

ALICE'S NEW ADVENTURES IN WONDERLAND

By Craig Sodaro

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PUBLISHED BY

ELDRIDGE PUBLISHING COMPANY

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STORY OF THE PLAY

Here's a sassy, sunny sequel to an all time favorite story. Alice has accidentally discovered a strange new world on her way home from junior high and she's convinced her friends, Gwen and Radar, to visit the land with her just so she doesn't think she's going crazy. When they enter Wonderland, they meet the Cheshire Cat, the White Rabbit, the Mad Hatter, a haberdasher who loves tea; and Tweedledee and Tweedledum. All are on their way to the castle for the Princess' homecoming from college. The Queen and King are excited to see their little girl, but what a change has taken place! Delphinia is now a tattooed, tough girl who has brought home some very unsavory friends. The Queen has them all arrested and plans to lop off their heads. However, the King allows the group one phone call.

Enter Monstressa, an opportunist who wants to turn Wonderland into an amusement park. She steals the land from the King and Queen and begins her evil plans. Alice, Gwen, and Radar set off to see the creator of Wonderland, a crazy wizard who lives at the end of the battered brick road. Along the way they meet a psycho scarecrow, a terrible tin man, and a lethal lion. When they do get to the Wizard, they find out Monstressa's already been there, bought the Wizard out, and now has a clock set for the elimination of all the Wonderland inhabitants. Alice, Gwen, and Radar have to impersonate the Three Stooges in order to save the day - and Wonderland.

CAST OF CHARACTERS

(5 m, 8 w, 23 flexible, doubling possible)

ALICE: A junior high student.
GWEN: Her friend.
RADAR: Her other friend.
CHESHIRE CAT: Radio announcer.
CALLER 1- 4: Callers to the radio show.
WHITE RABBIT: The Prime Minister.
MAD HATTER: A haberdasher.
TWEEDLEDEE, TWEEDLEDUM: Crazy twins.
CARDS 1-5: Royal soldiers.
KING ALFRED: King of Hearts, ruler of Wonderland.
QUEEN OF HEARTS: Of "Off with their heads" fame.
DELPHINIA: Their daughter, the Princess.
LEO KAPOOT: Her boyfriend.
STEPHIE: A friend of the princess.
ROOT BEER: Another.
TIFFY: Another.
NEELY: Another.
MONSTRESSA KAPOOT: Leo's greedy mother.
SLINKY: A lawyer.
BLINKY: Another.
WINKY: Another.
MESSENGER: Brings news of a winning trip.
WORKMAN 1: A construction worker.
WORKMAN 2: Another.
GUARD 1-2: At the Wizard's castle.
CRANKQUELLA: The Wizard's maid.
THE WIZARD: Sells out his Wonderland creation.

SYNOPSIS OF THE PLAY

ACT I

Scene 1: Before the curtain. All that's needed is a sign at left reading "Keep Out, No Trespassing."

Scene 2: Wonderland. Trees, giant mushrooms, huge flowers form a backdrop. Before the backdrop and decorated with foliage are several stools or boxes on which the Cat can sit.

Scene 3: Wonderland, the royal courtyard. An arch covered with flowers is CS. A throne and stool are added beneath the arch.

Scene 4: The same.

Scene 5: The same.

ACT II

Scene 1: The Forbidden Forest. Add three trees DS behind which Slinky, Blinky, and Winky can hide. These can be cardboard trees, probably pines.

Scene 2: Wizard's castle. Add a window with a section of wall to indicate an interior. A Wizard's chair and table would also be nice, but not necessary.

Scene 3: The royal courtyard. The arch and throne are gone, replaced by a cage. This can be built using furring strips, 8' high. Make two panels and hinge them so they give the appearance of two sides of a square cage. There is no need to make the other two sides, since the illusion will suffice.

Scene 4: The same.

PROPS

ALICE: Battery cables (behind tree), disguise (hat, wig, glasses, nose).
RADAR: Bagel, disguise (hat, wig, glasses, nose).
GWEN: WD-40 (behind tree), disguise (hat, wig, glasses, nose).
CAT: Microphone, "Off with their heads" sign, vial, can of root beer.
MAD HATTER: Teapot with four spouts, various styles of hats.
RABBIT: Oversized watch, scroll.
CARDS: Vacation gear (ball caps, sunglasses). Card 1 also has a trumpet.
KING: Crown, watch, golf clubs, phone card, T-shirt, shorts.
DEL: Scroll.
SLINKY: Legal tablet, large plastic scissors, scarecrow costume and starter gun.
BLINKY: Legal tablet, large plastic scissors, tin man costume and ax.
WINKY: Legal tablet, large plastic scissors, lion costume.
MONSTRESSA: Clipboard, gun, paper, pen, tickets, key, book, compact.
MESSENGER: Trumpet, plane ticket, scroll.
TWEEDLEDEE, TWEEDLEDUM: Parcels.
WORKMEN: Tape measures, screwdrivers and pliers.
ROOT BEER: Soda can.
GUARDS: Two spinners (optical illusion circles attached to a handle, hand-spun)
QUEEN: Crown, vacation gear (sunglasses, hat, etc.).
WIZARD: Clock, vacation gear (sunglasses, hat, etc.).
CRANKQUELLA: Boom box with classical music tape in it, tea cart or tray set with Hatter's teapot and four oversized cups, stuffed mice tied to string.

SOUND EFFECTS

Animal noises, pings, metal crashing, clunk, doorbell, clock chimes, classical and loud music.

ACT I
Scene 1

(BEFORE CURTAIN: A path along a drainage ditch on the edges of a suburb of a major city. There is a sign reading "Keep Out, No Trespassing." ALICE enters SR.)

ALICE: It's right by this sign, guys! It's just a little fissure in a rock, but you won't believe your eyes when you see what's behind it! *(SHE stops, turns around.)* Guys? Where are you? Gwen? Radar?

(GWEN and RADAR enter SR, nervously.)

GWEN: This is the dumbest thing I've ever done in my life!

RADAR: My sixth sense is trying to divide itself by zero and disappear.

ALICE: Guys, you want to see what's behind the rock, don't you?

GWEN: *(Mockingly.)* You mean the fissure?

RADAR: Why does that word sound real familiar.

GWEN: It was on our last science test.

RADAR: Oh, yeah. Flowers have fissures, right down the middle. They spread the pollen or something.

ALICE: A fissure's a crack in a rock.

RADAR: Oooops! There goes my A.

ALICE: Who cares? You're about to enter the most fantastic place!

GWEN: You know something!? You've almost got me convinced.

ALICE: *(Weakly.)* But not quite?

GWEN: We're on *America's Funniest Home Videos*, right? There's a camera around here somewhere. Radar, turn on your radar and tell me where the camera is. I don't want them catching my bad side.

ALICE: There isn't any camera.

RADAR: *(Has moved far left, pointing to the floor.)* Oh, yeah? Well, what about that?

ALICE: That's a lizard.

End of Freeview

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