

SLEEPING BEAUTY QUEEN

by Craig Sodaro

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STORY OF THE PLAY

The excitement in the Kingdom of Luxuryburg has hit fever pitch. Tonight the new Miss Kingdom of Luxuryburg will be crowned. Everyone expects the beautiful Belle Beauchamp to win. But one contestant, the evil Malvinia, will stop at nothing to have that crown placed on her own head. She hires a witch to cast a spell on the pageant, but Otilie, the witch, can only cast a sleeping spell on such short notice. She enchants the crown so when it is placed on the winner's head, everyone in Luxuryburg will fall asleep. When Belle does win and the crown is placed on her head, the spell works like a charm, and Malvinia grabs the crown for her own.

A few months later, a musical "boy group" known as the "Charming Princes" has noticed a terrible drop in sales of their CDs. Their agent, Maxine Develin, insists they find a new sound or she'll dump them as clients. The boys – Willie, Harry, and Bobby Bob – head to Luxuryburg on the urgings of Maxine's sister Otilie, to undo the spell and perhaps regenerate their CD sales.

The boys soon find themselves fighting with man-grabbing plants and then harpies in Malvinia's chambers. But their singing proves to be a more powerful weapon than they thought. In the end, love's first kiss breaks the spell and the Charming Princes find themselves back on top.

Sleeping Beauty Queen

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CAST OF CHARACTERS
(17 female, 8 male, 7 flexible)

MAXINE DEVELIN: A music agent.
MISS GAMBLE: Her secretary.
WILLIE BOB: One of the "Charming Princes," a music group.
HARRY BOB: Another.
BOBBY BOB: The third.
OTILIE: A witch.
KREEKLE: Her cat.
TICKET HOLDER ONE
TICKET HOLDER TWO
TICKET HOLDER THREE
TICKET HOLDER FOUR
LILLY: A contestant.
CLORA: Another.
KAHREN: Another.
JAM: Another.
BELLE BEAUCHAMP: Another.
BERT: The emcee.
MALVINIA: Another contestant.
MS. DONNATA: Director of the pageant.
LULU: Hostess.
QUEEN OF LUXURYBURG
KING OF LUXURYBURG
CRUNELLA: Their daughter.
WORKMAN
APRIL SHOWERS: A judge.
PHILLIPA PHIPPS: Another.
LEONARDO DIGRAPPIO: A third.
PLANT ONE
PLANT TWO
PLANT THREE
PLANT FOUR
HARPY ONE
HARPY TWO
LADY IN AUDIENCE

SYNOPSIS OF SCENES

ACT I

Scene 1: Maxine Develin's office, the present. Desk with chair behind it, center. Easel with placard showing downward sales of the "Charming Princes." Other chairs or backdrop at discretion of director.

Scene 2: A street in Luxuryburg, two months earlier; played before the curtain. Nothing required.

Scene 3: The backstage of the castle in Luxuryburg, a few minutes later. Crown sits on a small table or stand.

Scene 4: The stage, a few minutes later. Stage is decorated brightly with garlands, fabric, balloons, and so on. A bench left and microphone right.

Scene 5: A street in front of Maxine's office, two months later. Played before the curtain.

ACT II

Scene 1: A road to Luxuryburg, the following day; played before the curtain. Nothing required except a phone on proscenium wall.

Scene 2: The castle stage, a short time later; as before.

Scene 3: Malvinia's castle chamber, immediately after. A cauldron down center. Other decorations at the director's discretion.

Scene 4: The castle stage, a short time later; as before.

SOUND EFFECTS

Two songs for "Charming Princes" – one a very loud, guitar-filled song, the other a country, hillbilly style song.

Cymbals

Growling

COSTUME NOTE

The play takes place in the imagination, so costumes can be very simple. Modern dress for most of the characters. The contestants should wear dresses or outfits that suit their personalities. For example, Belle should look beautiful, while Jam should wear a jersey and shorts. Bert should wear a checkered or loud sports coat and bow tie. Malvinia should wear something black and Halloweenish. The Charming Princes can be dressed like hillbillies. Easy plant costumes can be made from buying the largest plastic plant pots, cutting out the bottoms, and attaching suspenders, so the pots are worn around the waist of the performer. Add plastic plants, flowers or greens as a hat, and leaf mittens. The harpies can wear black or purple tunics with wings sewn to the back.

PROPS

Crown (on table)
Clipboard (Ms. Donnata)
Checkbook, check, and pen (Malvinia)
“Bert’s a Jerk” sign (Ms. Donnata)
“Applause” sign (Ms. Donnata)
Microphone (Bert)
Comb and tissue paper (Clora)
Easel, painting, and brush (Kahren)
Nerf balls and bat (Jam)
Four plastic knives (Crunella)
Envelope (Judges)
Two bouquets of flowers (Lulu)
Chart showing downward graph (Miss Gamble)
Guidebook (Willie)
Doritos (Bobby)
Tape recorder/CD player (Harry)
Pair of shoes that fit Malvinia (Malvinia)
Thorny sticks (Plants)
Earplugs (Plants)

ACT I
Scene 1

(Maxine's office. AT RISE: MAXINE sits behind the desk. WILLIE BOB, HARRY BOB, and BOBBY BOB stand around. MISS GAMBLE holds a chart.)

MAXINE: So, boys, I think the chart says everything.

MISS GAMBLE: Note the downward plunge in sales.

WILLIE: Maxine, baby, we're the hottest thing in the music business!

HARRY: Hotter 'n spit on a griddle.

BOBBY: Fourteen number one hits in a row!

WILLIE: We're the –

WILLIE, HARRY, and BOBBY: Charming Princes!

MAXINE: You're princes, all right.

MISS GAMBLE: But you've just lost your kingdom.

MAXINE: Eighty percent of your sales have always been in the Kingdom of Luxuryburg.

MISS GAMBLE: Because they've got the richest demographics on the planet.

MAXINE: They've always loved you there.

MISS GAMBLE: But not a sale in two months!

MAXINE: Not an order! Not even a return!

WILLIE: Something's fishy in Denmark.

HARRY: Yup! There's a polecat on the loose!

BOBBY: You know, we haven't had a fan letter from the Kingdom of Luxuryburg in two months, either!

MAXINE: You need a new song!

MISS GAMBLE: More than a new song, boys.

MAXINE: A new sound!

WILLIE: What's the matter with –

(WILLIE, HARRY, and BOBBY now lip-sync to a punk rock number.)

MAXINE: Tired!

MISS GAMBLE: Stale!

MAXINE: Apparently not what the kids want anymore.

End of Freeview

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