

PINOCCHIO

By William J. Springer

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STORY OF THE PLAY

The characters in this version of Pinocchio are guaranteed to delight everyone. They include Pinocchio, an innocent kid who believes anything; three irrepressible urchins, Zip, Petey, and Dew "Duh"; the Fox and Cat, a comical pair of con artists; and the Blue Fairy, a grandmotherly type who keeps coughing whenever she emerges from a puff of smoke. Easy sets, easy to tour.

SYNOPSIS OF SCENES

Scene 1 - Gepetto's Workshop.

Scene 2 - A Road.

Scene 3 - Land of Make-Believe.

Scene 4 - A Road.

Scene 5 - Yeknod, Pinocchio's room.

CAST OF CHARACTERS

(2 m, 2 w, 7 flexible)

GEPETTO: Kindly carpenter who wants a son.

PINOCCHIO: A wooden puppet/boy.

THE BLUE FAIRY: Grants wishes, if deserving.

THE FOX: Con artist.

THE CAT: Fox's partner in crime.

CANDLEWICK: Playful child who tempts Pinocchio.

THE COACHMAN: Drives the donkey children.

MISTRESS CHERRY: Gepetto's curious customer.

ZIP: Street urchin.

PETHEY: Another.

DEW: Another.

*** (Mistress Cherry may double as the Blue Fairy. Fox and Cat may double as Coachman and Candlewick.)*

THE SETS

Scene 1 - Gepetto's Shop: Needs a workbench with covered front and ends and a shelf for box, twine, etc.; 2 small stools; fireplace unit on wheels with hardware mounted for traverse rod that is added to hide fireplace in Yeknod scene.

Scene 2 - A Road: No scenery required. This scene can be played against a drop or in front of the act curtain while the scenery is being set up for the next scene.

Scene 3 - Land of Make-Believe: Tree with mound of dirt at its base. However much scenery is used in addition to this tree, this place should look anything but magical. Unlike Pinocchio, we should be able to see that this is nothing but an open area of ground. Fireplace is wheeled on during scene.

Scene 4 - A Road: No scenery is required. Like Scene 2, this scene can be played against a drop or in front of the act curtain while the scenery is being set up for the next scene.

Scene 5 - Pinocchio's Room in Yeknod: Bed draped with bedspread to floor on three sides. UPS side should be open and large enough to hide prop person who can help with donkey and real boy transformations. Fireplace is masked with curtain on traverse rod that can be operated by Blue Fairy from behind unit.

Prop, costume, and special effects notes are in back of playbook.

Scene 1

(AT RISE: GEPETTO is standing behind his workbench painting a puppet hand. PINOCCHIO is seated on one of the low stools, facing UPS and is covered with a sheet or lightweight drop cloth. A similar covering is bunched up on top of the second stool.)

GEPETTO: *(Singing as HE paints one of the hands. The second hand is near him on workbench.)* One little, two little, three little fingers. Four little...four little...*(HE stops singing.)* My, my, my I've forgotten a finger. *(HE laughs at himself.)* Oh, what a silly old man I am. Well, I'm sure that four fingers will be more than enough for my little puppet. And with a hand on each arm he will have a total of eight. Why, that's a finger for each day of the week and one to spare! *(HE puts painted hand down on workbench.)* There. While they're drying I need to find some red paint so I can finish my little puppet's face. *(HE pats the cloth covering PINOCCHIO'S head as he exits.)* Now, don't you run away my fine little puppet. *(HE laughs at his own joke.)* Oh, Gepetto you are such a funny man: "Don't you run away my fine little puppet..." *(HE laughs again.)* What a clever joke. *(Exits laughing.)*

(As soon as GEPETTO is gone we hear a small BELL RING - it is on the door to Gepetto's shop and rings whenever someone enters or exits. A moment later we see three street urchins sneaking in. ZIP and PETEY, the first two, stop in a crouched position in front of the workbench. DEW, the third, gets "lost" and ends up hidden behind the workbench.)

ZIP: Okay, guys, we gotta be real quiet.

PETEY: Sure, sure, but what are we doing here?

ZIP: I told you, Petey. The old man who lives here is a complete puddinghead. We're going to play some pranks on him and really have some fun.

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PETEY: Great! But what are we gonna do?
ZIP: We just gotta put our three heads together and come up with something.
PETEY: Only one problem, Zip.
ZIP: What's that?
PETEY: We're one head short.
ZIP: Whadda ya - *(HE realizes that DEW is missing.)* Oh, no. We misplaced DEW again!
PETEY: I thought he was right behind us when we came in.
ZIP: Well he's not there now. We better find him quick! Just stay low and keep your voice down. I'll go this way. You go that way.
PETEY: Okay.

(ZIP and PETEY circle the room in opposite directions. They each call "DEW" in whispered shouts. They end up on either side of the workbench at the same time and both see Dew who is crouched behind it.)

ZIP and PETEY: *(THEY both stand up and speak together:)*
Dew!
DEW: *(HE stands up.)* Duhhhhh!
ZIP: *(As HE and PETEY move to either side of DEW.)* So there ya are, Dew!
PETEY: Yeah, I told you to stay right behind me.
DEW: Duhhhh...
ZIP: Well, now we got our three heads together.
PETEY: But I think we're still one head short!
ZIP: *(Sees puppet hand and picks one up.)* Hey, look at this!
PETEY: What is it?
ZIP: It looks like some kinda hand or something.
PETEY: But it only has four fingers.
ZIP: I told ya this old guy's a complete puddinghead. *(HE hears GEPETTO humming offstage.)* Look out. Here he comes. Duck!

(ZIP and PETEY crouch down behind workbench.)

End of Freeview

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