

# **THE MAGIC HARMONICA**

## **And Other Fanciful Tales**

*Four Plays*

*by Janet Layberry*

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## STORY OF THE PLAYS

This collection of four enchanting tales sparkles with charm, wit, imagination, and a quirky sense of humor. Lots of small, easily learned roles, all of which are fun to play, make these comedies enjoyable for young actors, onstage and off.

In **You Call That a Bedmonster**, Princess Julia wakes up one morning to discover that her beloved bedmonster, Humphrey, is missing. Her bumbling guards search the kingdom and fill up the royal bedchamber with a donkey, an elephant, a raccoon, a dog and a gorilla – all mistaken for Humphrey – much to the chagrin of the King and Queen.

In the title tale, **The Magic Harmonica**, it seems like just another boring day for two castle guards, until a peddler wanders by and gives them a magic harmonica that will grant their fondest wishes. Soon the guards are visited by sorcerers, the King, the Queen, nervous villagers and terrified soldiers, all frantically muttering about a rampaging dragon; and it becomes abundantly clear that you should be careful what you wish for.

In **But Hoo Is it For?**, Michelle, a little girl, is lost in a forest full of enchanted trees, rocks and animals. She hears that there is a party going on somewhere in the woods. While looking for the festivities, she meets Colin, an out-of-work actor, also enchanted – magically changed into young boy. Together, they search for the party and a sorcerer to help Colin.

**The Woobly Fiasco** deals with a befuddled stage manager who tries to put on a play as glory-hungry narrators refuse to stick to the script. Wooblies, the stars of the play-within-the-play, are cute little forest dwellers who take care of all the other animals. When the forest becomes too crowded, things have to change; and the Wooblies suggest a surprising solution.

## **CONTENTS**

- 1. YOU CALL THAT A BED MONSTER?**  
*(4 male, 4 female, 11 flexible, doubling possible)*
- 2. THE MAGIC HARMONICA**  
*(1 male, 2 female, 11 flexible, doubling possible)*
- 3. BUT HOO IS IT FOR?**  
*(2 male, 1 female, 18 flexible, doubling possible)*
- 4. THE WOOLLY FIASCO**  
*(2 male, 2 female, 16 flexible)*

**Running time** for each play is about 30 minutes.

To  
Jayme  
without whose encouragement  
I would never have written these plays

and to  
my son Craig  
who gave me insight into the unique ways  
children look at the world

## 1. YOU CALL THAT A BED MONSTER?

### **Cast of Characters**

*(4 male, 4 female, 11 flexible, doubling possible)*

**PRINCESS JULIA:** Young royal girl whose best friend is missing.

**HUMPHREY:** Monster under the bed, missing in action.

**GUARD #1:** Faithful servant to Princess.

**GUARD #2:** Faithful servant to Princess.

**GUARD #3:** A serious soldier, but very, very shy.

**GUARD#4:** A serious soldier, impressed by nothing.

**KING:** Stressed out.

**QUEEN:** Concerned with proper behavior.

**JESTER:** Thinks he is funny, but is terribly mistaken.

**MARTHA:** Castle servant.

**EUNICE:** Castle servant.

**COOK:** Trained in Paris, secretly enjoys eating peanut butter with a spoon.

**TRUMPETER #1**

**TRUMPETER #2**

**DONKEY**

**DOG**

**GORILLA**

**RACCOON**

**ELEPHANT**

### YOU CALL THAT A BED MONSTER?

*(AT RISE: A NARRATOR at podium in SPOTLIGHT DR.)*

NARRATOR: Once upon a time, in a kingdom far away, there lived a little princess named Julia, who woke up one morning to discover she had a problem.

*(LIGHTS UP on Princess Julia's bedroom. A large bed, royal pendants and tapestries on the walls. JULIA is asleep lying on top of her blankets. Slowly, she wakes up. She stretches and, leaning over the edge, pulls up the covers and looks under the bed.)*

JULIA: Good morning, Humphrey ... Humphrey ...? *(SHE sits back up and screams.)* AAAAAAAAAAAAAA!!!!!!!!!!!!!!!

*(The door swings open SL and two GUARDS march in.)*

GUARD#1: Princess, what's the matter?

GUARD#2: Are you all right?

JULIA: It's Humphrey!

GUARD#1: Humphrey?

JULIA: The monster under my bed! He's gone!

GUARD#2: Well, that's good ... isn't it?

JULIA: No it's not! He was my friend. Where did he go?

GUARD#1: Well, maybe he just stepped out for a minute.

GUARD#2: Yeah, it must be pretty cramped under there. Maybe he needed to stretch his legs.

JULIA: Well, he never did it before! *(Scared, SHE starts to cry.)*

GUARD#1: Oh, no, miss, don't cry ...! We'll find him ... really!

JULIA: You will?

GUARD#2: Of course we will ... just you wait right here and we'll go get him and bring him home.

JULIA: Oh thank you ... *(Clapping HER hands.)* thank you so much!

GUARD#1: Just doing our duty, miss.

*The Magic Harmonica*

- 6 -

*(THEY both salute and march neatly out of the room, closing the door behind them. The LIGHTS go down. SPOTLIGHT on NARRATOR at podium.)*

NARRATOR: And so ... little Princess Julia went back to sleep, confident that her faithful guards would find Humphrey and bring him home to her. And they did try ... they looked high and they looked low, but very quickly they realized that they didn't know what a monster under the bed looked like. Determined not to fail in their mission, they grabbed the nearest creature and headed for home.

*(LIGHTS down on podium, up on bedroom. The PRINCESS is sitting up in bed, reading. A KNOCK at the door.)*

JULIA: Come in!

*(The door opens and GUARD#1 enters.)*

GUARD#1: We found him, miss. Led us on a good chase, but he's here!

JULIA: Oh thank you, guard! Where is he?

GUARD#1: Right outside.

*(HE opens the door and steps aside as GUARD#2 enters, pulling on a rope.)*

GUARD#2: Come on ... get in here, you!

*(HE pulls harder and finally a DONKEY stomps inside.)*

DONKEY: Stop yanking on me, you silly man!

GUARD#1: Here he is, miss.

JULIA: What?

GUARD#1: It's Humphrey!

JULIA: No, it's not!

GUARD#2: Sure it is!

JULIA: It is NOT! That's a donkey!

## **End of Freeview**

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