

WE'RE OFF TO SAVE THE WIZARD

*based on Frank L. Baum's
"Tik Tok of Oz"*

adapted by Craig Sodaro

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STORY OF THE PLAY

The Wizard of Oz has been kidnapped! The evil Nome King Ruggedo is demanding he be made king of the world and is holding the Wizard hostage until Ozma, Queen of Oz, agrees to step aside. Ozma begs her old friend Dorothy to take the mechanical man Tik Tok and rescue the Wizard. But the journey will be long and perilous, and Ruggedo's powers are very strong. Nevertheless, Dorothy will do anything to save her old friend. Along the way, Dorothy and Tik Tok meet Queen Ann's bungling army, the tail end of a rainbow who's lost her sisters, a delicate Princess Rose, and a prospector from Colorado who's looking for his brother. They all decide to find the Wizard, who might be able to solve each of their problems. But Ruggedo sees them coming and sends them through the Hollow Tube to the other side of the world, where he's sure the ruler Jinjin will turn them into statues. But Jinjin is a just and wise ruler who is annoyed that Ruggedo keeps dropping people down the Hollow Tube. Instead, Jinjin returns Dorothy and her friends to Ruggedo's cavern to set the Nome King straight once and for all. But even after Ruggedo is defeated, the fearful group must enter the Metal Forest to find the Wizard ... and hope there's enough magic left to make everything right again. Adapted from Frank L. Baum's *Tik Tok of Oz*, **We're Off To Save the Wizard** is a splendid fantasy-adventure by the author of *Just Desserts*, *Christmas Carol* and *Phantom of the Soap Opera*.

CAST OF CHARACTERS

(13 male, 12 female, 8 flexible, doubling possible)

ZELDA: Servant to Ozma.

OZMA: Queen of Oz.

DOROTHY: From Kansas.

GUARD ONE

TIK TOK: The mechanical man.

ANN: Queen of Oogaboo.

SALLY: Her Lady-in-Waiting.

GENERAL

COLONEL

CAPTAIN

PRIVATE FILES

ROSE ONE: A tea rose.

ROSE TWO: A moss rose.

ROSE THREE: An American beauty.

GARDENER

SHAGGY: A miner from Colorado.

POLYCHROME: Part of a rainbow.

PRINCESS ROSE

KALIKO: Lord Chamberlain.

RUGGEDO: King of the Nomes.

NOME ONE

NOME TWO

NOME THREE

NOME FOUR

NOME FIVE

NOME SIX

BIG EARS: Also a Nome.

JINJIN: Leader of the other side of the world.

MOONLIGHT: His assistant.

SUNLIGHT: Another assistant.

WIZARD OF OZ

APPRENTICE: To the Wizard.

GUARD TWO

SYNOPSIS OF SCENES

ACT I

Scene 1: Ozma.s Palace in Oz, one afternoon.

Scene 2: Ann.s Palace in Oogaboo, at the same time.

Scene 3: The Rose Garden, several hours later.

Scene 4: A road somewhere in Oz, hours later.

Scene 5: Ruggedo.s Palace, a short time later.

ACT II

Scene 1: Palace of Jinjin, an hour later.

Scene 2: Ruggedo.s Palace, an hour later.

Scene 3: The Metal Forest, a short itme later.

SETTING

There are several different scenes, all of which can be simply designed:

1. Ozma.s Palace in Oz . green throne center, with two banners on either side with the heraldic symbol of Oz, an .O. and a .Z. intertwined.
2. Ann.s Palace in Oogaboo . a long, narrow table covered with a pretty cloth. Two arch windows US. Flowers on the table.
3. Rose Garden . cloth from table in Ann.s Palace is removed, revealing a painted hedge on the front of the table facing audience. Roses stand behind as if growing from hedge. Windows are removed. Princess Rose stands off to a side.
4. Road in Oz . a scrawny tree with several .rocks. behind which some characters can hide.
5. Cavern of Ruggedo . a few stalagmites rise from the floor, with stalactites coming down from the ceiling. They are decorated with glitter, for this is the land of silver, gold and diamonds. A rock chair sits center.
6. Palace of Jinjin . window, center, overlooking a garden. Two pillars, one right, one left. Two benches, covered with pretty fabric.
7. Metal Garden . several cardboard fir trees painted gold and silver, with diamonds (sparkling garland cut to bits) taped on them. An overall abstract background emphasizing the color green would be a nice, but not necessary addition.

ACT I
Scene 1

(AT RISE: Ozma's Palace in the Emerald City. OZMA sits on her throne holding a mirror in her hand. ZELDA stands next to her trying to see the reflection in the mirror.)

ZELDA: What's happening?!

OZMA: He can't do this to us!

ZELDA: What's happening, Your Highness?

OZMA: *(Rising, moving to center.)* He hasn't the power!

ZELDA: The power to do what?

OZMA: Unless all these years in his underground caverns he's studied and practiced magic ... then perhaps ...

ZELDA: Perhaps what?

OZMA: Go! Get Dorothy! I must see her at once!

ZELDA: Why, Your Highness?

OZMA: Because all Oz is in terrible danger!

ZELDA: In danger?! But the Wicked Witch of the West is long dead! Dorothy threw water on her and she melted.

OZMA: A new danger has arisen. And if we waste any more time with questions, the Emerald City shall become a battleground! Please, Zelda ... I must see Dorothy!

ZELDA: Yes, Your Highness ... but I sure wish you'd be a bit more specific!

OZMA: If you value your head, you'll fetch Dorothy at once!

ZELDA: That's plenty specific, Your Highness!

(ZELDA bows, exits left. OZMA looks in the mirror again.)

OZMA: Where are you taking them?! You can't do this to us! Oh, no! The picture ... it's disappearing!

(DOROTHY enters left, followed by ZELDA.)

DOROTHY: Is something wrong, Your Highness?

OZMA: Oh, Dorothy ... something terrible has happened!

DOROTHY: What?!

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OZMA: Zelda, I would like to speak with Dorothy alone, please?

ZELDA: But, Your Highness, I might be of some help ...

OZMA: Let's not lose our head over this, Zelda.

ZELDA: I'll just wait right outside the door, Your Highness.

(ZELDA curtsies, then exits right. OZMA follows right to make sure Zelda is out of earshot.)

DOROTHY: It must be something terrible if you can't tell Zelda.

OZMA: Telling Zelda is like broadcasting it to all Emerald City through a loudspeaker.

DOROTHY: She does spread news quickly.

OZMA: And bad news quicker than good!

DOROTHY: Surely it can't be that awful!

OZMA: It is! Do you remember when you were forced by the Wizard to get the broomstick of the Wicked Witch of the West?

DOROTHY: It was awful! Scarecrow ... Tinman ... Cowardly Lion were all almost killed! Oh, Ozma ... you can't mean she's back.

OZMA: No, thank goodness! But someone just as evil has reared his ugly head.

DOROTHY: Who?

OZMA: The Nome King, Ruggedo.

DOROTHY: I thought Nomes lived underground and stayed there.

OZMA: He's apparently adopting a new lifestyle.

DOROTHY: What do you mean?

OZMA: I received this note this morning ... delivered by a Nome dressed as a monkey.

DOROTHY: That must have been quite a sight!

OZMA: The humor has worn thin.

(OZMA hands DOROTHY the note.)

End of Freeview

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