

That's Princess... With a Pea!

*Based on the story by
Hans Christian Andersen*

**Libretto, Music, and Lyrics
by Elliott B. Baker**

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STORY OF THE PLAY

Prince Fred wants more than anything to find the princess of his dreams and marry. His mother, the Queen, wants to stay young. If Fred should find a princess and marry, then the possibility exists that she will become a grandmother and that is simply unacceptable! Since she met the King at a ball, and within a short time gave birth to the prince, she has banned dancing anywhere. Since dancing is one of the kingdom's most popular methods of reducing stress, things are getting a little edgy.

While the kingdom has advertised far and wide for a princess, and to all appearances it seems the Queen wants Fred to marry, each candidate has fallen short of the Queen's arbitrary requirements. The outlook is bleak until the Jester finds an incognito princess.

Princess Philamena has escaped her kingdom where she was being pressured with unsuitable suitors proposed by her father, and has taken employment in Prince Fred's palace as a chambermaid.

Will the kingdom ever dance again? Will the three stooges stop having to guard the King? Wait, there are three stooges in here? It all comes down to a small pea, and a determined princess. Suitable for everyone with hummable songs and dancing -- even a tango. It'll bring 'em out of their seats!

Performance Time: About an hour.

CAST OF CHARACTERS

8 m, 8 w, 12 or more flexible. Much doubling possible.

MALES

SIR WILLIAM: Knight.

SIR DINGLEBERT: Knight.

SIR AETHELRED: Knight.

KING: Prince Fred's father, loves to dance.

KING METRIC III: Princess Philamena's father, very strict.

SUITORS: (4, if possible) Selected by King Metric.

SIR JOGSALOT: Queen's personal trainer, always moving.

PRINCE FRED: Alfred Aldridge Alexander Cromwell III.
Mild-mannered prince ready to marry.

FEMALES

LADY ESMERELDA: Lady of the court.

LADY WHIPPERWILL: Lady of the court.

PRINCESS PHILAMENA: Princess Elizabeth Philamena
Margarita Maria-Louise, Archduchess of Chauvanistania.
A princess with backbone.

AMERILLA: Philamena's friend from her kingdom.

QUEEN LOGORRHEA: Adamant about not growing older.

GERTRUDE: Another lady of the court, older.

MATILDA: Head housekeeper at the castle.

PRINCESS FLORINDA: An unlucky princess.

FLEXIBLE

MIRROR GENIE: Doesn't always give the response the
Queen seeks.

JESTER: A funny character but serious in finding a true
princess for Prince Fred.

KNARLEY/CARLY: One of the King's bumbling guards.

JOE/JO: Another.

HARRY/MARY: Another.

FISHMONGER: Merchant.

FRUIT SELLER: Merchant.

DANCING TEENS: Friends of Princess Philamena.

MAIDS-IN-TRAINING: (Can double with dancing teens)

TOWNSPEOPLE: Including a baker and an artist.

That's Princess...With a Pea!

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PLACE

The story takes place in the medieval castles of Evermorella and Chauvanistania.

TIME

Sometime when the memory of Camelot had not yet dimmed and fairy tales were more than just stories.

SCENES

(Most of the action takes place in the Kingdom of Evermorella except Act I, Scene 2 in Chauvanistania. An easy way to show this change is to turn over a wall hanging with the name of the kingdom with a royal crest. The majority of scenes are in a courtyard with bedchambers set up SR and SL and defined with lighting.)

Scene 1: Royal courtyard.

Scene 2: A small courtyard in the castle of Chauvanistania.

Scene 3: Royal courtyard.

Scene 4: Royal courtyard.

Scene 5: Royal courtyard.

Scene 6: A bedchamber.

Scene 7: Royal courtyard.

ACT II

Scene 1: A castle room.

Scene 2: Royal bedchamber.

Scene 3: Royal courtyard.

Scene 4: A bedchamber.

Scene 5: Royal courtyard.

Scene 6: A bedchamber.

Scene 7: Royal courtyard.

Scene 8: Garden area of the courtyard.

Scene 9: A bedchamber.

Scene 10: A bedchamber, the next morning.

Please see end of script for additional Production Notes.

MUSICAL NUMBERS

- #1 - Overture**
- #2 - Waiting - *Ladies, Knights, Merchants, Townspeople***
- #3 - Waiting - Scene Change**
- #4 - Foursquare- *King Metric, Suitors***
- #5 - Someone Special - *Philamena***
- #6 - Someone Special - Scene Change**
- #7 - Waiting - Scene Change**
- #8 - King's Pacing - Underscore #1**
- #9 - The Magic Mirror Blues - *Queen***
- #10 - Blues - Scene Change**
- #11 - Foursquare - Reprise**
- #12 - King's Pacing - Underscore #2**
- #13 - The King's Tango - *King, Price Fred***
- #14 - One Voice - *Guards, Jester, King, Prince Fred***
- #15 - Entr'acte**
- #16 - Queen's Dinner - Underscore #1**
- #17 - Waiting - Reprise**
- #18 - Dinner - Scene Change**
- #19 - Someone Special - *Fred***
- #20 - Someone Special - Scene Change**
- #21 - Tango - Scene Change**
- #22 - One Voice - Scene Change**
- #23 - My Home - *Princess Philamena***
- #24 - Queen's Dinner - Underscore #2**
- #25 - Someone Special - Scene Change**
- #26 - Foursquare - Scene Change**
- #27 - Blues - Scene Change #2**
- #28 - My Home - Scene Change**
- #29 - Someone Special Duet**
- #30 - Someone Special - Scene Change**
- #31 - Tick-Tock Music**
- #32 - The Princess Tango**
- #33 - There's Gonna Be a Wedding Here**
- #34 - Bows**
- #35 - There's Gonna Be a Wedding Here – Encore**

ACT I
Scene 1

MUSIC No. 1 – OVERTURE

(AT RISE: The scene opens on the royal courtyard. PRINCE FRED is seated on a fake horse having his portrait done while a few YOUNG WOMEN fawn over him. The rest of the KNIGHTS, LADIES, and MERCHANTS are going about their business looking glum. The JESTER enters. PRINCE FRED will exit as the scene progresses and the YOUNG LADIES and ARTIST will join the other lords and ladies.)

SIR WILLIAM: *(To JESTER.)* Please state your business.
Will you be staying long?

JESTER: I'm looking for a job. Read in the last issue of "Swim the Moat" that your kingdom was looking for a new jester. Seems your old one is in therapy.

SIR WILLIAM: You don't want the job. Believe me, you don't want to be a jester here.

JESTER: Sure I do. Why did the scientist install a knocker on his door?

SIR WILLIAM: What's a scientist?

JESTER: Ok, I've played hard rooms before. The scientist installed a knocker on his door because he wanted to win the No-bell prize.

(SIR WILLIAM gives him a blank stare.)

JESTER: *(Cont'd.)* Get it. The Nobel prize. Therapy huh?
(Looks around.) I've never seen a sadder bunch of folks in my life. You need me here.

SIR DINGLEBERT: Haven't heard of you. Where have you played?

JESTER: Well, I just came from playing the Knights of Pitiful meeting over in Nottingham.

SIR WILLIAM: How was it over in Nottingham?

JESTER: As long as you don't mention a certain green outlaw, everything's cool. Had 'em rolling in the aisles. Really cracked 'em up. Those people know how to party. I had a ball.

LADY ESMERELDA: *(Begins to cry.)* A ball. You went to a ball. I can't even remember the last ball I attended. What if I've forgotten how to dance?

LADY WHIPPERWILL: *(To LADY ESMERELDA.)* Shh... quiet. You don't want HER to hear you say that word. You'll land in the dungeon.

SIR DINGLEBERT: *(To the JESTER.)* Now look what you've done.

(SIR DINGLEBERT starts to draw his sword. JESTER puts his hand over Sir Dinglebert's, keeping the sword in its sheath.)

JESTER: Whoa, keep that thing in there. You don't want to take that out, you might cut yourself. Or me. What's the big deal about a ball?

(LADY ESMERELDA sobs and SIR DINGLEBERT begins to draw his sword again. The JESTER pushes it back in.)

JESTER: *(Cont'd.)* Is it the word? I'm not supposed to say the word ba... Ok, ok. How about the D word. You know where you move around to music?

(The TOWNSPEOPLE shake their heads no.)

JESTER: *(Cont'd.)* I get it -- charades. I love charades. Ok, how many words?

(EVERYONE is quiet.)

JESTER: *(Cont'd.)* Come on people. Give me some help here. At least tell me what the game is. I'm great at games.

End of Freeview

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