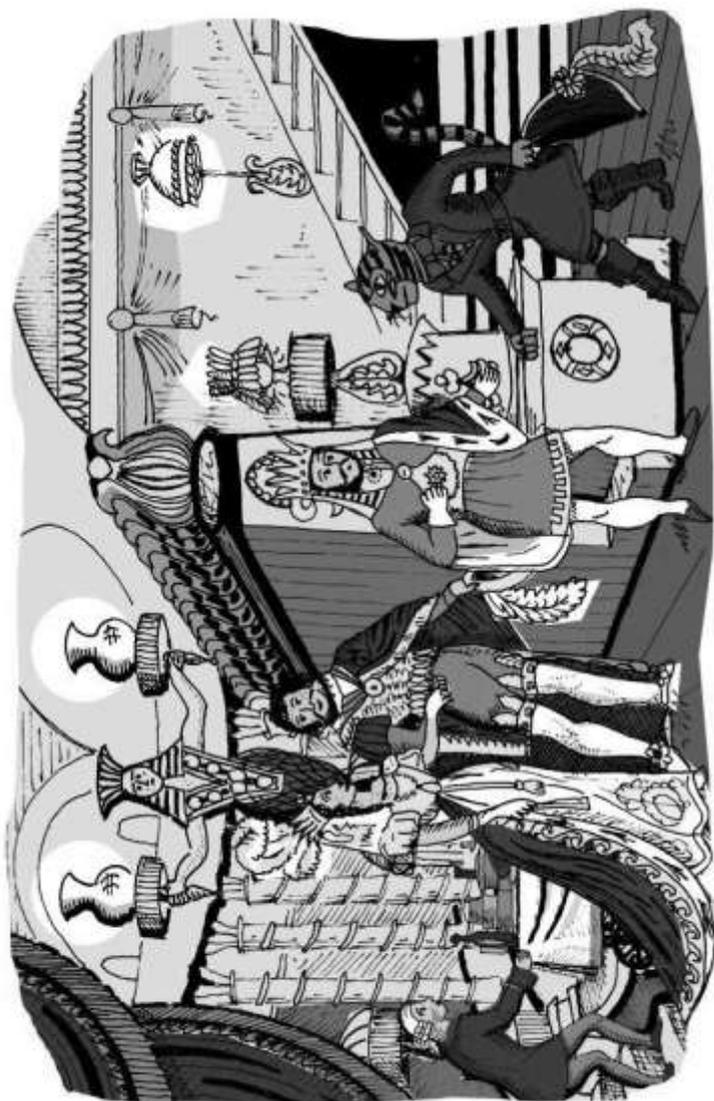


PUSS IN BOOTS



The last scene in "Puss in Boots"

TOY THEATRE
Characters and Scenes
in
PUSS IN BOOTS

A FAIRYTALE
IN ONE ACT
Adapted for
Toy Theatre Performance

5 Plates of Characters 305-309,
5 Scenes 405-409
2 Wings Nos. 1 & 14

www.toytheatre.co.uk

CHARACTERS REPRESENTED

MEN

KING CONSTANTINO
MARCO, the Miller's son
LUCIANO, his younger brother
GAGLIUSO, their youngest brother
RUMBLEGLUM, an Ogre
LAWYER
CHAMBERLAIN

WOMEN

PRINCESS ELISETTA

Soldiers, reapers, coachmen, servant.

DIRECTIONS

Pl. = Character plate.

Sc. = Scene

Stage directions are in bold type

First edition 2020 (internet)

PUSS IN BOOTS

ACT ONE

Sc.1 The Watermill, No.1. Tree Wings No.1. Marco, Luciano and Gagliuso pl.2 in a line on stage.

Enter Lawyer pl.2

Lawyer: Good morning gentlemen gathered here for the reading of the will of your late father. Firstly he bequeathed his farm and estate over the mountain and all his money to his eldest son Marco.

Marco: That's great! Well brothers please excuse me, there is no time to spare I must get to my new house, farewell. **(exit)**

Lawyer: ..and secondly he bequeathed to his second son Luciano this mill and all the bags of flour it contains.

Luciano: A bit disappointing but I can make a good living here.

Lawyer: Oh, yes and thirdly to his youngest son, Gagliuso, he bequeathed his one and only highly prized cat. **(exit)**.

Gagliuso: His highly prized cat! That little monster, whatever use is that to me?

Enter cat pl.2.

Gagliuso: Why when I have eaten you whatever will be left but some useless fur?

Cat squeals and exits quickly.

Luciano: Well that's that. Tough luck little brother, anyway you are now trespassing on my property, make sure you are gone within the hour! **(exit)**

Gagliuso: Well there's a to do. Left nothing but a cat, I will never keep up with my selfish brothers. I am homeless and destitute, I may as well end it all now.

Enter Puss in Boots pl.1

Puss: Don't despair Gagliuso your prospects are good.

Gagliuso: You can talk!

Puss: Why of course.

Gagliuso: Why have you never talked to me before?

Puss: Well you have never talked to me.

Gagliuso: .. and why you wearing that ridiculous hat and those massive boots?

Puss: From now on I will have a lot of walking to do and the sun is very strong.

Gagliuso: Talking, walking, I don't understand, what now!

Puss: Be patient Gagliuso, just do everything I say and your future will be paved with gold. Your father had a good reason to leave me to you. For now take a room at the inn and ask it to be credited to the account of the Marquis of Carabas.

Gagliuso: The Marquis of Carabas, who is he?

Sc.2. The Throne Room of the Royal Palace. No.2. Curtain Wings No.14. Setpiece of an empty throne pl.4 at the side. Enter Constantino and Elisetta pl.1.

Constantino: My dear daughter, it pains me that I care for you so badly, mine is a small kingdom and you deserve so much more. If only I could find a rich man in my domain who had the means to have you as his wife.

Elisetta: Fear not father, I am quite content. One day perhaps a rich and hopefully also handsome man will appear.

Constantino: Sadly dear Elisetta I have consulted with the heralds and there are none among the nobility who are either unmarried or a good deal older than me. But now I must prepare for my daily audience.

Elisetta: Will many come?

Constantino: Probably not, except one who is always here. For the past three months this strange gentleman has attended. He is strange, almost catlike in appearance. Daily he brings either a brace of the finest pheasants or some well fattened rabbits. He says they are a present from the Marquis of Carabas.

Elisetta: the Marquis of Carabas, who is he?

Constantino: I must confess I do not know, the heralds have never heard of him but he may be rich if he can spare so much game from his larder.

Elisetta **(aside)**: ..and maybe young and handsome too !

Exit all. Replace the throne setpiece by Constantino seated pl.2. Soldiers either side pl.1. Enter Chamberlain pl.1

Chamberlain: Your Majesty, the servant of the Marquis of Carabas begs audience. He's bearing gifts.

Constantino: Bring him in, Chamberlain.

Chamberlain exits. Re-enters with Puss in Boots pl.2 carrying pheasants. (See page 14)

Puss: Your Majesty King Constantino, please accept this gift of pheasants from the Marquis of Carabas.

Constantino: I am delighted, please convey my thanks to your master.

Puss in Boots gives the pheasants to the chamberlain who then exits.

Puss: Your Majesty. **(Exits backwards to the wings, remaining in view)**

Enter Princess Elisetta pl.1

Elisetta: Father, how curious, I must say that man does look very much like a cat.

Constantino: My dear Elisetta, tomorrow I have a treat for you, I have ordered out the carriage to take us on a tour of the western part of the kingdom, where we do not go that often.

Elisetta: A pleasing diversion, I shall look forward to it **(Exit)**

Puss: **(aside)**. At last, an opportunity!

Sc.3 A corn meadow with a view of Rumbleglum's castle, No.3. This scene to be cut along the line A-A and the backdrop to be placed about 2.5cm behind the foreground with the gate pl.5 cut out and stuck between the gate posts on the former. Platform of card or wood is to be made between the two parts along line B-B. Corn sheaves pl.4 in foreground. Tree wings No.1.

Reapers with sheaves pl.2 and reaper with scythe pl.3 on stage.

Enter Puss-in-Boots pl.1 on platform as if looking over hedge.

Puss: Excuse me, my good fellows,

Replace reaper with scythe with reaper pl.2.

Reaper: Yes sir!

Puss: Tell me my good man, who owns this fine meadow of ripe corn?

Reaper: Why Sir, the ogre Rumbleglum who lives in the castle on the hill. He owns all the land hereabouts, as far as the eye can see, right up to the mountains.

Puss: An ogre indeed, how come he is so wealthy?

Reaper: He is a powerful brute who took it all by force and by magic. It is said he can transform himself into any creature he wishes. No one dares to stand up to him, he holds us all in abject terror.

Puss: That does not sound too good, but here is what you should do if you do not wish to be servant to such a terrible bully. From now on, if anyone asks you, you are to say that these lands belong to the Marquis of Carabas, have you got me?

Reaper: Yes indeed sir, Marquis of Carabas, yes.

(Exit, replaced by reaper with scythe pl.3)

Puss: Don't forget the Marquis of Carabas, good day **(exit)**,

Slight pause. Noise of horses carriage and a fanfare. The coach in pl.3 with Constantino and Elisetta crosses and stops on the platform.

Constantino; **(calling out)**. Stop! Stop! I say goodfellow to whom does this magnificent hay meadow belong?

Replace reaper with reaper pl. 2.

Reaper: Oh your Majesty! Sir, this meadow, the castle and all the land hereabouts, right up to the mountains belongs to the Marquis of Carabas.

Constantino: I see. The Marquis of Carabas, how strange, I did not know that, thank you my man. Drive on.

Coach crosses stage followed by soldiers on horseback pl.4

Sc.4. A bridge across a small river, No.4. This scene also to be cut along the line A-A with the backdrop separated by a platform along line B-B as in Sc.3. The water set piece pl.5 to be placed in front. Tree wings No.1.

Enter Puss-in-Boots and Gagliuso pl 1

Puss: Now master Gagliuso it is time for you to earn your fortune. Since I became your servant I have been very busy using my feline skills to hunt in the royal forests every day, but now it is your turn.

Gagliuso: Master cat, I am still very puzzled by your activities but what must I do?

Puss: Take off your clothes, hide them away and jump in the river!

Gagliuso: Well that is even curiouser!

Puss: Just do it! **(Exit both)**

Gagliuso pl.3 to enter in the river from behind the bank.

Noise of coach approaching.

Coach pl.3 enters on the platform across the bridge.

Enter Puss-in-Boots. pl.3 on the platform in front of the coach.

Puss: Stop, stop, please stop! **(Coach stops)**

Constantino: Well good day sir, it is the servant of the Marquis of Carabas, what is the problem?

Puss: Oh your Majesty! Please forgive me for troubling you, but my master, the Marquis of Carabas, was bathing in the river here when robbers cruelly stole all his clothes, what is he to do now?

Constantino: Fear not, it is no trouble, I will arrange for my attendants to provide fine arraignments appropriate for one of such wealth and we shall then convey him to his castle.

Puss: **(aside)** Clearly my ruse has worked. **(Aloud)** Thank you your Majesty.

Constantino: **(to Elisetta in the coach)** My dear. It's clear now that this Marquis must be rich.

Elisetta: ..and by appearances, young and handsome too !

Sc.5 The Hall of Rumbleglum's castle No.5. Curtain and fairy castle wings No.14. Servant pl.4 on stage. Knocking heard.

Servant: knocking, someone at the door, that strange, no one ever dares enter here! **(Exit)**.

Re-enter servant and Puss-in-Boots pl.1.

Puss: Forgive my intrusion, but I was passing and I wanted to pay my respects to the master of this castle, Rumbleglum, is he at home?

Servant: He is Sir, I will see if he will meet with you, wait here. **(exit)**

Enter Rumbleglum pl.4

Rumbleglum: I understand you wish to pay your respects, now why is that?

Puss: Well kind sir, I understand that you have amazing powers, the ability to transform yourself into any animal, is that true?

Rumbleglum: Yes. It is!

Puss: So could you sir, for example, transform yourself into a ferocious lion?

Rumbleglum: I could, watch this! Rumble tumble, pudding and iron, let me take the form of a lion! **(Replace quickly by lion pl.4, lion roars menacingly)**

Puss: Well! That is a real fright, how amazing, I am impressed.

Replace lion by Rumbleglum pl.4

Rumbleglum: I hope that satisfied you!

Puss: Indeed, it did, but a lion is much the same size as yourself, could you transform yourself into something much smaller, for example, a mouse?

Rumbleglum: A mouse, no problem! Rumble tumble all through the house. Let me take the form of a mouse!

Exit both to same side Puss in Boots chasing mouse crosses stage pl.3. Mouse squeaks continuously but stops suddenly as they exit.

Enter servant pl.4 and Puss in Boots with mouse pl.4.

Servant: What Sir was that commotion?

Puss: Only me, dealing with a little vermin, can you please dispose of it and then prepare a banquet, there is much to

celebrate, **(exit servant)** just in time they will be here soon.
(exit).

Enter Constantino pl.1, Gagliuso and Elisetta pl.3 and and soldiers pl.1.

Constantino: What a very fine castle, so much wealth.

Elisetta: ..and an owner who I have fallen madly in love with.

Constantino: Then dear Marquis may I be so bold as to suggest that if you were to ask the hand of my daughter, the Princess Elisetta in marriage I would gladly consent. What do you say to that?

Gagliuso: I'm quite overwhelmed your Majesty.

Enter Puss-in-Boots pl.5.

Puss : So that is settled, the marriage can take place here and now, I have already arranged for it.

Enter servant pushing table pl.5.

Puss: So here is the wedding breakfast, tuck in!

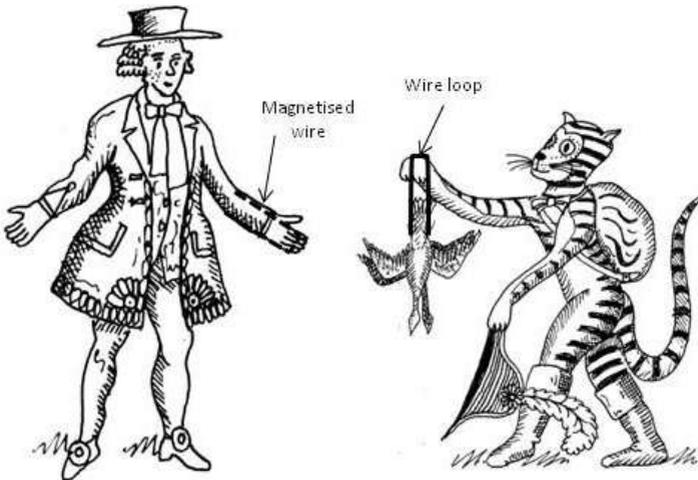
Gagliuso: What a master cat, why did I ever doubt my father's good wishes!

CURTAIN

STAGE DIRECTIONS

To perform the action of Puss-n-Boots handing over the pheasants to the chamberlain in Scene 2 follow these steps:

1. Cut two “U” shaped pieces of wire from a steel paperclip.
2. Magnetise one of them by rubbing it in one direction about twenty times with a magnet and stick this to the back of the chamberlain’s outstretched hand.
3. Stick the other one to the pheasants so it forms a loop.
4. Place this over the outstretched arm of Puss-in-Boots.
5. As Puss advances the loop on the pheasants should be attracted by and attach to the chamberlain’s hand and remain there when Puss backs away.



SCENE CHANGES

Because this is a fast moving one-act play a curtain or act-drop ideally should not be lowered between scenes. This is possible by using the following suggestion.

Consider the stage as having four scenery grid positions for wings and scenes lettered from the proscenium A, B, C, and D towards the back.

For Scene 1:

Place the curtain wings in Wing 14 in position A and keep them there throughout the play. Put the tree wings No1 in positions B and C and scene 1 in position D. Also place scene 4 directly behind scene 1 ready for later.

Raise the curtain.

For scene 2:

Drop scene 2 in front of the tree wings in position B.

During this scene replace scene 1 by scene 3 in front of the tree wings in position C.

For scene 3, raise scene 2.

For scene 4, raise scene 3.

For scene 5:

Move the Fairy Castle Wings 14 in front of the tree wings in position B and drop scene 5 in front of the tree wings in position C.

Drop the curtain.

