



CINDER BUMPKIN

SYNOPSIS

ACT ONE

The Fairy God Mother appears and introduces the audience to the story. The Prince is in his castle. He expresses to two of his royal assistants that he wants the castle to be open to the common people as well as rich people in the kingdom. The royal assistants try to discourage him and suggest he focus on finding a Princess to marry. The Prince decides to throw a ball and invite everyone in the kingdom, no matter their status. In the Kingdom, Cinderella is at her house cleaning up after her cruel step-sisters, Glucinda and Euphronia. Stella (Cinderella's step-mother) tells Cinderella that if she does not clean the house before the afternoon company arrives (Mrs. Thigg and her daughter Julia) she will not be allowed to eat for a week. Ralph (a mouse) introduces himself to Cinderella and volunteers (with the other mice) to help her clean the house if she will sneak some cheese for them. The mice have not been able to find anything to eat on account of Cinderella always cleaning. Cinderella agrees. At the castle, the Prince shows his assistants the invitations he wrote for the ball and sends the royal messengers to deliver them. After the Prince exits, Strombolo (the King's chamber-man who dislikes commoners) enters with his two assistants. Strombolo discusses that he switched the Prince's invitations with his own - to invite the wealthy and exclude commoners. The Prince's sister (Sissy) overhears Strombolo discussing his plan. Sissy finds some of the original invitations on the floor and decides to find common people to give them to in order to help the Prince. Sissy visits a farm on the edge of town where some commoners are discussing how nice it must be to be wealthy. One of the commoners mentions that her cousin used to always talk about leaving the farm and becoming wealthy. Sissy gives the commoners the invitations to the ball. In the village, Strombolo visits Cinderella's home to deliver invitations. Euphronia, Glucinda and Julia all attempt to impress Strombolo. Mrs. Thigg tells Strombolo about Stella's third child (Cinderella) in attempts to embarrass Stella. Strombolo gives Stella a third invitation. Stella rips up the invitation telling Cinderella that she is not allowed to attend. Back on the farm, the commoners discuss how they will ask proper ladies to dance and prepare to leave for the ball.

ACT TWO (Warning - Spoilers)

At Cinderella's house the mice are thankful for the cheese Cinderella gave them. One of the mice shows Cinderella that she found an invitation to the ball on the floor and gives it to Cinderella. Cinderella states she can not attend because she has nothing to wear, but thanks the mice for trying to help. At the castle, the Prince prepares for the ball with red plastic cups and rodeo style costumes. Strombolo confirms with his assistants that his plan is working and only the wealthy are going to attend the ball. In the kingdom, Mrs. Tack (a seamstress) visits Cinderella's home as Glucinda and Euphronia try on their ball gowns. The mice surprise Cinderella with a dress but Glucinda and Euphronia destroy it. Stella, Glucinda and Euphronia leave for the ball. Two robins visit Cinderella and after seeing how sad she is decide to help her. The robins go to the Fairy Good Helper camp in the forest and tell the Fairy God Mother that Cinderella needs help. The commoners also visit the camp and learn to dance. The Fairy God Mother visits Cinderella with her two Fairy Good Helpers and

uses magic to help Cinderella get ready for the ball. At the castle, the commoners sneak into the ball. The Prince gets nervous and tells people that his royal assistant is the real Prince and he is only the band leader. The real Prince attempts to get people to dance to folk/square dancing music but no one wants to. Strombolo makes the band play a waltz. The commoners dance with many of the wealthy ladies. The Prince is sad because he thinks no commoners have come to the ball. The Prince dances with Cinderella. Strombolo enters and tells everyone who the real Prince is. Cinderella gets nervous, notices it is midnight and leaves - but drops her shoe in her hurry. The day after the ball, the Prince is still sad that no commoners attended the ball. He orders his assistants to find Cinderella by trying her shoe on every lady in the kingdom. The commoners (after getting a taste of wealthy life) visit Cinderella's home and mention that they have decided to start a dessert cheese business. The royal assistants arrive with the shoe. They try it on Glucinda and Euphronia but it does not fit them. They try it on Cinderella and it fits. One of the commoners recognizes Cinderella from the ball. The royal assistant tastes the commoners dessert cheese (cheese cake) and asks them to come to the castle as well. Cinderella and the commoners leave with the royal assistant. At the palace Strombolo wakes the King who is sleeping on his throne. When Cinderella arrives, the Prince tells the King he will marry her. The King, who is hard of hearing and a little looney tells the Prince he may do whatever he likes. The Prince fires Strombolo. One of the commoners recognizes Strombolo and discovers that he is actually his/her long lost cousin in disguise. Strombolo admits this. The commoners are hired to be chefs at the castle and Strombolo is ordered to be their assistant and clean up after their cows.

CAST OF CHARACTERS

Below is a partial list of the characters in the production. Additional characters may not be listed. Traditional genders are listed for each role, however, many characters can be played by ANY gender with some simple name/line changes.

LEAD and SUPPORTING ROLES

CINDERELLA (F).....Approx. age 13-18. Sweet and kind to all people and animals.
 STELLA (F).....Approx. age 40+ Cinderella's step-mother. Cruel to Cinderella.
 GLUCINDA (F).....Approx. age 13-18. Cinderella's step-sister. Snobby and conceited.
 EUPHRONIA (F).....Approx. age 13-18. Cinderella's step-sister. Snobby and conceited.

PRINCE (Palation) (M).....Approx. age 13-18. Kind and wise. Wants to invite commoners to castle.
 REYNALDO (M).....Approx. age 13+ Prince's royal assistant. Helps the Prince.
 RENEE (A).....Approx. age 13+ Prince's royal assistant. Helps the Prince.

FAIRY GODMOTHER (F).....Approx. age 20+ Sweet and majestic. Occasionally acts as the narrator.

STROMBOLO (M).....Approx. age 20+ King's Chamber-Man & Security. Dislikes commoners.
 BERNARD (A).....Approx. age 8-12. Strombolo's Assistant
 BERNERD (A).....Approx. age 8-12. Strombolo's Assistant

SMITH (M).....Approx. age 13-20. Lives on a farm. Never wants to do his chores.
 APPLE (M).....Approx. age 13-20. Lives on a farm. Quotes Shakespeare.
 DUDD (M).....Approx. age 13-20. Lives on a farm. (Could be played by a female.)
 RUNT (A).....Approx. age 13-20. Lives on a farm. Commoner who lives on a farm.

MRS. THIGG (F).....Approx. age 40+ Friends with Stella. Aristocrat. Try to one-up her.
 JULIA (F).....Approx. age 13-18. Mrs. Thigg's daughter. Snobby. Conceited.

ENSEMBLE ROLES

NOTE: Almost all ensemble roles may be played by either males or females with some minor name changes. Ensemble roles may be combined, doubled or split to fit the needs of your cast size.

If combining lines it is suggested to have approx. ten MICE, five FAIRLY GOOD HELPERS and FOUR COMMONERS. With minor exceptions MICE can double as the ROYALTY, FAIRLY GOOD HELPERS, LADIES and COMMONERS.

KING (M).....Approx. age 40+ Hard of hearing and a bit looney.
 MISSY (F).....Approx. age 10-16. Prince's snobby sister. Dislikes commoners.
 LISSY (F).....Approx. age 10-16. Prince's snobby sister. Dislikes commoners.
 SISSY (F).....Approx. age 10-16. Prince's sister. Kind. Likes commoners.

KRISTEN (A).....Approx. age 12 - Adult. Palace messenger.
 KIRSTEN (A).....Approx. age 12 - Adult. Palace messenger.
 CHRISTINE (A).....Approx. age 12 - Adult. Palace messenger.
 SUE (A).....Approx. age 12 - Adult. Palace messenger.
 SERVANT 1-2 (A).....Approx. age 12 - Adult. Palace servants. Help set up for the ball.

FAIRLY GOOD HELPER 1.....Approx. age 8-12. Helps Fairy God Mother at Cinderella's house.

FAIRLY GOOD HELPER 2.....Approx. age 8-12. Helps Fairy God Mother at Cinderella’s house.
 FAIRLY GOOD HELPER 3-20 (A).....Approx. age 5-12. Fairy God Mothers in training.

RALPH (M).....Approx. age 8-10. Mouse. May have a New York accent.
 LENNY (M).....Approx. age 8-10. Mouse. The not so smart one.
 BECKY (F).....Approx. age 8-10. Mouse. Kind and girly.
 LENA (F).....Approx. age 8-10. Mouse. Independent, may have french accent.
 LUCY (F).....Approx. age 8-10. Mouse. Youngest of the lead mice. Sweet.
 SQUEAKERS (A).....Approx. age 8-10. Mouse. Wears a “I (heart) Cheese” t-shirt.
 SWISS (A).....Approx. age 8-10. Mouse. Friends with Squeakers.

NOTE: This script includes several additional mice characters, all with cheese themed names, played by actors who are ages 5-10.

MR. GOAT (A).....Approx. age 50+ Commoner dad. (Could be changed to a mom.)
 JENNY-JOE (A).....Approx. age 5-12. Commoner kid.
 PEGGY-SUE (A).....Approx. age 5-12. Commoner kid.
 PETER-BOY (A).....Approx. age 5-12. Commoner kid.
 WALTER-GENE (A).....Approx. age 5-12. Commoner kid.
 SALLY-MAE (A).....Approx. age 5-12. Commoner kid.
 BILLY-BOB (A).....Approx. age 5-12. Commoner kid.
 ELLIE-KAY (A).....Approx. age 5-12. Commoner kid.
 NORMA-GENE (A).....Approx. age 5-12. Commoner kid.
 LAURA-ALICE (A).....Approx. age 5-12. Commoner kid.
 STACEY-SUE (A).....Approx. age 5-12. Commoner kid.

NOTE: This script includes several additional commoner kids, played by actors who are ages 5-12.

LADY PULLPIPE (F).....Approx. age 12 - Adult. Lady at the ball.
 LADY MULBLBERRY (F).....Approx. age 12 - Adult. Lady at the ball.
 LADY BARRELFORD (F).....Approx. age 12 - Adult. Lady at the ball.
 LADY LAXINGTON (F).....Approx. age 12 - Adult. Lady at the ball.
 LADY PUMPERNICKEL (F).....Approx. age 12 - Adult. Lady at the ball.
 LADY PUMPERSAUCE (F).....Approx. age 12 - Adult. Lady at the ball.
 LADY NORTHINGTON (F).....Approx. age 12 - Adult. Lady at the ball.
 LADY TRUFFLE(F).....Approx. age 12 - Adult. Lady at the ball.

MRS. TACK (A).....Approx. age 50+ Dress Maker. Going blind.
 BOBBIN (A).....Approx. age 8-12. Mrs. Tack's Assistant.

ROBIN 1 (A).....Approx. age 7-12. Helps Cinderella go to the ball.
 ROBIN 2 (A).....Approx. age 7-12. Helps Cinderella go to the ball.
 ROBIN 3 (A).....Approx. age 7-12. Helps Cinderella go to the ball.

CINDER BUMPKIN

SCENE 1

(In the Castle's Throne Room. It is a large stone room with round pillars and glittering banners. An equally sparkling throne sits center stage. PRINCE Palatino sits on the floor of the Throne Room in shadow. He is building a model of the castle with colorful toy blocks. Two MICE creep onto the stage. They stop when they reach center and stand up straight. The spotlight comes up on them but remains dim on the PRINCE.)

SQUEAKERS: This is the story of the big cheese!

SWISS: No it's not.

SQUEAKERS: It's not?

SWISS: *(Laughing.)* No! This is the story of Cinderelli!

SQUEAKERS: Ohhhhh. This is the story of the big cheese named Cinderelli!

(We hear a sparkling sound effect.)

SQUEAKERS and SWISS: *(Listening.)* Ooooooh!

FAIRY GODMOTHER (FG): *(Entering.)* Perhaps I should tell the story.

SWISS: But we came all the way from Cinderelli's house.

FG: *(Sweetly.)* You did!

SQUEAKERS: Uh, huh!

FG: Well then you better scurry back. Cinderella will be needing your help soon.

SWISS: She will?

FG: Of course she will! You're the mice aren't you? Now, run along.

(The mice scurry across the stage. FG begins again, very whimsical. Speaking to the audience.)

FG: Not exactly how you expected the story to start, is it? But then, this isn't the story of Cinderella that most people are familiar with. This story, starts with a Prince!

FAIRLY GOOD HELPER (FGH) # 3: *(From offstage.)* A Prince?!

FG: Who's hiding back there?

FGH # 4: *(Coming out from hiding.)* We are Fairy Godmother.

FH: Ahhhhh. My Fairy Good Helpers. *(Back to audience.)* Or Fairly Good Helpers as I like to call them. *(To Fairly Good Helpers.)* Now what are you doing here? You should be in class.

FGH # 5: We wanted to know if we were in the story too.

FG: Of course you are!

FGH # 4: We are?!

FG: *(Smiling.)* Yes.

FGH # 3: All of us?

FG: All of you. But not until later. So run along.

FGH # 5: *(Exiting with the other FAIRLY GOOD HELPERS.)* We're in the story! We're in the story!

FG: Now, where were we? Oh yes, the Prince. *Our* story of Cinderella begins with a Prince. He isn't the most brave Prince you've ever seen, or the most muscular. But he is one of the wisest. For this Prince believed that every person was as good as the next. In fact, there he is now. But I'm getting ahead of myself. I'll let them tell the story themselves. *(Exits.)*

SCENE 2

(Same as Scene 1. Full stage lights come up as the FG exits.)

PRINCE: Hmm. *(He stands and looks at his building.)* No... *(Rearranges a few of the blocks.)* Hmm. *(Stands*

and looks at the building.) No...

(As the PRINCE looks at the blocks for a third time REYNALDO and RENEE, the PRINCE's assistants, enter. REYNALDO is wearing a jack-o-lantern over his head, he sneaks up behind the PRINCE and taps him on the shoulder trying to scare him.)

REYNALDO: *(Attempting to scare the Prince.)* RaaAhh!

PRINCE: *(Jumps up surprised. Then sees it's just REYNALDO.)* Halloween's over Reynaldo.

RENEE: Hey, I worked hard on that.

PRINCE: Am I supposed to be impressed?

REYNALDO: *(Takes pumpkin off his head. Sarcastically.)* I guess it's not nearly as impressive as that block castle you're building. *(Belittling.)* How old are you?

PRINCE: You don't get it Reynaldo. I'm planning the renovation of this castle!

RENEE: This place? What's wrong with it?

PRINCE: Everything. It's all closed off.

REYNALDO: It's a castle. It's supposed to be closed off. Castle means closed off.

PRINCE: Well, when I'm King, I'm going to tear down the front gate and open it up to everybody!

RENEE: Everybody?

PRINCE: Everybody! A castle is supposed to represent an entire kingdom. That means the common people should be able to come in and enjoy it too! Just think of it!

REYNALDO: Common People? You mean like guys who wear flannel, drive tractors, and walk around with sheep and pigs all day?

PRINCE: Exactly! I'm even working on a new Royal Banner.

RENEE: What's wrong with the current banner? I *like* the current banner.

PRINCE: Oh, it's great, don't get me wrong. I just don't think it's inclusive of the common folk.

REYNALDO: *(To RENEE.)* Goat and pig people.

PRINCE: *(Correcting.)* Common people. I propose something like this! *(He holds up a drawing of a yellow and red triangle that represents the 'slow' sign seen on the back of a tractor.)*

RENEE: You really *do* want pigs running through the castle!

(As RENEE is talking, MISSY and LISSY enter catching the end of the conversation. They are followed by SISSY who trails a few steps behind).

MISSY: Pigs! In the castle? Eww!

LISSY: That is soooo gross!

PRINCE: Uhhh, I thought I told you three to stay out of here today.

MISSY: You can't boss us around!

LISSY: It's our castle too. If you try to kick us out, then I'm telling Daddy!

PRINCE: *(To MISSY and LISSY. Taunting.)* When I'm King I'm going to have pigs, sheep and every other kind of farm-yard animal live in the palace gardens. I think I'll even put the pigs feeding trough in the Royal Dressing Chambers.

MISSY: *(Exiting with LISSY.)* Eeeeeek! Daddy! Palatino's being mean to us again!

SISSY: *(To PRINCE.)* I wouldn't mind sharing my closet with the pigs.

PRINCE: You wouldn't?

SISSY: *(Shakes her head no, smiling.)* I like pigs. I think their cute!

LISSY: *(Calling from offstage.)* Sissy, come on!

SISSY: Bye. *(Exits.)*

PRINCE: *(Calling after SISSY, excited.)* You just wait, Sissy! I'm going to tear down that front gate and...

RENEE: Woah, hold up Princey. If you leave the front gate open, you're practically inviting the livestock to leave cow pies in your bedroom.

PRINCE: Huh? *(Thinking.)* Well, we'll constrain them to the kitchen then!

RENEE: *(Eye roll. Sigh under her breath.)* That's not the type of pies I'm referring to.

REYNALDO: Listen to me, Princey, if you want to be King one day, you need to stop playing with those *(Indicating the blocks.)* and start playing with this. *(REYNALDO holds out his sword. The PRINCE smiles and takes it from him.)*

PRINCE: Unguard! *(He goes towards REYNALDO waving the sword crazily in the air as STROMBOLO enters.)*

STROMBOLO: I see his majesty has developed the fine art of swordsmanship.

PRINCE: *(Thinking he did well.)* Thank you, Strombolo. *(Gives the sword to REYNALDO.)* Here, hold this. *(To STROMBOLO.)* Now about the Harvest Festival coming up, I'd like to invite all the kingdom's common people.

STROMBOLO: *(Confused.)* Common people?

REYNALDO: Sheep and pig people.

STROMBOLO: I see. Impossible! We have never done that.

PRINCE: The times are changing, Strombolo.

STROMBOLO: They have not changed that much. How dare you consider bringing those dirty peasants into your father's castle.

PRINCE: It's my castle too. And when I'm King....

STROMBOLO: You are not King yet, and until you are we are living under the old rules. No common people and certainly no - barn yard animals.

PRINCE: We'll just see about that!

REYNALDO: *(In STROMBOLO's face.)* Moo!

STROMBOLO: You three can huff and puff all you like, but I suggest, Young Prince, that you learn to use a royal sword and act like a man for once. *(He leaves.)*

REYNALDO: We may not have cows and pigs your highness, but as long as *(Mocking.)* Strombooboo is around, there is *one* breed of barnyard animal living within the palace gates. *(Makes donkey noise.)*

PRINCE: *(Soft laugh.)* Thanks, Reynaldo. But he's right. As long as my father has Strombolo in charge of security and defense, there's no way a commoner will get past that gate.

RENEE: So get out there and stop him.

PRINCE: Huh?

RENEE: Get out there and stop Stombozo from being in charge.

PRINCE: Stand up to Strombolo? You saw my swordsmanship skills.

RENEE: You don't need a sword, your highness. What you need is a princess.

PRINCE: A princess?

RENEE: A real life princess. An elegant, classy lady. Once you get married, *you'll* be King. *(Walking up to him and throwing her arm over his shoulder.)* Hello, princess! Goodbye, Strombolo!

PRINCE: Hmm, there are lots of pretty women out there.

REYNALDO: Aye, sir.

PRINCE: That's it, Renee, you're a genius! I'll have a ball, a Harvest Festival ball.

REYNALDO: Now you're talking!

PRINCE: And since it's my ball, I can invite whomever I choose!

RENEE: Whomever!

PRINCE: Including commoners, right into the King's Ballroom!

REYNALDO: *(Puts head in hands.)* Uhh...

PRINCE: I'll show that evil Strombolo.

RENEE: Just one question, your highness. Are you really going to invite the goats and pigs?