Candy Land
- or -
Don’t Fret, My Dear,
They’re Just Desserts

A Comedy in 3 Scenes

By
Kevin Stone

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DEDICATION
For Kandy.

STORY OF THE PLAY
It is business as usual at the Mega-Bite Candy Company. Pop Tart is stirring the chocolate, Stretch is headed for the Taffy Room, Cookie the Clown is preparing to host a tour of young school children, Jan and Dean are experimenting with new flavors of candy, and—most significantly—Graham Cracker is looking for Kandy Kane. As Graham searches for Miss Kane and attempts to propose, Grimsley Krumkake, a dastardly villain posing as a vat inspector, enters with his dopey sidekick, Bink. Thus is set in motion a fiendish plan to take over the world, beginning with the Mega-Bite Candy Company. In the end, true love wins, the villain receives his just deserts, and the world is saved!

Running Time: 40 minutes

ORIGINAL PRODUCTION
Candy Land was originally produced March 8-10, 2007, at the Overbrook Attendance Center in Overbrook, Kansas. The author directed the following cast:

Poppi Seeds - Danielle Brown; Graham Cracker - Garrett Colglazier; Kandy Kane - Jackie Woodruff; Stretch and the Baker - Pamela Knauber; Carmel - Nicole Waller; Grimsley Krumkake - Collin Turner; Bink - Christal Walthall; Jan - Makala Barnett; Dean - Dustin Turner; Ginger Snap - Hayley Shaffer; Marsha Mallow - Brianna Miller; Pud - Danielle Bradley; Cookie - Katie Waller; Miss Take - Alixandrea Pagan; Students - Wynter Ziegler, Jaden Heilscher, Brianna Ryan, Ian Trego, Hannah Honeyman, and Leah Finley; Kit - Zach Brady; Kat - Victor Tamez; Assistant Director - Ben Foust; Sound - Robert Tidball.
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CAST OF CHARACTERS
(5 m, 6 w, 8 flexible, 6 children.)

POP TART: Fatherly and kind worker in the vat room.
GRAHAM CRACKER: Our tongue-tied but noble hero.
KANDY KANE: Sweet and innocent damsel who is the object of Graham’s affection.
STRETCH: The taffy-puller.
GRIMSLY KRUMKAKE: Evil genius who plans to take over the world via the Mega-Bite Candy Company.
BINK: Krumkake’s hapless assistant.
CARMEL: A silent purveyor of candy conversation hearts.
JAN AND DEAN: Surfer dudes who work in Research and Development.
MARSHA MALLOW: Worker in the Chocolate Bunny Room.
PUD: Another.
COOKIE: A clown who gives tours of the factory.
MISS TAKE: A surprisingly high-strung teacher who brings her class on a field trip.
CHILDREN: Six students on the field trip, including …
CHASE: The child who escapes from Miss Take in search of adventure.
KIT AND KAT: Custodians; Kat is just learning English.
THE BAKER: Gingerbread is his specialty.
2 SIGN GIRLS

Note: The following characters can be played by either male or female: Pop Tart (change the name to Poppi Seeds) Stretch, Bink, Carmel, Jan, Pud, Cookie, and the Baker.
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SYNOPSIS OF SCENES

Scene 1: At the beginning of the day.
Scene 2: Later that same day.
Scene 3: A few minutes later.

SETTING

The vat room of the Mega-Bite Candy Company, near Easter time, modern-day.

A large M hangs on the UC wall. A large vat stands center; it is labeled “Choc-O-Vat.” On either side of the vat is a set of steps or a small ladder.

A large wheel is connected to the vat somewhere; near it is a directional arrow and the word “Fill.” A chair and small table sit in the corner USR. The SL wall holds a shelf containing samples of different candy products. Various colorful, moving contraptions add to the feeling of fun. Open doorways stand SR and SL.

*See additional production notes at the end of the script.*
Scene 1: “A Vole in the Hat!”

(SIGNS enter with signs reading “Scene 1” and “A Vole in the Hat!” The Sign Girls exit. AT RISE: The vat room of the Mega-Bite Candy Factory. POP TART, dressed in a protective body suit, goggles, and a breathing ventilator, stands on the steps, stirring the vat with a large wooden paddle. GRAHAM CRACKER enters SL carrying a wrapped present. SIGN GIRL holds a cue card: “Yea!”)

GRAHAM: (Calling.) Kandy! Kandy! (To POP.) Have you seen Kandy, Pop?
POP: (Removing the equipment from his face.) Candy? That’s all I see. I gotta whole vat full of Easter chocolate right here.
GRAHAM: Not that type of pandy, Kop—I mean, that type of candy, Pop. I’m looking for Kandy Kane. Almond hair, eyes of richest chocolate, and a smile sweeter than Sweet ‘n Low!

(HE gets lost in a daydream. SIGN GIRL holds a cue card: “Ahh!”)

POP: Oh, Kandy. I haven’t seen her, Graham ... Graham? (Pokes HIM with the paddle.)
GRAHAM: (With a start.) Kandy?! POP: I haven’t seen her.
GRAHAM: Thanks anyway.

(HE exits SR. POP replaces his goggles and breathing ventilator and stirs some more. KANDY KANE enters SL. SIGN GIRL holds a cue card: “Ahh!”)

KANDY: How’s the chocolate today, Pop?
POP: (Removing his mask again.) Sweet and sticky, Miss Kane, sweet and sticky! Say, Graham was just here looking for you.
KANDY: Oh! He didn’t find me, did he?
POP: I don’t think so.
KANDY: Which way did he go?
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POP: (Pointing.) That way.
KANDY: Thanks!
POP: You’re welcome.

(Pop replaces the mask and keeps stirring. Stretch enters SR.)

STRETCH: Hi, Kandy. Those candy canes all done?
KANDY: All striped and ready to go!
STRETCH: And this is only March [or whatever month it is].
KANDY: What are you doing today, Stretch?
STRETCH: More taffy-pulling! Round 15! Me versus the taffy!
KANDY: Happy pulling!

(Stretch exits SL.)

KANDY: (Continued.) Don’t fall in, Pop!

(He gives Kandy a “thumbs-up” sign. She exits SR. Pop keeps stirring. Grimly Krumkake enters SR, followed by Bink who carries a mallet. Sign Girl holds a cue card: “Boo!”)

KRUMKAKE: (Sotto voce to Bink.) You go that way!

(Bink sneaks around to the backside of the vat.)

Krumkake: (Continued. Calls to Pop.) Hello, there! Could I trouble you for a minute, my friend? I seem to have lost a contact! (Pop sets the paddle down and descends the steps.) I’m really quite blind without it. It must be in this area. (Pop stoops to help search the floor.) If you turn this way, you’ll have better lighting.

(Pop turns. Bink sneaks up behind him with the mallet.)
KRUMKAKE: (Continued.) It's good of you to help me like this. If I don't have my contacts in, I get such a splitting headache—

(BINK bonks POP with the mallet. Pop slumps to the floor. SIGN GIRL holds a cue card: “Boo!”)

KRUMKAKE: (Continued.) It worked! It actually worked, even though the outcome depended so much on you! Easy as taking candy from a baby! Now, the first step of my master plan is accomplished, and that means we are one step closer to— Bink, what are you doing?

BINK: (Has been examining the floor.) Looking for your contact.

KRUMKAKE: I don’t have a contact!

BINK: I know. That’s why I’m looking for it.

KRUMKAKE: No! I mean, there aren’t any! I don’t wear them! My eyes don’t require them!

BINK: (Beat.) What were you looking for then?

KRUMKAKE: Nothing! It was a ruse, you rube!

BINK: A ruse?

KRUMKAKE: I made it up!

BINK: A rube?

KRUMKAKE: Never mind. Just continue with the plan.

BINK: Uh, which plan was that again?

KRUMKAKE: The master plan! The one we discussed this morning!

BINK: Oh! The nefarious one?

KRUMKAKE: Yes. You do remember what to do?

BINK: You can count on me! (HE drags POP behind the vat.)

KRUMKAKE: (To audience.) You’d think he’d remember the master plan. I even illustrated it for him! It isn’t easy being an evil genius!

(SIGN GIRL holds a cue card: “Hiss!”)

KRUMKAKE: (Continued.) Soon! Very soon! The Mega-Bite Candy Company will be mine! And then—the world!
End of Freeview

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