ALICE IN WONDERLAND

SCENE 1: (6 Alices, Storytellers, Lewis)

AT RISE: Before the play is about to begin, 6 ALICES take various places throughout the playing room or theatre. Two will hide behind screen while the others will find places among the audience or in aisles etc. Look for fun innovative places for them to hide. The audience may not be aware of them until they pop up in surprise.

SOUND CUE #1: Sprightly happy music. Very short, to play for a moment before LEWIS' entrance.

LEWIS enters from behind the audience and comes down aisle toward playing area or stage looking for ALICE.

LEWIS: (Calling from off.) Alice, oh, Alice! (ALICE #1 pops her head out to the side of the screen, sees LEWIS and gasps! She runs to hide in behind a set piece.) Alice? Hello!

(ALICE #2's head pops out of the other side of the screen, sees LEWIS gasps and runs to hide.)

Now where the devil has she gone?

(ALICE #3 pops up from where she has been hiding in the audience and sneaks from LEWIS' view. STORYTELLERS enter on their lines.)

BLUE: Once upon a time.

GREEN: In merry old England..

RED: There was a man called...

ORANGE: Lewis Carroll!

(STORYTELLERS give LEWIS a fanfare with their kazoos.)

LEWIS: (Suddenly taking notice of STORYTELLERS, ever polite, coming on stage. He shakes STORYTELLERS hands.) How do you do? How do you do? How do you do? (Shakes audience member's hand.) How do you do?

PURPLE: And a little girl named Alice.

(ALICES #4 & #5 & #6 pop up from their hiding places and all scurry to find another hiding place, creating a kind of musical chairs of ALICES. Who knows where they all are?)

LEWIS: Alice! Alice! (*Checks watch.*) Oh, dear, we're really quite late, you know. (*To audience, exasperated.*) Have you seen a little girl? About this tall in a blue dress?

(Audience responds, pointing to where they have seen an ALICE. Obviously they all point in different directions.)

Where? Over here?

(Looks where they point, ALICES are everywhere. One by one, their heads bob up just as LEWIS turns away.)

Here? There? Where? (He's finally had it, stamps his foot!) Alice you must come out this instant!

(ALL ALICES reluctantly stand.)

Well good heavens! How many Alices do we have here? Why there's...

(They each curtsey on their line.)

ALICE #1: One.

ALICE #2: Two.

ALICE #3: Three.

ALICE #4: Four.

ALICE #5: Five.

ALICE #6: and Six!!

LEWIS: My goodness! I'm afraid that's too many Alices for the moment. We'll start with just one.

(LEWIS points to ALICE #1.)

BLUE: And so all the Alices sat down to wait their turn. (ALICES exit or sit in place.)

SCENE 2: (Alice #1, Lewis, Storytellers)

LEWIS: Oh, my stars. Alice! You are an adventurous one! (ALICE creeps onto playing area.)

ALICE #1: I'm sorry for hiding, Mr. Carroll but I wanted to go out and play...

LEWIS: Fine. Now we mustn't lose a bit of time. Sit down here, Alice.

(LEWIS arranges stools.)

ALICE #1: Beg your pardon, Mr. Carroll, but just what are we late for?

BLUE: Mr. Carroll was always scampering about...

GREEN: Like a rabbit...

RED: He was always telling stories you see..

ORANGE: And sometimes even he couldn't tell what was real...

PURPLE: And what he made up!

LEWIS: (Looking at watch.) I'm not sure. But I know we mustn't be late. Now sit, sit.

ALICE #1: Oh, but, Mr. Carroll, must I sit there now? It's such a nice day for playing...

LEWIS: Sit! Sit!

(ALICE #1 sits, LEWIS hurries to camera. The camera may be a cardboard box painted to look like and old fashioned box camera place on a tripod. There is a black cloth attached so that LEWIS can cover his head for the shot. There can be a packet of confetti under the cloth or in LEWIS's pocket to be used later.)

BLUE: When he wasn't making up stories...

GREEN: He was taking pictures with his new-fangled camera.

RED: It was a great hobby of his.

LEWIS: (*Posing her.*) Now say cheese. (*Looking through lens.*) Yes, that's very good. But could you just lift your chin higher...higher still. Now move your right shoulder, hold your right hand over your head and hold your back straight, wave with your left arm. Now sit up, up!

(ALICE #1 tries to do what he says but gets herself stuck in a ridiculous position, then drops it with a great sigh.)

ALICE #1: Fiddle sticks! I wish you'd tell me a story instead. Remember the one about the White Rabbit?

LEWIS: And the cat that disappeared?

ALICE #1: Yes! And the caterpillar and the queen.

LEWIS: Off with her head!

ALICE #1: Yes! She said that all the time! But I remember when it was all over I couldn't decide if you told the story or if I dreamed it... It was all so real!

LEWIS: And what was the place called, Alice? (STORYTELLERS play magical sounding instruments, chimes.)

ALICE #1 & STORYTELLERS: Wonderland!

LEWIS: Do you think you could pose for me so I can practice with my new camera if I tell you about Wonderland?

ALICE #1: I think so. (*Yawns.*) But I am getting very sleepy.

LEWIS: Excellent! Alice.

ALICE #1: So sleepy...

(LEWIS goes behind camera, adjusts things, gets under black cover.)

LEWIS: Oh dear, If I'm going to tell you a story we need a little song to begin. Who can help me sing?

ALICE #1: (Sleepy.) Oh, yes, I love songs.

LEWIS: Let's see if the flowers might help. (To flowers and audience,) Twinkle twinkle, twinkle little star...

Alice is so sleepy, we must sing quietly.

ALL: (Singing.) Twinkle, twinkle, little star, how I wonder what you are.

ALICE #1: Oh, yes! I know that one! Twinkle, twinkle, little bat, how I wonder where you're at... (*Opens her eyes.*) Oh, dear, is that right?

LEWIS: Go on, Alice.

ALICE #1: (Sleepy.) Up above the world you fly, like a tea-tray in the sky... (Yawns and turns.) Oh dear, that's not at all how I remember it. Up above the world you fly, like a tea-tray in the sky...

LEWIS: (Quietly.) Mustn't be late, Alice.

ALICE #1: Oh, no, mustn't be late...mustn't be...

(She drops into sleep.)

LEWIS: LATE!

(STORYTELLERS and ALL seated performers call out "POOF!" Suddenly there is a bright confetti "poof" from the camera as LEWIS takes his shot. With a flourish LEWIS gestures to WHITE RABBIT who is coming up the aisle.)

SOUND CUE #2: Excited, hurried, "I'm late, I'm late" music. Plays until "At last Alice hit the bottom" and ends with "boink" sound.

SCENE 3: (White Rabbit, Alice #1 and Storytellers)

STORYTELLERS: (STORYTELLERS chant) Mustn't be late, mustn't be late, mustn't be late...(LEWIS chants as he exits. ALICE wakes, seeing RABBIT as he enters playing area.)

LEWIS: Mustn't be late, mustn't be late...

ALICE #1: Why look! It's a white bunny! I think I'll follow him.

STORYTELLERS: No! Don't do it, Alice! Bad idea!

ORANGE: But nothing would stop her.

RABBIT: Mustn't, mustn't be late! Oh, my ears and whiskers!

(RABBIT exits behind screen, ALICE #1 follows...)

ALICE #1: Why look! He's gone into his rabbit hole! (ALICE #1 takes a big step as she disappears behind screen.)

PURPLE: Suddenly Alice felt herself falling...(*ALICE #1 comes twirling out from the other side*.)

ALICE #1: Whoaaaaooooaaaaah!!! (STORYTELLERS and ALL seated performers call out with her, they may raise their arms as they might on a roller coaster.)

ALL: Whoaaaaooooaaah!!

GREEN: Falling..

RED: Falling...

ALICE #1: Whoooooaaaaahhhhh!!!

ORANGE: Alice fell so long...

PURPLE: It seemed like years!

BLUE: At last Alice hit the bottom! (GREEN uses a juice harp or other instrument to make a "boink!" sound as ALICE falls down. RABBIT enters.)

RABBIT: Who are you?

ALICE #1: That's not a very polite way of introducing yourself.

RABBIT: Whatever are you doing in my rabbit hole? I suppose you're going to say you fell from the sky.

ALICE #1: Well no, as a matter of fact I remember chasing a rabbit... he was running so fast and saying...

RABBIT: Oh, my ears and whiskers!

ALICE #1: Yes, exactly like that. And he had a pocket watch...

(RABBIT takes out his watch.)

RABBIT: Like this one?

ALICE #1: Yes. And he kept saying...

RABBIT: Oh dear, oh dear, I shall be too, too late! Well, good-bye.

ALICE #1: I'm sure you mean, hello. I only just got here.

RABBIT: Good-bye, hello, good-bye, hello...

ALICE #1: I wish you'd make up your mind.

RABBIT: No time. No time for that. I'm going to be late!

ALICE #1: Late for what?

RABBIT: Difficult to say. Very difficult to say.

ALICE #1: But if you don't know what it is you are late for...

RABBIT: No time for that now. Hello! (Waves to her as he exits behind screen.)

ALICE #1: But wait!

(ALICE #1 follows RABBIT behind screen. ALICE #2 enters from other side of screen.)

SCENE 4: (Alice #2 & Storytellers)

ALICE #2: He's gone. How very strange.

BLUE: Alice found herself in a long low hall...

GREEN: Which was lit up by a row of lamps...

RED: And along one wall she found...

(ORANGE & PURPLE become doors. They stand in playing area with arms making an arch above their heads.)

ALICE #2: Doors! (ALICE knocks on ORANGE. Other STORYTELLERS "knock, knock" sound using rhythm sticks.) I guess nobody's home. I'll just open one of them and...

(She tries to turn PURPLE's knob, his fist, it is locked.)

Locked. Oh, dear, how will I ever get back home? (RED becomes table by getting down on all fours.)

RED: (Speaks as he becomes table.) Suddenly she came upon a little three-legged table, all made of glass.

ORANGE: (*Placing key on RED's back.*) There was nothing on it but a tiny golden...

ALICE #2: Key!

(She takes the key and tries several doors, it doesn't fit. ORANGE and PURPLE "doors" exit playing area and are seated.)

PURPLE: Alice noticed a little door about 15 inches high. (*She kneels down to reach imaginary door*.)

ALICE #2: The key fits!

BLUE: But it was no bigger than a mouse hole.

ALICE #2: Who could ever fit in there? But look! That is the loveliest garden I've ever seen. (Sees the flowers P1-kids) Oh, how I wish I could go in there! Now let me see, maybe my head would fit.

(She tries to get her head in. GREEN gets down behind her and tries to push her in.)

It's no use. But even if my head would go through it would be no use without my shoulders.

(GREEN shrugs and returns to seat. ALICE #2 stands, ORANGE places bottle on RED "table" just as ALICE #2 turns. Other STORYTELLER uses a triangle to make "ting" sound

as the bottle is placed.)

I don't remember that being there before. (Picks up bottle.) The label says...

GREEN: Drink Me!

ALICE #2: (Holding bottle to her ear.) Well, it doesn't say "poison" so it must be safe. (She tastes.) Ummm. (Rubs her tummy.)

RED: It tasted like cherries!

ORANGE: And pineapple!

PURPLE: Roast turkey and toffee!

ALICE #2: (*Drinks it all.*) Oh! What a curious feeling!

RED: And Alice began to get smaller and smaller and smaller...

SCENE 5: (Caterpillar, Alice #2 and Storytellers)

(STORYTELLERS use slide whistle as she shrinks. SOUND CUE #3: Growing music -- up the scale as she grows, down the scale as she shrinks. This cue fades into exotic eastern music, just a few short strums, as CATERPILLAR enters.)

ALICE #2: Whoaaaaaoooh! (STORYTELLERS and ALL seated performers join in with ALICE #2'S "Whoa!" as before. ALICE #2 rolls herself into ball, getting smaller.)

Look how tiny my hand has become! And look at my tiny little feet! What if this just goes on and on and I shrink away to nothing?

ORANGE: But Alice did stop shrinking.

ALICE #2: Whew! Now I can fit through the door!

(She turns key in door and opens. BLUE and GREEN become the mushroom. They may go to their knees, close together with arms above heads making the "cap" of the mushroom. Let these players experiment with positions. The mushroom can be made bigger by using more performers.)

Look! I'm smaller than that mushroom! Maybe it's a magic mushroom.

(She looks it over. CATERPILLAR enters, crawling, and hides behind mushroom.)

There's nothing under it. There's nothing on this side. Nothing on this side. Well, I might as well look and see what is on top of it.

(She mimes reaching up and suddenly CATERPILLAR appears, poking his head above the mushroom. THEY see each other and jump.)

Oh!

CATERPILLAR: Who are you?

ALICE #2: I don't know, Mr. Caterpillar.

CATERPILLAR: What do you mean by that? Explain yourself!

ALICE #2: I can't explain myself, I'm afraid, sir. Because I'm not myself, you see.

CATERPILLAR: I don't see.

ALICE #2: I can't seem to stay the same size for more than ten minutes at a time!

CATERPILLAR: What size do you want to be?

ALICE #2: Well, I would like to be a little larger. Three inches is a terrible height to be.

CATERPILLAR: It is a very good height, indeed! I am exactly three inches high!

ALICE #2: But I'm not used to it.

CATERPILLAR: You'll get used to it in time.

(CATERPILLAR begins to leave, crawling, but remembers to tell her...)

One side will make you grow taller and the other side will make you grow shorter.

ALICE #2: One side of what? The other side of what?

CATERPILLAR: Of the mushroom, of course.

(CATERPILLAR Exits.)

ALICE #2: The mushroom? (She examines the mushroom.)

One side will make me grow taller and the other side will make me grow shorter. But which side is which?

(She walks around it trying to decide. Finally breaks off "pieces". The mushroom responds...)

BLUE: Hey!

GREEN: That hurts.

ALICE: I'm terribly sorry. (*She weighs pieces in both hands.*) Taller. Shorter. Taller. I'll try just a little of this one... (*She takes bite.*)

PURPLE: Suddenly Alice grew so fast and so high...(SOUND CUE #4: Growing up music; cue ends with serpent hiss that introduces PIGEONS. She mimes growing as BLUE and GREEN twirl away. ALICE #2 twirls as she grows.)

SCENE 6: (Pigeon, Pete, Pat, Alice #2 and Storytellers)

ALICE #2: Whooooaaaaahhhh!!!!!

RED: When she looked down...

ORANGE: ...her head was above the trees!

ALICE #2: Oh I can't see my feet at all!

(PIGEON, PETE and PAT enter flying and hissing.)

PIGEON, PETE & PAT: Hissssssssss!!

PURPLE: Before she knew what happened...

BLUE: A large pigeon had flown into her face!

PETE: (Pointing to ALICE #2.) Look Mama (or "Daddy"), it's a great big bird!

PAT: That's not a bird, you dimwit! That's a serpent!

PETE: Mama, Pat's calling me names!

PAT: I am not!

PIGEON: Quickly children, get behind me! Grab a tail feather! Now let's go for her! (*PIGEON*, *PETE and PAT lunge at ALICE #2.*)

PIGEON, PETE and PAT: SSSSsssssssserpent!!!

ALICE #2: I am not a serpent!

PIGEON: A SSSSSsssssserpent, I say! You're after my hatchlings and my eggs. I know you serpents.

PETE: You tell 'em, Mama!

PAT: You better watch out, you serpent!

PETE: Don't mess with Mama!

ALICE #2: I'm very sorry if I've annoyed you.

PIGEON: I build my nest in the highest tree I can find and what happens? Another one comes wriggling down from the sky!

PAT: Ugh, Serpent!

ALICE #2: But I'm not a serpent, I tell you!

PIGEON: Well! What are you then?

PETE: She's trying make something up!

ALICE #2: I'm not, I'm a little girl!

PIGEON: A likely story, indeed! I've seen a good many little girls in my time but never one with a neck as long as that!

PAT: No use denying it.

PIGEON: I suppose you'll be telling me that you don't eat eggs.

ALICE #2: I do eat eggs, of course. But little girls eat eggs just as much as serpents do.

PIGEON: I don't believe it. At any rate, you're looking for eggs, I know that well enough so what difference does it make if you're a little girl or a serpent?

ALICE #2: It matters a good deal to me. But I'm not looking for eggs and if I was, I wouldn't want yours. I don't like them raw!

PIGEON: Well be off, then!

PETE: That's telling 'em, Mama!

PAT: Yeah! And don't come back!

PIGEON: Stay behind me children! No playing in the clouds. Tail feathers, tail feathers!

(PETE and PAT grab PIGEON's tail, exit flying. [ALICE #2 exits behind screen as ALICE #3 enters from other side carrying pieces of mushroom])

SCENE 7: (Cheshire Cat & Alice #3)

ALICE #3: Oh dear, I've never had so much trouble getting along with people before. I must get back to my right size.

(She nibbles cautiously from each piece until she is satisfied with her height. SOUND CUE #5: Crazy up and down growing music. Fades into short introduction for CHESHIRE CAT. STORYTELLERS make slide whistle sounds of up and down as she adjusts her height.)

There now! That's about right! How nice to be the exact size a little girl should be. Now the next thing I must do is find my way back to that beautiful little garden!

(ALICE sets off on a journey. CHESHIRE CAT appears. To appear and disappear CHESHIRE CAT uses a cut-out of the his face that is mounted at the end of a stick. When he appears he snaps his fingers and holds the face up. When he disappears he snaps and hides the face behind his back. STORYTELLERS may make the trill of a xylophone for a magic effect.)

CHESHIRE CAT: Meow.

ALICE #3: Oh! A kitty!

(ALICE goes to pet him. CHESHIRE CAT snaps his fingers, disappears behind ALICE #3. She's not quite sure where he is.)

CHESHIRE CAT: Meow. (CHESHIRE CAT appears over her shoulder, surprising her.)

ALICE #3: Oh!

CHESHIRE CAT: (Grinning, like a meow.) Oooohhh?

ALICE #3: Excuse me. You startled me just now. Why are you grinning like that?

CHESHIRE CAT: Because I am a Cheshire Cat.

ALICE #3: I didn't know that Cheshire Cats always grinned. In fact, I didn't know that cats could grin at all.

CHESHIRE CAT: They all can and most of them do.

ALICE #3: I don't know any that do.

CHESHIRE CAT: You don't know much and that's a fact.

ALICE #3: If you please, Cheshire Cat, could you tell me which way I ought to go from here?

CHESHIRE CAT: That depends on where you want to get to.

ALICE #3: Oh well, I thought I wanted to go to that pretty garden, but I'm becoming so tired.

I don't care much where I go...

CHESHIRE CAT: Then it doesn't matter which way you go! (CHESHIRE CAT snaps and disappears.)

ALICE #3: Oh! Oh, no! Please come back. I do so want to get somewhere.

CHESHIRE CAT: Oh, you're sure to do that if you only walk long enough.

ALICE #3: What sort of people live around here?

CHESHIRE CAT: (Snaps fingers of one hand.) In that direction lives a Hatter... (Snaps fingers on other hand.) And in that direction lives a March Hare. Visit either you like. They're both mad.

ALICE #3: But I don't want to visit mad people.

CHESHIRE CAT: Oh, you can't help that. We're all mad here. I'm mad. You're mad.

ALICE #3: What makes you think I'm mad?

CHESHIRE CAT: You must be or you wouldn't have come here.

ALICE #3: Well, I don't think that proves it at all.

CHESHIRE CAT: Believe whatever you like. Do you play croquet with the Queen today?

ALICE #3: I'd like to very much. But I haven't been invited yet.

CHESHIRE CAT: You will be. (CHESHIRE CAT disappears, exits.)

ALICE #3: That's the most curious cat I've ever seen in my life! Oh, I would so like to play croquet with the Queen, I do wish he'd told me which way to go. I'm so lost. So lost. It seems that I'll just wander around forever! I'll just wander around and around and around...

SCENE 8: (Mad Hatter, March Hare, Dormouse, Alice #3 & Storytellers)

(ALICE #3 exits behind screen. SOUND CUE #6: Twinkle, Twinkle [same as SOUND CUE #1]. MAD HATTER enters carrying a tray with tea things and goes about busily arranging for his tea party, absently singing "Twinkle".)

MAD HATTER: Twinkle, twinkle, little bat... (*MARCH HARE enters.*) Ah! The March Hare. What a pleasure! What a delight! Welcome to my little tea party.

MARCH HARE: How very thoughtful of you.

MAD HATTER: Now you sit right down there. Not there! (HATTER seats him then changes his mind. MARCH HARE bobs up and down from seat to seat.) Oh no no no! Did I say there? Absolutely not. Oh no, that will never do, not there. You'll sit right here. (Pulls out chair or stool.) Oh so sorry. So dreadfully sorry. Did I say there? I meant over here.

(DORMOUSE enters.)

Dormouse! How kind of you to join us. You may sit in the teapot.

DORMOUSE: Not at all.

MAD HATTER: No? Oh well, then, you'll do quite nicely as my pillow. (*Leans on Dormouse*, who "squeaks" under the load.) Did you squeak? Mustn't complain, Dormouse. No complaining at my tea party! Is that understood? Now puff yourself up! That's better. And try to stay awake!

(ALICE enters.)

ALICE #3: A tea party! Oh, I would like to have some tea!

MAD HATTER & MARCH HARE & DORMOUSE: No room! No room!

ALICE #3: But there's plenty of room! (She sits.)

MARCH HARE: Have some juice.

ALICE #3: I don't see any juice.

MARCH HARE: There isn't any.

ALICE #3: Then it wasn't very civil of you to offer it.

MARCH HARE: It wasn't very civil of you to sit down without being invited.

ALICE #3: I didn't know it was your table. You have all of these places set and there are only three of you.

DORMOUSE: Why is a raven like a writing desk?

ALICE #3: Riddle! I love riddles, I believe I can guess that.

MAD HATTER: Do you mean you can find out the answer to it?

ALICE #3: Well, yes.

MAD HATTER: What day of the month is it?

ALICE #3: (*Thinks, counts on her fingers.*) The fourth.

MAD HATTER: (Looking at watch.) Two days wrong!

ALICE #3: What a funny watch! It tells the day of the month and doesn't tell what time it is!

MARCH HARE: Why should it? Does your watch tell you what year it is?

ALICE #3: Of course not. But that's because it stays the same year for such a long time.

(DORMOUSE begins to sing "Twinkle".)

DORMOUSE: Twinkle, twinkle, little bat...

MAD HATTER: Stop that! Stop that!

ALICE #3: Oh, but I like that song! (Starts to sing with him.)

MAD HATTER: Stop it! The both of you!

ALICE #3: It's just a song.

MAD HATTER: Just a song! Just a song? He sang it before the Queen, you know.

ALICE #3: (*Impressed*.) Really? Did she like it?

MAD HATTER: Like it? He'd hardly finished the first verse when the Queen bawled out "Off with his head!"

ALICE #3: How dreadfully savage!

MARCH HARE: Take some more tea.

ALICE #3: But I haven't had any yet. So I can't take more.

MARCH HARE: You mean you can't take less. It's very easy to take more than nothing.

ALICE #3: Oh, this is all so impossible.

MAD HATTER: I want a clean cup, let's all move down one.

ALICE #3: You just keep moving around the table?

MAD HATTER: Of course, we keep moving as all the cups get used up.

ALICE #3: But what happens when you come to the beginning again?

MARCH HARE: Suppose we change the subject.

ALICE #3: This is the weirdest tea party I was ever at in all my life.

DORMOUSE: How rude.

(MAD HATTER tidies, picks up tea things.)

MAD HATTER: The very idea. Come along March Hare, Dormouse. We can do without her very nicely, I am sure. (MAD HATTER, DORMOUSE & MARCH HARE march off in a snit, exit.)

BLUE: Just as the Mad Hatter disappeared...

GREEN: Alice noticed two trees, each had a door leading right into it.

ALICE #3: (Looks up to screen, sees "door".) That's very curious! But everything's curious today. Which one shall I choose?? This one (she looks to the audience, they respond) or this one? (they respond she pretend to agree.) Yes, I agree! This one! (She opens "door" and STORYTELLERS make "creek" sound. She steps behind screen. ALICE #3 exits behind screen as ALICE #6 enters from the opposite side.)

SCENE TWEEDLES (Alice, Tweedle Dum and Tweedle Dee)

ALICE #6: Oh, I'm sorry!

TWEEDLE DUM: Oh, how do you do, Sorry! I'm Tweedle Dum.

TWEEDLE DEE: And I'm Tweedle Dee. I've never met anyone named Sorry before.

(ALICE and the TWEEDLES shake hands at the same time in a confusing, elaborate handshake.)

ALICE #6: Oh, I'm sorry, but I'm not Sorry. I'm sorry.

TWEEDLE DEE: Oh, how do you do! I'm Tweedle Dee.

TWEEDLE DUM: No, I'm Tweedle Dee.

(ALICE and the TWEEDLES shake hands.)

TWEEDLE DEE: No, I'm Tweedle Dee. You're Tweedle Dum.

TWEEDLE DUM: Oh, am I? I'm sorry.

TWEEDLE DEE: What a coincidence! So is she!

TWEEDLE DUM:(*to ALICE*) Are we related?!

ALICE #6: I'm sorry?

TWEEDLE DUM: Oh, how do you do! I'm Tweedle Dum.

TWEEDLE DEE: Then I must be Tweedle Dee.

(ALICE and the TWEEDLES shake hands.)

ALICE #6: Don't you know who you are?

TWEEDLE DUM: Well, there's no need to attack us!

TWEEDLE DEE: Yes, we've only just met!

ALICE #6: I thought you knew each other, I'm sorry.

TWEEDLE DUM: Oh, how do you do? I'm Tweedle Dum.

TWEEDLE DEE: And I'm Tweedle Dee.

(ALICE and the TWEEDLES shake hands.)

ALICE #6: And I'm out of here! It's been fun, but I have to find the White Rabbit. (ALICE tries to leave.)

TWEEDLE DUM: Meeting and running ain't very polite.

TWEEDLE DEE: There's a right way—

TWEEDLE DUM: And a wrong way—

TWEEDLES: To do things! (*They exit*)

ALICE #6: This is a very strange place. Very strange indeed. I think I will try the other door!!! (She steps behind screen. ALICE #6 exits behind screen as ALICE #4 enters from the opposite side.)

SCENE 9: (Gardners: Flora, Digger, Petal, Herb and Roses, Alice #4 and Storytellers)

RED: At last, Alice found herself in the beautiful garden. (SOUND CUE #7: Magical sound: harp, chimes, flute, etc. STORYTELLERS make magical sound such as chimes. BLUE sets the scene as he speaks, putting a stool in place or card-board cut out to indicate "tree".)

BLUE: A large rose tree stood near the entrance of the garden.

ALICE #4: What pretty flowers! (She goes to smell them all the P1 kids. GARDENERS enter with paint cans and brushes.)

GREEN: The roses growing on it were white but ...

RED: There were several gardeners busily painting them red. (ALICE goes to FLORA.)

ALICE #4: Would you tell me please, why are you painting those roses?

FLORA: We paint them every day, don't you see?

ALICE #4: But why?

DIGGER: Everyone needs a change of pace.

ALICE #4: Yes, but roses are so pretty anyway.

HERB: Pretty to you perhaps but what about those who like them blue?

FLORA: Or purple?

PETAL: Or lime green?

DIGGER: Or shar-truce?

ALICE #4: But roses don't come in those colors.

HERB: It don't matter a whit. The Queen wants them red today...

PETAL: And there's nothing for it but to paint them red, don't you see?

DIGGER: That is if you'd like to keep your head about you.

HERB: You see the Queen likes everything just so...

ALICE #4: Well, I think it's a waste of time. Not to mention paint. They appreciated for who they are!! (*She touches all the flowers*)

FLORA: Don't even think of crossing the Queen, young lady!

DIGGER: If her Majesty should come along and see these roses were white...

PETAL: ...why she'd have our heads cut off she would.

ALICE #4: Oh! How beastly!

RED: At that moment the Gardeners saw a terrible sight.

GARDENERS: The Queen! The Queen! Run for your life!!!!!!!!

(GARDENERS run off, exiting. SOUND CUE #8: Queen fanfare, short. STORYTELLERS stand and give a grand kazoo fanfare! QUEEN OF HEARTS enters...)

SCENE 10: (Queen of Hearts, Alice #4, Roses, Cards and Storytellers)

(Card march in followed by the Royal Court)

QUEEN OF HEARTS: (*To audience.*) Thank you my royal subjects. You're all so small and worthless. It warms my heart.

COURT MEMBERS will create lines here

QUEEN OF HEARTS: (Sees ALICE.) WHO is this?

ALICE #4: My name is Alice, so pleased your Majesty. (*Curtseys.*)

QUEEN: You may kiss my hand. (ALICE kisses hand.) How sweet. (Sees roses.) And what is this I see? White roses?

CARDS create lines here. (The roses tremble and we hear several lines from the roses: with the last one being "She did it!")

Off with this girl's head. (The Cards start to approach her)

ALICE #4: Nonsense!

QUEEN: (Befuddled fury.) OFF...OFF...OFF...OFF! (Changing tactics, suddenly kind.) Can you play croquet?

ALICE #4: Yes, I can.

QUEEN: Come then. (*QUEEN grabs ALICE by the sleeve, circles around in great hurry, stops abruptly and pats her hands.*) Croquet everyone! Get to your places! May I remind you all that a moment's delay will cost you your lives.

ALICE #4: (Looking around.) But this isn't like a place for croquet at all. It's all ridges and furrows and the balls are... (She points to imaginary "hedgehogs".) ...live hedgehogs! And the mallets are...

(QUEEN snaps her fingers and ORANGE takes flamingos [cardboard or wood cut-outs] to QUEEN.)

QUEEN: (Handing her one.) One for you and one for me.

ALICE #4: Flamingos?

QUEEN: Arches! Arches! (QUEEN looks to STORYTELLERS. They look around frantically

but can find no arches. They shrug apologetically. QUEEN marches into audience.) Where are the arches? If something is not done about this in less than no time we shall have executions all around. You! And you! Come with me.

(Takes the hands of two audience members. QUEEN brings them on stage.)

ALICE #4: Live people for arches?

QUEEN: Absolutely. (*QUEEN tells them how to become arches by putting their hands near their feet on the floor.*) Very good. And now we shall begin. (*Sweetly innocent.*) Who shall go first?

ALICE #4: Oh, you may go first, your majesty.

QUEEN: Excellent choice. (*QUEEN gets into position*.) Observe my technique, Alice. You grip your flamingo like so. (*STORYTELLERS squawk wildly. QUEEN clubs flamingo*.) Stop that! Off with this flamingo's head.

ALICE #4: But your majesty. You couldn't play if the flamingo lost his head.

QUEEN: Oh? Yes. Quite right. PARDON!! (QUEEN gets back to position.) You hold your flamingo like so, gently tapping your hedgehog like so... (QUEEN & ALICE #4 watch and point as imaginary hedgehog goes in wrong direction of CHILD/ARCH. QUEEN quickly runs to CHILD/ARCH and moves HIM/HER to make the hit successful.)

You see, Alice?

ALICE #4: But you...you...

QUEEN: Yes, yes, you're right. I am a remarkable croquet player. (To audience.) Don't you agree? Well, don't you? I order you to applaud!! (She starts the applause, then acts humble and touched.) Thank you, thank you. I don't know what to say. (QUEEN tells her CHILD/ARCH to sit down.) And now, Alice, let's see you try it. (QUEEN points to ALICE'S CHILD/ARCH.)

ALICE #4: All right.

(ALICE tries to grip flamingo as the QUEEN did but it starts squawking wildly. The QUEEN is doing the squawking and directs STORYTELLERS to squawk with her. ALICE #4 looks up at the QUEEN who stops suddenly and only smiles sweetly. ALICE #4 looks to STORYTELLERS who also smile sweetly.)

QUEEN: Proceed.

ALICE #4: Yes, your majesty. (ALICE grips flamingo again and begins to swing but is stopped mid-swing.)

QUEEN: Hold it! (QUEEN goes to ALICE'S CHILD/ARCH and tells HIM/HER to sit down,

smiles back at ALICE.) Proceed. (ALICE swings.) You missed!

ALICE #4: But how can the hedgehog go through the arch if you told the arch to sit down?

QUEEN: Let's not have any sour grapes, young lady. (*To audience*.) Boo! I order you to boo! (*The audience does and the QUEEN cuts them off with an authoritative gesture*.) You really must work on winning the affection of the crowd, Alice.

ALICE #4: I think...

QUEEN: You think?

ALICE #4: (Summoning courage.) I think you cheat! ... your majesty.

QUEEN: WHAT!!!!!

ALICE #4: I don't think you play fairly at all, your majesty. You don't seem to have any rules, at least if you do, nobody follows them.

QUEEN: (Beyond fury.) OOOOooooooofffffffFFFFF with her HEAD!!!!!!!

CARDS: (starting to approach: create lines)

ALICE #4: Nonsense. You must have a trial before you cut off anybody's head, you know.

QUEEN: I must?

ALICE #4: You must.

QUEEN: (To STORYTELLERS.) Is that true?

STORYTELLERS: (Nodding.) Yep. Uh-huh. Sure is. (QUEEN considers, then...)

QUEEN: LET THE TRIAL BEGIN!! (Cards create a path)(SOUND CUE #9: Court fanfare, short. STORYTELLERS give a regal fanfare with their kazoos. (To ALICE.) Psst. Bring me my wig.

ALICE #4: Oh yes, of course.

(ALICE exits behind screen. [ALICE #4 exits behind screen ALICE #5 enters from other side, carrying the QUEEN'S white judge wig.] QUEEN puts on the wig and sits.)

SCENE 11: (Queen of Hearts, Alice #5, Roses, Cards, Storytellers, other characters & all Alices)

BLUE: Alice had never been in a court of justice before...

GREEN: But she had read about them in books...

RED: She was quite pleased to find that she knew the names for nearly everything there.

ALICE #5: That's the judge...(ALICE points to where the QUEEN sits. ORANGE sets a stool for the witness stand.) That's the witness stand. (ALICE points where the STORYTELLERS sit.) And that's the jury.

QUEEN: Silence in the court! Members of the jury, consider your verdict.

ALICE #5: Oh, your majesty! (ALICE whispers to QUEEN.) Not yet. There's a great deal to come before that!

QUEEN: Ah! Yes, yes, of course. (QUEEN doesn't know what to do.)

ALICE #5: (Whispers to QUEEN.) Call the first witness.

QUEEN: Call the first witness! Alice, step up to the stand. (ALICE sits on witness stool.) What have you to say about this? It is a letter written to somebody! What do you have to say about that, Alice?

ALICE #5: Is it in my handwriting?

QUEEN: No.

ALICE #5: Well, then.

QUEEN: You must have imitated somebody else's writing.

ALICE #5: Nonsense. Look at the bottom. I never signed that letter.

QUEEN: If you didn't sign it, that proves you're guilty. If you weren't guilty you'd have signed it like an honest person!

ALICE #5: It doesn't prove anything of a sort!

QUEEN: Sentence! Let us have the sentence!

COURT MEMBERS will create lines here

ALICE #5: But you don't have the verdict yet.

QUEEN: Sentence first, verdict afterwards.

ALICE #5: Nonsense. The idea!

QUEEN: Hold your tongue.

ALICE #5: I won't!

QUEEN: Off with her head! Off with her head!

(CARDS wake up from their rest and try to get into formation to get Alice.)

ALICE #5: Begging your pardon, your majesty. I think we should all like to see you off with your head!

QUEEN: WHAT????

ALICE #5: (*To audience.*) What do you think? Off with her head?

AUDIENCE/ALL: Off with her head!

(ALL repeat the chant...)

(Cards go back and forth, Alice then the Queen)

QUEEN: Treason! This is treason I say! (ALICE #5 marches toward her. QUEEN protests. The four other ALICES enter and join ALICE #5 marching toward the QUEEN.) What is this? Why it's a herd of Alices! I won't have this! No more than one Alice at a time!

(They keep marching toward her. The Cards join in)

But, but , but... I'm the Queen!

ALL: Off with her head! Off with her head!

(QUEEN tries to get away through the audience, stepping in between chairs, trying to duck behind teachers.)

QUEEN: TREASON!!!! (SOUND CUE #10: Bong sound that turns to chaotic swirling sounds that fades as ALL but ALICE exit.)

ALL: Off with her head, off with her head! (ALICES and STORYTELLERS continue their advance.)

QUEEN: TREASON!!!!!!

(ALL ALICES and STORYTELLERS chase QUEEN out of playing room through doors behind audience. ALL seated players begin applause and encourage audience to applaud the QUEEN'S defeat. After a few moments ALICE #5, alone, enters and calls back toward where the QUEEN and STORYTELLERS exited.)

ALICE #5: (Stamping her foot.) You don't scare me! You don't scare me at all! Do you hear me? Hello? Oh, your majesty... Hello? (ALICE realizes she is quite alone, makes her way up aisle to playing area.) Where did everybody go? Well! It's just as well. (Sits.) Such a strange place this is. Why one would almost think it wasn't real at all... (Yawns.) Just a long strange dream...

(ALICE lays down to sleep, ending in same position she posed at beginning of story. LEWIS enters with the "quiet" finger to his lips.)

SCENE 12: (Lewis & Alice #5)

LEWIS: (*To audience.*) Do you remember the song we sang for Alice? (*Prompting.*) Twinkle, twinkle...

ALL: (Singing.) Twinkle, twinkle little star...(At the end of the song, LEWIS goes to his camera snaps a shot.)

LEWIS: Perfect! (He makes a confetti "poof". ALICE wakes with a start. LEWIS pats his hands in applause.) Excellent photograph, Alice. Excellent!

ALICE #5: (Wakes and looks around.) Photograph? But, you...oh...I...the Queen! (Rubbing eyes.) She was here! Oh, Mr. Carroll, she was here, the Queen! And there was the Mad Hatter and the strangest tea party! Oh, and Mr. Carroll, I kept growing down and growing up, up, up...

(LEWIS stops.)

LEWIS: (Looking kindly at ALICE.) Yes, you are.

ALICE #5: I am what?

LEWIS: Growing up. It won't be long now and you'll be almost as grown up as me. With children of your own.

ALICE #5: Oh, that will be a long time.

LEWIS: Not as long as you think, really. Why do you think I take so many pictures?

ALICE #5: Will you tell my children about Wonderland?

LEWIS: You may have to do that for me. Do you think you can?

ALICE #5: Oh yes! There was a Cheshire Cat who grinned all the time and a White Rabbit who lost his gloves and he was always in a hurry...

(SOUND CUE #11: Gentle "Twinkle, Twinkle" that turns into sprightly music for curtain call. ALICE sees LEWIS taking off his gloves and putting them in the box.)

But you were in a hurry, too. Can we take our time now, Mr. Carroll?

LEWIS: (*Takes her hand.*) Yes, Alice, let's take our time.

(LEWIS leads her off, behind screen.)

THE END