

# Director's Overview

## ACT ONE

**# A OVERTURE P.9/Tr 1**

### **BOO AND HISS'S INTRODUCTION**

Hiss and Boo warm up the audience, encouraging them to hiss and boo the baddies. They explain how to get sweets.

**# 1 WELCOME / PANTOMIME! (Boo, Hiss, Cast) P.12/Tr 2**

### **THE CHILDREN ARRIVE**

Here we meet the two children who are expecting to see the panto - Ben and Sarah. They meet the Wicked Witch (disguised as a supply teacher). The Witch shoos the children off backstage.

**# 1a WITCH'S THEME (incidental) P.16/Tr 1**

The Witch is then joined by her two assistants, Spotty and Grotty, and they sing:

**# 2 HEAR IT FOR THE BADDIES! (Witch, Spot, Grot) P.17/Tr 3**

As the baddies exit after their song, Hiss and Boo reappear to berate the audience for applauding the baddies. The Phantom of the Pantomime makes its first appearance.

**# 2a PHANTOM MOTIF (incidental) P.20/Tr 2**

Boo and Hiss go off to dressing rooms. Moo passes through, looking for Tail. Then Ben and Sarah arrive. Shortly after they meet the Good Fairy,

**GOOD FAIRY TWINKLE (sound effect) P.22/Tr 3**

who explains what's going wrong in Pantoland. The following song is sung by the Fairy, Ben, Sarah and the Pantoland People.

**# 3 SPREAD A LITTLE MAGIC (Good Fairy, Panto People) P.24/Tr 4**

Ben and Sarah offer to help find three magic objects from which the Witch has removed the magic. The Pantoland Door is revealed. The Good Fairy leads Ben and Sarah into Pantoland, where a parade brings many Pantoland characters onto the stage.

**MAGIC DOOR (sound effect) P.30/Tr 4**

**# 3a PANTOLAND PARADE (Dance) (incidental) P.26/Tr 5**

Good Fairy leaves...

**GOOD FAIRY TWINKLE (sound effect) P.27/Tr 3**

...and Ben & Sarah set off to help put things right. They and the Pantoland People sing:

**# 4 WE'RE OFF! (Ben, Sarah, Pantoland People) P.27/Tr 5**

All exit. Hiss and Boo then return (*sweets are distributed here!*) but soon hide when...

**# 4a WITCH'S THEME (incidental) P.29/Tr 1**

**MAGIC DOOR (sound effect) P.30/Tr 4**

...the Witch enters with her sidekicks Spotty & Grotty, looking for the missing children. She reveals the fact that she has a Master Plan, and the three baddies sing:

**# 5 MASTER PLAN 1 (Witch, Spotty, Grotty) P.31/Tr 6**

We are introduced to the Stun-sticks, and Hiss and Boo are involved in a comical chase with the baddies. As they exit the scene transforms into Pantoland.

# 5a	CHASE	(incidental)	P.32/Tr 6
# 5b	CHASE (Part 2)	(incidental)	P.32/Tr 7
	MAGIC DOOR	(sound effect)	P.33/Tr 4

## PANTOLAND

Sarah and Ben enter Pantoland and, while Sarah goes off, Ben enters the **Jack And The Beanstalk** story. First he meets Jack, whose beans didn't grow (*sweets distributed here*), then we meet the **Seven Dwarfs**, who are looking for Snow White. The Dwarfs sing:

# 6	WE'RE THE SEVEN DWARFS	(Dwarfs!)	P.35/Tr 7
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The Dwarfs depart – frightened by the sound of the Giant,

	GIANT'S VOICE	(sound effect)	P.36/Tr 8
	SEVEN DWARFS EXIT	(a capella)	
	GIANT'S VOICE	(sound effect)	P.36/Tr 8
	HEAVY FOOTSTEPS	(sound effect)	P.37/Tr 9

Then Jack and Ben sing:

# 7	FEE FIE FO FUM!	(Jack, Ben, opt. group offstage)	P.37/Tr 8
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The Giant enters, and he, Jack, Ben and the Villagers sing

# 8	YOU NEVER KNOW...	(Jack, Ben, Giant, Villagers)	P.40/Tr 9
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# 8a	MAGIC OBJECT FANFARE	(incidental)	P.41/Tr 10
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The Giant gives the Goose (*magic object no. 1*) to Ben, and...

	GOOD FAIRY TWINKLE	(sound effect)	P.42/Tr 3
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...he passes it on to the Good Fairy. The Giant and Jack go off happily together, having made friends with each other. The Villagers say goodbye and Ben exits. Good Fairy comments that even in bad times good things can happen. Next we meet Tail, who is looking for Moo. He is followed by Spotty and Grotty. They hear Ben approach, and zap him with their Stun-sticks.

	ZAPPING SOUND	(sound effect)	P.45/Tr 11
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The Witch arrives, not only delighted at her servants' capture of Ben, but also very pleased with herself, as she has zapped Sarah.

	TRANCE MUSIC	(sound effect)	P.45/Tr 12
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Now the two children are in her power! The baddies end the act with their triumphal song:

# 9	THE WICKED WITCH WILL WIN	(Witch, Sp, Gr, Cast)	P.45/Tr 10
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## ACT TWO

The second act begins with a “we’re in a mess” song sung by everyone except the Witch, Spotty, Grotty, Ben and Sarah.

**# 10 THE INTERVAL IS OVER (Boo, Hiss, Villagers, Dwarfs) P.47/Tr 11**

The two children are led on, still dazed, and Spotty and Grotty gloat over their capture, but soon discover that they’ve lost their Stun-sticks, and go off to find them. Enter Hiss and Boo, who at first despair at the plight of the kids, but then Hiss finds the Stun-sticks, and the captives are released -

**REVERSE ZAPPING SOUND (sound effect) P.50/Tr 13**

Hiss then throws the weapons off-stage

**EXPLOSION (sound effect) P.51/Tr 14**

The kids decide to split up again and search for the other two magic objects.

**# 11 WE’RE OFF ! (Reprise) (Ben, Sarah) P.52/Tr 12**

Ben and Sarah go off, and Hiss and Boo again encounter the Phantom.

**# 11a PHANTOM MOTIF (incidental) P.53/Tr 2**

We get a “behind you” scene, as the baddies – including the Phantom – creep up behind Hiss and Boo. This in turn leads to another chase.

**# 11b CHASE (incidental) P.54/Tr 6**

**# 11c CHASE (Part 2) (incidental) P.54/Tr 7**

All exit. Moo arrives, continuing his search for Tail. He recites a poem. Next we meet Spotty and Grotty, who have just been paid by the Witch. Grotty manages to cheat Spotty out of most of his earnings. Grotty distracts Spotty by suggesting they sing their song.

**# 12 BEING BAD IS GREAT (Spotty, Grotty) P.57/Tr 13**

Then the Witch arrives.

**# 12a WITCH’S THEME (incidental) P.58/Tr 1**

She has learned of the kids’ escape, and is furious when she also hears about the loss of the Stun-sticks. She takes the wages back, and the baddies go off in search of their lost prisoners. They exit through the...

**MAGIC DOOR (sound effect) P.59/Tr 4**

...which brings us into the Cinderella story. First we meet Tail, still looking for Moo. He gives the audience another opportunity to get sweets before going off on his search. Then Sarah enters, and meets the Ugly Sisters, arguing over the glass slipper. They announce that they are going to make the Prince a cake, which they do using a magic spell:

**SPELL MUSIC (sound effect) P.64/Tr 15**

and a “Splosh” scene follows, ending with the throwing of the contents of the mixing bowl over the audience! Throughout, Cinders is bossed around by her step-sisters. The focus returns to the slipper, and Apple White and Magnolia sing their song:

**# 13 IT’S GOTTA BE ME! (Apple White, Magnolia) P.65/Tr 14**

They all try on the slipper –it fits no-one! They agree to give the footwear to Sarah...

**# 13a MAGIC OBJECT FANFARE (incidental) P.68/Tr 10**

and she passes it on to the Good Fairy.

**GOOD FAIRY TWINKLE (sound effect) P.68/Tr 5**

Sarah goes off in search of Ben.

**MAGIC DOOR** (sound effect) P.70/Tr 4

# 13b **WITCH'S THEME** (incidental) P.70/Tr 1

Enter the Witch Spotty & Grotty, still chasing the kids. The Witch taunts the audience by giving the sweet-triggering phrase, then refusing to give any sweets! She goes off with Spotty and Grotty to continue with the Master Plan.

# 13c **WITCH'S EXIT** (incidental) P.70/Tr 16

**MAGIC DOOR** (sound effect) P.71/Tr 4

Ben enters, shortly followed by Tail, who sings:

# 14 **TAIL'S SONG** (Tail) P.71/Tr 15

Tail leaves, then Sarah arrives.

**MAGIC DOOR** (sound effect) P.72/Tr 4

The Seven Dwarfs turn up once more.

# 15 **WE'RE THE SEVEN DWARFS (Reprise)** (Dwarfs) P.72/Tr 16

However, we can see that there are now eight of them – and their latest recruit is revealed as **Aladdin**. Oriental people (from the Aladdin story) enter, looking for Aladdin.

# 15a **ORIENTALS** (incidental) P.70/Tr 17

Ben and Sarah tell Aladdin that they just need his lamp to complete their quest. They and the Orientals help Aladdin choose what to wish.

# 16 **WHAT WOULD YOU WISH?** (Aladdin, Ben, Sarah, Or'ntals) P.74/Tr 17

# 16a **MAGIC OBJECT FANFARE** (incidental) P.75/Tr 10

Aladdin gives Ben and Sarah the lamp; Aladdin, Orientals and Dwarfs exit.

# 16b **ORIENTALS** (incidental) P.70/Tr 17

**MAGIC DOOR** (sound effect) P.75/Tr 4

Ben and Sarah go off to find the Fairy (who has failed to appear this time), and meanwhile Moo returns to sing, after which he exits.

# 17 **MOO'S SONG** (Moo) P.76/Tr 18

# 17a **WITCH'S RETURN** P.76/Tr 18

The Witch, Spotty and Grotty bring on the Good Fairy, whom they've captured. The Witch summons all her baddies, and they dance menacingly as they gather together.

# 18 **MASTER PLAN 2 - Dance** (Witch, Sp, Gr, Cast) P.77/Tr 19

Just as the Witch has got her troops organised, on come the kids, who show the Witch the three objects they have collected.

# 18a **MAGIC OBJECTS RETURN** (incidental) P.78/Tr 19

The witch is beside herself with rage, and is made to watch the Good Fairy being released as the magic objects are placed in a beam of light. As the third magic object is placed in the lights, the Good Fairy is magically released from capture.

# 18b **NO MORE PANDEMONIUM** (incidental) P.70/Tr 20

The Good Fairy takes over, calling all the Pantoland People to her, and replacing all the good magic.

**THREE MAGIC SOUNDS** (sound effect) P.78/Tr 21

# 18c **MOO & TAIL REUNION** (incidental) P.79/Tr 22

Moo and Tail are reunited. The only thing left is to get the baddies into the light. Spotty and Grotty are converted to good:

# 18d	INTO THE LIGHT (Part 1)	<i>(incidental)</i>	P.79/Tr 23
# 18e	INTO THE LIGHT (Part 2)	<i>(incidental)</i>	P.80/Tr 24

And then the Witch is encouraged to step into light:

# 19	STEP INTO LIGHT (Good Fairy, Cast)		P.80/Tr 20
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The Witch is also apparently reformed, and the whole company go off, happy and triumphant.

# 19a	STEP INTO LIGHT EXIT MUSIC	<i>(incidental)</i>	P.82/Tr 25
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However, before she exits, the Witch makes sure that the audience knows she'll be back next year - as bad as ever!

# 19b	WITCH'S FINAL EXIT	<i>(incidental)</i>	P.82/Tr 26
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Boo and Hiss come on to do a birthday mentions spot, then encourage the audience to sing an audience participation number.

# 20	PANTO PANDEMONIUM (Boo, Hiss)		P.83/Tr 21
# 21	WALKDOWN (Cast)		P.84/Tr 22
# 22	ENCORE (If needed): PANTOMIME! (Cast)		P.85/Tr 23
# 23	EXIT MUSIC		P.85/ B Tr 23