

Rumpa-Whosa-Whatsa!



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Inspired by "Rumpelstiltskin" by the Brothers Grimm

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BIG DOG PUBLISHING
P.O. Box 1401
Rapid City, SD 57709

*To Felicia Ellis
and the Licking High School Drama Group—
Thank you for asking and being willing!*

*And to the Star Dramatic Company
and the Willow Springs Theater Guild—
Thank you for indulging
my particular brand of insanity!*

Rumpa-Whosa-Whatsa!

INTERACTIVE COMEDY. Join “master” storytellers, Miny and Moe, as they explore the classic tale of “Rumpa-whosa-whatsa”—that is, “Rumpelstiltskin”—but with a twist. As Miny narrates the story, Moe keeps interrupting and inserting the character of a ninja into the story. This annoys Miny, who insists there are no ninjas in “Rumpelstiltskin,” but Moe thinks ninjas always make stories better! This hilarious interactive show is perfect for young audiences and children are encouraged to participate in the fun.

Performance Time: Approximately 75 minutes.



Illustration by Walter Crane, 1886

About the Story

“Rumpelstiltskin” is a German fairy tale (“Rumpelstilzchen”) that was first published by the Brothers Grimm in their 1812 collection of stories, *Children’s and Household Tales*. The story is well known throughout the world, particularly in Europe. The meaning of the name “Rumpelstiltskin” varies and the character is sometimes described as a dwarf. In German, “*rumpelstilt*” or “*rumpelstilz*” means goblin whereas “*Rumpelgeist*” is a type of poltergeist, a mischievous ghost or spirit that moves household objects about.

Characters

(3 M, 6 F, 6 flexible, opt. extras)

MINY: Storyteller and Moe's friend; female.

MOE: Likes to interrupt the story and thinks it would be better if there was a ninja in it; male.

NINJA: Ninja who enters Miny's story; non-speaking; wears ninja clothing and carries ninja weapons; flexible.

RUMPELSTILTSKIN: Can spin straw into gold, speaks in rhyme, and can be a bit of a troublemaker; short in stature; flexible.

MILLER: Boastful miller who wants to see the King; male.

LILLIANA: Miller's kind, dutiful daughter; female.

WILLIAM: Young, newly crowned King who has a crush on Lilliana; male.

ROLAND/ROLANDA: King's scheming, greedy advisor who loves gold and wants to take over the kingdom; flexible.

GUARD: King's stoic palace guard; flexible.

SARAH: Fruit vendor and Miller's friend; female.

LIESEL: Villager; female.

KONRAD/KONRADA: Villager; flexible.

HERMANN/HERMANNA: Villager; flexible.

ELSA: Villager; female.

FRIEDA: Villager; female.

EXTRAS (opt.): As Villagers and Guards.

Setting

Fairytale castle.

Set

The set is simple with just a few set pieces required; however, the set can be as elaborate as you desire.

Village. A small table with stools can be placed CS with a couple of vendors' carts on either side.

Throne room. A couple of thrones sit CS with banners on either side.

Palace spinning room. There is a large pile of straw RCS with a small stool sitting next to it. The spinning wheels sits just in front of the straw slightly more centered. Gold cloth can be draped behind it and attached to fishing wire, which can be pulled by Rumpelstiltskin as he spins.

Synopsis of Scenes

ACT I

Scene 1: In front of curtain.

Scene 2: Village marketplace.

Scene 3: In front of curtain. Castle's gate.

Scene 4: Throne room.

Scene 5: Village, evening.

Scene 6: In front of curtain. Spinning room.

Intermission

ACT II

Scene 1: In front of curtain. Castle gate and grounds.

Scene 2: In front of curtain. Spinning room

Scene 3: Spinning room.

Scene 4: Throne room.

Scene 5: In front of curtain. Throne room.

Scene 6: Throne room.

Props

2 Capes, for Miny and Moe	Begun"; at six it reads
Hat, for Moe	"Middle"; at 9 it reads
Wares for Vendors' carts	"Almost There".
2 Baskets	Sign that reads, "The End is
Ninja-type toy weapon	Near"
Cup	Sign that reads, "Time is
Handkerchief	Running Out"
Cardboard moon	Ring, for Lilliana
Can of Silly String	Dark cloak, for
Nightcap, for Miny	Rumpelstiltskin
Stuffed animal	2-3 Scrolls
Pile of straw	Pen
Spinning wheel	Large sign that reads, "Tick
Stool	Tock"
Gold fabric attached to a	Baby doll
fishing line	Sign with a picture of a
Gold string	baby that reads, "Have
Huge clock/sign that has	you seen this baby?"
hands but no numbers.	Pitcher
At the 12 position it reads	Bread and cheese
"End"; at 3 it reads, "Just	Necklace

Special Effects

Crash
Banging
Clanging
Tick tock, opt.
Music
Campfire glowing

Author's Notes

Every time Moe and Miny interrupt the story, the actors must freeze. It adds to the humor if the actors freeze in mid-action with funny looks on their faces. Whenever the Guard falls asleep, the Guard can make a great show of being sleepy before dropping to the floor and snoring loudly. Rumpelstiltskin can stand and act as though conducting Brahms's Lullaby.

**"How many times
do I have to tell you...
There are no ninjas
in this story!**

—Ming

ACT I

Scene 1

(AT RISE: In front of the curtain. Miny enters CS.)

MINY: *(To audience.)* Good day, friends! My name is Miny, and I am here with my good friend, Moe, to tell you a story of long ago. *(Looks around but doesn't see Moe. Clears throat.)* Ahem, I'm here with my good...friend... *(Shouts.)* ...Moe! Moe? *(Starts to exit. To audience.)* Excuse me for a moment. *(Shouts.)* Moe!

(Miny exits. There is a rustling at the curtains as Moe, rather clumsily, tries to enter through the center part in curtain.)

MOE: I'm here! Wait, don't start without me! Miny...uh, Miny! I'm having a bit of trouble. Just...wait...here it is...no, uh, help! *(Moe and Miny struggle to get him through the center part. Moe ends up climbing under the curtain. Note: This is a good opportunity for some ad-libbing between the two and between Miny and the audience. Moe sticks his head out from beneath the curtain.)* Hello! *(Laughs.)* Peek-a-boo! I see you! *(Pulls himself up from beneath the curtain.)* Here I am! I am here! I have arrived! *(Exaggerated bow.)*

MINY: Must everything be so difficult with you?

MOE: Yes. *(Pause.)* No. Uh, well, maybe. You see, sometimes in life, we find ourselves in rather difficult circumstances —

MINY: Never mind, Moe. Let's just get to the reason we're here.

MOE: Yes, let's! *(Big smile and then looks around somewhat confused. Moves closer to Miny.)* Miny, my old chum, exactly why are we here?

MINY: Oh, for the love of toads and mushrooms! We're here to do what we do best!

MOE: And that is?

MINY: *(To audience.)* Anyone need a used Moe? I have one on sale very, *very* cheap!

MOE: That hurts, Miny.

MINY: *(Rolls her eyes, mutters.)* You have no idea how much sometimes. Moe, we tell stories. Storytellers are what we are. It is what we do. It is our gift, our forte, our—

MOE: All right, already! You don't have to be so dramatic about it! I get it! We tell stories! I just thought that maybe we found something *new* that we do best.

MINY: I'm not even going to ask. We are here to tell a story, so I would appreciate it if you would prepare yourself for the telling.

MOE: *(Formally.)* I will now prepare myself for the telling! *(Goes through a series of weird gyrations and noises in preparation while Miny covers her eyes and groans.)* I am now ready for the telling! But, wait! Who are we going to tell?

MINY: *(Points to audience.)* Moe, haven't you noticed our audience?

MOE: What? You mean those funny-looking people out there? *(Miny smacks Moe on the back of the head.)* I mean, those fine, *fine* looking individuals out there?

MINY: *(Exasperated.)* Yes! *(To audience.)* Please excuse Moe. He has had one too many coconuts dropped on his head.

MOE: Ohhhh, me like coconuts!

MINY: *(Clears throat.)* Ahem. *(To audience.)* And, now, on with our story. It is a story of greed, and misunderstanding, and love.

MOE: Love?

MINY: Love. *(To audience.)* We now present to you our story of "Rumpelstiltskin."

MOE: Rumpa-whosa-whatsa?

MINY: "Rumpelstiltskin." Remember, we talked about this before?

MOE: *(Realizes.)* Oh, right! Beware, my little ones, beware!
The yucky, evil Rumpelstiltskin will pluck your nose and
steal your hair!

MINY: Suffering salamanders! No, he won't!
Rumpelstiltskin, may be a little mischievous—

MOE: Evil!

MINY: No, not evil. He may be a bit of a rascal, but I think
you'll see that he's got a good heart way down deep.

MOE: Where? Where will we see?

MINY: Right here. Watch!

(Curtains open to a market scene. Actors are frozen.)

MOE: Aaaaugggh! What's wrong with them? I think they're
broken! Oh, woe is we...our story is broken!

MINY: They are not broken. They are frozen. They can't
begin the story until we do.

MOE: Hurry, Miny! They scare me like that!

MINY: Right you are, Moe. But, first, we must dress the part.
(Pulls out a couple of capes.) Here, put this on.

MOE: Oh, I look goooooood.

(Miny and Moe take their positions USR. Action starts as Miny begins story. People are at the market selling goods and strolling about. There are Vendors with their carts and wares situated around the stage. A small table with stools is located LCS. There are villagers milling about and looking at the wares. Some are seated at the table. Rumpelstiltskin is hiding in the scene.)

MINY: *(To audience.)* Now, we begin. Once upon a time—

MOE: *(Shouts.)* Wait! *(Everyone freezes, some in funny positions.)* A hat! I need a hat!

MINY: You don't need a hat!

MOE: A hat! A hat! My kingdom for a hat! *(A hat flies onstage from offstage.)* Thank you. *(Bows. To Miny.)* You may proceed.

MINY: Are you sure?

MOE: Quite.

MINY: (*Sighs. To audience.*) And so our story begins...

Scene 2

(AT RISE: The marketplace, continuous action. Miny and Moe take their seats USR.)

MINY: (To audience.) Once upon a time...

MOE: (To audience.) A very, very long time ago...

MINY: There lived a poor miller...

MOE: And his three ugly daughters.

MINY: (Impatiently.) Just one! He had one lovely daughter!

MOE: (Mimicking her angry tone.) And his one lovely daughter!

(Miller enters, carrying a basket. He is careful to protect it and is preoccupied with it. Lilliana follows. She is carrying an empty basket and stops to talk to Frieda. They mime talking as Miller converses with the Vendors.)

SARAH: Good day to you, Miller!

MILLER: What? Oh, good day to you, Sarah. And how is the fruit business today?

SARAH: Better than your milling, I should think.

MILLER: (Preoccupied with his basket.) What? Good, good.

LIESEL: Good morning, Miller! Will you work today?

MILLER: (Surprised that someone is talking to him.) Oh! Good morning, Liesel. No, no work today. I have important business with the King.

KONRAD: Is that so?

MILLER: Yes, yes, it is.

KONRAD: And would that be the same business you had with the King yesterday?

HERMANN: (Laughs. To Miller.) And the day before that?

ELSA: (To Miller.) And the day before that!

(Vendors laugh.)

MILLER: Laugh if you will, but my discovery will earn me the respect and admiration of the King. Why, I will be —

SARAH: A hero!

LIESEL: *(To Miller.)* A man of great importance!

KONRAD: *(To Miller.)* You'll be given the keys of the kingdom!

HERMANN: *(To Miller.)* And anything you wish will be given to you with a snap of the King's fingers!

(Vendors laugh. They are enjoying making fun of the Miller.)

ELSA: And how many days does this make, Miller, that you have stood at the King's gate?

MILLER: Well, I can't be sure. Now, let me see... *(Thinks.)*

SARAH: The better question is...how many days have you actually gotten to see the King?!

(Vendors laugh.)

LIESEL: *(To Miller.)* Come, oh, great man, and show us what you have in your basket! If the King doesn't want it, perhaps we will!

(Liesel tries to take the basket from the Miller. Miller tries to get away but is blocked by Konrad. Miller holds onto his basket as though his life depended on it.)

KONRAD: *(To Miller.)* Not so fast! I'll be willing to give you the keys to my mule's stall for a peek at your secret.

MILLER: I don't think so. I really must be going if I'm to see the King today.

(Elsa slips close to Miller, grabs the basket, and tosses it to Hermann.)

HERMANN: It's mine now! Maybe I will take it to the King!

(There is a mad scuffle as the Miller tries to get his basket back. The basket ends up in Liesel's hands RCS. Moe stands.)

MOE: *(Shouts.)* Wait!

(Everyone freezes in the middle of the action.)

MINY: What?

MOE: I think we should make a note here.

MINY: What kind of note do you want to make?

[END OF FREEVIEW]