

Pirates Of The Curry Bean

Junior Script

by

Craig Hawes

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CAST LIST

N.B. In the following list, the bracketed number shows the number of spoken lines each role has.

An asterisk (*) before the character's name indicates that this character ALSO has solo or featured sung lines.

^t Schools sometimes change the word “Natives” to “Tour Guides”.

The Narrator

Deadeye Dinghy	(61)
----------------	------

The Periwinkle Family

* Pearl Periwinkle	(103)
* Jack Periwinkle	(55)
* Liza Periwinkle	(50)
Stanley Periwinkle/Chief Wonga	(25)
Fiddlesticks the Cat	(3)

The Crew of HMS The Crunchy Frog

* Captain Cod	(94)
Admiral Horatio Hornhonker	(63)
Scuttle	(74)
Slack	(65)
Mr. Wally	(15)
Mr. Pratt	(17)
Lookout Lofty	(16)
Cutthroat Clegg	(4)
Fathom	(7)
Fender	(7)
Fluke	(5)
Gooseneck	(5)
Gibbet	(4)
Grog	(5)

The Crew of The Curry Bean

* Captain Redbeard	(79)
Loopy Louie	(38)
Squawk the Parrot	(17)
Baggywrinkle	(14)
Broadside	(10)
Bunghole	(12)
Blunderbuss	(13)
Barnacles	(11)
Bullyrag	(11)
Bilboe	(10)
Bilge	(10)

The Natives^t of Lumbago

Ping	(3)
Pong	(3)
Wiff	(3)
Waff	(3)
Tick / Seller 1	(4)
Tack / Seller 2	(4)
Toe / Seller 3	(4)

Ship Rats & Lumbago Monkeys (non-speaking)

Rocky Rat / Mickey Monkey
Ronnie Rat / Monty Monkey
Robbie Rat / Matty Monkey
Roddy Rat / Macy Monkey
Reggie Rat / Macky Monkey
Rickie Rat / Minty Monkey
Ship Rats & Lumbago Monkeys

SPEAKING ROLES BY NUMBER OF LINES

**N.B. In the following list, the number shows how many spoken lines each role has.
An asterisk (*) before the character's name indicates that this character ALSO has solo or featured sung lines.**

* Pearl Periwinkle	103
* Captain Cod	94
* Captain Redbeard	79
Scuttle	74
Slack	65
Admiral Horatio Hornhonker	63
Deadeye Dinghy	61
* Jack Periwinkle	55
* Liza Periwinkle	50
Loopy Louie	38
Stanley Periwinkle/Chief Wonga	25
Mr. Pratt	17
Squawk the Parrot	17
Lookout Lofty	16
Mr. Wally	15
Baggywrinkle	14
Blunderbuss	13
Bunghole	12
Barnacles	11
Bullyrag	11
Bilboe	10
Bilge	10
Broadside	10
Fathom	7
Fender	7
Fluke	5
Gooseneck	5
Grog	5
Cutthroat Clegg	4
Gibbet	4
Tack/Seller 2	4
Tick/Seller 1	4
Toe/Seller 3	4
Fiddlesticks the Cat	3
Ping	3
Pong	3
Waff	3
Wiff	3

CAST LIST IN ALPHABETICAL ORDER (WITH LINE COUNT)

**N.B. In the following list, the number shows how many spoken lines each role has.
An asterisk (*) before the character's name indicates that this character ALSO has solo or featured sung lines.**

Admiral Horatio Hornhonker	63
Baggywrinkle.....	14
Barnacles	11
Bilboe	10
Bilge	10
Blunderbuss	13
Broadside	10
Bullyrag	11
Bunghole	12
* Captain Cod	94
* Captain Redbeard	79
Cutthroat Clegg	4
Deadeye Dinghy	61
Fathom	7
Fender	7
Fiddlesticks the Cat.....	3
Fluke	5
Gibbet	4
Gooseneck	5
Grog	5
* Jack Periwinkle	55
* Liza Periwinkle	50
Lookout Lofty	16
Loopy Louie	38
Mr. Pratt	17
Mr. Wally	15
* Pearl Periwinkle	103
Ping	3
Pong	3
Scuttle	74
Slack	65
Squawk the Parrot	17
Stanley Periwinkle/Chief Wonga	25
Tack/Seller 2	4

Tick/Seller 1	4
Toe/Seller 3.....	4
Waff.....	3
Wiff.....	3

Non-speaking roles: Reggie Rat / Macky Monkey, Rickie Rat / Minty Monkey, Robbie Rat / Matty Monkey, Rocky Rat / Mickey Monkey, Roddy Rat / Macy Monkey, Ronnie Rat / Monty Monkey.

CHARACTERS IN EACH SCENE

Scene One

Baggywrinkle
Barnacles
Bilboe
Bilge
Blunderbuss
Broadside
Bullyrag
Bunghole
Captain Redbeard
Deadeye Dinghy
Fiddlesticks the Cat
Jack Periwinkle
Liza Periwinkle
Loopy Louie
Pearl Periwinkle
Squawk the Parrot
Stanley Periwinkle
Tack/Seller 2
Tick/Seller 1
Toe/Seller 3

Scene Two

Baggywrinkle
Barnacles
Bilboe
Bilge
Blunderbuss
Broadside
Bullyrag
Bunghole
Loopy Louie
Pearl Periwinkle

Scene Three

Admiral Hornhonker
Captain Cod
Cutthroat Clegg
Deadeye Dinghy
Fathom
Fender
Fiddlesticks the Cat
Fluke
Gibbet
Gooseneck
Grog
Jack Periwinkle
Liza Periwinkle
Lookout Lofty
Mr. Pratt
Mr. Wally
Scuttle
Slack
The Rats

Scene Four

Baggywrinkle
Barnacles
Bilboe
Bilge
Blunderbuss
Broadside
Bullyrag
Bunghole
Captain Redbeard
Deadeye Dinghy
Jack Periwinkle
Liza Periwinkle
Loopy Louie
Pearl Periwinkle
Squawk the Parrot

Scene Five

Admiral Hornhonker
Captain Cod
Cutthroat Clegg
Fathom
Fender
Fiddlesticks the Cat
Fluke
Gibbet
Gooseneck
Grog
Jack Periwinkle
Liza Periwinkle
Lookout Lofty
Mr. Pratt
Mr. Wally
Scuttle
Slack

Scene Six

Admiral Hornhonker
Baggywrinkle
Barnacles
Bilboe
Bilge
Blunderbuss
Broadside
Bullyrag
Bunghole
Captain Cod
Captain Redbeard
Cutthroat Clegg
Deadeye Dinghy
Fathom
Fender
Fiddlesticks the Cat
Fluke
Gibbet
Gooseneck
Grog
Jack Periwinkle
Liza Periwinkle
Lookout Lofty
Loopy Louie
Mr. Pratt
Mr. Wally
Pearl Periwinkle
Scuttle
Slack
Squawk the Parrot

Scene Seven

Admiral Hornhonker
Captain Cod
Fiddlesticks the Cat
Jack Periwinkle
Liza Periwinkle
Pearl Periwinkle
Scuttle
Slack

Scene Eight

All

PROPERTIES

Scene One

Tablecloth	Scene Prop
Broomsticks	Jack & Liza
Tavern stock (tankards, bottles, snacks etc.)	Pearl
Treasure map	Deadeye
Parrot puppet.....	Redbeard

Scene Two

Large bag, containing a stick of dynamite	Louie
Pairs of tights.....	Pirates
Safe	Scene Prop
Matches (used).....	Bilge
Treasure map (as used previously).....	Bilboe

Scene Three

Crate	Deadeye
Pair of thick glasses.....	Lofty
Saw.....	Clegg
Business cards	Wally & Pratt
Wheelbarrow	Scuttle
Two tankards, with a coin at the bottom of one	Cod

Scene Four

Sack/bag.....	Pearl
---------------	-------

Scene Five

Barrel	Scene Prop
Two clipboards	Wally & Pratt
Mops	Sailors

Scene Six

Two model ships.....	Deadeye
Two telescopes.....	Cod & Louie
Union Jack flag	Cod
Skull and Crossbones flag.....	Louie
String with colourful flags on it (bunting), supported by two poles.....	Cod
String with a pair of large knickers on it, supported by two poles.....	Louie
Sword with end missing	Cod

Scene Seven

Length of chain (large and long), with a giant bath plug at one end.....	Scene Prop
--	------------

Scene Eight

Palm trees, one of which supports a wooden sign that reads “Lumbago”	Scene Prop
A piece of notepaper with writing scrawled on it.....	Bunghole
Treasure map (as used previously)	Redbeard
Large fish.....	Fiddlesticks
Bananas	Monkeys
Saw (as used previously)	Clegg
Spade	Slack
Tissue	Scuttle
Treasure chest.....	Scuttle & Slack
Spears	Ping, Pong, Wiff, Waff
Limbo pole	Lumbago Natives
Hawaiian lei	Lumbago Natives
Haddock	Pearl
Pirate Captain’s hat	Wonga
Treasure map and chest (as used previously)	Scuttle & Slack
Large bunch of keys	Scuttle
Two necklaces featuring medallions (part of costume)	Jack & Liza
Razor	Clegg
Removable pink beard (part of costume)	Redbeard
Coin	Slack

PRODUCTION NOTES

Welcome to ***Pirates Of The Curry Bean!*** I am sure you will enjoy rehearsing and performing this musical comedy, but to aid you in your production it may be helpful to consider the following production notes.

CASTING

The script is written for 38 speaking characters and 6 non-speaking characters, as listed previously. These range from principal parts to small supporting roles. For productions with fewer cast members, condensing and doubling of characters is possible. This can be done in numerous ways, but the following example reduces the cast number to 24 speaking parts and 2 non-speaking parts:

Remove Fluke, Gooseneck, Gibbet & Grog (reallocating lines) to leave just 4 sailors.

Remove Bilge, Bilboe, Bullyrag & Barnacles (reallocating lines) to leave just 4 pirates.

Remove Ping, Waff, Tick, Tack & Toe (reallocating lines) to leave just 2 natives.

Reduce the rats & monkeys from 6 to 2.

Double up Deadeye Dinghy & Stanley Periwinkle.

To expand the cast, unlimited chorus parts may be used as additional pirates, sailors, natives, rats & monkeys, possibly redistributing some lines. An off-stage choir can also be used for backing on songs. Squawk was written as a large parrot puppet worked and voiced in a traditional squeaky manner by a performer in pirate costume, holding the puppet on Redbeard's shoulder. The large gorilla is best played by an adult during its very brief appearance, but of course can be played by a larger child if so desired. The role of Hornhonker works best when played as an over-excited spoilt child - but no typecasting!

COSTUMES

This is a show full of traditional piratical characters, and effective use of colour can help identify the different cast groups. For example, the pirates can wear traditional red and black with striped tops, knee length trousers, bandanas & striped socks/tights. The sailors can be dressed in naval blue and white, with white trousers, blue & white striped tops and sailor hats. Cod & Hornhonker could wear more elaborate blue & white uniforms whilst Redbeard could have a red "Hook" style costume. The Periwinkle family need a slight pirate

flavour, possibly with black and white striped skirts, trousers and bandanas. The natives can be costumed in various ways, from Hawaiian style grass skirts to caveman style animal print. It is essential to keep everything colourful - and remember, you can't have too many stripes!

STAGING

This production can be staged effectively with simple scenery. A backcloth of blue sky, clouds and sea will work for the whole show, with small flats and props added to distinguish between scenes. The Squirty Squid can have wooden tables and chairs with a flat painted as a wall, window and inn sign. The docks can be created using a signpost and assorted barrels, crates and sacks. For the ship scenes, a flat fabric mast with ropes and gathered sail can be hung over the backcloth. A raised platform with ship's wheel attached may be placed centre stage, with a pair of simple flats behind to create the wooden sides of the ships. A large union or skull and crossbones flag can be hung to differentiate the two ships. The island of Lumbago can be created using some simple palm tree flats and the all important "Lumbago" sign.

MUSIC

All the music required to stage this production, including sound effects, is found on the Backing Track CD. A vocal recording is provided as a guide and to enable the swift learning of songs. The backing tracks without vocals are ideal to use in rehearsals and performances, and the two scores allow additional flexibility if you have the luxury of a live pianist. Directors may, if they wish, allow a choir or separate character to accompany or replace a soloist in a song or section intended for a soloist. This is sometimes necessary if certain cast members are unable to perform the solo themselves fully or if a larger chorus or choir is required to be employed more fully throughout the show.

AND FINALLY...

This is a fun show to rehearse and perform, so remember to enjoy yourselves and your audience will, too!

My best wishes for a successful and enjoyable production.

Craig Hawes

TRACK 1:**OVERTURE****PROLOGUE**

(As the House Lights dim, the music begins and eventually swells as the curtain rises: an abstract scene with the mysterious figure of Stanley Periwinkle dressed as the infamous pirate, Captain Swaggersword, frozen centre stage. Deadeye Dinghy, our one-eyed pirate narrator, is stood to one side as he begins to tell the audience his tale, acted out as a simple mime by Stanley.)

DEADEYE: I'll tell you all a story
It's true, I guarantee!
About a fearless pirate,
Who sailed the seven seas!

His name was Captain Swaggersword,
The bravest buccaneer,
Who raided other pirates
And made them quake with fear!

He buried all his booty
In a far and distant land,
Locked safely in a treasure chest
Beneath the silky sand!

(Stanley exits.)

But then the Captain vanished -
I don't know where or when.
His treasure lost forever
And never seen again!
Well, that is, until now...

SCENE ONE:**OLD LONDON DOCKS****TRACK 2:****POT OF GOLD**

(As the music changes, the lights brighten and many characters enter excitedly. The scene changes to become the docks of Old London Town. We see the sign for Squirty Squid Tavern. Street Sellers enter and call out their fishy wares.)

SELLER 1: Fresh fish! Come and get your fresh fish!

SELLER 2: Cockles and Mussels! Alive, alive-o!

SELLER 3: Jellied eels! Slimy and delicious!

ALL: TRAVEL WITH US ON A NEW ADVENTURE,
OVER THE OCEAN BLUE.

FOLLOW YOUR HEART AND YOUR DREAMS WILL ALL COME TRUE!
WAITING AT THE RAINBOW'S END,
ARE TREASURES ALL UNTOLD,
SO CHASE THAT RAINBOW, FIND YOUR POT OF GOLD!

SAILING AWAY WHERE THE WIND MAY TAKE US,
NEVER KNOW WHAT YOU'LL FIND.
LEAVE ALL YOUR CARES AND YOUR WORRIES FAR BEHIND!
MAGIC HAPPENS EVERY DAY,
BELIEVE WHAT YOU'VE BEEN TOLD,
SO CHASE THAT RAINBOW, FIND YOUR POT OF GOLD!

(The company dance during a short instrumental section.)

MAGIC HAPPENS EVERY DAY,
BELIEVE WHAT YOU'VE BEEN TOLD,
SO CHASE THAT RAINBOW, FIND YOUR POT OF GOLD!
(SO CHASE THAT RAINBOW, FIND YOUR POT OF GOLD!)
SO CHASE THAT RAINBOW, FIND YOUR POT OF GOLD!
(Shouted) OF GOLD!

TRACK 3:**POT OF GOLD PLAY OFF**

(At the end of the song, the characters exit, chatting and laughing. Jack and Liza Periwinkle are playing a game of Pirates with their cat Fiddlesticks. Deadeye addresses the audience once more.)

DEADEYE: Welcome to the docks of Old London Town, and to the Squirty Squid - my favourite dockside tavern! Home to young Jack & Liza Periwinkle, a right pair of rascals...

JACK: Hand over the treasure, you mangy dog!

LIZA: You'll never get your hands on me booty, ye squid sucking buccaneer!
(To the cat.) Hoist the main sail, Captain Fiddlesticks!

(Fiddlesticks stands to attention and salutes, then takes the tablecloth off the table and holds it in the air, swaying from side to side as if at sea.)

JACK: Think you can escape from me, Fearless Jack? Take that! And that!

(The Children begin to fight with broom sticks. Fiddlesticks becomes tangled up inside the tablecloth then Pearl enters with her arms full of stock for the tavern.)

DEADEYE: Ah, and here's their dear devoted mother, Pearl. What a landlady-soft, kind and gentle!

PEARL: **(Shouting angrily.)** Cut it out, you idle urchins, before I shiver both your timbers!

LIZA: Who's trying to board me pirate ship?

JACK: Look - it's a lily-livered land lubber!

PEARL: Don't be cheeky Jack. What have I told you two about playing pirates? I'm not having it! I work my fingers to the bone in this tavern and what do I get for it?

LIZA: Bony fingers?

PEARL: Don't be silly, Liza. And as for you, Fiddlesticks, there's a rat in me kitchen, so what are you going to do?

(Fiddlesticks shrugs.)

PEARL: Well, go on - scat, cat, and catch that rat!

(Pearl points offstage severely and Fiddlesticks exits sadly.)

JACK: We were only playing, Mum. It's fun being pirates, and sea adventures are so exciting!

PEARL: The sea? Exciting? It's dark, deadly and dangerous, that's what it is! Have you forgotten what happened to your dear, dear father? (**Getting upset.**) My poor Stanley, lost at sea all those years ago, never to return. Leaving me to look after you two... all alone.

(*She blows her nose on the tablecloth and we hear a fog horn.*)

TRACK 4: SFX NOSE BLOW

PEARL: (*Recovering slightly and becoming cross.*) And as for pirates, well - they're nothing but dirty rotten scoundrels!

(*Deadeye walks up to Pearl and enters the drama.*)

DEADEYE: I hope you're not talking about me, Pearly?

JACK & LIZA: Uncle Deadeye! (*They both run to hug Deadeye.*)

PEARL: That's enough, you two. Round the back, now - off you go.

LIZA: But Mum...

PEARL: Now, I say!

(*Jack and Liza straighten up the tablecloth and chairs and exit.*)

DEADEYE: It's not their fault, Pearl. The sea's in their blood, you know.

PEARL: It was the sea that took their father away, Deadeye, remember? Those medallions round their necks are all he left them to remember him by. And I don't want you coming in here filling their heads with any more tales about pirate ships and treasure.

DEADEYE: But Pearl, isn't it time they knew the truth about their father?

PEARL: Don't start that again, Deadeye. We've got enough to worry about, without you stirring things up. Now if you've quite finished, then hop it - I'm closing early!

(*Pearl points to the door and freezes. Deadeye steps out of the drama and addresses the audience again.*)

DEADEYE: She's right of course. Stirring things up is what I do best! (**He gets the treasure map out of his pocket and holds it up.**) You know, I've been holding on to this little piece of paper for far too long. Time it

found its way back to its rightful owners! (*He places it on a table top.*) Stirring things up? Why, I've only just started!

(Deadeye exits. Pearl unfreezes and Jack, Liza and Fiddlesticks enter. Fiddlesticks finds the map and looks at it in his paws.)

JACK: Where's Uncle Deadeye?
PEARL: Gone. And good riddance, the trouble maker.
FIDDLESTICKS: Meow!
LIZA: Hey, what have you got there, Fiddlesticks?
JACK: (*Taking it from the cat's paws.*) Looks like a piece of paper. (*He opens it.*) It's a map! A map of an island!
LIZA: And look, there's an X right in the middle!
BOTH: It's a treasure map!
PEARL: A what? Don't be ridiculous, give it here! (*She looks at it and gasps.*) Well, as I live and breathe! It really is a treasure map! But where on earth did it come from?

(There are three loud knocks at the tavern door.)

PEARL: We're closed!

(Captain Redbeard enters.)

REDBEARD: Nobody closes the door on Redbeard the pirate, do they lads?

TRACK 5: **PIRATE PLAY ON**

(Redbeard moves to centre stage, quickly followed by his Pirate Crew. Squawk the parrot is a puppet on Redbeard's shoulder, operated by a Pirate next to him. The Pirates shout out as they enter.)

PIRATES: Ah-har!
PEARL: We don't serve your sort here. Haven't you read the sign? No pirates!
REDBEARD: Now, that's not very friendly, is it?
JACK: Who are you?
LOUIE: May I present Captain Redbeard, most fierce pirate of the seven seas.
JACK: Redbeard? But his beard is bright pink!
REDBEARD: (*Angrily suspicious.*) What did he say, Louie?

LOUIE: He said he feared he might sink! (*Quietly to Jack.*) Never say the “P” word in front of the Captain, laddy. Tends to make him mighty mad.

REDBEARD: Sink? Never! Why, we’re the fiercest, scariest...

SQUAWK: ...stinkiest!

REDBEARD: ...pirates in the land!

BAGGYWRINKLE: We’ve come for some grub and some grog.

BLUNDERBUSS: Curry and beans for everyone!

JACK: Curry and beans?

BARNACLES: That’s right, lad! For everyone!

BULLYRAG: Curry and beans is all we eat! It’s our favourite meal!

BROADSIDE: We even named our ship after it!

BUNGHOLE: That’s right - we’re the pirates of the Curry Bean!

PIRATES: Ahrrr!

LIZA: Doesn’t that make you a bit, well, smelly?

BILBOE: Too right, missy! We can knock out our enemies with a single breath!

(*Bilboe breathes on Liza, who steps back pulling a repulsed face.*)

BILGE: And wherever we sail, we always have the wind behind us!

(*The Pirates laugh.*)

PEARL: (*Impatiently.*) I don’t care who you are, there’s no curry and beans for you here!

(*The Pirates mutter and grumble unhappily, apart from Redbeard who seems to like Pearl.*)

REDBEARD: What a lady! You remind me of me last ship!

PEARL: (*Flattered.*) Really? Was it elegant, streamlined and beautiful?

SQUAWK: No - she was fat old battleship that needed her bottom scraped!

PEARL: (*Looking insulted and cross.*) Well, you remind me of the sea!

REDBEARD: (*Flattered.*) You mean wild, romantic and restless?

PEARL: No - you’re wet and you make me sick!

(*The Pirates all growl angrily.*)

PEARL: There's no food. A tankard of ale is all you'll get here, so drink up and be off with you!

(The Pirates take a tankard of ale each and move over to the one side of the stage, gathering around Redbeard, whilst the family busy themselves on the opposite side of the stage.)

LOUIE: Captain, isn't it time we set sail again? We've been docked here for too long. We haven't set sail for months!

SQUAWK: Long time, no sea!

BAGGYWRINKLE: That's right, Captain. We miss the smell of the sea.

BLUNDERBUSS: The feel of wind in our hair!

BARNACLES: The feel of spray on our faces!

BULLYRAG: ...and crabs down our trousers!

BROADSIDE: It's time to burn ships, slice gizzards,

BUNGHOLE: ...steal treasure!

BILBOE: ...plunder and pillage!

BILGE: It's been so long, I've forgotten how to pillage!

SQUAWK: He's the pillage idiot!

REDBEARD: Aye, me hearties. I, too, miss the smell of treasure. But we've searched every island from here to Timbuktu! If only we had a treasure map!

(The Pirates all nod and look downhearted as the focus moves to the family on the other side of the stage.)

JACK: *(Waving the treasure map about.)* But Mum, what about the treasure map?

(The Pirates all turn immediately at overhearing the words "treasure map". They lean in with hands to their ears, comically eavesdropping. The family do not see this.)

PEARL: Shush, Jack, not in front of those pirates. If they get so much as a whiff of treasure, they'll tear this place apart. We should get rid of it.

LIZA: You can't do that Mum. Just think of it - a real treasure chest!

(The family turn round to check the Pirates aren't listening. The Pirates immediately look away, checking nails, examining the ceiling, whistling quietly etc. The family turn back to continue and the Pirates resume their eavesdropping.)

LIZA: A real treasure chest full of gold and silver...

JACK: ...rubies and diamonds...
PEARL: ...sapphires and emeralds...
SQUAWK: ...pieces of eight!

(The family turn again and the Pirates quickly look away once more. Redbeard squeezes Squawk's beak.)

JACK: What did that parrot say?
LOUIE: *(Covering up for Squawk.)* Oh, it's our new food order, laddy. Pizzas for eight!
PEARL: For the last time, there's no pizza, no curry and no beans! Now hop it, you lot. We're closing early. I really must get some beauty sleep!
SQUAWK: Yes, you really must!
PEARL: *(Pointing to the door.)* Out!
REDBEARD: Come on lads, let's leave these good folk in peace. We shall return another time *(To the audience.)* and sooner than you think! *(To Pearl.)* Farewell, my little treasure! Ha, ha, ha, ha!

TRACK 6: **PIRATE PLAY OFF**

(Redbeard exits, followed by his Crew, all laughing.)

LIZA: Did you hear what he called you? My little treasure! Do you think they heard?
PEARL: Well, just to be safe, I'll put it safely in the safe for safe keeping.

(Pearl takes the map offstage and quickly returns as the Children speak.)

JACK: Do you think it's true? Do you think there really is a far off island with treasure waiting to be discovered?
LIZA: An island where all your dreams can come true?
PEARL: Your father always said so.

TRACK 7:**LUMBAGO LULLABY**

(The Children and Fiddlesticks settle down to hear their mother's lullaby.)

PEARL: He used to dream about a distant land full of treasures and mystery. He called it Lumbago...

LUMBAGO, IN THE SEA OF SCIATICA
WHERE THE SKY IS SO BLUE
AND YOUR TROUBLES ARE FEW
AND YOU DANCE THE NIGHT AWAY!
WELCOME TO LUMBAGO, IN THE SEA OF SCIATICA,
SO JUST SIT AND RELAX
ON THE ISLAND OF DREAMS!

(Over the end of the music, Pearl speaks to her Children.)

PEARL: Off to bed, you lot.

(Jack, Liza and Fiddlesticks exit as Pearl settles down to sleep in her chair. Blackout.)

SCENE TWO:**THE SQUIRTY SQUID****TRACK 8:****MIDNIGHT RAID**

(Midnight at The Squirty Squid. The stage is dim and Pearl is asleep in a chair, snoring softly. The Pirate Crew enter at one side. Louie stays to the side holding a large bag. The other Pirates, in twos, have pairs of tights over their heads - one leg each, and are therefore stuck together. As the creepy music continues, they stumble around and become tangled together to the centre of the stage and then pull the tights off, realising it was a bad idea.)

LOUIE: Come here, you blundering fools! And quiet, or you'll wake the landlady.

(The Pirates make a straight line across the stage in order, with Louie at one end, Bilge at the other.)

LOUIE: Now, the Captain says the wench must have stashed the map in her safe. Where's the safe?

BAGGYWRINKLE: Where's the safe?

BLUNDERBUSS: Where's the safe?

BARNACLES: Where's the safe?

BULLYRAG: Where's the safe?

BROADSIDE: Where's the safe?

BUNGHOLE: Where's the safe?

BILBOE: Where's the safe?

BILGE: *(Pointing at the safe.)* There's the safe!

BILBOE: *(Pointing at the safe.)* There's the safe!

BUNGHOLE: *(Pointing at the safe.)* There's the safe!

BROADSIDE: *(Pointing at the safe.)* There's the safe!

BULLYRAG: *(Pointing at the safe.)* There's the safe!

BARNACLES: *(Pointing at the safe.)* There's the safe!

BLUNDERBUSS: *(Pointing at the safe.)* There's the safe!

BAGGYWRINKLE: *(Pointing at the safe.)* There's the safe!

(Louie gets a large stick of dynamite out of the bag.)

LOUIE: *(Passing a large stick of dynamite.)* Light the dynamite!

BAGGYWRINKLE: *(Passing the dynamite.)* Light the dynamite!
BLUNDERBUSS: *(Passing the dynamite.)* Light the dynamite!
BARNACLES: *(Passing the dynamite.)* Light the dynamite!
BULLYRAG: *(Passing the dynamite.)* Light the dynamite!
BROADSIDE: *(Passing the dynamite.)* Light the dynamite!
BUNGHOLE: *(Passing the dynamite.)* Light the dynamite!
BILBOE: *(Passing the dynamite.)* Light the dynamite!
BILGE: *(Passing the dynamite.)* Light the dynamite!

(Bilge takes the dynamite, lights it impressively and passes it back to Bilboe.)

BILGE: *(Passing the lit dynamite.)* There you go!
BILBOE: *(Passing the lit dynamite.)* There you go!
BUNGHOLE: *(Passing the lit dynamite.)* There you go!
BROADSIDE: *(Passing the lit dynamite.)* There you go!
BULLYRAG: *(Passing the lit dynamite.)* There you go!
BARNACLES: *(Passing the lit dynamite.)* There you go!
BLUNDERBUSS: *(Passing the lit dynamite.)* There you go!
BAGGYWRINKLE: *(Passing the lit dynamite.)* There you go!
LOUIE: *(Passing the lit dynamite back.)* Aagh, you fool!
BAGGYWRINKLE: *(Passing the lit dynamite back.)* Aagh, you fool!
BLUNDERBUSS: *(Passing the lit dynamite back.)* Aagh, you fool!
BARNACLES: *(Passing the lit dynamite back.)* Aagh, you fool!
BULLYRAG: *(Passing the lit dynamite back.)* Aagh, you fool!
BROADSIDE: *(Passing the lit dynamite back.)* Aagh, you fool!
BUNGHOLE: *(Passing the lit dynamite back.)* Aagh, you fool!
BILBOE: *(Passing the lit dynamite back.)* Aagh, you fool!
BILGE: *(Turning as if to pass the lit dynamite on to someone else.)* Aagh, you fool!

(Bilge realises there's no one there, then realises he is holding the lit dynamite. He takes it offstage and returns quickly as the Pirates all crouch and put their fingers in their ears. We hear a crescendo of music and then a rather unusual and disappointing pop.)

TRACK 9:

SFX EXPLOSION

(Pearl wakes up with a start. The Pirates get up.)

PEARL: You lot! What are you doing, you ruffians!

LOUIE: (*Leaving the bag on the floor.*) Quick, grab the map!

(Bilboe exits and returns quickly with the map. The Pirates run off and exit. Louie re-enters straight away with Baggywrinkle and Blunderbuss and points at the bag on the floor.)

LOUIE: The bag! The bag! Don't forget the bag! Get the bag, quick!

(Louie pushes Baggywrinkle and Blunderbuss forwards and exits.)

BAGGYWRINKLE: Get the bag!

BLUNDERBUSS: Get the bag!

(Baggywrinkle and Blunderbuss stand between the bag and Pearl looks repeatedly in turn at them both, unsure which "bag" to get. They shrug, then go and grab Pearl by each arm and carry her off stage.)

PEARL: Get off me, you brutes! Get off me, I say! Help!

(Blackout.)

SCENE THREE:**OLD LONDON DOCKS****TRACK 10:****OLD LONDON DOCKS**

(Old London Docks, the next morning. Deadeye enters carrying a crate, and stops to address the audience.)

DEADEYE:

It's a beautiful morning here at the Old London docks. There's a smell of the sea in the air. And something else I can't quite make out. Is it adventure... or danger? But for Jack and Liza, the race is on to find a missing map and a missing mother!

(Deadeye takes his crate and exits as Jack, Liza and Fiddlesticks enter.)

JACK:

Come on, Liza. We have to rescue mum from those pirates!

LIZA:

But Jack, how do we know those pirates are behind all this?

JACK:

Let's see. We discover a treasure map, then a band of dodgy pirates turn up. And this morning we wake up to find the safe blown up, the map gone - and Mum, too!

LIZA:

Yes, I suppose you're right. We've got to find that ship - it must be here at the docks somewhere. What did they call it?

JACK:

The Curry Bean! Shouldn't be hard to sniff out! Come on, Fiddlesticks. Let's hunt pirates!

TRACK 11:**COD PLAY ON**

(They exit as Captain Cod and Admiral Hornhonker enter from opposite sides and meet unexpectedly centre stage.)

HORNHONKER:

Ah, Captain Cod, I presume? I am Admiral Horatio Hornhonker. I believe you were expecting me?

COD:

Indeed, Sir. I am to captain your first official voyage! And may I be the first to congratulate you on becoming an Admiral, Sir.

HORNHONKER:

Oh, thank you - you are a sweetie! Well, it was Mummy's idea, actually. She thought I should get a job, so I chose Naval Admiral. Sounds great fun, doesn't it, and I look so good in the uniform!

COD:

You mean you've just joined the Navy and already you're an Admiral? It must be because you're an outstanding sailor, Sir. An extraordinary leader of men; an inspiration to all who serve under you.

HORNHONKER:

No, I think it's because Daddy is the Commander in Chief! Well, let's not hang about here. Where's my thingy?

COD: Your what?

HORNHONKER: My thingy - you know - the whatsit. The big thing made out of wood, goes up and down a lot.

COD: You mean your ship?

HORNHONKER: Ship! Yes, that's it! Gosh, I'm going to have to get used to all these new technical terms!

COD: Your ship is The Crunchy Frog, Sir, and we set sail within the hour. Perhaps you would like to inspect your crew?

HORNHONKER: Oh yes. After all, we're all together out there on the open... the open...

COD: Sea?

HORNHONKER: Sea! That's it! I really must make a note of that!

COD: Right, crew, fall in!

TRACK 12:**CREW PLAY ON #1**

(The Sailors of The Crunchy Frog enter and line up. Lookout Lofty, obviously short sighted with a pair of thick glasses, is facing backwards. Cutthroat Clegg is at the end of the line holding a saw.)

COD: Crew of the Crunchy Frog! Attention! Introduce yourselves to the Admiral!

(Each Sailor salutes as they shout out their names.)

FATHOM: Fathom!

FENDER: Fender!

FLUKE: Fluke!

GOOSENECK: Gooseneck!

GIBBET: Gibbet!

GROG: Grog!

LOFTY: Lofty!

CUTTHROAT: Clegg!

HORNHONKER: *(Inspecting the Sailors.)* What a fine bunch of sailors, Captain Cod. *(Seeing the back of Lofty's head.)* but I think this one needs a shave - he's got hair all over his face!

COD: That's the back of his head, Sir. Lofty, turn around. You're facing the wrong way.

LOFTY: *(Turning and looking in the wrong direction again.)* Oh, I'm sorry Sir. I didn't see you there!

COD: Over here, you fool!

LOFTY: *(Turning to Cod and squinting.)* Ah, yes, sorry about that, Sir.
(Getting up close to squint at Hornhonker.) And how lovely to meet your wife! How do you do, madam?

(Lofty kisses Hornhonker's hand, who pulls it away in horror.)

HORNHONKER: No, no! I'm the Admiral! What's your name, sailor?

LOFTY: Lofty, Sir.

HORNHONKER: And what do you do?

LOFTY: I'm the ship's lookout.

HORNHONKER: Excellent. *(Moving along.)* And who are you?

CUTTHROAT: Cutthroat Clegg. I'm the ship's barber, Sir.

HORNHONKER: Cutthroat the barber - not a name that inspires trust, is it?

CUTTHROAT: I'm also the ship's surgeon, Sir.

HORNHONKER: Oh, do you have medical training?

CUTTHROAT: No, *(Holding up a large saw.)* but I've got a saw!

LOFTY: Cutthroat Clegg is the best ship's surgeon you'll ever find, Sir.

CUTTHROAT: That's right! Sore finger, aching ear, gammy leg. I can get rid of all those.

HORNHONKER: You can cure all those?

CUTTHROAT: No, I just cut 'em off!

HORNHONKER: Yes, well let's hope I don't get a headache! *(Turning to Cod.)* Captain Cod, I see I'm in safe hands.

LOFTY: Talking of hands, I'm afraid we're two short, Sir.

HORNHONKER: Oh dear, is there a height limit for sailing?

LOFTY: No, I mean we haven't got enough hands.

HORNHONKER: I've always managed with two.

COD: No, we need two more members of the crew. Never mind, Sir, you just go aboard ship. The crew will show you where we are docked.

HORNHONKER: I think I can find the way to my own ship, Captain! *(Pointing off the wrong way.)* This way, chaps!

(He strides off and exits, whilst the others just stare at him. We hear a loud splash offstage and Cod and the Crew react.)

TRACK 13:

SFX SPLASH

COD: *(Despairingly.)* Go and fish him out, lads.

SAILORS: Aye, aye, captain!

TRACK 14:CREW PLAY OFF

(The Sailors all exit following Admiral Hornhonker, apart from Lofty who marches in the opposite direction. Captain Cod grabs him by the shoulders and points him back in the right direction whilst he is still marching, and he exits. Wally and Pratt the health and safety officers enter, dressed smartly in suits and ties, and approach Captain Cod.)

- WALLY:** Excuse me, Captain, we'd like a word with Admiral Hornhonker.
- COD:** *(Looking off at where Hornhonker has fallen.)* I'm afraid he's right in the middle of something at the moment.
- PRATT:** Busy, is he?
- COD:** *(Looking off again.)* Up to his neck in it, actually! Can I help, gentlemen?
- PRATT:** Arthur Wally and Albert Pratt, health and safety officers.
- WALLY:** Here's our card. *(Pointing at his name on the card.)* I'm A Wally.
- PRATT:** *(Pointing at his name on the card.)* And I'm A Pratt!
- COD:** I'm sure you are. Look, I'm in a hurry - The Crunchy Frog sails on the midday tide!
- WALLY:** Oh, no it doesn't!
- PRATT:** Not without a certified certificate of certain ship shape sea safe insurance!
- COD:** A what?
- PRATT:** A certified certificate of certain ship shape sea safe insurance!
- COD:** That's easy for you to say! Anyway, I've already got insurance - I'm with the Admiral!
- WALLY:** That's not good enough, is it Mr. Pratt?
- PRATT:** Certainly not, Mr. Wally. No ship leaves these docks without a full health and safety check.
- COD:** Oh, very well. Come along, then. This way to the Crunchy Frog.

(Cod leads Wally and Pratt off and they exit.)

TRACK 15:SCUTTLE & SLACK PLAY ON

(Scuttle and Slack enter as cockle and mussel salesmen. Scuttle is carrying Slack in a wheelbarrow full of shellfish.)

- SCUTTLE:** *(Shouting out his wares.)* Cockles and mussels!
- SLACK:** Hawaii Five-O!

SCUTTLE: (*Shouting out his wares.*) Cockles and mussels!

SLACK: Hawaii Five-O!

SCUTTLE: Slack, it's not "Hawaii Five-O". It's "Alive, alive-o". That's how Molly Malone used to sell them, and she's the expert.

SLACK: Not any more, Scuttle. That Molly Malone wasn't best pleased when we pinched her barrow, was she?

SCUTTLE: You can say that again. She had a face like a tortured trout, didn't she!

SLACK: And it's a good job Molly's brother Lever didn't catch us.

SCUTTLE: Molly Malone hasn't got a brother called Lever.

SLACK: She has - she was calling him when we pinched her cockles. She kept shouting "Lever Malone, Lever Malone!"

SCUTTLE: Well, we got away with it. No thanks to you, just sat there in the barrow. My arms are nearly dropping off.

SLACK: You know your problem? You're all cockle and no muscle!

SCUTTLE: You can talk, you bone idle jellyfish!

SLACK: What do you mean? I spent hours scraping these cockles of that boat's bottom!

SCUTTLE: Yes, and now we've got to spend hours scraping them off your bottom! Get up out of there! (*He lifts Slack out of the barrow.*) And look at those mussels - we'll never sell them. They're tiny!

SLACK: That's easily sorted. (*He lifts the barrow up and down as if doing exercises.*) Hup, two, three, four! Hup, two, three, four!

SCUTTLE: What are you doing that for?

SLACK: Exercise makes your muscles grow!

SCUTTLE: That's it. I've had it with the shelfish business. We need to find work.

SLACK: But I hate work! I hate it! I hate it! I hate it! And you know what three hates are?

SCUTTLE: No?

SLACK: Three hates are twenty four!

(Cod enters, listening to Scuttle & Slack.)

SCUTTLE: Whether you hate it or not, you have to work to get ahead.

SLACK: But I've already got a head!

COD: Did I hear that you two are looking for work?

SLACK: (*Pointing at Scuttle.*) He is.

SCUTTLE: Shut it, Slack. Yes, we certainly are.

COD: Then this is your lucky day! How would you two like to go to sea?

SLACK: Go to see what?

COD: No, go to sea! I can offer you both a job in the King's navy.
SLACK: No thanks. I get seasick just watching goldfish.
COD: Haven't you ever wanted to get to the high seas?
SCUTTLE: I once reached the high seas when I was a young lad.
SLACK: But then his voice broke!

(They both laugh.)

SCUTTLE: Sorry, Captain, but it just sounds too risky.
COD: That's a shame, lads. Never mind, why don't you have a drink on me!

(Cod hands a tankard each to Scuttle and Slack.)

SCUTTLE: That's very kind of you.
SLACK: Bottoms up!

(They both drink to the bottom of the tankard, then let out a simultaneous "ahhh".)

COD: And I think you'll notice a nice shiny shilling at the bottom of your tankards. Which means you've taken the King's shilling and been press ganged into my crew!
SCUTTLE: *(Picking up the coin and holding it up.)* Look, he's right. You devious codfish!
SLACK: *(Looking worried and holding his stomach.)* Oh dear! I've swallowed mine!
SCUTTLE: How do you feel?
SLACK: Like a slot machine!
SCUTTLE: Maybe I should pull your arm and hope for a jackpot.
COD: Either way, you're now a member of my crew - whether you like it or not! Now get over to The Crunchy Frog - we're about to set sail!

(Scuttle puts Slack into the barrow and wheels him off stage. Jack, Liza and Fiddlesticks enter.)

JACK: Excuse me, Captain, we're looking for a ship - it's urgent.
LIZA: It's called The Curry Bean. Have you seen it?
JACK: Our mum's been kidnapped by pirates - and they've taken her on that ship!

- COD:** Now hold your sea horses! There's no pirates round these parts - I'd know if there were. I'm Captain of The Crunchy Frog.
- LIZA:** Then you could take us on your ship to find her. Those pirates can't have got far.
- COD:** Now look, there aren't any pirates. Big rats – yes, I've got plenty of those! Pesky blighters, nicking my cheese and nibbling my crackers. Ah, talk of the devil!

TRACK 16: **RAT MUSIC #1**

(A group of little Rats enter, running around cheekily and causing mayhem. Fiddlesticks chases them off.)

- JACK:** Fiddlesticks, our very own rat catcher!
- LIZA:** And we'll bring him with us if you let us come aboard.
- COD:** Very well, young scallywags, it's a deal.

(They shake hands and paws.)

TRACK 17:**ANCHORS AWAY**

(As the music begins, the Captain summons the Crew and Passengers who enter as he speaks.)

COD: All aboard! All aboard the Crunchy Frog! Calling at the tropical islands of the East ... the mysterious islands of the West ... the undiscovered islands of the South... **(The music stops.)** and Clacton! **(Or local seaside town.)**

COD: THERE'S AN OCEAN OF ADVENTURE WE'RE OFF TO EXPLORE,
SAIL THE SEVEN SEAS TO A FAR DISTANT SHORE.
WITH A WESTERN BREEZE A BLOWING, NO TIME TO DELAY!
RING OUT THE BELL, BOYS, AND ANCHORS AWAY!

ALL: YO-HO, HEAVE-HO, SO THE SAILORS SAY!
YO-HO, HEAVE-HO, SET THE SAIL AND ANCHORS AWAY!
WE ARE ABLE BODIED SEAMEN, A TRUSTWORTHY CREW,
BOLDLY GOING FORWARD WE SAIL ON THE BLUE,
WE HAVE ORDERS FROM OUR CAPTAIN AND WE MUST OBEY,
RING OUT THE BELL, BOYS, AND ANCHORS AWAY!

YO-HO, HEAVE-HO, SO THE SAILORS SAY!
YO-HO, HEAVE-HO, SET THE SAIL AND ANCHORS AWAY!

THERE'S A NEW WORLD TO DISCOVER, SO JOIN US MY FRIEND.
OVER THE HORIZON AND JUST ROUND THE BEND.
THERE'S A NEW LIFE WAITING FOR YOU, SO SET SAIL TODAY.
RING OUT THE BELL, BOYS, AND ANCHORS AWAY!

YO-HO, HEAVE-HO, SO THE SAILORS SAY!
YO-HO, HEAVE-HO, SET THE SAIL AND ANCHORS AWAY!
(Shouted) ANCHORS AWAY!

(Blackout.)

SCENE FOUR:**THE CURRY BEAN****TRACK 18:****THE CURRY BEAN**

(Aboard Redbeard's ship, The Curry Bean. Pearl is tied up centre stage with a sack on her head.)

DEADEYE: Poor precious Pearl, tied and bound on board the pirate ship, The Curry Bean! I can't help feeling this was all my fault! **(Dramatically.)** Kidnapped and imprisoned by bloodthirsty pirates, on treacherous seas, sailing to certain doom! **(Suddenly happy.)** Great, isn't it!

(Deadeye exits. Redbeard and Squawk enter and approach her, and Redbeard takes the bag off.)

PEARL: Untie me this instant, you filthy pirate, and take me back to London!

REDBEARD: Not possible, I'm afraid. We're heading due west to search for the treasure marked on this here map! Very kind of you to let us borrow it!

PEARL: Treasure! That's all you pirates think about! I knew that map would be trouble! Why can't you give up this pirating lark and become respectable - like what I am!

REDBEARD: Never! I'm addicted to pirating. Ever since the day that crocodile bit off my hand!

SQUAWK: He's been hooked ever since!

PEARL: I see. And tell me, how did you lose your eye?

REDBEARD: Ah! That be a tragic tale indeed. You see, a seagull pooped in it!

PEARL: You can't lose an eye because of seagull poop.

REDBEARD: **(Raising his hook.)** You can if you wipe it with the wrong hand!

PEARL: Yes, very tragic. Now get me off this ship!

REDBEARD: Thing is, my crew are good at many things - pillaging, fighting, saying "ah-ha!" very loudly. But they can't cook or sew or clean. In short, we could use a wench such as yourself to keep the ship ship-shape during our voyage. Then I'll take you back to London when we've found the treasure. Is it a deal, or do my boys get to throw you overboard?

PEARL: Let me think about it.

(Pearl thinks about the offer as Redbeard moves to one side and whispers to Squawk.)

REDBEARD: Squawk, my feathery friend, isn't she a handsome woman?

SQUAWK: Is your eye patch on the wrong eye?

REDBEARD: I have a notion to make her me pirate wife, after we get this here treasure! (*To Pearl.*) So, my dear, what's your answer?

PEARL: Very well - but one trip only, and then straight back to London.

REDBEARD: Pirate's promise!

PEARL: Good. My Jack and Liza will be wondering where I am. And look at me - I'm not even dressed for a sea voyage! No make up! No posh frock! I should have slipped into something long and flowing.

SQUAWK: Like the Thames!

REDBEARD: Nonsense, you're a fine figure of a woman! Why, a good eye shadow would bring out your eyes. A good blusher would bring out your cheeks.

SQUAWK: And a good sneeze will bring out your teeth!

PEARL: And tell me, what powder would suit my face?

SQUAWK: Gunpowder!

PEARL: I haven't come here to be insulted!

SQUAWK: Really? Where do you usually go?

(*Louie enters.*)

LOUIE: Captain Redbeard, the crew are unsettled. There have been rumblings down below.

PEARL: It must be all that Curry and Beans!

LOUIE: No, they say this voyage is cursed. Captain, you must know 'tis bad luck to sail with a woman aboard! We'll all be doomed!

REDBEARD: Balderdash! She'll make a fine addition to the crew! Now get the lads out here.

LOUIE: All pirates on deck! All pirates on deck! Look lively, you scurvy dogs!

(*The Pirates enter.*)

REDBEARD: Mrs Periwinkle, here, has kindly agreed to be our onboard housekeeper.

BAGGYWRINKLE: (*Pointing dramatically at Pearl.*) But she's a woman!

BLUNDERBUSS: That's a good point, Baggywrinkle.

BAGGYWRINKLE: Thanks! (*Pointing with his other hand.*) Look, I can do it with the other finger, too!

BARNACLES: We don't want no wench onboard, Captain.

BULLYRAG: 'Tis bad luck to have a woman on our ship!

BROADSIDE: We'll be doomed!

BUNGHOLE: We'll be cursed!

BILBOE: Doomed and cursed!
BILGE: Cursed and doomed!

(The Pirates all mutter in agreement but are silenced immediately by Pearl.)

PEARL: Silence, you mangy dogs! Any more of that and I'll clap you in irons!
LOUIE: Oh, she's quite good at this!
PEARL: Now while I'm on board there are one or two rules. First, you'll change your pants and socks every day!

(The Pirates groan.)

PEARL: Second, you'll start eating healthy food - not all this curry and beans nonsense.

(The Pirates groan.)

PEARL: Thirdly, you'll go to bed at eight o'clock every night.
BAGGYWRINKLE: But I can't tell the time!
PEARL: Didn't you go to school, stupid?
BLUNDERBUSS: Yes, and he came back stupid, too!
PEARL: Oh, I've heard enough. Bedtime! Clean your teeth, and then straight to your hammocks! **(Giving a little wave.)** Nightie-nightie!
PIRATES: **(Returning the little wave.)** Pyjama-pyjama!

(The Pirate Crew exit with Louie, leaving Squawk and Redbeard with Pearl.)

REDBEARD: Excellent! Soon I'll have a clever, clean and tidy crew. And with the help of your map, a boat full of booty to boot!
PEARL: You'll be lucky! I've seen that map, and there's no writing on it, just a lot of strange markings. You haven't got a clue where that island is!
REDBEARD: Well, that's where you're wrong. Those strange markings were obviously written by a pirate - in pirate code! Directions to the island that only a pirate would understand. It even gives the name of the island, doesn't it, Squawk?
SQUAWK: That's right! Lumbago here we come!

(Redbeard and Squawk exit, laughing.)

PEARL: Lumbago? So it's not just a legend - it really exists! And I'm on my way there. Oh, if only Jack and Liza were here, we could explore it together. I hope they're alright back in London. I do miss them.

(The lights come up on the other side of the stage as Jack and Liza enter, looking thoughtful. Liza looks up and points.)

LIZA: Look, Jack! A shooting star! Let's make a wish.

JACK: Well, there's only one thing I wish, Liza. I wish Mum...

TRACK 19: BENEATH THE SAME STARRY SKY

LIZA: Don't say it, Jack. I know, I miss her too. I hope she's all right, wherever she is.

JACK & LIZA: THOUGH YOU MAY BE FAR, I CAN FEEL YOU HERE,
I'M WISHING ON A SHOOTING STAR
WISHING YOU WERE NEAR
BUT UP ABOVE THE STARS STILL SHINE
AND SAY THIS ISN'T GOODBYE
FOR IN MY HEART I KNOW WE SAIL
BENEATH THE SAME STARRY SKY

(Lights change once more as Pearl begins to sing also.)

JACK, LIZA & PEARL: THOUGH WE FEEL ALONE SAILING THROUGH THE NIGHT
A MILLION EYES WATCH OVER US
SHINING OUT THEIR LIGHT
AND EVEN THOUGH I MISS YOU SO,
I KNOW THERE'S NO NEED TO CRY
FOR IN MY HEART I KNOW WE SAIL
BENEATH THE SAME STARRY SKY
BENEATH THE SAME STARRY SKY.

(The three characters stand still, looking up to the sky.)

JACK & LIZA: Goodnight, mum.

PEARL: Goodnight, my treasures. Sweet dreams.

(Fade lights to Blackout.)

SCENE FIVE:**HMS THE CRUNCHY FROG****TRACK 20:****THE CRUNCHY FROG**

(Aboard HMS The Crunchy Frog it is early morning the next day, and Captain Cod is alone on deck steering the ship. Admiral Hornhonker enters clutching his stomach and looking very seasick.)

COD: Good morning Admiral Hornhonker! Did you enjoy your breakfast?

HORNHONKER: Oh, please don't mention the subject of breakfast!

COD: Oh, I'm sorry - I won't bring it up again!

HORNHONKER: *(Looking very ill.)* No, but I think I will!

(He runs to a barrel and spends the next minute heaving into it. Wally and Pratt enter with clipboards.)

WALLY: Well, Captain Cod, we've done a thorough inspection of the ship, haven't we Mr. Pratt?

PRATT: Oh yes, Mr. Wally. And we are delighted to say that apart from a couple of small problems, you have passed.

WALLY: So you have our permission to set sail whenever you like!

PRATT: Well, as soon as we get off the ship, that is! This way, is it?

(Wally and Pratt walk off in the other direction and exit. We hear them shout off stage.)

WALLY: Aghhhh! *(Running back on and pointing off stage.)* What is that?

COD: That's the Atlantic Ocean. We're in the middle of it.

PRATT: You mean you've already set sail! This is an outrage, Sir!

COD: Time and tide wait for no man, not even you. We'll get you back to London, don't you worry. But I'm afraid we're not due back until 1730!

WALLY: You mean we have to wait till teatime?

COD: No, the year 1730. In two years! But in the meantime, you can sort out our health and safety issues.

PRATT: Well, we did find one problem.

WALLY: You seem to be infested with...

TRACK 21:**RAT MUSIC #2**

ALL: Rats!

(The Rats enter and run around the stage, going between the humans' legs, circling them, pulling faces and causing mayhem. The humans huddle together in panic. The Rats exit as Jack, Liza and Fiddlesticks enter.)

JACK: We heard the commotion, Captain. Was it those rats, again?

LIZA: Time to earn our passage. Ready, Fiddlesticks?

FIDDLESTICKS: *(Nodding and flexing his muscles.)* Meow!

TRACK 22: **RAT MUSIC #3**

(The ship's Rats enter again and run around the stage. Fiddlesticks chases them, cheered on by Jack and Liza. The Rats exit followed by the Cat. As the music ends, Fiddlesticks enters triumphantly brushing his paws together.)

HORNHONKER: Oh, well done! And who are these rat catching heroes?

JACK: Jack and Liza Periwinkle!

LIZA: And this is our brave cat!

HORNHONKER: Tiddles?

JACK: Yes, he does, but we've trained him to do it over the side!

LIZA: No, Admiral, his name is Fiddlesticks.

HORNHONKER: Well, it's good to have you as members of the... um... the...

LIZA: Crew?

HORNHONKER: Crew! Crew! Yes, I must remember that! How can we ever repay you?

JACK: Well, we could do with some breakfast. Juicy kippers, slimy sardines and some poached pilchards, please!

HORNHONKER: *(Holding his mouth and looking ill.)* Oh, dear! *(He exits, running.)*

TRACK 23: **HORNHONKER PLAY OFF**

(All exit following Hornhonker. Scuttle and Slack appear - they pop their heads out of the two barrels on stage.)

SCUTTLE: Morning Slack!

SLACK: Morning Scuttle!

SCUTTLE: Has that shilling come out yet?

SLACK: No - I've waited and waited - but there's still no change! (*He laughs at his joke, then points to the audience.*) Hey, look out there at all those lovely waves.

SCUTTLE: (*Looking out.*) Yes, they're just swell!

SLACK: I hope Captain Fish Face doesn't find us, Scuttle.

SCUTTLE: I know. He said if we don't work hard we'll get a lick of the cat.

SLACK: Urgh! I'll get a furry tongue!

SCUTTLE: Hey, maybe we could pretend to be animals to get out of work.

SLACK: Great, I'll go first. Splash-woof! Splash-woof!

SCUTTLE: What animal's that?

SLACK: An old sea dog! Now it's your turn. Pretend to be a ship's cat!

SCUTTLE: Me? How?

(*Captain Cod enters and spots Scuttle and Slack in the barrels.*)

COD: What are you two doing in there? There's work to be done, decks to scrub! Get out at once! Crew, fall in!

TRACK 24: **CREW PLAY ON #2**

(*The Sailor Crew enter with mops and form a straight line at the front of the stage. Scuttle and Slack join the end of the line nearest Cod with a mop each.*)

COD: All hands on deck!

(*Scuttle and Slack kneel down and put their hands on the floor.*)

COD: Not like that, get up you fools!

(*Scuttle and Slack get up*)

COD: From the left, number!

TRACK 25: **RUMBA**

(*We hear music as Scuttle & Slack dance the Rumba on the spot. The other Sailors just look at them.*)

COD: What are you pilchards doing? I said “number”!
SCUTTLE: Oh, we thought you said “Rumba”!
COD: You useless pair. Now, present arms!

(They all give their mops to Cod, who throws them down.)

COD: No, no, no!

(The Crew pick up their mops and get back in line.)

COD: Not like that, like this. *(He mimes the actions.)* Out... in... and over the shoulder.
CREW: Out... *(Holding mops out.)* In... *(Bringing mops in.)* And over the shoulder.

(The Crew throw their mops over their shoulders behind them.)

COD: No, no, no! Do it properly, you fools!

(The Crew pick up their mops and repeat the actions, correctly this time.)

CREW: Out... *(Holding mops out.)* In... *(Bringing mops in.)* And over the shoulder.

(The Crew end up with mops leaning on their right shoulders except for Slack, who puts his mop on the left shoulder.)

COD: *(To Slack.)* Your mop is on the wrong shoulder. *(Pointing at Scuttle.)* Put it where he's got his.
SLACK: Oh, right. *(He puts his mop on Scuttle's shoulder.)*
COD: Not there! *(Pointing to his own right shoulder.)* Put it there!

(Slack puts his mop on Cod's right shoulder.)

COD: No, no, no!
SLACK: Well make up your mind and tell me where to stick in.

COD: Don't tempt me! Now, crew, prepare to drill!

TRACK 26: **MOP DANCE**

(The Sailors begin a mop dance. They march into a circle, then mop the floor to hornpipe music. The music changes to a waltz as the Sailors use their mops as dancing partners. In the Morris dance section the Sailors skip towards and away from each other, hitting their mops together when they meet. This is followed by a tap dance, where the mops become horizontally held canes as the Crew perform elaborate tap steps. The music changes to a Star Wars style march and the Crew hold their mops aloft as lightsabers and parade with them in a circle. Finally, they skip back into line and salute on the final chord. Blackout.)