

Quest

'A Tale of Enchantment'

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Preamble

Imagine a world without fairy tales, a world with no funny little stories and strange people to brighten our lives.

Well, 'once upon a time' the evil Orica decided to rid Fantasyland of all Fairytales ... for her own nasty reasons.

So, it was time for the Magic Mirror to place an ad. in the classifieds for a suitable hero to save Fantasyland – enter Brandon T. Mann
(and his little mate, brandon l. mann).

The Brandons' 'Quest' is to collect a colored object from several fairytales in order to form a rainbow and summon the magic crock of gold which will save Fantasyland.

Of course our heroes' appearance in the fairy tales comes as somewhat of a surprise to the Big Bad Wolf, Goldilox and the Three Bears, Jack and Giant Geoff, The Three Blind Mice, Little Red Riding Hood and Snow White.

Can the Brandons save Fantasyland?

Does Orica manage to abolish all Fairytales forever?

Find out in this latest enchanting musical from John Duff.

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Running Sheet

ACT ONE

Scene 1

Brandon T and Brandon I are seen chatting with the Magic Mirror.
The Mirror begins to tell the story

Song One *Da Da Da-Da Da Dum*

Scene 2

Enter Orica and Groova who scare away all the Fantasyland characters.
Orica casts a spell to rid the world of Fantasyland.
The Mirror calls on Brandon and Brandon and informs them of their Quest.
They need to collect six colors to form a magic rainbow to save Fantasyland.

ACT TWO

Scene 1

Goldilox and The Three Bears

Song Two *It Wasn't Me*

Scene 2

The Brandons collect the color orange from the bears' freshly squeezed orange juice.

ACT THREE

Scene 1

The Mirror sends the Brandons off to retrieve the color purple.

Scene 2

The Three Pigs, Darryl, Darryl and Darryl are attending a home auction conducted by the Big Bad Wolf, GT Cash. The Pigs buy the house of straw and the house of sticks, both of which are destroyed by GT Cash.

Song Three *The Realtors*

Scene 3

The Brandons collect the color purple from the plum sauce the wolf has ready in preparation for his dinner.

ACT FOUR

Scene 1

The Mirror send the Brandons off to retrieve the color green from the Jack and the Beanstalk tale.

Scene 2

The Beanseller (alias The Big Bad Wolf) sells Jack the magic climbing beans.

Song Four *The Beanstalk Walk*

Scene 3

Jack plants the beans and climbs the beanstalk, only to be chased down by Giant Geoff. The Brandons enter and little brandon chats with Jack and collects a green bean.

ACT FIVE

Scene 1

At Orica's place. Orica and Groova look through the Magic Mirror and discover that the Brandons are thwarting their plans to rid the world of Fantasyland. Orica must now personally meddle in the remaining Fairy Tales to realize her dream.

Song Five *Big Bad Orica*

INTERVAL

ACT SIX

Scene 1

The Magic Mirror introduces the Three Blind Mice, Tom, Dick and Harry. They are being chased by Orica disguised as the Farmer's Wife.

Song Six *Run Run Run*

Scene 2

The Brandons enter and collect the color blue from the blue vein cheese.

ACT SEVEN

Scene 1

The Mirror sends the Brandons to collect the color red from Snow White and the Seven Dwarfs.

Scene 2

Song Seven *Snow White*

Snow White is at home with the Seven Dwarfs and Barry (the not so short dwarf). Orica, disguised as a local fruiterer, tries to get Snow White to eat the apple. The Brandons prevent Snow White from biting the apple and thus retrieve the color red.

ACT EIGHT

Scene 1

The Mirror sends the Brandons to retrieve their last color, yellow, from Little Red Riding Hood, but warns him that Orica will join forces with the Big Bad Wolf to defeat them.

Song Eight *Li'l Red*

Scene 2

GT Cash has dressed up as Grandma and tries to catch Li'l Red. Orica joins the chase. Brandon find the color yellow in the lemons in the basket. The Brandons have fulfilled their Quest. GT Cash and Snow White make plans for the weekend.

ACT NINE

Scene 1

All the colors are put together to form a rainbow thus saving Fantasyland. The Quest is complete.

Song Nine *Fantasy World*

Encore *Da Da Da-Da Dum Dum* (Optional)

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CAST

THE MAGIC MIRROR

The storyteller who enlists Brandon and Brandon to save Fantasyland.

BRANDON T. MANN (T = THE)

The cool hero – although sometimes he is a little too concerned with his image, rather than sticking to the task at hand.

BRANDON L. MANN (L = little)

A smaller carbon copy of his hero. He emulates Brandon T. whenever possible, but is often more astute and effective.

ORICA (also disguised as The Farmer's Wife and the Fruiterer)

The nasty, bad tempered old crone. She is as ugly and obnoxious as possible.

GROOVA

Orica's 'off sider'. He thinks of himself as the ultimate rapper, unfortunately he has trouble getting words to rhyme.

GOLDILOX

A confident young woman. She is used to being able to use her charm to get whatever she desires.

THE THREE BEARS

PAPA BEAR – Big Daddy Bear

MAMA BEAR – Big Mumma

BABY BEAR – Spoilt little bubba bear

THE THREE LITTLE PIGS

DARRYL – Little Pig #1

DARRYL – Little Pig #2

DARRYL – Little Pig #3

Three upwardly mobile pigs who are into investing in solid real estate. When together, they amuse themselves with their own lame pig jokes.

THE BIG BAD WOLF (also disguised as The Beanseller, The Auctioneer and Grandma)

A sleazy character, who cons those poor little pigs into buying 'shonky' homes, tries to trick Jack and wreaks havoc at Grandma's house.

JACK ROBINSON

A nice, simple young country lad.

GIANT GEOFF

The gentle giant who really doesn't want to cause any trouble.

THE THREE BLIND MICE

TOM – Blind Mouse #1

DICK – Blind Mouse #2

HARRY – Blind Mouse #3

Three mice for whom the world is a confusing enough place without being pursued by 'The Farmer's Wife'

SNOW WHITE

The quintessentially 'nice' heroine. Everyone loves Snow White!

THE SEVEN DWARFS

DOC

SNEEZY

GRUMPY

DOPEY

BASHFUL

HAPPY

SLEEPY

and

BARRY

All dwarfs act exactly as their names suggest.

Barry is a 'ring in'. He is actually quite tall, but lucky enough to be given a part as he is related to the Magic Mirror ...

LITTLE RED RIDING HOOD

The traditional Little Red, the damsel in distress.

FANTASYLAND REMOVALISTS (2)

An important, but non-speaking part. These removalists are responsible for moving the Magic Mirror off and on stage