

Princess and Ginger

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Cast of Characters

Ginger – a grumpy lady with magic powers, who wants peace and quiet

Princess – a girl, whose real name is Liya

One-Stop – a snake. Princess's friend.

Ikea and **Doughnut** – two pet spiders.

Hannah – a beautiful butterfly

George – a dinosaur

The Bouncing Bannagans – a group of bouncing bannagans.

Special K – a flying elephant

***Princess and Ginger** takes place in Princess's house, at the park, in a cave etc..... It is based on a story specially created by a group of 45 families from across Birmingham, as part of the Family Playmakers Project. See www.familyplaymakers.co.uk for details.*

Before the play Ginger is around front of house, trying to stop any noises. The audience is noisy, the theatre is noisy. She is trying to get everything quiet. At the same time, a butterfly flits around, watching what is happening.

Prologue

The performance space is between two audiences - in traverse. There is an awareness of their presence throughout the piece, and the action spills out into the seating areas at times.

Bright music.

Ginger arrives, to try and stop the music, and get everything quiet. She seems tense.

Ginger: Stop that music. I want to sleep. Shhh. Everyone please be quiet. Thank you. Now perhaps, I will just be able to get a little bit of sleep.

She makes her way into her 'castle', and up to her bed, making sure there is no sound all the way.

When she has safely gone the music starts again, quietly.

Scene One – Princess's House.

Princess wakes up. She is excited. She gets her kite out from its box, and goes to look out of the window. It is a sunny day. Not windy. She puts the kite back, and goes back to bed.

She wakes up again, and does the same routine. It is a rainy day. Not windy. Back to bed.

She wakes up again. Same routine, but this time it is windy.

Princess: Windy day, windy day!

She gets ready to go out, grabs her kite, and runs out of the house.

One-Stop, One-Stop! It's windy.

One-Stop the Snake is still sleepy, as he comes out to join Princess.

One-Stop: Oh yes, it is windy, Princess.

Princess: To the park

One-Stop To the park.

Scene Two - At the Park

They make their way to the park, and start to fly their lovely pink and purple kite. They are having such fun, they start to sing and dance as they fly the kite.

Suddenly there is a noise from the castle by the park, where Ginger is trying to rest.

Ginger: Stop that noise!

Princess: Who is that?

One-Stop: Oh no. It's Ginger.

Princess: Who.

One-Stop: Ginger. You must know her. *[imitating Ginger]* She is horrible. She hates noise. And she can do magic too. Everybody knows Ginger.

Princess: Who knows her? What kind of magic? One-Stop? One-Stop?

He is hiding

[shouting] What kind of magic?

Ginger: Stop that noise! Grrrrrr!

Princess can't see where Ginger is. She tries to talk in the direction of the voice, but the wind gets louder and stronger, and the kite starts dragging Princess away. She struggles, but in the end she has to let go, and the kite flies off into the distance.

The wind dies down, but the kite is gone. Princess is sad. One-Stop comes out of hiding.

Princess: It's gone.

One-Stop comforts her

Why is she so cross?

One-Stop: I don't know. When she isn't cross, she will give your kite back. She is just in a bad mood.

Princess: So, how can we make her happy?

One-Stop: I don't know.

They sit sadly for a bit.

I've got an idea. You can ask George, the dinosaur. He is so old, and so wise, he knows everything. He will know how to make Ginger happy.

Princess: George the dinosaur. How do I find him?

They sit thinking again

One-Stop: I've got another idea. Follow Hannah.

Hannah! Hannah! George the Dinosaur lives at the cutty-down tree. If you follow Hannah she will take you everywhere.

Hannah the beautiful butterfly arrives. She flutters across, and Princess follows her.

Music.

They go over the river on stepping stones, then climb up across the mountain, to the forest with the cutty-down tree.

Scene Three – at the Cutty-Down Tree

George the dinosaur is sad. He is wriggling around, moaning.

Princess: Hello. George the Dinosaur.

George: Hello girl.

Princess: My name is Princess

George: Ahh. Can you do something for me, girl? I have chicken pox in my spikes. Will you scratch them for me?

Princess: I can try.

It is hard to reach George's spikes, and he is ticklish, but Princess tries, and in the end succeeds. He is relieved, and happier.

George: Thank you Princess...Princess...

Princess: Just Princess. It isn't my real name.

George: I see.

So what are you doing here, just Princess?

Princess: I came to ask you a question. One-Stop the snake said you are so old and so wise, that you will know.

George: Ahh.

Princess: How can we make Ginger happy?

George roars.

George: Ginger? Why would you want to make that loathsome woman happy?

Princess: You know her?

George: Oh yes. Every time I roar, every time I snore in my sleep, she shouts at me.

Princess: She shouted at me too. She blew away my kite, and I need to cheer her up, so she will get it back.

George: I see. Well.....let me think. I suppose you could try Yes, that always makes me happy. Now..where..is....Ooh itchy ditchy ditchy.

He starts to rummage around the cutty-down tree. In the end, he emerges with a slice of cake.

Princess: Cake?

George: Yes. I hope it works, Princess Just. Are you going to go to Ginger now?

Princess: Maybe. It depends on Hannah. I am following her.

George: Ahh. Well. Tell Hannah to make a stop at the Bannagans.

Princess: The bannagans?

George: Yes, the bouncing blue bannagans. They always have good ideas. If you can get them to stop bouncing for long enough to tell you. Wait. Ooh. Please. One more scratch. Oh thank you, thank you.

Princess scratches George once more, then follows Hannah again, this time off stage.

Scene Four – in the Junkyard

Music

The bouncing blue bannagans are in the junkyard. They are blue, with spiky hair, and three legs each. They are dancing, robotically, and bouncily. Their dance is like a game of hopscotch, combined with a game of catch.

Hannah the Beautiful Butterfly arrives, followed by Princess.

She is a little scared of the Bannagans. They seem to know each other so well, and she is an outsider. But she is brave enough to make herself seen, and she is gradually drawn into the dance. In the end they are dancing with her happily.

Princess: That was fun. Thanks.

Bannagans: Hee hee hee. Fun, yeppee, fun fun fun. Usually people go past us.

Princess: Thank you for playing.

Bannagans: You're welcome

Princess: Oh I nearly forgot. Ginger.

The bannagans panic.

Bannagans: Where where?

Princess: No, she isn't here. I want to ask a question about her.

Bannagans: What question?

Princess: How can I make her happy?

The bannagans laugh.

Bannagans: Ginger, happy? Hmm. I know I know I know. She just needs to play, like us. Play catch with her.

Princess: You think so?

Bannagans: Certainly. Here. Take this bannagan bouncing ball. This is sure to cheer her up.

Princess: Who?

Bannagans: Ginger. Where, where?

They panic again, and run off to hide

Princess: No it's not... never mind.

Princess signals for Hannah to lead her on.

Music

Scene Five – Special K the Flying Elephant

Hannah flies on for a while, but then signals Princess to go ahead.

Princess: Aren't you coming with me?

What, alone? Are you sure? Hannah? OK. This is a beach. Where now? How am I supposed to get across here.

Special K appears. He is a flying elephant. They bump into each other.

Excuse me. I'm sorry. I wasn't looking. I was too busy, looking over there. I have to cross it you see. I don't suppose you know - hey!

Special K scoops her up, onto his back.

No, no, sorry. I need to go over the water. I will have to fly. No, really. Let me down!

Special K has begun a kind of take-off procedure, running fast and flapping his ears. Princess hangs on tight, and he floats up into the air, with her gripping tight. Princess relaxes, and begins to enjoy it. She asks Special K her question.

What's your name, Elephant?

Special K: They call me Special K.

Princess: Special K – can I ask you my question?

Special K: I should think.

Princess: How can we make Ginger happy?

Special K: Ginger? Well. Ginger has a big problem. Noise, isn't it? She must have never heard a noise she likes. I am sure if you could get her to like some beautiful noise. Quiet noise perhaps. Then she will be happy. You need this.

He gives her an instrument/some music/music box [depending on actor's skills]. Princess tries it, and makes beautiful music.

Yes good. But is it beautiful enough? We need music, and other sounds.

They need help from the audience. Extra sounds are provided. In the end, there is a beautiful enough sound. They dance a little in the air

Princess: Good. I think I am nearly ready. Take me higher.

They fly higher, and Princess starts screaming with excitement. This wakes Ginger, and soon we see/hear her.

Ginger: Stop that noise! STOP THAT NOOOOOISE!

Ginger can be seen, leaning out of her window. She waves a stick, and some kind of force knocks Princess off the elephant's back, and she falls down to the ground.

Spiders. IKEA! DOUGHNUT! Get her!

Scene Six – the Tortoise-Monkey

The two spiders arrive, and there is a chase. At the end, Princess is cornered, and they creep up to her, and bite her.

There is a flash, and she begins to change. She turns into a tortoise-monkey, with a banana nose. She slowly realises what has happened and gets used to her new body. She starts to play around like a monkey. The spiders go, laughing.

She breaks off her banana nose, eats it, and another grows.

She gets to enjoy being a monkey, playing with the audience. But after a while the fun wears off, and she starts getting sad, and wanting to be a girl again. She cries.

IKEA the spider has been left to guard Princess, but he has become sympathetic, against his better judgement. He approaches her as she cries. She seems able to understand and interpret his spider meanings.

Princess: What? No. I don't like being a monkey. I want to be me, and fly my kite again.

You shouldn't tell me? Magic Pizza? I love pizza. The magic pizza will turn me back into myself.

The spider reveals hundreds of pizzas

But which one is the magic one...which one? I will just have to eat them all.

She gets the audience to help her eating pizzas. Looking out for the one that is changing her back into herself. In the end with their help she finds it, eats it and is herself again.

I'm back. I'm back. That's better. That was weird.

She sits sadly

Princess Princess. All this just to try to get back my kite. It's no good. I must just give up. Yes. Give up and go back home. It's only a kite.

Just as she decides to give up, Hannah arrives again, for her to follow.

No, Hannah. You've been great, but I'm going home. Giving up. No. I'm going this way.

Hannah flutters persuasively. In the end Princess can't resist.

Well...it can't do any harm trying one more time...

Music

Scene Seven – the Cave

The butterfly leads her to the entrance of the cave.

Princess: In there? The bear cave? Really?

Where are you going?

Hannah is saying goodbye

Thank you for your help, Hannah. Goodbye. This is it then?

Princess approaches the cave. She is frightened. It is dark and cold and wet. She jumps at something,

What's that?

It is just a strange picture on the wall.

What's that?

There are noises.

Suddenly a bear roars.

Oh no. Come on Princess. Be brave. The bear is just trying to sleep, that's all. Just like Ginger.

Just like Ginger.

That doesn't look like a bear. That looks like... it looks like...

Ginger!

The 'bear' rears up angrily, and is revealed as Ginger.

Ginger: You? I thought perhaps one place I was safe from you and all your noise was here, in the cave. But no. You follow me.

Ginger is getting up, and coming towards Princess

Princess: Mrs Ginger, Miss Ginger, Ginger, Your Magicness. I have come to make you happy.

Ginger: Make me happy? By waking me up?

Princess: No. I have brought you ...

She gets George's cake and puts it down on the floor between her and Ginger. Ginger approaches it.

Ginger: Cake? Hmm.

She eats some of the cake. Maybe it makes her a little happier, but not much.

Princess: And this....

She rolls the bannagans ball. Ginger rolls it back. For a while it looks as if Ginger may be enjoying the game, but she snaps

Ginger: What are you doing, girl? I am trying to get to sleep. You bring me food. You try to play with me. Do you think I am stupid? What sort of game are you playing...

As her anger builds again, Princess produces the musical instrument from the elephant, and starts to play. The audience joins in. It gradually starts to have a soothing effect and then it begins to make her sleepy.

Slowly, after a few false alarms, Ginger falls asleep. Princess watches her, tucks her in and sneaks away.

Music

Scene Eight – Princess's Room.

Princess wakes up, as at the beginning.

Princess: Beautiful day, beautiful day. Windy windy. If only I had my kite.

Ginger arrives, unrecognisably happy.

Ginger: What a lovely day. Such a good night's sleep. Princess – how are you? Here – catch!

They play together. First they play catch, and then they play 'changing'.

Ginger: What would you like to be? Just for fun, Princess.

Princess: For fun? A kangaroo then.

Ginger does magic stuff, and she becomes a kangaroo. They play together.

An apple-bubble! An apple-bubble!

She becomes an apple-bubble

The game extends to the audience – changing people into things. The game goes on until Ginger suddenly remembers something.

Ginger: I forgot. Bring me something to change.

Princess: What kind of thing?

Ginger: Anything.

Princess: Anything.

Who's got a thing? Anything.

They get a thing from the audience. Anything.

Ginger: Put it there. Right

Ginger changes the thing into a package, which turns out to be Princess's kite.

Princess: My kite. My kite. Come on!

They all go out to the park to fly it together

Music

End