

What A Knight

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.

The Narrator

Lester Lugabout (40)

Principal Characters

* Watt Cobblers (92)

Kitty Cobblers (64)

Merlin The Magician (73)

* Princess Alice (48)

* Dusty Dragon (34)

The Royal Family

King Arthur (42)

Queen Guinevere (24)

Princess Alberta (14)

Princess Alfreda (12)

Princess Almira (11)

The Courtiers

Lord Dorking (12)

Lord Dudley (11)

Lord Dent (10)

Maid Molly (20)

Scratch The Guard (14)

Sniff The Guard (13)

Jolly Jake The Jester (17)

Colin Calvin (12)

Keith Klein (12)

Earl Axminster (20)

The Good Knights

Sir Roundsound (12)

Sir Cumference (7)

Sir Loinsteak (6)

Sir Render (7)

Sir Curity (5)

Sir Veillance (5)

The Squires

Squire Salvador (8)

Squire Sylvester (8)

Squire Sebastian (7)

Squire Samuel (8)

Squire Steve (5)

Squire Syd (5)

Squire Stan (5)

Squire Scott (5)

The Black Knight's Army

The Black Knight (69)

Ernie Blackhead (49)

Bernie Blackhead (49)

Bad Bill (2)

Bad Ben (2)

Bad Bob (2)

Bad Bert (2)

Bad Brian (2)

Marvin The Magic Mirror (21)

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.

* Watt Cobblers.....	92
Merlin The Magician	73
The Black Knight.....	69
Kitty Cobblers	64
Bernie Blackhead.....	49
Ernie Blackhead.....	49
* Princess Alice	48
King Arthur	42
Lester Lugabout.....	40
* Dusty Dragon	34
Queen Guinevere	24
Marvin The Magic Mirror.....	21
Earl Axminster	20
Maid Molly.....	20
Jolly Jake The Jester	17
Princess Alberta.....	14
Scratch The Guard	14
Sniff The Guard	13
Colin Calvin.....	12
Keith Klein.....	12
Lord Dorking	12
Princess Alfreda.....	12
Sir Roundsound	12
Lord Dudley	11
Princess Almira	11
Lord Dent.....	10
Squire Salvador	8
Squire Samuel	8
Squire Sylvester.....	8
Sir Cumference	7
Sir Render.....	7

Squire Sebastian 7
Sir Loinsteak 6
Sir Curity 5
Sir Veillance 5
Squire Scott 5
Squire Stan 5
Squire Steve 5
Squire Syd 5
Bad Ben 2
Bad Bert 2
Bad Bill 2
Bad Bob 2
Bad Brian 2

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.

Bad Ben	2
Bad Bert.....	2
Bad Bill.....	2
Bad Bob	2
Bad Brian	2
Bernie Blackhead.....	49
Colin Calvin.....	12
* Dusty Dragon	34
Earl Axminster	20
Ernie Blackhead.....	49
Jolly Jake The Jester	17
Keith Klein.....	12
King Arthur.....	42
Kitty Cobblers	64
Lester Lugabout.....	40
Lord Dent.....	10
Lord Dorking	12
Lord Dudley	11
Maid Molly.....	20
Marvin The Magic Mirror.....	21
Merlin The Magician	73
Princess Alberta.....	14
Princess Alfreda.....	12
* Princess Alice	48
Princess Almira	11
Queen Guinevere	24
Scratch The Guard	14
Sir Cumference.....	7
Sir Curity	5
Sir Loinsteak.....	6
Sir Render.....	7

Sir Roundsound	12
Sir Veillance	5
Sniff The Guard	13
Squire Salvador	8
Squire Samuel	8
Squire Scott	5
Squire Sebastian	7
Squire Stan	5
Squire Steve	5
Squire Syd	5
Squire Sylvester.....	8
The Black Knight.....	69
* Watt Cobblers.....	92

CHARACTERS IN EACH SCENE**Scene One**

Colin Calvin
 Earl Axminster
 Earl Axminster
 Jolly Jake The
 Jester
 Keith Klein
 King Arthur
 Kitty Cobblers
 Lester Lugabout
 Lord Dent
 Lord Dorking
 Lord Dudley
 Maid Molly
 Princess Alberta
 Princess Alfreda
 Princess Almira
 Queen Guinevere
 Scratch The
 Guard
 Sir Cumference
 Sir Curity
 Sir Loinsteak
 Sir Render
 Sir Roundsound
 Sir Veillance
 Sniff The Guard
 Squire Salvador
 Squire Samuel
 Squire Scott
 Squire Sebastian
 Squire Stan
 Squire Steve
 Squire Syd
 Squire Sylvester
 Watt Cobblers

Scene Two

Earl Axminster
 Jolly Jake The
 Jester
 Kitty Cobblers
 Maid Molly
 Merlin The
 Magician
 Princess Alice
 Scratch The
 Guard
 Sniff The Guard
 Squire Salvador
 Squire Samuel
 Squire Scott
 Squire Sebastian
 Squire Stan
 Squire Steve
 Squire Syd
 Squire Sylvester
 Watt Cobblers

Scene Three

Bad Ben
 Bad Bert
 Bad Bill
 Bad Bob
 Bad Brian
 Bernie Blackhead
 Colin Calvin
 Ernie Blackhead
 Keith Klein
 Lester Lugabout
 Marvin The
 Magic Mirror
 The Black Knight

Scene Four

Dusty Dragon
 Merlin The
 Magician
 Princess Alice
 Watt Cobblers

Scene Five

Earl Axminster
 Jolly Jake The
 Jester
 King Arthur
 Kitty Cobblers
 Lord Dent
 Lord Dorking
 Lord Dudley
 Maid Molly
 Princess Alberta
 Princess Alfreda
 Princess Almira
 Queen Guinevere
 Scratch The
 Guard
 Sir Cumference
 Sir Curity
 Sir Loinsteak
 Sir Render
 Sir Roundsound
 Sir Veillance
 Sniff The Guard
 Squire Salvador
 Squire Samuel
 Squire Scott
 Squire Sebastian
 Squire Stan
 Squire Steve
 Squire Syd
 Squire Sylvester

Scene Six

Bernie Blackhead
 Colin Calvin
 Ernie Blackhead
 Keith Klein
 Marvin The
 Magic Mirror
 Princess Alberta
 Princess Alfreda
 Princess Almira
 The Black Knight

Scene Seven

Dusty Dragon
 Merlin The
 Magician
 Princess Alice
 Watt Cobblers

Scene Eight

Bad Ben
 Bad Bert
 Bad Bill
 Bad Bob
 Bad Brian
 Bernie Blackhead
 Dusty Dragon
 Ernie Blackhead
 Lester Lugabout
 Princess Alice
 Sir Cumference
 Sir Curity
 Sir Loinsteak
 Sir Render
 Sir Roundsound
 Sir Veillance
 Watt Cobblers

Scene Nine

All

LIST OF PROPERTIES**Scene One**

Lute	Lester Lugabout
Flags/Banners showing King Arthur’s crest	Scene Prop
Three scrolls and three quills	Lords Dudley, Dorking & Dent
Mob cap	Kitty Cobblers
Apron	Kitty Cobblers
Rolling Pin	Kitty Cobblers
Hand whisk	Kitty Cobblers
Heavy-looking sack of flour	Watt
Two trumpets	Scratch & Sniff
Three royal pendants	King Arthur

Scene Two

Cooking table with various ingredients and kitchen utensils	Scene Prop
Sacks	Scene Prop
Barrel	Scene Prop
Tray of scones	Scene Prop
Flower in a flowerpot, with string attached to the stem	Watt
Eggs	Watt
Sock	Watt
One toilet roll	Watt
Large magnifying glass	Merlin
Large bag embroidered with the initials “W.C.”	Kitty
Book	Kitty
Book	Molly

Scene Three

Two large banners showing the Black Knight’s crest	Scene Prop
Chess table, chess pieces and two chairs	Scene Prop
Magic Mirror, covered with a cloth	Ernie/Bernie
Instruction manual	Ernie
Rope and shackles	Calvin/Klein
Two wigs and two skull caps	Calvin/Klein

Scene Four

Table set with magic-looking objects	Scene Prop
Dragon puppet set on table, under a cloth.....	Scene Prop
Quill and scroll, set on table.....	Scene Prop
Book (of spells), set on table	Scene Prop
Magnifying glass (as before).....	Merlin
Magic wand.....	Merlin
Magic shop bouquet of flowers (see production notes)	Scene Prop
Pile of labels, either self adhesive or with separate glue	Scene Prop
Feather duster	Watt
Potion bottles (minimum six).....	Scene Prop

Scene Five

Two pieces of parchment/note paper, handwritten.....	Kitty
Magnifying glass (as before).....	Merlin

Scene Six

Rope and shackles (as before).....	Calvin/Klein
Chess table, chess pieces and two chairs (as before)	Scene Prop
Magic mirror (as before)	Scene Prop

Scene Seven

Workbench.....	Scene Prop
Six potion bottles (as before).....	Scene Prop

Scene Eight

Three potion bottles (as before).....	Sir Cumference
Dragon puppet (as before).....	Kitty
Large bag embroidered with the initials "W.C." (as before)	Watt
Feather duster (as before; in the large bag)	Watt
Two swords.....	Ernie & Bernie
Two swords.....	Alice

Scene Nine

Throne	Scene Prop
Table, with the dragon puppet concealed with a cloth	Scene Prop
Large bag embroidered with the initials “W.C.” (as before)	Bernie
Feather duster (as before)	Ernie
Scone, in the large bag	Bernie
Sword	The Black Knight
Book (as before)	Watt
Book (as before)	Princess Alice
Miniature sword, produced from scone using sleight of hand	Watt
Large bag containing large telescopic sword (see production notes)	Merlin
Magic wand (as before)	Merlin

PRODUCTION NOTES

Welcome to ***What A Knight!*** 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 44 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 28:

- Remove Princess Almira (reallocating lines) to leave just 2 princesses
- Remove Sir Veillance (reallocating lines) to leave just 5 knights
- Combine the Squires and Bad Guards into just 2 parts each, both doubling with each other
- Combine the Lords into just 1 part
- Double up Dusty Dragon with Marvin The Magic Mirror

To expand the cast, unlimited chorus parts may be used as additional courtiers, squires and an off-stage choir for backing on other songs. Dent is a decrepit old man who simply echoes the other Lords' words with a croaky voice. Dusty Dragon is a fun part that was written as a large dragon puppet worked and voiced by a hidden performer. However, it would work equally effectively with a small performer in a dragon costume actually on stage. A modern (and slightly easier) approach may be to have the puppet performer in full view on stage, dressed in similar colours or all in black as in Avenue Q. One final point here - the word "scone" (a small British cake of Scottish origin) is often pronounced in various ways, but for the purposes of this production should at all times be pronounced to rhyme with "stone"!

COSTUMES

This show is full of traditional medieval, Arthurian characters, and there are countless films and books to draw upon. Mock chain mail costumes are easily available to buy or hire and are essential for the Knights and Arthur. The Mirror works well as a face poking through a hole in some shiny silver material stretched across the decorated wooden frame of a full-length mirror. Remember, an authentic look will transport the audience to the dark ages - plenty of chain mail, tunics, tights and dresses and you can't go far wrong!

STAGING

This production can be staged effectively with simple scenery to suggest the inside of a castle. A backcloth of grey stonework can be embellished with castling, turrets, flags and shields. Camelot and Rook Castle can be identified by a change in lighting and a large central banner set at the back that can be rotated for each location to show the appropriate coat of arms. Merlin's Workshop can be a small flat, painted with potion bottles and books, set centre stage behind a wooden workbench. If you are using a puppet for Dusty Dragon with a hidden performer, the puppet would sit on the table and be worked from behind through a discreet hole in the flat. When Dusty is at Rook Castle, the puppet is carried and

worked by Alice but voiced by the original performer offstage. Merlin also uses three magic tricks - a collapsing wand, an instantly appearing bouquet of flowers and a collapsible sword that grows telescopically. These can be made, but are all available to purchase at little cost from good magic or joke shops.

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 three scores give vast 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. The scene is outside Camelot Castle. The Courtiers inside are frozen in action as Lester Lugabout, the wandering minstrel, enters with his lute and addresses the audience in verse.)

LESTER:

Well met, fellow travellers, lend me your ear
A story of wonder you're going to hear
A story of magic and castles of old
Of damsels and dragons and knights so bold.

The Britons are strong and there's peace through the land
Under the might of King Arthur's hand
But wait, good people, and listen ye well -
A tale of terrible treason I tell.

The year, five hundred and thirty one
The dawn is breaking, the day has begun
So let me begin to unravel my plot
As I welcome you all... to Camelot!

SCENE ONE

(Inside Camelot Castle, early on the morning of King Arthur's birthday. The castle is bright and decorated with colourful flags and banners showing King Arthur's crest. The Courtiers who were frozen come to life and perform their opening number.)

TRACK 2: CASTLE OF CAMELOT

ALL: IN CAMELOT WE KNOW WE'VE GOT
A PLACE TO CALL OUR OWN
FOR WE HAVE FOUND WE'RE SAFE AND SOUND
WITHIN THESE WALLS OF STONE
YOU'VE NEVER SEEN A PLACE SO GREEN
NO MATTER WHERE YOU ROAM
FROM LOW AND MEAN TO KING AND QUEEN
OUR CASTLE IS OUR HOME!

THE FLAG IS FLYING HIGH
AND HERE'S THE REASON WHY
AS EVERY DAY GOES BY
WE COUNT THE BLESSINGS WE FORGOT
SO COME ON IN AND FIND
YOU'VE LEFT YOUR CARES BEHIND
AND JOIN US IN THE LUCKY LIFE WE'VE GOT
IN THE CASTLE OF CAMELOT!

(The Courtiers busy themselves again in the musical break, taking up new positions for the second verse.)

OUR KNIGHTS OF OLD WITH HEARTS SO BOLD
WILL FIGHT AWAY YOUR FEARS
JUST STEP INSIDE, WE'LL BE YOUR GUIDE
AND WIPE AWAY YOUR TEARS.
SO WHEN IT SEEMS YOUR HOPES AND DREAMS
HAVE VANISHED OUT OF VIEW
JUST STAY A DAY, YOU'LL FIND THE WAY
TO MAKE THEM ALL COME TRUE!

THE FLAG IS FLYING HIGH
AND HERE'S THE REASON WHY
AS EVERY DAY GOES BY
WE COUNT THE BLESSINGS WE FORGOT
SO COME ON IN AND FIND
YOU'VE LEFT YOUR CARES BEHIND
AND JOIN US IN THE LUCKY LIFE WE'VE GOT
IN THE CASTLE OF CAMELOT!

(The song ends and the Courtiers busy themselves in the castle, preparing for the arrival of the royal couple. Many characters (including the Princesses and Squires) cross the back of the stage busily. Lords Dudley, Dorking and Dent are carrying scrolls and quills, issuing orders centre stage.)

DUDLEY: Quickly, come along, now! There's no time to waste!
DORKING: The King and Queen will be here any moment!
DENT: Any moment!
ALBERTA: Molly, fetch me my tiara!
MAID MOLLY: Yes, Miss Alberta, I'll just run up to the North Tower and see if I can..
ALFREDA: Molly, where is my gown?
MAID MOLLY: Your gown, Miss Alfreda? Well, I thought I'd left it on your bed this morning when...
ALMIRA: Molly, I need my ribbons!
MAID MOLLY: Your ribbons, Miss Almira? Yes, of course. I'll find them right away. Princesses!
EARL AXMINSTER: Remember your manners, young squires. This is the most important day of the year - and who can tell me why?
SQUIRE SAL: It's King Arthur's birthday, Sir!
EARL AXMINSTER: Precisely, my boy! And one of you may be made a Knight in the birthday honours list!

(Kitty Cobblers enters with mob cap, apron and a rolling pin and whisk in her hands. She looks back off stage and calls to her son.)

KITTY: Oh, do get a move on, Watt. We've got so much to do. Watt!

(Watt enters, struggling with a large, heavy sack of self-raising flour.)

WATT: I'm coming, Mum. This flour weighs a ton! I thought it was supposed to be self-raising!
KITTY: You'll never make a knight if you don't build up your muscles, Watt. Now get a move on! *(They both exit.)*
LESTER: My lords, I was wondering if I might have a word. I was wondering if your banquet needed entertainment. I was wondering if you appreciated music of the lute. I was wondering if you'd like me to sing and play for the king?
DUDLEY: Who are you?
LESTER: I'm a wandering minstrel!
DORKING: Wandering minstrel! He's funnier than our jester. Book him, quick!
DENT: Book him quick!
DUDLEY: What's your name, minstrel?

LESTER: *(Bowing.)* Lester Lugabout, at your service.
DUDLEY: Well, Lester Lugabout, you're hired!
DORKING: You may bring your belongings and move in straight away!
DENT: Straight away!
LESTER: No need - I travel light, just me and my lute. That way there's less to lug about!
SCRATCH: Pray silence for their Royal Highnesses...
SNIFF: King Arthur and Queen Guinevere!

TRACK 3: **ROYAL FANFARE #1**

(Scratch and Sniff the royal guards raise their trumpets and play the fanfare as Arthur and Guinevere enter. The Courtiers cheer and Arthur and Guinevere wave.)

KING ARTHUR: Thank you, loyal subjects!
GUINEVERE: You're all too kind!
DUDLEY: Sire, the whole of Camelot rejoices on this day of celebration...
DORKING: As we join with every Briton in the land to wish you a happy birthday!
DENT: Happy birthday!
KING ARTHUR: Thank you, my noble lords. And as is customary on my birthday, tonight at my royal banquet I shall make one squire an honorary knight to sit at my round table.
GUINEVERE: Don't forget our daughters, dear. Remember, this morning you bestow upon each of them the royal pendant to mark the end of their royal training!
KING ARTHUR: Thank you, Guinevere, my dear. Now, where are my knights?
DUDLEY: Sire, may I present the leader of the knights...
DORKING: With his booming voice that can be heard for miles...
DENT: Sir Roundsound!

(The crowd cheer as Sir Roundsound steps forward and bows.)

SIR ROUNDSOUND: Thank you. Sire, the Knights of the Round Table would like to offer their greetings on this very special day. Firstly, the inventor of the round table, Sir Cumference.

(The crowd cheer as Sir Cumference steps forward and bows.)

SIR CUMFERENCE: Joyful felicitations, your royal highness!
SIR ROUNDSOUND: Our secret service special agents, Sir Veillance and Sir Curity.

(The crowd cheer as the two Knights step forward and bow.)

SIR VEILLANCE: Happy birthday, sire!

SIR CURITY: Many happy returns!

SIR ROUNDSOUND: Our faithful, if a little scared and cowardly, Sir Render!

(The crowd cheer as Sir Render anxiously walks forward and bows.)

SIR RENDER: *(Nervously.)* Hello!

SIR ROUNDSOUND: And finally, our very own hunky hero, Sir Loinsteak!

(The crowd cheer.)

SIR LOINSTEAK: I'm a ladies' knight, and the feeling's right!

ALBERTA: I love Sir Loinsteak! He's a knight to remember! Which one do you like, Alfreda?

ALFREDA: I'm saving myself for one knight only!

ALMIRA: Oh, we'll ask you tomorrow then.

MOLLY: Please behave yourselves and remember your manners!

KING ARTHUR: Now it is time to present each princess with a royal pendant to mark the end of her training! Bring forth my daughters!

(Each of the three daughters steps forward in turn to greet their parents and receive their royal pendant.)

GUINEVERE: Princess Alberta!

ALBERTA: Good morning, Mother. Happy birthday, Father.

GUINEVERE: Princess Alfreda!

ALFREDA: Good morning, Mother. Happy birthday, Father.

GUINEVERE: Princess Almira!

ALMIRA: Good morning, Mother. Happy birthday, Father.

GUINEVERE: Princess Alice? Princess Alice? Where is Princess Alice?

(Princess Alice enters running, very undignified, untidy and out of breath.)

ALICE: Good morning, Mother. Happy birthday, Father.

GUINEVERE: Really, Alice! Where have you been? You look like you've been dragged through a hedge backwards by a mad bull!

ALICE: That's because I have! You see, I was running through this muddy field when...

KING ARTHUR: This is the last straw, Alice. Princesses don't behave like that! There are rules to follow, a code to stick to. I'm sorry, Alice, but there is no royal pendant for you. You need more training.

ALICE: *(Sadly.)* Yes, father.

ALBERTA: Bad luck Alice. It looks like we are the only true princesses around here.

ALFREDA: With royal pendants to prove it!

ALMIRA: We can wear them to the royal banquet tonight!

GUINEVERE: Talking of the Royal Banquet, I have commissioned the top designers in the land to make new dresses for each of you.

(Calvin and Klein step forwards and bow.)

CALVIN: Colin Calvin...

KLEIN: ... and Keith Klein...

CALVIN/KLEIN: ...at your service, your majesty!

GUINEVERE: This is Calvin and Klein, the finest dress designers in the land. Gentlemen, may I present our royal daughters Princess Alberta...

CALVIN: Charmed!

GUINEVERE: Princess Alfreda...

KLEIN: Enchanted!

GUINEVERE: Princess Almira...

CALVIN/KLEIN: Delighted!

GUINEVERE: ...and Princess Alice!

CALVIN/KLEIN: *(Shocked and aghast at Alice's appearance.)* Aarghh!

CALVIN: *(Recovering quickly.)* I mean, er, what an interesting outfit.

KLEIN: Yes, and... *(Sniffing.)* what an interesting perfume! What is it?

PRINCESSES: Pig poo!

ALICE: It is not!

GUINEVERE: All right dears, that's enough.

CALVIN: We shall collect our cloth and return at noon for your fittings.

KLEIN: You shall be the toast of the royal banquet tonight!

DUDLEY: And so, Sire, your loyal subjects salute you on this special day!

DORKING: Good people, let us celebrate our noble sovereign, King Arthur!

DENT: King Arthur!

(The crowd cheers as the Guards play their trumpets as the introduction to the song.)

TRACK 4: KING ARTHUR AIN'T 'ARF A BAD KING!

ALL: WHO MAKES IT HOT WHEN HE'S REIGNING?
WHO MAKES IT NOT WORTH COMPLAINING?
WHO HAS SPENT A LIFETIME SAT UPON THE THRONE
EVER SINCE HE PULLED A SWORD RIGHT OUT OF A STONE!
WHO IS THE WORLD'S STRAIGHTEST RULER?
WHO IS LIKE YOU, JUST MUCH COOLER?
GENUFLECT BEFORE HIM, BOW AND KISS HIS RING!
KING ARTHUR AIN'T 'ARF A BAD KING!

WHO IS A RIGHT ROYAL GEEZER?
WHO IS A GREAT BRITISH CAESAR?
EMPERORS AND PHARAOHS, THEY MAY COME AND GO,
HE CAN TOP THEM ALL 'COS HE'S THE STAR OF THE SHOW!
WHO IS AS TASTY AS TOFFEE? (YUMMY!)
WHO IS THE CREAM IN OUR COFFEE?
SHOUT IT FROM THE ROOFTOPS, JOIN WITH US AND SING,
KING ARTHUR AIN'T 'ARF A BAD KING!

WHO IS A RIGHT ROYAL GEEZER?
WHO IS A GREAT BRITISH CAESAR?
EMPERORS AND PHARAOHS, THEY MAY COME AND GO,
HE CAN TOP THEM ALL 'COS HE'S THE STAR OF THE SHOW!
WHO IS AS TASTY AS TOFFEE? (YUMMY!)
WHO IS THE CREAM IN OUR COFFEE?
SHOUT IT FROM THE ROOFTOPS, JOIN WITH US AND SING,
KING ARTHUR AIN'T 'ARF A BAD KING!
KING ARTHUR AIN'T 'ARF A BAD KING!

Blackout.

SCENE TWO**TRACK 5:****KITTY'S KITCHEN**

(The Castle Kitchen. A barrel, some sacks and different ingredients and kitchen utensils are scattered about. Kitty Cobblers, the castle cook, is at her cooking table preparing her infamous scones. Scratch & Sniff enter.)

SCRATCH: Are you the castle cook, Kitty Nobblers?
KITTY: The name's Kitty Cobblers. And what are you two doing in my kitchen?
SCRATCH: We're the royal guards, Scratch and Sniff. We've been sent to taste the food for tonight's banquet.
SNIFF: That's right. I'm starving! I mean, health and safety rules; check nothing's poisoned. What have you got?
KITTY: Scones.
SCRATCH: Scones? Is that it? It's not going to be much of a banquet.
KITTY: Scones is all I can make, so scones is all there is!
SNIFF: Come on then, let's have some.
KITTY: *(Handing over a tray of scones.)* Very well, but just one.

(Jolly Jake the depressed jester enters looking sullen and morose.)

SCRATCH: Ah, Jake, my jolly jester. Good morning!
JAKE: *(Sadly.)* Is it?
SNIFF: All ready for your cabaret spot tonight? Try that joke we gave you. It's very funny, Mrs. Wobblers.
KITTY: Cobblers!
SNIFF: Well, at least hear it first!
JOLLY JAKE: Knock, knock.
SCRATCH: Who's there?
JOLLY JAKE: Arthur.
SCRATCH: Arthur who?
JOLLY JAKE: Arthur. King Arthur. You know, the bloke with the crown.
SNIFF: No, it's "Arthur!" - "Arthur who?" - "Arthur any more scones left?"
KITTY: *(Crossly, snatching Sniff's empty tray from him.)* Apparently not! I've never heard such a terrible joke in all my life!
JOLLY JAKE: Life! Don't talk to me about life.
SCRATCH: Oh, dear.
JOLLY JAKE: Every morning I wake up and think "What's the point of it all?".
SNIFF: Here we go again!

EARL & SQUIRES: A Knight is good and well behaved
A Knight is neat and cleanly shaved
A Knight is right and never wrong
He's clever and his feet don't pong!

WATT: Sorry I'm late, Earl Axminster.

EARL AXMINSTER: Watt Cobblers, you should have been here half an hour ago!

WATT: Why, what happened?

EARL AXMINSTER: You are eleven years old tomorrow, Watt. And yet you seem to have learned nothing at this school.

SQUIRE SAL: He'll never be a knight in shining armour, will he Earl Axminster?

SQUIRE SYL: Yeah, more like a nit in shining armour!

SQUIRE SEB: He's not the brightest bulb in the pack, is he?

SQUIRE SAM: Hey, Watt! You know why you're so dim? Because you're only ten, Watt!

(The Squires all laugh loudly at Watt.)

EARL AXMINSTER: That's enough, boys. Watt, this is your last chance. Say the Knight's Oath.

WATT: That's easy, Earl Axminster. I promise to be a good knight.

EARL AXMINSTER: You missed the last word. What comes after "Good Knight"?

WATT: *(Unsure.)* Sleep tight?

EARL AXMINSTER: No, "always". I swear to be a good knight always!

WATT: Right. I'll be a good knight always.

EARL AXMINSTER: *(Putting his hand on his heart.)* No, it's an oath. You must swear it!

WATT: *(Putting his hand on his heart.)* OK. I'll be a good knight always, bumface!

(The Squires all gasp in shock and horror! Earl Axminster is furious.)

EARL AXMINSTER: Watt Cobblers, I have had enough! I am Earl Axminster, and you can't walk all over me! I never want to see you here again. Henceforth you are expelled!

TRACK 7:

FLASHBACK MUSIC #2

(The lights change and Earl Axminster and the Squires exit. Watt returns to his mother in the kitchen scene.)

WATT: So that's what happened. And now I'll never get to be a knight. I'm useless!

KITTY: Cheer up, Watt. I know - you can help me to make a new batch of scones for the banquet! I'm sure you can't get that wrong!

WATT: I wouldn't bet on it!

KITTY: Just do exactly what I say and you'll be fine. First we need some flour.

WATT: Hang on! **(He produces a flower in a flowerpot.)**

KITTY: What's that?

TRACK 8: **SFX FLOWER**

WATT: **(Pulling a string to make the flower go up and down.)** Self-raising flower!

KITTY: You silly boy! I need real flour. Here! Now, fetch me the oeufs.

WATT: What's an oeuf, Mum?

KITTY: Oeuf is French for egg.

WATT: How many eggs, Mum?

KITTY: Just the one. You know what they say, "Un oeuf is enurf!" Now add some salt.

WATT: How much salt?

KITTY: Just give me a pinch! **(He pinches her.)**

TRACK 9: **SFX PINCH**

KITTY: Ooh! What are you doing, you naughty boy?

WATT: You said give you a pinch, Mum, so that's exactly what I...

KITTY: Watt, put a sock in it!

WATT: **(Putting a sock in it.)** Put a sock in it!

KITTY: And season the mixture.

WATT: And sneeze on the mixture. **(He sneezes in the bowl.)** Atishoo!

KITTY: No, not sneezing, seasoning! Pepper! Pepper!

WATT: Oh, right! Here you go! **(He holds up a toilet roll.)**

KITTY: What's that?

WATT: Toilet Pepper!

KITTY: Now add a little thyme.

WATT: What's thyme, Mum?

KITTY: About half past five! Finally, beat the mixture.

WATT: What's that, Mum?

KITTY: Beat it!

WATT: Right. See you later, Mum! **(He exits.)**

KITTY: He needs a different job!

(Merlin the magician enters with a large magnifying glass. He is obviously searching everywhere carefully for something very small, and comically combs the scene for it. Mrs. Cobblers spots him and stares at his antics as he studies her shoes and works slowly up her body until he reaches her face. He screams in horror.)

KITTY: Can I help you?

MERLIN: Oh, do forgive me – I’m searching for something very important, Mrs. Kippers.

KITTY: Cobblers!

MERLIN: No, it’s absolutely true. You see, I’ve lost something...

KITTY: Your marbles?

MERLIN: No, something small and hard to find.

KITTY: Oh, your brain.

MERLIN: Please, dear lady, this is a serious matter. Did you see me drop anything when I came through here yesterday?

KITTY: I can’t be keeping track of your bits and bobs, Merlin. I’ve been cooking all week for the banquet. King Arthur will go mad if there aren’t enough scones!

MERLIN: Not half as mad as when he finds out I’ve lost Ex... an extremely important object. And with no apprentice, I have to search on my own!

KITTY: I thought you’d just hired two new assistants.

MERLIN: Those Blackhead brothers were nothing but trouble. Only lasted a week, and now they’ve run off and stolen my magic mirror.

KITTY: And now you need a new apprentice? I might know just the person!

MERLIN: What?

KITTY: That’s right! Gosh, you really are a good magician!

MERLIN: Well, that’s marvellous. But you’ll have to excuse me. I must keep searching or King Arthur will... oh, dear, I hate to think what King Arthur will do!

(Merlin exits, looking through his magnifying glass once more. Watt enters.)

KITTY: Watt! Good news, I think I’ve just got you a job! How does “Sorcerer’s Apprentice” sound?

WATT: Not as good as Knight of the Round Table.

KITTY: It’s a step in the right direction! Now, I’ve packed you a bag for your first day: some of my scones for lunch and a feather duster to clean up Merlin’s workshop; and make a good impression. I’ve even embroidered your initials to give you a more professional look.

(She produces a large, bright bag with the initials “W.C.” embroidered in large letters.)

KITTY: There, dear, won't that make you look special?
WATT: W.C.? Thanks Mum – I'll be flushed with pride. I just wish I was still in Knight School. Now I'll never be a knight.
KITTY: You listen here. Your Uncle Nobby Cobblers was a knight, and he never went to Knight School. He learnt it all from this book.

(She hands a book to Watt who takes it and reads the title out loud.)

WATT: "How To Be A Hero"?
KITTY: He always said that book helped him to become a knight and saved his skin many times! And now it's yours. Happy birthday, Watt!
WATT: A book? Well, thanks, but I don't think a book is going to...
KITTY: Look, do you want to be a knight or not? I want you to study that book from cover to cover. Now go on, get reading!

(Kitty exits and Watt goes to one side to begin reading the book. Princess Alice and Maid Molly enter on the other side of the stage - Molly is carrying Alice's book. The dialogue continues seamlessly.)

ALICE: But I don't want to read that stupid book.
MOLLY: You have to, Miss Alice! It was your parent's express order.
ALICE: *(Taking the book and reading the title.)* "How To Be A Princess"? Well, if he wants me to be like my sisters he's got another thing coming.
MOLLY: Princess Alice! Don't speak like that - you'll get us both told off!
ALICE: I'm used to it. I'm in hot water so often I feel like a teabag! Oh, Molly, there must be more to being a princess than dresses and tiaras and ribbons. What about being kind and helpful, brave and adventurous? But instead, all I get is rules. Don't run, don't fight, don't mix with the peasants.
MOLLY: But it's for your own good, Miss Alice; to keep you out of trouble.
ALICE: Molly, I just want to be myself.
MOLLY: And that's what gets us both into trouble! Now please, Miss, think about it. And read your book.

(Molly exits leaving Alice alone with her book. On the other side of the stage, Watt is reading his book alone, also.)

TRACK 10:**HOW TO BE ME**

ALICE: HOW TO BE A PRINCESS, CHAPTER ONE,
NEVER LET YOURSELF HAVE FUN.
WHY DO THEY ALL WANT TO CHANGE ME?
WHAT'S WRONG WITH WHO I AM?
IN MY HEART I KNOW I'M SOMEONE ELSE.
ONLY WISH THAT THEY COULD SEE
I'M TURNING EACH PAGE AS I'M LEARNING EACH DAY
JUST HOW TO BE ME.

WATT: HOW TO BE A HERO, CHAPTER TWO,
NEVER LET YOUR DREAMS COME TRUE.
WHY CAN'T I PROVE THAT I'M WORTHY,
SHOW THEM WHAT I CAN DO?
NEVER GIVING UP, I'LL CARRY ON.
BE THE BEST THAT I CAN BE.
I'M TURNING EACH PAGE AS I'M LEARNING EACH DAY
JUST HOW TO BE ME.

ALICE & WATT: HOW TO BE MYSELF, NOW THAT'S MY QUEST,
SPREAD MY WINGS AND I'LL BE FREE.
I'M TURNING EACH PAGE AS I'M LEARNING EACH DAY

ALICE: JUST HOW TO BE ME,

WATT: JUST HOW TO BE ME,

ALICE: I HAVE TO BE ME,

WATT: I HAVE TO BE ME,

ALICE: I WANT TO BE ME,

WATT: I WANT TO BE ME,

ALICE & WATT: I'VE GOT TO BE ME!

Blackout.

SCENE THREE**TRACK 11: ROOK CASTLE MUSIC #1**

(Rook Castle - breakfast time. Rook Castle is the dark and dingy home of the evil Black Knight, Sir Spicious. The only decorations are two large banners with the Black Knight's crest - an evil rook on a chessboard background. The Black Knight is sat at his chess table, frozen in thought. Bad Bill, Bob, Brian, Ben and Bert, the Evil Guards, are stood to attention. Our narrator, Lester Lugabout, enters and introduces the scene and our evil villain.)

LESTER: We meet again, dear travellers,
Our story turns a page.
But quite a different castle
Forms the setting of our stage!

Rook Castle - dark and dingy,
Not a place of love or light.
It's home to evil plotting
And our villain, The Black Knight!

(Ernie and Bernie Blackhead, the Black Knight's two henchmen, enter with the Magic Mirror. The Mirror's face is covered with a cloth. The Evil Guards approach them.)

BAD BILL: Halt, strangers!
BAD BEN: Who goes there?
BAD BOB: Identify yourselves!
ERNIE: Ernie & Bernie Blackhead.
BERNIE: The Black Knight's most trusted henchmen!
BAD BERT: Very good!
BAD BRIAN: You may pass!

(The Evil Guards return to position.)

ERNIE: Right, Bernie. There he is. You tell him.

(Bernie goes over to the Black Knight who is still deep in thought, playing chess with himself. As Ernie tries to speak, the Black Knight moves over to the other seat to make the next move. This happens three times, before Bernie gives up and returns to his brother.)

BERNIE: He's playing chess, Ernie. You go and tell him.

ERNIE: Will you just get over there and tell him.

BERNIE: But he hates being interrupted when he's playing chess. You tell him.

ERNIE: Just go and tell him!

BERNIE: *(With a little push.)* You tell him!

ERNIE: *(With a little push.)* You tell him!

BERNIE: *(Louder, with a bigger push.)* You tell him!

ERNIE: *(Louder, with a bigger push.)* You tell him!

BLACK KNIGHT: *(Getting up, angry.)* Will somebody tell him?

ERNIE & BERNIE: *(Jumping in surprise.)* Agh!

ERNIE: My lord, we have returned triumphant. May I present... Merlin's mirror!

BLACK KNIGHT: Ernie and Bernie Blackhead, my trusty henchmen! For once you have done something right! Merlin's wonderful mirror is mine!

BERNIE: Let's try it! *(He looks into the Mirror.)* Wow! That's hilarious! I love these silly mirrors! Hey, Ernie, just look at my weird, wonky face! *(He pulls some faces and laughs.)*

ERNIE: No, Bernie, that's your real face. This isn't a silly mirror; it's a magic mirror. It can do magic!

BERNIE: Cor! Can it make me good looking and intelligent?

ERNIE: I said it can do magic, not miracles!

BLACK KNIGHT: When I command it, this mirror will reveal all.

BERNIE: I got arrested for that last year.

BLACK KNIGHT: Now to get it working. Read the instructions.

ERNIE: *(Reading the manual.)* "Congratulations on purchasing the Marvellous Magic Mirror. This latest breakthrough in magical household objects should give you many years of trouble free fortune-telling. To operate, rub the face three times."

BERNIE: Right, here goes!

(He rubs the Black Knight's face three times.)

BLACK KNIGHT: Not me, you fool! The face of the mirror! Here, leave it to me. *(He rubs the Mirror three times and we hear magical music.)*

TRACK 12: **MAGIC MIRROR #1**

MIRROR: Good morning!

ALL: Ooohh!

BLACK KNIGHT: Magic mirror, on the wall, I need information - please tell all!

MIRROR: Well, firstly, I need to be dusted twice a week. Feather duster only, none of your oily rags, please - I have very sensitive glass. Secondly, I insist on being hung in important rooms. I spent a year as a bathroom