

FAIRLY TALL ADVENTURE

A Play

by

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CAST OF CHARACTERS  
(In Order Of Appearance)  
Total cast 9 - 13

CINDY REILEY The Big Sister	(146 lines)
JACK REILEY - The Game maker	(159 lines)
MOM (12 lines) and DAD (5) - Jack and Cindy's parents	
SHIRLEY - The Wicked Step-Sitter	(90 lines)
Kermit - The Frog Prince	(69 lines)
Peter Pan	(23 lines)
Snow White	(14 lines)
Alice	(13 lines)
Pinocchio	(11 lines)
Vince Charlie- Prince Charming/The Pizza Delivery Guy	(23 lines)
Aunt Cosmo - The Magician	(64 lines)
Goldilocks	(11 lines)
The Girls In Black (GIB)	
Jay	(15)
Kay	(15)
Dee	(24)

Casting Note: Peter Pan, Snow White, Alice, Jay, Kay, Dee and Pinocchio may be dual cast with Mom and Dad, Aunt Cosmo, Goldilocks and Vince Charlie.

Peter Pan and Pinocchio may be played by females.

SETTING

The play is set in the living room/den of a middle income family. There is a couch, a few chairs and a low coffee table down center. There is also a door to outside, a door to the bedrooms, and a door to the kitchen. There is a sewing machine and a phone off to one side.

Act One

*Curtain opens on CINDY down center at table. She has glue, scissors, paper etc. and is diligently working on a diorama of a castle. Jack enters.*

JACK: Hey, whatcha makin'?

CINDY: None of your business.

JACK: Can I help?

CINDY: No! Go away or you'll mess me up.

JACK: What is it?

CINDY: It's a diorama, now go away.

JACK: A diorama? Has it got dinosaurs?

CINDY: It's a castle. Now go away.

JACK: Can I help?

CINDY: No. Now leave me alone. Go play with your pet frog or something.

*(The phone starts ringing)*

JACK: I can use scissors. And I can draw good too.

CINDY: Go away, or I'm telling mom!

DAD: *(from offstage)* Will someone answer that?

JACK: I can paste good too. Let me help.

MOM: *(From offstage)* Dear? Do you hear the phone?

DAD: *(Still offstage)* Honey? Do you hear the phone?

Act One

CINDY: If you don't go away and leave me alone, I'll tell mom that you were playing in the attic.

MOM: *(offstage)* Will someone please answer the phone?

JACK: You do and I'll tell her you were playing in her closet.

*(Mom and dad both enter from opposite sides of the stage. Mom is trying to put on earrings, dad is covered in grease and is wiping his hands on a towel. Mom rushes to the phone, which is on the table next to Cindy)*

MOM: Dear, didn't you hear the phone ringing?

DAD: I was in the garage.

MOM: Cindy, why didn't you answer it? *(picks up the phone)* Hello?...Oh, hi Susan...what? Oh no! I'm so sorry. Well, is there someone else you can recommend?...Your cousin Shirley?...has she ever baby sat before?...well, I'm sure that will be fine...thank you Susan, I hope you feel better soon, bye. *(Hangs up phone)*

DAD: What was that all about?

MOM: Susan is sick and she can't babysit tonight. But her cousin Shirley can come over.

DAD: Well, the car's fixed. I'll go get cleaned up and we can get going.

JACK: Mom, no. Miss Susan is the best babysitter ever. Why can't she come?

MOM: Dear, it'll be just fine. Shirley will take good care of you two.

JACK: But mom, you can't leave us with a stranger. Can't Cindy watch me?

CINDY: I can't; I have a date tonight!

MOM: I've met Shirley before, she is very nice, I'm sure you'll have a lot of fun tonight.

JACK: No I won't. She probably won't even play any games with me.

Act One

MOM: Oh, Cindy, that's beautiful! You're doing a great job.

CINDY: It's a castle, and that's sleeping beauty, and those are the three pigs, and that's the dragon.

JACK: I can make a dying grandma too.

CINDY: It's 'diorama' not 'dying grandma'.

JACK: Oh.

CINDY: besides, you'll just get glue all over everything.

JACK: Would not!

CINDY: Would too. And you also can't color inside the lines.

MOM: Cindy! Stop it. Jack, is very capable of making a diorama if he tries.

JACK: Can I have some paper, and some glue, and some cardboard boxes? Oh and some scissors...

MOM: Jack, we have to leave, I don't have time to find all that stuff for you now. Why don't you go play a game or something until the babysitter gets here?

JACK: We don't have any good games. They're all boring.

CINDY: Why don't you go play in traffic?

MOM: Cindy, that's enough. Quit picking on your brother. And Jack, I'm sure you can find some toys or something to play with. Now I have to finish getting dressed. (Exits)

CINDY: Yeah, go find a toy to play with.

JACK: I'll make my own game. You'll see. And it will be the best game ever. (*Storms out of the room*)

Act One

*(Phone starts ringing again as CINDY, oblivious to the phone, goes back to her diorama)*

DAD: *(Offstage)* Is someone going to get that?

MOM: *(Offstage)* Is someone going to answer that?

JACK: *(Offstage)* Hey momma where's the glue!

End Scene One

## Act Two

*Curtain opens on Cindy sitting at the table, staring at her finished diorama, looking sad. Shirley is talking on the phone.*

SHIRLEY: ...so I said to him, so what? I wouldn't care if you were Prince Charming, I still wouldn't go out with you...no, I really did...well you should have seen the look on his face...no, not at all...what do I care?...big deal, so he's on the football team, so what?...girl, you know that ain't right...

*(SHIRLEY continues talking on the phone, but we can't hear the rest of the conversation. Jack runs in with a large box in his hands)*

JACK: Cindy...Cindy. Guess what?

CINDY: What? Did Bob call back to un-cancel our date?

JACK: No, I made a game for us to play.

SHIRLEY: Hold on a second, okay... *(to Cindy and Jack)* You kids pipe down, will ya? This is very important.

JACK: *(Stage whisper)* Who's she talking too?

CINDY: Well, judging by the conversation it's either Oprah or Jerry Springer.

JACK: Cindy, look at the game I made. Let's play it.

CINDY: Why not? I'm not going anywhere tonight.

*(JACK and CINDY take the game board out and set it up)*

SHIRLEY: Okay...okay, see you Monday...by bye. *(Hangs up the phone)*  
So, what are you two up to?

CINDY: Jack made a game.

JACK: It's called Fairy Tail Adventure. You get to fight the wicked witch and the wicked step sister.

Act Two

SHIRLEY: You made this game?

JACK: Yep. From stuff I found in the attic.

SHIRLEY: It says 'Fairly Tall Adventure'

CINDY: Jack doesn't spell so good yet.

SHIRLEY: Well, I guess we can play for a few minutes, but then off to bed for both of you. Sooo how do you play?

JACK: First choose a game piece and put it on start.

CINDY: *(Looking in the box and taking out a small door knob)*  
Okay, I'll be the door knob

SHIRLEY: *(Looking in the box)*  
What else is there?

JACK: *(Taking pieces out of the box)*  
You can be the spider ring, the piece of gum or the nickel.

SHIRLEY: I'll be the nickel.

JACK: Okay, I'll be the spider ring. (short pause)

CINDY: Now what?

JACK: The youngest goes first. *(Rolls the die)* Four! One...two...three...four. I landed on a magic square.

SHIRLEY: What does that mean?

JACK: It means I take a card. *(Picks a card and reads)* Wicked step sister...

CINDY: *(Reading over his shoulder)* Step sitter. You spelled it s-i-t-t-e-r. That's sitter, not step sister.



## Act Two

JACK: ...turns frog into prince, move ahead two spaces. One...two. I'm winning.

SHIRLEY: A frog into a prince? Ha-ha that's original.

CINDY: Jack has a pet frog...named Kermit. But he's not happy because Jack keeps forgetting to change the water in his bowl.

JACK: I've been very busy lately.

SHIRLEY: Yuck! It would serve you right if that frog did change into a prince, then he can come and get you for not changing his water.

CINDY: Okay, who's next?

SHIRLEY: It's my turn. *(Rolls die)* Five. One...two...three...four...five. Go back one space. Oh, I get a magic card too! *(Takes card and reads it)* You get poisoned by a wheel thingy and sleep for one hundred years or Vince Charlie kicks you.

CINDY: What?

SHIRLEY: I think it means I get stuck by a spinning wheel and fall asleep until Prince Charming kisses me.

JACK: Yeah, that's what it means.

*(There's a loud noise like a pot or pan being knocked over in the kitchen. Everyone freezes and look at one another. Another noise like someone knocking over stuff. SHIRLEY picks up a candle stick and, with JACK and CINDY close behind, slowly approaches the kitchen. More noise then the door opens and a rather greenish looking guy bursts out of the kitchen with a sandwich in one hand and a bag of chips in the other.)*

SHIRLEY: Stand back. I've got a weapon.

CINDY: Jack, call 911

*(JACK runs to the phone, picks it up and starts to dial)*

Act Two

JACK: What's the number for nine one one?

SHIRLEY: Who are you?

KERMIT: Kermit. Do you guys have any bugs? maybe some flies?

JACK: (*Dropping phone*) Kermit! What are you doing out of your bowl

KERMIT: Well, I'm not sure, but the bowl got kinda small.

JACK: It looks like you got kinda big!

SHIRLEY: Wait a minute, wait a minute! What's going on here? Jack, who is this?

JACK: That's Kermit. he lives in my room.

SHIRLEY: He lives in your room? I was told there are just two children, not three. They are only paying me to babysit two of you. This is gonna be an extra dollar an hour.

CINDY: Shirley, Kermit is not one of the family.

JACK: Yes he is. he's better than that stupid gold fish of yours!

CINDY: Shirley:, Kermit is Jack's frog.

SHIRLEY: His frog?

KERMIT: Technically I am an American Tree Frog, a member of the Hyla Cinerea species.

CINDY: The what?

KERMIT: Hyla Cinerea

JACK: Hi ya, nice to see ya too!

Act Two

KERMIT: *(To Cindy and Shirley)* You see what I have to put up with.

JACK: Are you mad at me Kermit?

KERMIT: Oh no, I could never be mad at you. I enjoy living in a bowl of stagnant water, enjoying a sumptuous banquet of dead flies, when you finally get around to remembering I'm there. Here's an idea; put my bowl under the bug zapper, then maybe I'd get a hot meal now and then.

JACK: But I put a little castle in your bowl.

KERMIT: Oh, yes. I forgot. I'm certain the property values went up on that move. And what is the loss of my jumping area to have a fifty cent castle right in my way. Oh thank you, thank you, thank you.

SHIRLEY: Guys, what is going on? Are you trying to tell me that this is really a frog? And that this game, somehow, turned him into a prince?

KERMIT: I don't know about the prince part, but if you bring me a bug or a fly I'll be glad to demonstrate my frog like qualities.

CINDY: Jack, where did you get this game?

JACK: I made it.

CINDY: Out of what?

JACK: Some stuff that was in an old trunk in the attic.

CINDY: I think we need to look at this game a bit closer.

*(Cindy and Shirley examine the game while Jack and Kermit are arguing)*

SHIRLEY: What's this on the back of the game board; Cosmo the great?

CINDY: That must be crazy old Aunt Cosmo. He was some sort of a magician. He disappeared ten years ago, no one knows where he went.

## Act Two

SHIRLEY: And look at these cards.

CINDY: They look like a deck of playing cards. He just wrote stuff on the faces.

SHIRLEY: Well, I don't believe that frog turned into a prince just because someone picked that card.

CINDY: Well, let's keep playing and see what happens next.

SHIRLEY: I don't know...

CINDY: You're afraid it's really magic, aren't you?

SHIRLEY: No, I just have better things to do with my time, that's all.

JACK: But I took great care of you.

KERMIT: Oh yeah? What about this? *(Kermit rolls up his sleeve to show Jack his arm)*

JACK: So? All toads have warts.

KERMIT: First I am from the class Anura; frogs. Toads are in the Silencia class. And these are not warts, it's a rash. From not having my water changed out.

JACK: Well, you keep singing all night, I thought that meant you were happy.

KERMIT: If I were happy I'd have said ribbett, ribbett, ribbett, needeep, but I was saying ribbett, ribbett, needeep, needeep. Can't you understand plain frog?

JACK: So you were not happy?

KERMIT: Poor diet, bad water, castle taking up all my jumping space, oh I was ecstatic. Why not throw in a snake and make my world complete?

JACK: You like snakes?

Act Two

KERMIT: I was being sarcastic!. Of course I was unhappy. Wouldn't you be?

CINDY: Guys, stop arguing for a minute, and let's figure out how to change Kermit back into a frog.

KERMIT: Let's not and say we did.

CINDY: You don't want to change back?

KERMIT: Are you both dense? Why would I want to go back to that stinking bowl when I can be free to go where I want and do what I want? Nope, I don't want to go back. *(Sits in comfortable chair and goes back to eating)* I'm happier the way I am now.

CINDY: Maybe there is a card that changes him back.  
*(The three children return to the game)*

SHIRLEY: Okay, who's turn is it?

JACK: I think it's Cindy's turn.

CINDY: Okay here goes. *(Rolls die)* Two. One...two. Look, a short cut. do I take it?

JACK: Yes it leads to grandma's house.

CINDY: Okay, here goes.

*(As Cindy moves her piece to grandma's house there is a crack of thunder and the lights go dark for a second, then back up and Cindy is gone)*

SHIRLEY: What was that?

JACK: Sometimes the lights go out during a storm. Cindy, where's the flashlight?  
Cindy? Cindy?

*(Both start looking around for Cindy as curtain closes)*

End Scene 2

### Act Three

*As curtain opens Jack and Shirley are busy playing the game while Pinocchio, Peter Pan, Alice, Snow White and several other fairy tale characters are looking around like lost people in a strange bus station.*

SHIRLEY: Look, we might as well give up. This is not working.

JACK: But the only way to get her back is to finish the game. We can't quit now!

SHIRLEY: But every time we roll the dice, more uninvited guests appear.

JACK: But we have to...

SHIRLEY: No! That's it. No more. We're running out of room, out of food, and out of time. Your parents are going to kill me when they get back!

ALICE: But have you seen a white rabbit? About this tall, wearing a vest?

SNOW: I don't think we're in the enchanted forest. Where are the dwarves; I mean, they are small, but they can't be this hard to find!

PETER: Has anyone seen Tinkerbell? I was flying along behind her when all of a sudden I was here. She was there one minute and now she's gone.

PINOCCHIO: Gepetto? Gepetto? Has anyone seen Gepetto? He was right here a minute ago.

PETER: Tinkerbell...Tinkerbell! Where are you Tinkerbell?

SNOW: Here? Where is here?

ALICE: I couldn't say. If you knew what sort of day I was having...I haven't been sure of where I was since I fell down that rabbit hole.

PETER: This doesn't look familiar at all. And where is Tinkerbell? It isn't like her to go missing like this.

JACK: Enough with the Tinkerbell already. You're like a broken record.

Act Three

PETER: But where did she go.

ALICE: Give it a rest.

SNOW: Seriously. I'm beginning to understand why she disappeared!

PETER: You take that back!

SNOW: Make me!

SHIRLEY: Oh look, that's what was missing; a fight. Now the day is complete.

JACK: I put a stop to this. *(Jack picks up flashlight and shines it at the floor)*

PETER: Tinkerbell! Where have you been?

*(Jack moves the beam to the wall.)*

PETER: Where are you going. Stop. Hold on a minute.

*(Jack keeps moving the beam around for a few seconds and Peter follows it like a puppy dog)*

ALICE: Okay, okay; I think he's had enough.

JACK: *(Turning off the flashlight)* Okay.

PETER: Where did she go?

JACK: It's okay. She's probably gone back to never never land.

PETER: I wish I was there right now.

ALICE: We all wish we were somewhere else.

JACK: If I knew how to send you back I would.

Act Three

PIN: Well, we may be here awhile. We might as well make the best of it. *(looks around)*  
kinda a dump, though, isn't it?

SNOW: This from a boy who lives in a wood shop?

JACK: What did you say about my house.

PIN: Nothing, nothing at all.

PETER: Did your nose just get bigger?

PIN: It's a very fine house. Very roomy. And I love the furniture.

ALICE: It did it again!

PIN: My nose grows every time I tell a lie. It's been that way for years.

JACK: Your nose gets bigger every time you tell a lie?

SNOW: Wow! That's pretty cool!

SHIRLEY: So, if it's been like that for years, how come it's not like, three feet long or something.

PIN: I don't know. I think it goes back down when I sleep. It's always normal in the morning when I wake up.

JACK: If you were a politician you'd have to take naps all day long!

SHIRLEY: Look, this is all very interesting, but what are we going to do about all these fairy tale people in your house?

*(Peter waves his hand in the air and hops up and down excitedly)*

PETER: Ooh...ooh...

JACK: Down the hall, second door on the left.



Act Three

PETER: No, I have an idea.

SHIRLEY: Great. If the game sends us some pirates or Indians we'll be glad to hear it, but right now...

PETER: About how to get us back where we came from.

SNOW: How?

ALICE: Yeah, how?

PETER: We just ask Pinocchio. He can tell us.

(general chorus of what?)

PIN: Hold it, hold it, hold it. I have no idea how to get us back.

JACK: Yeah, how would he know anyway?

PETER: It's so simple, even a guy like me who never grew up can figure it out.

ALICE: What is it?

PETER: Have him start saying different ideas about how to get us back. If his nose doesn't grow, then the last idea he said is the truth.

SHIRLEY: Okay, it's worth a try...say this; 'We'll all get back if we each take a turn at the game'

PIN: Okay; We'll all get back if we each take a turn at the game.

SNOW: Still growing. Try something else.

JACK: Say 'We'll all get back if we click our heels three times and say 'there's no place like home'

Act Three

SHIRLEY: I know that's not gonna work.

ALICE: Perhaps if you could tell us how we got here in the first place, maybe that would help.

JACK: Well, you all, except for Kermit, but all the rest of you came here after one of us landed on a fairy tale scramble space.

PETER: Fairy Tale Scramble?

SHIRLEY: Yeah; you pick up a card and it has a name on it, but all scrambled. You have to figure out who it is.

SNOW: I don't get it.

SHIRLEY: It's like the jumble, in the news papers.

SNOW: News-papers?

JACK: Look, the card that brought you here said (*looks for a second and picks up card*) n-o-w-s w-i-t-h-e. I unscrambled it and said your name, and you came in. Then Shirley got a card with a-c-e-i-l and...

ALICE: And she said 'Alice' and I showed up.

PETER: So what was mine?

SHIRLEY: r-e-p-e-t n-a-p.

PETER: Repeat nap?

JACK: So maybe we should re-scramble your names. Would that work?

SNOW: Let's have Pinocchio say it and see if it's the truth.

PIN: Okay, here goes; We'll all get back if we re-scramble our names.

Act Three

PETER: It looks like his nose is still growing.

JACK: But there has to be a way to get you guys back.

SHIRLEY: How about if they all went outside and caught the bus.

JACK: That wouldn't work.

SHIRLEY: (*Aside to Jack*) But they'd be outside...the door does lock, doesn't it?

JACK: We're not locking them outside.

SHIRLEY: You're right; what would your parents say if they saw them all standing on the lawn.

SNOW: I have a suggestion.

ALICE: What is it?

SNOW: How about if we took the names of our homes, scrambled them on a piece of paper, then had these two unscramble them the way they did our names?

SHIRLEY: Hey, that might work!

PIN: Okay, let's see...'we'll all get home if we scramble the names of our homes and these two unscramble them!

ALICE: Still growing! Now what do we do?

PETER: I have an idea. Give me a piece of paper and a pencil. (Jack hands him a piece of paper and Peter writes for a few seconds, then hands it to Pinocchio.) Here, unscramble this.

PIN: Let's see...pegot...poteg..gepetto, Gepetto, that's the first word. Shoue...  
ushoe..House, it's house. Gepetto's House.

(There is a thunderclap and the lights go off for a second and then Pinocchio is gone)

Act Three

SNOW: Did his nose get bigger?

ALICE: No, it got smaller. In fact, his everything got smaller.

PETER: He's gone, it worked.

JACK: *(handing paper and pencil to Shirley)* Here you go, better get started.

*(Kermit Enters)*

SHIRLEY: Huh?

JACK: You have to scramble the names of their homes so they can get back. If I do it I might misspell them and who knows where they will end up.

SHIRLEY: Good thinking. *(starts writing)* here, unscramble this. *(hands paper to Kermit)*

KER: Let's see...mikters blow...kertims bowl...mister bowl...

JACK: You're not trying it says...

KER: I know what it says *(hands paper to Jack)* but I ain't gonna read it.

SHIRLEY: Why not?

KER: Because I don't want to go back to that filthy bowl. You guys can all go back, but I'm happy just where I am. *(goes back to chair and closes his eyes)*

JACK: Look, I'm sorry, okay?

SHIRLEY: It's no use. We'll find another way to get him back. Who's next *(looks around, then writes)* here *(hands paper to Peter Pan)* you read that and I'll finish writing the rest!

PETER: evenr evenr danl?...oh, I get it; never never land *(there is a sound of thunder and the stage goes dark)*

End Scene Three

## Act Four

As curtain opens SHIRLEY is pacing the floor and arguing with herself while KERMIT snores on the couch and JACK is looking over the game rules)

JACK: Well that's the last of them...except for Kermit.

SHIRLEY: Forget about Kermit. We have bigger problems.

JACK: What?

SHIRLEY: Your sister is still missing. What are we gonna do about that?

JACK: Well...I'll get more presents at Christmas. And I can have her room. This is gonna work out just fine.

SHIRLEY: ...fired, I'll be fired for sure. No, arrested. They'll think I killed her. They'll ask me where's the body and I'll say 'just go over the river, and through the woods' hah! They'll lock me up in a loony bin.

JACK: I think I know how to get Cindy back.

SHIRLEY: No! We are not rolling those dice any more. We're in enough trouble. I'm in enough trouble. Just leave that game alone!

JACK: But if we finish the game we can bring her back. See, it says right here in the rules; at the end of the game everything must be put back where it was.

SHIRLEY: I wonder what it's like in the mental hospital. Do they do shock treatments?

JACK: We have to finish the game.

*(The door opens and CINDY comes in) wearing a red cape with a hood and carrying a basket.*

SHIRLEY: Cindy! You're back. Where have you been?

CINDY: *(sitting on a chair, tired)* To grandmas house.

Act Four

JACK: How's grammie?

CINDY: Let's just say it's a good thing she has Alzheimer's. When I 'popped in' from nowhere I had to convince her that I had been there all afternoon.

JACK: You walked all the way home?

CINDY: Five blocks. By the way, there's a big bad wolf outside, so I wouldn't leave the house without a basket of goodies if I were you.

SHIRLEY: This is ridiculous! I'm not trained for this. I know first aid, CPR...

CINDY: Shirley...

SHIRLEY: ...I know how to call poison control, how to change a diaper...

JACK: I think she's having some sort of breakdown.

SHIRLEY: I can even cook ramen noodles or make a peanut butter and jelly sandwich, but they never taught me about frogs and wolves...

CINDY: And spinning wheels.

SHIRLEY: What?

CINDY: Spinning wheels. Remember the card you got?

SHIRLEY: Spinning wheels! No, no, I must avoid spinning wheels. (*backs into the sewing machine*) Ahh! That's a modern spinning wheel! (*Runs to other side of room*)

JACK: I'm hungry.

SHIRLEY: How can you think of food at a time like this?

KERMIT: (*Waking up*) Food? Did someone say food?

CINDY: There he is, the bottomless pit.

Act Four

KERMIT: A guy's gotta eat.

SHIRLEY: You already ate everything in the house!

JACK: Including the wax fruit on the table and my whole bug collection.

KERMIT: They were pretty good, but next time don't use nail polish remover, it makes 'em taste funny. Hey, what's in that basket?

CINDY: Nothing. I had to feed the wolf or he would have eaten me!

JACK: I'm so hungry. Isn't there any food around here?

CINDY: Mom did leave some money for a pizza. Maybe we can think about this while we eat? Okay?

SHIRLEY: *(Picks up an envelope marked 'pizza money' and goes to the phone)* Okay, I'm calling for a pizza. Don't touch that game until we figure this thing out.

*(dials phone)* Hello? Gino's pizza? I'd like a large pizza...

CINDY: With pepperoni!

SHIRLEY: With pepperoni.

JACK: And extra cheese!

SHIRLEY: And extra cheese.

KERMIT: And flies

SHIRLEY: And Flies.

*(Everyone looks at Kermit in disgust)*

Act Four

SHIRLEY: Uh...Just make that pepperoni and extra cheese. Deliver it to 1512 Enchanted Lane. Thank you.

JACK: I have an idea.

CINDY: Oh, great!

JACK: There's a lot more stuff in that trunk in the attic. Why don't we look through it and see if we can find a way to fix Kermit? Maybe there's an instruction book or something.

SHIRLEY: You mean like a book of magic that will tell us how to change him back?

CINDY: Sure, there must be something. It's worth a try. Come on, let's go get the trunk.

SHIRLEY: Come on, frog boy, help us with the trunk.

KERMIT: No! I don't want to get changed back, so I'm not helping! I'll just wait here for the pizza.

JACK: We better hurry, if we're not back here before the pizza gets here, we won't get any!

KERMIT: Ha ha ha.

*(Jack, Cindy and Shirley exit. Kermit sits back and flips through a copy of Living magazine)*

KERMIT: Hey! That looks pretty good. But for a proper quiche you need to add flies!

*(Original end of scene four)*

*(SFX knock on door)*

KERMIT: *(Not looking up from the magazine.)* Go away!

*(SFX knock on door)*



Act Four

KERMIT: I said go away....*(looking up from the magazine)* Wait a minute; that could be the pizza.

*(Kermit 'hops' up and runs to door, opens it and Dee enters with a stack of magazines)*

DEE: Good afternoon, sir, would you like to buy a magazine subscription?

KERMIT: *(looking past Dee, through door)* Where's the pizza?

DEE: *(moving to couch, sitting down)* We have all the most popular magazines. For instance, here is Better Homes, Gardening, House and Garden, Garden and House, Herb Garden and Boat House, Treehouse...

KERMIT: *(holding door open)* No thank you, I'm not interested *(gestures toward door trying to get Dee to leave)*

DEE: What are your hobbies? We have books on everything you might be interested in.

KERMIT: Any books about bugs and cooking?

DEE: *(looking through magazine brochure)* Which do you want? Insects or Cooking?

KERMIT: Both. Do you have any magazines about cooking bugs?

DEE: What?

*(Kay enters with a clipboard and a pen)*

KAY: Good afternoon, sir. I'm with the census. How long have you lived here?

KERMIT: The census?

KAY: Yes sir. I just need to ask you a few questions. Do you own this house?

KERMIT: This is not a good time ...

KAY: *(pushing past Kermit, going to the couch)* How about you, do you live here?

Act Four

DEE: No, I'm selling magazines.

KERMIT: Look, both of you. You just have to leave.

DEE: Leave?

KAY: I'm afraid I can't leave without completing the census; I'd get fired.

KERMIT: On what grounds?

KAY: For taking leave of my census.

*(Kay and Dee both laugh at this as Jay enters)*

JAY: Excuse me, may I use your phone? My bicycle broke down and I need a tow truck.

KERMIT: A tow truck? For a bicycle? That doesn't make any sense.

JAY: How about a bicycle repairman? I need to call a bicycle repairman.

KERMIT: The phone's over there.

*(Jay goes to the phone)*

KAY: *(Coughing)* May I have a glass of water, please?

KERMIT: Water?

DEE: She's choking. Hurry.

JAY: Quiet; I'm on the phone!

KERMIT: You all have to leave.

DEE: She's choking. You can't throw her out while she's choking. Hurry, get her some water!

## Act Four