What A Knight

Junior Script by Craig Hawes

ISBN: 978 1 84237 119 0

Published by

Musicline Publications
P.O. Box 15632
Tamworth
Staffordshire
B78 2DP
01827 281 431

www.musiclinedirect.com

Licences are always required when published musicals are performed.

Licences for musicals are only available from the publishers of those musicals.

There is no other source.

All our Performing, Copying & Video Licences are valid for one year from the date of issue.

If you are recycling a previously performed musical, NEW LICENCES MUST BE PURCHASED to comply with Copyright law required by mandatory contractual obligations to the composer.

Prices of Licences and Order Form can be found on our website: www.musiclinedirect.com

CONTENTS

Cast List		1
Speaking Ro	oles by Number of Lines	2
Cast List In	Alphabetical Order (With Line Count)	4
Characters i	n Each Scene	6
List of Prope	erties	7
Production I	Notes	10
Track 1:	Overture	12
Prologue		12
J		
Track 2:	Castle Of Camelot	13
Track 3:	Royal Fanfare #1	15
Track 4:	King Arthur Ain't 'Arf A Bad King!	
Scene Two		
Track 5:	Kitty's Kitchen	19
Track 6:	Flashback Music #1	20
Track 7:	Flashback Music #2	21
Track 8:	SFX Flower	22
Track 9:	SFX Pinch	22
Track 10:	How To Be Me	25
Scene Three		26
Track 11:	Rook Castle Music #1	26
Track 12:	Magic Mirror #1	27
Scene Four		30
Track 13:	Merlin's Workshop	30
Track 14:	SFX Magic Flowers	31
Track 15:	One Of A Kind	34
Scene Five		35
Track 16:	Camelot Castle Music	35
Track 17:	Royal Fanfare #2	36
Track 18:	We're On A Quest!	38
Scene Six		39
Track 19:	Rook Castle Music #2	39
Track 20:	Magic Mirror #2	39
Scene Seven	າ	
Track 21:	Merlin's Workshop #2	41
Track 22:	We're On A Quest (Reprise)	42

Scene Eight		42
Track 23:	Rook Castle Sunset	42
Track 24:	The Sword Fight	44
Track 25:	SFX Wind	45
Scene Nine		46
Track 26:	Return To Camelot/Royal Fanfare #3	46
Track 27:	Black Knight's Entrance	47
Track 28:	SFX Bonk	48
Track 29:	SFX Growing Sword	49
Track 30:	What A Knight!	50
Track 31:	Bows/Company Play Out	51
Photocopiable	e Lyrics	53

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		The Good Knights	
Lester Lugabout	(40)	Sir Roundsound	(12)
		Sir Cumference	<i>(</i> 7 <i>)</i>
Principal Characters		Sir Loinsteak	(6)
* Watt Cobblers	(92)	Sir Render	<i>(7)</i>
Kitty Cobblers	(64)	Sir Curity	(5)
Merlin The Magician	(73)	Sir Veillance	(5)
* Princess Alice	(48)		
* Dusty Dragon	(34)	The Squires	
		Squire Salvador	(8)
The Royal Family		Squire Sylvester	(8)
King Arthur	(42)	Squire Sebastian	<i>(7)</i>
Queen Guinevere	(24)	Squire Samuel	(8)
Princess Alberta	(14)	Squire Steve	(5)
Princess Alfreda	(12)	Squire Syd	(5)
Princess Almira	(11)	Squire Stan	(5)
		Squire Scott	(5)
The Courtiers			
Lord Dorking	(12)	The Black Knight's Arn	าy
Lord Dudley	(11)	The Black Knight	(69)
Lord Dent	(10)	Ernie Blackhead	(49)
Maid Molly	(20)	Bernie Blackhead	(49)
Scratch The Guard	(14)	Bad Bill	(2)
Sniff The Guard	(13)	Bad Ben	(2)
Jolly Jake The Jester	(17)	Bad Bob	(2)
Colin Calvin	(12)	Bad Bert	(2)
Keith Klein	(12)	Bad Brian	(2)
Earl Axminster	(20)	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	
Sir Dandar	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

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

Scene Six

Squire Stan

Squire Syd

Squire Steve

Squire Sylvester

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

ΑII

LIST OF PROPERTIES

Scene One	
Lute	Lester Lugabout
Flags/Banners showing King Arthur's crest	
Three scrolls and three quills	Lords Dudley, Dorking & Dent
Mob cap	Kitty Cobblers
Apron	Kitty Cobblers
Rolling Pin	Kitty Cobblers
Hand whisk	•
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	
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	
Instruction manual	Ernie
Rope and shackles	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 Prop
Magic mirror (as before) Scene Seven Workbench	·

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

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

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 Knigh
Book (as before)	Wat
Book (as before)	Princess Alice
Miniature sword, produced from scone using sleight of hand	Wat
Large bag containing large telescopic sword (see production notes)	Merlir
Magic wand (as before)	Merlir

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 fullength 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: 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!



JOLLY JAKE: I spend all day bringing happiness to others and go to bed more

depressed than when I woke up, knowing tomorrow's going to be

even worse.

SCRATCH: Well, at least you don't let it get you down.

JOLLY JAKE: That's just it. This jolly personality is just a façade, a mask of

merriment hiding my inner gloom and desolation.

SNIFF: Really?

JOLLY JAKE: My heart may be breaking, my soul may be crying out in the

darkness, but on the outside I'm smiling and laughing, bringing joy

and happiness to everyone around me.

SCRATCH: Yes, so we see.

JOLLY JAKE: It isn't easy being so cheerful all the time, you know. It's just a talent I

was born with.

KITTY: (Pushing them all out of the kitchen.) Yes, well, I'm a little busy

right now, but thank you for brightening up my morning.

JOLLY JAKE: (As they leave.) Don't mention it.

(Scratch, Sniff and Jake exit. Watt Cobblers, Kitty's son, enters looking unhappy.)

KITTY: There you are, Watt! And how's my birthday boy! Having a good day,

are we?

WATT: A good day? Have you forgotten what happened yesterday at Knight

School? It was a total disaster!

KITTY: Oh, don't exaggerate. We all have off days. It could have been

worse.

WATT: It could have been worse? Mum, I was expelled!

KITTY: No, you're right. It was a total disaster! I still don't understand it. Tell

me again, how did it happen?

WATT: Well, it was just like any other day at Knight School...

TRACK 6: FLASHBACK MUSIC #1

(During the music, one side of the stage becomes the schoolroom scene. Earl Axminster and the young Squires enter quickly, taking frozen positions. The lights change and the scene comes to life.)

EARL AXMINSTER: Right, pay attention young squires. Tomorrow is King Arthur's

birthday, and one of you may be chosen to become a Knight in the birthday honours list. So here is your chance to impress me. We are going to start by reciting the Knight's Code. I hope you have all learnt

it by heart?

SQUIRES: Yes, Earl Axminster.

EARL AXMINSTER: Good, then we shall begin.



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.

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

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.)

WATT: 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, I HAVE TO BE ME, ALICE: I HAVE TO BE ME. WATT: I WANT TO BE ME. ALICE: I WANT TO BE ME, WATT:

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! Ernie and Bernie Blackhead, my trusty henchmen! For once you have **BLACK KNIGHT:**

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





mirror in a gents' toilet. Yuk! Gave a new meaning to the phrase "rear

view mirror", I can tell you. Thirdly...

BLACK KNIGHT: Silence! I mean, tell me if my plan will work.

MIRROR: Alright, alright. Don't get your knickers in a twist. The mists are clearing!

I can see in your mind your devious plan, but you must act swiftly - the

time of the banquet approaches!

BLACK KNIGHT: Excellent! All the pieces are fitting into place. My game plan is working!

ERNIE: Oh, here we go! It's the old chess speech, again. (*Putting on a funny*

voice, imitating the Black Knight.) "Life is like a game of chess!"

BLACK KNIGHT: Life is like a game of chess! And I, the Black Knight, will make all the

right moves to capture the King and win the game!

BERNIE: What an old chess nut!

ERNIE: So what's your plan, then, my lord?

BLACK KNIGHT: We go to Camelot and kidnap the princesses. Arthur will give anything

for the safe return of his daughters - even the sword Excalibur! And when I own Excalibur, I shall be King! I will win the game and Camelot

Castle will be mine!

ERNIE: But, my lord, how will you kidnap the princesses?

BLACK KNIGHT: To capture those precious pieces, I will use you - my loyal pawns.

BERNIE: What did he call us?

ERNIE: Royal prawns! I think he means King Prawns.

BERNIE: Either way, it all sounds a bit fishy. **BLACK KNIGHT:** Have you ever done a kidnap before?

BERNIE: Before what?

BLACK KNIGHT: No! Have you ever kidnapped anyone?

ERNIE: Have we ever kidnapped anyone? Have we ever KIDNAPPED

anyone? Have WE ever kidnapped anyone? Tell him, Bernie.

BERNIE: No. we haven't.

ERNIE: But we're willing to learn! Just one thing - how will we ever get close

enough to kidnap the princesses?

BLACK KNIGHT: *(To the Guards.)* Guards, bring forth the prisoners!

(The Guards exit.)

BLACK KNIGHT: You see, I have already thought of a wonderful way to get close to the

princesses. You will be in disguise!

(The Guards enter with Calvin and Klein, tied up with rope and shackles. They look very cross about their predicament.)

CALVIN: This is outrageous! You can't tie us up like this!



KLEIN: That's right! The colour of this rope is clashing with my hair.

CALVIN: And shackles are so last season!

BLACK KNIGHT: Oh, I'm so sorry, gentlemen. This must be a hair-raising experience for

you!

(He removes Calvin & Klein's wigs, revealing two very bald heads, and gives them to Ernie and Bernie.)

BLACK KNIGHT: As royal dress designers, you will walk straight up to the princesses

and whip them away in an instant!

BERNIE: Oh, I love instant whip!

ERNIE: My lord, you are truly a dark evil genius!

CALVIN: You'll never get away with it! You have no morals, no heart...

KLEIN: And no fashion sense!

BLACK KNIGHT: Oh, I think evil is back in vogue. Black is the new... black! Take them

away and torture them. Show them some paintings of badly dressed

damsels... in curlers!

CALVIN/KLEIN: No!

(The Guards lead Calvin & Klein away. The Black Knight goes up to Bernie and steps on his right toe.)

BLACK KNIGHT: Now, you two must go to Camelot.

BERNIE: Righto!

BLACK KNIGHT: Kidnap the princesses

BERNIE: Righto!

BLACK KNIGHT: And bring them back here.

BERNIE: Righto!

BLACK KNIGHT: Why do you keep saying "Righto"? **BERNIE:** 'Cos you're stood on my right toe!

BLACK KNIGHT: Get out of here, you idiots!

(He chases the brothers off.)

Blackout.



SCENE FOUR

TRACK 13: MERLIN'S WORKSHOP

(Merlin's magical workshop at Camelot Castle. A specially prepared table is set with unusual magical objects. The Dragon puppet is hidden under a large cloth on the table, with the puppeteer hidden behind. Merlin is searching everywhere with his magnifying glass again. Watt Cobblers enters.)

WATT: Excuse me, Mr. Merlin.

MERLIN: (With a jump of surprise.) Bless my beard! Who are you?

WATT: I've come for the apprentice job, Mr Merlin, Sir.

MERLIN: Really? An apprentice, you say? That's marvellous! I need some help.

Well, let me take some details. (He gets a quill and scroll and begins

to write.) Now, what's your name?

WATT: That's right! How did you know without me telling you? Blimey, you

really are a good magician!

MERLIN: No, no, no. What's your name?

WATT: Yes!

MERLIN: Yes? That's a strange name!

WATT: No, you don't understand. Watt's my name!

MERLIN: You mean you don't know! What sort of fools are they sending me

these days? Now please, try to concentrate and tell me your name.

WATT: Watt!

MERLIN: Tell me your name!

WATT: (*Deliberately.*) Watt... is... my... name!

MERLIN: (Similarly deliberately.) I... don't... know! Look, I have to have your

full name so I can write it on this form.

WATT: Watt Cobblers!

MERLIN: No, it's true! Look! Wait a minute - Watt Cobblers? Any relation to Mrs

Cobblers the cook?

WATT: Yes, that's my mum!

MERLIN: I see! (Writing the name down.) Watt Cobblers. Well, I'm glad we

sorted that out. Now, let's see if your magic is up to scratch. Where did

I put my wand?

WATT: It's behind you, Mr Merlin, Sir.

MERLIN: Oh, so it is. Well done, my boy. Just hold it for me whilst I get the

spellbook.

(Merlin hands the wand to Watt and walks away. The wand collapses in Watt's hand, hanging limp and lifeless.)



MERLIN: What have you done to my wand? Give it here. (He takes it and holds

it up straight.) There, that's better. Now, take it and this time please be

careful!

WATT: Yes, Sir.

(Merlin hands the wand to Watt again and walks away. The wand collapses as before and Merlin turns to see it collapsed.)

MERLIN: No, no, no! Give it here, you useless boy.

WATT: I am trying.

MERLIN: Yes, you certainly are. But not to worry, with a teacher like me you'll

soon be smelling the roses of success! You'll like this - not a lot, but you'll like it. Abracadabra! *(He magically produces a bunch of*

flowers from nowhere.)

TRACK 14: SFX MAGIC FLOWERS

WATT: (Very impressed.) Wow!

MERLIN: Now, here's a simple job you can start with. Label my magic potion

bottles for me. These are strength potions and these are animal potions. And don't get the labels mixed up! I've got to carry on

searching.

(Merlin hands Watt a pile of labels and exits. Watt looks on the table for the glue.)

WATT: Seems simple enough. Now where's the glue?

(Searching on the table, Watt uncovers Dusty Dragon who shouts in surprise.)

DUSTY: Agh!

(Watt shouts in surprise and drops the labels all over the table. He grabs his feather duster to arm himself.)

WATT: Agh! A dragon! Get back, you monster!

DUSTY: Or what? You'll tickle me to death? Don't make me laugh!

(Princess Alice enters.)

ALICE: Hey, leave him alone! Are you all right?



WATT: Well, yes, I think so.

ALICE: I'm not talking to you. Dusty, are you all right? Did he hurt you?

DUSTY: Miss Alice! Thank goodness you're here! My name may be Dusty, but I

don't need a feather duster up my hooter!

WATT: (Bowing.) Princess Alice! You know this... this...

ALICE: Dragon? Of course I do! He's my best friend, aren't you Dusty?

DUSTY: Certainly, Miss Alice. Now, let me at him! Let me at him!

WATT: But he's a dragon. He's wild.

DUSTY: Wild? I'm absolutely livid! Why, I've got a good mind to bite you right on

the...

ALICE: But... we don't bite our friends, do we Dusty. And Watt is our friend.

DUSTY: But... **ALICE:** No buts!

WATT: Yeah, especially not mine! Princess Alice, how do you know my name?

ALICE: Everyone knows Watt Cobblers - only squire to get expelled from

Knight School!

WATT: Yeah, bet I'm the biggest joke in Camelot!

ALICE: I think that was pretty cool, actually. I like people who break the rules -

as you can see! If my father knew I was keeping a dragon in the castle

he'd ground me for life!

DUSTY: Ground you? You're the biggest hero in Camelot! You know, Miss Alice

found me in the forest before I even hatched. I was an orphan egg. I was very quiet and shy back then, but I soon came out of my shell!

WATT: Oh, no, I dropped the labels. What a muddle! I'd better get them stuck

on quickly before Merlin gets back.

ALICE: Here, we'll help, won't we Dusty.

DUSTY: Sure!

(They begin to put the labels on the bottles. Merlin enters and looks shocked to see Watt and Dusty together.)

MERLIN: Princess Alice! I thought we agreed to keep Dusty secret? If your father

finds out...

ALICE: Don't worry; Watt's a member of the gang, now. (Noticing Merlin's

worried expression.) What's the matter, Merlin? You've been acting

strange for a while.

MERLIN: Oh, Princess Alice, I'm in serious trouble!

DUSTY: What sort of trouble?

MERLIN: Well, you see, King Arthur thought the Black Knight might try to steal

Excalibur, so he asked me to find a way to protect and hide it. And I

thought of the most marvellous idea!

ALICE & WATT: Yes?



MERLIN: I used a magic spell to shrink Excalibur until it was tiny!

ALICE & WATT: Yes?

MERLIN: Then I was able to hide it somewhere safe!

ALICE & WATT: Yes?

MERLIN: Somewhere no one would ever find it!

ALICE & WATT: Yes?

MERLIN: And now I can't find it.

WATT: You've lost Excalibur!

MERLIN: Shhh! For heaven's sake, Watt, be quiet!

DUSTY: But if the Black Knight gets hold of it, he'll be the new King!

MERLIN: I know. I've been searching for days without success. Oh, if King Arthur

finds out...

ALICE: Well, he won't, because we're going to help you find it. Right, boys?

DUSTY & WATT: Right!

MERLIN: Wonderful! You have a hunt round here. I'll take the strength potions to

King Arthur - he asked for it to be on standby today, just in case. Good

luck!

(Merlin exits with six wrongly labelled potion bottles.)

WATT: Well, I'm glad I'm not the only one who gets into trouble around here!

ALICE: Yes, I suppose we are a bit different, aren't we

DUSTY: I hate being different. People either stare at me (*Pointedly at Watt.*) or

try to skewer me with a feather duster.

WATT: Alright, alright. I'm sorry about the feather duster!



TRACK 15: ONE OF A KIND

WATT: (Speaking over the introduction.) But being different isn't that bad,

Dusty. I should know. And you... well... you're one of a kind!

WHEN YOU'RE DIFFERENT, OFF THE WALL,

LIFE IS HARD, IT'S TRUE.

NO ONE SEEMS TO UNDERSTAND AT ALL,

THEY MAKE YOU FEEL BLUE.

PEOPLE, THEY CAN LAUGH AND STARE,

BUT THEY'RE SIMPLY BLIND.

THEY CAN'T SEE YOU'RE SOMETHING WONDERFUL,

YOU'RE ONE OF A KIND!

DUSTY: I'm wonderful? Get out of here!

WATT: But it's true. I've never seen anything like you before.

ALICE: Watt's right, Dusty! You really are special! Listen...

ALICE: YOU'RE AS SPECIAL AS THE SUN,

RARE AS PUREST GOLD.

THERE WON'T EVER BE ANOTHER ONE -

THEY'VE BROKEN THE MOULD! YOU'RE UNIQUE, A WORK OF ART, AND SOMEDAY YOU'LL FIND,

THEY WILL SEE YOU'RE SOMETHING WONDERFUL,

YOU'RE ONE OF A KIND!

ALL: YOU'RE AS SPECIAL AS THE SUN,

RARE AS PUREST GOLD.

THERE WON'T EVER BE ANOTHER ONE -

THEY'VE BROKEN THE MOULD! YOU'RE UNIQUE, A WORK OF ART, AND SOMEDAY YOU'LL FIND.

THEY WILL SEE YOU'RE SOMETHING WONDERFUL.

YOU'RE ONE OF A KIND! YOU'RE ONE OF A KIND! YOU'RE ONE OF A KIND! YOU'RE ONE OF A KIND!

(The song ends with Watt and Alice each side of Dusty, all obviously now friends.)

Blackout.



SCENE FIVE

TRACK 16: CAMELOT CASTLE MUSIC

(Camelot Castle, lunchtime. Princesses Alberta, Alfreda and Almira enter, chatting excitedly about the forthcoming banquet.)

ALBERTA: I can't wait till the royal banquet tonight!
ALFREDA: Dancing till dawn in our new dresses!

ALMIRA: With all those gorgeous knights!

ALBERTA: Oooh, the biceps! ALFREDA: Oooh, the triceps!

ALMIRA: Oooh, I'm feeling faint just thinking about it!

ALBERTA: I know, each one a handsome hunk of a hero!

ALFREDA: A hundred pounds of beefcake squeezed into a suit of shining

armour!

ALMIRA: Oh, I love tinned meat!

(They scream at each other in a silly girl way.)

ALBERTA: Look, they're coming this way. All right, girls, just act natural.

(They all strike ridiculous, over-the-top pouting poses. The Knights run in, thinking the Princesses are in trouble.)

SIR ROUNDSOUND: Knights to the rescue! The princesses are in danger!

SIR LOINSTEAK: Have no fear, the knights are here!

ALFREDA: Oh, be still my beating heart!

ALMIRA: I think I'm going to die!

ALBERTA: You can just smell the testosterone!

(The Knights all sniff their armpits. Sir Veillance approaches Princess Alberta.)

SIR VEILLANCE: We heard screams, my lady. Tell me, are you in distress?

ALBERTA: Yes, but tonight I'll be in a different dress!

SIR CURITY: Shall I protect you with my bow and arrow?

ALFREDA: Oh, yes please! When you do archery, it sends me all a guiver!

SIR RENDER: So there's no danger? You are all perfectly fine?

ALMIRA: Of course I'm not fine! My heart is pounding; my insides are in a

whirl.



SIR CUMFERENCE: It's probably trapped wind!

(Maid Molly enters, looking cross at the flirting Princesses.)

MAID MOLLY: Girls, leave those knights alone. You'll get over-excited and feel ill!

You know you can't concentrate on your studies if you're suffering

from knight fever!

ALBERTA: Studies? But it's Saturday!

MAID MOLLY: All right, Saturday knight fever! Now run along, Calvin and Klein are

here for your dress fitting. And where is Princess Alice? She'll be late! That girl will be the death of me! Princess Alice? Princess Alice?

(Maid Molly exits calling for Alice. Dudley, Dorking and Dent enter looking official.)

DUDLEY: Courtiers of Camelot, come forth and gather round! **DORKING:** King Arthur requires to address you all immediately!

DENT: Immediately!

SCRATCH: Pray silence for their royal highnesses...

SNIFF: King Arthur and Queen Guinevere!

ALL: Hooray!

TRACK 17: ROYAL FANFARE #2

DUDLEY: The courtiers and knights have gathered as requested, Sire.

DORKING: Your loyal subjects eagerly await your command!

DENT: Await your command!

KING ARTHUR: Good people, I know today is a day of celebration and everyone is

looking forward to tonight's banquet.

(The crowd all cheer.)

KING ARTHUR: But we must all be on our guard. The Black Knight is thirsty for

revenge, and may use our merry making as an excuse to attack. But

if we all stay alert, we can make sure nothing terrible happens.

(Maid Molly and Kitty enter running in obvious distress.)

KITTY: Something terrible's happened!

GUINEVERE: What?

MAID MOLLY: The princesses – they've gone!



ALL: Gone?

KING ARTHUR: What do you mean, gone? **MAID MOLLY:** They've been kidnapped!

ALL: Kidnapped?

MOLLY: Is there an echo in here?

KITTY: It was those evil Blackhead brothers. Look, the dirty rascals left

a ransom note stating their demands!

(She hands a piece of parchment to King Arthur who reads it out loud.)

KING ARTHUR: Two pints of milk and a string of sausages?

KITTY: No, sorry, that's my shopping list. Here! (She swaps the notes.)

KING ARTHUR: Bring me the sword Excalibur or you will never see your

daughters again! Signed the soon to be king, The Black

Knight!

(Everyone gasps.)

DUDLEY: This is terrible!

DORKING: A catastrophic disaster!

DENT: Disaster!

JOLLY JAKE: It's all so depressing!

GUINEVERE: Oh, my poor little dumplings! Whatever shall we do, dear?

KING ARTHUR: They'll never get their hands on that sword. Merlin, is Excalibur safe?

Is it hidden where no one can find it?

MERLIN: (Briefly pausing in his search with his magnifying glass.) Yes,

you could say that!

KING ARTHUR: Excellent! And is your new strength potion ready?

MERLIN: All corked up and ready to drink, Sire!

KING ARTHUR: Then there's only one thing for it. We must rescue the princesses.

Knights, are you ready for the most important quest of your lives?

SIR ROUNDSOUND: We are ready Sire!

SIR CUMFERENCE: I have a cunning plan already prepared! **SIR CURITY:** We'll capture the evil Blackhead brothers.

SIR VEILLANCE: Then we'll squeeze those Blackheads for information.

SIR LOINSTEAK: Then, like dashing heroes, we'll rescue the princesses and return

triumphant!

SIR RENDER: If we ever do return!

SQUIRE SAL: Don't be such a defeatist, Sir Render!

SQUIRE SYL: Yes, you can do it!



SQUIRE SEB: You're the bravest knights in the land!

SQUIRE SAM: If anyone can complete the quest, you can!

EARL AXMINSTER: That's right, young squires! Let's hear it for the Knights Of Camelot!

ALL: Hooray!

TRACK 18: WE'RE ON A QUEST!

ALL: WE'RE ON A QUEST, WE'LL DO OUR VERY BEST!

WE'VE POLISHED UP OUR ARMOUR

AND WE'VE PACKED OUR WOOLLY VEST!

WE'RE BIG AND BOLD AND BEEFY, AND WE'RE READY FOR THE TEST, SO ADVENTURE, HERE WE COME!

FOR CAMELOT THERE IS NOT A LOT

US HEROES WON'T DO!

FOR CAMELOT WE'LL GIVE IT A SHOT WE'RE BRAVE AND WE'RE TRUE!

WE'RE ON A QUEST, WE'LL DO OUR VERY BEST!

WE'VE POLISHED UP OUR ARMOUR

AND WE'VE PACKED OUR WOOLLY VEST!

WE'RE BIG AND BOLD AND BEEFY, AND WE'RE READY FOR THE TEST, SO ADVENTURE, HERE WE COME!

FIGHTING THE FIGHT WITH ALL OF

OUR MIGHT

JUST LEAVE IT TO US!

THIS MANLY MOB IS RIGHT FOR THE JOB

WE WON'T MAKE A FUSS!

KNIGHTS: YOU CAN COUNT ON US!

ALL: WE'RE ON A QUEST, WE'LL DO OUR VERY BEST!

WE'VE POLISHED UP OUR ARMOUR

AND WE'VE PACKED OUR WOOLLY VEST!

WE'RE BIG AND BOLD AND BEEFY, AND WE'RE READY FOR THE TEST, SO ADVENTURE, HERE WE COME! SO ADVENTURE, HERE WE COME!

Blackout.



SCENE SIX

TRACK 19: ROOK CASTLE MUSIC #2

(Rook Castle - Early Afternoon. The Princesses (apart from Alice), Calvin and Klein are tied up as prisoners, looking fed up. Ernie and Bernie are sat at the Black Knight's table playing chess.)

ERNIE: I'm fed up with chess. It's so slow and tedious. No wonder they call it a

board game!

BERNIE: Yes, it does seem to be getting a bit stale, mate. Can't we play

draughts instead? Draughts is much more fun.

ERNIE: You know the Black Knight has forbidden draughts to ever be played in

his castle.

BERNIE: Oh, that Black Knight! He's just a draughts excluder.

(The Black Knight enters.)

BLACK KNIGHT: Good afternoon, campers! And how are my guests? Comfy cosy?

ALBERTA: Are you the manager? We wish to complain!

ALFREDA: This castle is filthy and smelly. And the food is a disgrace!

ALMIRA: Yes - the cucumber sandwiches still had their crusts on!

CALVIN: You think that's bad? They've been torturing us all morning.

ALMIRA: Oh, how dreadful! What did they do to you?

KLEIN: They made us wear open-toed sandals... with knee length socks! Oh,

the agony!

BLACK KNIGHT: Enough of this nonsense! Guards, take them away!

(The Guards exit, taking Calvin, Klein and the Princesses with them.)

BLACK KNIGHT: Now, to see how the game is progressing! Magic Mirror on the wall, I

need information, please tell all!

TRACK 20: MAGIC MIRROR #2

MIRROR: No! BLACK KNIGHT: What?

MIRROR: I said no! I'm in a reflective mood.

BLACK KNIGHT: A reflective mood?



MIRROR: Can you blame me? You leave me hanging around for hours, never

giving me a second glance. You only talk to me when you want

something. My mother warned me about men like you. If she could see

me now, she'd be shattered!

BLACK KNIGHT: Which is what you'll be if you don't behave! Now tell me, what do you

see?

MIRROR: Oh, very well. I see brave knights riding to rescue the damsels in

distress.

BLACK KNIGHT: Then we shall be ready to capture them! And what of Excalibur?

MIRROR: Excalibur, too, will be here soon. But be warned, Merlin has magically

disguised its appearance to protect it! Good old Merlin, now he knew

how to treat a mirror properly.

BLACK KNIGHT: That sneaky sorcerer will never fool me! And will I get my hands on that

sword?

MIRROR: You shall have Excalibur in the palm of your hand this very day!

BLACK KNIGHT: In the palm of my hand! You see! Life is like a game of chess, and I am

the grand master. Every move meticulously planned as I take my

opponents' pieces, one by one. Soon, the White King will surrender and

I shall end the game victorious!

MIRROR: Blimey, he really is chess mad, isn't he!

BERNIE: I know. We had a checked tablecloth at dinner last night. It took him two

hours to pass the salt!

BLACK KNIGHT: Now, a job for my two favourite pawns.

BERNIE: He's calling us prawns again. He's gone prawn crackers!

BLACK KNIGHT: Don't be cheeky! My guards will stop those knights getting very far. You

two must wait until Excalibur is revealed. Then seize it and keep it safe for me! And remember, Merlin has disguised it so keep your wits about you - if you have any. Then I shall have everything I want. Camelot,

Excalibur and the crown! Ha, ha, ha! (He exits.)

BERNIE: (*Imitating the Black Knight.*) Ha, ha, ha! I don't want to be a prawn

anymore, Ernie. Why can't he be a prawn for a change?

ERNIE: He's just shellfish.

BERNIE: And what if one of those knights comes after us, eh?

ERNIE: Look, if a knight comes our way, I'll distract them and you creep up

behind them with your big club and then wallop! You club him over the

head!

BERNIE: I get to club them over the head? That's brilliant, Ernie!

ERNIE: Whv?

BERNIE: Because I just love knight clubbing! (He strikes a John Travolta

pose.)

Blackout.



SCENE SEVEN

TRACK 21: MERLIN'S WORKSHOP #2

(Merlin's workshop, about a quarter past lunchtime. Watt, Dusty and Alice are gathered around the workbench. Merlin enters in a panic.)

MERLIN: Princess Alice! You're here! Oh, my beard and whiskers, what a

dreadful day!

DUSTY: What's the matter, Master Merlin? **ALICE:** Oh, no! I missed my dress fitting!

WATT: You seem to get into nearly as much trouble as me, Princess!

MERLIN: No, no, no! It's worse than that! Your sisters have been kidnapped by

The Black Knight, and he's demanding Excalibur in return for their lives!

ALL: Kidnapped?
ALICE: That's terrible!

MERLIN: Don't worry. Those knights are off to rescue them, and with my strength

potion they'll be more than a match for the Black Knight. Your sisters will be home and safe by sunset! It's a good job you got those bottles

corked and labelled so quickly, my boy!

DUSTY: Hey, Watt, you've finally found a job you don't stink at!

MERLIN: And these must be the animal potions... wait a minute! These look like

strength potion. (He sniffs a bottle.) It is strength potion! You've put

the wrong labels on.

DUSTY: I take it back, Watt. You stink at this job, too!

ALICE: But that means... the knights have taken the wrong potion! Merlin, what

will happen if they drink it?

MERLIN: They'll turn up to battle and turn into animals!

DUSTY: They'll be stuffed like chickens! Roasted like beef! Skewered like pork

kebabs!

WATT: And it's all my fault!

MERLIN: Well, there's only one thing for it. I must go to Rook Castle and stop the

knights from taking that potion!

ALICE: No, Merlin. You need to find Excalibur. If the Black Knight gets his evil

hands on it, he'll be the new king! We'll have to go instead.

DUSTY: Count me in! I'll protect you, Miss Alice!

WATT: Hey, we can take the real strength potions to give to them.

ALICE: Right, that's settled! Ready, boys?

WATT & DUSTY: Ready!

ALICE: Then it's off to Rook Castle!



TRACK 22: WE'RE ON A QUEST (REPRISE)

ALL: WE'RE ON A QUEST, WE'LL DO OUR VERY BEST!

TO HELP THE KNIGHTS AND PRINCESSES

BEFORE THEY GET DISTRESSED!

WE'RE SMALL AND SLIGHTLY NERVOUS,

BUT WE'RE READY FOR THE TEST, SO ADVENTURE, HERE WE COME! SO ADVENTURE, HERE WE COME!

Blackout.

SCENE EIGHT

TRACK 23: ROOK CASTLE SUNSET

(Rook Castle - sunset. The stage is shadowy and creepy. The Knights are frozen, centre stage. Lester Lugabout enters and addresses the audience.)

LESTER: Sunset at Rook Castle, a cold and spooky scene!

Can our hearty heroes beat the Black Knight dark and mean? The battle now commences, the brave knights have arrived.

I'm off; I'll come back later - to see who has survived!

SIR ROUNDSOUND: Hup, two, three, four, hup, two, three, four! Knights of the round

table... Halt! Sir Curity and Sir Veillance, sweep the area to check it's

safe.

SIR CURITY: We've done a quick sweep of the area and it's all clear!

SIR VEILLANCE: No sign of the enemy. Safe to proceed!

SIR RENDER: I don't like this place. It's spooky. Don't you think we should go back

to Camelot?

SIR CUMFERENCE: Stop panicking. We have Merlin's strength potion. And I think we

should take it now. Here!

(Sir Cumference hands out the potion bottles. Sir Curity and Sir Veillance read the label and start shaking their bodies manically.)

SIR LOINSTEAK: What are you two doing?
SIR CURITY: Haven't you read the label?

SIR VEILLANCE: It says shake vigorously before drinking!

SIR CUMFERENCE: Just drink it, you fools!

SIR RENDER: I have a bad feeling about this. **SIR ROUNDSOUND:** Altogether, ready? One, two, three ...



(The Knights all drink their potion straight back at the same time. Watt, Alice and Dusty enter. Dusty is being carried and operated by Alice, voiced from off stage.)

WATT: It's all right, princess Alice. They're still OK.

ALICE: Whatever you do, don't drink that potion. You'll turn into animals!

SIR LOINSTEAK: Moo!

DUSTY: Too late!

(The Knights all start moving around doing animal impressions. Sir Loinsteak is a cow, Sir Cumference is a horse, Sir Render is a chicken, Sir Curity is a sheep, Sir Veillance is a frog and Sir Roundsound is a dog.)

WATT: Great, the fate of the princesses lies in the hands of a ...

SIR CUMFERENCE: (In a convincing horse impression.) Neigh!

DUSTY: ... knight-mare...

SIR RENDER: (In a similarly convincing chicken impression.) Cluck, cluck,

cluck!

DUSTY: ... and a hen knight!

ALICE: Please, be quiet, all of you! Shhh! You'll alert the guard!

(The Evil Guards enter.)

DUSTY: Too late again!

BAD BILL: Freeze, scum!

BAD BEN: Who is it, Bob?

BAD BOB: Some weird knights...

BAD BERT: ... a boy, a girl,
BAD BRIAN: ... and a dragon.
ALL: Dragon? Agh!

(The Evil Guards all run away and exit in terror.)

DUSTY: Was it something I said?

WATT: You two should take this lot somewhere safe. I'll see if I can find the

prisoners.

ALICE: Good idea. Be careful, Watt.

(Ernie and Bernie enter, unseen by Watt. They remain at one side of the stage, talking quietly whilst Watt rummages in his bag and gets out the feather duster.)



ERNIE: What's that boy doing here?

BERNIE: Probably a knight in disguise, trying to trick us.

ERNIE: And what's he got a feather duster for?

BERNIE: That's probably a magically disguised sword - hey! I bet that's

Excalibur!

ERNIE: Surely you're not serious?

BERNIE: Yes, I am. And don't call me Shirley.

(They approach Watt menacingly.)

BERNIE: Hey, kid, hand over that sword - or else! **WATT:** What? This is no sword. I'm unarmed.

ERNIE: So you want to do it the hard way, eh? Very well! (*Drawing his sword.*)

On guard!

BERNIE: (*Drawing his sword.*) Fire guard!

(Alice enters, without Dusty, armed with two swords - she throws one to Watt.)

ALICE: Two against one is hardly fair, fellas. Let's even things up a bit!

ERNIE & BERNIE: Get 'em!

TRACK 24: THE SWORD FIGHT

(A comical sword fight ensues. Dramatic music and sounds of swords clashing accompany the action. Ernie fights Watt and Bernie fights Alice in stylised fencing moves. Watt and Bernie quickly force Ernie and Alice to the two far sides of the stage and they exit, quickly swap sides and enter on the opposite side, reappearing to fight their comrades. They realise their mistake and casually swap back to fight their original opponents. Finally, Watt kicks Bernie up the rear and he falls to the floor, seemingly fatally wounded. Ernie drops his sword and rushes to Bernie's side as he begins a comical death scene.)

BERNIE: He's got me! I'm dying! It's the end! I don't want to die here!

WATT: Well, die over there, then

BERNIE: I will. (He moves to the other side of the stage.) This could be my

last breath!

ALICE: I wish it was!

WATT: Have you gone?

BERNIE: Nearly. I'm going... (*He dies.*)

ERNIE: He's gone!



BERNIE: No, I haven't. I have to take my final breath. (He breathes in and out

loudly.)

ERNIE: Is that it?

BERNIE: Yes. (He dies again.)

ERNIE: I can't believe it! He's gone! My little Bernie. *(To Watt.)* And you are

responsible. You killed my only friend in the world. You are nothing but

a murderous monster!

TRACK 25: SFX WIND

BERNIE: Ooh, I feel a bit better now!

ERNIE: Quick, Bernie, grab the feather duster and run!

(Bernie grabs the feather duster and they exit. Alice chases after them and exits.)

WATT: Alice, wait! Come back!

ALICE: (Off-stage.) They got away! But look who I found! (She enters.)

DUSTY: Those guards won't be back in a hurry!

ALICE: Great! But what about the Black Knight? Where is he?

WATT: Probably ran off when he heard there was a wild dragon on the loose!

DUSTY: You'd better believe it!

WATT: Time to set those prisoners free, Princess Alice, and get everyone back

home...

ALL: ... to Camelot!

SCENE NINE

TRACK 26: RETURN TO CAMELOT/ROYAL FANFARE #3

(Camelot Castle - the banquet. The whole court is assembled on stage awaiting the arrival of the King and Queen. Dusty is placed on a table next to the throne, covered with a cloth. Scratch and Sniff call out over the music.)

SCRATCH: Pray silence for their majesties...

SNIFF: ...King Arthur and Queen Guinevere!

(King Arthur and Guinevere enter and take their positions at the throne.)

KING ARTHUR: This is indeed a joyous day, for I have been granted the best birthday

present ever: the safe return of my daughters and my knights!

(The crowd cheer.)

KING ARTHUR: Well done, young Watt. And well done Princess Alice! I think you

deserve your pendant after all! Now where did I put it? (He looks on

his table and uncovers Dusty.) Agh! A dragon!

ALL: A dragon?

DUSTY: Yes, I'm a dragon! Get over it!

DUDLEY: Slay it!

DORKING: Exterminate it! **DENT:** Exterminate!

ALICE: No father! This is Dusty, my friend. SCRATCH: A friendly dragon? You're kidding!

SNIFF: Just look at his fangs!

DUSTY: You think those are deadly? You should smell my breath! **WATT:** He helped save the prisoners and the knights. He's a hero!

DUSTY: Hey, stop it! You're making me go red!

GUINEVERE: Well, I think he'd make an excellent addition to the royal guard! **KING ARTHUR:** Agreed. Well, everything's turned out well. The princesses and

Excalibur are safe!

MERLIN: Ah, yes, well... Excalibur might not be so safe, Sire.

GUINEVERE: Merlin! What do you mean?

MERLIN: It's lost!
ALL: Lost?



TRACK 27: BLACK KNIGHT'S ENTRANCE

(The Black Knight and the Blackhead brothers enter dramatically. Bernie is carrying Watt's bag.)

BLACK KNIGHT: But not any more! **SQUIRE SYL:** The Black Knight!

BLACK KNIGHT: Sorry to spoil this touching reunion, but the game is nearly over and it's

time I made my final move. You see, Merlin tried to disguise Excalibur but it didn't fool my clever henchmen. They captured it for me! Show

them boys and let them kneel before it and their new king!

(Ernie proudly holds up the feather duster, unseen by the Black Knight, and Bernie gestures towards it dramatically. The court look at it in confusion.)

BLACK KNIGHT: You see, life is like a game of chess - and I am the grandmaster! And

with my final move, the Black Knight wins the game and Arthur must

resign!

WATT: (Pointing to the feather duster.) Oh, yes? Well if I were you, I'd

check, mate!

MERLIN: That's not Excalibur!

BLACK KNIGHT: (*To Bernie.*) Give me that bag, you fool.

ERNIE: It wasn't me, it was him! He said it was Excalibur!

BERNIE: No I never! You said it was Excalibur!

KITTY: Hey, that's Watt's bag!

BLACK KNIGHT: It must be in here somewhere. The mirror promised me. (Pulling out a

scone.) What's this? A scone?

WATT: (*Taking it and putting it in his pocket.*) And that's my lunch, thank

you very much!

BLACK KNIGHT: Then I shall use my own sword to capture your queen!

(The Black Knight whips out his sword and makes to grab Guinevere, but Watt steps in front.)

WATT: You'll have to get through me, first!

BLACK KNIGHT: You? You're not even a real knight! Very well, boy. How do you enjoy

the taste of cold steel?

(The Black Knight thrusts his sword at Watt's chest, who clutches it and looks shocked. The crowd gasp in horror.)



WATT: Actually, I think I prefer the taste of my mum's scones!

KITTY: Watt?

WATT: (Producing his book from his jacket.) You were right Mum - this

book's a life saver!

BLACK KNIGHT: A book? You can't defeat me with a book!

WATT: Want to bet? Princess Alice!

(Alice brings her book and they both hit the Black Knight on the head with them.)

TRACK 28: SFX BONK

BLACK KNIGHT: (Dazed.) I've been double booked!

(He collapses to the ground and the crowd cheer.)

KING ARTHUR: Guards, take this traitor to the dungeon!

BLACK KNIGHT: (Very dazed.) I demand a rematch!

(Scratch and Sniff take the Black Knight and they exit. Ernie and Bernie Blackhead approach Arthur.)

ERNIE: Hello, I'm Ernie Blackhead and this is my brother Bernie.

KING ARTHUR: Kneel!

BERNIE: Pleased to meet you, Neil!

KING ARTHUR: Kneel before me!

(They fall to their knees.)

KING ARTHUR: I should have you two executed. **ERNIE:** Have mercy, Sire! Salaam! Salaam!

KING ARTHUR: I am a King, not a Sultan! **BERNIE:** False alarm! False alarm!

ERNIE: Spare us! We promise to stand up for God Save The King.

BERNIE: And we'll always eat your potatoes!

ERNIE: That's King Edward, stupid.

GUINEVERE: Oh, be merciful, dear. It is your birthday, remember? Why don't they

work in the kitchen and help Mrs Nobblers.

ALL: Cobblers!

GUINEVERE: All right! It was only a suggestion.



KITTY: And a very good one, your majesty. They can stir my scone mixture

every day!

ERNIE & BERNIE: Oh, no!

(The Knights grab Ernie and Bernie and take them to one side.)

WATT: Talking of scones, I'm starving! (He bites into the scone and hits

something hard.) Ouch! What's this? (He pulls out a small sword.)

It's a tiny sword!

ALL: Excalibur!

KITTY: He's pulled the sword from the scone!

(Everyone gasps and kneels as Watt holds the tiny sword up high and stares at it in wonder!)

MERLIN: Time for a little growing spell, I think!

TRACK 29: SFX GROWING SWORD

(Merlin takes the sword and puts it in his magic bag. He waves his wand and pulls out a full size telescopic sword that grows in his hand.)

ALL: (In awe and wonder.) Oohhh!

MERLIN: Now that's magic! (He hands it to Arthur.)

KING ARTHUR: Kneel, Watt Cobblers.

(Watt kneels in front of King Arthur.)

KING ARTHUR: You may have saved my kingdom, but you just nearly ate Excalibur. I'm

afraid there's only one thing I have to say to you.

(He touches each of Watt's shoulders.)

KING ARTHUR: Arise, Sir Watt!

WATT: Sire! What an honour!

KITTY: What a surprise!

ALICE & DUSTY: What an adventure!

ALL: What a knight!



TRACK 30: WHAT A KNIGHT!

(During the introduction, a spotlight falls on Lester who steps forward and speaks his final verse of narration over the music.)

LESTER: I said that I'd return, dear friends

The battle has been fought. So here is where our story ends And we leave Arthur's court.

Our clever hero's saved the day The future's looking bright There's only one thing left to say

What a knight!

ALL: HE CLIMBED THE HIGHEST MOUNTAINS

CROSSED THE STORMIEST SEAS HE BEAT THE BIG BAD BADDY

BROUGHT HIM DOWN TO HIS KNEES

IT'S TIME FOR CELEBRATION NOW, THE FUTURE IS BRIGHT!

WHAT A HERO, WHAT AN INSPIRATION,

WHAT A KNIGHT!

HE FOUND THOSE SNEAKY BLACKHEADS

AND HE GAVE THEM A SQUEEZE HE'S LIKE A SHORT GOLIATH AND A YOUNG HERCULES!

HE WON OUR ADMIRATION WITH HIS COURAGE AND MIGHT,

WHAT A HERO, WHAT AN INSPIRATION,

WHAT A KNIGHT!

HE CLIMBED THE HIGHEST MOUNTAINS

CROSSED THE STORMIEST SEAS HE BEAT THE BIG BAD BADDY

BROUGHT HIM DOWN TO HIS KNEES

IT'S TIME FOR CELEBRATION NOW, THE FUTURE IS BRIGHT!

WHAT A HERO, WHAT AN INSPIRATION,

WHAT A KNIGHT!

HE FOUND THOSE SNEAKY BLACKHEADS

AND HE GAVE THEM A SQUEEZE HE'S LIKE A SHORT GOLIATH AND A YOUNG HERCULES!

HE WON OUR ADMIRATION WITH HIS COURAGE AND MIGHT,

WHAT A HERO, WHAT AN INSPIRATION, SING IT OUT ACROSS THE NATION,

OH WHAT A KNIGHT! OH WHAT A KNIGHT! OH WHAT A KNIGHT! OH WHAT A KNIGHT!



TRACK 31: BOWS/COMPANY PLAY OUT

Blackout.

Curtain.





PHOTOCOPIABLE LYRICS



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!



<u>Track 4:</u> <u>King Arthur Ain't 'Arf A Bad King!</u>

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!



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:
Watt:
Alice:
Just how to be me,
Just how to be me,
I have to be me,
I have to be me,
I want to be me,



Track 15: One Of A Kind

Watt: (Speaking over the introduction) But being different isn't

that bad, Dusty. I should know. And you... well... you're

one of a kind!

When you're different, off the wall,

Life is hard, it's true.

No one seems to understand at all,

They make you feel blue.

People, they can laugh and stare,

But they're simply blind.

They can't see you're something wonderful,

You're one of a kind!

Alice: You're as special as the sun,

Rare as purest gold.

There won't ever be another one -

They've broken the mould! You're unique, a work of art, And someday you'll find,

They will see you're something wonderful,

You're one of a kind!

All: You're as special as the sun,

Rare as purest gold.

There won't ever be another one -

They've broken the mould! You're unique, a work of art, And someday you'll find,

They will see you're something wonderful,

You're one of a kind! You're one of a kind! You're one of a kind! You're one of a kind!



Track 18: We're On A Quest!

All: We're on a quest, we'll do our very best!

We've polished up our armour

And we've packed our woolly vest!

We're big and bold and beefy, And we're ready for the test, So adventure, here we come!

For Camelot there is not a lot

Us heroes won't do!

For Camelot we'll give it a shot We're brave and we're true!

We're on a quest, we'll do our very best!
We've polished up our armour
And we've packed our woolly vest!
We're big and bold and beefy,
And we're ready for the test,
So adventure, here we come!

Fighting the fight with all of our might

Just leave it to us!

This manly mob is right for the job

We won't make a fuss!

Knights: You can count on us!

All: We're on a quest, we'll do our very best!

We've polished up our armour

And we've packed our woolly vest!

We're big and bold and beefy, And we're ready for the test, So adventure, here we come! So adventure, here we come!



<u>Track 22:</u> <u>We're On A Quest (Reprise)</u>

All: We're on a quest, we'll do our very best!

To help the knights and princesses

Before they get distressed!

We're small and slightly nervous,

But we're ready for the test, So adventure, here we come! So adventure, here we come!



Track 30:

What A Knight!

Lester:

(Spoken) I said that I'd return, dear friends The battle has been fought. So here is where our story ends And we leave Arthur's court.

Our clever hero's saved the day The future's looking bright There's only one thing left to say What a knight!

AII:

He climbed the highest mountains Crossed the stormiest seas He beat the big bad baddy Brought him down to his knees It's time for celebration now, the future is bright! What a hero, what an inspiration, What a knight!

He found those sneaky blackheads
And he gave them a squeeze
He's like a short Goliath
And a young Hercules!
He won our admiration with his courage and might,
What a hero, what an inspiration,
What a knight!

He climbed the highest mountains
Crossed the stormiest seas
He beat the big bad baddy
Brought him down to his knees
It's time for celebration now, the future is bright!
What a hero, what an inspiration,
What a knight!

He found those sneaky blackheads
And he gave them a squeeze
He's like a short Goliath
And a young Hercules!
He won our admiration with his courage and might,
What a hero, what an inspiration,
Sing it out across the nation,
Oh what a knight!
Oh what a knight!
Oh what a knight!
Oh what a knight!



PERFORMING AND COPYING LICENCES FOR What A Knight

If you decide to perform and/or copy the script, score or CD(s) of **What A Knight**, you must apply for performing and/or copying licences from the publisher, Musicline Publications. These licences cover the royalties due to the composers, writers and publishers of the work and protect you and your school or youth theatre group from any infringement of performing/copying right.

N.B. The Performing Rights Society (P.R.S.) Licence, which is currently held by almost all U.K. Schools does NOT cover you for the performing of Musicals.

For further details please refer to the Performing Rights Society website: www.cefm.co.uk

Prices of licences can be found on our website: www.musiclinedirect.com

We now offer a sliding scales of performance/copying licence charges if your school has fewer than 200 pupils on roll: the smaller your school, the less you pay.

Please indicate below the number of children on roll.

If you wish to stage **What A Knight** please copy this form and fax or post it **COMPLETED** to:

Musicline Publications, P.O. Box 15632, Tamworth, Staffordshire, B77 5BY

Tel: 01827 281431 Fax: 01827 284214 E mail: sarah@musicline-ltd.com

APPLICATION FOR LICENCE TO MUSICLINE PUBLICATIONS

We wish to stage What A Knight at:

Name of school, centre or theatre			
Dates of production			
Total number of performances			
Name of producer/organiser			
Name and Address of school or theat			
Post Code	N.	ımber.of.ch	nildren.on.roll
E-mail			
Daytime telephone number			
Performing Licence required?	YES 🗆	№ □	Please tick as appropriate
Copying Licence required?	YES 🗆	NO \square	Please tick as appropriate
If you purchase Performing and Copying			• •

If you purchase Performing and Copying Licences at the same time we will give you a Video Licence **FREE of Charge.** Our Video Licence entitles you to film your production and to make an unlimited number of copies for gift or sale.

Please copy this complete form and fax it to 01827 284 214 or send it to the address above.