

## CAST LIST

**Small: 0-4 Lines / Med: 8-19 Lines / Big: 46-58 Lines**

**~16 small parts / ~16 medium parts / 4 big parts**

Jason (*Complains, is funny*)--58

Gwen (*Encourages Jason, likes to solve the puzzles*)--51

Colleen (*Positive and happy*)--46

Will (*Has good ideas*)--46

Dog (*Jason's companion, dance*)--19

Owl (*Gwen's companion, dance*)--19

Bear (*Will's companion, dance*)--17

Snake (*Colleen's companion, dance*)--17

Billy Bob Barkmore (*Excited, energetic, game show host*)--16

Wanda (*Funny, energetic, game show host*)--12

Fortune Teller (*Mysterious*)--11

Urvil (*Wise, helpful*)--10

Narrators (*Singers*)--8

Sparkles (*Grumpy*)--8

Leipzig the Dragon (*Solo singing, long line, needs help, only pretending to be scary*)--8

Leipzig the Unicorn (*happy*)--4

Elf (*doesn't like humans*)--4

Crying Creature #1 (*very sad, then happy!*) --4

Crying Creature #2 (*very sad, then happy!*) --3

Barbara (*excited to be at fair*): 2

Michael (*excited to be at fair*): 2

Fair Workers (*LOUD. Excited to be at fair*): Paul the Carnival Barker, Greg, Darren, Dance Announcer,

Merry-Go-Round-Operator - each have 1

Bird (*mysterious, graceful*) --1

Wizard (*majestic, important, a long line*)--1

Prop Holders/Scene Setters - 0

THE WIZARD OF GALAFREE  
SCENE ONE - AT A CARNIVAL

**Galafree Opening (production number)**

The backdrop is painted and Gary set up lights. Excitement is building on this fantastic night.  
**And oh**, what a show you'll see;  
 We're singing and dancing, we're moving and acting, The Wizard of Galafree.  
 Rehearsing is over, our lines we surely know. The costumes are ready, it's time to have a show  
**And oh**, what a show you'll see  
 The make-up is flowing, anticipation is growing, for The Wizard of Galafree.  
 Come along and hear our song, a sweet melodic sound  
 You'll agree that Galafree is the greatest show in town, of Erving!  
 Come one and all, answer the call, join in the jamboree  
 We're happy to bring you, we're thrilled to present you, The Wizard of Galafree  
 Come along and hear our song, a sweet melodic sound  
 You'll agree that Galafree is the greatest show in town, of Erving!  
 Come one and all, answer the call, join in the jamboree  
 We're happy to bring you, we're thrilled to present you, The Wizard of Gala . . . . . Galafree!

*Lights down. Kids to spots. Lights up very slowly to carousel/fair grounds music.  
 Fair go-ers enter from both sides of the dance floor, pointing and acting excited.  
 Curtain over the Galafree backdrop that says "Welcome to the Fair - Where the Magic Begins".*

Half of Fair Group (Barbara, Colleen, Gwen) (*on the floor*): We're here! It's the fair!

Other Half of Fair Group (Michael, Will, Jason) (*on the floor*): Yay!! The fair!

Barbara: I can't wait to get some cotton candy.

Michael: I want some ice cream!

Paul the Carnival Barker (*on the stage*): Step right up! Try your hand at the ring toss! Win a cuddly teddy bear!

Fortune Teller (*on the stage*): Get your fortune told! Find the magic in your future!

Greg (*on the stage, holding tickets*): Tickets! Tickets for all rides! Three for a dollar!

Darren (*walking around with a hot dog tray with strap*): Hot dogs! Hot dogs! Get your hot dogs here!

Colleen: Oh! Look at the merry-go-round!

Gwen: Wow! It's got unicorns instead of horses!

Will: I wonder where the dancers are going to be?

Jason: Over there, I think, and it's just about time.

*(Lights go down. Carnival Workers disperse off the stage. Kids at the fair go up on stage and sit/stand near/on "crates/hay bales" on the stage)*

Dance Announcer *(on the floor, in spotlight)*: And now presenting the Gallant Dancers of Galafree!

Colleen: Galafree? I've never heard of that place. *(Other kids shrug, look perplexed.)*

### **Narrator's Dance - Narrators and PK**

*(Black out. Scene transition. Lights up on stage)*

*(Prop Holders are holding curtains in front of Fortune Teller at the back of the stage.)*

Will: Look what I won at the ring toss! A bear!

Colleen: Cool! This snake is mine, my favorite animal. What did you guys get?  
Did you win any prizes?

Gwen: Yes. Meet owl. How about you, Jason?

Jason *(annoying)*: Whoo? Whoo mee?

Gwen: Oh, come on! What did you get?

Jason *(with pride)*: I got this dog! *(to toy)* - Hello Doggiedoggie! Do you want to go on a ride? *(funny voice)*

Will: Well, I want to go on **every single ride!**

Jason: *(holding up animal)* Can you imagine what it would be like if these animals were real?

Colleen: I'd love it if they could talk to us! SSSS!

Gwen: Don't be silly! That only happens in stories....Hey, look at this. They've got a fortune teller.  
I've always wanted to go to one.

Jason: You guys can go, but I don't want to - it looks kinda spooky.

Gwen: Oh come on Jason, we'll only stay in there for a minute. Besides, it's just like a ride.

Jason: Ok, but just for a minute.

*(Cymbal crash, Prop Holders step to side revealing the Fortune Teller behind them.)*

Fortune Teller *(looking in crystal ball, looks at kids)*: At last you're here! Welcome. Please have a seat.

Jason: Oh man! I should have stayed outside. *(kids gather 'round)*

FT: I've been waiting for you.

*(kids look scared)*

Jason: Oh man, oh man, oh man!

Will: Well, yeah, we're here to have our fortune told.

FT: I have many things to tell you. But understand, once you hear my words, there is no turning back.

Kids: Uuuuuh.....OK!

FT *(look into ball, look up, dramatic pause)*: To Galafree, you shall go, to fight for good, destroy the foe. Find the medallion to show the rest that you are chosen for this quest.

Colleen: Gala-what?!

Will: A medallion?

FT (*dramatic silencing motion*): Hush! You must find 4 magic stones. Travel to the forest and the elf will be the first to guide you. Others may fool you by their appearance, but be wise. You will have to make choices, use your heart.

Gwen: A real elf?

Jason: I'm scared...Doggiedoggie doesn't want to be here either!

FT: Fear not! Others will help you. When all four stones are in the medallion, the bird will come to take you to the wizard. Free him and evil shall vanish from the land.

Kids: We don't understand!

FT: Let me tell you again...

Chorus	<b>SONG - THE FORTUNE</b>
<p>To Galafree you shall go, To fight for good, destroy the foe. Find the medallion to show the rest that you are chosen for this quest.</p> <p>Four Magic stones you will need so the Wizard can be freed. The clues are there for you to see, so chose your moves carefully.</p> <p>To the forest you are bound, so the first stone may be found. Stay together, stay as one; now the great task has begun.</p> <p>An elf shall help to guide your way, stay on the path and do not stray. Conquer your fright, trust can be learned; give someone else the trust he has earned.</p> <p>To a place you shall go, though the path you shall not know For the stone you'll have to choose; you shall either win or lose.</p> <p>The gift of music can stop the tears, enchantment broken after many years. Instead of sorrow, joy will wake; unprotected, the stone you'll take.</p> <p>On a bird you shall fly, to the wizard through the sky. Return the charm, a spell he'll cast; evil shall vanish from the land at last.</p>	

Will: Galafree? Medallion? What does it mean, finding a medallion? What's a medallion?

Gwen: I know, I know. A medallion is a special medal that people wear. Sometimes they even have jewels on them.

Colleen: I've never heard of Galafree - where is it?

FT: Far away, yet very near.

Jason: I don't want to go any place I've never heard of!

FT: I have spoken, and there is no turning back.

Gwen: But how do we begin?

FT: It's already begun. *(Cymbal crash - Prop Holders move back in front of Fortune Teller)*

Jason: Come on you guys, forget about this fortune. Let's just go on the rides.

*(Lights down, Merry-Go-Round music plays (Copland: The Red Pony?). Kids go to floor, Merry-Go-Round Operator to dance floor with handheld mic, Unicorn Dancers to the floor. Lights up on dance floor.)*

Merry-go-round operator: Step right up! Grab a unicorn! Take a ride to Galafree.

Gwen: Wow! This is incredible.

Merry-go-round operator: Ride a u-ni-corn! All the way to Ga-la-free! Step right up!

Colleen *(excited)*: I think he said Galafree; maybe this has something to do with us.

Jason: I don't know about that.

Will: Come on, let's check it out.

Gwen: Hey - look what I found!

Jason: What is it?

Will: It must be some kind of prize - it's all gold and fancy.

Colleen: Wait a minute - let me look at it - it's just a necklace.

Gwen: No, no - I think it's a medallion!

Colleen: It is! It is! Just like the fortune teller said! We found a medallion!

Jason: Does it come off?

Gwen: Yes, it does come off. *(removes from ride)*

Colleen: *(taking it)* It's beautiful.

Will: Hey, we'd better sit down - they're starting the ride.

Jason: Wait a minute - we're going kind of fast.

Gwen: Not just kind of fast, we're going WAY too fast!

Will: Help - slow down!

Colleen: Get me off of this!

Jason: I want my mommy!

### **DANCE OF THE UNICORNS (merry-go-round)**

*Flash/pulse dance lights at end of unicorn merry-go-round ride for effect*

### **SCENE 2 - IN THE LAND OF GALAFREE**

Narrators: As the Unicorns ride on their way, the circle brings the children to a land far away.

### **DANCE OF THE ANIMALS -dog, owl, bear, snake**

*(Dancing awakens kids, introduces them to their spirit match)*

Jason: What happened? Where are we? *(doesn't notice animals yet)*

Gwen: Am I dreaming? Is this a real place?

Owl: This is no dream, it's Galafree; you've come to a magic land.

*(Kids looked amazed / nervous that their stuffed animals are animated.)*

Dog: You found it on the carousel, the medallion in your hand.

Colleen: We grabbed that medallion! That must be it!

Will: The fortune teller! All that stuff about a quest! It's really happening!

Jason: Wait a minute. Who are we talking to?

Animals: Within the land of Galafree, you'll find us by your side  
We walk and talk and give advice, we're here to be your guide.

Colleen: Talking stuffed animals, how amazing! I guess our adventure has started.

Bear: Yes, you're right, you're on your way, the prophecy is true.

Snake: The unicorns await you now, there is so much to do.

### **MARCH OF THE UNICORNS**

Will *(looking at the unicorns)*: I don't mean to be rude, but who are you? Or, what are you?

Bear: Can't you see it's a horn. Your basic run-of-the-mill, unicorn.

Dog: They're mythical creatures, we say as your teachers.

Gwen: How *can* you be? . . . are you real?

Snake: To a human's eyes, a complete surprise!

Owl: Without further ado, let me introduce you to . . . Sparkles and Urvil!!  
*(animals bow, pull kids down)*

Sparkles the Unicorn: Oh don't make such a big deal Owl! And you, stop your groveling!

Urvil the Unicorn: Rise, children. You have no need to praise us. Why, soon you  
will become the greatest heroes in all of Galafree.

Jason: Heroes? What are you talking about? *(under breath)* I don't like this! Can we get out of here?

Sparkles: Here is pretty good! Lots better than an eternity of going around in circles on a  
Merry-Go-Round! *(stretches)* AAaaah! My legs are finally starting to wake up.

Gwen: Does this have something to do with the medallion?

Urvil: Many many years ago the unicorns of Galafree had a spell cast on them,  
a freezing spell that held us captive on the Merry-Go-Round. We have been waiting for four  
children to set us free by removing the medallion from the ride. We are very grateful to you!

Jason: OK, happy to be of service! *(starts walk away)* I'm going home! See ya later! C'mon guys!

Sparkles: NOT SO FAST. *(grabs Jason)*

Will: Wait, there's more?

Urvil: You must set the wizard free! Let me explain . .

Chorus	SONG - THE PROPHECY
	<p>Four children, four stones, to set free the bones of our master, the Wizard of Galafree.</p> <p>The unicorns long were captive in the land of yours, you see, With that charm you freed the unicorns to come back to Galafree.</p> <p>Four children, four stones, to set free the bones of our master, the Wizard of Galafree.</p> <p>When four children come to Galafree, a girl, a boy, each two There's a very important prophecy that they would free us, we knew.</p> <p>Four children, four stones, to set free the bones of our master, the Wizard of Galafree.</p> <p>The things you must do are easy, the medallion leads the way Find all four stones to fit its gold, Galafree waits for this day.</p> <p>Four children, four stones, to set free the bones of our master, the Wizard of Galafree.</p> <p>Now you must listen carefully, take the medallion and swiftly fly To the Wizard, the Wizard of Galafree; on his neck, hang it round, up on high.</p> <p>Four children, four stones, to set free the bones of our master, the Wizard of Galafree.</p> <p>The Wizard will rise from his stone, cast off evil and then we shall see With the power of all his bones, he'll free us in Galafree.</p> <p>Four children, four stones, to set free the bones of our master, the Wizard of Galafree.</p>

Animals: Find those stones, 1, 2, 3, 4

Fill the medallion, that's what it's for.

Urvil: Now do you understand, children? You have to collect the stones that fit in the medallion!

Colleen: Almost. But I still don't understand how we're ever going to free the wizard.

Will: What do we do with the medallion once we've found the stones?

Sparkles: Don't you remember the Fortune Teller telling you about the bird and the wizard? (*to Urvil*)  
Just great! Our fate is in the hands of these goobers?!

Gwen: Kind of...but what was that about being up on high?

Urvil: The wizard in the prophecy can be found frozen on the High Mountain of Galafree. He is our master, but was turned to stone by an evil enchantment. It was the same enchantment that put us on the carousel in your land.

Sparkles: When you find all the stones, you must fly on a bird to the High Mountain. You can then free the wizard from his prison of stone by placing the medallion around his neck. Do you get it  
*Now?*

Animals: Find those stones, 1, 2, 3, 4

Fill the medallion, that's what it's for.

Colleen: Yes I get it. But *where* do we find the four stones that you mentioned?

Sparkles: Oh, that might have something to do with a scary forest, or a dragon ... or some other fun stuff! (*kids look scared*)

Urvil: I'm afraid we can only tell you where the first stone is. The animals may be of further help to you.

Dog: I know! I know! I've got the word. The word I heard is the bird!

Bear: No way, I say! Put that word on the shelf. It's clear to me, we'll meet an elf.

Snake: Hiss, hiss, hiss, that's quite a miss. It's the gift of music that will give us bliss.

Owl: Whoooo has the answer? It's all for the good. The trees will reveal, it's the forest, the wood.

Urvil: Yes, yes, yes, thank you animals. Now, you will begin in the forest.

Sparkles: And when you get there, stick together! If you know what's good for you.

Urvil: Before you leave, we will teach you a song that carries magic and the power to take away sadness. You may use it on your quest, but only when you are in great need, and know that it can only be used once.

Chorus:	<b>SONG – THE GIFT</b>
<p>Don't be depressed, don't be too sad. With the wonderful things in this world, you should all be glad!  Rain on the windows, patting softly down the hall; Roses in the summer, pumpkins in the fall.  Somewhere o'er the rainbow, somewhere in the sky,  You'll find what you've been looking for, and will cease to cry.</p> <p>Don't be depressed, don't be too sad. With the wonderful things in this world, you should all be glad!  Strawberries with sugar, blackberries with cream; hold onto your friends, hold onto your dream.  Some day you'll find that you are divine, and can do anything that's put in your mind.</p> <p>Don't be depressed, don't be too sad. With the wonderful things in this world, you should all be glad!  Things that are nice, things that are kind, help you through the bad times, and make you feel fine.  This song will help you get through the sorrow; keep it close to your heart for any tomorrow.</p> <p>Don't be depressed, don't be too sad. With the wonderful things in this world, you should all be glad!</p>	

Urvil: Very good, my children. Now look and read the inscription on the back of the medallion.

Gwen: It says, "To the forest you are bound, so the first stone may be found.  
Stay together, stay as one. Now the great task has begun."

Will: Whew! If we're gonna be home for dinner, we'd better get started.

Colleen: Come on! Let's go!

Urvil: Go that way, and remember, you must stay together.

Sparkles: But I doubt you'll be home for dinner.



## SCENE 3 – THE FOREST OF GALAFREE

**Tree Dance (Trees dance onto floor to the melody of the tree song)**

*(Owl leads them across the floor)*

Owl: Looking high, looking low, always cautious as you go.

Gwen: What a creepy place this is! The trees look like they could grab us!

Jason *(taps the owl on the shoulder)*: Are you sure we're supposed to come this way?

Owl *(nodding and flapping wings)*: Whoo whoo!

Will *(to Gwen)*: Don't worry, it's not very creepy. You just think it is.

Colleen: Will is right. We're here, so let's make the best of it and start looking for that stone.

Jason: How are we supposed to know which stone it is? There are tons of stones in the forest.

Will: I guess the one that will fit the medallion is the first stone.

Jason: *(falling)* Ow!

Gwen: What's the matter, Jason?

Jason: I fell over my shoelace. I'll catch up in a minute.

Gwen: Ok, but hurry up. Whatever you say, I still think this place is creepy.

*(kids and animals exit stage right, Jason stays, Dog is by his side)*

Dog *(trying to herd Jason)*: Stay together, stay as one, or the task may not be done!

Jason: Hey, wait for me! We're supposed to stay together. The nerve of it! *(trips again)* Now what?

*(picks up the stone)* Hey! You guys, come back here! I think I've found the stone! Did you hear me?

*(trees begin to chant and look threatening with their arms)*

Chorus:	<b>SONG – THE TREES</b>
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<p>You can't have the stone, it doesn't belong to you.          It's ours to hide, to keep inside, the trees know it's true.          We want the stone, how dare you be so bold?          It must stay, you can't take it away, it's not for you to hold.          Give back the stone, then you may go free.          Or else we'll freeze you into trees; you'll die in Galafree.</p>
--

*(trees freeze during narrators)*

Narrators: *(chanting)* A magic medallion, 4 magic stones.

The trees protect one. When one stone fills its hole, the trees will freeze.

*(trees unfreeze - look threatening)*

Dog: Now look! He's in a stew. You must decide what you can do.

Jason: Help! Help! *(kids and animals run on floor, but animals are in corner huddling)*

Will: Jason, throw the stone over here!

Jason: I can't! The trees will get it!

Gwen: There's no way we can get him, or the stone.

Colleen: Don't give up hope now! We WILL get him out!

Will: I know! Remember the game we play called Streets and Alleys?

Gwen and Colleen: Yeah?

Will: This reminds me of that game. Let's see if we can use that to get Jason.

Gwen: Good idea! Jason – stay where you are! We'll get you out.

Jason: Ok, but hurry up!

*(Play Streets and Alleys game. The three kids go to three sides of the rectangle. One at a time they shout "Over Here", the trees jump and turn, in rows, and face each kid. In the distraction, Jason escapes. The trees very slowly start moving towards him but don't catch him. Jason is freed in the course of the game. Dog joins the animals in huddle.)*

Jason : What took you so long?

Colleen: Quick! Put the stone in the medallion. See if it fits. But hurry! The trees are closing in on us!

Jason: It's in!

All Children: Look! The trees froze!

Gwen: Let's get out of here.

Will: Yes, let's go. Wait a minute – there's something new on the back of the medallion.

Jason: It says, "An elf shall help to guide your way, stay on the path and do not stray. Conquer your fright, trust can be learned. Give someone else the trust he has earned."

#### SCENE FOUR - DOWN THE PATH AND INTO A CAVE

*(While narrators are chanting, kids and animals line up on floor stage right to left, Gwen, Jason, Colleen, Will, Bear, Snake, Dog, Owl. Elf to center stage.)*

Narrators: *(on stage, chanting)* One stone discovered, three stones remain. Be brave, my children. Though things are not what they seem to be, stay calm, just use your brain. *(exit to risers)*

Bear *(jumps up)*: We love to go a-wandering *(grabs Will and escorts to stage)*

Snake *(immediately jumps up)*: Along the mountain track. *(grabs Colleen and escorts to stage)*

Dog *(immediately jumps up)*: And as they go, adventure calls *(grabs Jason and escorts to stage)*

Owl *(immediately jumps up)*: There is no turning back! *(grabs Gwen and escorts to stage)*

Elf: Adventure, indeed! Hah!

Jason: What's that noise?

Colleen: I didn't hear anything.

Elf: No noise!.....Foolish humans!

Will: I DID hear something!

Elf: No noise, it's just my voice, and do I have something to say to you! (*muttering*) And you'd better listen carefully!

Chorus:	<b>ELF SONG</b>
<p>Beware the path, beware the storm; if you leave the path you'll be forlorn.          The clouds will come and bring their rain, thunder will roar and lightning will strike.          Thunder will rip and tear the sky; up in the clouds, the lightning will fly.          Beware the path, beware the storm; if you leave the path you'll be forlorn.          The good path shall lead to the cave; you'll find a guide if you are brave.          Give help and trust to one who's alone; in a dark cave you'll find light and a stone.          Beware the path, beware the storm; if you leave the path you'll be forlorn.</p>	

Elf: If you give help and trust to one who is alone, in a dark cave you'll find light and a stone. But you must remember to give your trust. (*quickly*) Now I must go!

Will: Boy! People come and go quickly in this land!

Narrators: (*chanting*) The sky is getting darker, the wind begins to blow.  
 The children need a shelter, a warm, safe place to go.

### STORM DANCE

(*During dance, Moving Scene Setters set cave on stage, in front of Dragon.*)

Gwen: Thank goodness we saw this cave when the storm started.

Jason: Another creepy place! Oh yuck!

Colleen: Do I see something moving over there?

(*Scene Setters open a little bit. Animals start sniffing around.*)

Will: I think you're right. It looks like a tail...it's definitely alive!

Gwen: You guys stay here. I'll go see what it is. (*Tiptoes over to the Dragon.*)

Animals: Be careful! (*They run off to the side and huddle*)

Leipzig the Dragon: Grrrr.....

Gwen: (*screams*) It's a dragon! Run for your life!

Leipzig the Dragon: Wait! Don't run away. Come back, I won't hurt you! I need your help!

Jason: No way.

Colleen: Let's go.

Leipzig the Dragon: Please, please, I'm not a dragon, I'm really just a simple unicorn.

Jason: Yeah, right. I don't believe you!

Leipzig the Dragon: No, no, it's true! My name is Leipzig, and I really am a unicorn!

Gwen: Don't expect us to believe a story like that!

Leipzig the Dragon: It's not a story, it's true!

Will: Then why do you look like a dragon?

Leipzig the Dragon: Because *(sniff sniff)* I was greedy.

Colleen: What's that got to do with being a dragon?

Leipzig the Dragon: Let me tell you the whole story...

Chorus:	<b>DRAGON SONG</b>
<p>Black magic is holding me here; I stay here sitting in fear.            The days are so long, the nights are so wrong, my eye is holding a tear.</p> <p style="padding-left: 40px;">My greed lured me here, and now I shall stay.            Please take me away from this horrible magic; please make it disappear.</p> <p>One sunny day in the fall, I discovered this cave in the wall.            There was so much treasure, it gave me great pleasure, I knew I must have it all.</p> <p style="padding-left: 40px;">My greed lured me here, and now I shall stay.            Please take me away from this horrible magic; please make it disappear.</p> <p>I entered the cave for the gold, but when I tried to take hold,            The Evil soon learned, and the dragon I turned. I'm a slave now, alone in the cold.</p> <p style="padding-left: 40px;">My greed lured me here, and now I shall stay.            Please take me away from this horrible magic; please make it disappear.</p>	

Leipzig the Dragon: So you see, my greed lured me in here because I wanted the treasure. I came in here to get it because I thought I deserved it. I wanted it all. But then the evil spell that rules Galafree turned me into a slave to guard the precious treasure. I'll never get out, because I don't have the key to the door, which is in that tiny tiny crevasse. As you can see, I'm just too big to reach in there and get the key. Oh, woe is me. Can you help?

Bear: Look at him, he's too big to flee.

Snake: What he needs is a special tiny key.

Dog: But the children can reach it, it's easy to hold,

Owl: Soon we'll see the truth unfold.

*(kids reach in crevasse to get key during animal lines)*

Will: Now all we need is to unlock the door – but the key won't fit!

Colleen: Let me look - no wonder – there is something in the hole. I'll get it out.

Gwen: Look! It's a stone – maybe it's the stone that the elf told us about.

Jason: Yeah, you might be right. See if it fits in the medallion, Gwen.

All: It fits!

Leipzig the Dragon: Hey! What's happening to my claws? They're disappearing! And I'm getting such a headache!

***Moving scene setters swirl, lights flash, dragon "changes" to unicorn (Leipzig the Dragon exits, Leipzig the Unicorn enters)***

Jason: Hey! What happened to the dragon?

Leipzig the Unicorn : Look! It's me! I told you I'm really a unicorn. When we came out of the cavern, you broke the spell that trapped me as a dragon, and I am once again a happy unicorn. I can't wait to get back home. I sure learned my lesson about being greedy, and it's all thanks to you.

Kids and Leipzig: Group hug!

Colleen: You know you guys, I never expected that scary dragon to turn into a beautiful unicorn.

Jason: I guess appearances can be deceiving. I'm glad we trusted that old dragon.

Will: And, by helping him, we got our second stone.

Leipzig the Unicorn : Do you know where to go next?

Colleen: Well, the medallion told us before, maybe it will tell us again. It says,

Bear: To a place, you shall go

Snake: Though the path you shall not know

Dog: For the stone you'll have to chose.

Owl: You shall either win or lose.

Jason: I don't like that part about losing. Do you think that means we might lose the medallion?

Leipzig the Unicorn : You won't know until you get there. Farewell, my friends. I am forever indebted to you. Good luck on your quest.

#### SCENE FIVE - THE DOOR OF FORTUNE

Narrators: (*chanting*) It was a dark and not so stormy night. A stone from the tree, a stone from the Dragon. Suddenly to their surprise the blinking lights of fortune beckoned them to a new kind of deal. Come on down, come on down, COME ON DOWN!!!

#### **GAME SHOW MANIA DANCE**

Bear: What's going on here? It's not very clear.

Snake: It's supposed to be a fairy tale here.

Dog: Are you playing games with me, trying to be funny?

Owl: Deal or no deal?

All animals: Show me the money!

Billy Bob Barkmore: Welcome to The Door of Fortune! My name is Billy Bob Barkmore,

and this is the wonderful Wanda White.

Wanda: Hiiiiii!

Barkmore: Today's contestants are from far, far away, and they're going to try to win the big prize behind one of these three doors. All you have to do is....

Wanda: Pick one door! Any one door! But only one door!

Barkmore: If you choose the right door,

Wanda: You'll win the grand prize. *(chorus applauds)*

Barkmore: But if you choose the wrong door,

Wanda: You lose! *(chorus groans)*

Chorus:	<b>DOOR SONG</b>
<p>Pick a door, any door, but know the one you choose.            One is right, and two are wrong, and that's how you can lose.</p> <p style="padding-left: 40px;">It's just a game for you to play; you get one chance to try.            A chance of fortune waits for you; step up, and don't be shy.</p> <p>Pick a door, oh, what a door, with all the lights so bright.            One has treasure, two have none, so choose the one that's right.</p> <p style="padding-left: 40px;">It's just a game for you to play; you get one chance to try.            A chance of fortune waits for you; step up, and don't be shy.</p> <p>Pick a door, any door, you must make up your mind.            One will open at your wish, two you leave behind.</p> <p style="padding-left: 40px;">It's just a game for you to play; you get one chance to try.            A chance of fortune waits for you; step up, and don't be shy. Step up, and don't be shy.</p>	

Barkmore: Are you ready to play Door of Fortune?

Kids: Yes, we're ready, etc. *(chorus applauds)*

Barkmore: Which door shall it be then?

*(Kids huddle)*

Kids: We can't decide!

Animals: They all look just so a-door-able!

Barkmore: Will it be door number one,

Wanda: Door number two

Barkmore: Or door number

Wanda: Threeeee.

Gwen: We just can't decide.

Barkmore: Then it's time to use your audience lifeline.

Wanda: And the Door of Fortune applause-o-meter!

*(Moving scene setters come out with a fan shaped meter that can be raised lower and higher to show volume level of applause.)*

Barkmore: Clap your hands for Door Number One! *(weak applause)*

Wanda: Clap your hands for Door Number Two! *(stronger applause)*

Barkmore: Clap your hands for

Wanda: Door number threeeee! *(strongest applause)*

Barkmore: Sounds like it will be

Kids: Door number three!

Barkmore: Is that your final answer?

Kids & Animals: *(gesturing)* Door number three!

Barkmore: Ok, Wanda, whenever you're ready, open door number threeee!

*(slide whistle gliss down)*

Barkmore: I'm sorry, kids! You picked the door with our consolation prize!

Wanda: That's right, Bob. It looks like you are the unlucky winners of our smallest prize...a tiny, little, worthless, rock. But thanks for playing Door of Fortune.

Animals: Find those stones, 1, 2, 3, 4  
Fill the medallion, that's what it's for.

Bob and Wanda: And that's our show!

Will: Look! Another stone! We've earned another stone!

Wanda: I wonder what they're so happy about?

Bob: Silly kids.

#### SCENE SIX - IN GALAFREE

Narrators: Three stones discovered, just one to go. Be kind, my children.

Wailing hearts will touch you deep. Use your gifts for those who weep.

*(crying creatures enter, wailing and weeping)* **(Crying Creatures M&M)**

Gwen: Why are they crying?

Will: Maybe they just saw a great big monster.

Gwen: Shhh. I think they're trying to tell us something.

Jason: They're not trying to tell us anything. They're just scared.

Colleen: Maybe we should try to help them.

Will: Why don't we sing the song the unicorn gave us? That will make them feel better.

Jason: No way. I don't want to waste the song on these whiners. Remember, the unicorn said, use it only in great need, and know that it can be used....

All: Only once.

Colleen: But look at them, crying, and so sad. I think we should use the song and help them feel better.

Jason: Are you sure?

Colleen: I think it's the right thing to do, even if the medallion hasn't told us so. *(all agree)*

Gwen: Wait a minute! What's this writing? *(all gather)* It says,  
 "The gift of music can stop the tears, enchantment broken after many years.  
 Instead of sorrow, joy will wake. Unprotected, the stone you'll take."

Chorus:	<b>SONG – THE GIFT</b>
Reprise from Scene Two	

Crying creature 1: You have made us glad with your song! No one has ever tried to make us glad!

Crying creature 2: Magic forced us to stay here and protect this stone. To keep people away, a spell was placed on us to make us cry.

Crying Creature 1: Only the kindness of strangers could break the spell.

Crying Creature 2: Now the stone is as free as we are, and we'd like to give it to you!

Crying creature 1: We don't know if it will be of any use to you, but we want you to have it anyway.

Both creatures: It isn't much, but it's yours.

Bear: Kindness is as kindness does,

Snake: It always will be true -

Dog: That how you treat another soul -

Owl: In the end, comes back to you.

*(creatures exit as animals speak) (kids wave)*

Will: You guys, look! It's the fourth and last stone! All we have to do now is put the medallion on the wizard's neck, and he will be free!

Gwen: Wait, I think there is one last verse on the medallion. Read this!

Jason: On a bird you shall fly

Colleen: To the wizard through the sky

Will: Return the charm, a spell he'll cast

Gwen: Evil shall vanish from the land at last.



## SCENE SEVEN - TO THE MOUNTAIN

Colleen: We've done it! We've followed all the verses. Gwen, you were unbelievable!

Gwen: And Will, you have really good ideas!

Will: Colleen, you always cheer us up.

Colleen: And Jason, you may complain a lot, but you did your share.

Jason: Yeah, but what about the bird?

Colleen: Jason's right. We still have to find the bird to fulfill the prophecy.

Jason: I'm tired of this prophecy! How is a tiny little bird going to fly us to the wizard? Frankly, if you ask me, we've all gone cuckoo thinking some canary is gonna fly us up a mountain. Humph.

Gwen: There you go Jason, complaining again. Calm down!

Jason: Fine and dandy. Oh, you just don't want to admit I'm right.

Gwen: Really, Jason, this is no time for crabbiness. We can't stop now. We've come so far and . .

*(bird enters to music)*

Colleen: I hear music!

Will: There! The bird!

All: The bird!

Gwen: It's magnificent!

Jason: That's no canary.

Chorus:	<b>BIRD SONG</b>
<p>No ordinary bird am I. I am to take you up on high.          You have the needed stones at last, that we have searched for in our past.          The Wizard soon will cast his spell, so we may freely live and dwell.          Evil banished, and then all will see goodness shall return to Galafree.</p>	

Bird: Quickly, my children, we must leave at once, for the wizard is waiting.

Ride on my back, and I will take you there. Hurry, children, hurry.

*(Kids hold onto the bird's tail and wind on a journey towards the wizard. Animals stay on stage.)*

Narrators: *(chanting)* Four stones found, the medallion's complete. Well done, my children.

Now one more task awaits you here.

Animals: *(chanting)* Four, three, two, one, now your task is nearly done.

The Wizard stands, a silent stone, on the mountain, all alone.

Narrators: *(chanting)* Upon the bird to reach the crest, success awaits, you've done your best.

With the medallion the wizard is free. ENCHANTMENT IS BROKEN in Galafree.

*(Kids reach the wizard, wizard rises, makes grand gesture - kids step back in awe)*

Wizard: Triumphant is he who fulfilled the prophecy!

Long has the Wizard awaited release from the cold bondage of evil!  
You have learned the virtues to keep all free.  
Cooperation, trust, compassion, and wisdom to look within and beyond.  
A celebration is declared!

Chorus:	<b>SONG - CELEBRATE</b>
Celebrate! Celebrate! Joy is awaking. Celebrate and join us in our music making! The quest is done in all success, prophecy fulfilled. Galafree is free again, so sing and dance and shout it out! Celebrate! Celebrate! Joy is awaking. Celebrate and join us in our music making!	

**All-School Bows to Galafree Opening (Production Number Song)**