

GEORGE AND THE DRAGON

A pantomime
by
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STAGE SETS

The **PALACE** Needs to look very grand but don't use too much heavy scenery as this is difficult and noisy to change. Items hanging on the back wall or a back cloth can be very effective. A low rostrum for the two thrones set **USR** that can be easily carried on and off as required. Two heralds stand behind the thrones and other courtiers stand **SR**. Princess Madonna stands **DSC**. The Captain and the guard stand to the stage left of the Thrones and villagers and any others stand **SL**. The Noblins are not present.

The **DRAGON'S CAVE** needs a dark back cloth if possible though it isn't absolutely necessary. The only piece of scenery required is the cave mouth which is, basically a large flat in the form of an uneven arch painted in dark browns and black. A black cloth inside the cave will make it look very dark and forbidding. A small blue light shining from inside the cave can give a good effect especially if the main stage lights are also dimmed. Some gaudily painted taostools should be growing at the entrance. These can be painted onto the flat,

The **SORCERESS' GROTTO** can be an empty stage with a black back cloth and some black pieces of gauzy material dangling from above at various places about the stage. A bar can be lowered near the front of the stage from which hang spiders webs with spiders etc. The lighting for this should be red and fairly dim.

The "scene change" scenes in front of the runners require only the minimum of scenery. Outside a village only needs a sign post and the rocky path needs no more than a couple of small free standing flats in the shape of rocks. The path to the village in Act 2 could be very similar to Act 1 Scene 2 but with a different sign post or maybe a mile stone instead.

GEORGE'S HOUSE requires a little more in the way of stage furniture. The runners are drawn but a table and at least one chair are required. If the stage has an apron, then everything could be set outside the curtain on the apron and could stay there throughout the show. The lighting needs to highlight this corner of the stage for the scene but it should be unlit for other scenes. If the table and chair have to be carried onto the apron this can be done by George and his Mother as if they are setting the table etc.

There are many things you can do to embellish the set such as items hanging on walls or standing on small pedestals, but do not clutter the stage so that things get in the way or are in danger of getting knocked over. And most of all, scenery should be light weight and very easy to move. It is best if scenery changes are done by cast members where possible as this saves time and can become part of the action.

GEORGE AND THE DRAGON

TRACK 1

The story opens in the Palace of King William and Queen Boadicia. It is the eighteenth birthday of their daughter Princess Madonna who is a punk. Nobody likes her except her mother. There is a disco in progress and the people of the village are trying to look enthusiastic. At the end of the number the Princess moves to centre stage.

PRINCESS

Oh come on. What's the matter with you? Never had a good time before, is that what it is? To the Queen. Can't you do something mumsy? They're spoiling my birthday. Cut off their heads. That would be fun. The villagers groan.

QUEEN

Quite right my dear. William! The King, who was dosing off, jumps nearly losing his crown.

KING

Yes, my dear .. anything you say my dear

QUEEN

Well, tell them.

KING

Yes, my dear certainly ... Yes .. Urn .. What do you want me to tell them?

QUEEN

Shouting. Tell them that if they don't enjoy themselves you will have their heads cut off. The villagers immediately attempt to look as if they are enjoying themselves.

VILLAGER

What do you call a mushroom at a disco? A real fun guy.

ALL

Groan

The music starts again with "It's a hap, hap, happy day". All sing and dance to this after which the Soothsayer (can be either male or female) enters SR with a placard saying "The End of the World is at Hand".

TRACK 2

SOOTHSAYER **Woe, Woe, and thrice woe.**

QUEEN

What is it now?

SOOTHSAYER **Doom, doom, doom.**

QUEEN

Oh give me strength. What is the matter? Don't tell me that (local team) has lost again.

SOOTHSAYER **No. I have just seen a Noblin in the High Street.**

QUEEN

Been at the booze again. A Noblin enters SL and runs around the stage exiting SR. What on Earth was that?

SOOTHSAYER **A Noblin. They serve the wicked Sorceress from (local region). When you see a Noblin you know that mischief is abroad.**

QUEEN

Miss who?

SOOTHSAYER **Chief!**

QUEEN

Bless you

SOOTHSAYER **Thankyou. To the audience. I have to keep my eyes open for Noblins, but I can't be everywhere at once, so if you see a Noblin I want you to shout NOBLIN at the top of your voices and I will come and chase it away. Ok, so lets have a practice. One, two, three, NOBLIN. That's no good. Is there anyone out there I didn't hear a thing so let's try again. One! A Noblin runs across the stage.**

AUDIENCE **NOBLIN.**

SOOTHSAYER **Now wait a minute, I hadn't said three. You mustn't shout until I get to three. Right? One! A Noblin runs across the stage.**

AUDIENCE **NOBLIN.**

SOOTHSAYER **Now wait a minute. A Noblin pokes its head out and the audience respond. The Soothsayer tries to get them to be quiet and follow his lead but Noblins keep appearing and disappearing. At last they stop appearing. Oh. You saw a Noblin did you? You'll have to tell me where it is as I've left my glasses at home. Another Noblin appears and the audience shout. Where is it. There follows an "It's behind you" session with Noblins appearing at the side of the stage away from the Soothsayer who never sees them. At last they stop appearing. Have they gone?**

AUDIENCE **Yes!**

SOOTHSAYER Thank goodness for that. *He shuffles off SL.* Woe, woe and thrice woe. Doom, doom, doom.

QUEEN Well I'm glad he's gone. He's a real misery. I don't know what he's on about most of the time.

PRINCESS Why don't we chop off his head? That would be fun.

KING No. I don't think we could do that.

PRINCESS Why not? I want to cut off his head. *She turns to one of the villagers.* Or his ... or hers.

VILLAGERS No, no. Have mercy (*or words to that effect*).

QUEEN No. We can't do that either. Anyway we'd soon run out of villagers.

VILLAGERS *Eagerly agreeing.* Yes, that's right. You couldn't do that.

PRINCESS Well, what are we going to do. It's my birthday and I want to have fun. *While this is going on, Weasel, a servant of the Sorceress, enters SL.* Who are you? What do you want? Do you want to have your head chopped off?

WEASEL No thankyou. I have a message for the King and Queen.

QUEEN Who are you and what do you want?

WEASEL I am Weasel and as I said. I have a message for the King and Queen.

KING From whom?

WEASEL From the Sorceress of (local area).

KING What? Captain of the Guard.

CAPTAIN *Steps forward from his position at the side.* Yes your majesty.

KING Captain of the Guard. Call out the Guard.

CAPTAIN Yes your majesty. Guard!!! *The Guard steps forward awkwardly.* Fall in. *The Guard looks puzzled.* I said fall in. What's the matter with you?

GUARD What do you want me to fall into.

QUEEN Silence. Arrest this Weasel.. *She points at Weasel.*

WEASEL Noblins. Come to my aid. *Noblins appear from all sides and drive everyone back against the wall behind the throne. The King is left cowering on his throne. The soothsayer enters SL.*

SOOTHSAYER What is it. Did you see a Noblin? Good, good. Well where is it. *He misinterprets the audience's instruction for a while until he finally turns round and sees all the Noblins.* Oh my goodness. There are hundreds of them. Oh dear. Oh dear. *He sidles off.* Excuse me. Urgent business ... somewhere else.

WEASEL Now, King. Do you want to hear the message from the Sorceress?

KING No .. I mean yes .. I mean I don't know .. I mean Oh dear.

WEASEL As the Princess celebrates her birthday
With songs and dances gay,
I've a message from The Sorceress
Who has sent me here to say,
"The Princess, now, has reached eighteen
And the Dragon with an appetite keen
Is hungry and waiting to be fed".
So I have been commanded to come ahead
And return with the Princess fair,
So that a meal he can prepare.

VILLAGERS Oh dear. No, not that.

WEASEL Yes. It has come to the notice of the Sorceress that the Princess Madonna has now reached her eighteenth birthday and is therefore eligible for duty as Dragon food.

VILLAGERS *The villagers look relieved, even pleased. Well that's different.*

PRINCESS No. That's not different. I'm not going as Dragon food. Tell him Dadsy.

KING *Gleefully.* Well, I don't know what I can do about it. I think I'll just have to be brave and make the sacrifice For the good of the Country, of course.

PRINCESS Brave? Sacrifice? This isn't fair. Mumsy, tell him they can't feed me to the Dragon.

WEASEL Silence! *The Noblins make threatening gestures and the villagers and courtiers including the Queen. cower in fear. Noblins! Bring the Princess. He sweeps out SL followed by the Noblins dragging the reluctant Princess. To the Dragon's Lair.*

QUEEN *Everyone remains silent until the Queen speaks.* Well, what do we do now?

KING Pardon my dear?

QUEEN What do we do now. We were half way through a birthday party. There's all that food to be eaten.

KING Hadn't we better do something about the Princess? We can't just let her be eaten by the Dragon Can we?

QUEEN I suppose not, but we don't have to be in any particular hurry about rescuing her, do we? I'm sure tomorrow will be good enough. Anyway, who is going to rescue her? The Royal Guard?

KING Perhaps we should send out an edict that whoever saves the Princess from the Dragon can have the hand of the Princess in marriage.

QUEEN I don't think we'll have many takers for that. Who would want to marry our daughter?

KING Someone who doesn't know her, maybe, and is also tempted by the prospect of oneday becoming King.

QUEEN Well, we'll have to send our messengers a long way.

KING Captain of the Guard! Muster the Royal Guard and set off first thing tomorrow afternoon for the furthest parts of the realm and bring back a brave Prince to fight the Dragon.

CAPTAIN Yes your Majesty. Er .. Excuse me your Majesty, but what if we can't find a brave Prince?

KING Well, it doesn't really matter if he's a Prince, as long as he's a good fellow and brave ..

QUEEN Or remarkably stupid.

CAPTAIN Stupid, Your Majesty?

QUEEN Yes. Anyone will do as long as he will fight the Dragon.

KING Yes, I suppose you're right, my dear. In fact he'd have to be a little simple to agree to marry our daughter under any circumstances. Right. Captain! Muster the Royal Guard.

CAPTAIN He's mustered, your Majesty.

GUARD Well thankyou very much Captain. It's nice to be appreciated.

CAPTAIN Idiot. When I say you're mustered I mean you're mustered not mustard. Understand?

GUARD No.

CAPTAIN Never mind. Stand to attention. Feet together, arms straight down by your sides, stomach in, chest out. *He tries to do what he is told. overdoing it.*

GUARD In, out, in, out, wave it all about.

CAPTAIN Quiet. What do you think you're doing? The Hokey Cokey?

GUARD Yes. How did you guess?

KING Captain bring the Guard to order.

CAPTAIN Yes your Majesty. Immediately your Majesty. Guard!

GUARD Yes?

CAPTAIN Yes Captain, you idiot.

GUARD Yes Captain you idiot.

CAPTAIN *He glares at the guard and then composes himself. Fall in.*

GUARD Oh don't start that again.

CAPTAIN Guard!

GUARD Yes. *The captain glares at him.* Captain, you idiot.

CAPTAIN *He reacts again.* Stand in a straight line.

GUARD What?

CAPTAIN Stand in a straight line.

GUARD I am in a straight line.

CAPTAIN Guard!

GUARD yes Captain, you idiot.

CAPTAIN **By the left.** *The Guard looks at his feet trying to decide which is his left foot. Quick march. The Guard exits SL while the Captain exits SR. After a short pause the Guard marches across the stage in pursuit of the Captain giving sheepish glances about him as he goes.*

QUEEN

KING Good grief. Is that what we have to depend on. I don't hold out too much hope for our daughter.

QUEEN Gleefully. No, nor do I.

SORCERESS Well, on with the party. There's a lot of food to finish up. Everyone into the dining room. *They all exit eagerly SR.*

SCENE 2

The runners close. Some stand alone pieces of scenery indicate a village square. The Sorceress appears SL. A spotlight would be very useful so that the other scenery can be set while the sorceress speaks.

No-one is going to help them here,
 The villagers will cower in fear.
 For all do hate the Princess Madonna,
 To save her, no-one will want the honour.
 To marry her would be no reward,
 She'd make anyone's life so hard.
 Only a fool would challenge me;
 I've outwitted them now, ha, ha, he, he.

She leaves. The runners open and the Captain and the Guard enter SR.

GUARD Well what now, Captain, you idiot.

CAPTAIN Will you stop saying that.

GUARD Saying what?

CAPTAIN You idiot, you idiot.

GUARD I didn't say you idiot, you idiot.

CAPTAIN Will you stop calling me an idiot.

GUARD But I thought you wanted me to give you your full military title.

CAPTAIN I do. My full military title is Captain. So just call me Captain.

GUARD But you told me to call you Captain, you idiot. After all that's what the King calls you.

CAPTAIN Oh, I give up. Gather a crowd about us.

GUARD But there's no-one about.

CAPTAIN Well summon them.

GUARD How do I do that.

CAPTAIN You shout in a deep voice, oh yea, oh yea, oh yea.

GUARD *He tries to do the same walking about the stage. Oh yea, oh yea, oh yea. A Noblin appears and follows him about mimicing him.*

AUDIENCE Noblin! Noblin!

GUARD Where?

AUDIENCE Behind you, etc.

The Noblin runs away SL as the Soothsayer enters SR. Villagers start to enter in ones and twos.

SOOTHSAYER Where. Where is it? Did you see a Noblin?

AUDIENCE Yes.

SOOTHSAYER Where did it go? That way? Right I'd better get after him.
He leaves in pursuit of the Noblin.

CAPTAIN Right. Now's your chance. Gather the crowd together.

GUARD Oh yea, oh yea, oh yea.

VILLAGER Oh what?

GUARD Yea.

VILLAGER What's that?

GUARD How should I know? I just do what I'm told. If you want to know what a "yea" is you'd better ask him.

VILLAGER *The Captain is pacing up and down surveying the scene. The villager follows him backwards and forwards trying to attract his attention. Excuse me ... could you tell me what this fellows on about? The Captain turns at the end of his pacing and starts to march back to the other side of the stage making the peasant retreat backwards before him still trying to ask his question. At the other side of the stage, the Captain turns leaving the peasant standing behind him.*

CAPTAIN Right you peasants I have an announcement from the King. The Princess Madonna has been captured by the Sorceress and is to be fed to the Dragon.

VILLAGERS Hooray!

CAPTAIN No. You mustn't say that. The King has offered a reward for the safe return of the Princess. Lands.

VILLAGERS Ooh.

CAPTAIN Riches.

VILLAGERS Aah.

CAPTAIN The hand of the Princess in marriage.

VILLAGERS Oh no. *They all leave.*

GUARD What are we going to do now?

CAPTAIN Well, we'll have to find someone else, won't you?

GUARD Me? Why do I have to do all the work'!

CAPTAIN Because you're the Guard and I'm the Captain of the Guard. *A villager returns and sidles up to the Captain.* What do you want?

VILLAGER Excuse me sir. But I think I know someone who will fight the Dragon.

CAPTAIN And who might that be, pray.

VILLAGER Well, sir. His name is Prince Pompous, sir. He's terribly snooty and everyone here would love to get rid ... I mean would love him to go ... if you see what I mean.

CAPTAIN Yes. I see what you mean all right. Well, where can I find this Prince?

VILLAGER Oh I don't think he's actually a Prince but he likes to think that he is.

CAPTAIN Well where can I find him?

VILLAGER He might not want to go. He can be very obstinate.

CAPTAIN All right. I'll deal with that. Now, where can I find him?

VILLAGER He is down in the village at the moment strutting up and down trying to impress people.

CAPTAIN Well, perhaps you would like to fetch him then?

VILLAGER Oh, I don't think he would talk to me, sir.

CAPTAIN You can take the Guard with you. Guard!

GUARD Yes Captain, you idiot.

CAPTAIN Go with this peasant to the village and fetch Prince Pompous.

GUARD Right away Captain, you idiot. *They walk away SL and before they reach the edge of the stage they pause.*

VILLAGER Why do you call him "You idiot"?

GUARD Oh I don't know. I think it's part of his title. He always insists that I call him Captain, you idiot, so I do what I'm told.

VILLAGER Should I call him that as well?

GUARD Might be a good idea. He is quite hot on formality, *They leave.*

The Captain strolls up and down talking to himself.

CAPTAIN

This could be good for my promotion prospects. Rid the Country of the Dragon and the Princess. I'll be a hero.

TRACK 3

SONG - Grand Old Duke of York

CAPTAIN

Yes They'll make me a Baron or Earl or even a Duke. *A Noblin enters and follows him about.*

AUDIENCE

Noblin!

CAPTAIN

No not a Noblin. They wouldn't make me a Noblin.

SOOTHSAYER

The Soothsayer staggers on SR as if he has been chasing after something. Where is it? Where is it? Takes directions from the audience. Where? Oh. Over there. Come here you Noblin. He chases the Noblin around the stage (and through the audience if you like) and finally off SL. There is a short pause before the Guard enters followed by Prince Pompous who is followed by the villager.

GUARD

Prince Pompous, Captain, you idiot.

CAPTAIN

Well, Prince. I'm glad to see you.

PRINCE

And so you should be. This idiot Guard has affronted my dignity. I am outrageous.

CAPTAIN

Oh, don't be so hard on yourself. Now Prince, I have an important message from His Royal Majesty King William.

PRINCE

Thankyou, but wait for a moment while I compose myself to receive this preposterous message. *He tries several stances. Right. I am compost. You can continue.*

CAPTAIN

I will do my best.

PRINCE

Thankyou.

CAPTAIN

Don't mention it. Here is the edict from King William the Meek.
If you are a Prince both brave and bold,
Listen to me and do as you're told.
High in the mountains above the Palace
There is a cave, where full of malice
Dwells a Dragon fearsome and mean.
So go you forth and show you're keen.
Rescue my daughter the Princess Madonna,
You'll have to be quick or she may be a goner.
If this you do, rewards will be sweet,
Much wealth and lands are yours to keep.
The Princess too you may also marry,
So go on your way and do not tarry.

PRINCE

Well, I don't know about that. Awfully messy things, Dragons. My clothes could be ruined.

CAPTAIN

But think of the rewards. With all that wealth you could buy as many clothes as you liked.

PRINCE

You have a point there little man. I will go and meet this fearsome beast in mortal compact. Lead on.

CAPTAIN

The Captain leads the way. Follow me men.

GUARD Anything you say Captain, you idiot.

VILLAGER Me too Captain you idiot.

CAPTAIN Don't you start that as well. *They exit SL.*

SCENE 3

The curtains open to reveal the mouth of the Dragon's lair USL with coloured toadstools at the entrance. Noblins are flitting about and hiding behind things.

AUDIENCE Noblins!

SOOTHSAYER *The Soothsayer rushes on, breathless. Where are they? Where? Oh there you are. He chases them around the stage then eventually chases them off SL. Piano accompaniment as in the silent movies. The Captain enters SR followed by the Guard and the villager. At the mouth of the cave the Captain stops suddenly and the other two walk into him.*

CAPTAIN What do you think you're doing? Get off will you. *He fights them off.* Stand to attention. Right. Where is the Prince?

GUARD I think he's just coming up the hill.

CAPTAIN Oh yes. Here he comes now.

PRINCE *The Prince enters wearing a fine cloak and hat with a large feather. and is admiring himself in a hand mirror. Divine. Really divine. That Dragon will die of envy.*

CAPTAIN Right your Princeship. This is the Dragon's lair.

PRINCE What? This? But this is dreadful.

GUARD It is rather frightening isn't it?

PRINCE What? Oh no, I didn't mean that. Those toadstools clash with my coat. It's no use I'll just have to go home and change. *He turns to go but the Captain restrains him.*

CAPTAIN Now just you wait a minute. You're here to slay the Dragon. It's not a fancy dress parade you know.

PRINCE Now hold hard my man. I can see by your dress that you have no eye for fashion so I forgive you this time.

TRACK 4

Song - Dedicated Follower of Fashion

CAPTAIN Thankyou. Now let's get on with the Dragon slaying shall we?

PRINCE Oh, if we must. *The Prince steps forward to the mouth of the cave. Dragon! Can you hear me? Come out immediately and be slayed.*

DRAGON What? *The Captain. guard and villager back off SR at the sound of the voice which is amplified and is very loud. The Prince steps back a pace.*

PRINCE I s-s-s-said c-come out.

DRAGON Now don't make me angry. You wouldn't like me when I'm angry.

The prince turns and runs off SR with as much dignity as he can muster. After a few seconds they creep back.

PRINCE I think it would be better if you were to go in and flush him out.

CAPTAIN What me? I think it would be more a job for the Royal Guard. Guard!

GUARD Yes Captain, you idiot.

CAPTAIN I want you to go into the cave and fetch the Dragon out.

GUARD Me?

CAPTAIN Yes you!

GUARD Now?

CAPTAIN Yes now!

GUARD I think the king would be very angry if you let his Royal Guard get damaged. I think it's more a job for a peasant.

CAPTAIN You may have a valid point there. Peasant. *The villager gazes skyward and pretends he hasn't heard.* Peasant. You. I'm talking to you.

VILLAGER Me? Captain you idiot.

CAPTAIN Yes you. I want you to go into the cave and fetch the Dragon out.

VILLAGER Why me. I'm a civilian and this is a military exercise. You should go.

CAPTAIN I think that you have overlooked a very important point.

VILLAGER Oh yes. And what's that?

CAPTAIN This is a democratic country isn't it?

VILLAGER Yes but..

CAPTAIN And following the democratic process. There are three of us and only one of you.

VILLAGER Ah ..

CAPTAIN So when you're ready, peasant. *The peasant is pushed into the cave. After a moment he emerges again.* What is it now?

VILLAGER It's dark in there.

CAPTAIN Good. So the Dragon won't be able to see you.

VILLAGER Oh yes. I hadn't thought of that. Right. *He creeps into the cave.* Here kitty kitty kitty.

PRINCE What a brave fellow. We will have to see to it that he is awarded a medal, posthumously of course.

TRACK 5 *SONG - So long it's been good to know you*

CAPTAIN Well, I think we should go back and break the sad news to the King that a brave and loyal subject has fallen in the fight against evil. Follow me men. *He marches off SL and returns almost immediately. Followed by the other two he does a circuit of the stage before exiting finally SR. There is a short pause, the lights dim slightly and the villager emerges slowly from the cave and creeps after the others.*

SCENE 4

The runners close and an inset of Georges house is built DSR using items arranged on the apron SR if possible. George and his mother enter. They bring on some of the stage furniture.

WIDOW Come on you idle no-good boy. Help me get the tea ready.

GEORGE I am helping mother.

WIDOW You're always dreaming. You're a dreamer that's what you are. What are you dreaming about now?

GEORGE I was thinking that it would be good if I could rescue the Princess and be given a fortune by the King. Then I could buy us a nice house.

WIDOW Not much chance of that. You're just a peasant. and if you did kill the Dragon and win the hand of the Princess you would go and live with her in a great palace and wouldn't have time for your old widowed mother then would you?

GEORGE Oh yes, mother. I wouldn't forget you.

WIDOW Oh yes you would. Anyway, some Prince has gone up there to rescue the Princess so you've missed your chance.

GEORGE But he didn't kill the Dragon. I saw them return while I was down in the village and they hadn't killed the dragon and what's more, one of the villagers was eaten.

WIDOW That does it. I'm not having you eaten. Who would do all the chores if you were eaten and what would become of me.

GEORGE I'm sorry mother. I was being selfish. But I won't get eaten.

WIDOW Quite right you won't, 'cause you're not going, and that's that. Now go and fetch the milk. *George leaves.*

TRACK 6 *SONG - Look for the silver lining*

George returns but stands out of sight of his mother.

WIDOW If only our luck would change. It is so hard to survive on our own and I can't see my useless son ever doing anything to improve matters. *George reacts to this and runs off without his mother seeing him. But I wouldn't want any harm to come to him. He's a dreamer not a hero. The lights fade on the set SR and a spot comes on SL. The items of scenery are cleared SR while The Sorceress enters SL into the spot.*

SORCERESS Young George, there, is a dreamer,
But I'm a devious schemer.
If my plans he tries to shatter
Then he'll wonder what's the matter.
For to my powers there is no end
And I'll soon send him round the bend.
Now to the Palace I'm away
To hear the bad news of the day!
Ha! Ha! Ha! etc. *She exits SL and the runners open to reveal the Royal Palace.*

SCENE 5

Back in the Palace the King and Queen are standing in front of the thrones. There are villagers and courtiers around.

TRACK 7 *CHORUS - It's a hap, hap, happy day.*

KING What a happy day? The brave Prince and our own Royal Guard are returning triumphant from the Dragon's lair. Let them enter.

The Prince, Captain. and Guard enter looking dejected.

KING Welcome galant Knights, Welcome back. But where is the head of the Dragon?

CAPTAIN I am sorry your Majesty, but we haven't got it.

KING Haven't got it? Oh yes of course. How silly of me. It would be much too heavy for you to carry all the way back here. But where is the Princess?

CAPTAIN I'm sorry your Majesty but we haven't got the Princess either.

KING Not got the Princess. Why on Earth not? That was the purpose of the mission after all Slay the Dragon and rescue the Princess.

CAPTAIN But we failed to kill the Dragon and rescue the Princess, your Majesty.

KING Failed? How is this? You were supposed to slay the Dragon why did you not carry out our orders?

CAPTAIN Well, it was like this your Majesty. We approached the cave of the Dragon and called for him to come out and fight. With a terrible roar he leapt from the cave, flames coming from his nostrils and clouds of smoke.

PRINCE A terrible brute. No colour co-ordination at all.

KING Quite.

CAPTAIN Well we leapt forward and attacked the brute with our knives.

GUARD And our forks.

CAPTAIN He fought with the strength of an army but we drove him back.

ALL Hooray.

CAPTAIN Then he gained strength and pushed forward.

ALL Boo!

GUARD We fought with tooth and claw inflicting terrible wounds on the creature until, at last he retreated into the cave.

CAPTAIN Hooray!

PRINCE We gathered our strength and were about to follow him into the cave when we realised that our worthy follower and brave peasant ... what was his name?

CAPTAIN I don't know.

PRINCE Whose name we do not know, lay dead at our feet, lightly toasted by his fiery breath.

GUARD God rest his soul. Alas he was a brave fellow, but without his further assistance we could do no more.

CAPTAIN So we returned to give you the sad news.

KING It is a very sad tale you tell.

GUARD Oh he's very good at telling tales.

CAPTAIN Shutup.

KING Well you have been very valiant indeed. But you have survived to fight again.

PRINCE What?

KING Yes. Such brave and worthy souls. It will be your honour to lead the next attack upon the Dragons lair. The Glory will be all yours.

CAPTAIN Oh thanks a lot.

KING Don't mention it. But that poor fellow who fell at the hands of the Dragon ...

GUARD The Dragon didn't have hands.

CAPTAIN Quiet!

KING He will miss the final victory. *During all this the missing villager returns and stands behind them listening intently not realising they were talking about him.* The glory of slaying the evil Dragon. So we must thank him in his absence for the sacrifice he has made and honour him with the Royal Star of Honour. We will always remember .. what was his name?

CAPTAIN We can't remember, your Majesty.

KING We will always remember him, whatever his name was.

VILLAGER *The villager steps forward. Hear, hear.*

CAPTAIN **Where did you come from?**

KING **Who is this?**

CAPTAIN **Well ...**

KING **Who is it?**

CAPTAIN **Well your Majesty this is the peasant we thought was dead.**

GUARD **It's a miracle. Hooray, hooray.**

ALL **Hooray.**

The villager looks bemused as they all make a fuss of him and the Prince, Captain and Guard look uncomfortable.

TRACK 7 **SONG - It's a hap, hap, happy day**

End of Act 1