

The Two Dwarves and the Seven Whites

By Christopher Gieschen

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DESCRIPTION OF THE PLAY

This variation of "Snow White and the Seven Dwarves" takes a delightful new tack on the classic fairy tale. To begin with, there are two human-sized dwarves, Beryllium and Boron, who own a sharp-tongued magic mirror. Beryllium likes to help others, but Boron schemes after wealth and the easy life. Helping Boron in his mischief are the two Wong Brothers, Stumbling and Fumbling. Boron couldn't find two more comically inept dolts if he tried.

When they meet Prince Suave, who speaks fluent medieval English, Boron sees a golden opportunity. The prince is looking for a bride, and Boron arranges for him to meet the seven White sisters: Snow White, Egg White, Bleached White, Black Ann White, Lilly White, Pearly White, and Off White. But the Wong brothers complicate Boron's plans by kidnapping Black Ann and holding her for ransom. A change of heart on Boron's part leads to the rescue of Black Ann and, in a whirlwind of activity, brings this fun-filled fractured fairy tale to a surprising conclusion.

Running Time

40 minutes

CAST OF CHARACTERS
(5 male, 7 female, 1 flexible)

BORON: A mischievous dwarf.

BERYLLIUM: Boron's virtuous brother.

MAGIC MIRROR: (M or F) This one has personality and zip.

SNOW WHITE: She's what you think she is, eldest White sister.

BLEACHED WHITE: Airhead sister.

BLACK ANN WHITE: Sports fanatic sister.

OFF WHITE: Cool, with-it sister.

LILLY WHITE: Pure as the driven snow sister.

PEARLY WHITE: Super-smiley sister.

EGG WHITE: Intelligent sister, a bookworm.

STUMBLING: One of the Wong Brothers – his name says it all.

FUMBLING: The other Wong brother – his name says it all, too.

PRINCE SUAVE: Not quite as charming as the real one.

SETTING

There are two simple settings. One is the forest home of the dwarves, represented by a wooden table and benches. The other is the forest itself.

PRODUCTION NOTES

The Magic Mirror can be made of two-way Mylar. When back-lit it shows a shadowy figure, and when lit from above it shows the mirror's "face," whenever the mirror speaks. Anyone talking to mirror should stand to either side of it.

Props

Table setting
Small pamphlet (directions for the mirror)
Brushes, paints, paper plates
Bag of gems
Bathrobe and/or book
Caulking gun and tube
Swords
Sunglasses
Straw broom with several pre-cut straws
Book of tests
Needle and thread
Forks, knives, spoons, goblets
Stick
Ransom note
Rope
Small chest tied with string of hair, and containing "snakes"
that spring out like a jack-in-the-box

ACT I
Scene 1

(AT RISE: The interior of the dwarves' house. BERYLLIUM is setting a table CS. BORON stomps in from SL.)

BORON: It's not fair. It is just not fair I tell you.

BERYLLIUM: Boron, we've been through this many times already. You know that there's nothing we can do, at least for now.

BORON: I know that, Beryllium, but that doesn't mean I have to like it. What dwarf would?

BERYLLIUM: That's true. But being the world's largest dwarves does have its advantages.

BORON: Oh yeah? Name one! *(Holds up one finger.)*

BERYLLIUM: How about the many fellow dwarves we helped reach things while we were still in town? Helping others always gives me a good feeling inside. I wish you could feel that.

BORON: All I can feel is anger towards the Supreme Council when they asked us to leave Tinytown.

BERYLLIUM: Face it, Boron, we are too tall to be dwarves. Besides, they were kind enough to find this house for us.

BORON: It's all that wizard's fault. If he wouldn't have left all those potions out in the open like that, then I wouldn't have played around with them.

BERYLLIUM: You were the one who had to see what being human-sized was like. You were the one who had to splash me with it, too. If you must lay blame, look in the mirror.

BORON: Beryllium, don't mention mirror! *(Points to mirror.)* Some wizard he was. All he gave us was this stupid mirror that doesn't even work. He should have reversed the potion's effects. Why couldn't he have done that?

BERYLLIUM: As he explained before, spells you can undo, but potions take a while to wear off.

BORON: Well, I am tired of waiting for it to wear off. I want some magic to reverse this curse.

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BERYLLIUM: The wizard did hope for the magic of learning to take place.

BORON: Oh swell, and just what did you learn?

BERYLLIUM: I learned to be responsible for my own actions. Perhaps I also learned to be a bit more wary of you and those schemes and plans you are always cooking up. As for that mirror, it works just fine ... watch. *(HE crosses over to the mirror.)* Mirror, mirror on the wall, is it tomorrow that rain will fall?

MIRROR: Expect partly-sunny skies in the morning with moderate temperatures during the rest of the day. Rain is not forecast until later on this week. By Thursday, a weak frontal system will bring variable rains. Sunrise tomorrow is at 6:45, sunset will occur at ...

BERYLLIUM: Thank you. That is all for now.

MIRROR: Nuts! I was just about to practice my new 3-D graphics and special effects for your weekend forecast. Well, maybe next time.

BERYLLIUM: *(Turns to BORON.)* See? It works just fine. The wizard said that the mirror knows quite a bit.

BORON: Every time I try it, nothing happens.

BERYLLIUM: I had no idea. Let me see you try it once.

BORON: OK, Mr. Smarty-pants, I'll try again one more time. Ahem, hey Mirror, what's two plus two? *(Pause.)* See? I told you it wouldn't work. It hates me.

BERYLLIUM: Must you think the worst of everybody and everything? First of all, you must say "Mirror, mirror" at the start, and then you have to make your request rhyme the ending words of each line.

BORON: Why?

BERYLLIUM: Because the instructions given to me by the wizard say so. Try it again.

BORON: *(Bitterly spoken.)* Mirror, mirror, how stupid are you. I bet you don't know what's two plus two. *(Pause.)* Now what's wrong? I tell you, Beryllium, the thing hates me.

BERYLLIUM: Let's see here ... *(Pages through small pamphlet on shelf near mirror.)* here we go.

End of Freeview

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