

THE WONDERFUL WIZARD OF OZ

(TOURING VERSION –
Abridged From Our Full-length Play)

Adapted by Michele L. Vacca

(From the famous
L. Frank Baum novels.)

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PRODUCTION NOTES:

ABRIDGED VERSION OF THE WONDERFUL WIZARD OF OZ

CHARACTERS:

DOROTHY, a young orphan

VOICES of AUNT EM and UNCLE HENRY, Dorothy's only family

TOTO, a stuffed toy in a basket

GLINDA, a good witch

The MUNCHKINS, a group of timid folks who love to eat

The WICKED WITCH of the West

SCARECROW

TIN MAN

LION

WIZARD, the "Great and Powerful Oz"

HOCUS and POCUS, sidekicks to the Wicked Witch of the West

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SETS, COSTUMES AND PROPS:

Production elements can be as complex or simple as the budget and facilities allow. Elaborate settings are fun, but simple ones can suffice just as well.

Areas suggested and/or portrayed in Act I: a Kansas farmyard which should include at least a corner of the house, Dorothy's landing spot in Oz, which can have the house in the same location as the first scene and is near the Yellow Brick Road. When Dorothy sets off on the road, the setting doesn't really have to change at all, as long as the Kansas house goes away. She meets the Scarecrow, Tin Man and Lion as she travels along the road, and the different moods can be done with lighting changes. The Oz gate or Doorway can be as simple or involved as is convenient. Remember, though, it probably needs to move on and off, so keep that in mind. The chamber of the Wizard can be anything at all.

The first part of Act II takes place mostly on the road, and since the Witch has magical powers, she can "see" what is happening from any location. Once the travelers are captured, the setting should change to the castle of the Witch where an implied "Grand Hall" or Courtyard would serve the purposes of all the action. When the scene goes back to the City of Oz, a single implied location could work for the entire sequence. The "back to Kansas" segment is very brief, and actually works most effectively if the Oz set simply goes away, and no attempt is made to restore a Kansas setting.

Costumes and props (especially for Oz) should be FUN. Oz is a magical fantasy place, so fashions can be any style, or any mix of styles. Lots of color and exaggeration (i.e., not just cute little red poppies, but BIG brilliant poppies that the two "witchlets" can hide their faces behind!) are the most effective motifs to try. It was a deliberate choice to not use the characters of the Winged Monkeys (the two little witch sidekicks are far more fun for the actress playing the Witch). Also, the characters of the monkeys (as depicted in the MGM film) are quite frightening to consider as live characters, and, of course, their costumes could be quite complicated and expensive.

The use of music and sound effects, live or taped, greatly enhances the production of this play.

THE WONDERFUL WIZARD OF OZ

(ABRIDGED FROM THE FULL LENGTH PLAY –
TOURING VERSION)

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(LIGHTS FLASH AND SUDDENLY THERE IS THE SOUND OF A TREMENDOUS TORNADO APPROACHING. AS IT COMES CLOSER AND CLOSER, THE LIGHTS FLICKER AND DIM, AND THE VOICES OF UNCLE HENRY AND AUNT EM ARE HEARD CALLING FOR DOROTHY.)

VOICE OF UNCLE HENRY: Dorothy!

VOICE OF AUNT EM: Dorothy!

(THE MASSIVE STORM GROWS LOUDER . . .)

DOROTHY: (OFF) What's happening? Help me! The house is falling apart! Wait! The house is flying!!! What can I do???? Aunt Em??

(GRADUALLY THE STORM SEGUES INTO A QUIET MUSICAL INTERLUDE AS THE HOUSE "LANDS" IN OZ. THE LIGHTS COME UP. A CORNER OF DOROTHY'S HOUSE IS VISIBLE.)

DOROTHY: Toto? Aunt Em? Uncle Henry? Are you all right? Why, where am I? Am I still in Kansas? Look, there's some people coming over the hill. Why, I think they're coming here! Who can they be?

(THE MUNCHKINS, ACCOMPANIED BY
GLINDA, ARRIVE, AND GREET HER.)

MUNCHKINS: Greetings, noble sorceress!

DOROTHY: Who, me?

MUNCHKINS: Yes, oh wise and powerful sorceress!

GLINDA: Welcome to the province of the Munchkins.

DOROTHY: The Munchkins?

MUNCHKINS: Oh, great sorceress, you have set us free!

DOROTHY: I have? From what?

MUNCHKINS: From a most dreadful curse!

DOROTHY: A curse!

MUNCHKINS: You have destroyed the evil and bad – and most dreadfully mean and nasty – Wicked Witch of the East!

DOROTHY: I have?

MUNCHKINS: You have! And we shall be eternally, always, and forever grateful to you!

DOROTHY: Why – thank you. But I think you must have me confused with someone else. I'm not a sorceress. I'm just Dorothy from Kansas.

MUNCHKINS: AHH! (NOD KNOWINGLY TO EACH OTHER)
Kansas!

DOROTHY: You've heard of it?

MUNCHKINS: (CONSULT EACH OTHER BRIEFLY, SHRUG)
No.

DOROTHY: Oh.

MUNCHKINS: Hail Kansas! Hail Dorothy from the Land of Kansas!

DOROTHY: But I –

MUNCHKINS: Hail Dorothy, who has destroyed the Wicked Witch of the East!

DOROTHY: You're all very kind, but I think there's been some kind of mistake. You see, the cyclone brought me here, and I didn't destroy anyone.

GLINDA: Well, your house certainly did. (SHE TURNS DOROTHY'S ATTENTION TOWARD THE TWO VERY LARGE FEET APPARENTLY POKING OUT FROM UNDER THE HOUSE)

DOROTHY: Oh, my!
MUNCHKINS: Hail Dorothy, whose house flies through the sky!
DOROTHY: Oh, dear! How terrible!
GLINDA: Oh, yes, my dear, you are so right. She was very terrible indeed. Don't feel badly, my child. The Witch of the East was very cruel to these good Munchkins.
MUNCHKINS: (AGREEMENT)
DOROTHY: Why are they called "Munchkins"?
GLINDA: (TO MUNCHKINS) Tell her why.
MUNCHKINS: BECAUSE WE LOVE TO EAT! Munch, munch, MUNCH!!
DOROTHY: Who are you?
GLINDA: I am their friend. I am the Witch of the North.
DOROTHY: A WITCH!?
MUNCHKINS: Hail Glinda!
DOROTHY: A REAL witch??
GLINDA: (WITH A SMILE) I am a good witch.
MUNCHKINS: (AGREEMENT)
DOROTHY: But I thought all witches were wicked.
ALL: (LAUGH)
GLINDA: Oh, no, Dorothy. Some are bad and some are good. You see, here in the Land of Oz, we –
DOROTHY: Oz? Is that where I am?
GLINDA: Why, yes.
MUNCHKINS: Hail Oz!
GLINDA: In the Land of Oz there have always been four witches. My sister and I, who protect the lands of the North and the South, are good witches. Sadly, the lands of the East and the West have always suffered from the cruelties of two other sisters, who have been very wicked indeed. But now that you – or rather, your house has destroyed the Witch of the East, there is only one Wicked Witch left in all the land of Oz:
MUNCHKINS: (SHIVERING IN FEAR) The Wicked Witch of the West!!
GLINDA: Who is a terribly Wicked Witch!
MUNCHKINS: (AGREEMENT)

DOROTHY: And when she finds out what happened to her sister – won't she be terribly angry?
MUNCHKINS: HARK!
GLINDA: What is it?
MUNCHKINS: LOOK!
GLINDA: Oh, no!
MUNCHKINS: It's HER!
DOROTHY: WHO??
GLINDA: The Wicked Witch of the West!
MUNCHKINS: OH, NO!! Let's hide!
DOROTHY: Oh, please! Don't leave me here alone!
GLINDA: We – Well, I won't.

(THE WICKED WITCH OF THE WEST
ARRIVES ACCOMPANIED BY SUITABLE
SOUND EFFECTS, FOG, AND THE LIKE.)

WITCH: Well, well, well. If it isn't the mousy Munchkins celebrating my poor dear sister's unfortunate fate.
GLINDA: Hello, Prunella.
WITCH: I'll give you hello, you little goody-goody! What have you done to my dear sister?
GLINDA: I have done nothing.
WITCH: (ADVANCING ON THE MUNCHKINS) All right, then, it must be YOUR fault! What have you mousy munch-heads done to my sister?!
MUNCHKINS: We've done nothing, Wicked One! We LOVED your dear sister!
WITCH: Yeah, right. Well, if nobody did anything, why is my dear sister lying squashed underneath this ugly little house? (SHE PICKS OUT THE SMALLEST MUNCHKIN) You'll tell me, WON'T you!
WELL?
ONE SMALL MUNCHKIN: Great Dorothy destroyed her, Evil One.
WITCH: Great – WHO??
ONE SMALL MUNCHKIN: Dorothy.
MUNCHKINS: (WEAKLY) Hail Dorothy!
WITCH: (TO THEM) That's about enough out of you!

Well? Which one of you is “Dorothy”?

DOROTHY: I am.

WITCH: I see. So, “Great Dorothy”, who do you think you are? How dare you just drop out of the sky, and dump your stupid ugly little house on my dear sister?

DOROTHY: It was an accident.

WITCH: Oh, sure.

DOROTHY: It was!

WITCH: Oh, right. An “accident.” You just happened to be flying by, and decided to dump your stupid ugly little house on my sister.

DOROTHY: I couldn’t help it!

WITCH: I don’t believe you!

DOROTHY: But it’s the truth!

WITCH: I STILL don’t believe you!

DOROTHY: But I –

WITCH: (CACKLES) Farewell, my pretties! We’ll meet again, I promise you!

(SHE DEPARTS WITH SUITABLE EFFECTS.)

– END OF FIRST E-MAIL SEGMENT –

– TIME/ACTION PASSES –

NEXT SEGMENT BEGINS LATER IN THE PLAY AS
DOROTHY AND HER 3 NEW FRIENDS (LION,
SCARECROW, AND TIN MAN) ENTER THE
WIZARD’S THRONE ROOM –

– START OF SECOND E-MAIL SEGMENT –

(MUSIC PLAYS, AS THE SETTING CHANGES
TO THE THRONE ROOM OF THE WIZARD.
THEY ALL GATHER TOGETHER IN

ANTICIPATION OF THE ARRIVAL OF OZ.)

LION: Well? Where IS he?
SCARECROW: Maybe he's out to lunch.

(THERE IS NO OZ TO BE SEEN. THEN AFTER A MOMENT A LOUD AND POWERFUL VOICE IS HEARD.

WIZARD: (AS A VOICE) I am Oz, the Great and Powerful.
Who are YOU?

DOROTHY: I am Dorothy, the Small and the – uh – Meek . . .

(DIRECTOR'S OPTION: THE WIZARD CAN CONTINUE TO BE A VOICE, OR ACTUALLY APPEAR ON STAGE DURING THE DIALOG. IT IS FUN IF THE OTHER ACTORS STILL PLAY THE SCENE AS THOUGH THE WIZARD IS STILL A GREAT BIG VOICE SOMEWHERE ABOVE THEM, AND THE ACTOR/ACTRESS PLAYING THE WIZARD MOVES FREELY ABOUT THE STAGE, "MAGICALLY" INVISIBLE TO THE OTHERS, BUT PARTICIPATING IN THE ACTION. IT WOULD BE A MATTER OF DIRECTOR'S CHOICE AS TO WHEN AND IF THE OTHER ACTORS ACTUALLY "SEE" THE WIZARD.)

WIZARD: Hmm.

DOROTHY: And these are my friends.

WIZARD: What do you want?

DOROTHY: We need your help.

WIZARD: Hmmmm.

TIN MAN: (TO DOROTHY) I think he's in a bad mood.

DOROTHY: Really? Oh dear!

WIZARD: Where did you get those shoes?

DOROTHY: Ah – from the Witch of the East.

WIZARD: She GAVE them to you?

DOROTHY: Oh, no. You see, Great Wizard, my house fell on

her – And she was – well – she was –
WIZARD: Smooshed?!

DOROTHY: Uh – yes. And so the Witch of the North told me to follow the yellow brick road and ask your advice.

WIZARD: I see.

DOROTHY: She said you could send me home to Kansas.

WIZARD: Kansas? Where’s that?

DOROTHY: If I knew, Great Wizard, I wouldn’t be asking you.

WIZARD: Makes sense, I guess.

DOROTHY: Anyway, I know my Aunt Em and Uncle Henry are worried about me, and I really would like to go home.

WIZARD: Well, perhaps I can help you, Dorothy. But, in return, you must do a small favor for me.

DOROTHY: That’s only fair. What must I do?

WIZARD: Oh, nothing much. Nothing much for YOU, anyway. I want you to destroy the Wicked Witch of the West.

DOROTHY: What?!

WIZARD: Come now, my dear, you and your house easily disposed of the Witch of the East –

DOROTHY: But I –

WIZARD: Surely the Witch of the West will be just as easy for you to conquer.

DOROTHY: But I –

WIZARD: Oz has spoken! You may withdraw from my Powerful Presence!

DOROTHY: (TEARFULLY) Yes, Your Greatness!

ALL: Dorothy? Are you all right? Poor Dorothy! (ETC.)

(SHE RETREATS BEHIND THE OTHERS, WHO TRY TO COMFORT HER. SHE REMAINS OFF TO ONE SIDE WHILE OZ ADDRESSES THE OTHER MEMBERS OF THE PARTY.)

WIZARD: (TO THE OTHERS) Well?? What do YOU want?

SCARECROW: Ah – well – Your Greatnessship, I need some brains. My head is filled with straw, and I would

like to be able to think great thoughts.

WIZARD: Hmm.

TIN MAN: Oh Great Oz, as you can see, I am made of tin, and therefore have no heart with which to feel.

WIZARD: Well spoken, Tin Man, but you don't know when you're well off. (TO LION) And what about YOU?

LION: Uh – uh – uh –

WIZARD: Speak up, Lion!

LION: Ahhhggggg! (FALLS TO THE FLOOR IN A FAINT)

WIZARD: Wake him UP!

ALL: Lion! Lion? Wake up!

LION: (REVIVES)

WIZARD: Well, Lion?

LION: I need – uh – I need – uh –

WIZARD: Yes?

LION: Some – some – some –

WIZARD: Well??

LION: Cou – cou – cou –

WIZARD: What??!!!

DOROTHY: (STEEPING FORWARD) Your Supremeness, the Lion needs some courage.

WIZARD: Yes, he certainly does.

DOROTHY: Can you help them?

WIZARD: Maybe. (PONDERING BRIEFLY) Hmm . . .All of these favors I most generously grant you –

ALL: Thank you! WOW! (ETC.)

WIZARD: IF!!

ALL: IF??

WIZARD: IF you help Dorothy destroy the Wicked Witch of the West!

ALL: WHAT!!!?? (LION ALMOST FAINTS AGAIN)

WIZARD: IF you do NOT honor my request, I will NEVER grant your wishes.

ALL: (A STORM OF QUESTIONS AND PROTEST FROM ALL)

WIZARD: OZ HAS SPOKEN!!

(THERE IS A FLASH OF LIGHT, AND THE WIZARD DISAPPEARS. AFTER EVERYONE CALMS DOWN...)

DOROTHY: We must destroy the Witch of the West, or he'll never grant our wishes.

ALL: (SIGH)

SCARECROW: What can we do?

DOROTHY: Well, the way I see it, we have no choice.

ALL: You mean – ??!

DOROTHY: Yes.

LION: It's very dangerous!

TIN MAN: And there's no road!

SCARECROW: But if we don't go, I'll never have any brains!

TIN MAN: And I'll never have my heart!

LION: And I'll never have any courage!

DOROTHY: (WITH A SOB) And I'll never, never, ever go home to Kansas!

ALL: Awww!

TIN MAN: Oh, Dorothy, please don't cry. You'll rust me.

DOROTHY: Sorry, Tin Man.

SCARECROW: Come on! Why don't we give it a try!

ALL: You mean – ???

SCARECROW: Sure! Why not?

DOROTHY: Why not?

ALL: That's right! Why not?

DOROTHY: We're off to see –

ALL: Off to see –

DOROTHY: We're off to see –

ALL: The Wicked Witch of the West!

(THEY STRIKE A BRAVE POSE. PERHAPS MUSIC PLAYS. THE WITCH CAN APPEAR – GLOATING OVER THEM –

(THE ACTION NOW SEGUES INTO A SERIES OF SHORT VIGNETTES – THE FOCUS GOING BACK AND FORTH BETWEEN THE TRAVELERS ON THEIR JOURNEY – AND

THE WITCH MAGICALLY FOLLOWING
THEIR PROGRESS. MUSIC CAN PLAY
DURING AND/OR BETWEEN EACH
VIGNETTE.)

(THE WICKED WITCH OF THE WEST
APPEARS, IMMEDIATELY FOLLOWED BY
HER TWO LITTLE SIDEKICKS WHO DASH IN
EAGERLY. PERHAPS THE WITCH GAZES
INTO A LARGE CRYSTAL BALL . . .)

– END OF E-MAIL SEGMENT – THERE ARE 39
TOTAL PAGES IN THE COMPLETE PLAYSRIPT
INCLUDING “TITLE” PAGES.