

SCRIPT

OVERTURE

CD track 19

SCENE 1 IN THE VILLAGE

The narrator should be positioned at the side of the stage. Villagers 1-6 enter along with the butcher, baker, mayor etc. who all drift into groups to mime chatting. Gilda enters with a group of three or four goats, practising the slap dance. When the goats are on stage they occasionally bleat. To one side of the stage is a cuckoo clock along with the clock maker, who is tinkering with it. The villagers tend to be larger than life and are generally given to overacting, although when anyone 'trips' it is a mimed slight stumble, not an exaggerated falling down. This is achieved by momentarily putting the instep of one foot behind the heel of the other foot, giving the illusion of stumbling over something and looking back at it.

NARRATOR Over the Alps and far away is the timeless, quaint alpine village of Stumbledorf, so called because however careful the villagers are, there always seems to be something for them to stumble on.

VILLAGER 1 *(Walking across stage, waving)* Morning Klaus! *(Trips)* Who left that there?

NARRATOR The village is nestled at the foot of a mountain and it really should be a happy place to live. After all, there's everything a village needs.

The following characters come forward one at a time holding their relevant props.

BUTCHER The butcher. *(The goats bleat and run behind Gilda)*

BAKER The baker.

CLOCK MAKER The cuckoo-clock maker. *(The cuckoo pops out and cuckoos once)*

PLUMBER The plumber.

BUILDER The builder.

GILDA The goatherd named Gilda. *(The goats do a short slap dance to 4 beats)*

GARDENER The gardener.

MAYOR The Mayor *(to be pronounced May-er)*.

BAND LEADER The oompah-band player.

DOCTOR The doctor.

TEACHER The teacher.

Roar SFX

CD track 20

ALL The mythical creature!

They all tremble and look towards the mountain. Gilda and the goats run off.

NARRATOR Ah, yes. Sadly, Stumbledorf has one feature the villagers aren't keen on at all. According to village folklore this is a fierce (*gasp*), cruel (*bigger gasp*), ruthless, man-eating dragon!

They all scream and grab each other, looking terrified.

NARRATOR No one here has actually seen the dragon, but they deduce from ominous rumbles, trembling tremors and an occasional puff of smoke from the direction of the mountain that it is real. So, in an attempt to keep it at bay, every month on what they call 'Dragon Day' they leave a big basket of goodies on the side of the mountain, and as this basket always disappears, the villagers assume that they are right.

A couple of villagers carry the basket on and set it near the narrator at the side of the stage.

NARRATOR Each month as Dragon Day draws near, the villagers steel themselves to deliver their culinary bribe, their nerves becoming increasingly taut and their imaginations ever more overactive.

The butcher and baker creep nervously across the stage, looking around apprehensively, and leave food in the basket. Then Villager 2 walks across the stage and places a pie in the basket.

VILLAGER 2 I've made him one of my special pies. It's a little overdone, but I imagine he likes things burnt.

VILLAGER 3 (*Aside to audience*) If he eats that, we might be rid of him quicker than we think!

In the following section, with each passing day, the villagers form a tableau, looking progressively more terrified. They need to change positions between 'days', freezing momentarily until the cuckoo reappears. This needs to be executed very cleanly to be really effective. The following 'Cuckoo Clock SFX' track leaves gaps for the cuckoo to speak. There is also a guide track to rehearse with, CD track 22.

CUCKOO CLOCK SFX

CD track 21

(Track: Whirr, click, cuckoo)

CUCKOO CLOCK Cuckoo, cuckoo, cuckoo! Three days to Dragon Day. Cuckoo!

(Track: Whirr, click, cuckoo)

CUCKOO CLOCK Cuckoo, cuckoo, cuckoo! Two days to Dragon Day. Cuckoo!

(Track: Whirr, click, cuckoo)

CUCKOO CLOCK Cuckoo, cuckoo, cuckoo! One day to Dragon Day. Cuckoo!

(Track: Whirr, click, cuckoo)

CUCKOO CLOCK Dragon Day!

(Track: cuckoo-clock meltdown)

The cuckoo clock exits.

ALL VILLAGERS Oh no! Here we go again!

During the following song there could be a 'dragon' – a fierce-looking head and some green, shiny fabric – which appears and moves across the stage or through the audience. Alternatively, there could be a projected dragon silhouette. The villagers should look suitably terrified.

Song 1. DRAGON DAYS

CD track 1/10

After the applause the following track is played.

ROAR SFX

CD track 20

ALL VILLAGERS (Panicking) Aargh! It's coming for us, we're all going to die!

The butcher, baker, builder, gardener, doctor, plumber, cuckoo-clock maker, Gilda, goats, Mayor and teacher run off the stage down the central aisle as the farmers, skaters and old man arrive at the sides of the stage. If there is no centre aisle, the exit could be at one side of the stage and the entrance at the other. On entering, the other characters need to maintain the sense of panic and fear.

**SCENE 2
IN THE VILLAGE**

NARRATOR However, despite their fears, their cunning plan does seem to work, as so far, touch wood...

A nearby villager knocks Villager 4 on the head (percussionist plays woodblock).

VILLAGER 4 Oi!

NARRATOR ...no one from the village has been even slightly eaten.

VILLAGER 5 But you never know when he'll fancy a change of diet!

NARRATOR Of course, financially, this isn't an altogether satisfactory arrangement as it stretches the household budgets of the poor villagers.

VILLAGER 6 (Giving out apples) One for you, one for me and four for the dragon.
(Adds them to the basket)

NARRATOR And so, for a long time, they have yearned for someone to come and rescue them as they themselves are not really dragon-slaying material.

OOMPAAH BAND We're players, not slayers! (Quick blast of tuba)

TUBA SFX

CD track 23

FARMERS Farmers, not harmers! (One holds a blown-up glove to look like an udder; one 'milks')

SKATERS Skaters, not terminators!

OLD MAN (Producing large, dusty-looking book) Writers, not fighters! You can read all about it in *The Chronicles of Stumbledorf*: tales of brave escapades to try to hunt down and kill the beast...

The villagers adopt fierce poses.

NARRATOR ... all undertaken by outsiders! (*Villagers step backwards, meekly*) Once, a mysterious group of secret agents from MI 007.5 came!

Enter four agents in black with black sunglasses.

AGENT 1 Synchronize zapper rays. Let's zap this dragon into space!

ZAPPER SFX

CD track 24

They all turn towards each other and zap, then freeze for three seconds before they 'come round'.

AGENT 2 Where am I?

AGENT 3 Who are you?

AGENT 4 What am I doing here?

NARRATOR Sadly, they accidentally zapped each other, forgot why they'd come and went home.

The agents shrug and exit.

NARRATOR Then there was the ninja warrior.

Ninja warrior enters.

NINJA WARRIOR Hy-ya!

VILLAGER 1 He was going to sneak up on the dragon.

VILLAGER 2 And chop, chop, chop him.

Karate-chopping routine.

NARRATOR But Stumbledorf, being Stumbledorf, he tripped over.

NINJA WARRIOR (*Tripping*) Who left that there?

OLD MAN (*Reading from book*) And he was so embarrassed, he sloped off and was never seen again.

As the ninja warrior exits, he slams the book closed and a cloud of dust appears.

NINJA WARRIOR Achoo!

NARRATOR So the villagers continue to live in fear beneath the shadowy presence of the monster, ever hopeful that one day someone will come and rid them of it.

The villagers look wistfully into the distance and sigh loudly.

NARRATOR (Sudden change of tone) But life in the village is not all doom and gloom!

ACCORDIAN SFX

CD track 25

The villagers become animated. Gilda and the goats enter (and anyone else who is involved in the dance) and take up their positions for the alpine dance. The oompah band come forward.

NARRATOR To take their minds off their strange predicament, one thing the villagers love to do is sing and dance. Happily, there is the very talented Stumbledorf village oompah band to raise everyone's spirits as they celebrate their alpine existence in the traditional manner, bringing the hills alive with the sound of yodelling.

BAND LEADER Singen wir, 'Wir Sind So Alpine!' Insgesamt jetzt! Altogether now!

Throughout the following song the oompah band mime playing instruments. The villagers could do a traditional knee-slapping dance, with the goats dancing during the instrumental. At the end of the song, everyone begins to exit.

Song 2. SO ALPINE

CD track 2/11

VILLAGER 3 Gute Nacht!

VILLAGER 4 Auf Wiedersehen!

VILLAGER 5 Schlaf gut!

VILLAGER 6 Goodnight Jon boy!

**SCENE 3
IN THE VILLAGE**

SCENE CHANGE MUSIC 1

CD track 26

Villagers 7-13 drift on and mime chatting in groups. The Mayor enters. The boys and girls enter and gather around the teacher. If there is a lack of space they can be seated on the front of the stage with the teacher seated on the stage. Fade the music when everyone's in place.

NARRATOR One small ray of hope for Stumbledorf is a prophecy, given long, long ago by three old crones, said to have magical powers. The prophecy is so potent it conjures up a vivid picture for the villagers each time they hear it.

The crones enter, cackling wildly, carrying a cauldron. The villagers watch, transfixed.

CRONES SFX

CD track 27

ALL CRONES Mumble, mumble, mutter, mumble,
Eye of newt and worm-poo crumble,
The village where the people stumble
Will be saved when comes a **rumble!**

There is maniacal laughter from the crones. They all exit, but one of the crones pops back and laughs once more.

NARRATOR No one actually understands the prophecy, but as it seems to hold out some sort of hope, they cling on to it out of desperation and can sometimes be heard mumbling it as they go about their daily chores.

VILLAGERS 7 & 8 Mumble, mumble, mutter, mumble, eye of...

After this first line, Villagers 7 & 8 reduce the volume and continue to chant almost silently.

NARRATOR Shopping...

VILLAGER 9 *(At the butcher's shop)* I'll have three small chops for me and a large steak for the dragon please.

NARRATOR Learning...

TEACHER If a dragon flying at 60km an hour is gaining on a young boy at a rate of 2km a minute, how fast is the boy travelling?

BOY 1 Not fast enough!

TEACHER Cheeky boy!

NARRATOR Discussing *(insert current Education Minister's name)*'s latest changes to education...

VILLAGER 10 *(Reading newspaper)* Look at this: 'Schools now responsible for teaching children to breathe underwater. Without oxygen!'

NARRATOR And of course, panicking...

VILLAGER 7 *(Throwing him/herself down on his/her knees)* I'm too young to be digested!

VILLAGER 8 *(Grabbing Villager 9)* The world is going to end!

VILLAGER 9 *(Looking up and pointing)* I can see a bright light coming for me!

NARRATOR That's the sun, Villager 9.

VILLAGER 11 What are we going to do? Help, help!

All the villagers run around panicking.

NARRATOR *(Very loudly)* Then one day, something happens that stops Stumbledorf in its tracks.

ARRIVAL SFX

CD track 28

The villagers freeze as Old Ma makes a big entrance followed by Tommy carrying all the luggage.

OLD MA Here we are at last. Stumbledorf!

TOMMY *(Tripping)* Who left that there?

The villagers 'come back to life.'

OLD MA Right, let's see if we can find our house.

VILLAGER 11 What address are you looking for?

OLD MA Duncronin, 48 The Street. We were left it in my Auntie's will.

VILLAGER 12 *(Spookily)* Ooh, that was once the Old Crones' place.

ALL VILLAGERS Ooh, the Old Crones' place.

TOMMY She wasn't that bad!

VILLAGER 8 What's your name?

TOMMY Tommy. Tommy Rumble.

BRIGHT IDEA SFX

CD track 29

VILLAGER 13 *(Pointing finger in air as idea strikes)* Oh! Rumble! Did you say 'Rumble'?

OLD MA That's right. I'm Old Ma Rumble and this is my son, Tommy.

VILLAGER 13 Eureka!

OLD MA *(Sniffing her armpits)* Oh dear, I'm usually very particular about my personal hygiene, but it's been a long journey all the way from England.

VILLAGER 12 Oh, how exotic!

OLD MA Not really. We're from *(insert local place name)*.

VILLAGER 13 Could it be? Is it possible?

OLD MA Well somebody has to live there!

MAYOR *(To Villager 13)* What? What is it, Villager 13?

VILLAGER 13 Think of the ancient prophecy.

There is a pause.

ALL VILLAGERS *(Calling offstage)* The ancient prophecy!

CRONES SFX

CD track 27

The villagers concentrate. The three crones enter with happy-meal boxes, looking disgruntled.

CRONE 1 I was halfway through my happy meal!

ALL CRONES Mumble, mumble, mutter, mumble,
Eye of newt and worm-poo crumble,
The village where the people stumble
Will be saved when comes a **rumble!**

Once again there is maniacal laughter from the crones before they exit.

MAYOR I still don't get it.

VILLAGER 13 *(Pointing to Tommy)* He's a Rumble! Maybe this is what the old prophecy means. Maybe young Tommy is going to save us from the dragon!

The villagers shout the following lines randomly in a very over-the-top manner.

ALL VILLAGERS Hooray! / Free, free at last! / We're all saved! etc.

TOMMY *(Horried)* A dragon? Wha... what's it like then, this dragon?

NARRATOR This is not a good question to ask the villagers, who are as prone to exaggeration as they are to overacting.

BOY 2 He's really scary.

BOY 3 Really, *really* scary!

NARRATOR In fact, to the wise children who use a thesaurus, he's...

BOY 4 Alarming!

GIRL 1 Hair-raising!

GIRL 2 Spine-chilling!

GIRL 3 Blood-curdling!

NARRATOR And to those who have mastered similes, the dragon is...

GIRL 4 As tall as a mountain!

BOY 5 As wide as a valley!

GIRLS 5 & 6 And as fierce as an army of dinner ladies!

Each verse of the following song could be sung by individuals or small groups. It is meant to be like Chinese whispers, getting more exaggerated with each verse, so Tommy and Old Ma could move along from one group to the next reacting with increasing horror. The spoken dialogue within the song should be delivered by the narrator.

Song 3. NOT EXAGGERATING

CD track 3/12

VILLAGER 12 *(On knees, begging)* When will someone help us?

OLD MAN *(Holding up The Chronicles Of Stumbledorf)* Who will write the next chapter of our book?

VILLAGER 13 *(Dragging Tommy forward)* Tommy Rumble, the saviour of Stumbledorf!

OLD MA *(Offended)* I'm a Rumble as well, you know!

The villagers gather round Old Ma, looking her up and down. She shows off her muscles and does muscle poses.

NARRATOR The villagers all agree that Old Ma does look fierce enough to fight the dragon, but they prefer the idea of a heroic young man, especially the girls. So, Tommy Rumble now finds himself in an unusual position. He has never been particularly popular before, but suddenly, for most of Stumbledorf, he is the coolest guy in town.

Old Ma exits, taking the luggage and tutting.

GIRLS *(Lovingly)* Ooh!

BOYS *(Retching)* Ugh!

NARRATOR He adapts rather well to his new status. New hairdo *(mimes applying hair gel)*, new swagger *(swaggers a few steps)*, new catchphrase:

TOMMY 'Don't grumble, here comes Rumble!' No. *(He thinks)* 'Kill it, Bang! One stroke and the dragon's gone!'

NARRATOR He still needs a bit of work on that one. The villagers make a great fuss of him: the baker has baked him a dragon-shaped cookie; Villager 12 has knitted him a lovely new scarf. Stumbledorf Fire Brigade even present him with his very own fire extinguisher.

The fire brigade enters and strikes a series of poses to the following fanfare.

FIREMEN FANFARE SFX

CD track 30

The firemen say their names one at a time, saluting as they do so and doing an individual move.

HANS Hans.

FIET Fiet *(pronounced 'feet')*.

ALBERT VAN DEET Albert van Deet.

BJÖRN Björn *(pronounced 'Bee-yawn')*.

STEFAN Stefan.

KLAUS And Klaus.

They pass along a bucket with 'Fire' written on it, salute and exit. One of them goes the wrong way and the others bundle him off the correct way.

NARRATOR How can he not now feel ready to take up his new challenge? Before him so many new horizons open up. There are new poses to learn and new selfies to be taken.

Tommy does various poses (e.g. hero/victor/fighter) as selfies are taken with him.

NARRATOR Unfortunately, he still has the same Old Ma!

OLD MA *(Calling offstage)* Tommy, your tea's ready! Get in here now and wash your hands with my lovely homemade soap.

TOMMY Oh! Gotta go! Life with Ma's a real soap opera.

VILLAGER 9 Since Old Ma came, there's more than one dragon in these parts!

They all exit.

SCENE 4 THE FITNESS CENTRE

The SOME DAYS LATER sign appears. Someone carries on the ALPINE FITNESS CENTRE - 'YOUNG AT HEART' FITNESS CLASS sign. This could be walked across the stage a few times as in a boxing match, with the sign changing each time: 'Make sure all pacemakers are set to max' / 'Zimmer frames need to be turbo-powered' etc. The Crones, the Old Man and possibly a few elderly villagers in fitness gear are exercising. At one side Tommy is trying to use the fitness equipment and failing miserably.

GYM SESSION

CD track 31

NARRATOR *(Spoken over track)* Over the next few days, Tommy trains hard in an attempt to be fighting fit.

Towards the end of the Gym Session fitness instructions, Old Ma enters (on cue). The Oompah-band tuba player stands at the side of the stage blowing very hard into the tuba, but getting no sound out of it. When Old Ma does the actions, there will be accompanying SFX of creaks etc. As she bends over to touch her toes, the Oompah-band tuba player finally gets his instrument to 'parp' and smiles broadly. Old Ma leaves holding her back, while the others pick up the weights easily and walk off. The sign is taken down and the boys and girls enter and gather round the edge of the stage or, alternatively, sit on the front of the stage. The trainer enters.

NARRATOR In desperation, Tommy even tries working with a personal trainer.

Tommy is puffed out and struggling.

TRAINER Come on Tommy, you can do it! Leap to the right, leap to the left, duck, swipe and lunge.

The trainer demonstrates; Tommy can hardly stand.

TRAINER OK, let's leave it for now. More tomorrow.

NARRATOR Tommy's fans cheer him on with encouraging slogans.

The cheerleaders enter. During the following section, the girls respond to the cheerleaders spelling out 'Tommy'.

CHEERLEADERS Give us a 'T'.

GIRLS 'T'.

CHEERLEADERS Give us an 'O'.

GIRLS 'O'.

CHEERLEADERS Give us an 'M'.

GIRLS 'M'.

CHEERLEADERS Give us an 'M'.

GIRLS 'M'.

CHEERLEADERS Give us a 'Y'.

GIRLS 'Y'.

CHEERLEADERS Why? Because we need one to spell out our hero, Tommy!

GIRLS Three cheers for Tommy. Hip, hip, hooray! Hip, hip, hooray! Hip, hip, hooray!

CHEERLEADERS Tommy, Tommy, he's our man,
If anyone can save us, Tommy can!

GIRL 1 *(Screaming)* We love you Tommy!

GIRL 2 You're so brave and strong.

GIRL 3 You're so much tougher than *(Insert name of current heart-throb or headteacher)*.

GIRL 4 I'm going to get 'Tommy' tattooed on my arm!

GIRL 5 He's already tattooed on my heart!

GIRLS *(In 'lurve')* Aah!

NARRATOR Some of the boys, however, aren't quite so impressed...

BOY 1 Huh! Who does he think he is?

BOY 2 He's about as hard as a cowpat *(all boys snigger)*.

BOY 3 He's about as clever as my big toe.

BOY 4 He's about as tall as me! *(They all look bemused)*

Snowflakes appear. These can be a few bubbles from behind the scenery or there could be strings of snowflakes draped over the side scenery or some clever lighting. If there are snow dancers, they could enter preceded by some bubbles.

BOY 5 Hey! It's starting to snow. Maybe Tommy would enjoy a snowball fight.

BOY 1 What, with snowballs with a surprise hard centre, like a rock?!

BOY 2 Then he'd be a real knock-out!

GIRL 7 Oh I love snow, it's so romantic. Maybe Tommy would like to go for a sleigh ride.

GIRL 6 Or we could build a snow dragon for him to practise on!

GIRLS *(Dreamily)* And we could all watch!

BOYS And we can all be sick. *(They make a retching sound)*

The girls and boys sing the following song. If you have snow dancers, this is an opportunity for a Dance of the Snowflakes, which could be choreographed with white ribbons, in which case the girls and boys would need to move to the side of the stage or sit at the front of it to sing.

Song 4. SNOWFALL

CD track 4/13

At the end of the song Tommy enters, surrounded by Villagers 14-17, who are very excited. They have a leather jacket for Tommy.

NARRATOR Meanwhile, the rest of the villagers continue to worship their hero. He is the toast of the village.

VILLAGER 14 He's as cool as a cucumber.

VILLAGER 15 He's the whole enchilada.

VILLAGER 16 The big cheese.

VILLAGER 17 The top banana!

TOMMY Hey! Don't make me sound too edible!

NARRATOR The girls buzz around Tommy like bees round a honeypot. They all think he is such a good egg.

TOMMY *(To Narrator)* You're doing the food thing again!

The girls surround Tommy, vying for his attention.

NARRATOR And the boys are stalked by the green-eyed monster. And it isn't the dragon.

BOY 1 I think he looks a real wimp.

BOY 2 The girls don't even talk to us anymore.

BOY 3 Is that a bad thing?

BOY 4 Duh! If they don't talk to us, how can we ignore them?

Gilda enters with the goats and joins the girls' group.

BOY 5 Hi Gilda. *(She waves half-heartedly without looking at him)*

BOY 1 Hey! I just had an idea. I am officially a genius!

BOY 2 What is it?

BOY 1 It's to do with goats...

The goats prick up their ears and bleat quietly.

BOY 2 *(Loudly)* Goats?

BOY 1 Shh! Yeah, goats. And the fact that Tommy boy could do with a few more weeks of training if he's going to stand any chance against the dragon. He's so unfit, he'll have trouble making it up the mountain, let alone fighting a massive dragon!

BOY 3 *(Slowly, trying to figure it out)* So, the goats are going to help him up the mountain?

BOY 1 No! Nobody's going to *help* Tommy. Come with me and I'll explain.

They exit stage left. Tommy puts on the leather jacket and slicks his hair back. Villagers 14-17 stand at the side chatting and watching.

NARRATOR Meanwhile, unaware of the effect he is having on some of the boys, Tommy continues to impress his female fans with his machismo, courage and rock-star good looks. He really gives the dragon what for, leaving him in no doubt that Tommy Rumble is a force to be reckoned with! From a safe distance of course.

The Oompah-band guitar player comes on to mime a guitar solo for the following song. During the instrumental he almost upstages Tommy, who quickly gets a bandana and Rambo-style stripes on his face at the side of the stage, comes back and reasserts himself.

Song 5. DRAGON-SKIN SHOES

CD track 5/14

GIRL 2 Tommy, if there's enough skin left, can you make me a pair of stilettos?

THUNDER CLAP SFX

CD track 32

They all cover their heads and start to leave.

OLD MA (Offstage) Tommeeeeeeeeeee! Get back here now. I don't want you getting wet before your bubbly bath time.

TOMMY Coming Ma!

They all leave.

SCENE 5 IN THE VILLAGE

Villagers 14-19, the Mayor and the trainer enter with Old Ma and mime chatting in groups/doing everyday activities like beating rugs, wiping windows etc./children playing hopscotch/elderly doing exercises.

NARRATOR When the sun rises over the Alps the following morning, something comes to light that makes Tommy's quest suddenly much more urgent.

Gilda hurries on with two goats.

GILDA Has anyone seen Gertrude and Gruff? They weren't with the other goats. They've disappeared. I can't find them anywhere in the village.

The goats bleat in panic. The villagers begin looking in their bags, behind each other's ears etc. The boys enter carrying what looks like a giant claw with a red tip.

BOY 1 Oh no! I'm sorry to have to tell you Gilda, but we found what looks like a giant dragon claw!

The villagers back away as he approaches them with it.

BOY 2 It was right by your field. And it's got blood on it!

BOY 3 It's covered in blood! (*He dips his finger in the 'blood', licks it and smiles*)

Boy 4 grabs it, taunts the villagers with it and then throws it down.

BOY 4 (*Very dramatically*) It looks like... they've been taken by the dragon!

BOY 5 Someone's going to have to do something right away!

NARRATOR At this, the villagers rather over-reacted... again!

VILLAGER 14 They've been eaten by the dragon!

VILLAGER 15 Swallowed whole!

VILLAGER 16 Or burnt to a crisp by his fiery breath!

VILLAGER 17 Aargh! The goats have been eaten; it'll be us next!

VILLAGER 18 Aargh! I don't wanna fry!

VILLAGER 19 Aargh! Help, help! We're all going to die!

NARRATOR The Mayor called a special meeting to discuss what to do.
The Mayor stands on a soapbox.

MAYOR Silence! I expect you're wondering why I called this meeting.

ALL *(Puzzled)* No!
The Mayor shrugs and steps down from the soapbox.

VILLAGER 19 What are we going to do about the dragon?

BOY 1 Send Tommy *now!* He can save us. *(Chanting)* Tom-my, Tom-my, Tom-my!

TOMMY Wait a minute. I'm not sure I'm quite ready!

TRAINER That might not be a good idea. He could do with a bit more time.

BOYS *(Very insistent)* Tom-my, Tom-my, Tom-my!
They push Tommy on to the soapbox.

VILLAGER 14 That's right! Tommy can save us!

VILLAGER 15 Don't worry Tommy, we'll help you!

TOMMY Oh, that's good!

VILLAGER 16 Yeah, we've made up a list of helpful tips for you. *(Gets out long list)*
The villagers gather round Tommy, all talking at him and giving him advice.

BOYS Tom-my, Tom-my, Tom-my!

NARRATOR And so Tommy is sent off with the villagers' advice echoing in his ears.

VILLAGER 17 If the wind blows from the east, lean to the west.

VILLAGER 18 If he swoops from the sky, duck under a rock.

VILLAGER 19 If he crawls on the ground, leap up a tree.
Old Ma blows her nose into her hanky, raspberry-style, then 'spits' on it and wipes Tommy's face.

OLD MA Goodbye my boy!

TOMMY *(Exiting stage left)* If he rocks in a cave, swoop to the east. If he looks like a duck, blow on a tree. *(He continues to mumble incoherently as he exits)*

VILLAGERS *(Exiting stage right)* Good luck Tommy!

BOY 1 Yeah, good luck Tommy! *(Aside)* And good riddance!

The boys exit stage right, laughing.

GILDA Oh, my poor goats! *(She thinks)* How strange that they didn't make a sound. And why would the dragon suddenly decide to eat them when he's left them alone all this time? Ooh, there's his nasty claw! What's that smell? *(She picks up the claw and sniffs it)* It smells like... tomato sauce. That's not blood! And this is no dragon claw. It's a trick! I must try to stop Tommy before he confronts the dragon!

SCENE 6 ON THE MOUNTAIN

NARRATOR Meanwhile, on the mountain, Tommy is so busy trying to remember the villagers' advice...

Tommy enters, very out of breath.

TOMMY If he leaps from the west, swoop up a tree. If he flies through my vest...

NARRATOR ... that he quite forgets that this is Stumbledorf mountain and...

TOMMY *(Speaking and falling in slow motion)* Who... left... that... there?

NARRATOR ... he trips and falls, knocking himself unconscious. Poor Tommy, alone on the mountain. What is going to happen to him?

DRAGON VOICE SFX

CD track 34

The dragon, Gawaine, enters, peeping round the side of the mountain.

GAWAINE Hello? Who goes there? Oh, that's better. My voice in that cave of reverberation sounds quite fierce! Forsooth, I nearly gave myself a fright! *(Seeing Tommy)* Gadzooks, whatever is this? He has the look of one from the village, though his garments look rather different to those the villagers of yore wore. Yore wore! Ha! Gawaine, thou art a poet and thou knowest it... or perhaps not. Come Gawaine, do not linger longer. This lad looks to be in need of aid. Methinks I must move him into my cave as I believe there may be a storm brewing. *(He leans over Tommy)*

Gilda runs on, sees the dragon and they both scream.

GILDA No! Please don't eat him. Take me instead!

GAWAINE *(Affronted)* Eat him? Eat him? Why ever would I want to consume this boy? I am afraid, my lady, that I must challenge the notion that I am some sort of monster! *(Sadly)* I have long kept my distance, aware that humans find me distasteful. In truth, my roar is much worse than my bite. *(Dramatically)* Just because I'm green and scaly, doesn't mean I feel not! If you cut me, I will bleed!

GILDA Oh I'm sorry Mr Dragon, I just thought...

GAWAINE (*Ashamed of himself*) No, the sorrow is mine! Sometimes I get a little overdramatic.

GILDA You'd fit in well in Stumbledorf then!

GAWAINE May I introduce myself? Gawaine the Brilliant at your service.

GILDA Gilda the goatherd. How nice to meet you.

GAWAINE At one time, my lady Gilda, I did try to make friends with people, but as soon as they saw the sharpness of my teeth and the smoke from my nostrils, they ran away in an almighty terror or hurried off to gather weapons. I am but a peaceful fellow, so now I live in a lonely cave deep in the mountain.

GILDA You're all on your own?

GAWAINE Sadly, that is so. I sense the villagers don't want a friendship with me, because they leave me food at the foot of the mountain, so that I won't need to enter the village and they, therefore, won't need to gaze on my ugliness.

GILDA Oh Gawaine, it's nothing to do with how you look. They're just scared. There have been so many stories. And what were we to think? We have heard some awful rumbling and felt terrible tremors coming from your mountain.

GAWAINE Ah, perchance that is the effect of my dancing and singing in the caves. It has always cheered me to sing the ancient songs and perform the ancient dragon dances. Verily, this I fear must be the source of the terrible tremors and rumbling of which you speak. Methinks I could not stop these activities, though I have no wish to frighten anyone. You see, they give me my only real pleasure.

GILDA Oh Gawaine, you must be so lonely!

GAWAINE I must confess, my heart is oft heavy. A dragon's life is not always a pleasant one. It's difficult to be so misunderstood.

Song 6. A DRAGON'S LIFE

CD track 6/15

TOMMY (*Waking up*) Where am I? Oh, my head hurts. What a strange dream I had. I dreamt there was a kind dragon who wanted to help me. (*Seeing dragon and Gilda*) Aargh!

GILDA Don't worry, Tommy. This is Gawaine and he doesn't want to hurt us at all. In fact, he doesn't want to hurt anyone.

TOMMY So he didn't take your goats?

GAWAINE Goats? I know not of any goats.

GILDA I think I know what happened. Tommy, I'd better get you back to the village. Why don't you stay here, Gawaine, and we'll explain everything to the others and then I'm sure they'll all want to meet you.

GAWAINE Do you really think so? That would be a joy! But beware. It seems to me like there is a mighty storm coming. I smell it deep in my great dragon nostrils.

TOMMY We'll be careful, Gawaine. Thank you.

GAWAINE Fare thee well.

They all exit.

**SCENE 7
IN THE VILLAGE**

SCENE CHANGE MUSIC 2
(Fade as appropriate)

CD track 35

Villagers 1-19 enter with the Mayor.

VILLAGER 1 No sign of Tommy yet. Do you think he's all right?

VILLAGER 2 I hoped he'd be back by now.

VILLAGER 3 Maybe he's having trouble finding the dragon.

VILLAGER 4 I don't think you can miss a ginormous creature that easily!

VILLAGER 5 *(Shows them tablet)* Hey, look at this! Someone must have heard about the goats. Now the dragon's all over the Internet. It's gone viral – Dragon runs amok!

ALL VILLAGERS Amok!

VILLAGER 6 *(Looking at phone)* Look at this. The dragon's gone mad!

ALL VILLAGERS Mad!

VILLAGER 7 He's been swooping and swishing and eating dozens of goats!

ALL VILLAGERS Goats!

VILLAGER 8 Breaking news, he's burning down all the trees!

ALL VILLAGERS Trees!

VILLAGER 9 He's destroying everything from top to bottom!

- ALL VILLAGERS** Bottom!
- VILLAGER 10** It's all over the TV!
- VILLAGER 11** And social media.
- VILLAGER 12** Oh no! Now he's eaten two little children and spat out their bones to spell his name... Cruncher!
- VILLAGER 13** Heaven help us! He's on a killing spree. How many more is he going to gobble up?
- VILLAGER 14** Look at this! There are so many tweets, you could open a tweet shop!

During the following song the villagers have various devices (e.g. tablets, phones, computers) that could be oversized, laminated versions. During the instrumentals, they need to chat audibly and animatedly.

Song 7. YOU COULDN'T MAKE IT UP

CD track 7/16

- MAYOR** Right, come on everybody. To the mountain!
- ALL VILLAGERS** *(Enthusiastically)* Yeah!
- VILLAGER 15** Maybe he's having trouble finding the dragon.
- MAYOR** We've suffered this dragon long enough. Why don't we do what we should have done a long time ago and all go and face him together?
- ALL VILLAGERS** *(Less enthusiastic, except for Villager 12)* Yeah.
- MAYOR** It might mean that some of us will perish, but won't it be worth the sacrifice?
- VILLAGER 16** Yeah!
- MAYOR** Gather your weapons and let's go.
- VILLAGERS 17/18** We've only got rolling pins.
- VILLAGER 19** I've got some tweezers.
- VILLAGERS 1/2** OK Mr Mayor, lead on. We're right behind you!
- VILLAGER 3** I'm just going to get my thermal vest.
- VILLAGER 4** And I'll just get a... flask of tea. Won't be long.

They all exit, pushing the Mayor to the front and all hustling to be at the back.

SCENE 8
BACK ON THE MOUNTAIN

STORM SFX

CD track 36

Gilda and Tommy enter stage left, battling against the wind. While on the mountain, all the villagers will need to shout their dialogue as they would in a real storm.

NARRATOR Over on the mountain, it seems that Gawaine was right. The rumble of thunder grows louder and louder by the second. Gilda and Tommy can hardly move, trapped by the mighty wind.

GILDA *(Shouting)* Oh Tommy, what are we going to do? I can hardly see where I'm going!

TOMMY *(Also shouting)* We've got to try to keep moving, Gilda. Let's try this way.

GILDA Tommy, I'm scared. What if we don't make it back to the village?

TOMMY Don't worry, Gilda. I'll make sure you're all right. This storm may be scary, but it's nothing compared to when *(insert a teacher's name)* hasn't had a morning coffee!

They exit stage left. The Mayor enters stage right, followed by all the villagers. They all struggle to walk against the wind and snow. They carry pitchforks or flaming torches held high. They could walk in a line, staying together by having a hand on the shoulder of the person in front of them.

NARRATOR As the villagers arrive on the mountain, they too are caught up in the wild dance of swirling snowflakes. As the howling wind gets more and more fierce, it scoops up the snow and whirls it around them, making it increasingly difficult to put one foot in front of the other.

Start to fade the Storm SFX.

VILLAGER 1 Whose idea was this? It wasn't a very good one!

VILLAGER 2 I've never known it this bad. It's hard to know which way is up and which is down.

Long pieces of light, white fabric could be moved up and down across the front or back of the stage, held by some of the snowflake dancers.

VILLAGER 3 Why did we come up here?

VILLAGER 4 Looks like this dragon quest will be the end of us all.

MAYOR Let's just keep moving otherwise we'll freeze where we stand!

During the following song, they all mime trudging through the snow (in time to the music) and battling against severe weather. There could be 'snow' dancers who dance among them to give a swirling, twirling effect, more threatening than in Song 4: 'Snowfall'.

Song 8. NO WAY DOWN

CD track 8/17

NARRATOR Suddenly, an even greater fear strikes at their very hearts as they hear an ominous, deep grumbling that can mean only one thing.

AVALANCHE RUMBLE SFX

CD track 37

VILLAGER 5 *(To one of the other villagers)* I told you you shouldn't have had that vindaloo!

NARRATOR An avalanche.

ALL VILLAGERS An avalanche? We're definitely all going to die!

VILLAGER 6 We're doomed, I tell you! Doomed!

ALL VILLAGERS Help, help!

NARRATOR Then the villagers hear something that chills them to the bone even more, although I suppose that could be the weather.

ROAR SFX

CD track 20

ALL VILLAGERS Aargh!

They all look upwards expecting a huge dragon. Gawaine enters and they drop their heads all at the same time.

ALL VILLAGERS Eh?

GAWAINE Fear not. My roar is worse than my bite! You must follow me with all speed. Trust me! I will take you somewhere safe. Make haste, there is no time to lose!

Tommy and Gilda enter and move towards Gawaine. The villagers back away slowly, holding out their pitchforks, etc.

TOMMY Come on everybody!

MAYOR I don't know, he might be smaller than we thought, but he's still a dragon!

VILLAGER 7 And we all know what dragons are like!

VILLAGER 8 Look at those teeth!

VILLAGER 9 And those eyes, like red coals!

VILLAGER 10 And what about him eating those goats?

GILDA Listen, he didn't eat the goats. It was those silly boys playing a trick.

ALL VILLAGERS *(Lowering pitchforks and torches)* Ooh, what naughty boys!

TOMMY You can trust Gawaine, he's our friend.

GAWAINE How it warms my heart to hear such a thing. I could make merry with a song and dance this instant!

GILDA Not now, Gawaine. There'll be time for merry-making later.

VILLAGER 11 Gawaine? That's your name?

GAWAINE Indeed it is. Gawaine the Brilliant!

VILLAGER 12 Are you the only one?

GAWAINE I'm afraid so.

VILLAGER 13 He's actually rather cute.

GAWAINE Cute? Methinks that may be a good thing, so I thank you, but we really must make haste. We need to shelter till the avalanche has passed.

VILLAGER 14 But we could starve! I haven't eaten since breakfast.

GAWAINE I have plenty of food for everyone. You always leave me more than I require, so I have stored it in an icy cave deep in the mountain. And I can keep you warm with my fiery breath. Please, follow me.

AVALANCHE SFX

CD track 38

MAYOR All right, everyone, let's go!

GILDA Hurry!

They all exit stage left.

ALL VILLAGERS *(Offstage screaming)* Aargh!

NARRATOR Thankfully, just in the nick of time, Gawaine managed to lead all the villagers into the shelter of the mountain and then he ate them all up... no, only joking! He kept them safe until the avalanche was over. They had lots of fun playing 'Hide and Seek' in the caves, learning the ancient dragon songs and dances and hearing tales of long ago.

SCENE 9
PROCESSION BACK TO THE VILLAGE

PROCESSION SFX

CD track 39

NARRATOR But now the sun is out again and here comes Gawaine, leading the villagers back to Stumbledorf, melting a path through the snow with his fiery breath.

Dance/procession back to the village, led by children with fiery coloured ribbons, moving to the Procession SFX backing track, through the audience if possible. Otherwise around the hall or around the stage. Once back in the village, the villagers move into groups and mime chatting.

MAYOR Three cheers for Gawaine the Brilliant, saviour of Stumbledorf! Hip, hip...

ALL VILLAGERS ... hooray!

MAYOR Hip, hip...

ALL VILLAGERS ... hooray!

MAYOR Hip, hip...

ALL VILLAGERS ... hooray!

MAYOR Now our Dragon Days will be the days we visit him in the mountain for a song and dance spectacular.

ALL VILLAGERS Yay! Stumbledorf's Got Talent!

NARRATOR Speaking of talent, during their time in the cave, Old Ma, who makes fantastic homemade soap, discovered that Gawaine, like all dragons, secretes a wonderful oil to keep his skin supple, which she is going to use to develop a range of toiletries, thus taking advantage of Gawaine's new-found fame.

Old Ma and Gawaine shake hands.

OLD MA Because, as everybody knows, famous people know all about perfumes!

NARRATOR And Tommy, having discovered how much fun it is trying to think of catchphrases, is going to be their advertising and marketing executive and put Stumbledorf on the map.

GIRLS *(Impressed)* Ooh!

TOMMY And I'll make sure Stumbledorf gets a good rating on *Trip Advisor*!

They all groan.

VILLAGER 15 You know what I'd like to know?

ALL VILLAGERS What?

VILLAGER 16 What that old prophecy was all about.

VILLAGER 17 You mean... *(Nothing happens, so s/he shouts)* You mean!

Enter the Old Crones, now in their pyjamas, curlers in hair etc., very disgruntled.

ALL CRONES Mumble, mumble, mutter, mumble,
Eye of newt and worm-poo crumble,
The village where the people stumble
Will be saved when comes a **rumble!**

They remain in the background, mumbling.

TOMMY Hey, the storm was very rumbly!

BOY 2 My tummy's super, *super* rumbly.

GILDA You know, I don't really care what the prophecy means. All I know is that *we're* all safe thanks to Gawaine and *he's* a happy dragon because he's got so many friends now, new dances to learn and the art of yodelling to conquer!

NARRATOR *(Coughs)* Actually, now might be a good time to mention that the prophecy was simply the result of one of the crones getting a rhyming dictionary for Christmas and having a go at poetry writing.

MAYOR If you knew that, why didn't you tell us?

NARRATOR What, and spoil all your fun?

CRONE 1 What about us, dragging us away from our beds?

NARRATOR Ah, well, I'm sure you would want to be here for the big finish anyway.

CRONE 2 I suppose so.

CRONE 3 I'd rather have been wearing something more glamorous though.

NARRATOR So now it's time for us to say goodbye to Stumbledorf and leave the villagers and Gawaine to get to know each other and to sing a final song with a good, moral theme.

GAWAINE Before you go, there is one thing I would like to know.

ALL What's that?

GAWAINE *(Trips)* Who did leavest that there?

They all laugh.

Song 9. DON'T JUDGE

CD track 9/18

THE END

LEFT BLANK FOR YOUR NOTES