world would look better through rose-colored glasses.

ALICE: Does it look better?

DINAH: You want the truth?

ALICE: No. How'd you find me?

DINAH: Like, where else would you be?

ALICE: (Rising) I guess I do like it here.

DINAH: Look, I'm, like, your best friend, but I'm gonna be frank, OK?

ALICE: OK.

DINAH: I think you're obsessed.

ALICE: I am not! (Text message sounds. ALICE takes her phone out.) It's from Ryan! (Reads.) Got new wheels. LOL. Lots of love.

DINAH: Or "laugh out loud."

ALICE: (Pouting) That's not funny!

DINAH: So Ryan's got a new car, huh?

ALICE: No! They're for his skateboard. His other ones were worn to the rim.

DINAH: And he's not a pro yet?

ALICE: Do you know how hard it is to go pro these days?

DINAH: Yeah ... you gotta be able to do something.

ALICE: Ryan can do all kinds of tricks — the quarter pipe, the half pipe —

DINAH: And the drain pipe.

ALICE: Dinah! Did you come out here just to insult the man I'm obsessed with?

DINAH: No. Ryan's not a man. And you're not obsessed with him.

ALICE: He is and I am too.

DINAH: Alice, you're obsessed with this place. You're always out here. It's just a spot in the woods, one of a million spots.

1 ALICE: I am not obsessed with this place. It's just special.
2 DINAH: Right. This is where it happened.
3 ALICE: It did!
4 DINAH: Alice, you were nine years old at the time.
5 ALICE: So?
6 DINAH: You had a fever!
7 ALICE: I did not!
8 DINAH: Your mother said they found you here with a
9 temperature of 104 degrees. You had to go to the hospital
10 for two days.
11 ALICE: I was not seeing things!
12 DINAH: All right, all right!
13 ALICE: There was a White Rabbit. He was wearing a top hat and
14 gloves and a cool little coat and vest, and he was all upset
15 about being late and said that the Queen would be very
16 mad at him, and —
17 DINAH: You told me! You told me!
18 ALICE: And you've never believed me, have you?
19 DINAH: You want the truth?
20 ALICE: No.
21 DINAH: I've never believed a word of it.
22 ALICE: Fine friend you are.
23 DINAH: Nobody believes that stuff. (*Text message sounds. ALICE*
24 *looks at her phone.*)
25 ALICE: Mom. Going to Grandma's. Don't be late. Can your mom
26 give me a ride home, Dinah?
27 DINAH: Even if I don't believe you?
28 ALICE: You want the truth?
29 DINAH: No.
30 ALICE: If you told me you followed a White Rabbit dressed in a
31 top hat down a hole in the ground and ended up in
32 Wonderland, I wouldn't believe you for a second, either.
33 DINAH: So why do you come here?
34 ALICE: Because I'm the only one who does believe in
35 Wonderland, and being here just ... reminds me so I don't
36 forget.
37 DINAH: C'mon, my mom's probably waiting. (*WHITE RABBIT*
38 *enters right, checking his/her watch.*)
39 WHITE RABBIT: Oh, dear! Oh, dear, look at the time, I fear!
40 DINAH: (*Horried*) Alice?
41 ALICE: White Rabbit! Oh, my gosh! It's really you, isn't it?
42 WHITE RABBIT: Of course! Of course! And we can't wait! We're
43 late, we're late, we're always late!
44 DINAH: Alice, that ... that ... rabbit ... talks.
45 ALICE: Of course he talks. I told you!

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