

The Little Mermaid



*“Excellent music, lyrics and script. Very suited to primary children.
Suggestions for staging and costuming helped enormously.”*
Glenrowan Primary School, Australia

*“An excellent show. The children enjoyed every minute - even the rehearsals
were full of enthusiasm.”*
Cudgegong Valley Public School, Australia

“Excellent - musically superb, enables great choreography.”
Hakudorf PS

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Bushfire Press

Hans Christian Andersen's

The Little Mermaid

music & lyrics by Rob Fairbairn, Mark Leehy & Kevin O'Mara

book by Lynne Bartlett, Mark Leehy & Kevin O'Mara

Based upon the animated film *The Little Mermaid*
produced by Burbank Animation Studios Pty Ltd
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Adapted from the story by Hans Christian Andersen

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SYNOPSIS

The story is an adaptation of the Hans Christian Andersen fairy tale.

Once upon a time, far over the sea ...

Fozzel, King of Faber, finds that his island kingdom is running out of cockles (the official currency). He decides to marry off his daughter, Princess Clarissa, to Prince William, the son of his old rival, King David of Cardonia. After the wedding, he intends to dispose of the Prince and claim the inheritance.

Meanwhile, deep down below, in the Mer Kingdom, Princess Miranda, mermaid daughter of the Sea King, has come of age and is preparing to make her first 'Ascension' to the surface. It is a joyful time and all are there, even Wallum the Whale has paid a visit. The ceremony is interrupted by sailors above, who are throwing their garbage into the sea. The garbage descends upon the Mer Folk. Miranda, known for her beautiful singing voice, resolves to use her Ascension to go to the King of the Humans and sing about how beautiful the Mer World is. This, she feels, will shame the humans into not polluting the seas. Her constant companion, Acme the sea otter, is keen to accompany her – but a mermaid's first Ascension must be made solo.

She ascends to the surface and her first glimpse of the world above captures her heart – but not as much as her first glimpse of Prince William, who is sailing to Faber, dejectedly, for his unfortunate wedding. William sees her in the distance. Meanwhile, Wallum, who is on his way home, is struck in the eye by rocks and garbage being thrown overboard. He loses his way and crashes into the ship, knocking William into the sea. Miranda rescues William and sets him, unconscious, on the shore.

She swims to the shark-guarded cave of the Sea Witch to ask for legs. The Witch has a potion that will give her legs ... but take away her voice for a year, unless she is kissed by a prince – in which case her voice will return and her legs will remain forever. Miranda does not know, of course, that William is a prince.

Back on the surface, Miranda is washed up on the shore of Faber, unconscious, where she is found and brought to the castle. She awakens to see the prince and also to overhear the plot against him. But she cannot speak. Acme has been shadowing Miranda all this time and dashes off below to tell Miranda's mermaid friends what has happened. Two of them go to the Witch, who takes their beautiful hair to prepare a potion.

The hairless mermaids arrive just as the wedding party has assembled. Miranda drinks the potion and has momentary use of her speech. She reveals the plot against William. Fozzel and Clarissa make a break for it, the Prince recognises and kisses Miranda ... and, of course, they marry ... to live happily ever after.

PRODUCTION NOTES

Cast

MIRANDA - princess of the Merfolk Kingdom
MIRANDA'S THOUGHTS - a singer who sings
 Miranda's thoughts after Miranda
 has lost her voice (1 song only)
THE SEA KING - Miranda's father
SHERIDAN - Miranda's sister
MARGORIA - Miranda's sister
ACME - the sea otter friend of Miranda
WALLUM - a whale (can be 2 or more children)

SEA WITCH

KING DAVID - King of Cardonia
PRINCE WILLIAM - Prince of Cardonia
TOBY - Prince William's dog
COURTIERS - 2
SAILOR 1
SAILOR 2
BOAT/SHIPBEARERS

KING FOZZEL - King of Faber
PRINCESS CLARISSA - Princess of Faber
CAT - Princess Clarissa's Cat
COCKLE COUNTER
PARSON
SERVANT 1
SERVANT 2

LEAD SEAGULL
SEAGULLS
MERFOLK (mermaids, mermen and sea
 creatures)
SAILORS
SHARKS
WEDDING CONGREGATION (can be minor
 characters: courtiers, sailors, servants etc
 from the Kingdoms of Cardonia & Faber)

Songs and musical pieces

Scene One

The Three Kingdoms

Prologue - *Seagulls, Cardonians, Faberians, Merfolk*

Scene Two

The Mer Kingdom

Entrance of the Merfolk

Throw It Overboard - *Sailors, Seagulls*

Miranda's Song - *Miranda & Merfolk*

Wallum's Theme

Wallum's Theme

Scene Three

The Ascension

The Woodchuck Chorus - *King Fozzel, Cockle Counter & Audience*

That's Where I Come In - *King Fozzel & seagulls*

Ballet of the Two Worlds - *Miranda & Seagulls*

Scene Four

Safe on Shore

Miranda's Song (reprise) - *Miranda*

Scene Five

In the Cave of the Sea Witch

Swim Little Fishie - *Sea Witch & Sharks*

Scene Six

Faber - The Wedding Day

Miranda's Theme

Land legs Ballet - *Miranda*

That's Love - *Miranda, William, King David*

Bridal Fanfare - *Seagulls*

Finale (Song of the Sea) - *Company*

Curtain (Swim, Little Fishie - reprise) - *Company*

Music

The DOUBLE CD contains vocal demonstrations and instrumental backing tracks for rehearsal/performance. A separate piano score is available from the publisher.

Setting

the Kingdom of Cardonia, OP; the Kingdom of Faber, PS; the Merfolk Kingdom, Downstage

Time

long ago and far away

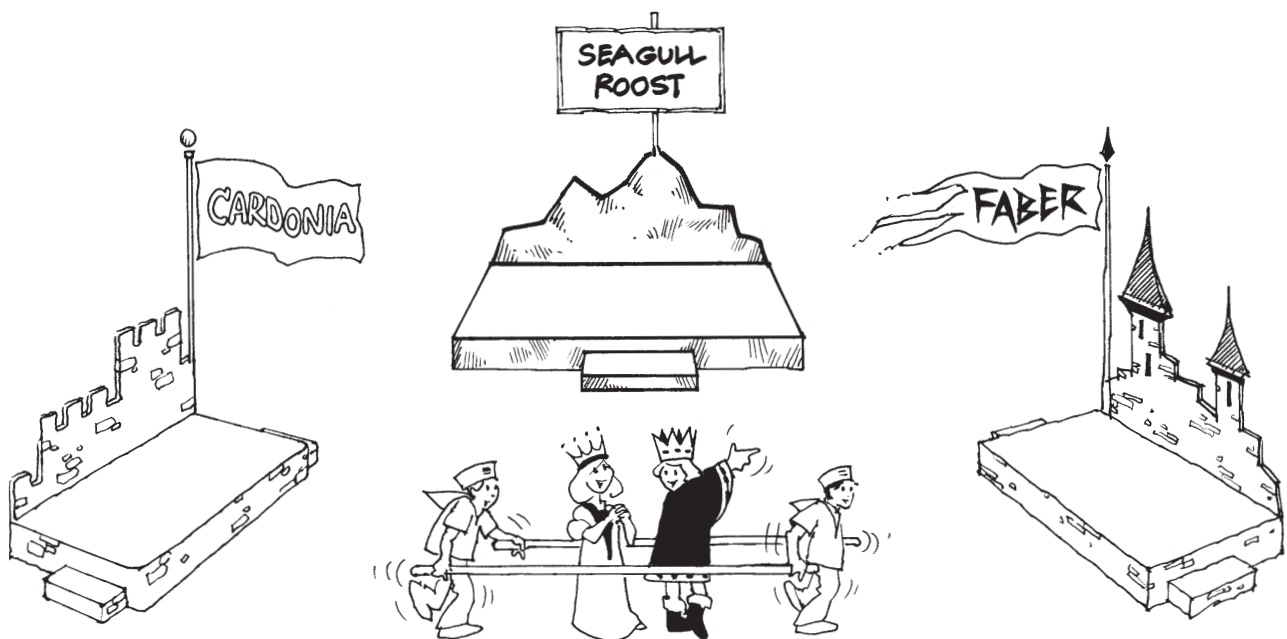
Staging

The stage can be set with risers or rostrums upstage OP for CARDONIA and upstage PS for FABER. A riser could be upstage centre for the SEAGULLS to perch on (see page opposite). The MERFOLK KINGDOM can be the downstage area. A backdrop can be used for the sky if required, and there can be a cut-out 'castle' on the two island kingdoms.

When the garbage scow (scene 2) and the Royal Barge (scene 3) travel across the stage, the following simple staging device can be used:

2 long bamboo poles, broomsticks or any other long poles can be carried by a couple of BOAT/SHIP BEARERS. The actors can be in between the poles, slowly walking at the same pace as the BEARERS.

Scene 5 - *In the Cave of the Sea Witch*, and Scene 6 - *The Wedding Day* are different. For these last two scenes the risers etc may be removed so that the whole stage can be used. It is suggested that minimal set and props be used, so that these scenes can flow as smoothly as the preceding scenes.



Videotape

If you intend videotaping your production please complete an application form, available from the publisher.

Hans Christian Andersen's
THE LITTLE MERMAID

SCENE 1 - THE THREE KINGDOMS

Risers or platforms can be set up as in the Staging section of the Production Notes

On the FABER riser, a chair and table are set with a pile of gold 'cockles' (the currency of FABER)

SEAGULLS *are on stage*

Music begins for

PROLOGUE

Lights up 3/4

SEAGULLS *strut gawkily to the opening bars of the PROLOGUE, picking and pecking, squabbling perhaps. One group is formed, strutting its stuff as the others watch. Then the others form a second group and strut as the first group watches. Then, in a flurry, both groups swoop up to their roost on a large rock (riser) UPSTAGE*

Lights up full

They pull out kazoos and play through a chorus twice. Then they sing:

Seagulls

Picking, pecking, rubber-necking
Floating on a sea breeze
What a life to be a seagull
Flying free and easy
Kazoos (one chorus only)

Spot on FABER

KING FOZZEL *and* PRINCESS CLARISSA *and* CAT, *are on* KINGDOM OF FABER *riser,*
FOZZEL *seated at a table with a 'coffer' (jar or chest)*

Clarissa

Get me, buy me, Daddy, dear

Fozzel

All you want is more

Clarissa

Haven't got a thing to wear

Seagulls

Always crying poor

Clarissa

Aw!

SEAGULLS *take up kazoos as* FOZZEL *counts cockles from a jar or chest*

Seagulls

Do-do, do-do (*on kazoos*)

Fozzel

(*counting*) three, four - coffers almost bare!

Seagulls

Do-do, do-do (*on kazoos*)

Clarissa

I want more!

Fozzel

(*looking across OP*) Ah! I know where!

Lights down half**Spot on CARDONIA**

PRINCE WILLIAM ENTERS UPSTAGE OP *to take up position on the KINGDOM OF CARDONIA riser, followed by KING DAVID, COURTIERS and TOBY (who can be looking menacingly at the SEAGULLS)*

King David

So it is arranged, William
Tomorrow you marry Clarissa
Daughter of our old enemy, King Fozzel
And finally peace shall reign over our two kingdoms

Prince

Oh, to be free
Free as a bird
To do as I please
But father knows best

Seagulls

A king has his reasons

*The SEA KING, MIRANDA, SHERIDAN, MARGORIA, ACME and the MERFOLK ENTER
from both sides of the stage*

Merfolk

Deep, down below
Where the corals sway in the ebb and flow
There's a paradise
Where the Merfolk play
Down below
Where the corals sway
Down below
Where the corals sway

Song ends

Blackout

ALL EXIT

Lights up

ACME *'swims' on PS with a ribbon*

Miranda: *(laughing off PS)* Acme! Give it back. That's my very best ribbon!

They both swim around, laughing. ACME holds the ribbon around his face, as a bow

Acme: Who's a pretty boy then?

Miranda: *(playfully)* Certainly not you, Acme!

They both laugh. Then ACME realises he must surface for air

Acme: Whoops! Gotta go up. Air! Air! Bl-bl-bl-bl-bl!

*ACME swims to the Island of CARDONIA, OP, resting his arms on the riser and breathing deeply
as MIRANDA swims OFF DOWNSTAGE OP*

Acme: I keep forgetting I'm a sea otter - not a fish. *(Sniffing)* Pooaaww! *(Holding nose)* The air up here ain't what it used to be.

Toby: *(off OP)* Arf-arf, arf-arf.

Acme: Whoops! Arf-arfs! Humans must be coming!

TOBY ENTERS OP, onto CARDONIA riser. TOBY and ACME look at each other

Acme: *(to audience)* Ugly lookin' critters, ain't they?

Toby: Arf-arf, arf-arf!

Acme: I'm outa here! *(Swims OFF DOWNSTAGE OP)*

Spot on CARDONIA

PRINCE WILLIAM ENTERS, OP, followed by KING DAVID and COURTIERS

William: I'm so sorry Father. I just can't bring myself to do it! It's ... look, it's just not possible. I've got cold feet. I'm sorry.

King David: You can't mean that - no! Ohh ...

KING DAVID *clasps his hands to his heart, feigning a heart attack, and stumbles backward, his crown falling off. He is caught by the COURTIERS, who support him*

William: *(aside)* There he goes again. *(To KING DAVID)* Father! *(TOBY fetches the crown and gives it to WILLIAM)* Thank you, Toby. *(He places the crown on KING DAVID's head)*

King David: *(still being held by COURTIERS and feigning weakness)* William, you MUST go ahead with your marriage to Princess Clarissa. Everything's been arranged!

William: *(respectful but defiant)* That is the problem, Father - it has all been 'arranged'.

King David: *(shaking free of COURTIERS and standing, a little annoyed)* Arranged for peace, William, peace between Cardonia and Faber after a hundred years of war! That was the agreement with her father ... King Fozzel. He and I shook hands on it personally.

William: YOU marry her, then.

King David: William - I gave my solemn oath. I can't allow YOU to go back on MY word.

William: But Father, I've never met her! And I've heard stories of her ... her mean nature ... and her greed. *(During this speech, CLARISSA and her CAT are ENTERING PS, onto the FABER riser; CLARISSA seating herself at the table)*

Toby: *(quietly)* Arf-arf, arf-arf.

They Freeze

Spot off CARDONIA

Spot on FABER

PRINCESS CLARISSA *sits at a table counting out gold cockles. Her CAT is prowling, smiling wickedly*

Clarissa: One cockle for the poor ... one for the starving ... and one for the dying. Waste of money, really. I think I'll keep it instead. All the more ... for Daddy and me! *(CAT meows)* And you, of course, Puss-Puss.

They Freeze

Spot off FABER

Spot on CARDONIA

KING DAVID, PRINCE WILLIAM, TOBY & COURTIERS *unfreeze*

William: *(reluctantly)* So ... for the sake of Cardonia I must ... marry Princess Clarissa - even if she makes me unhappy for the rest of my life?

King David: Exactly - it is your ROYAL DUTY! (*Patting WILLIAM on shoulder*) It'll be alright, boy. I'm sure you will learn to love her ... in time.

William: (*sighs*) Very well, Father - I WILL marry Princess Clarissa ... for the good of all Cardonians.

Toby: (*sadly*) Arf-arf ...

Blackout

ALL EXIT

Table and chair are removed from FABER

END SCENE 1

SCENE 2 - THE MER KINGDOM

The SEA KING's throne is set DOWNSTAGE CENTRE

Music begins for

ENTRANCE OF THE MERFOLK

Lights up

MERFOLK ENTER, *swimming on from both sides. They form an Arch of Triumph for the SEA KING, SHERIDAN, MARGORIA and ACME and entourage (if required) to enter through*

MERFOLK take up positions around the stage, the SEA KING seated on a throne, DOWNSTAGE PS, with SHERIDAN, MARGORIA and ACME around him

Music ends

MIRANDA swims on OP to join the Royal Party

Sea King: Well, Miranda, my daughter, it is finally the day of your ASCENSION ... that first journey to the surface so eagerly awaited by all young mermaids.

Miranda: Oh, I'm just so excited, father!

Sheridan: (*interrupting*) They have the most magnificent rock palaces above ...

Margoria: (*interrupting excitedly*) ... with gardens full of earth flowers ... and there are clouds ... and sky ... and the sun and the moon ...

Sheridan: (*confused*) ... and those feathered er ... 'fish' with flapping er ... 'fins' that er ... 'swim' in the air!

Acme: (*running out of air*) Gulp! Did someone say ‘AIR’? (*Swimming OFF PS*) Bl, bl, bl, bl, bl!

ACME swims OFF PS as

Music begins for

THROW IT OVERBOARD

Acme: (*swimming OFF PS*) Bl, bl, bl, bl, bl!

MERFOLK all look up towards the surface

Miranda: (*spoken over music*) What’s that sound?

Sea King: Humans, I fear.

MIRANDA, SHERIDAN, MARGORIA and MERFOLK scatter, EXITING BOTH SIDES. SEA KING walks off shaking head sadly but carrying himself with dignity

A garbage scow sails across the front of the stage (the two SHIP BEARERS, as in the Staging section of the Production Notes) from OP to PS, stopping CENTRE STAGE

The scow carries SAILOR 1 and SAILOR 2, who dump garbage overboard from plastic bags or lobster pots etc during the song. SEAGULLS follow, picking through garbage as it is discarded, fighting and squabbling, flying around

Sailors 1 & 2

Heave ho, yo-ho-ho-ho
Heave ho, over you go
Heave ho, yo-ho-ho-ho
Heave ho, over you go

Sailor 1

When you got it, but you don’t want it
Whadaya do about it?

Sailor 2

You don’t want it, where you got it
So Whadaya gonna do?

Sailor 1

When it’s pilin’ up, right to the sky
It’s as high as it can be

Sailor 2

You tie it up in a plastic bag
And tow it out to sea

Sailor Chorus ENTER singing

Throw it overboard, throw it overboard
It's dirty and filthy and rotten and raw
Throw it overboard, throw it overboard
Down to the deep ocean floor
And we'll never see it no more

Sailor 2

When you got it, but you don't need it
Maybe you just don't use it

Sailor 1

You don't want it, but you got it
So Whadaya gonna do?

Sailor 2

When the cupboard's full and you've blocked the hall
And the doors are out of reach

Sailor 1

You tie it up in a plastic bag
And take it to the beach

Sailor Chorus

Throw it overboard, throw it overboard
It's dirty and filthy and rotten and raw
Throw it overboard, throw it overboard
Down to the deep ocean floor
And we'll never see it no more

All

Heave ho, yo-ho-ho-ho
Heave ho, over you go
Heave ho, yo-ho-ho-ho
Heave ho, over you go

SAILOR CHORUS on rubbish bins, brooms and other 'garbage' props. SEAGULLS on their roosting rock, playing kazoos

All

Throw it overboard, throw it overboard
It's dirty and filthy and rotten and raw
Throw it overboard, throw it overboard
Down to the deep ocean floor
And we'll never see it no more

Song ends

SAILOR CHORUS and SEAGULLS EXIT both sides, the garbage scow disappearing OFF PS

MERFOLK ENTER BOTH SIDES *slowly picking their way through the garbage*

The SEA KING is shaking head sadly and being comforted by MIRANDA, SHERIDAN, and MARGORIA

Miranda: It's not fair! So thoughtless of them! They keep polluting our beautiful Kingdom.

Sheridan: Calm yourself, dear sister. You know there's nothing we Sea Beings can do.

Margoria: Humanfolk are much more powerful than us.

Miranda: When I see them, Margoria, I'll ... I'll ... I'll sing a song to their King, telling how beautiful the Merfolk Kingdom is ... and shame them ... so they'll never pollute our world again!

MIRANDA'S SONG

During song, the MERFOLK clean up the stage, placing rubbish into bins, bags or sea chests, lobster pots or nets etc

The SEA KING, SHERIDAN, and MARGORIA sit by the throne, listening

Miranda

People from the human world
Please hear my song to you
A mermaid cannot swim through sea
That's brown instead of blue
The rubbish that you carelessly
Send us from above
Will devastate our merfolk world
The paradise I love

Merfolk

People from the human world
Please hear our song to you
You who sit beyond our world
And gaze into the blue
The rubbish that you carelessly
Send us from above
Will devastate our merfolk world
The paradise we love

Together

In the ocean deep
All the creatures weep

Dance

People from the human world
Please hear our song to you

You who sit beyond our world
And gaze into the blue
The rubbish that you carelessly
Send us from above
Will devastate our merfolk world
The paradise we love

Miranda

Never let them change our world
The paradise I love

All

The paradise we love
The paradise we love

Song ends

Sheridan: Oh, Miranda, such a beautiful song! (*This can be spoken over the instrumental 'fade'*)

Margoria: You have the loveliest voice in the kingdom!

Sea King: I agree. Bravo, Miranda, bravo! You SHOULD sing to them, my dear daughter. With that voice and that song, who would not listen?

Acme: (ENTERING PS *and removing a gas mask*) Humanfolk, that's who won't listen. Mostly they don't even listen to 'emselves. I know. I see 'em up there. And they have them hairy, four-leg Arf-arfs! And (*indicating gas mask*) the air up there ... brrrr!

Sea King: Yes, perhaps you're right, Acme - sad ...

Music begins for

WALLUM'S THEME

Miranda: (*spoken over theme*) What in the great, wide ocean is THAT!?!)

Sea King: 'That', my dears, is Wallum.

WALLUM ENTERS OP

Sea King: Old friend of mine. Drops by every thirty years or so. Wallum! How lovely to see you again!

WALLUM'S THEME ends

Acme: (*looking at WALLUM*) Now that's one big fish, baby!

Wallum: Happy Merday to you, Miranda.

Merfolk: Happy Merday, Miranda!

Sea King: Congratulations on reaching your Age of Consent, my girl.

Wallum: This is a day you will never forget, young Princess Miranda. The day you first visit the world above.

Acme: Wicked! Let's go!

Miranda: No, Acme ... I must go the first time by myself ... that's the rule. Goodbye, father. Goodbye everyone!

MIRANDA EXITS PS. *All wave, calling out wishes of luck, etc*

Sea King: Ah, Wallum, they grow up all too fast, I'm afraid.

Wallum: Indeed they do, Sea King. Indeed they do ... and now I must be on my way ... see you in thirty years ...

WALLUM EXITS PS *to the MUSIC of*

WALLUM'S THEME

Sea King: (*spoken over theme*) Goodbye, old friend.

All wave as

Lights down to blackout

ALL EXIT BOTH SIDES

Throne is removed as theme plays out

WALLUM'S THEME ends

END SCENE 2

SCENE 3 - THE ASCENSION

Spot on FABER

KING FOZZEL *is talking to the* ROYAL COCKLE COUNTER

Fozzel: (*angrily*) What do you mean, Royal Cockle Counter? What do you mean 'We're all out of cockles'?

Cockle Counter: Exactly that, Sire. There's barely a gold cockle left in the Royal Cockle Coffers.

Fozzel: (*brightly*) I say! That's rather good, Cockle Counter! Could you say that again?

Cockle Counter: I said: 'There's barely a gold cockle left in the Royal Cockle Coffers'.

Fozzel: That's VERY good! But can you say ... 'She sells sea-shells by the sea-shore'?

Cockle Counter: Sire?

Fozzel: Oh, come on, you old stuffed shirt. It's fun. Try it!

Cockle Counter: Oh, very well, sire ... 'She sells she sells she sells-'

Fozzel: -No, no, no ... that's not it ... never mind ... try this one:

How much wood would a woodchuck chuck
If a woodchuck could chuck wood?
He'd chuck as much as a woodchuck could chuck
If a woodchuck could chuck wood'

Cockle counter:

How much wood would a woodchuck chuck
If a woodchuck could chuck wood?

Fozzel: (*enthusiastically*) Yes, yes!

Cockle Counter:

He'd chuck as much as a woodchuck could chuck
If a woodchuck could chuck wood

Fozzel: By George, I think he's got it! Now sing it!

Music begins for

THE WOODCHUCK CHORUS

Fozzel

How much wood would a woodchuck chuck
If a woodchuck could chuck wood?

Cockle Counter:

How much wood would a woodchuck chuck
If a woodchuck could chuck wood?

Fozzel:

Very good!

He'd chuck as much as a woodchuck could chuck (*clap, clap, clap*)
If a woodchuck could chuck wood

Cockle Counter:

He'd chuck as much as a woodchuck could chuck (*clap, clap, clap*)
If a woodchuck could chuck wood

Fozzel:

Now put it all together:

How much wood would a woodchuck chuck
If a woodchuck could chuck wood?
He'd chuck as much as a woodchuck could chuck (*clap, clap, clap*)
If a woodchuck could chuck wood

Together:

How much wood would a woodchuck chuck
If a woodchuck could chuck wood?
He'd chuck as much as a woodchuck could chuck (*clap, clap, clap*)
If a woodchuck could chuck wood

SERVANTS 1 & 2 ENTER PS, *carrying a large chart of the words*

Fozzel: Not bad at all ... (*indicating audience*) now how about EVERYONE joining in!

Fozzel, Cockle Counter & Audience

How much wood would a woodchuck chuck
If a woodchuck could chuck wood?
He'd chuck as much as a woodchuck could chuck (*clap, clap, clap*)
If a woodchuck could chuck wood

Fozzel: Once again!

Fozzel, Cockle Counter & Audience

How much wood would a woodchuck chuck
If a woodchuck could chuck wood?
He'd chuck as much as a woodchuck could chuck (*clap, clap, clap*)
If a woodchuck could chuck wood

Fozzel: One more time - for King and country!

Fozzel, Cockle Counter & Audience

How much wood would a woodchuck chuck
If a woodchuck could chuck wood?
He'd chuck as much as a woodchuck could chuck (*clap, clap, clap*)
If a woodchuck could chuck wood

Fozzel

Woodchuck

Cockle Counter

Woodchuck

Fozzel and Cockle Counter

(*to audience*) Thank you very much, you were very, very good!