

Christmas Is Forever

Junior Script

by

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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.

Main Elves

Ernie	(38)
Elf 2	(30)
Elf 3	(20)

Other Elves

Edna	(2)
Ewan	(3)
Ella	(1)
Emm	(29)
Ellen	(2)
Ethan	(3)
Elsa	(1)
Elias	(4)
Edwin	(2)
Ezra	(2)
O'Connor Elf	(3)

Scary's Gang

*Scarymonger	(51)
Henchman 1	(6)
Henchman 2	(4)

Santas

Santa (The real one!)	(9)
Substitute Santa 1	(4)
Substitute Santa 2	(4)
Substitute Santa 3	(0)
Substitute Santa 4	(4)
O'Connor Santa	(15)

MI6

Y	(51)
K	(10)
U	(26)
*Blonde	(48)
Cordelia	(4)
Bertie	(7)
Hugo	(5)
Tarquin	(10)
Tabitha	(3)
Quentin	(1)
Rowena	(4)
Miss Doshdime	(2)
Reggie	(1)
Assistant 1	(0)
Assistant 2	(0)
Assistant 3	(0)
Assistant 4	(0)
Assistant 5	(0)
Assistant 6	(0)
Assistant 7	(0)

Demo Children

Child 1	(3)
Child 2	(4)
Child 3	(0)
Child 4	(3)

N.B. In addition to the characters listed a Pantomime Reindeer will be required.

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.

*Scarymonger.....	51
Y	51
*Blonde	48
Ernie	38
Elf 2	30
Emm	29
U	26
Elf 3	20
O'Connor Santa.....	15
K	10
Tarquin	10
Santa	9
Bertie	7
Henchman 1	6
Hugo	5
Elias.....	4
Henchman 2	4
Substitute Santa 1	4
Substitute Santa 2	4
Substitute Santa 4	4
Cordelia	4
Rowena	4
Child 2	4
Ewan.....	3
Ethan	3
O'Connor Elf.....	3
Tabitha.....	3
Child 1	3
Child 4	3
Edna	2
Ellen.....	2
Edwin.....	2
Ezra	2
Miss Doshdime	2
Ella.....	1
Elsa.....	1
Quentin	1
Reggie	1

SUGGESTED CAST LIST FOR 29 ACTORS

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.

*Scarymonger.....	51
Y also plays Child 3 (non speaking).....	51
*Blonde	48
Ernie	38
Emm also plays Child 1	32
Elf 2	30
U also plays Ellen.....	28
Elf 3	20
Child 4 also plays Assistant 6 (non speaking) and O'Connor Santa	18
K also plays Ethan	13
Tarquin also plays Assistant 1(non speaking)	10
Santa	9
Bertie covers Reggie's lines and also plays Assistant 2 (non speaking)	8
Child 2 also plays O'Connor Elf.....	7
Tabitha..... covers Rowena's lines and also plays Assistant 5(non speaking)	7
Henchman 1	6
Hugo covers Quentin's lines and also plays Assistant 3 (non speaking)	6
Elias.....	4
Henchman 2	4
Substitute Santa 1	4
Substitute Santa 2	4
Substitute Santa 4	4
Cordelia also plays Assistant 4 (non speaking)	4
Miss Doshdime also plays Assistant 7 (non speaking) and Edna.....	4
Elsa..... covers Ewan's lines	4
Ezra covers Ella's lines	3
Edwin.....	2

Non speaking roles: Substitute Santa 3 and a Pantomime Reindeer (either 1 or 2 actors).

CHARACTERS IN EACH SCENE

Scene One

Elf 2
Elf 3
Ernie

Scene Two

Bertie
Blonde
Cordelia
Elf 2
Elf 3
Ernie
Hugo
Miss Doshdime
Quentin
Reggie
Rowena
Tabitha
Tarquin
Y

Scene Three

Assistants 1-7
Blonde
Elf 2
Elf 3
Ernie
K
U

Scene Four

Children 1-4
Elf 2
Elf 3
Ernie
Henchmen 1-2
Santa
Scarymonger
Substitute Santas
1-4

Scene Five

Edna
Edwin
Elf 2
Elf 3
Elias
Ella
Ellen
Elsa
Emm
Ernie
Ethan
Ewan
Ezra
Y

Scene Six

Blonde
Elf 2
Elf 3
Ernie
Henchmen 1-2
Santa
Scarymonger
Substitute Santas
1-4

Scene Seven

Bertie
Cordelia
Elf 2
Elf 3
Ernie
Hugo
O'Connor Elf
O'Connor Santa
Rowena
Tabitha
Tarquin
Y

Scene Eight

Bertie
Blonde
Cordelia
Elf 2
Elf 3
Entire cast for
final song & bows
Ernie
Henchmen 1-2
Hugo
O'Connor Elf
O'Connor Santa
Quentin
Reggie
Rowena
Santa
Scarymonger
Substitute Santas
1-4
Tabitha
Tarquin
Y

LIST OF PROPERTIES**Scene One**

No Props required.

Scene Two

Desk Scene Prop
 Huge map Y
 Mobile phone Blonde

Scene Three

Table Scene Prop
 Pair of trainers (Placed on table) Scene Prop
 Box with a big red button (Placed on table) Scene Prop
 Canister Assistants 1&2
 Pink shopping bicycle with lamp and rubber handlebar grips K

Scene Four

Chair Scene Prop
 Rope Henchmen
 Chair Henchman 1

Scene Five

Huge Santa suit Ellen
 Huge wellington boots Ethan
 Tiny Santa suit Ellen
 Steps Edwin
 Large red cape with a hole the shape of an iron Ethan
 Mop head Elias
 Huge white beard Ezra
 Script Elf 2

Scene Six

Six chairs Scene Props
 Handkerchief with a large hole Ernie
 Rope Scene Prop

Scene Seven

Santa suit O'Connor Santa
 Elf suit O'Connor Elf

Scene Eight

Two Chairs Scene Props
 Sack of presents O'Connor Santa
 Drinks Henchmen
 Rope Scene Prop

HELPFUL HINTS AND TIPS

Give your children their words to learn first – enlist the help of parents here. Set a date by which they should know them; you cannot hope to rehearse movement or introduce props until words and cues are learned.

If sending home words to learn, send cues (the preceding line or two) as well, so children not only know what to say but when to say it!

Songs are best learned separately (it helps to keep the blood pressure down for all concerned). You'll notice there are clear indications as to which roles should sing which lines, but these are mere suggestions – feel free to augment “solos” as necessary.

Once rehearsing begins on stage, introduce any flats (free standing scenery) as soon as possible, so that children have their positions correct from the start. And don't forget to have one or two rehearsals with props, microphones (and lights if using) before the official dress rehearsal to allow time for children to get used to them.

Finally – this may seem obvious but is often forgotten – don't forget to practise your cast bows (arms across tummies or not?) and the order in which they should lead off stage. All too often a super show ends in foot shuffling embarrassment because no one knows quite what to do when the applause ends.

PRODUCTION NOTES

STAGING

Depending on the facilities available this show can be as simple or complex as you want. Just remember, this is not supposed to be a West End production. All most parents want to see is their child on stage. All most teachers want is to survive unscathed. So feel free to add, subtract or completely change the ideas below. And don't forget to send your comments and pictures to kate@musicline-ltd.com.

Track 1: Christmas Is Forever with Overture (optional)

There are two versions of 'Christmas is Forever', Track 1 and Track 2. Track 1 is an optional track with an added overture giving the opportunity for a pre-song action sequence. During the overture we see Santa on stage filling sacks while Scarymonger and his Henchmen gradually appear from the shadows and start to close in on him. Scarymonger and his Henchmen are about to grab Santa, who is oblivious to them. As they lunge towards him Santa moves to another part of the stage. The three 'baddies' again creep up on Santa although this time he turns and sees them. A chase around the stage begins before they exit as the intro into the song begins.

Scene One: Santa-Napped

Really easy! Just make sure you have enough room on stage for the Elf and MI6 cast to sing Track 1. When the characters exit at the end of the song the three main Elves enter to the side of the stage to deliver their lines and the introduction to Scene Two.

Scene Two: The Office Of MI6

A desk/table needs to be placed centre stage for the MI6 cast to gather around. The intelligence officers could be clutching clip boards, folders and paperwork. The desk can be placed at the side of the stage by a cast member at the end of the scene ready for Scene Three.

Scene Three: The Gadget Lab

The table from Scene Two that has now been placed to the side of the stage needs to be set with a pair of trainers and a box with a big red button. Make sure there is plenty of room centre stage for the assistants to be dragged off and for K to wheel in the bicycle.

Scene Four: Scary Lair

A chair needs to be placed stage right for Santa to be tied to, another chair needs to be brought on by Henchman 1 and placed stage left. When the Substitute Santas and the Demo Children enter they should form a line at the back of the stage.

Scene Five: Elf And Safety

So simple! Nothing is needed on stage other than a few small carry on props (see props list).

Scene Six: Blonde In Control

Six chairs need to be placed in a line at the front of the stage. The four Substitute Santas and the real Santa are tied up to five of them. The remaining chair will be used to tie Blonde up later in the scene. The chairs will need to be removed at the end of the scene.

Scene Seven: The Last Resort

During Track 8 the O'Connor twins get taken to 'wardrobe' and dress up as Santa and his Elf. A clothes rail with items of clothing hanging from it (including a Santa and Elf suit) can be brought on at the beginning of the scene and placed to the side of the stage.

Scene Eight: Denouement

Again, two chairs will need to be placed at centre stage. Blonde is tied to one and Santa is tied to the other. After the pair are released by O'Connor Elf the chairs will need to be removed to make room for the final song and bows.

BACKDROPS

You may have the facilities for changing backdrops, in which case go to town – An Elves' workshop for Scenes One and Five, an office scene for Scene Two and Seven, a science lab for Scene Three and a dark, grey gloomy backdrop for Scarymonger's lair in Scenes Four, Six and Eight.

If this is not practical a simple winter scene backdrop would be suitable throughout.

(Incidentally, instant scenery is now available with our digital backdrops. **Project It!** provides a different backdrop for EVERY scene change and is supplied in both a PowerPoint presentation and as individual JPG files. See our website for details.)

COSTUMES

The Elves should wear bright colours with a pointy hat and shoes. Ernie, Elf 2 and Elf 3 could also wear big gold name badges to differentiate them from the others.

The MI6 cast should be dressed smartly. Suits, ties, glasses etc.

U, K and the Assistants can all be wearing white lab coats and safety goggles.

The Reindeer is dressed in a brown top and leggings with antlers and a large red nose.

The Demo Children wear everyday casual clothes.

The O'Connor twins firstly wear suits the same as the MI6 cast. They change into a Santa suit and Elf costume during Track 8.

The real Santa should wear his traditional red and white suit and hat. He should also have a long white beard.

The Substitute Santas are all dressed as Santa although their costumes can look dirty and dishevelled. Substitute Santa 3 also has a black beard.

Henchmen 1-2 can wear dark-coloured boiler suits.

Scarymonger should wear a black suit with a white turtle-neck jumper underneath. He can walk with a limp and use a walking stick.

CHOREOGRAPHY

Track 1/2: Christmas Is Forever

During the intro to the song the cast of Elves (except Ernie, Elf 2 and Elf 3) and MI6 enter from either side of the stage. They can gather together facing the audience to sing the song. As there will be quite a few cast members on stage, not much movement is needed for this song.

Track 3: Secret Agents

During this song the chorus splits into two groups. At the beginning of the song Blonde stands centre stage with two groups of agents either side of her. (Y, Cordelia, Bertie and Hugo on one side and Tarquin, Quentin, Rowena and Reggie on the other.). During the verses a simple marching action would be effective.

Track 4: Seek And Find

As this song is about Blonde, she should be the main focus on stage. Some big, bold movements and a tall, proud walk around the stage is all that this song requires.

Track 5: Bad Boy, Bad Man

Scarymonger is the main focus of this song. Glaring stares to the audience and slow, creepy movements around the stage are effective. As the Demo Children are still on stage Scarymonger could approach them and poke and taunt them before they run off crying.

Track 6: Dreaming

As the mood of this song is sombre then not much movement is required. The Elves can be gathered together on stage singing out to the audience looking glum.

Track 7: Hero

Again, this song has a sombre feel to it. Blonde is the only person on stage and is still tied to her chair throughout. Although this is intended as a solo, the chorus can join in from offstage.

Track 8: The Man In Red

During this song the O'Connor twins get taken to 'wardrobe' to change into their Santa and Elf costumes. As different items of clothing are mentioned, the O'Connor twins could take them off the clothes rail and study them before throwing them offstage. By the end of the song they should both be dressed as Santa and his Elf.

Track 9: Here It Comes

This is the final song so the entire cast should be involved. As there won't be much room on stage all that is required is lots of big smiles and enthusiasm! Cast members can take their bows at the end of the song.

SCENE ONE:**SANTA-NAPPED**

(There are two versions of Christmas is Forever, Track 1 with a long intro and Track 2. Track 1 gives the opportunity for a pre song action sequence with Santa being chased across the stage by the baddies. See Production Notes for details. Enter Elves and MI6.)

TRACK 2:**CHRISTMAS IS FOREVER**

ALL: CHRISTMAS IS FOREVER, TOO GOOD TO LOSE;
CHRISTMAS IS FOREVER, ALWAYS GOOD NEWS.
YOU COULDN'T TAKE IT, YOU COULDN'T MAKE IT
JUST A COLD DECEMBER DAY.
WHY WOULD YOU DO IT? WHY WOULD YOU VIEW IT
QUITE IN ANY OTHER WAY?
JUST A COLD DECEMBER DAY.

CHRISTMAS IS FOREVER, HERE EVERY YEAR;
CHRISTMAS IS FOREVER, WHAT WE HOLD DEAR.
IT'S OUR TRADITION, IT'S NOW A MISSION:
SAVE THE MAN WHO REALLY COUNTS.
A CRISIS GROWING, A CRISIS KNOWING
WHAT TO DO AS TENSION MOUNTS.
SAVE THE MAN WHO REALLY COUNTS.

CHRISTMAS IS FOREVER. CHRISTMAS IS FOREVER.

COLD LINGERS, HOPE FADING,
CAN'T LOSE THE FUN.
SAD FEELING, CLOUDS GATHER,
CHRISTMAS COULD BE GONE,
CHRISTMAS COULD BE GONE!

CHRISTMAS IS FOREVER. CHRISTMAS IS FOREVER.

CHRISTMAS IS FOREVER, HOPING FOR SNOW;
CHRISTMAS IS FOREVER, DON'T LET IT GO.
THE THOUGHT IS CHILLING, THE THOUGHT IS FILLING MINDS
AND WE ARE ALL IN SHOCK.
IT'S TIME FOR ACTION, A SWIFT REACTION,
THERE'S NO TURNING BACK THE CLOCK,
AND WE ARE ALL IN SHOCK.

CHRISTMAS IS FOREVER. CHRISTMAS IS FOREVER.
CHRISTMAS IS FOREVER. CHRISTMAS IS FOREVER.

(All Exit. Three Elves enter, looking casual and unofficial at one side of the stage. Elves 2 and 3 could be boy or girl; name your own accordingly.)

ERNIE: Look, have we GOT to wear these ridiculous elf costumes?
ELF 2: Oh I don't know, it looks pretty good on you. Green suits your slightly mouldy complexion.
ELF 3: It's all a bit grim... especially since some toad managed to put up a video of us dress-rehearsing on YouTube.
ELF 2: We could go viral!
ELF 3: **(At Ernie)** Looks like he's pretty viral already!
ERNIE: Thanks. Yeah, we could be famous... for looking like little green halfwits!
ELF 2: Well never mind, it's all in the script. Look, are we ready to start?
ELF 3: Suppose so.

(They clear their throats and adopt a more formal, theatrical stance.)

ERNIE: Scene two, MI6.
ELF 2: Are you six? A bit older I would have said.
ELF 3: MI6, the headquarters of British Intelligence.
ELF 2: Clever then, are they, MI6?
ERNIE: Oh yes indeedy. That bloke in charge is really hot.
ELF 2: Y! **(Said as a statement)**
ERNIE: ...because I think the heating system in his office is having problems.
ELF 2: Commander Y. Yes, he's definitely on the ball, with it, mucho intelligent, clued up, brainy, astute, sagacious.
ERNIE: Sounds a bit like... **(Member of staff/head)**

SCENE TWO:**THE OFFICE OF MI6**

ELVES: Scene two, the office of MI6.

(Y and a few other intelligence officers are gathered around a desk.)

Y: Gentlemen, and ladies, this is serious. There are five major villains in the world today ... Dr No, Dr Yes, Dr Perhaps, Dr Who, ... but we won't talk about him ...

CORDELIA: Who?

Y: I said we wouldn't talk about ... oh never mind.

BERTIE: Why?

Y: Yes?

BERTIE: Oh, sorry Y, I meant... why wouldn't we talk about him?

Y: Just because Bertie, just because. But back to the list ... the fifth, the most villainous, the most feared, the most deadly, the most dangerous, the most malignant, the most pernicious...

BERTIE: I say Y, not a nice chappie then!

Y: You can say that again Bertie.

BERTIE: Not a nice...

Y: Yes, thank you Bertie. Gentlemen, and ladies, the very epitome of evil is ... Scarymonger.

HUGO: Scarymonger?

Y: He is behind the dastardly kidnapping of Father Christmas.

TARQUIN: Father Christmas has been kidnapped? But it's only two weeks to Christmas and he promised me a Rupert Bear. I sent a letter!

TABITHA: Well at least I needn't get the chimney cleaned now.

QUENTIN: ... and I can forget making the mince pies.

Y: We have to get him back people. Children the world over are depending on us.

TARQUIN: ... and I am.

Y: Only one person can help us now.

ROWENA: Who?

BERTIE: No ... Who's another villain. Do keep up woman.

(Miss Doshdime knocks and enters.)

DOSHDIME: Y, She's here.

Y: Why? Because I asked her.

DOSHDIME: Oh, for goodness sake.

(As she exits Blonde enters.)

BLONDE: Thank you Doshdime.
HUGO: Double O PS ... OOPS.
BLONDE: At your secret service gentlemen ... and ladies. Jane Blonde ... OOPS. Licensed to do whatever.
Y: OOPS, we have a problem.
HUGO: Spilt your drink down your trousers again sir?
Y: *(With disdain. To Blonde)* You've heard about Father Christmas?
BLONDE: Yes, he's a chap in a red cloak who delivers presents to kiddywinks on December 24th.
TARQUIN: ... and to me for goodness' sake.
Y: Give me strength. He's been kidnapped. By Scarymonger.
BLONDE: Scarymonger ... the most villainous, the most feared, the most deadly, the most dangerous, the most malignant, the most pernicious ...?
REGGIE: Been through all that once, Blonde.
Y: Your job, Blonde, is to find him, rescue him, and get him back to his secret hideout at the North Pole so he can get on delivering presents.
TARQUIN: Oooh, goody!
BLONDE: Where is it Y?
Y: Don't know, it's a secret. But here's a map to help you. *(He pulls out a huge map ... unfolding business.)*
BLONDE: *(Eventually)* No thanks boss, *(Holding up mobile phone)*, I'll Google it.
BERTIE: The rest of the secret agents are busy on missions.
HUGO: Double O ... 1, 2, 3, 4, 5 and 6.
TARQUIN: ... and OO7 has gone to the movies.

TRACK 3:**SECRET AGENTS**

MI6: I SPY, WE SPY, COME WHAT MAY,
SO MUCH FUN FOR EVERY AGENT'S DAY.

GROUP 1:

I SPY, WE SPY,
COME WHAT MAY,
SO MUCH FUN FOR
EVERY AGENT'S DAY

GROUP 2:

YOU BADDIES WATCH OUT,
TRY RUN AWAY,
EXCITING AND FUN,
EVERY AGENT'S DAY

MI6: LIFE MAY BE SCARY, LIFE MAY BE SHORT,
LIFE MAY BE NASTY IF WE'RE EVER CAUGHT.
EACH MISSION THRILLING, EACH MISSION TOUGH,
EACH MISSION COULD PROVE TO BE
CHALLENGING, GRUELLING, ONEROUS; CAN'T GET ENOUGH.

AGENTS, SECRET AGENTS,
DON'T YOU WISH YOU WERE ONE OF US?
WE ARE REALLY COOL MAN,
DOING WHAT AN AGENT DOES.

IN HELICOPTERS, IN SPEEDING CARS,
INSIDE A TANK YOU KNOW THAT YOU'RE THE STAR.
JUMP FROM A JUMBO, JUMP FROM A TRAIN,
JUMP FROM A SUBMARINE IT'S
CHALLENGING, GRUELLING, ONEROUS; DO IT AGAIN!

I SPY, WE SPY, COME WHAT MAY,
SO MUCH FUN FOR EVERY AGENT'S DAY.

GROUP 1:

I SPY, WE SPY,
COME WHAT MAY,
SO MUCH FUN FOR
EVERY AGENT'S DAY

GROUP 2:

YOU BADDIES WATCH OUT,
TRY RUN AWAY,
EXCITING AND FUN,
EVERY AGENT'S DAY

MI6: PEOPLE ARE WARY, PEOPLE ARE SCARED,
PEOPLE AVOID US BUT WE ARE PREPARED.
THINGS MAY GET HAIRY, THINGS MAY GET TIGHT,
THINGS ARE JUST SURE TO BECOME
CHALLENGING, GRUELLING, ONEROUS; WE LOVE A FIGHT!

AGENTS, SECRET AGENTS,
DON'T YOU WISH YOU WERE ONE OF US?
WE ARE REALLY COOL MAN,
DOING WHAT AN AGENT DOES.

BLOW UP A PIPELINE, BLOW UP A PLANE,
BLOW UP THE BADDIES TIME AND TIME AGAIN.

RIGHT WRONGS AROUND YOU, RIGHT WRONGS ALL DAY,
RIGHT WRONGS ALTHOUGH IT CAN PROVE
CHALLENGING, GRUELLING, ONEROUS; WE'LL BE OK!

AGENTS, SECRET AGENTS,
DON'T YOU WISH YOU WERE ONE OF US?
WE ARE REALLY COOL MAN,
DOING WHAT AN AGENT DOES.

AGENTS, SECRET AGENTS,
DON'T YOU WISH YOU WERE ONE OF US?
WE ARE REALLY COOL MAN,
DOING WHAT AN AGENT DOES.

BLONDE: I can tackle this on my own Y.
Y: Don't you even want Double E K to help you out OOPS?
BLONDE: EEK? No thanks boss.

(All exit. Elves enter at the side of the stage and form a group. They speak very rhythmically.)

ALL: So it starts, the mission's on, our Blonde is on the case. Scarymonger, watch your back, she'll soon be round your place.
ERNIE: Look... I thought this was bad enough just looking like a clot, now saying lines in doggerel is so uplifting ... NOT!!
ELF 2: *(Admonishing)* Ernie Elf!
ERNIE: Cor... they've even called me Ernie, how absolutely squirmy.
ALL: Blonde will need to get the kit to help her in her quest, so off to find the gadget lab ...

(Ernie gets in quickly, and sarcastically says...)

ERNIE: ... to log in as a guest? *(Slight pauses after these lines)* ... to take a well-earned rest?... to grate some lemon zest? *(Despairingly)* ... I really feel depressed!

(Blonde enters and speaks to the Elves.)

BLONDE: Any idea where the gadget lab is fellas?
ALL ELVES: *(They all slap their foreheads in unison and point onstage where the next scene is to take place. As Blonde goes, in unison:)* Some agent.

SCENE THREE:**THE GADGET LAB**

ALL ELVES: Scene Three, the gadget lab.

(There is a table set at the opposite side of the stage to where the Elves have been. There is a pair of trainers on the table, and a box with a big red button. Several non-speaking Assistants could be beavering away in the background. U is standing by the table as Blonde and K approach.)

K: Double O PS to see you U. Agent Blonde.

(K exits.)

BLONDE: Hello U.

U: Hello you yourself OOPS.

(Behind them Assistant 1 enters from the side of the stage and Assistant 2 the other side. As they meet in the middle one sprays the other in the face from a canister. The sprayed assistant screams and falls writhing on the floor. Assistants 3 and 4 come and help drag the injured offstage.)

U: CS hairspray gas Blonde. Best used only on hair extensions and baddies.

(Behind them Assistant 5 enters from the side of the stage and Assistant 6 from the other side. As they meet in the middle the one theatrically scratches the other on the face. The scratched assistant screams and falls writhing on the floor. Assistants 3 and 4 come and help drag the injured offstage.)

U: Poisonous nail varnish Blonde. Just remember not to bite your nails.

(Assistant 7 jogs onstage in a very theatrically irregular way. After a while they scream and fall writhing to the floor. Assistants 3 and 4 come and help drag the injured offstage.)

U: *(Picking up trainers from the table)* Trainers send Morse code as you jog. Unfortunately we're having a bit of a problem with that one. When the feet sweat it short circuits the device. Electric shock. *(Indicates offstage)* They'll recover in a month or two.

(Blonde goes to touch the box with the button on the desk.)

U: *(Panic stricken)* Whatever you do Blonde, don't touch that button!

BLONDE: Why, will it blow us all to smithereens?
U: No, it makes the most annoying noise. Really puts my teeth on edge.
BLONDE: *(Emphatically to sound like 'You')* U, I need transport.
U: Don't be so aggressive Blonde.
BLONDE: No, I mean I need transport ... *(Points to label on his coat)* ... U.
U: Oh, they're all so confusing these MI6 code letters. In the surveillance unit there's a T, a W, an E, an R and a P. Spells TWERP of course.
BLONDE: How appropriate.
U: Anyway, I'm afraid the Aston Martin is out, of course. Cutbacks ... and anyway we couldn't get it on the stage. BUT ... we do have this.

(He gestures offstage and K brings in a pink ladies shopping bicycle.)

BLONDE: You have GOT to be joking.
U: If I was joking Blonde, I would have said 'Did you hear about the skeleton that walked into a pub and ordered a Coke and a mop?'
(Laughs extensively.)
BLONDE: *(Eventually)* What?
U: *(Calming down)* Coke and mop ... skeleton ... ribs ... leaks ... puddles? Oh never mind. *(To K)* K, go over this with OOPS, will you?
K: Handlebar grenades. *(Pulls the rubber grips off)* Once they're off you've got about fifteen seconds before they explode. Actually, we're rather proud of these little beauties. Took us ages to sort out the logistics of the detonation sequence and the...
BLONDE: Fifteen seconds K?
K: Oops, OOPS... you're right. *(Puts them on again)* Now, lift the wheel off the ground and pedal with your hands. *(Demonstrates)*. Generates enough electricity to charge your mobile phone ... or work a hair dryer. *(Chuckles and looks at Blonde.)*
BLONDE: *(Gives him a withering look)* Hmm! And what does this lamp do?
K: Helps you to see in the dark silly! Now, pull the saddle off and there's enough dried rations in there for a month. No sausage and chips though! *(Chuckles)*
U: So, got it all OOPS? You can also get from A to B on it, though not as fast as an Aston Martin of course. Oh, and one other thing; press this button here, *(He does.)* and the whole of the bike frame puts out 20,000 volts. Enough to put you off cycling for a while eh! You can take it away now K.

(As K gets hold of the bike to take it away he screams theatrically and drops to the floor. Assistants 3 and 4 come and drag K offstage.)

U: *(Sheepishly)* ...Just remember to turn it off here first. *(He does.)* We could only get the charge to work with this particular pink coating... strange that... no other colours would work at all, just pink.

BLONDE: Sorry U, can't use it.

U: Can't use it? Is it too dangerous... not enough gadgets?

BLONDE: No, just wouldn't be seen dead on a pink shopping bike.

TRACK 4:**SEEK AND FIND**

ALL: THINGS ARE ON THE MOVE, BLONDE HAS GOT HER GADGETS,
HAIRSPRAY, VARNISHED NAILS, SHE'S BEEN KITTED OUT.
CALM AND WELL PREPARED, READY FOR HER MISSION,
BEING WELL EQUIPPED... WHAT IT'S ALL ABOUT.

BETTER WATCH OUT IF YOU CROSS THE LINE,
SHE WILL FIND YOU;
BETTER WATCH OUT IF YOU'RE MEAN AND BAD,
BLONDE IS RIGHT BEHIND YOU.
BETTER TAKE CARE, ALL THE BADDIES GET RETRIBUTION.
BETTER TAKE CARE IF YOU BREAK THE LAW,
BLONDE IS OUR SOLUTION.

GROUP 1:
WATCH OUT,
YOU CROOKS,
BLONDE IS SORTED!

GROUP 2:
OUT,
CROOKS,
BLONDE IS SORTED!

SHE'S IN
THE ZONE,
CAN'T BE THWARTED!

IN,
ZONE,
CAN'T BE THWARTED!

WATCH OUT,
BAD GUYS,
SHAKE AND SHIVER!

OUT,
GUYS,
SHAKE AND SHIVER!

'CAUSE BLONDE
IS HERE,
SHE'LL DELIVER!

BLONDE,
HERE,
SHE'LL DELIVER!

ALL: NOT DISCOURAGED BY A THREAT,
SHE HAS NEVER, NEVER, EVER, EVER FAILED YET...
SEEK AND FIND, GIVE THEM ALL YOU'VE GOT,
SEEK AND FIND, AT HER BEST WHEN THINGS GET HOT.

DEDICATED TO THE FIRM, SINGLE MINDED, ON THE BALL...
BORN TO MAKE THE LOSER SQUIRM,
BORN TO KEEP THOSE BADDIES FALLING.

THINGS ARE ON THE MOVE, BLONDE HAS GOT HER GADGETS,
HAIRSPRAY, VARNISHED NAILS, SHE'S BEEN KITTED OUT.
CALM AND WELL PREPARED, READY FOR HER MISSION,
BEING WELL EQUIPPED... WHAT IT'S ALL ABOUT.

IF YOU HIDE UP IN YOUR EVIL LAIR SHE WILL CATCH YOU.
IF YOU THINK YOU CAN AVOID YOUR FATE
BLONDE WILL SOON DISPATCH YOU.

ANYTIME SOON YOU WILL SEE YOUR PLANS
CRASH AND BURN UP,
ANYTIME SOON WHEN YOU LEAST EXPECT,
BLONDE IS BOUND TO TURN UP.

GROUP 1:
WATCH OUT,
YOU CROOKS,
BLONDE IS SORTED!

GROUP 2:
OUT,
CROOKS,
BLONDE IS SORTED!

SHE'S IN
THE ZONE,
CAN'T BE THWARTED!

IN,
ZONE,
CAN'T BE THWARTED!

WATCH OUT,
BAD GUYS,
SHAKE AND SHIVER!

OUT,
GUYS,
SHAKE AND SHIVER!

'CAUSE BLONDE
IS HERE,
SHE'LL DELIVER!

BLONDE,
HERE,
SHE'LL DELIVER!

ALL: NOT DISCOURAGED BY A THREAT,
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SEEK AND FIND, AT HER BEST WHEN THINGS GET...
SEEK AND FIND, GIVE THEM ALL YOU'VE GOT,
SEEK AND FIND, AT HER BEST WHEN THINGS GET HOT.

(The three Elves enter.)

ELF 2: Right, Blonde's on the way to rescue the man in red.

ERNIE: Oh yeah, wonder if it will all turn out all right in the end... nudge, nudge,
wink, wink?

ELF 3: Don't say that, the audience might not have guessed yet.

ERNIE: Looking at them I wouldn't be surprised.

ELF 2: So, I'll do charades and you guess what the next scene's called.

(Now follows a game of charades. Some of this will have to be improvised with reactions from the Elves whilst Elf 2 mimes.)

ELF 2: *(Mimes: Two words, first word; two syllables. He acts scared)*
 ELF 3: Frightened?
 ELF 2: *(Mimes: Sounds like. Indicates hair all over body and then acts like a gorilla)*
 ERNIE: Your dad?
 ELF 3: Hairy?
 ELF 2: *(Mimes: Sounds like. Acts scared)*
 ELF 3: Scary?
 ELF 2: *(Mimes: Thumbs up; second word; one syllable. Points to head)*
 ERNIE: Empty.
 ELF 3: That's two syllables.
 ERNIE: Still empty.
 ELF 3: Head? *(Elf 2 fondles hair.)* Hair? Scary Hair?
 ERNIE: Sounds like your mum.
 ELF 2: *(Mimes: Sounds like. Points to hair again)*
 ELF 3: Sounds like hair ...chair, fair, lair?
 ELF 2: *(Mimes: Thumbs up)*

SCENE FOUR:**SCARY LAIR**

ALL ELVES: Ladies and gentlemen, Scene four, Scary Lair.

(Two Henchmen drag Santa across the stage and tie him to a chair. Scarymonger enters, and stands legs akimbo looking at Santa before letting out a very long theatrical, demonic laugh. Then he points and speaks offstage.)

SCARY: That was very funny, Boris.
HENCHMAN 1: What's that, boss?
SCARY: That joke Boris told me just before I came on. What's a frog's favourite drink?
HENCHMAN 2: I don't know boss, what IS a frog's favourite drink?
SCARY: Croaka Cola.

(He laughs again whilst the two Henchmen look at each other and shake heads.)

SANTA: Not that funny, Scarymonger. Cracker material, perhaps.
SCARY: Shut up, you silly, sappy Santa, you're in no position to disagree with anything I say at the moment. *(Maniacal laugh)* Every Christmas for years you passed me by on your sappy sledge ... never stopped at MY chimney ... never popped in to munch MY mince pies.
SANTA: You've always been bad Scarymonger.

SCARY: Well, I know I sometimes didn't eat my sprouts.

SANTA: Bad boy, bad man. How can you expect presents? And anyway all you ever asked for were toy guns, swords, tanks ... stuff like that.

SCARY: Well I don't need toys like that now because I have the real things. Well, I don't have any tanks or swords obviously, **(then to himself)** ...or guns, come to think of it. **(Points at Santa)** But I DO have YOU.

HENCHMAN 1: All part of the demonic plot, Santa.

(He gives a long, maniacal laugh, but is eventually glared down by Scarymonger.)

HENCHMAN 1: Sorry, boss.

SANTA: Think of all those children in a few weeks. No Santa.

SCARY: Aha, but that's where you're wrong, you soggy Santa-sack. **(He tries to dramatically click his finger to offstage, but no sound comes. Eventually he shouts offstage.)** Substitute Santas!

(Four Substitute Santas enter.)

SCARY: Line up over there. **(He points)** Now, let's have a little demonstration for our good old Daddy Christmas. **(To Henchman 1)** Fetch a chair.

(A chair is fetched and placed centre stage.)

SCARY: Number one, and let's have those demo kiddywinks in here.

(Four small Children enter and form a line. The first Substitute Santa sits on the chair, and Child 1 goes and sits on his knee.)

SUB SANTA 1: Now what **(coughs)** do **(coughs)** you want **(coughs)** for Christ-**(coughs)** mas little **(coughs)** one?

CHILD 1: I'd really like a ...

(Santa has a coughing fit.)

SUB SANTA 1: Sorry. What?

CHILD 1: I'm really looking forward to playing with ...

(Santa has a coughing fit.)

SUB SANTA 1: What?

CHILD 1: Mummy said you might bring me a ...