

TWICE UPON A TIME

By Craig Sodaro

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STORY OF THE PLAY

Does Cinderella really live happily ever after? Does Pinocchio find it easy being a real boy? Can Snow White find true happiness cooped up in a big old castle? Here's a riotous look at what really happens when the classic fairy tale books are closed!

The first of three interwoven tales tells the story of Cinders Charming, trying to be a good princess. But that's easier said than done when the overpowering Queen of Aboodistan storms into the Charming kingdom threatening war if she doesn't get her way.

In the second story, poor Pinocchio is failing school because the Blue Fairy never got around to finishing the job of giving him the head of a real boy. Pinocchio's nasty teacher, Miss Grimsnot becomes prey for the clever Lampwick and his friend, Foxy. When Pinocchio finds out, he uses his wooden head to save the day.

In the final story, Snow White has opened her own fashion boutique. But that doesn't stop her wicked stepmother, up to her old tricks again, from making an encore appearance.

Lots of parts, lots of modern twists, lots of laughs!

CAST OF CHARACTERS

(Large flexible casts - doubling possible.)

MOTHER: Reads to her child.

CHILD: Has a hard time believing Pugsy's stories.

PUGSY: Tells the story of what happened after the book is closed.

CINDERELLA

(4 m, 10 w)

CINDERS CHARMING: Married to the Prince.

MAID 1: Cinder's maid.

MAID 2: Another.

PRINCE CHARMING: Trying to avert a war.

PRIME MINISTER: Gives Prince bad advice.

COOK: Palace cook.

CREEPELLA: Cinder's stepsister and "Dice Girl."

HIPBELLA: Another stepsister.

SLINGELLA: Cinder's stepmother.

QUEEN OF ABOODISTAN: Queen of neighboring land.

RONNIE: Her son.

LONNIE: Her other son.

GODMOTHER: Back to help Cinders.

LAS VEGAS SHOWGIRL: Has the magic wand.

PINOCCHIO

(4 m, 4 w)

TRIXIE: Likes Pinocchio.

DIXIE: Her friend.

PINOCCHIO: A real boy with a wooden head.

GEPEPETO: Pinocchio's father.

MS. GRIMSNOT: Pinocchio's American history teacher.

LAMPWICK: Wants to marry Ms. Grimsnot for her money.

FOXY: His assistant.

BLUE FAIRY: Comes back to "finish" Pinocchio's head.

STROMBOLI: The puppet master.

SNOW WHITE

(8 m, 8 w, 6 flexible)

SNOWY: Snow White, 20 years later.

BUYER ONE: Shopping at “The House of Snowy” fashion boutique.

BUYER TWO: Another shopper.

BUYER THREE: Another shopper.

DEER: Fashion model.

SQUIRREL: Another fashion model.

RABBIT: Another fashion model.

GRETEL: Snowy’s assistant.

PRINCE: Snowy’s husband.

WITCH: Snowy’s wicked stepmother.

LYNN: Witch’s henchman.

GOBBY: Another henchman.

VOICE OF THE MIRROR: Offstage voice.

VENUS: The Witch after drinking a magic potion.

ARNOLD: Dwarf.

REMBRANDT: Another dwarf.

JULIET: Another dwarf.

EINSTEIN: Another dwarf.

PYTHAGORAS: Another dwarf.

SCROOGE: Another dwarf.

WIMPY: Another dwarf.

MESSENGER / PARAMEDIC: Small roles, can be doubled.

SETTING

CINDERELLA: Throne room of the Prince's castle. Two thrones CS, with a brightly-colored banner hanging behind or between them. The design of the banner might incorporate the glass slipper, a crown, and a broom, symbols of Cinderella. At SR and SL stand two pillars, big enough for someone to hide behind. Other decorations as desired.

PINOCCHIO: Gepetto's Pizza Parlor. Counter at CS (table covered with checkered cloth is fine), two cafe tables, one SL, one SR, each set with two or three chairs. Sign behind counter reads "Gepetto's Pizza Parlor." (Sign can be the reverse of the banner used in Cinderella.) Cover tables with red and white checkered table cloths and put a Chianti bottle with candle for a final touch.

SNOW WHITE: The "House of Snowy" fashion boutique showroom. Desk CS (table used in Pinocchio minus the tablecloth) with telephone on top. Chair behind the desk. A screen USL reads "House of Snowy" or another banner can be hung UPS announcing this fact. A few plants here and there would add a nice touch.

SOUND EFFECTS

Bells tinkling, tapping on wood, beeper, phone ringing.

ACT I
Scene 1

(BEFORE CURTAIN: MOTHER and CHILD sit at SR in chair. Mother holds a book.)

MOTHER: *(Reading.)* ...and they lived happily ever after.

CHILD: What does that mean, Mommy?

MOTHER: Well, after all the trouble they'd been through in the story...they never had to face anything like that again.

CHILD: Really?

MOTHER: Really! Everything was absolutely perfect for the rest of their lives. Now, run along to bed, dear, and I'll come tuck you in.

CHILD: *(Thinking.)* Happily ever after, hmmm...

MOTHER: And don't forget to brush your teeth!

(MOTHER exits SR. PUGSY enters SL. Pugsy wears baggy jeans, a ball cap turned backwards, and perhaps a T-shirt or sweatshirt reading "Who You Gonna Believe?")

PUGSY: You ain't gonna believe that, is ya?

CHILD: Who are you? How'd you get in here?

PUGSY: The name's Pugsy...and I got here 'cause you invited me!

CHILD: I did?

PUGSY: Sure! It's that little voice inside of you sayin', "Can't be! There ain't no such thing as happily ever after."

CHILD: What do you know about it?

PUGSY: The rest of the story, kid.

CHILD: You do?

PUGSY: Yeah...I can tell you just what happened after the book gets closed.

CHILD: You can?

PUGSY: Sure! Lemme show ya. What story did you just finish readin'?

CHILD: *Cinderella.*

PUGSY: Oh, now there's a lulu!

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