

CHILDRENS PLAYTIME PRODUCTIONS – SHREK JR.

House music – start ___ minutes before show		MUSIC CUE 0:	HOUSE MUSIC	PRE/POST-SHOW DISC TRACKS	
Presets: Lines 27, 33, 35, 37, 42, 53, 56, 57, 58 UP; Lines 1, 64 DOWN		LIGHT CUE ___: PRESET	(House @ Full)		
		LIGHT CUE ___: GO	(House to 1/2)		
		LIGHT CUE ___: GO	(House out)		
		LIGHT CUE ___: GO			
		LIGHT CUE ___: GO			
		<b>MICROPHONE NOTE: TURN ON MICS 6, 7, 8, 9, 10, 11, 12, 13                      MICS ON = 6, 7, 8, 9, 10, 11, 12, 13</b>			
		<b>MUSIC CUE 1: GO    BIG BRIGHT BEAUTIFUL WORLD – STORY OF MY LIFE    SHOW TRACK 1</b>			
Main curtain can be going out as the storyteller lines are spoken.		RAIL CUE 1: GO	MAIN CURTAIN OUT	LINE 1 UP	
		LIGHT CUE ___: GO	FOG/HAZE UP STAGE		
	<h2>SCENE ONE BEGINS</h2>				
	6	STORYTELLER 1A (ELLA F) <b>Once</b> upon a time, there was a little Ogre named Shrek			
	7	STORYTELLER 1B (FABRIZIO) <b>Who</b> lived with his parents in a bog by a tree.			
	8	STORYTELLER 2A (MARK) <b>It</b> was a pretty nasty place.			
	9	STORYTELLER 2B (MARLO) <b>But</b> he was happy because Ogres <i>like</i> nasty.			
	10	STORYTELLER 3A (MADISON) <b>On</b> his birthday, the little Ogre’s parents sat him down to talk.			
	11	STORYTELLER 3B (LINDA) <b>Just</b> as all Ogre’s parents had for hundreds of years before.			

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12	<b>MAMA OGRE</b> <b>Listen</b> son, you're growing up so quickly Growing up, bigger by the day.
13	<b>PAPA OGRE</b> <b>And</b> though we want you here The rules are very clear
12	<b>MAMA OGRE</b> Now you're seven
13	<b>PAPA OGRE</b> Now you're seven
12	<b>MAMA OGRE and PAPA OGRE</b>
13	So it's time to go away!
6- 12	<b>MAMA OGRE and STORYTELLERS</b> Your Mama packed a sandwich for your trip.
6- 11, 13	<b>PAPA OGRE and STORYTELLERS</b> Your Papa packed your boots in case of snow.
6- 13	<b>MAMA OGRE and PAPA OGRE and STORYTELLERS</b> You're gonna make us proud. No backing up allowed.
6- 12	<b>MAMA OGRE and STORYTELLERS</b> Just keep walking...
6- 11, 13	<b>PAPA OGRE and STORYTELLERS</b> Just keep walking...
6- 13	<b>MAMA OGRE and PAPA OGRE and STORYTELLERS</b> And you'll find somewhere to go. It's a big bright beautiful world, with happiness all around. It's peaches and cream and every dream comes true...
12	<b>MAMA OGRE and PAPA OGRE</b>
13	But not for you!
12	<b>MAMA OGRE</b>

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	<b>You're ugly son, which means that life is harder. People hate the things they cannot understand.</b>
<b>13</b>	<b>PAPA OGRE And when they look at us, they tend to make a fuss.</b>
<b>12</b>	<b>MAMA OGRE Burn our houses down.</b>
<b>13</b>	<b>PAPA OGRE and chase us...</b>
<b>12</b>	<b>MAMA OGRE and PAPA OGRE</b>
<b>13</b>	<b>Off our land.</b>
<b>6- 11, 13</b>	<b>PAPA OGRE and STORYTELLERS It's important that you find a cozy cesspit.</b>
<b>6- 12</b>	<b>MAMA OGRE and STORYTELLERS A place no one would ever dare to tread.</b>
<b>6- 13</b>	<b>MAMA OGRE and PAPA OGRE and STORYTELLERS And if they happen by, make sure you terrify them.</b>
<b>12</b>	<b>MAMA OGRE If you don't, son...</b>
<b>13</b>	<b>PAPA OGRE If you don't, son...</b>
<b>12</b>	<b>MAMA OGRE and PAPA OGRE</b>
<b>13</b>	<b>Then you'll surely wind up dead.</b>
<b>6- 12</b>	<b>MAMA OGRE and STORYTELLERS Good-bye!</b>
<b>6- 11, 13</b>	<b>PAPA OGRE and STORYTELLERS Good-bye!</b>
<b>6- 13</b>	<b>MAMA OGRE and PAPA OGRE and STORYTELLERS Watch out for men with <b>pitch-forks!</b></b>
	<b>MICROPHONE NOTE: TURN OFF MICS 12, 13; MICS ON = 6, 7, 8, 9, 10, 11</b>

Shrek @ 7 exits off SR (changes for Aladdin)  
Mama and Papa Ogre exit into house and out back door to exit behind swamp panel when lowered.

<p>Shrek is inside House Trolley when spun</p> <p>Just before coming down, Mama and Papa Ogre move behind and then exit once it is down.</p> <p><b>SCENE TWO BEGINS</b></p> <p>Shrek enters from door of his house</p> <p>Shrek grabs a bucket and exits off SR for water</p>		<b>LIGHT CUE ___: GO</b> Focus on Storytellers; dark up center scene change		
		<b>SET NOTE: House Trolley spins 180; Tree shifts - signs &amp; bucket placed on base; boulder placed</b>		
		<b>RAIL CUE 2: GO</b>	<b>SWAMP PANELS IN</b>	<b>LINES 58 (1<sup>st</sup>) &amp; 57 DOWN</b>
	<b>6,7</b>	<b>STORYTELLER 1A and 1B</b> And so the little ogre went off and found a muddy patch of swampland,		
	<b>8,9</b>	<b>STORYTELLER 2A and 2B</b> Far, far away from the world that despised him.		
	<b>10</b>	<b>STORYTELLER 3A and 3B</b>		
	<b>11</b>	And there he stayed for many years. Tucked away, and all alone.		
		<b>MICROPHONE NOTE: TURN ON MIC 1;</b> <b>MICS ON = 1, 6, 7, 8, 9, 10, 11</b>		
	<b>1</b>	<b>SHREK</b> Which is just the way I like it! Keep your big bright beautiful world. I'm happy where I am, all alone. I got all I need, so read the stinkin' sign!		
	<b>1, 6-11</b>	<b>SHREK and STORYTELLERS</b> Keep your big bright beautiful world. I/He party/ies on my/his own anyway. Doin' what I/he can with a one-man conga line. And it's mine! <span style="float: right;">All his! All his!</span> Alone! It's mine! And it's mine! <span style="float: right;">All his! All his!</span> All mine! <span style="float: right;">Yeah!</span>		
		<b>MICROPHONE NOTE: TURN OFF ALL MICS; TURN ON MICS 4, 13, 14, 16, 17, 18, 20, 21, 22, 24</b> <b>MICS ON = 4, 13, 14, 16, 17, 18, 20, 21, 22, 24</b>		
	<b>MUSIC NOTE:</b>	<b>AFTER BIG BRIGHT BEAUTIFUL WORLD</b>	<b>STILL TRACK 1</b>	

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At march music start – Fairytale characters enter SL back row; Guards DS row	<b>LIGHT CUE ____: GO</b>
Three Little Pigs have German accents	<b>20</b> CAPTAIN OF THE GUARDS <b>Right</b> this way. Don't mind the mud. You'll get used to it.
	<b>4</b> PINOCCHIO <b>This</b> place is a dump!
	<b>13</b> BIG BAD WOLF <b>It's</b> not fit for a pig!
	<b>18</b> THREE LITTLE PIG #1 (Jade) <b>Hello!</b>
	<b>24</b> THREE LITTLE PIG #2 (Michelle) <b>Vee</b> can hear you!
	<b>22</b> THREE LITTLE PIG #3 (Annie) <b>Vee</b> are standing right here!
	<b>20</b> CAPTAIN OF THE GUARDS Look you all read Lord Farquaad's decree.
	<b>4</b> PINOCCHIO: Yeah, yeah, we read it! "All fairy tale creatures have been banished from the Kingdom of Duloc. All fruitcakes and freaks are hereby evicted."
	<b>20</b> CAPTAIN OF THE GUARDS: Alright, when I call your name, step forward.
	<b>MUSIC NOTE:</b> <span style="margin-left: 200px;"><b>STORY OF MY LIFE</b></span> <span style="float: right;"><b>STILL TRACK 1</b></span>
	<b>LIGHT CUE ____: GO</b>
	<b>20</b> CAPTAIN OF THE GUARDS Pinocchio, the puppet!
	<b>4</b> PINOCCHIO I'm not a puppet, I'm a real boy.
All cast rears back as his nose grows; come back forward as he laughs nervously	<b>SOUND NOTE:</b> <span style="margin-left: 200px;"><b>NOSE GROW EFFECT ON TRACK</b></span>
	<b>20</b> CAPTAIN OF THE GUARDS That's your patch of mud down there. Gingerbread man? I said Gingerbread man?

	Anyone see the Gingerbread man?
14	WICKED WITCH He's been missing for days!
20	CAPTAIN OF THE GUARDS Oh yes, that's right...
4	PINOCCHIO Dumped on a swamp. Man, I tell you, sometimes being a fairytale creature sucks pine sap.  Life is disappointing, woe is what I know. Outed by my nose, that's just how it goes, for poor Pinocchio. Story of my life, always doomed to fail. Cheated by a fox, swallowed by a whale. That's the story of my life, oh yeah, that's the story of my life.
20	CAPTAIN OF THE GUARDS Three bears, take your spot over there by that sign. No that's too far. Too close. Ahh, just right. Wicked Witch!
14	WICKED WITCH Strife - is never ending
20	CAPTAIN OF THE GUARDS Peter Pan!
21	PETER PAN Banished – from the town.
20	CAPTAIN OF THE GUARDS Ugly Duckling!
17	UGLY DUCKLING They dragged me from the pond!
14	WICKED WITCH They broke my magic wand!
18, 22, 24	THREE LITTLE PIGS Zey blew our condos down!

CHILDRENS PLAYTIME PRODUCTIONS – SHREK JR.

14	<b>WICKED WITCH</b> Life – is but a witch hunt!
20	<b>CAPTAIN OF THE GUARDS</b> Mama Bear!
16	<b>MAMA BEAR</b> Mama's in the mud, Mama's in distress.
21	<b>PETER PAN</b> They ridiculed my hat!
18, 22, 24	<b>THREE LITTLE PIGS</b> Zey said zat vee vere fat!
13	<b>BIG BAD WOLF</b> They labeled me a fashion mess because I wore a granny dress!
20	<b>CAPTAIN OF THE GUARDS</b> Park it there, Wolf!
	<b>MICROPHONE NOTE: TURN ON MICS 6-11; MICS ON = 4, 6-11, 13, 14, 16, 17, 18, 20, 21, 22, 24</b>
ALL BUT 20	<b>ALL FAIRYTALE CREATURES and STORYTELLERS</b> Story of my life, booted from the ball. The party's off the hook
21	<b>PETER PAN</b> I flew into a wall.
ALL BUT 20	<b>ALL FAIRYTALE CREATURES and STORYTELLERS</b> That's the story of my life.
20	<b>CAPTAIN OF THE GUARDS</b> And remember, if we find you back in the kingdom, you will be executed!
	<b>MICROPHONE NOTE: TURN OFF MIC 20; TURN ON MICS 6-11; MICS ON = 4, 6, 7, 8, 9, 10, 11, 13, 14, 16, 17, 18, 21, 22, 24</b>
ALL	<b>ALL FAIRYTALE CREATURES and STORYTELLERS</b> That's the story of my life.
ALL	<b>ALL – INCLUDING GUARDS</b> I always dreamed I'd get a happy ending.

As they do a final spin in the song, the face off with Shrek who has re-entered from SR

14	<b>WICKED WITCH</b> And this right here? Not how it goes.
ALL	<b>ALL – INCLUDING GUARDS</b> I always dreamed I'd get an ever after. If this is it, it blows, it blows, it blows! Story of my life, always double crossed. Always in the woods. Always getting lost. Always on the ropes. Always up a creek. Always kicked around and treated like a freak! That's the story of my life, yes sir. That's the story of my life, oy vey. That's the story of my <b>life</b>
	<b>MICROPHONE NOTE: TURN OFF MICS 6-11, 17, 21; TURN ON MIC 1, 19; MICS ON = 1, 4, 13, 14, 16, 18, 19, 22, 24</b>
1	<b>SHREK: What</b> are you doing in my swamp?
4	<b>PINOCCHIO: Well</b> gosh, we were forced to come here.
1	<b>SHREK: Forced? By</b> who?
22	<b>THREE LITTLE PIG #2 (MICHELLE): Lord Farquaad! He hoofed und he poofed, und he signed an eveection notice.</b>
1	<b>SHREK: Huh. Well,</b> not my problem. Now you all need to turn around and go back where you came from.
16	<b>MAMA BEAR: Go back?!</b> We can't go <b>back!</b>
24	<b>THREE LITTLE PIG #1 (JADE): Farquaad vill</b> turn us into <b>bratvurst.</b>
13	<b>BIG BAD WOLF: The</b> guy's bad news.
18	<b>THREE LITTLE PIG #3 (ANNIE): Hey,</b> maybe you could talk to <b>him!</b>
19	<b>BABY BEAR: Yeah,</b> he'll listen to you! You're big and <b>scary.</b>



All the fairytale creatures laugh uproariously.

Uncomfortable silence

Everyone rears back during nose grow

Shrek exits off SL to USC behind Swamp Panel

## SCENE THREE BEGINS

When swamp panels up, Shrek stands CS confused – looking at map.

1	SHREK: I'm also an Ogre, which means I stay on my swamp and avoid large crowds. Or haven't you read the stories?
13	BIG BAD WOLF: You mean the stories that say I'm a big "bad" wolf?
14	WICKED WITCH: And the ones that say I'm a "wicked" witch?
4	PINOCCHIO: Or the ones that say I'm a "wooden" boy! What? I'm not a wooden boy
	MUSIC CUE 2: GO PINOCCHIO'S NOSE GROWING – SHREK CROSSOVER SHOW TRACK 2
4	PINOCCHIO: I have a glandular condition!
14	WICKED WITCH: Look here, Ogre, I'm gonna spell it out for ya. You're the only one tough enough to stand up to that no-good flim-flammer Farquaad.
1	SHREK: Okay, fine, I get it! Attention all . . . fairy tale things! I'm gonna go see this Farquaad guy right now, and get you all off my land and back where you came from!
	MICROPHONE NOTE: TURN OFF ALL MICS; MICS ON = NONE
	MUSIC NOTE: SHREK CROSSOVER STILL TRACK 2
	LIGHT CUE ____: GO
	SET NOTE: House Trolley OUT; Tree shifts US (signs removed); boulder removed
	RAIL CUE 3: GO SWAMP PANELS OUT LINES 58 & 57 UP
	LIGHT CUE ____: GO FOREST GOBO ON CYC
	MICROPHONE NOTE: TURN ON MICS 1, 2, 20 MICS ON = 1, 2, 20
1	SHREK: Now this can't be right, I'm all turned around. I took a right at the candy house, passed that weird old woman in the shoe and then took a left at Mary's Little House of Lambchops.

CHILDRENS PLAYTIME PRODUCTIONS – SHREK JR.

<p>Donkey enters USR running to tree and circles around in front to hide then spots Shrek and runs to him; Guards in hot pursuit but continue Off USL – then double back to find Donkey – stop in tracks at Shrek</p> <p>Donkey is confused.</p>           <p>Shrek lurches at frozen guards</p> <p>They fall backwards into arms of person behind them Shrek moves US of the guards and “whispers”</p> <p>Guards run off SL screaming; Captain of the Guards is still frozen – hiding behind his weapon. Shrek separately lunges at him as he returns to center stage; Captain runs off ala Jerry Lewis</p>    <p>Shrek ignores Donkey and goes back to the map; Donkey is looking at him with admiration</p>	<b>2</b>	<b>DONKEY:</b> <b>Ahhhhhhhhhhhhhhhhhhhhhh!</b> <b>Help a donkey out, wouldja? I’m being chased by goons!</b>
	<b>20</b>	<b>GUARDS:</b> <b>Ahhhhhhhhhh!</b>
	<b>20</b>	<b>CAPTAIN OF THE GUARDS:</b> Ugh, it’s hideous!
	<b>1</b>	<b>SHREK:</b> Aw, that’s not very nice. It’s just a donkey.
	<b>20</b>	<b>CAPTAIN OF THE GUARDS:</b> Step aside, Shrek, and let us at him.
	<b>1</b>	<b>SHREK:</b> Why, What did he do?
	<b>2</b>	<b>DONKEY:</b> I don’t wanna die - - I don’t wanna die - - I don’t wanna die . . .
	<b>20</b>	<b>CAPTAIN OF THE GUARDS:</b> He’s a talking donkey. A freak of nature. As are you, you unsavory beast.
	<b>1</b>	<b>SHREK:</b> Hey now, you’re going the right way for a smack down.
	<b>20</b>	<b>CAPTAIN OF THE GUARDS:</b> By the order of Lord Farquaad, I am authorized to place you both under arrest.
	<b>1</b>	<b>SHREK:</b> Under arrest, eh? <b>BOO!</b>
	<b>20</b>	<b>GUARDS:</b> Ahhhhhh!
	<b>1</b>	<b>SHREK:</b> This is the part where you run away.
	<b>20</b>	<b>GUARDS:</b> Ahhh! Ahhh!
	<b>20</b>	<b>CAPTAIN OF THE GUARDS:</b> <b>Ahhh!</b>
		<b>MICROPHONE NOTE:</b> <b>TURN OFF MIC 20</b> <b>MICS ON = 1, 2</b>
	<b>1</b>	<b>SHREK:</b> And don’t come back! Now, which way to Duloc . . .
	<b>2</b>	<b>DONKEY:</b> Can I just say? That was incredible. Man, they were trippin’ over themselves to get away from you. I liked that.

CHILDRENS PLAYTIME PRODUCTIONS – SHREK JR.

Shrek starts walking DSR

1	SHREK: Oh, good. I'm glad. Now, why don't you go celebrate your narrow escape with your friends?
2	DONKEY: But I don't have any friends.
1	SHREK: Now there's a shocker.
2	DONKEY: Heh-heh that's funny. Say, you lost or something?
1	SHREK: No, I'm just trying to figure out the best route to Duloc.
2	DONKEY: Oh Duloc! I know Duloc! You gotta let me show you the way, because I am like a GPS with fur!
1	SHREK: I'll be fine on my own, thanks.
	LIGHT CUE ____: GO      tight on action for scene change behind
	RAIL CUE 4: GO      BLACKOUT CURTAIN IN      LINE 27 DOWN
	SET NOTE: Tree OUT; Castle Trolley IN
	RAIL CUE 5: GO      DULOC BANNERS (3 SETS) IN      LINES 42, 35, 33 DOWN
2	DONKEY: But nobody's fine on their own! Not when you look like we do! Hey! Didn't you hear what they said? Man, this place is goin' Stepford! We gotta join forces! Otherwise they're gonna lock me up! And I cannot go back in a cage! I don't know if I mentioned it or not, but I did six years in solitary for impersonating a piñata.
1	SHREK: Alright, look, only because I'm lost, you can come . . .
	MUSIC CUE 3: GO      HOLIDAY FOR DULOC - WHAT'S UP DULOC PART 1      SHOW TRACK 3
2	DONKEY Yeah! Woo-hoo, alright . . . !
1	SHREK On one condition! You keep the jabbering to a minimum.
2	DONKEY

Shrek and Donkey exit DSR into audience

## SCENE FOUR BEGINS

Farquaad enters from Castle doors  
(Asher and Katrina open and close doors for him)

		<b>You got it! No jabbering! Man, you will not regret this.</b>
<b>1</b>	<b>SHREK</b>	<b>Too late.</b>
	<b>LIGHT CUE ____: GO</b>	<b>Tight on Shrek and Donkey; Dark on Stage</b>
<b>2</b>	<b>DONKEY</b>	<b>Now that’s what I’m talking about!</b> <b>Shrek and Donkey, two stalwart friends off on a whirlwind big city adventure!</b>
	<b>MICROPHONE NOTE: TURN OFF MICS 1, 2; TURN ON MICS 6-11, 12, 18, 19, 20, 21, 23</b> <b>MICS ON = 6, 7, 8, 9, 10, 11, 12, 18, 19, 20, 21, 23</b>	
	<b>RAIL CUE 6: GO</b>	<b>BLACKOUT CURTAIN OUT</b> <span style="float: right;"><b>LINE 27 UP</b></span>
	<b>LIGHT CUE ____: GO</b>	
	<b>MUSIC NOTE:</b>	<b>WHAT’S UP DULOC? (PART 1)</b> <span style="float: right;"><b>STILL TRACK 3</b></span>
<b>6- 11, 12, 19, 20, 21, 23</b>	<b>DULOC PERFORMERS</b>	<b>Welcome</b> to Duloc, such a perfect town. Here we have some rules, let us lay them down. Don't make waves, stay in line, and we'll get along fine. Duloc is a perfect place. Please keep off the grass, shine your shoes, wipe your... face. Duloc is, Duloc is, duloc is a perfect place.
<b>20</b>	<b>CAPTAIN OF THE GUARDS</b>	<b>And here's the man who made it happen!</b> <b>That towering colossus of moxie! Loooooooord Farquaad!</b>
<b>18</b>	<b>LORD FARQUAAD:</b>	<b>Oh, it’s you! What a terrific surprise! And lucky you, you’re here at torture time! Bring in the cookie!</b>
	<b>MICROPHONE NOTE: TURN ON MIC 15</b> <b>MICS ON = 6, 7, 8, 9, 10, 11, 12, 15, 18, 19, 20, 21, 23</b>	

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Asher & Katrina bring Gingy from SL	<b>15</b>	<b>GINGY: No! No! I won't speak! I won't! Oh, it's you . . .</b>
REACTION = Fake laugh	<b>18</b>	<b>LORD FARQUAAD: "Run, run, run as fast as you can, you can't catch me – I'm the Gingerbread Man!"</b>
REACTION = Shock (Home Alone)	<b>15</b>	<b>GINGY: You're a monster!</b>
REACTION = Single nod no one monster here and single nod yes on kingdom	<b>18</b>	<b>LORD FARQUAAD: I'm not the monster here, you are. You and the rest of that fairy tale trash poisoning my perfect kingdom.</b>
REACTION = Right hand to mouth	<b>15</b>	<b>GINGY: It's not a kingdom! Because you're not a king!</b>
	<b>18</b>	<b>LORD FARQUAAD: Oh, but I will be. Just as soon as I find a princess to marry. And I hear you know of one. Tell me where she is!</b>
REACTION = Both hands to mouth	<b>15</b>	<b>GINGY: Bite me!</b>
REACTION = Three quick claps	<b>18</b>	<b>LORD FARQUAAD: That's it! My patience has reached its end. Present the devices of torture!</b>
Devices in from SL – 2 guards per tbd	<b>15</b>	<b>GINGY: Uh-uh, uhh, now wait a minute. Let's not get crazy. Maybe I have heard tell of a princess.</b>
	<b>18</b>	<b>LORD FARQUAAD: From who?</b>
REACTION = Look in at each other	<b>15</b>	<b>GINGY: Do you know the Muffin Man?</b>
REACTION = Look forward	<b>18</b>	<b>LORD FARQUAAD: The Muffin Man?</b>
REACTION = Look in at each other	<b>15</b>	<b>GINGY: The Muffin Man?</b>
REACTION = Look forward; single nod on Lane	<b>18</b>	<b>LORD FARQUAAD: Yes. I know the Muffin Man. Who lives on Drury Lane?</b>
REACTION = Look in at each other	<b>15</b>	<b>GINGY: Well, I heard it from the Muffin Man.</b>
REACTION = Look forward	<b>18</b>	<b>LORD FARQUAAD: The Muffin Man?</b>
REACTION = Look in at each other	<b>15</b>	<b>GINGY: The Muffin Man?</b>
REACTION = Look forward and double nod	<b>18</b>	<b>LORD FARQUAAD: He heard it from the Muffin Man?</b>
	<b>15</b>	<b>GINGY: Can I go now?</b>

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REACTION = slight forward lean	18	LORD FARQUAAD: You haven't told me where she is!	
	15	GINGY: I can't	
REACTION = a little further lean in	18	LORD FARQUAAD: You must!	
	15	GINGY: I won't	
REACTION = full lean forward in anticipation	18	LORD FARQUAAD: Tell me or I'll -- !	
	15	GINGY: No! Not the buttons! Not my gumdrop buttons!	
	18	LORD FARQUAAD: Then where is the princess?!	
	15	GINGY: Okay . . . I'll tell you. She's a day's walk from here. In a dragon-guarded castle, surrounded by hot, boiling lava.	
	18	LORD FARQUAAD: Well, that sounds dangerous.	
	15	GINGY: Ya want a princess or not?!	
	18	LORD FARQUAAD: Go on.	
	15	GINGY: In the highest room in the tallest tower, you'll find a fiery red-head named Princess Fiona.	
	18	LORD FARQUAAD: Ooo, Princess Fiona. She sounds perfect. Except for that dragon and lava thing. I'll have to find someone else to go . . .	
	15	GINGY: Big surprise.	
	REACTION = "fake" double clap (no enthusiasm)	18	LORD FARQUAAD: I shall make Fiona my Queen, and Duloc will finally have the perfect King! Captain, take the cookie to the swamp with the rest of the fairy tale freaks!
		15	GINGY: Swamp?! That's the thanks I get?!
		<b>MICROPHONE NOTE: TURN OFF MIC 15 MICS ON = 6, 7, 8, 9, 10, 11, 12, 18, 19, 20, 21, 23</b>	
	18	LORD FARQUAAD: My loyal subjects! We're going to get a queen! Maestro!	
		<b>MUSIC CUE 4: GO                      WHAT'S UP DULOC? (PART 2) – THE RAFFLE                      SHOW TRACK 4</b>	

6-12, 19, 21, 23	<b>DULOC PERFORMERS (includes STORYTELLERS)</b> Things are looking up here in Duloc.
6-12, 19- 21, 23	<b>DULOC PERFORMERS and GUARDS</b> Just take a look!
6-12, 19, 21, 23	<b>DULOC PERFORMERS and STORYTELLERS</b> The things he’s cooking up here in Duloc.
6-12, 19- 21, 23	<b>DULOC PERFORMERS and GUARDS</b> He likes to cook!
6-12, 18, 19- 21, 23	<b>ALL</b> A model that amazes – A plan with seven phases. Bum-bum-bum-bum-bum
<b>18</b>	<b>LORD FARQUAAD</b> Things are looking up here in Duloc
6-12, 18, 19- 21, 23	<b>ALL</b> They’re looking up!
<b>18</b>	<b>LORD FARQUAAD</b> In Duloc!
7,8, 18, 20	<b>MEN</b> The ladies all look swell.
6, 9-12, 19, 21, 23	<b>WOMEN</b> The men are so dashing.
6-12, 18, 19- 21, 23	<b>ALL</b> Thanks to his new dress code, the fashion’s never clashing. Hey nonny-nonny-nonny-no. This castle he had built is taller than the cliff-tops. A city like a postcard- with a monorail and gift shops!
6-12, 19- 21, 23	<b>DULOC PERFORMERS and GUARDS</b> And so

CHILDRENS PLAYTIME PRODUCTIONS – SHREK JR.

6-12, 19, 21, 23	<b>DULOC PERFORMERS and STORYTELLERS</b> And so
6-12, 19- 21, 23	<b>DULOC PERFORMERS and GUARDS</b> And so
6-12, 19, 21, 23	<b>DULOC PERFORMERS and STORYTELLERS</b> And so
6-12, 18, 19- 21, 23	<b>ALL</b> And so
<b>18</b>	<b>LORD FARQUAAD</b> No one from the gutter in Duloc.
6-12, 18, 19- 21, 23	<b>ALL</b> He's takin' aim!
<b>18</b>	<b>LORD FARQUAAD</b> Embrace the cookie cutter in Duloc.
6-12, 18, 19- 21, 23	<b>ALL</b> We're all the same!
<b>18</b>	<b>LORD FARQUAAD</b> The upshot is enormous – if you can shout
6-12, 18, 19- 21, 23	<b>ALL</b> "Conform us!" Things are looking up Things are looking up Things are looking up Here in Duloc Ahahaha! Here in Duloc Ahahaha! Up, up, up, up, up!
<b>18</b>	<b>LORD FARQUAAD: And now good people of Duloc, the moment you've all been waiting for!</b>



CHILDRENS PLAYTIME PRODUCTIONS – SHREK JR.

		<b>MUSIC NOTE:</b>	<b>THE RAFFLE</b>	<b>STILL TRACK 4</b>
		<b>LORD FARQUAAD</b>	The raffle drawing to determine who will have the honor of setting forth to rescue the lovely Princess Fiona . . . from the fiery keep of the dragon!	
		<b>MICROPHONE NOTE: TURN ON MICS 1, 2</b> <b>MICS ON = 1, 2, 6, 7, 8, 9, 10, 11, 12, 18, 19, 20, 21, 23</b>		
Shrek and Donkey enter from DSR legs		<b>1</b>	<b>SHREK: Uh, excuse me.</b>	
Everyone scatters and hides (behind banners) leaving Lord Farquaad alone center stage.	6-12, 18, 19-21, 23		<b>ALL DULOC: Ahhhhhh!</b>	
		<b>1</b>	<b>SHREK: Like I've never heard that reaction before. Hey, are you Lord Farquaad?</b>	
		<b>18</b>	<b>LORD FARQUAAD: Maybe. Does the name strike fear in your heart?</b>	
		<b>1</b>	<b>SHREK: No, but that little hat does.</b>	
		<b>18</b>	<b>LORD FARQUAAD: Who let this thing in here?!</b>	
		<b>1</b>	<b>SHREK: Look, I'll be out of your silky hair just as soon as you gimme my swamp back.</b>	
		<b>18</b>	<b>LORD FARQUAAD: Your swamp?</b>	
		<b>1</b>	<b>SHREK: Yes, where you dumped those fairy tale creatures.</b>	
		<b>18</b>	<b>LORD FARQUAAD: News flash, Ogre, that oozing mud pit is actually within the province of Duloc, and therefore my swamp.</b>	
		<b>1</b>	<b>SHREK: Now look here, Half-Pint . . .</b>	
		<b>18</b>	<b>LORD FARQUAAD: Wait a minute. Wait . . . a . . . minute! Oh, this is too perfect.</b>	
		<b>1</b>	<b>SHREK: What is?</b>	
		<b>18</b>	<b>LORD FARQUAAD: You! You're big and hulking and . . . wonderfully expendable. People of Duloc, we have a winner!</b>	
Peek quickly out from behind hiding for quick Hooray and then duck back in	6-12, 18, 19-		<b>ALL DULOC: Hooray!</b>	



		<b>MICS ON = 1, 2</b>		
		LIGHT CUE ____: GO		
		SET NOTE: Farquaad Palace turns 180 to reveal Dragon Keep side		
		RAIL CUE 8: GO	DULOC BANNERS (3 SETS) OUT	LINE(S) 42, 35, 33 UP
		RAIL CUE 9: GO	ARCHES IN	LINE 37 DOWN
		LIGHT CUE ____: GO		
Once blackout curtain is down – Shrek and Donkey step back onto stage from SR into sight line spot	1	SHREK: <b>Well</b> , that was odd.		
	2	DONKEY: <b>Not</b> as odd as you agreeing to go on this quest! What do you know about rescuing a princess?		
	1	SHREK: I’ve read the stories.		
	2	DONKEY: And I’ve read the sports page – that don’t make me a hockey player!		
Reading from dossier	1	SHREK: It says she’s been locked in the tower since she was seven.		
	2	DONKEY: Aw, that’s sad. Only seven years old.		
To the audience	1	SHREK: Sounds like a cue for a flashback, doesn’t it?		
Confused	2	DONKEY: Who are you talking <b>to</b> ?		
Shrek and Donkey exit DSR to wings (audience entrance next)	1	SHREK: No one. Let’s go rescue the <b>princess</b> .		
		<b>MICROPHONE NOTE: TURN OFF MICS 1, 2 MICS ON = NONE</b>		
		<b>MUSIC CUE 6: GO FIONA TOWER MOVE - I KNOW IT’S TODAY - PLAYOFF SHOW TRACK 6</b>		
Three Fionas are already on tower.		SET NOTE: Fiona’s Tower moved into place SC		
		<b>MICROPHONE NOTE: TURN ON MICS 3, 21, 22</b>		

## SCENE FIVE BEGINS

VISUAL CUE WHEN TOWER SECURE		<b>MICS ON = 3, 21, 22</b>
		<b>MUSIC NOTE: I KNOW IT'S TODAY STILL TRACK 6</b>
		<b>LIGHT CUE ____ : GO</b>
	<b>22</b>	<b>YOUNG FIONA</b> <b>Settle</b> in girls. It's story time! There's a princess, in a tower, Oh my gosh, that's just like me! Poor Rapunzel needs a haircut But the witch won't set her free. She passes time by singing, like someone else I know As years go by she sits and waits? As years go by... Uh oh A torturous existence - I don't remember this part! She wishes she were dead?! Skip ahead skip ahead! But in the end Rapunzel finds a millionaire The prince is good at climbing and braiding golden hair!
	<b>21</b>	<b>TEEN FIONA</b> <b>So</b> I know, he'll appear, and his armor will be blinding! As shining as his perfect teeth and manly hose He'll propose, on one knee, and our preup will be binding! About time we set the wedding date! Day number 958. I know it's today. He'll show up tod....
<b>3, 21</b>	<b>TEEN FIONA and PRINCESS FIONA</b> ...ay...	
<b>3</b>	<b>PRINCESS FIONA</b> <b>There's</b> a princess, any princess, take your pick, they're all like me! Not exactly, I'm still waiting, they're out living happily! Ever after better get here I want love in seconds flat	

	<p>No one needs these middle bits - Oops, did I do that? Cut the villains, cut the vamping, cut this fairytale Cut the peril and the pitfalls, cut the puppet in the whale Cut the monsters, cut the curses, keep the intro, cut the verses And the waiting, the waiting, the waiting, the waiting - The waaaiting! But I know, he'll appear - Though I seem a bit bipolar And I'm a vandal now as well, hope he won't mind I'm a find, I'm a catch - And a very gifted bowler! It won't be long now, I guarantee! Day number - - Are you there God? It's me Fiona</p>
<p>3, 21, 22</p>	<p>ALL FIONAS It's me Fiona! Now I know, he'll appear, cause there are rules and there are strictures I believe the storybooks I read by candlelight My white knight, my knight and his steed, will look just like these pictures! It won't be long now, I guarantee!</p>
<p>22</p>	<p>YOUNG FIONA Day number 23</p>
<p>21</p>	<p>TEEN FIONA Day number 958</p>
<p>3</p>	<p>PRINCESS FIONA Day number eight thousand four hundred and twenty-three</p>
<p>22</p>	<p>YOUNG FIONA I know it's today, oooo I know it's today, oooo I know it's today, oooo</p>
<p>21</p>	<p>TEEN FIONA</p>

	I know it's today, oooo I know it's today, oooo
3	PRINCESS FIONA I know it's today, oooo I know it's today
3, 21, 22	ALL FIONAS I know it's today!
	MICROPHONE NOTE: TURN OFF ALL MICS MICS ON = NONE
	MUSIC NOTE: I KNOW IT'S TODAY (PLAYOFF) STILL TRACK 6
	SET NOTE: Fiona's Tower moved off SL
	LIGHT CUE ____: GO On Shrek and Donkey in House Left
	MICROPHONE NOTE: TURN OFF MICS 1, 2 MICS ON = 1, 2
2	DONKEY: I don't get it, Shrek. Why didn't you just make Farquaad give you your swamp back? You know, pull some of that Ogre stuff on him?
1	SHREK: For your information, there's a lot more to ogres than people think.
2	DONKEY: Example?
1	SHREK: Example. Okay . . . um . . . Ogres are like onions!
2	DONKEY: They stink?
1	SHREK: Yes. No!
2	DONKEY: They make you cry?
1	SHREK: No!

Happening while music is playing

## SCENE SIX BEGINS

Shrek and Donkey enter from audience onto DSR apron stairs

Has a lightbulb moment looking at the onion.

His own lightbulb moment

2	<b>DONKEY: Oh, you leave them out in the sun and they get all brown and start sprouting little white hairs?</b>
1	<b>SHREK: No! Layers. Onions have layers. Ogres have layers. Onions have layers – you get it?! We both have layers!</b>
2	<b>DONKEY: Ohhh, you both have layers. You know . . . not everybody likes onions. Parfaits! Everyone likes parfaits, and they have layers! Have you ever met a person and you say, “Hey, let’s get some parfaits,” and they say, “I don’t like parfaits.” Parfaits are delicious.</b>
1	<b>SHREK: I don’t care! Ogres are not like parfaits!</b>
2	<b>DONKEY: Parfaits may be the most delicious thing on the whole planet.</b>
1	<b>SHREK: You know, this may turn into the longest day of my entire life.</b>
	<b>MUSIC CUE 7: GO                      TRAVEL SONG – DRAGON ROAR                      SHOW TRACK 7</b>
	<b>LIGHT CUE ____: GO</b>
2	<b>DONKEY Ooh! I got the perfect remedy for that!</b>
1	<b>SHREK Oh no, I’m not interested - -</b>
2	<b>DONKEY Sing a song, yes a travel song, when you gotta go somewhere 'Cause the fun is getting there. Yeah. Oh what the heck, I must confess, I love a road trip! Sing a song. Hit the trail. Forget the maps. Forget the guides. Before ya know it, you've made strides with me. And I know - all I need - all along, is a path - and a pal - and a song, so I'm singin', and I'm pallin' with you, See? It makes the time go by faster!</b>
1	<b>SHREK Why me? Why me?</b>
2	<b>DONKEY</b>

Getting (at Sing) There (at Forget)  
Is Half (at Before) The Fun (at me)  
But if (at all I need) You see (at a pal)  
An Ogre (at so I’m) Run (at I’m pallin’)  
Burma Shave (at faster)

CHILDRENS PLAYTIME PRODUCTIONS – SHREK JR.

		<b>This is nice!</b>	
	<b>1</b>	<b>SHREK</b> Tell me what was my crime?	
	<b>2</b>	<b>DONKEY</b> We are strolling	
Parrot and Mime enter SL	<b>1</b>	<b>SHREK</b> As chatty as a parrot, more annoying than a mime.	
Puss In Boots enters SL	<b>2</b>	<b>DONKEY</b> Hey look, a cat who's wearin' boots! That's crazy!	
	<b>1</b>	<b>SHREK</b> Why me? Why me? A simple answer would be fine.	
	<b>2</b>	<b>DONKEY</b> You know, this is good cardio.	
	<b>1</b>	<b>SHREK</b> Won't someone please send me a sign?	
Yunita Pal – enter on Oh, look	<b>2</b>	<b>DONKEY</b> Oh, look, a sign! Yunita Pal Avenue straight ahead.	
Follow (at What) the Yellow (at deserve this) Brick (at this x o'mine) Road (at is asinine) Oops! (at Why) Wrong (at be better) Story (at than this)	<b>1</b>	<b>SHREK</b> What did I do to deserve this? Honestly, this [DAYTIME SHOWS =] pal o'mine [NIGHT SHOW =] ass o'mine is asinine - WHY ME?!!	
	<b>2</b>	<b>DONKEY</b> Oh man, what could be better than this?!	
	<b>1</b>	<b>SHREK</b> Why	
		<b>MICROPHONE NOTE: TURN ON MICS 6-14, 18</b> <b>MICS ON = 1, 2, 6, 7, 8, 9, 10, 11, 12, 13, 14, 18</b>	
	<b>ALL</b>	<b>SHREK, ET AL</b> <b>Me</b> Why me?	<b>DONKEY, ET AL</b> <b>Sing</b> a song! Hit the road!



Cast clears SR; bridge placed, blackout raised while spot is tight on these two

Reveals Dragon’s Keep

## SCENE SEVEN BEGINS

Start walking toward bridge DSR; cross onto bridge from DS end and back up and over

	<p>A simple an- -swer would be fine.</p> <p>Won’t someone please send me a sign?</p> <p>What did I do to deserve this? Honestly This pal/ass o’mine is asinine. Why am I With you!</p>	<p>It’s the way to get around! Before ya know it You’ve gained ground with me! And I know all I need all along is a path and a pal and a song. So I’m singin’ and I’m pallin’ With you!</p>	
	<p><b>MICROPHONE NOTE: TURN OFF MICS 6-14, 18 MICS ON = 1, 2</b></p>		
	<p><b>LIGHT CUE ____: GO                      Tight Spot only on Shrek and Donkey</b></p>		
	<p><b>SET NOTE: Bridge placed DSR</b></p>		
	<p><b>RAIL CUE 10: GO</b></p>	<p><b>BLACKOUT OUT</b></p>	<p><b>LINE 27 UP</b></p>
<b>1</b>	<p><b>SHREK</b> That’ll do, Donkey, that’ll do.</p>		
	<p><b>LIGHT CUE ____: GO                      Fog Start</b></p>		
	<p><b>LIGHT CUE ____: GO                      Lights up to reveal keep dimly</b></p>		
<b>1</b>	<p><b>SHREK: Hey look, the dragon’s keep! We’re here. You’re right, that did make the time go by faster.</b></p>		
<b>2</b>	<p><b>DONKEY: Whew! Shrek! Was that you? Man! You gotta warn somebody before you crack one off! My mouth was open and everything!</b></p>		
<b>1</b>	<p><b>SHREK: Believe me Donkey, if that was me, you’d be dead. It’s brimstone.</b></p>		
	<p><b>MUSIC NOTE:                                      BEFORE “FOREVER”                                      STILL TRACK 7</b></p>		
<b>2</b>	<p><b>DONKEY</b> Yeah, right . . . brimstone. Don’t be talkin’ it’s the brimstone, I know what I smell</p>		

Shrek finds a helmet on the bridge

	and it wasn't no brimstone, it didn't come from no stone neither . .
1	<b>SHREK</b> Oh, hey, this'll come in handy. Hope it's fireproof. Alright, now you wait here and I'll be back in a bit.
2	<b>DONKEY</b> Wait here?! You mean by myself?
1	<b>SHREK</b> Unless you'd rather come slay the dragon and rescue the princess?
2	<b>DONKEY</b> Uhhh. . . no, I'm good. Waiting is fine. But hurry back!
	<b>MUSIC NOTE: DRAGON ROAR STILL TRACK 7</b>
	<b>MICROPHONE NOTE: TURN OFF MIC 1; TURN ON MICS 19-24 MICS ON = 2, 19, 20, 21, 22, 23, 24</b>
2	<b>DONKEY: Shrek! I heard a roar! Shrek! I am two seconds away from leaving you here! This place is creepy!</b>
	<b>LIGHT CUE ____: GO Lights up more to reveal Knights in pillories</b>
23	<b>KNIGHT KATRINA: You don't know the half of it.</b>
2	<b>DONKEY: Aahhhhh!</b>
19-24	<b>ALL KNIGHTS: Sorry.</b>
22	<b>KNIGHT DUSTIN: Hey, it's a new guy!</b>
21	<b>KNIGHT ANTHONY: We haven't had a new guy in a couple years!</b>
2	<b>DONKEY: Shrek! Come back! There are people with beards!</b>
20	<b>KNIGHT CHRISTIAN: Shhh! You don't wanna wake her up.</b>
19	<b>KNIGHT BRYCE: She gets really mad.</b>
2	<b>DONKEY: What are you talking about? Who are you people?</b>

CHILDRENS PLAYTIME PRODUCTIONS – SHREK JR.

24	KNIGHT JORDAN: We're knights!
20	KNIGHT CHRISTIAN: We came to rescue the princess.
22	KNIGHT DUSTIN: Just like you.
19	KNIGHT BRYCE: None of us made it though.
24	KNIGHT JORDAN: We're the lucky ones.
23	KNIGHT KATRINA: Everyone else she incinerated.
21	KNIGHT ANTHONY: She keeps us around because we sing backup.
2	DONKEY: What?
	<b>MUSIC CUE 8: GO                      DRAGON ROAR – FOREVER PLAYOFF                      SHOW TRACK 8</b>
2	DONKEY Dragon!? I'm outta here.
	<b>MUSIC NOTE:                                      FOREVER                                      STILL TRACK 8</b>
	<b>MICROPHONE NOTE: TURN ON MIC 5, 6-11 MICS ON = 2, 5, 6, 7, 8, 9, 10, 11, 19, 20, 21, 22, 23, 24</b>
19-24	ALL KNIGHTS That's what we thought.
2	DONKEY Oh my goodness! Oh my goodness! Oh my goodness!
19-24	ALL KNIGHTS That's what we did!
2	DONKEY DRAGON!
19-24	ALL KNIGHTS That's what we said!
5	DRAGON <b>Another</b> day inside my keep

Dragon and flames enter SR

Dragon shoots flames at Donkey they wrap around tower piece and come back to SR side for re-load

CHILDRENS PLAYTIME PRODUCTIONS – SHREK JR.

		I get no rest, I get no sleep 'cause when I start to count my sheep You come around	
	2	<b>DONKEY</b> I'll come back later then.	
	6-11, 19-24	<b>KNIGHTS and STORYTELLERS</b> She draws her shades and locks her doors Still you come for what ain't yours. Like a hound dog on all fours, You sniff around and around and around	
	5-11, 19-24	<b>DRAGON and KNIGHTS and STORYTELLERS</b> You're gonna stay, you're gonna stay, you're gonna stay – Forever!	
	2	<b>DONKEY</b> I wish I could stay, but forever sounds like a long time.	
	5-11, 19-24	<b>DRAGON and KNIGHTS and STORYTELLERS</b> Forever.	
	2	<b>DONKEY</b> And I got a hair appointment.	
Dragon starts to move toward SR to position for re-load of flames	5	<b>DRAGON</b> You think I like this job? I'm a glorified babysitter.	
	5-11, 19-24	<b>KNIGHTS and STORYTELLERS</b> Baby, babysittah	
Reload flames	5-11, 19-24	<b>DRAGON</b> No one wants to rescue me – so, yeah, I'm a little bitter. I'm no princess, no great beauty, no one e ver, ever, ever, ever wants me	<b>ALL KNIGHTS and STORYTELLERS</b>  rescue me  Little bitter  Ooo Oh, no, no, no, no, no, no, no, no
Shoot flames who then cross SL and exit to wings	2	<b>DONKEY</b> Baby, hold on! I got something to say here.	

	<p><b>First of all, I am not a Knight, I am a donkey. And if you don't know that, then you need to get your eyes checked. Secondly, that princess is not even my type! Not my type at all! 'Cause I like my girls tall, mean, and curvy. So I hope you learned something valuable here today! Now if you'll excuse me, I'll be on my way. What's the matter with you? You got something in your eye?</b></p>
<b>5</b>	<p><b>DRAGON</b> I'm no princess, but he wants me, no great beauty, but he wants me No one ever, ever, ever, ever wanted me. So</p>
5-11, 19- 24	<p><b>DRAGON and KNIGHTS and STORYTELLERS</b> You're gonna stay, you're gonna stay, you're gonna sta-a-a-a-ay, Forevermore</p>
<b>5</b>	<p><b>DRAGON</b> You're gonna looooooovvee me!</p>
5-11, 19- 24	<p><b>ALL KNIGHTS and STORYTELLERS</b> Love, love, <b>Me!</b></p>
<p><b>MICROPHONE NOTE: TURN OFF ALL MICS MICS ON = NONE</b></p>	
<p><b>MUSIC NOTE: FOREVER PLAYOFF STILL TRACK 8</b></p>	
<p><b>RAIL CUE 11: GO BLACKOUT IN LINE 27 DOWN</b></p>	
<p><b>LIGHT CUE ____: GO Lights on dancers in foreground</b></p>	
<p><b>SET NOTE: FIONA's Tower Unit In SC; Bridge OUT DSR</b></p>	
<p><b>MICROPHONE NOTE: TURN ON MICS 1, 3 MICS ON = 1, 3</b></p>	
<b>3</b>	<p><b>PRINCESS FIONA: I KNOW IT'S TODAY . . . OO-OO-OO-OO</b></p>
<b>1</b>	<p><b>SHREK: Helloooo! Anyone up there?!</b></p> <p><b>Shouldn't you toss down some hair or something? No? All right, oh well.</b></p>

Exit USR (get behind blackout) and then off; Knights surround Donkey and Dragon "pushes" them out!

Shrek is positioned behind Tower Unit; Fiona on it as it is moved in place

## SCENE EIGHT BEGINS

Singing a capella

Shrek and Princess Fiona “climb” down the tower and sweep around SL to DSC “running away” from tower

So scene can be changing behind them

## SCENE NINE BEGINS

As Shrek is trying to move her DS and then DSR; Fiona resists and pulls away

She pulls out a handkerchief and gives it to Shrek

	<b>Phew! Aw great, I got one of the snoozers.</b>
	<b>Wake up!</b>
<b>3</b>	<b>PRINCESS FIONA: Uhl-uhl-uhl</b>
<b>1</b>	<b>SHREK: Are you Princess Fiona?</b>
<b>3</b>	<b>PRINCESS FIONA: I am. Awaiting a knight so bold as to rescue me.</b>
<b>1</b>	<b>SHREK: Ah, that’s nice. Now let’s go.</b>
	<b>LIGHT CUE ____: GO                      Lights tight on Shrek and Fiona DSC</b>
	<b>SET NOTE: FIONA’s Tower Unit OUT; Bridge IN DSR</b>
	<b>RAIL CUE 12: GO    BLACKOUT OUT    LINE 27 UP</b>
<b>3</b>	<b>PRINCESS FIONA: But wait, Sir Knight! I have long awaited this day! And I would’st first like to knowest the name of my champion.</b>
<b>1</b>	<b>SHREK: Um . . . Shrek.</b>
<b>3</b>	<b>PRINCESS FIONA: Sir, Shrek . . . I pray that you take this favor as a token of my gratitude.</b>
<b>1</b>	<b>SHREK: Thanks. All right, let’s go.</b>
<b>3</b>	<b>PRINCESS FIONA: Now holdest on, Sir Knight. Don’t you want to savor this moment? It be-eth our first meeting. It must be a wonderful and romantic scene.</b>
<b>1</b>	<b>SHREK: Aw geez, I’m like a crackpot magnet.</b>
	<b>MICROPHONE NOTE: TURN ON MICS 2 MICS ON = 1, 2, 3</b>
	<b>MUSIC CUE 9: GO                      DRAGON ROAR – TIHADCT – CHANDELIER CRASH                      SHOW TRACK 9</b>
<b>3</b>	<b>PRINCESS FIONA</b>

<p>Just then, Donkey runs across stage (SR to SL) and hides behind SL arch. Donkey dodges 1<sup>st</sup> set of flames that pass him and go off SL</p>		<p><b>You didn't slay the dragon?</b></p>
<p>Dragon enters from SR, shoots 2<sup>nd</sup> set of flames at Shrek; he dodges and flames go off SL</p>	<p><b>1</b></p>	<p><b>SHREK</b> It's on my to-do list. Come on! Donkey!</p>
<p>Shrek and Donkey evade Dragon by hiding behind arch; Dragon goes off SL and "reloads" flames.</p>	<p><b>2</b></p>	<p><b>DONKEY</b> Shrek!</p>
	<p><b>3</b></p>	<p><b>PRINCESS FIONA</b> Dragon!</p>
	<p><b>1-3</b></p>	<p><b>SHREK, DONKEY and PRINCESS FIONA</b> Run!!</p>
	<p><b>MUSIC NOTE: THIS IS HOW A DREAM COMES TRUE STILL TRACK 9</b></p>	
<p>Shrek and Donkey do slow motion cross from SL to SR</p>	<p><b>3</b></p>	<p><b>PRINCESS FIONA</b> This is how I pictured it, more or less, I must admit. A thumping in my heart. A life about to start. I knew this day would come, and you would find your way. At last my dream comes true. I knew, I knew, I knew...</p>
<p>Dragon enters SL and shoots flames at Shrek and Donkey; they dodge the flames. Flames off SR</p>	<p><b>1</b></p>	<p><b>SHREK</b> You know, we could really use a little help here, Princess. Really? Nothing? Best. Day. Ever.</p>
<p>Dragon continues after Shrek and Donkey – they evade her by hiding behind SR arch – then going Behind the palace structure.</p>	<p><b>3</b></p>	<p><b>PRINCESS FIONA</b> It would be-e today!</p>
<p>Shrek comes through palace doors to plead to Fiona</p>	<p><b>MUSIC NOTE: CHANDELIER CRASH STILL TRACK 9</b></p>	
<p>Then back behind doors</p>	<p><b>LIGHT CUE ____: GO Lights tight on Shrek and Donkey and Fiona DSC</b></p>	
<p>Dragon is seen going from SR to behind palace structure</p>	<p><b>SET NOTE: Bridge OUT DSR</b></p>	
<p>After crash, Shrek and Donkey come through palace doors SC</p>	<p><b>2</b></p>	<p><b>DONKEY: Did you see that? Did you see that? Shrek here found an axe laying right there in that tired old castle and then BAM! He cut this rope! And the rope held up this ol' gothic looking chandelier! And the chandelier fell right on the dragon and that's how we escaped</b></p>

## SCENE TEN BEGINS





CHILDRENS PLAYTIME PRODUCTIONS – SHREK JR.

2	<b>DONKEY: Maybe it's a perk.</b>
3	<b>PRINCESS FIONA: No – it's destiny. "A princess is rescued by a brave knight and then they share true love's first kiss."</b>
2	<b>DONKEY: With Shrek?! You think that Shrek is your true love? Hahahahaha.</b>
3	<b>PRINCESS FIONA: What is so funny?</b>
1	<b>SHREK: Well, let's just say that I'm not your type, okay?</b>
3	<b>PRINCESS FIONA: Of course you are. You're my rescuer! Now, remove your helmet.</b>
1	<b>SHREK: Look, I really don't think that's a good idea.</b>
3	<b>PRINCESS FIONA: Just take off the helmet.</b>
1	<b>SHREK: I'm not going to.</b>
3	<b>PRINCESS FIONA: Take it off!</b>
1	<b>SHREK: No!</b>
3	<b>PRINCESS FIONA: NOW!</b>
1	<b>SHREK: Okay! Easy. As you command, Your Highness. . .</b>
3	<b>PRINCESS FIONA: You're . . . an ogre?</b>
1	<b>SHREK: Oh, you were expecting Prince Charming?</b>
3	<b>PRINCESS FIONA: Well . . . yes actually. Oh, no! I'm supposed to be rescued by my true love! Not be some ogre and his . . . pet.</b>
2	<b>DONKEY: Well, so much for noble steed.</b>
3	<b>PRINCESS FIONA: You're not supposed to be an ogre.</b>
1	<b>SHREK: Princess. I was sent to rescue you by Lord Farquaad, okay? He's the one who wants to marry you.</b>
3	<b>PRINCESS FIONA: Oh. Then why didn't he come rescue me?</b>

1	SHREK: Good question. You should ask him that when we get there tomorrow.
	LIGHT CUE ____: GO <span style="float: right;">Almost Sunset</span>
3	PRINCESS FIONA: Tomorrow? Oh my gosh, it's almost sunset!
1	SHREK: So?
3	PRINCESS FIONA: I didn't realize it was so late. We need to make camp.
1	SHREK: Camp? But you've just escaped!
3	PRINCESS FIONA: Yes, and I found the whole ordeal quite exhausting. I need to rest immediately.
1	SHREK: That's unfortunate, because we're gonna keep going.
3	PRINCESS FIONA: I NEED TO FIND SOMEWHERE TO CAMP RIGHT NOW!
1	SHREK: Very well, there's a cave right there.
2	DONKEY: Shrek! That's no place for a princess.
3	PRINCESS FIONA: No, no, it's perfect. Well, gentlemen, I bid thee good night!
2	DONKEY: You want me to read you a bedtime story? Cause I will.
3	PRINCESS FIONA: I said GOOD NIGHT!
2	DONKEY: She seems nice. You want me to read you a bedtime story?
1	SHREK: Say goodnight, Donkey.
2	DONKEY: Goodnight, Donkey.
	MICROPHONE NOTE: TURN OFF MICS 1-3; TURN ON MICS 6-11 MICS ON = 6, 7, 8, 9, 10, 11
	LIGHT CUE ____: GO <span style="float: right;">SUNSET / MOON?</span>

Exits to cave USR

They exit DSR

CHILDRENS PLAYTIME PRODUCTIONS – SHREK JR.

		<b>MUSIC CUE 10: GO</b>	<b>SUNSET (1)</b>	<b>SHOW TRACK 10</b>
	<b>6</b>	<b>STORYTELLER 1A</b> <b>But</b> wait, there's more to the story!		
	<b>7</b>	<b>STORYTELLER 1B</b> <b>Princess</b> Fiona had a secret.		
	<b>8</b>	<b>STORYTELLER 2A</b> <b>A</b> curse had been placed upon her!		
	<b>9</b>	<b>STORYTELLER 2B</b> "By day, one way, by night another -		
	<b>10</b>	<b>STORYTELLER 3A</b> <b>This</b> shall be the norm,		
	<b>11</b>	<b>STORYTELLER 3B</b> <b>Until</b> you find true love's first kiss		
	<b>6-11</b>	<b>ALL STORYTELLERS</b> And then take love's true form." Shhh....		
	<b>0</b>	<b>ROOSTER: Cock-a-doodle-doo!</b>		
		<b>MICROPHONE NOTE: TURN ON MICS 3, 19, 21, 23</b> <b>MICS ON = 3, 6, 7, 8, 9, 10, 11, 19, 21, 23</b>		
		<b>MUSIC NOTE:</b>	<b>MORNING PERSON</b>	<b>STILL TRACK 10</b>
	<b>3</b>	<b>PRINCESS FIONA</b> <b>Good</b> morning birds, good morning trees -		
	<b>ALL</b>	<b>ALL</b> <b>Ohh</b> what a lovely day - The sun's so big it hurts my eyes,		
	<b>3</b>	<b>PRINCESS FIONA</b> But really that's ok		
	<b>ALL</b>	<b>ALL</b> A brand new day, with things to do, so many plans to make		
	<b>3</b>	<b>PRINCESS FIONA</b> I've had 6 cups of coffee - so i'm really wide awake		

Out from Cave USR

CHILDRENS PLAYTIME PRODUCTIONS – SHREK JR.

ALL	ALL I've (She's) always been a morning person, a morning girl
3	PRINCESS FIONA - Hooray! Good morning deer - Say have you heard, today's my wedding day? I haven't met my husband yet
ALL	ALL But she's (I'm) hopeful anyway! She'll (I'll) wear a gown, we'll have a ball and dance forevermore - -
3	PRINCESS FIONA He'll take me in his massive arms, and spin me 'round the floor!
ALL	ALL I've (She's) always been a morning person, a morning girl - Hooray
MICROPHONE NOTE: TURN ON MIC 20 MICS ON = 3, 6, 7, 8, 9, 10, 11, 19, 20, 21, 23	
3	PRINCESS FIONA Well, good morning Pied Piper.
20	PIED PIPER Bah! What's so good about it? I can't get these rats to follow me!
3	PRINCESS FIONA Well, I think you may need to change your tune, mister!
20	PIED PIPER Hey, give me my flute back!
LIGHT CUE ____: GO	
ALL	ALL (INCLUDING RATS & PIED PIPER) A brand new start, a palate cleanse – as fresh as lime sorbet
3	PRINCESS FIONA Last night I was a monster, but this morning, this morning, this morning – I'm okay!
ALL	ALL This morning – She's (I'm) okay!

They start moving slowly to SR

	<b>MICROPHONE NOTE: TURN OFF MICS 6, 7, 8, 9, 10, 11, 19, 20, 21, 23; TURN ON MICS 1, 2 MICS ON = 1, 2, 3</b>
<b>2</b>	<b>DONKEY: Morning, Princess.</b>
<b>3</b>	<b>PRINCESS FIONA: Good morning, men!</b>
<b>1</b>	<b>SHREK: You're awful chipper.</b>
<b>3</b>	<b>PRINCESS FIONA: And why shouldn't I be? It's a new day full of promise and fresh starts!</b>
<b>1</b>	<b>SHREK: It is?</b>
<b>3</b>	<b>PRINCESS FIONA: Yes. And the first thing I'd like to do is apologize for my behavior yesterday. We obviously got off on the wrong foot, and I'd like to make it up to you.</b>
<b>1</b>	<b>SHREK: You would?</b>
<b>3</b>	<b>PRINCESS FIONA: Yes, you did rescue me after all. So, I've gathered a basket of berries for the trip, and I made you each a daisy chain! We've got a long journey ahead of us. To Duloc!</b>
<b>1</b>	<b>SHREK: If you say so. Come on . . . follow me.</b>
<b>2</b>	<b>DONKEY: A road trip! Yes! Punch buggy!</b>
<b>3</b>	<b>PRINCESS FIONA: Ow! So, tell me about my groom-to-be, Lord Farquaad. What's he like?</b>
<b>1</b>	<b>SHREK: Well, let me put it this way, Princess – men of Farquaad's stature are in short supply.</b>
<b>2</b>	<b>DONKEY: Tee Hee Hee</b>
<b>3</b>	<b>PRINCESS FIONA: Really?</b>
<b>1</b>	<b>SHREK: Oh, yeah, but he is a <i>little</i> intimidating.</b>
<b>2</b>	<b>DONKEY: Ha ha ha</b>
<b>3</b>	<b>PRINCESS FIONA: Well, he must be!</b>
<b>1</b>	<b>SHREK: And yet, very good at <i>small</i> talk.</b>
<b>2</b>	<b>DONKEY: Bwaa Haa Haa</b>

CHILDRENS PLAYTIME PRODUCTIONS – SHREK JR.

3	PRINCESS FIONA: What are you doing?
1	SHREK: What? Just saying ya might wanna lower your expectations a bit. Yeah, like three feet or so.
1, 2	SHREK and DONKEY: Ha Ho Ha Bwaa Snort
3	PRINCESS FIONA: Alright, yuck it up. Doesn't bother me. Not today. After a lifetime of misery, things are finally going my way.
1	SHREK: I'm sure it was very difficult living in a dragon-guarded tower.
3	PRINCESS FIONA: It was.
1	SHREK: It must've been nice to have a roof and a cozy bed. Which is more than I had when I left home.
3	PRINCESS FIONA: You're not actually comparing yourself to what I endured?
1	SHREK: I'm just saying you don't corner the market on unhappy childhoods.
	LIGHT CUE ____ : GO
	MUSIC CUE 11: GO      I THINK I GOT YOU BEAT & MAKE-A-MOVE      SHOW TRACK 11
3	PRINCESS FIONA There are things you don't know, ya know, about me. About how rough I had it!
1	SHREK What, ya run out of shampoo a couple times?
2	PRINCESS FIONA I mean, about my life!
1	SHREK In that cushy tower of yours?
3	PRINCESS FIONA Cushy! Are you kidding? I had nothing in that tower, fighting boredom by the hour. Princess lonely, walking circles - I had only...

CHILDRENS PLAYTIME PRODUCTIONS – SHREK JR.

		<p>Bare essentials, Army cot, A hot plate and chamber pot. And every morning i would boil it. No choice i had no toilet. Just a view of devastation - Out one window, isolation In my bedroom - And very little headroom Twenty years i sat and waited - I'm very dedicated On the walls the days were added - Luckily those walls were padded So...I think i got you beat, I think i got you beat - Yeah, yeah yeah. I think i got you beat, I think i got you beat.</p>
1	SHREK	<p>Oh you think so? That was a sad story but... I've heard better I'm just saying A for effort thanks for playing Sad to see a princess suffer, But I had it rougher Like that time a mob with torches burned my britches - See the scorches You're just whiney - I had a flaming heinie As I fled I had to wonder, If I were torn asunder Would an ogre go to heaven - Did I mention I was seven? So... I think I got you beat, Yeah, yeah, yeah I think I got you beat, I think I got you—</p> <p>Oopsy! Ah well, better out than in, I always say.</p> <p>Hmmm...</p>
3	PRINCESS FIONA	<p>Hmmm...</p>
1	SHREK	<p>Hmmm...</p>
3	PRINCESS FIONA	<p>Hmmm...</p>
1, 3	SHREK and PRINCESS FIONA	<p>I think I got you beat, I think I got you beat.</p>

Shrek and Fiona freeze in a curious gaze – they are definitely developing attraction; Donkey sees it

## SCENE ELEVEN BEGINS

While the audience is distracted with cast members filling in at the sides of the house.

1, 3	SHREK	PRINCESS FIONA
	Yeah	Yeah
	Yeah	Yeah
	Yeah	Yeah
	Yeah	Yeah
1, 3	SHREK and PRINCESS FIONA	
	I think I got you beat, I think I got you beat.	BEAT!
	LIGHT CUE ____: GO	Lights on audience low?
	MUSIC NOTE:	MAKE A MOVE STILL TRACK 11
	MICROPHONE NOTE: TURN ON MICS 4-11, 13, 14, 15, 16, 17, 19, 21, 22, 24 MICS ON = 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 13, 14, 15, 16, 17, 19, 21, 22, 24	
	SET NOTE: Barn Fndtn/Sunflowers IN CS; Cave OUT; Fire Pit & Boulder IN USR: Freak flags set	
	RAIL CUE 16: GO	BARN IN LINE 53 DOWN
	LIGHT CUE ____: GO	Spot on
	LIGHT CUE ____: GO	Light Mover Effect
2	DONKEY	
	There's something going on around here I've been watching and the signals are clear A nervous laugh when she brushes his skin The sweaty palms, the big dopey grin	
ALL	ALL (EXCEPT SHREK & FIONA)	
	Hmmm	Hmmm Hmmm



Shrek and Fiona re-animate

<b>2</b>	<b>DONKEY</b> With a giggle and a flip of her hair I smell the pheromones in the air Making goo goo eyes over their food They need my help here in setting the mood	
<b>ALL</b>	<b>ALL (EXCEPT SHREK &amp; FIONA)</b> You gotta turn up the heat You gotta butter the pan You got to make a move and don't be afraid Reach for her hand and maybe give her a kiss She's waiting for a move to be made – You	
<b>ALL</b>	<b>DONKEY/PART 1</b> Gotta  Gotta  Gotta  You gotta make a move  You gotta make a move  You gotta make a move. Yeah!	<b>PART 2</b>  Gotta  Gotta  Gotta, yeah  You gotta make a move  You gotta make a move  You gotta make a move You gotta make a move. Yeah!
<b>1</b>	<b>SHREK</b> Well, here we are . . . Duloc!	
<b>3</b>	<b>PRINCESS FIONA</b> I didn't realize we were so close. Maybe Duloc could wait until morning.	
<b>1</b>	<b>SHREK</b> Morning?	
<b>3</b>	<b>PRINCESS FIONA</b> Why not? I've spent my whole life without true love. What's one more night?	

CHILDRENS PLAYTIME PRODUCTIONS – SHREK JR.

They move the fire pit and Shrek lights the fire and pulls out the S'nothers.

<b>1</b>	<b>SHREK</b> You must be hungry. Now you can try a S'nothers! They're a little bit like S'mores but instead of marshmallow and chocolate, we use squirrel gizzards and mulch. Oh, they just melt in your mouth.
	<b>LIGHT CUE ____: GO</b> <b>Electric (Fire Pit) ON</b>
<b>2</b>	<b>DONKEY</b> Shrek, I know you can't hear me right now, but if you could I would want to say a few things to you. I am in your corner buddy, but you have got to tell that girl what you are feeling deep down. You may not get another chance. So just go on now. Just open your heart and--
<b>1</b>	<b>SHREK</b> Umm, Princess?
<b>2</b>	<b>DONKEY</b> Here we go
<b>3</b>	<b>PRINCESS FIONA</b> Yes Shrek
<b>2</b>	<b>DONKEY</b> Oh, he's gonna tell her!
<b>1</b>	<b>SHREK</b> I, uh . . .
<b>2</b>	<b>DONKEY</b> I can't take this
<b>1</b>	<b>SHREK</b> Well, I was, uh . . .
<b>2</b>	<b>DONKEY</b> Uh, huh . . .
<b>1</b>	<b>SHREK</b> I was wondering
<b>2</b>	<b>DONKEY</b>

CHILDRENS PLAYTIME PRODUCTIONS – SHREK JR.

	<b>Okay!</b>	
<b>1</b>	<b>SHREK</b> I was wondering	
<b>2</b>	<b>DONKEY</b> Spit it out!	
<b>1</b>	<b>SHREK</b> Are you gonna eat that?	
<b>ALL</b>	<b>ALL (EXCEPT SHREK and FIONA)</b> Man! What is wrong with you? You gotta turn up the heat You gotta butter the pan You got to make a move and don't be afraid Reach for her hand and maybe give her a kiss She's waiting for a move to be made	
<b>ALL</b>	<b>DONKEY/PART 1</b>	<b>PART 2</b>
	Gotta	Gotta
	Gotta	Gotta
	Gotta	Gotta, yeah
	You gotta make a move	You gotta make a move
	You gotta make a move	You gotta make a <b>move</b>
	You gotta <b>make a</b>	
<b>MICROPHONE NOTE: TURN OFF MICS 4-11, 13, 14, 15, 16, 17, 19, 21, 22, 24</b> <b>MICS ON = 1, 2, 3</b>		
<b>1</b>	<b>SHREK: DONKEY!!!</b>	
	<b>LIGHT CUE ____ : GO</b>	<b>Abrupt Crash of Mood and Moon Lights</b>

Storytellers and others exit from audience to return backstage

Fiona runs to the barn and enters it.

2	DONKEY: Oh, sorry, I just got caught up in the magic of the night! The fireflies, that beautiful sunset...
3	PRINCESS FIONA: Sunset?! Oh my gosh! Sunset! Oh no!! I mean . . . it's late. It's very late.
1	SHREK: What?
3	PRINCESS FIONA: I'm sorry, but I have to go.
1	SHREK: Oh, alright.
3	PRINCESS FIONA: Goodnight.
1	SHREK: Goodnight.
2	DONKEY: Uh-uh. No, sir. I'm sorry, but I did not come this whole way, puttin' up with you and your body odor, just so you can let her walk away like that!
1	SHREK: What are you talking about?
2	DONKEY: Hey, I'm an animal, and I got instincts, and you two were obviously digging on each other.
1	SHREK: Oh, you're crazy. I'm just bringing her back to Farquaad.
2	DONKEY: Uh-huh. So you don't have any feelings for her at all?
1	SHREK: Look, even if I did . . . and I'm not saying I do, 'cause I don't, she's a princess and I'm ...
2	DONKEY: An ogre?
1	SHREK: Yeah. An Ogre.
	LIGHT CUE ____ : GO <span style="float: right;">Darker</span>
	MUSIC CUE 12: GO <span style="float: right;">SUNSET #2</span> <span style="float: right;">SHOW TRACK 12</span>
2	DONKEY She needs to know what you're feelin'...
1	SHREK Where are you going?

This is moved from original position in script (now underscore for following lines)

Donkey heads off SR to get wood for the fire



CHILDRENS PLAYTIME PRODUCTIONS – SHREK JR.

Shrek re-enters resolved to tell Fiona his feelings – he pulls a sunflower and goes to the door pulls it closed which cuts the shadow; overhears

Crushed, Shrek drops the flower and exits SR

	become this . . . this horrible ugly beast!
2	DONKEY: Wait a second, this is perfect!
3	PRINCESS FIONA: Perfect?! Donkey, if Lord Farquaad finds out I look like this, he'll never marry me!
2	DONKEY: So?
3	PRINCESS FIONA: So, I have to kiss my true love! The kiss is the only thing that will break the spell and make me beautiful.
2	DONKEY: But you know . . . ummm, you're kind of an ogre, and Shrek . . . well, you've got a lot in common.
3	PRINCESS FIONA: Shrek?
2	DONKEY: Yeah, if he know all this, I think maybe - -
3	PRINCESS FIONA: No, he can't know! And you can't tell him! Not a word! No one must ever know! Promise you won't tell. Promise!
2	DONKEY: All right, all right. I won't tell him. But you should. Man, I know when this is all over, I'm gonna need a whole lot of serious therapy.
	LIGHT CUE ____: GO                      Shadow of Ogre Fiona on Cyc FADE OUT
3	PRINCESS FIONA: I can't think about Shrek. Not now. I'm a princess after all, and look at me! I mean, really . . . who could ever love a beast so hideous and ugly? Princess and ugly don't go together. That's why I can't stay here with Shrek. My only chance to live happily ever after is to marry my one true love.
	LIGHT CUE ____: GO                      Morning Daylight
	MUSIC CUE 14: GO                      MORNING PERSON (REPRISE) - FANFARE                      SHOW TRACK 14
0	ROOSTER Cock-a-doodle-do!
3	PRINCESS FIONA Good morning dawn, Good morning day

	<p><b>Good morning Morning Dove</b>  <b>I had a long and sleepless night</b>  <b>Pondering true love</b>  <b>My fairy tale I know so well has somehow gone awry</b>  <b>Looks may be deceiving but, feelings cannot lie.</b>  <b>Do I love him?</b>  <b>Last night I was uncertain - But this morning</b>  <b>This morning - This morning--!</b></p>
	<p><b>MICROPHONE NOTE: TURN ON MIC 1</b>  <b>MICS ON = 1, 2, 3</b></p>
Shrek enters SR angry; Fiona rushes to him happily	<p><b>3</b> <b>PRINCESS FIONA: Shrek! . . . Thank goodness! There’s something I have to tell you . . .</b></p>
	<p><b>1</b> <b>SHREK: You don’t have to tell me anything. I heard enough last night.</b></p>
	<p><b>3</b> <b>PRINCESS FIONA: Oh. You . . . you heard what I said?</b></p>
	<p><b>1</b> <b>SHREK: Every word. Especially, “who could ever love such a hideous, ugly beast?!”</b></p>
	<p><b>3</b> <b>PRINCESS FIONA: But . . . I thought that wouldn’t matter to you.</b></p>
	<p><b>1</b> <b>SHREK: Yeah, well it does.</b></p>
	<p><b>MICROPHONE NOTE: TURN ON MIC 18</b>  <b>MICS ON = 1, 2, 3, 18</b></p>
	<p><b>MUSIC NOTE: FANFARE STILL TRACK 14</b></p>
	<p><b>1</b> <b>SHREK: Ah, right on time. Princess, I’ve brought you a little something.</b></p>
	<p><b>18</b> <b>LORD FARQUAAD: Whoooooa, Swim-noodle! Princess Fiona?</b></p>
	<p><b>1</b> <b>SHREK: As promised . . . now, about my swamp - -</b></p>
	<p><b>18</b> <b>LORD FARQUAAD: Cleared off, as agreed. And the deed has been put in your name. Now step away before I change my mind.</b></p> <p><b>Forgive me, Princess, for startling you. I am Lord Farquaad.</b></p>
Farquaad enters SR riding a pool noodle horse; Captain and Guards are with him	

	3	PRINCESS FIONA: Lord Farquaad. Forgive me for I was just saying a short . . . farewell.	
	18	LORD FARQUAAD: Oh, that is so sweet, but you don't have to waste good manners on the ogre. It's not like he has feelings.	
	3	PRINCESS FIONA: No, you're right, "IT" doesn't.	
	18	LORD FARQUAAD: Princess Fiona, beautiful, fair, flawless Fiona . . . I ask your hand in marriage. Will you be the perfect bride for the perfect groom?	
	3	PRINCESS FIONA: Lord Farquaad . . . I accept. Nothing would make me - -	
Shrek spins around – hopeful	18	LORD FARQUAAD: Excellent! I'll start the plans . . . for tomorrow, we wed!	
	3	PRINCESS FIONA: NO! I mean, ah, why wait? Let's get married today. Before sunset!	
Captain of the Guards mounts Swim-noodle and rides off as Lord Farquaad realizes his error.	18	LORD FARQUAAD: Oh! Anxious, are we? You're right. The sooner the better. There's so much to do! Captain, ride ahead and tell them it's a Code Red! We'll be married by sunset!	
Donkey comes out from barn where he fell asleep	(ad-lib line) Wait – I didn't mean to take Swim-noodle . . . oh, forget it. Come Princess		
Just in time to see Fiona head off SR with Farquaad	2	DONKEY: Oh man, there's nothing like a good night's sleep. What I miss?	
	3	PRINCESS FIONA: Fare thee well, Ogre.	
	MICROPHONE NOTE: TURN OFF MICS 3, 18 MICS ON = 1, 2		
	MUSIC CUE 15: GO                                      FARE THEE WELL OGRE                                      SHOW TRACK 15		
	2	DONKEY: Shrek! What are you doing? You're letting her get away! Look! There's something you don't know. I – I – talked to her last night and - -	
	1	SHREK: Yeah, I know you talked to her last night. You two are great pals aren't ya? So, why don't you follow her home.	
	2	DONKEY: But Shrek, I want to go home with you.	
	1	SHREK: Me? No! I live alone! My swamp, me. Nobody else, understand? Nobody! Especially useless – pathetic – annoying – talking donkeys!	



CHILDRENS PLAYTIME PRODUCTIONS – SHREK JR.

Fairytale creatures enter from SL in single file line with suitcases as before – evicted again.  
Sees Shrek

2	DONKEY: But – I thought -
1	SHREK: Yeah, well you know what? You thought wrong.
	LIGHT CUE ____: GO
	MICROPHONE NOTE: TURN ON MICS 4, 13, 14, 15, 16, 17, 19, 21 MICS ON = 1, 2
4	PINOCCHIO: <b>Just</b> when ya think life can't get any worse – ya get evicted from a swamp!
13	BIG BAD WOLF: <b>Well</b> , look who it is!
16	MAMA BEAR: <b>I thought</b> you were going to help us.
19	BABY BEAR: <b>Instead</b> , you had us kicked out!
1	SHREK: Well, what did you expect from an ogre?!
21	PETER PAN: <b>We</b> believed in you!
1	SHREK: Ah, grow up!
21	PETER PAN: I won't grow up!
1	SHREK: Then get out of my way.
2	DONKEY: Well, there he goes again. Pushing everyone away. Just like he did to me. Just like he did to Fiona. You're so wrapped up in layers, onion boy, you're afraid of your own feelings!
17	UGLY DUCKLING: <b>Who's</b> Fiona?
1	SHREK: Mind your business, Duckie.
2	DONKEY: She's the princess who loves him.
14	WICKED WITCH: <b>Ohhh!</b> There' a girl!
13	BIG BAD WOLF: Now it's getting interesting.
19	BABY BEAR: <b>The</b> Princess loves him.

1	SHREK: Loves me? She said I was ugly! A hideous creature! I heard you two talking!
2	DONKEY: She wasn't talking about you! She was talking about, uh . . . somebody else.
1	SHREK: She wasn't talking about me? Well then who was she talking about?
2	DONKEY: Ohhh, now he's interested. Two minutes ago he was all, "Don't talk to me! Go away! I don't need nobody!"
1	SHREK: Look, I'm sorry, Okay? I'm sorry. I guess I am just a big stupid ogre. Which is why the Princess and I can never be together.
15	GINGY: Listen up, Ogre!
	LIGHT CUE ____: GO
	MUSIC CUE 16: GO <span style="float: right;">FREAK FLAG - PLAYOFF</span> <span style="float: right;">SHOW TRACK 16</span>
15	GINGY We spend our whole lives wishing We weren't so freakin' strange. They made us feel that way, But it's they who need to change
13	BIG BAD WOLF The way they think that is!
19	BABY BEAR That's right, Wolfie!
ALL	ALL Let your freak flag wave.
1	SHREK My what?
ALL	ALL Let your freak flag fly! Never take it down, never take it down. Raise it way up high! Let your freak flag fly...

CHILDRENS PLAYTIME PRODUCTIONS – SHREK JR.

	Let it fly... fly... fly.
4	<b>PINOCCHIO</b> It's hard to be a puppet, so many strings attached.
17	<b>UGLY DUCKLING</b> But it's not a choice you made. It's just how you were hatched.
ALL	<b>ALL</b> Let your freak flag wave. Let your freak flag fly! Never take it down, never take it down. Raise it way up high! Let your freak flag fly.
16	<b>MAMA BEAR</b> We got magic. We got power. Who are they to say we're wrong? What makes us special...
4	<b>PINOCCHIO</b> What makes us special...
	<b>LIGHT CUE ____ : GO</b> <span style="float: right;"><b>Movers?</b></span>
ALL	<b>ALL</b> What makes us special makes us strong! Let your freak flag wave. Let your freak flag fly! Never take it down, never take it down. Raise it way up high! Let your freak flag fly. Fly... Fly. Fly. Fly.
1	<b>SHREK</b> I'm green! I'm mean! Get used to it!
ALL	<b>ALL</b> Fly!

CHILDRENS PLAYTIME PRODUCTIONS – SHREK JR.

Clap once like exiting a huddle

**SCENE TWELVE BEGINS**

Grooms side is SR; Brides side is SL Bishop enters SR

	LIGHT CUE ____: GO		
1	SHREK: Donkey! The Wedding!		
2	DONKEY: Ha! I have a plan! Gather around!		
ALL	ALL: To <b>Duloc!</b>		
	MICROPHONE NOTE: TURN OFF ALL MICS; TURN ON MICS 3, 18, 23 MICS ON = 3, 18, 23		
	MUSIC NOTE:	FREAK FLAG PLAYOFF	STILL TRACK 16
	RAIL CUE 17: GO	BARN OUT	LINE 53 UP
	SET NOTE: Barn Fndtn/Sunflowers OUT; Fire Pit & Boulder OUT		
	RAIL CUE 18: GO	STAINED GLASS IN	LINE 56 DOWN
	RAIL CUE 19: GO	DULOC OUTER & MID BANNERS IN	LINES 33, 35 DOWN
	SET NOTE: Altar IN (with cross and Saint statues)		
	LIGHT CUE ____: GO		
	MUSIC CUE 17: GO	WEDDING PROCESSION	SHOW TRACK 17
23	BISHOP: <b>People</b> of Duloc we gather here today to bear witness to the union of or new King and Queen - -		
3	PRINCESS FIONA: <b>Um</b> . . . Excuse me . . . ah . . . Could we just skip to the “I do’s?”		
23	BISHOP: Right, well then. Uh, do you, Lord Farquaad, take Princess Fiona?		
18	LORD FARQUAAD: <b>I</b> do.		
23	BISHOP: And do you, Princess Fio...		

CHILDRENS PLAYTIME PRODUCTIONS – SHREK JR.

Shrek and FTCs enter from SL

	<b>MICROPHONE NOTE: TURN ON MIC 1</b> <b>MICS ON = 1, 3, 18, 23</b>		
<b>3</b>	<b>PRINCESS FIONA: I do.</b>		
<b>1</b>	<b>SHREK: Stop the wedding!</b>		
<b>3</b>	<b>PRINCESS FIONA: Shrek . . . ?</b>		
<b>18</b>	<b>LORD FARQUAAD: Really?! Showing up uninvited with your freaky friends? Ewww!</b>		
<b>1</b>	<b>SHREK: Fiona – I need to talk to you.</b>		
<b>3</b>	<b>PRINCESS FIONA: Oh, now you want to talk? Well, it’s a little late for that. So, if you’ll excuse me - -</b>		
<b>1</b>	<b>SHREK: But you can’t marry him!</b>		
<b>3</b>	<b>PRINCESS FIONA: And why not?</b>		
<b>1</b>	<b>SHREK: Because – because he’s just marrying you so he can be King.</b>		
<b>18</b>	<b>LORD FARQUAAD: That is outrageous!! Fiona, don’t listen to him!</b>		
<b>1</b>	<b>SHREK: He’s not your true love.</b>		
<b>18</b>	<b>LORD FARQUAAD: Guards, take this abomination out of my sight!</b>		
<b>3</b>	<b>PRINCESS FIONA: No! Uhh . . . I mean . . . let’s hear what the . . . monster has to say. It might be worth a laugh.</b>		
<b>18</b>	<b>LORD FARQUAAD: Oh, you are awful. You heard her, ogre. Express yourself . . . with as few grunts as possible.</b>		
	<b>LIGHT CUE ____: GO</b>		
	<b>MUSIC CUE 18: GO</b>	<b>BIG BRIGHT BEAUTIFUL WORLD REPRISE</b>	<b>SHOW TRACK 18</b>
<b>1</b>	<b>SHREK</b> <b>Right. Okay. Um</b> <b>It's a big bright beautiful world</b>		

Fiona runs off SL

	<p><b>With possibilities everywhere. If true love is blind Maybe you won't mind the view? You've never read a book like this, But fairytales should really be updated. It's a big bright beautiful world. I see it now, i'll let it in. I'll tear down a wall And clear a spot for two To be with you.</b></p>
18	<p><b>LORD FARQUAAD: Boooooooooooooooooooooo! Are we ready, darling?</b></p>
3	<p><b>PRINCESS FIONA: I can't.</b></p>
	<p><b>LIGHT CUE ____: GO</b></p>
	<p><b>MICROPHONE NOTE: TURN OFF MIC 3; TURN ON MICS 4, 13-17, 19, 20, 21, 22, 23, 24 MICS ON = 1, 4, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24</b></p>
4	<p><b>PINOCCHIO: That's it! We've taken your abuse for the last time, Farquaad!</b></p>
19	<p><b>BABY BEAR: Well, no more!</b></p>
14	<p><b>WICKED WITCH: It ends today!</b></p>
22, 24	<p><b>THREE LITTLE PIGS: Power to zee piggies!</b></p>
16	<p><b>MAMA BEAR: We demand our homes back!</b></p>
4	<p><b>PINOCCHIO: And our rightful place in Duloc! Right, guys?</b></p>
ALL	<p><b>FAIRYTALE CHARACTERS (ad-libbing): This guy is a sham! He'll pay! Up with fairies! Power to the cookies! (etc.)</b></p>
18	<p><b>LORD FARQUAAD: It'll be a dark day before I let you freaks ruin my wedding!</b></p>
4	<p><b>PINOCCHIO: Freaks, eh? Well, I guess it takes one to know one.</b></p>

CHILDRENS PLAYTIME PRODUCTIONS – SHREK JR.

18	LORD FARQUAAD: What?
4	PINOCCHIO: Prepare to have your mind blown.
20	DWARF: Hiiiiii-hoooooooooh!
18	LORD FARQUAAD: Daddy?
20	DWARF: I suppose my invitation was lost in the mail?
18	LORD FARQUAAD: Well, maybe if you hadn't abandoned me in the woods!
20	DWARF: Abandoned you? You were twenty-eight, and living in my basement!
4	PINOCCHIO: People of Duloc, your leader is a Halfling!
16	MAMA BEAR: Which is a lovely thing to be!
18	LORD FARQUAAD: I'm a king! I'm a big man! A big tall giant man with a kingdom! Not-a-freak! Not a freak! I have a castle!
	LIGHT CUE ____ : GO <span style="float: right;">SUNSET</span>
	MICROPHONE NOTE: TURN ON MICS 2, 3 MICS ON = 1, 2, 3, 4, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24
	LIGHT CUE ____ : GO
3	PRINCESS FIONA: Stop the wedding!
	MUSIC CUE 19: GO <span style="float: right;">CATHEDRAL SUNSET (PART 1) – TRANSFORM 1 SHOW TRACK 19</span>
1	SHREK: Fiona?
3	PRINCESS FIONA: I wanted to show you before.
1	SHREK: Well, ah . . . that explains a lot.
18	LORD FARQUAAD: Ew. Ew-ew-ew-ewww! It's disgusting! All this hocus pocus alters nothing! I have my crown. This marriage is binding and that makes

Re-enters from SL

He grabs the crown from the altar and puts it on

CHILDRENS PLAYTIME PRODUCTIONS – SHREK JR.

Turning to Fiona

FTCs State as a fact  
Duloc people state in shock

Dragon enters DSL and shoots flames at Farquaad;  
flame dancers follow to consume him in flames.

Farquaad and flames exit behind conceal of cast to  
USL exit; flames change and re-enter as guards

	<b>me King! See! See!</b> <b>As for you, my wife! I'll have you locked back in that tower for the rest of your days!!</b>
<b>1</b>	<b>SHREK: No, actually, you won't. I'd like you to meet a friend of mine.</b>
	<b>MUSIC NOTE: CATHEDRAL SUNSET (PART 2) STILL TRACK 19</b>
	<b>LIGHT CUE ____ : GO</b>
<b>ALL</b>	<b>ALL DULOC</b> <b>Dragon!</b>
<b>18</b>	<b>LORD FARQUAAD</b> <b>Arrrggghhhh!!!</b>
	<b>MICROPHONE NOTE: TURN OFF MIC 18; TURN ON MIC 5</b> <b>MICS ON = 1, 2, 3, 4, 5, 13, 14, 15, 16, 17, 19, 20, 21, 22, 23, 24</b>
	<b>LIGHT CUE ____ : GO</b>
<b>2</b>	<b>DONKEY: That's my girl who did that! All hail the dragon!</b>
<b>ALL</b>	<b>ALL</b> <b>Yay! To the dragon!</b>
<b>2</b>	<b>DONKEY</b> <b>I love you, baby!</b>
	<b>MUSIC NOTE: TRANSFORMTION (PART 1) STILL TRACK 19</b>
	<b>LIGHT CUE ____ : GO</b>
<b>3</b>	<b>PRINCESS FIONA</b> <b>You were saying?</b>
<b>1</b>	<b>SHREK</b> <b>I'm your true love, Fiona.</b>
<b>3</b>	<b>PRINCESS FIONA</b> <b>Yeah, I know, and I'm yours.</b>
<b>ALL</b>	<b>CROWD</b>



CHILDRENS PLAYTIME PRODUCTIONS – SHREK JR.

	<b>Awwww!</b>
<b>2</b>	<b>DONKEY: Oooh! Y'all got to watch this! Now that she and Shrek kissed, she's gonna change back into a beautifly princess. You just wait and see. This is gonna be crazy!!! Tell 'em the poetry – tell 'em the poetry!</b>
	<b>MUSIC CUE 20: GO                      TRANSFORMATION (PART 2) - FINALE                      SHOW TRACK 20</b>
	<b>MICROPHONE NOTE: TURN ON MICS 6-12 MICS ON = 1, 2, 3, 4, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 19, 20, 21, 22, 23, 24</b>
	<b>LIGHT CUE ____: GO                      EFFECT</b>
<b>6,</b>	<b>STORYTELLER 1A and 1B</b>
<b>7</b>	<b>"By day one way, by night another – this shall be the norm - -</b>
<b>8,</b>	<b>STORYTELLER 2A and 2B</b>
<b>9</b>	<b>Until you find true love's first kiss - -</b>
<b>10,</b>	<b>STORYTELLER 3A and 3B</b>
<b>11</b>	<b>And then take love's true form!</b>
<b>ALL</b>	<b>ALL True form . . . true form . . . true form. . . "</b>
	<b>LIGHT CUE ____: GO                      END EFFECT</b>
<b>1</b>	<b>SHREK: Fiona . . . are you alright?</b>
<b>3</b>	<b>PRINCESS FIONA: Well, yes . . . but . . . I don't understand. I'm supposed to be beautiful.</b>
<b>1</b>	<b>SHREK: But you are beautiful.</b>
	<b>MUSIC NOTE:                      FINALE (THIS IS OUR STORY)                      STILL TRACK 20</b>
	<b>LIGHT CUE ____: GO</b>
<b>3</b>	<b>FIONA I waited all my life, lived it by the book Now I know that's not my story</b>

CHILDRENS PLAYTIME PRODUCTIONS – SHREK JR.

	<p><b>You take me as I am, love me as I look          Standing here in all my glory          I am sweetness, I am bratty          I'm a princess, I'm a fatty          I'm a mess of contradictions in a dress          I am sassy, I am sappy          When I'm with you I am happy          This is my story.</b></p>
<b>1</b>	<p><b>SHREK</b>          You laugh at all my jokes even though they're crude          You don't mind that I'm not classy.</p>
<b>1, 3</b>	<p><b>SHREK and PRINCESS FIONA</b>          We make a perfect pair, radiant and rude          So in love and much too gassy          We are ogres, we are scary</p>
<b>1- 3</b>	<p><b>SHREK and PRINCESS FIONA and DONKEY</b>          We are donkeys, we are hairy</p>
<b>ALL</b>	<p><b>ALL</b>          We have bold and brand new stories to be told          We will write them, we will tell them          You will hear them, you will smell them          This is our story</p>
<b>1</b>	<p><b>SHREK</b>          And that is how the little ogre came          To live on the swamp with a beautiful princess</p>
<b>2</b>	<p><b>DONKEY</b>          And his best friend!</p>
<b>1</b>	<p><b>SHREK</b>          And his best friend!</p>
<b>15</b>	<p><b>GINGY</b>          And a gingerbread man!</p>

CHILDRENS PLAYTIME PRODUCTIONS – SHREK JR.

4	<b>PINOCCHIO</b> And a very handsome puppet!
1	<b>SHREK</b> Okay. . .
17	<b>UGLY DUCKLING</b> And an ugly duckling.
14	<b>WICKED WITCH</b> And a witch!
13	<b>BIG BAD WOLF</b> And a Big Bad Wolf!
22, 24	<b>THREE LITTLE PIGS</b> The Three Pigs!
16	<b>MAMA BEAR</b> What makes us special. . .
4	<b>PINOCCHIO</b> What makes us special. . .
ALL	<b>ALL</b> What makes us special – makes us strong! We are puppets, we are rabbits We are hobbits with bad habits We're a screwy but delighted crazy stew We are different and united You are us and we are you This is our story, this is our story This is our story
15	<b>GINGY</b> God Bless Us – Every One!
ALL	<b>ALL</b> The End!
	<b>LIGHT CUE ____: GO</b>

		<b>MICROPHONE NOTE: TURN ON MIC 18</b>		
		<b>MICS ON = ALL</b>		
		<b>MUSIC CUE 21: GO</b>	<b>I'M A BELIEVER</b>	<b>SHOW TRACK 21</b>
<b>ALL</b>	<b>ALL</b>	<p> <b>I thought love was only true in fairy tales</b>  <b>Meant for someone else but not for me.</b>  <b>Love was out to get me - That's the way it seems</b>  <b>Disappointment haunted all my dreams.</b>  <b>And then I saw her face - I saw her face.</b>  <b>Now I'm a believer. I saw her face.</b>  <b>Not a trace No, not a trace.</b>  <b>Of doubt in my mind. In my mind.</b>  <b>I'm in love (ooooo) I'm a believer, I couldn't leave her if I tried.</b>  <b>I thought love was more or less a given thing</b>  <b>It seems the more I gave the less I got, Oh Yeah</b>  <b>What's the use in trying - All you get is pain</b>  <b>When I needed sunshine I got rain I got rain, I got rain!</b>  <b>And then I saw her face, - I saw his face.</b>  <b>Now i'm a believer. I'm a believer</b>  <b>Not a trace No, not a trace</b>  <b>Of doubt in my mind. In my mind.</b>  <b>I believe (x ) I believe!</b> </p>		
		<b>MICROPHONE NOTE: TURN OFF ALL MICS</b>		
		<b>MICS ON = NONE</b>		
		<b>MUSIC CUE 22: GO</b>	<b>BOW MUSIC</b>	<b>SHOW TRACK 22</b>
		<b>BOW ORDER TBD</b>		