

Just Call Me “The Pied Piper!”

A lively musical for a large cast of young actors aged 7-13

Duration: 55 mins approx.



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The script is supported by 10 great songs on a CD.

NO MUSICAL ABILITY NEEDED- JUST SING ALONG TO THE BACKING TRACKS.

Sheet Music (and this script) are supplied on the dual format CD

As purchaser, you are welcome to adjust the script to suit your pupils, but we retain the copyright.

Just Call me the Pied Piper
SYNOPSIS

In the thirteenth century, Hamelin is a prosperous town. Barges of grain unload at Hamelin, and the people are busy milling, baking, brewing and trading. The play begins with colourful action in the market square with traders selling their wares and children dancing and singing to the song "Happy Town of Hamelin." Meanwhile, hidden in the mountains, a small village has had a disaster. Many of the mountain villagers and children have died of poverty and disease. The village elders send their son (the Pied Piper) to Hamelin to seek help. However, all is not well in Hamelin. Where there is grain, there are mice! In response to the problem, the mayor decrees that every citizen must (by law) have a cat! For a while all is well.....until the arrival of a plague of rats! The cats cannot cope! The Pied Piper arrives and agrees to rid the town of the rats, and the mayor promises him a generous payment plus his daughter's hand in marriage. The Piper is overjoyed because he can take his new wealth to his stricken village. He charms the rats away and they perish in the river. But, on completion of the task, the mayor refuses to keep his promises. In a rage, the Piper charms away the children of Hamelin to a better place in the mountains where people always keep their promises. Hamelin becomes a sad lonely place.

Two alternative endings are supplied. The play can end on the traditional tragic note....OR you will probably choose the happier ending where the problems are all resolved, the Piper is paid and a magnificent wedding ends the show!

CD LISTING (1-13 Vocal tracks 14-26 Instrumental Backing Tracks)

1 & 14	Happy Town of Hamelin: <i>Traders and Children Sing and dance in the Street</i>
2 & 15	Over the Hills : <i>Ballad Sung by the Mountain People</i>
3 & 16	People Come & Listen: <i>Sung in turn by the Mayor/Councillors and Mice</i>
4 & 17	Go Cats, Go!: <i>Rocky song with dance action performed by cats and mice</i>
5 & 18	Early One Morning: <i>Ballad with solo parts for Pied Piper and Kathrin</i>
6 & 19	Just Call me the Pied Piper: <i>Jolly song with parts for the Pied Piper and People of Hamelin</i>
7 & 20	Rats, Rats, Rats! : <i>Lively song with actions performed by the People of Hamelin and the rats</i>
8 & 21	Rat Charming Music: <i>Instrumental- the Piper charms the rats into the river</i>
9 & 22	You Should Have Been There: <i>Lively unison song with parts for Blacksmith and Family</i>
10 & 23	Well done, Mr Mayor: <i>Short lived celebratory song with actions</i>
11 & 24	Children Charming Music: <i>Instrumental- The Piper charms the children into the mountains</i>
12 & 25	We want Our Children Back- <i>Wistful sad song with parts for the People of Hamelin</i>
13 & 26	Here Comes the Bride- <i>Instrumental for the wedding of the Pied Piper and Kathrin</i>
	<i>Finale- Replay Track 1 "Happy Town of Hamelin" Curtain Calls- Replay any backing track</i>

Teacher's Notes:

Scenery: The main action takes place in the market square. A backdrop depicting market stalls, a clock tower, a town hall and houses with a mountain scene is desirable but not essential.

Costumes: Costumes can be elaborate or very simple. Here are some suggestions:
CATS, MICE, RATS- black, white, brown leotards –and face paints/ ears. Do not obscure their singing voices with masks.

PIED PIPER: Black cape and bright clothes ("pied" means "brightly coloured") and cap with coloured feathers (Optionally-a wedding suit as well.)

PIED PIPER'S MOTHER AND FATHER: Black capes and (optionally) wedding suits.

MAYOR - robes, chains and a 3-cornered hat.

KATHRIN-Elegant gown and (optionally) a wedding dress

Casting: Hint: Have benches at the side of the stage for the cast to sit on. As characters exit, they mostly return to their bench. In this way there are always plenty of singers for the songs, and nobody will need to languish in a dressing room or school corridor.

Props List: (Hint: The actors look after their own props)

Flute or recorder, wedding ring (piper), Sack of flour with “dead mice” inside (miller)
Bell (Town Crier), Tray of pies (baker) Mousetrap, Bag of coins (mayor)
Horse shoe (blacksmith), bread (blacksmiths wife) Large Cloth (cat leader)
Crystal Ball (Fortune Teller) Flowers and Basket (Kathrin)

CAST LIST

Pied Piper (Possibly a recorder player! Played by a male or female)
Mayor.....Mayor’s Daughter (Kathrin).....
Councillors 1, 2, and 3
Narrators 1, 2 and 3
Traders: Baker..... Baker’s Wife Miller
 Miller’s Wife Butcher.....Butcher’s Wife.....
 Brewer..... Brewer’s Wife.....

BlacksmithBlacksmith’s wife
Blacksmith’s Son.....Blacksmith’s Daughter.....
Fortune Teller.....Kathrin’s Manservant
Town Crier.....Mayoress.....Vicar.....
Village Elder..... Pied Piper’s Mother.....
Mountain Villagers (optional, non-speaking. They can double later as party guests.)
.....
Children of Hamelin: including Blind Boyand Lame Boy.....
.....
Mouse Leader.....Cat Leader.....
Mice.....
.....
Cats.....
Rats (including Rat 1..... Rat 2 Rat 3.....)

SAMPLE ONLY

“Just Call Me the Pied Piper”

NARRATOR 1: (ENTER TRADERS, BLACKSMITH AND FAMILY, AND CHILDREN GRADUALLY AS NARRATOR SPEAKS.) It’s the thirteenth century. Hamelin is a fine prosperous town on the banks of the River Weser. Barges of grain unload at Hamelin, and on this fine summer’s day, the people are busy milling, baking, brewing and shopping in the market. Hamelin has been a peaceful happy town for centuries.

***** **CD TRACK 1: Happy Town of Hamelin** ***** **(Backing Track 14)**

*Down in the market square
The people laugh and sing! Plenty of dancing there!
In the happy town of Hamelin! Down in the market square.
La la la la la lah! The children laugh and sing!
Happiness they bring! To the happy town of Hamelin!
Down in the market square (Repeat)
(ALL EXIT)*

NARRATOR 2: Yes, Hamelin is a very happy place to be. But a few miles away from Hamelin there is a secret village. It is hidden high in the mountains, and it is completely isolated. Nobody in Hamelin knows that the village exists. If you searched for it along the treacherous slippery mountain tracks you would never find it, even if you searched for 100 years. In that village

the people are in mourning, because there has been a great tragedy. Many of the people in that mountain village have died from poverty and disease. Many of the children have perished. Here we see the village elder with his wife and son.

(ENTER VILLAGE ELDER, PIED PIPER AND PIED PIPER'S MOTHER, ALL DRESSED IN BLACK. OPTIONAL: OTHER MOUNTAIN VILLAGERS ENTER)

VILLAGE ELDER: My dear wife! The whole village is starving. The people are weak and hungry! And they are mourning the loss of their dear dear children.

PIED PIPER'S MOTHER: There is almost no food left and so many of the children are dead and gone! The village is doomed. We shall all die in the winter. What can we do?

VILLAGE ELDER: I have sent for the fortune teller from the edge of the valley. I hope she can give us some advice. Here she comes now. **(ENTER FORTUNE TELLER WITH CRYSTAL BALL)**

VILLAGE ELDER: (TO FORTUNE TELLER) Welcome! Oh, wise woman! Look in your crystal ball. Tell us about our village. Do we have a future? Or must we all starve?

FORTUNE TELLER (CONSULTS CRYSTAL BALL) Ah! Let me see! I see mists. I see mountains. I see....lots of...cats....and ..ugh...I see hundreds of rats! Now I see a boy playing a flute! Ooh! Now I see children! Lots of happy children! In a town far away. .Oh, it's all gone misty again.

PIED PIPER'S MOTHER: You are not making any sense! But dear friend.. What should we do?

FORTUNE TELLER: You should send your son out into the world to ask for help. Perhaps some kind soul would give him a job. Then you could buy food.

PIED PIPER: Where could I go? And what work could I possibly do? All I have is my music!

FORTUNE TELLER: I have heard there is a rich town in the valley by the name of Hamelin. Go there, if it exists, and seek your fortune. Take your pipe, I am sure they will find your music most charming and will pay you to play.

***** **CD TRACK 2: Over the Hills** ***** **(Backing Track 15)**

*Far in the distance we've heard them say
There's a land where children play.
Go and find it this fine day. Over the hills and far a-way.
Tra Lah Lah Lah Lah Lah Tra Lay.
Over the hills and far away.
When you get there do not stay.
Play your pipe to earn some pay.
Bring it back for us one day.
Over the hills and far away
Tra lah lah lah lah lah tra lay.
Over the hills and far away
(REPEAT ALL)*

PIED PIPER'S MOTHER: Good luck my son. Take care, and always be good and true. Do not steal, do not tell lies and always obey the rules of our land. Always, always, always keep your promises.

PIED PIPER: Very well, I shall leave at once. Goodbye mother, goodbye father. **(EMBRACE, EXIT ALL)**

NARRATOR 2: So, the piper began his long and difficult journey in search of the Town of Hamelin. **(ENTER TRADERS. THE MILLER HAS A SACK OF FLOUR CONTAINING SOME DEAD MICE!)** Meanwhile, all is not well in the rich town of Hamelin. Where there is grain, there are mice! Mice have become a real nuisance. They are eating all the food in the stores and causing havoc in the streets.

BAKER: (TAKES SACK) I'll buy your flour, but last time there was a dead mouse in it!

MILLER: Rubbish! There are no mice in my flour! **(BAKER OPENS SACK, FINDS MICE)**

BAKER: Look at this! Another dead mouse! And another! And another!

MILLER: Well I'm sorry! But there's mice everywhere these days. **(MOUSE LEADER AND MICE BEGIN TO APPEAR, FURTIVELY MOVING AROUND THE STAGE)**

BREWER'S WIFE: Remind me not to buy any more of your pies! Mouse pie is disgusting!

(ENTER COUNCILLOR 1)

BUTCHER'S WIFE: (TO COUNCILLOR 1, GRUMPILY) Oi! You're on the council! What are you going to do about all these mice?

COUNCILLOR 1: Fear not, good citizen! His worship the mayor has an important announcement to make right now.....on that very subject! **(ENTER TOWN CRIER)**

TOWN CRIER (LOUDLY, RINGING BELL) Hear ye! Hear Ye! Gather round! Gather round! Oh Yea ! Oh Yea! Two o'clock and all's well! Two o'clock and all's well. Make way for the mayor! Make way for the mayor! **(CHILDREN ENTER. MAYOR, MAYORESS AND COUNCILLORS 2 & 3 ENTER POMPOUSLY)**

BUTCHER: What do you mean "all's well?" All is NOT well! **(MOUSE LEADER TORMENTS HIM, HOLDING ON TO HIS SHIRT)** Get off! These vermin are destroying our town!

COUNCILLOR 2: Pray silence for the mayor! Silence for the mayor!

MAYOR: Citizens! This is your mayor speaking! These rodents need controlling! I have thought long and hard. I have decided to supply each and every one of you with one of these new inventions! **(DISPLAYS MOUSETRAP)** This mousetrap is the answer! Guaranteed to rid the whole town of mice!

COUNCILLOR 3: We will have to raise your taxes to pay for them, but it will be worth it!

BREWER: (grumbling) Well, we will try them, but we've tried traps before. They don't work.

MICE: They don't work! Hee Heee Heeee!

BUTCHER: And we put poison down but the mice won't eat it. They will only eat our good food!

COUNCILLOR 1: These traps are bound to solve the problem. Now, make way. We have lots of work to do. Everyone back to work! **(ALL EXIT INTO THE WINGS, READY TO RE-EMERGE)**

NARRATOR 3: Soon, Hamelin was full of mousetraps. The mayor and the councillors made lots of money selling them to every house in the land. But the mice were too clever. They were not fooled by simple mouse traps. Mice were running loose everywhere. **(MICE ENTER, DARTING AROUND PULLING FACES)** The mayor and his councillors racked their brains trying to find a

solution. At last, after much deliberation the mayor returned to issue a proclamation: **(TOWN CRIER, CHILDREN, TRADERS, MAYOR, MAYORESS, COUNCILLORS RE-ENTER)**

TOWN CRIER: (Rings bell) Oh yea! Oh yea! People come and listen! The town council has found an answer to the problem! People gather round!

***** **CD TRACK 3: PEOPLE COME AND LISTEN!******* **(Backing Track 16)**

Mayor/Mayoress/Town Crier/Councillors: *People come and listen!*

People gather round! People come and listen!

An answer we have found!

Oh the mice all think they run this town! We have to chase them round and round!

We've got to put a stop to all their antics!

Oh the mice all think they run this town! We have to chase them round and round!

We've got to stop them or they'll drive us frantic!

Oh! We know what to do! We'll get rid of them for you!

Oh! We know what to do! We'll get rid of them for you!

Mouse leader/Mice: *Rodents come and listen! Rodents gather round!*

Rodents come and listen! An answer they have found!

Oh the people think they run this town!

I think they'll put some poison down!

But that won't put a stop to all our antics!

Oh the people think they run this town!

I think they'll put some poison down! But we won't eat it! That will drive them frantic!

Oh! We know what to do! We will only eat good food!

Oh! We know what to do! We will only eat good food!

MOUSE LEADER (TO MICE) Fear not, brave mice! Their traps will not destroy us! Their poisons will not work! This is a town of plenty! Eat their grain! Nibble their cheeses! Devour their bread! Drink their beer! This town is ours! Ours I say! Live well! Live long! Go forth and multiply!

MILLER: (TO MAYOR) So....what's your answer, Mr Mayor?

MILLER'S WIFE Yes! How will you stop these creatures ruining our lives?

MICE: (TO AUDIENCE, RUDELY) : Yeah! How's he going to stop us? Hee Hee Hee!

BUTCHER: Poison won't work.

MICE: Hee hee! Poison won't work! Hee Hee!

BUTCHER'S WIFE: And you charged us a fortune for those useless mouse traps!

MICE: Hee hee! The traps are useless! Useless! Hee hee!

MAYOR: Relax! We have a secret weapon! **(to AUDIENCE)** Do you want to see our secret weapon?

AUDIENCE: Yes!

MAYOR: Very well! Bring in the secret weapon! **(COUNCILLORS BRING ON CAT LEADER, DRAPED IN A CLOTH)** By law, we have decided that every house and every business must buy one of these.....quality comes at price of course.

BREWER: A secret weapon! What is it? A cannon? A machine gun?

BREWER'S WIFE: It's soft, it's furry, and it's purring.....

BREWER (UNVEILS CAT) What? Are you joking? It's just a cat! **(MICE RETIRE, SQUEALING)**

MAYOR: No ordinary cat, my friend. It's specially bred to be a tough, merciless and vicious mouse eater! Yes! So Tough! **(CAT POSES)**, So merciless! **(CAT POSES)** So vicious! **(CAT POSES)** We have already sent one of these cats to every house! Of course, I must charge you all some extra taxes.....**(ASIDE TO COUNCILLORS, WHO GLOAT)** I've already raised the taxes. We're rich! Hah hah! We're rich!

***** CD TRACK 4: GO CATS GO! ***** (Backing Track 17)
(Choreograph as you wish. Cats and mice will chase or dance across the stage.
e.g. Children of Hamelin spread out in a semicircle towards rear of stage, hand jiving.)

*(Mayor:) Cats are now in every home! It went without a hitch!
Taxing them has brought us wealth!
We have struck it rich!
We're rich! We're rich! We're rich!
(All:) Go cats! Go cats! Go! Go cats! Go cats! Go!*

Go cats! Go cats! Go! Go cats! Go cats! Go!

*All those mice! All those mice! See how they run! See how they run!
The cats are chasing them everywhere! All the mice are running scared!
The cats are chasing them everywhere
All those mice! All those mice!*

*Go cats! Go cats! Go! Go cats! Go cats! Go!
(EXIT ALL)*

END OF SCRIPT SAMPLE

SAMPLE ONLY