

# The Pirate Princess

A play in one act

*by James Armstrong*

## **Performance Rights**

It is an infringement of the federal copyright law to copy this script in any way or to perform this play without royalty payment. All rights are controlled by Eldridge Publishing Co. Inc. Call the publisher for additional scripts and further licensing information. The author's name must appear on all programs and advertising with the notice: "Produced by special arrangements with Eldridge Publishing Co."

**ELDRIDGE PUBLISHING COMPANY**

**[www.histage.com](http://www.histage.com)**

© 2007 by James Armstrong

Download your complete script from Eldridge Publishing  
<http://www.histage.com/playdetails.asp?PID=1148>

## **STORY OF THE PLAY**

You might think it's fun to be a princess like Alwida, and to live in a castle. But her castle is so lame! It doesn't even have a moat. Tired of parents who never listen and are always telling her what to do, Alwida runs away from home in search of adventure. Instead she finds Alf, the prince from a nearby country. The two hit it off at first, until Alwida's parents ground her in her tower. She escapes, but is captured by bloodthirsty pirates. Finally! An adventure! The pirates think they've taken a frail, simple girl as their prisoner, but they are about to be in for a big surprise....

"The Pirate Princess" was originally performed in May, 2007, by Snug Harbor Cultural Center in Staten Island, New York, through their Theatre for Young Audiences program.

*Executive Producer: Christopher Catt*

*Associate Producers: Nicole J. Libby, John Scamardella*

*Director: Ron Piretti*

*Set Designer: Joanna Sim*

*Costume Designer: Gayle Parness*

*Lighting Designer: Ezra Donellan*

*Stage Manager: Gena Mimoso*

*The cast was as follows:*

*ALWIDA: Rachel Somma*

*PRINCE ALF: Carlo Riveccio*

*KING SIWARD etc.: John C. Fitzmaurice*

*QUEEN etc.: Kaitlin Wright*

*PIRATE etc.: Matthew Pepitone*

*PIRATE etc.: Alicia Magliaro*

**CAST OF CHARACTERS**

*(With doubling: 2 m, 2 w, 2 flexible)*

ALWIDA: A young princess.

PRINCE ALF: Prince of Denmark.

PRISONER: also plays

KING SIWARD, Alwida's father

CAPTAIN KILLBLOOD, a pirate

FIRST SOLDIER

PIRATE QUEEN: also plays

QUEEN SIWARD, Alwida's mother

SECOND SOLDIER

FIRST GUARD: also plays

FIRST SERVANT

FIRST SNAKE

FIRST PIRATE

SECOND GUARD: also plays

SECOND SERVANT

SECOND SNAKE

SECOND PIRATE

**TIME:** The Middle Ages. **PLACE:** Scandinavia.

**Performance time:** About 35 minutes.

**PROPS**

Rope to tie hands; comical-looking ax and swords; two sticks or branches; wrapped "herring"; two snake puppets; sack with "meat"; guitar; jug and flask; spyglass; two pirate helmets.

**Scene 1: A Field**

*(In the darkness, we hear a sea shanty.)*

VOICES: Come all ye young fellows that follow the sea,  
To my way haye, blow the man down,  
And pray pay attention and listen to me,  
Give me some time to blow the man down.

*(As the LIGHTS come up, two GUARDS enter with a PRISONER. The PRISONER has his hands tied and the FIRST GUARD carries a large, comical-looking axe.)*

FIRST GUARD: This way, you pirate dog.

PRISONER: Ow!

SECOND GUARD: You have been found guilty of piracy upon  
the high seas.

PRISONER: But I'm innocent!

FIRST GUARD: Didn't you attack a ship and seize its  
treasure?

PRISONER: Well... yes.

FIRST GUARD: Then you're guilty.

SECOND GUARD: You have been sentenced to die by  
beheading. The axe is already prepared. Have you any last  
words?

*(A PIRATE QUEEN sneaks up behind the GUARDS. She wears two swords.)*

PRISONER: Yes. Look out behind you!

SECOND GUARD: What? You don't think we're going to fall  
for that old trick, do you? How stupid do you think we are?

PRISONER: Don't say I didn't warn you.

FIRST GUARD: Oh, please! Look out behind you? We're not  
complete—

*(The PIRATE QUEEN knocks the heads of the GUARDS  
together, and the GUARDS fall to the ground.)*

*The Pirate Princess*

- 5 -

PRISONER: Quick, Captain! Untie me before they wake up!  
PIRATE QUEEN: The things I do for my crew.

*(The PIRATE QUEEN unties the PRISONER.)*

PRISONER: Is the ship ready to sail?  
PIRATE QUEEN: Aye. As soon as we get back on board.

*(The GUARDS wake up and draw their swords.)*

SECOND GUARD: I'm afraid that will be never.

*(The PIRATE QUEEN draws her sword. She fights with both of the GUARDS, and pushes them back.)*

PIRATE QUEEN: Here, matey!

*(The PIRATE QUEEN draws her second sword and tosses it to the PRISONER. Together, they fight the two GUARDS.)*

FIRST GUARD: Yield! In the name of the King.  
PIRATE QUEEN: I yield to no man! Give us back the freedom of the mast and the sail, or prepare to die!

*(They freeze. ALWIDA enters, carrying a parcel. She points to the PIRATE QUEEN.)*

ALWIDA: That's me: Alwida the Pirate, Queen of the High Seas! Except it's not. Only in my imagination.

*(The scene unfreezes, and the GUARDS and PIRATES put up their swords.)*

PIRATE QUEEN: Uh-oh, fellas. Looks like we're mythical. Better pack up.

SECOND GUARD: Aw....

PRISONER: You mean we're just imaginary?

PIRATE QUEEN: Afraid so. Not much use for pirates in the real world anymore.

*The Pirate Princess*

- 6 -

*(The GUARDS wander off.)*

ALWIDA: I wish I were a pirate who sailed out on the ocean looking for adventure and gold. But I'm not. I'm just plain Alwida. And do you think pirates ever come around my neighborhood? Almost never. The last one was over three years ago, and he didn't even have a patch over his eye.

PRISONER: At least he wasn't imaginary!

ALWIDA: Will you be quiet? I'm talking to the audience here.

PRISONER: Sorry.

*(The PRISONER and the PIRATE QUEEN wander off.)*

ALWIDA: You see, audience, even though I've always wanted to be a pirate, I've never been able to. I have to sit at home in the castle, like a good little princess. You might think it would be great to be a princess and live in a castle, but our castle is so lame! It doesn't even have a moat. I asked Mom and Dad, "Can we please, please, please get a moat? Just a small one?" "Too dangerous," they said. "What if someone falls in?" Well, duh! That's the whole point! Mom and Dad make me so mad. They're always trying to get me to be safe and act ladylike and not belch in public. *(Burps.)* Excuse me. But what am I supposed to do, stuck inside all day? That's why I ran away. To finally have some adventure and excitement! Only now, I'm exhausted, and my feet hurt. *(Sits down and opens the parcel.)* Great. And I'm down to my last herring. Maybe I'll be lucky and get captured by pirates. Ooo! Here comes one now! Over here! Over here!

*(Enter ALF.)*

ALF: Who's that?

ALWIDA: Are you a pirate?

ALF: No. Why would you think I was a pirate?

ALWIDA: I don't know. You look vaguely ... piratical. Hey, you want half a salted herring?

ALF: All right.

*The Pirate Princess*

- 7 -

*(SHE rips the herring in half and gives HIM the tail.)*

ALWIDA: Here. Good, huh? Only it's my last one.

ALF: You from around here?

ALWIDA: Maybe. Why?

ALF: No reason. I've just never seen you before.

ALWIDA: Maybe that's because I'm having an adventure.

ALF: An adventure? Around here?

ALWIDA: Why not? Maybe ... maybe I'm the pirate!

ALF: You?

ALWIDA: Yes! Maybe I'm Alwida the Pirate! Queen of the High Seas! Maybe I found a band of women just like me, who hated parents, and chores, and homework, and we all set out to terrorize the coast and raid the ships on the Baltic.

ALF: You've got a great imagination.

ALWIDA: Maybe. Or maybe it's true. How would you know the difference?

ALF: Guess I wouldn't. Thanks for the herring.

ALWIDA: So what about you? Did you run away from home, too?

ALF: Never got the chance to. I was in the library at our castle—

ALWIDA: You live in a castle, too?

ALF: Yeah, but it's a lame one. We don't even have a moat. Dad has a library, though, and I always like to go in there and read his books, but Mom found me there, and she said boys should be playing outside not sulking around in libraries.

ALWIDA: Aren't you good at boy stuff?

ALF: What do you mean boy stuff?

ALWIDA: Oh, you know. Riding horses and throwing javelins and sword fighting. I'm good at sword fighting. Dad taught me how, but I'm not supposed to tell Mom, 'cause she'd freak. So? Are you good?

ALF: I'm all right, I guess.

*(SHE picks up two sticks and tosses HIM one.)*

ALWIDA: Come on! Let's fight.

### **End of Freeview**

Download your complete script from Eldridge Publishing  
<http://www.histage.com/playdetails.asp?PID=1148>

Eldridge Publishing, a leading drama play publisher since 1906, offers more than a thousand full-length plays, one-act plays, melodramas, holiday plays, religious plays, children's theatre plays and musicals of all kinds.

For more than a hundred years, our family-owned business has had the privilege of publishing some of the finest playwrights, allowing their work to come alive on stages worldwide.

We look forward to being a part of your next theatrical production.

Eldridge Publishing... for the start of your theatre experience!