Snow White
Miracle of Mirador

Book, Music and Lyrics by C. Michael Perry

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STORY OF THE PLAY

Here's an exciting, magical and very untraditional version of Snow White! This time the evil Queen Zantha wants to change the ending so she'll win. Her goal is to not only be the fairest in the land, but to unite a special scepter and mystical orb which will give her ultimate power. She will then rule both Snow's kingdom of Aradon and the Prince's kingdom of Mirador.

Zantha cons Snow into eating a poisoned apple. The Prince, who wishes to marry Snow, and the Loyal Huntsman can only use magic and sorcery to fight Zantha, and her equally power-hungry family including her sister, Witheria, and their father, Topher.

Luckily, the Prince and Huntsman are helped by Miraden, an ancient and benevolent wizard. He presents three riddles they must solve to locate and bring together the scepter and orb, and ultimately save Snow's life. Lots of humor added with the antics of the dwarves and some of the characters speaking to the Narrator directly. Several simple settings.

Some songs include "Think Happy," "Do It to Them First," One Lucky Day," and "Magic! Wonder!" About 90 minutes.

Also available for this musical: Vocal Score, Piano Score, and Rehearsal CD

CAST OF CHARACTERS

(6 m, 4 w, 9 flexible)

KING MARBLE WHITE: Strong and wise leader of the Kingdom of Aradon.

QUEEN LILY WHITE: *(Formerly Lilyana)* Pretty, holds a secret power. She is the daughter to the Wizard, Miraden.

SNOW WHITE: Their daughter. Lovely beyond compare.

ROYAL HUNTSMAN: Huntsman of the Blue Mountains. A strong and well-meaning man.

PRINCE VALIANT VALOR: Heir to the Miracles of Mirador. Somewhat prideful and boastful, but very nice.

QUEEN ZANTHA of Zanadon: An evil but beautiful sorceress out to conquer the kingdoms of Aradon and Mirador. She is a cousin to Queen Lily and a daughter to the evil sorcerer, Tophet.

WITHERA, Witch of the Wicked Wood: Zantha's older sister and mentor.

TOPHET, the Sayer of Doom: The old and evil inhabitant of the Fortress of Fear. A sorcerer of the dark arts. Brother to Miraden and father to Withera and Zantha.

NARRATOR/MIRADEN: Narrator who at the final curtain we find out is Miraden, the ancient and benevolent wizard of the Realms of the Crystal Orb. He speaks constantly in rhymes and riddles. Father to Lilyana, brother to Tophet.

MERLIN: One of the dwarves. Out-of-touch magician, after all he's Miraden's student.

Flexible characters:

MORDANTE: The mirror on the wall, one of Witheria's creations.

WILLY: Mite from the Mire of Mysticism. Under the spell of Withera.

NILLY: Another.

TRUSTY: Dwarf of the High Forest of Hope. Optimistic.

BEST: Another. Reliable, hard worker.

GREAT: Another. A thinker of great capacity, but somewhat overweight.

RUSTY: Another. Pessimistic.

SENSIBLE: Another. A down-to-earth realist.

BRIGHT: Another. Youngest and most impressionable.

Doubling: *Mordante and King and Queen White may double as Dwarves.*

SYNOPSIS OF SCENES AND SONGS

Prologue
#1 Magic! Wonder! -- *Cast*

Scene 1: The Purple Palace of Aradon
#2 Do Unto Them First! -- *Zantha*

Scene 2: The High Forest of Hope
#3 Think Happy -- *Snow White*

Scene 3: The Purple Palace of Aradon

Scene 4: The Road
#4 You Love -- *Prince Valiant Valor*

Scene 5: Withera's Cottage
#5 Do It to Them First *(Reprise) Zantha, Withera*

Scene 6: The Cottage of the Dwarves
#6 The Marching Song -- *Dwarves*
#7 Be Happy and Think Happy -- *Snow White, Dwarves*

Scene 7: The Cottage of the Dwarves
#8 Be Happy and Marching Song *(Reprise) -- Dwarves*
#9 Marching Song *(Reprise) -- Dwarves*
#10 One Lucky Day -- *Valor and Huntsman*

Scene 8: The Fortress of Fear
#11 Do It to Them First *(Reprise)*
Zantha, Withera, Mites

Scene 9: Miraden's cave
#12 What Happened to the Old Days? -- *Miraden*
#12a Scene Change & One Lucky Day
Valor, Huntsman

Scene 10: The Fortress of Fear

Scene 11: Composite locations
#13 The Quest

Scene 12: The Peninsula of Peace
#15 You Love/ One Lucky Day -- *Cast*
#16 Curtain Call -- *Cast*

Prologue

MUSICAL #1 -- MAGIC! WONDER!

(The MUSIC begins. The LIGHTS come up on a bare stage with a cyclorama at the back. The stage begins to fill with the CHARACTERS. They are there to celebrate the telling of their tale. They dance until the NARRATOR makes his entrance. They make way for him as he comes toward the audience.)

NARRATOR:
A LONG TIME AGO--
A PLACE FAR AWAY!
A STORY YOU ALMOST KNOW!
A TALE OF ANOTHER MOST MAGICAL DAY! HEY!
VALIANT:
A PRINCE SEARCHING FOR A LOST PRINCESS.
NARRATOR:
A STORY YOU'VE HEARD BEFORE?
BUT NEVER SO CLEVER I HAVE TO CONFESS! YES!
LILY:
REMARKABLE!
MARBLE:
YOU WONT BELIEVE YOUR EYES,
SNOW:
YOUR EARS,
NARRATOR:
YOUR SECOND SENSES!
SNOW:
PHENOMENAL!
NARRATOR:
JUST WAIT TILL IT COMMENCES!
IT'S GOT MAGIC! WONDER!
ZANTHA:
IT'S THUNDER
WITHERA:
AND LIGHTNING!
NARRATOR:
WITH WIZARDS
TOPHET:
AND TRANCES

NARRATOR:
THE CHANCES ARE FRIGHTENING!
IT'S A TALE SO OLD,
A TALE SO BOLD!
SNOW:
A TALE SO WONDERFUL
SO I'M TOLD—
ALL:
WONDERFUL TO BEHOLD!
ZANTHA:
A CAULDRON BOILS,
WITHERA:
A SPELL ENCHANTS
NARRATOR:
THE POTIONS BUBBLE AND BREW.
VALIANT:
THE HERO TOILS
WHILE THE MONSTER RANTS AND RAVES!
SNOW:
WHO SAVES THE HERO?
ALL: *(Pointing to audience.)*
YOU DO!
FOR DON'T YOU SEE IN A FANTASY,
NOTHING IS REALLY REAL.
WHEN A STORY IS TOLD
THE OUTCOME'S CONTROLLED
BY THE THOUGHTS YOU THINK AND THE THINGS YOU FEEL.
SO, THINK OF MAGIC! WONDER!
WITH THUNDER AND LIGHTNING!
THINK WIZARDS AND TRANCES!
THE CHANCES ARE FRIGHTENING!

THINK A TALE SO OLD, A TALE SO BOLD—
A TALE SO WONDERFUL, SO YOU'RE TOLD!
WONDERFUL TO BEHOLD!
AND YOU'VE GOT MAGIC! WONDER!
WITH THUNDER AND LIGHTNING!
SEE WIZARDS AND TRANCES!
THE CHANCES ARE FRIGHTENING!

IT'S A TALE SO OLD! A TALE SO BOLD!
A TALE SO WONDERFUL, SO I'M TOLD!
WONDERFUL TO BEHOLD!
A TALE SO OLD! A TALE SO BOLD!
IT'S WONDERFUL!
NOW, SIT BACK AND BEHOLD!

End of Freeview

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