

**SURRENDER, DOROTHY!**



**Craig Sodaro**

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## SURRENDER, DOROTHY

**FARCE.** In this sequel to *The Wicked Witch of Oz*, the real Wicked Witch of the West and her flying money Niko are magically transported to Kansas, where they have been summoned to save a farm. Dorothy Gale, CEO of Toto Enterprises, is buying up every piece of land she can find to build an enormous Oz-themed amusement park. Dorothy has one last farm to purchase, but it belongs to Hattie Mae Krump, and she's not budging. As soon as the Wicked Witch of the West hears that Dorothy Gale is the cause of the trouble, she's on the case, especially if she can get her hands on Dorothy's ruby slippers. Even the Scarecrow, Tin Man, and Lion arrive in Kansas ready to set Dorothy straight!

**Performance Time:** Approximately 75-90 minutes.

**Note:** See Craig Sodaro's *The Wicked Witch of Oz* for more adventures with Hecuba and Niko.

## CHARACTERS

(3 M, 8 F, 4 flexible)

(With doubling: 3 M, 7 F, 3 flexible)

**HECUBA:** The Wicked Witch of the West from Oz; wears a traditional witch's costume complete with green skin; female.

**NIKO:** Hecuba's flying monkey; dressed like a butler with a white shirt, red vest, and a bowtie; walks like a chimp but speaks with an English accent, opt.; male.

**DOROTHY GALE:** Now an adult, she is buying land to build a huge Oz-themed amusement park; wears professional business attire; female.

**SCARECROW:** Scarecrow from Oz; wears scarecrow costume; flexible.

**TIN MAN:** Tin Man from Oz; looks like the Tin Man from the movie; male.

**LION:** Lion from Oz; wears a lion costume; flexible.

**CANDY CRABAPPLE:** Dorothy's gum-chewing, flighty secretary; wears a colorful contemporary outfit; female.

**SHAMUS SLADE:** Dorothy's partner and investment counselor; wears a brightly colored suit with flashy rings, spats, and a fedora; male.

**FRANK:** Has a crush on Dorothy but she has no time for him; male.

**HATTIE KRUMP:** Farmer who refuses sell her farm to Dorothy; female.

**TESSIE:** Hattie's granddaughter; female.

**JESSIE:** Hattie's granddaughter and Tessie's sister; female.

**LILA SWEET:** A farmer who sold her land to Dorothy; wears a flowered farmhouse dress and a small hat with daisies; female.

**MS. CULPEPPER:** Banker; female.

**MAX/MAXINE:** Bank guard; flexible.

## **OPTIONS FOR DOUBLING**

LILA/MS. CULPEPPER (female)  
MAX/SCARECROW (flexible)

## SETTING

Kansas, present.

### SET

The stage is divided into three playing areas. CS is Hattie Krump's parlor. Dorothy's office is SR and the bank is SL. A realistic set may not work as well as brightly painted and decorated pieces that create a unified, imaginative world.

**Hattie Krump's parlor.** The room is cozy and inviting. A settee sits center flanked by two small chairs. A table sits in front of the settee. Doilies decorate the chairs and pillows and a warm throw decorates the settee. A sampler that reads "Home Sweet Home" hangs on the upstage wall.

**Dorothy's office.** There is a small desk SR complete with drawers, stacks of papers, small office equipment, and a desk chair. Another chair sits downstage of the desk and is angled to DSR. A sign above and desk reads "Toto Investments." There is a chair in front of the desk.

**Bank.** A small counter sits SL with a phone on top and a hotel bell. In Act II, Scene 2, the counter is replaced with a small bench.

## **SYNOPSIS OF SCENES**

### **ACT I**

**Scene 1:** Dorothy's office, morning.

**Scene 2:** Hattie Krump's parlor, that afternoon.

**Scene 3:** Dorothy's office, a short time later.

**Scene 4:** Hattie's parlor, a few hours later.

**Scene 5:** The bank, a short time later.

**Scene 6:** Hattie's parlor, a short time later.

### **Intermission**

### **ACT II**

**Scene 1:** Dorothy's office, an hour later.

**Scene 2:** A park bench, immediately after.

**Scene 3:** Hattie's parlor, that evening.

## **PROPS**

Nail file	Safety deposit box
Female handkerchief	2 Pairs of ruby slippers
3 Checks	Cold compress
Small purse mirror	Bunch of bananas
Purse, for Candy	Whistle
Letter	Eviction notice
Wad of folded papers	Office files
Tea tray	3 Scripts
Legal papers	Park bench
Large old book (for spell book)	Broom
Toy rifle	Camera bag
2 Doughnuts	Small video camera
Cell phone, for Candy	Ball of yarn and knitting needles
Makeup compact	Blue-and-white gingham dress, for Dorothy
Feather duster	2 Plane tickets
Water bottle	Garden hoe or rake
Purse, for Dorothy	Frying pan
Rain coat and hat, for Hecuba	Ice pack
Cell phone, for Shamus	
Assorted snacks	
Key for safety deposit	

## **SOUND EFFECTS**

Buzz from intercom	Cell phone beep for text message
Phone ringing	Sound of car driving by
Thunder	Sound of an empty drum
Knock at the door	

**SURRENDER, DOROTHY**  
9

**"I SMELL A RAT...  
A RAT BY THE NAME  
OF DOROTHY GALE."**

**—HECUBA**

## ACT I SCENE 1

*(AT RISE: Dorothy's office, morning. There is a small desk SR complete with drawers, stacks of papers, small office equipment, and a desk chair. Another chair sits downstage of the desk and angled to DSR. A sign above and desk reads "Toto Investments." Candy is standing behind the desk. She is filing her nails and looking bored. Lila is sitting in a chair in front of the desk wringing a handkerchief in her hands. She is wearing a flowered farmhouse dress and a small hat with daisies. Candy is wearing a colorful contemporary outfit.)*

LILA: *(Worried.)* Oh, Ms. Crabapple, I just don't understand it. I don't understand it at all.

CANDY: *(Sweetly.)* It's simple, Ms. Sweet. All you've got to do is move out by tomorrow at five o'clock...sharp.

LILA: But I've lived in my house for 48 years.

CANDY: But, golly, Toto Enterprises bought your house. Don't you remember? Our lawyer gave you a check for what they call a fair purchase price last week. You got the check, didn't you?

LILA: I don't want to sell my house. Here's the check back.  
*(Takes the check from her pocket and places it on desk.)*

CANDY: Oh, but, golly, you don't have that choice, Ms. Sweet. Your farm now belongs to Toto Enterprises and will soon be part of a remarkable new family amusement destination, Emerald City.

LILA: This isn't fair. It's not fair at all. I'm going to get a lawyer.

CANDY: Gee, that'd be wasting a lot of money. Everything's totally legal. You can trust me on that. *(Bats her eyes and smiles sweetly.)*

LILA: I don't care. I want to see somebody in charge.

CANDY: Oh, but, Ms. Sweet, Ms. Gale doesn't have time for —

LILA: Gale? Dorothy Gale? Oh, but she would never, ever throw me out of my own house. We were neighbors of the Gales for years and years.

CANDY: (*Buzzes intercom.*) Ms. Gale, can you come to the front office? There's someone here who'd like to see you about a little problem.

LILA: I am not a problem. I think you've got the problem.

CANDY: Wait a minute. (*Pulls a mirror out of her purse and checks her makeup.*) Hmm...no, I don't see any problem at all.

(*Dorothy, in professional business attire, enters SR.*)

DOROTHY: Yes, Ms. Crabapple? What's the problem?

CANDY: (*Pointing to Lila.*) Meet Ms. Lila Sweet.

DOROTHY: (*Sweetly.*) Why, Ms. Sweet, I haven't seen you for years. How are you?

LILA: Bummed. How would you be when some bimbo tells you you got to be out of your house by six o'clock tomorrow?

CANDY: Golly, Ms. Sweet, it's five o'clock.

LILA: Who's counting?

DOROTHY: Now, Ms. Sweet, you've known about this for a long time. We need your property for Munchkinland.

LILA: Munchkinland?

CANDY: Where the little people lived. You know...little houses, little flowers, little trees...

LILA: I'm little. Can't I stay there, too?

DOROTHY: Little chance.

CANDY: I've already explained that Ms. Sweet got a check for a fair price, but she gave it back.

DOROTHY: (*Excitedly.*) Oh, Ms. Sweet! Do you want to invest in Emerald City? That's a wonderful business move. My business partner assures me you'll see at least a 10 percent annual dividend from your capital investment, perhaps more.

LILA: What are you talking about?

DOROTHY: You can be part of this great adventure.

LILA: Oh, Dorothy, I knew you when you were a sweet, young thing, and I remember how worried we all were that day you ran away and that terrible cyclone hit. Why, you were zonked out for two whole days, and when you came to, why, you had the wildest stories to tell.

DOROTHY: (*Irritated.*) Stories nobody believed. Everybody thought I was nuts. I spent years in therapy.

LILA: Well, whoever heard of a wizard, a talking scarecrow, and flying monkeys?

CANDY: (*Giggling.*) And a wicked witch.

DOROTHY: I know, I know. Now that I'm an adult, I realize what a fantasy it was. But it's a fantasy I can turn into a mega-business. I can put Kansas on the map!

LILA: It's already on the map right between Missouri and Colorado.

**[END OF FREEVIEW]**