

ALICE THRU THE LOOKING GLASS

By William J. Springer

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STORY OF THE PLAY

In this frumpled version of Lewis Carroll's story, Alice comes face to face with a Jaberwocky who could be Fonzie's twin! The Jaberwocky, with leather jacket and slicked back hair for a totally 50's look, cons Alice into stepping through the looking glass. Then he steals her book so he and his four supremely cool Jaber-Babes, Daphne, Daisy, Dimples, and Delli, can get into the real world.

Alice must quickly find them before they use the book or she'll never get back home. She gets lots of confusing "help" from the Messenger Rabbit, Tweedle Dum and Dee, and the Red and White queens who lead her on a merry chase going nowhere. Honestly, it's enough to make you give up mirrors forever!

SETTING

A Living Room in the Real World and a living room in the Looking Glass World. See back of playbook for set designs and specifics.

CAST OF CHARACTERS

ALICE: A young girl.

MARGARET: Her older sister.

MESSENGER: A rabbit who is really "Somebody."

TWEEDLE DEE / TWEEDLE DUM: Quarreling, chubby
twins.

JABERWOCKY: A biker villain.

DAPHNE: A Jaber-Babe.

DAISY: Another.

DIMPLES: Another.

DELLI: Another.

RED QUEEN (*of Chess*): Quite regal.

WHITE QUEEN (*of Chess*): A bit daffy.

PLAYING TIME: 40 minutes.

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PROPS:

"Real World" book (*small Golden Book size.*)

"Looking Glass" book ("*KOOB.*")

Long blank scroll (*Messenge.*)

Two dimensional tree (*sketch in back.*)

Bench (*for Red Queen to sit on by tree - "Looking Glass" chair can be substituted.*)

SOUND EFFECTS:

Looking Glass voice - Jaberwocky's falsetto voice over a microphone and amplification to give an "other world" effect.

Piano - Simple music and sounds will add greatly to the play. For instance, use lullaby music when Alice falls asleep; "clunks" when Jaberwocky tries to go through looking glass; "chase" music, etc.

*** **See end of playbook** for further notes on sets, costumes, and makeup.

ALICE THRU THE LOOKING GLASS

(AT RISE: Alice's house and the world beyond the looking glass.)

MARGARET: *(Enters with ALICE.)* Now, Alice, just stay here in the living room and try to stay neat and clean until Mother is ready to take us to Grandmother's house.

ALICE: *(Carrying HER book.)* I'll just sit down here on the floor and read my book until we're ready to go.

MARGARET: All right. But please don't go crawling around the floor in your brand new dress.

ALICE: I won't.

MARGARET: We should be ready to leave before too long. I'll call for you then.

ALICE: I'll be right here by the looking glass. *(MARGARET leaves. ALICE reads for a moment...)* Oh, reading does tire me so. I think I'll just lie down here for a moment or two and take a rest until Margaret calls. *(ALICE falls asleep; a moment later:)*

LOOKING GLASS: Alice ... Alice ...

ALICE: *(Waking up, rising.)* What? Oh, Margaret, I'm coming ...

LOOKING GLASS: Alice ...

ALICE: *(Straightens HER dress.)* Yes, Margaret, I'll be right there.

LOOKING GLASS: My name is not Margaret.

ALICE: What? Who said that?

LOOKING GLASS: I did, of course.

ALICE: *(Looking around the room.)* And who are you?

LOOKING GLASS: My name is Alice.

ALICE: What a coincidence. Alice is my name, too.

LOOKING GLASS: Yes, I know. There is very much about us that is alike.

ALICE: Where are you, Alice?

LOOKING GLASS: I'm right over here in the looking glass.

ALICE: Oh, that's silly, and quite impossible, I'm sure.

LOOKING GLASS: No, it isn't. Come see for yourself. Just look through the looking glass and you'll see me.

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ALICE: Well ... all right. I'll just take a quick little look.
(*SHE is startled by her own reflection.*) Oh! Oh, my goodness! You tricked me, Alice.

LOOKING GLASS: Tricked you?

ALICE: Why, yes. You are nothing but my own reflection in the mirror.

LOOKING GLASS: Oh, no, no, no, no, no, no, no, no!

ALICE: No?

LOOKING GLASS: Oh, no! I am so much more than just a reflection. If I were only a reflection, would I be able to talk to you now when you cannot see me?

ALICE: Well, no, I guess not.

LOOKING GLASS: And when you do see me, I never behave the way you do.

ALICE: Oh, yes, you do.

LOOKING GLASS: Then you have never looked very closely, or you would have noticed that whenever you raise your right hand, I raise my left. And when you raise your left foot, I lift my right.

ALICE: But why is that?

LOOKING GLASS: That is because I live in a world where everything happens in reverse.

ALICE: Oh, dear. Isn't that confusing?

LOOKING GLASS: Entertaining and exciting, but never confusing.

ALICE: (*Looking into mirror.*) Why, yes ... Everything in the looking glass house is just the same as it is here - only backwards. All the lefts are rights and the rights are lefts-

LOOKING GLASS: And the middle are quite the same, only - different.

ALICE: Oh, but there are so many things I cannot see from here. I cannot see the things above, below or to either side of the looking glass.

LOOKING GLASS: I can see them quite plainly myself.

ALICE: Oh, I wish I could see them too.

LOOKING GLASS: You can!

ALICE: I can?

LOOKING GLASS: Of course! Just step through the looking glass. It will open when you touch it.

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ALICE: How exciting!

LOOKING GLASS: But first, before you step through, be sure that you bring along something from the real world, for it will be the key you need to return.

ALICE: I'll take my book along. *(SHE gets book. Speaking to the audience.)* Well, here I go. I shan't stay long ... I'll only take a quick look around and then come right back.

(ALICE steps through the looking glass. We hear MARGARET calling Alice's name, the JABERWOCKY'S hideous laughter and Alice's screams as the LIGHTS come up on the looking glass living room which is a reversal of the real world living room. We see Alice and the Jaberwocky standing over her.)

JABERWOCKY: Ah-ha! My little trick has worked quite well, quite well indeed! Now I'll just take that book. *(HE does so.)* Oh, I can't believe it! I'm almost free! *(HE speaks in LOOKING GLASS voice.)* And so, my sweet little Alice, this will teach you a lesson or three. You'll never again be so quick and foolish as to talk to yourself in the mirror. *(HE laughs. Then in his own voice.)* Now I must get ready for my trip. *(HE exits laughing.)*

ALICE: *(Crying.)* Hooooo-boooooooo ... Goodness, my, oh! ... Backwards out comes say I everything! No, oh!

(The MESSENGER - a rabbit - enters in a hurry.)

MESSENGER: Oh - oh - oh! *(HE sees ALICE.)* What a situation we have here. There must be something I can do to help. Or then again, perhaps I can't ... Oh, but I really wish I could lend a hand - or perhaps a foot - or perhaps, if she be friend, Roman or countryman, I could lend her an ear. But in any case, that is neither here nor there, and I do have a message which I really should deliver.

End of Freeview

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