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CHARACTER & PLOT SYNOPSIS

A tale of adventure and derring do on the ocean waves. The peaceful rule of Sultan Pepa is threatened when his scheming, magical sister Halapena banishes the Princess Scheherazade to a far off desert island.

Only Sinbad the sailor, with his trusted pal Mustapha Sickbag and his domineering mother, Dame Peony Poopdeck, can save the day!

They set off on a quest to distant lands to rescue the Princess, facing many perils from both above and below the waters!

A traditional family pantomime packed with plenty of silliness and audience participation!



CHARACTER NOTES

The Princess Scheherazade *Female*

Our heroine. The daughter of the Sultan in need of rescuing.

Sinbad *Female*

The hero. Principal boy. A deck hand who aspires to greater things!

Dame Peony Poopdeck *Male*

Captain of the ship. Traditional dame role

Mustapha Sickbag *Male*

Sinbad's best friend. The comedy linkman.

Sultan Pepa *Male*

Ruler of the city and father to the princess.

Halapena Pepa *Female*

The wicked villain, a sorceress and sister to the Sultan. She wants to rule and be the Sultana!

Hardtack *Male / Female*

Wicked villain's henchman.

Weevil *Male / Female*

Wicked villain's 2nd henchman.

The Seer *Female*

Part narrator, part mysterious helper.

Chorus (Adults and Children)

City folk, guards, members of the court, mythical creatures, natives, pirates, sailors, monsters, skeleton warriors and other beings met on the quest! The script includes a number of small speaking parts and chorus lines that can be shared out.

THE PLOT

ACT ONE

Prologue

Front of cloth

Featuring: *Seer, Halapena*

The Seer introduces tale and explains the situation of the Sultan, his daughter and danger they are in from Halapena. Halapena enters and banter with her and declares that she will win!

Scene one – The Market Place

Main stage

Featuring: *Chorus, Mustapha, Sinbad, Dame, Princess, Sultan, Seer*

After a rousing **opening number** with the chorus, Mustapha introduces himself and welcomes the audience to the port of Al Haveanother. In clearly an often rehearsed situation he introduces the crowd to the famous Sinbad the Sailor. Sinbad arrives in style and plays to the adoring crowd. The Princess and her Father, the Sultan appear on the scene and are greeted appropriately. Sinbad boasts and flirts a bit with her. The Sultan is delighted to make his acquaintance and invites him to come to the palace the next day to entertain the court with tales of his many adventures. They depart.

The Dame arrives wanting to know what they are up to. The chorus ask her questions and she quickly reveals that she is the captain of the ship and that Sinbad and Mustapha are just lowly crew members, and far from adventurers, they simply deliver the mail. She leaves in disgust and orders them back to the ship. The crowd leave too!

Left alone, as Sinbad and the Mustapha are leaving they are accosted by the mysterious Seer who tells them they will be heroes and famous.

Scene Two - A corridor in the palace

Front of cloth

Featuring: *Halapena, Hardtack, Weevil, Princess*

Halapena boast to the audience about her plan and then summons her henchmen – Hardtack and Weevil. They say that to eliminate the Sultan and the Princess might upset the people making it hard to rule. Halapena also remembers a prophecy that says that the Princess will one day save her life so a simple abduction and incarceration of the girl on a distant deserted island will do for now... The Princess is summoned and Halapena uses her magic wand to banish her – cue much cackling and celebration!

Scene Three – Palace Throne room

Main Stage

Featuring: *Chorus, Dame, Sinbad, Mustapha, Halapena, Hardtack, Weevil, Sultan*

The Dame, Sinbad and Mustapha arrive at the palace. The Dame is telling Sinbad that he is going to have to come clean, apologise. **Big chorus song** and dance number of courtiers and flunkies to welcome the Sultan.

The Sultan arrives in a panic – accompanied by Halapena and her henchmen to reveal that the Orincess has disappeared. But how fortunate that the world's most famous adventurer is in town to set sail and find her. The Dame wants to break the news but the Sultan reveals they will be well rewarded... They agree to undertake the voyage. Since the Sultan wants to find his daughter, he decides to come too. Halapena offers to look after the sultanate while he is away and also offers her henchmen as bodyguards / additional crew for the voyage.

After the others depart, the Halapena consults with her henchmen. They are to do all they can to sabotage the voyage and see that harm comes to them all. She gives them a magic device so they communicate with her. The scene ends with much cackling and delight that her plan is working.

Scene Four – Near the docks

Front of Cloth

Featuring: *Chorus, Dame, Sinbad, Mustapha, Hardtack, Weevil, Sultan*

Sinbad is desperately trying to convince his Mum to let him act as Captain on the voyage. She is insisting that the mail has got to be delivered, even though they're on a rescue mission. During these frantic negotiations/arguments, the chorus are loading odd parcels and unlikely items onto the ship, the Sultan is making ridiculous requests about his accommodation on board, and the henchmen are trying to sabotage the voyage.

Scene Five – On board ship

Main Stage

Featuring: *Chorus, Dame, Sinbad, Mustapha, Hardtack, Weevil, Sultan, Halapena, Princess*

The ship is at sea, and Sinbad is doing his best to act captaincy. The Dame is doing her best to correct Sinbad's mistakes, and the henchmen are doing their best to muck things up. From an apron stage, the Halapena checks on their progress, and since it's not good, she invokes an evil spell to raise a monster / Kraken from the deep to attack the ship. As the curtain comes down, our valiant crew are **singing lustily** but sailing into extreme danger ... what a cliff hanger!

Act Two

Prologue

Front of cloth

Featuring: *Seer*

The Seer starts the act with a recap setting the character back onto stage in the exact position ready to resume the action.

Scene One – On board ship

Main stage

Featuring: *Chorus, Dame, Sinbad, Mustapha, Hardtack, Weevil, Sultan, Halapena and Sea Monster*

Resuming positions they were left in at the end of Act 1 Scene 5, and singing a **reprise song** the Sea Monster attacks! The crew fight valiantly against the hideous creature, with even the henchmen joining in when they realise their jobs with the Halapena aren't going to save them from being fish food. All seems lost but then the Dame announces that she'll have to fight the creature on it's own ground (so to speak) and says she'll change into her bikini to jump in the sea. The creature utters a scream of horror and releases the ship.

Halapena is manipulating guiding the Kraken from side stage and is furious she has been bested. Since the vessel is badly damaged, they have to head for land, and they reckon they must be close to the island they were heading for.

Scene Two – An Island

Front of cloth

Featuring: *Dame, Sinbad, Mustapha, Hardtack, Weevil, Sultan*

The crew come ashore and work details are assigned. The Dame and the Mustapha are assigned to sort out some food, Sinbad and the Sultan go off to scout the land and the Henchmen are assigned to repair the ship. The Dame and Mustapha prepare the food and predictably it ends up with the Mustapha being gunged. The Dame sings a **song**. Sinbad and the Sultan return with news they have found a mysterious clearing scattered with bones further inland so they head off there...

Scene Three – Giant Rock bird

Main stage

Featuring: *Dame, Sinbad, Mustapha, Hardtack, Weevil, Halapena, Sultan, Princess, Skeletons (Chorus)*

The henchmen argue about whether they should stay working for Halapena after her monster nearly killed them. She calls them (from side of stage) and tells them to plant teeth to conjure up skeleton warriors to attack our heroes. They do so and head off again muttering – nearly mutinous now!

The Dame, Sinbad and Mustapha arrive and we have a behind you scene with Skeletons appearing in increasing numbers. There is the opportunity for a **whole song and dance** routine by the skeletons and then a battle, as the other goodies battle the skeletons. The Skeletons are driven off. The princess is now discovered and rescued. They all head back to the ship.



Scene Four – The voyage home

Front of cloth

Featuring: *Seer, Dame, Mustapha, Sinbad, Princess, Sinbad, Hardtack, Weevil and Chorus*

The Seer provides a commentary of the remainder of the voyage (no budget to show it!) and the characters form tableaux for each daft adventure.

Scene Five – Back at the Palace

Main stage

Featuring: *All*

Back at the palace, Halapena is cackling to herself that the goodies are either dead or lost for ever and is planning an announcement to the people of the city that she is now in charge – a coronation is planned! The goodies arrive only for her to use her magic wand to freeze them all but Hardtack and Weevil inadvertently save the day. Defeated, the Sorceress is condemned to a nasty death. The Princess fulfils the prophecy and saves the Halapena by begging her father to forgive her. Sinbad and Princess get paired up. The Dame gets rewarded, Mustapha is given his own ship and everything ends happily with a **song!**

Scene Six - Song Sheet

Front of cloth

Featuring: *Dame and Mustapha*

Song sheet and final business

Scene Seven – Finale – The Palace throne room

Main stage

Featuring: *Everyone*

Finale song / walk down and final couplets