



Tracy Wells

Inspired by the Hans Christian Andersen story

BIG DOG PUBLISHING

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*For Connor—
thanks for being my first listener
so I know if my jokes are funny.
And thanks for being the funniest little boy I know.
You are always my inspiration
when I am thinking of silly things for characters to say.
I love you, buddy!*

THE SNOW QUEEN

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THE SNOW QUEEN was first produced May 7-8, 2015 by The Heritage Players, Sterling Heights, MI: Eric Wells, director; Samantha Gardner, student director; Skylee Laubach, stage manager; Hailey Judd, art director; Zina Pinderi, wardrobe stylist; Morgan Dubey, hair and makeup stylist; Alyssa Burns, promotional manager; Jim Bauer, set construction; Jen Talbot, art consultant; Jayla Bradford, manager; Amber Lochridge, Micayla Phillips, and Natalia Pasienski, lighting and sound.

GERDA: Morgan Dubey

KAY: Ashley Knapp

SNOW QUEEN: Anna Long

POVEL: Jeffrey Hayward

PRINCE NIKLAUS: Kyle Kiesler

FARKAS: Andrew Akroush

LOBO: Jennifer Maxwell

GRANDMOTHER: Zina Pinderi

BEATRIX: Lily Juncaj

PRINCESS ADELINE: Samantha Gardner

SASCHA: Alyssa Burns

RUBY: Skylee Laubach

ALFRIEDA: Natalia Pasienski

BERTHA: Zina Pinderi

CORA: Hailey Judd

VLAD: Devyn Jacobsen

INGRID: Francesca Madonna

MOTHER NATURE: Micayla Phillips

CAT: Nick Read

GROCER: Jake Milewski

TEXTILE MERCHANT: Jayla Bradford

BAKER: Natalia Pasienski

ARTIST: Lauren Puchalski

ROSE: Amber Lochridge

DAISY: Mary Nauman

VIOLET: Angelina Nikollaj

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TULIP: Lauren Burnett

BUTTERCUP: Lauren Puchalski

TOWNSPERSON 1: Lindsay Cook

TOWNSPERSON 2: Izaak Benson

TOWNSPERSON 3: Lauren Burnett

TOWNSPERSON 4: Chantz Marchetti

TOWNSPERSON 5: Hailey Judd

THE SNOW QUEEN

COMEDY. Inspired by Hans Christian Andersen's "The Snow Queen." To defeat Mother Nature and cover the world with ice and snow for all eternity, the Snow Queen kidnaps Kay and holds her prisoner at her ice palace. If Kay can't solve an ice puzzle in 24 hours, her heart will freeze solid, and with it, the world. In the meantime, Kay's best friend, Gerda, sets out on a journey to rescue Kay from the Snow Queen's icy clutches. Along the way, Gerda meets up with a witch who is horrible at casting spells, a penguin who's an aspiring standup comedian, a band of robbers, and even a couple of Vikings. But in the end, only love will melt the Snow Queen's icy reign of terror.

Performance Time: Approximately 90 minutes.



Hans Christian Andersen, 1869

ABOUT THE STORY

Danish author Hans Christian Andersen (1805-1875) is best known today for his fairytales, but he wrote novels, poems, plays, and travelogues as well. Andersen grew up listening to his father read to him from *The Arabian Nights*. After Andersen's father died, he had to attend a school for poor children, where he received a basic education. His mother worked as washerwoman, so Andersen had to support himself by working as a weaver's apprentice and later as a tailor. Andersen's first tales were written in the 1820s and were based on fairytales he had heard as a child. Later, Andersen began to write original stories including "The Snow Queen," which is the basis for the 2013 Disney film, *Frozen*. Andersen's best-known fairytales include "The Snow Queen," "The Ugly Duckling," "The Little Mermaid," and "The Emperor's New Clothes."

CHARACTERS

(2 M, 17 F, 9 flexible, opt. extras)

(With doubling: 2 M, 12 F, 9 flexible)

SNOW QUEEN: Evil sorceress who lives in a palace made of ice and snow; wants to cover the entire world in snow; dressed in sparkling shades of white, grey and blue, female.

LOBO: A loveable wolf who hates winter; serves as one of the Snow Queen's henchmen; wears a wolf costume with a blue "ice" collar; flexible.

FARKAS: A mean wolf who serves as one of the Snow Queen's henchmen; wears a wolf costume with a blue "ice" collar; flexible.

KAY: Girl who gets kidnapped by the Snow Queen; wears a scarf, hat, mittens, and warm cloak; female.

GRANDMOTHER: Kay's grandmother; female.

GERDA: Kay's best friend who sets off on a journey to rescue Kay from the Snow Queen; loyal, brave, bold, and beautiful; female.

POVEL: Penguin from the South Pole who is an aspiring standup comedian; wears a penguin suit/costume; flexible.

PRINCE NIKLAUS: Prince who accompanies Gerda on her mission to rescue Kay; wears a winter cloak; male.

PRINCESS ADELINE: Prince Niklaus's snobby, vain sister; wears a dress and an ornate cloak/coat and hat; female.

SASCHA: Haughty snowshoe hare who considers himself the Lord Chamberlain at the palace; has rabbit ears and a tail; flexible.

BEATRIX: Witch who is terrible at casting magic spells; wears a witch's hat and bright clothing; female.

CAT: Flower in Beatrix's garden that is magically turned into a cat; has a tail and cat ears; flexible.

- ROSE:** Bewitched talking rose in Beatrix's garden; wears green clothing and a rose flower headpiece; female.
- DAISY:** Bewitched talking daisy in Beatrix's garden; wears green clothing and a daisy flower headpiece; female.
- TULIP:** Bewitched talking tulip in Beatrix's garden; wears green clothing and a tulip flower headpiece; female.
- VIOLET:** Bewitched talking violet in Beatrix's garden; wears green clothing and a violet flower headpiece; female.
- BUTTERCUP:** Bewitched talking buttercup in Beatrix's garden; wears green clothing and a buttercup flower headpiece; female.
- CORA:** Elderly leader of a family band of robbers; carries a cane; female.
- ALFRIEDA:** Cora's daughter who is a member of the band of robbers; female.
- RUBY:** Alfrieda's daughter who is also a member of the family band of robbers; accompanies Gerda on her mission to rescue Kay; has pigtails and a utility belt; female.
- BERTHA:** Ruby's hungry, hulking sister who is a member of the family band of robbers; female.
- VLAD:** Viking man who lives with his wife; wears animal skins and a Viking helmet; male.
- INGRID:** Vlad's Viking wife; wears animal skins; female.
- MOTHER NATURE:** Wears earth tones with natural elements; female.
- GROCER:** Town's grocer; flexible.
- TEXTILE MERCHANT:** Town's textile merchant who likes to knit scarves; flexible.
- ARTIST:** Town's artist; flexible.
- BAKER:** Town's baker who likes to give away free samples of cookies; flexible.
- EXTRAS (opt.):** As Townspeople.

OPTIONS FOR DOUBLING

ROSE/MOTHER NATURE (female)
DAISY/GROCER (female)
TULIP/TEXTILE MERCHANT (female)
VIOLET/ARTIST (female)
BUTTERCUP/BAKER (female)

COSTUMES

Clothing should reflect the style of the mid-1800s. All but Niklaus, Adeline, and Sascha wear modest clothing. Merchants wear clothing reflective of their career.

SETTING

Scandinavia, mid-1800s.

SETS

Ice palace. Room looks as if it is made of ice. There are large windows CS as well as a throne that looks like it is made of ice. On one side is a table with a crystal ball on it.

Village. At CS are two tenement-style homes close to one another with a small garden between them. Each home has a window that can open and close. On either side are various storefronts, including a bakery, a textile merchant, and a fruit and vegetable store. Flowers are present to indicate summer.

Forest path outside Beatrix's cottage. A backdrop of snowy forest scene can be used. At SL is the exterior of a colorful ginger-bread style cottage.

Forest path outside Viking house. A crudely constructed house or canvas tent is CS. A fire pit is in front of the tent with a "fire" burning. There is a tree large enough to hide behind.

SYNOPSIS OF SCENES

ACT I

Scene 1: Palace of the Snow Queen.

Scene 2: Village.

Scene 3: Forest path outside Beatrix's cottage.

Scene 4: Palace of the Snow Queen.

Scene 5: Forest path.

Scene 6: Palace of the Snow Queen.

Intermission

ACT II

Scene 1: Forest path.

Scene 2: Palace of the Snow Queen.

Scene 3: Forest path outside Viking home.

Scene 4: Palace of the Snow Queen.

Scene 5: Village.

PROPS

Handheld mirror	Large pieces of "ice" in geometric shapes to represent ice shards for ice puzzle (made from Styrofoam)
Cart with assorted fruits and vegetables	Bag, for Gerda
Cart with assorted yarn and knitted items and a stool to sit on	Cane, for Cora
Easel and a stool	Turkey leg
Paintbrushes	Sword
Canvas to paint on	Rolling pin
Knitting needles and yarn	White wig and/or white hair extensions
Basket of cookies/muffins, fruits, vegetables	Coat, hat, scarf, and mittens, for Kay
Crystal or white ball	Large animal skin covered bowl
Money	Piece of cloth
Tray of cookies	Small piece of wood
Basket	Large pot with lid
Peapod	Spoon
Knitted scarf	Fish head
Bag of food	Backpack
Wand	Belt with a rope tied to it, for Ruby
Microphone	Sword, for Ruby
Snowball (Styrofoam)	Basket of cookies
Shackles that look like they are made of ice	Flower
Handcuffs that look like they are made of ice	Painting of a silly face
Key on a neck chain	

SPECIAL EFFECTS

Lights flash when Snow Queen or Bertha casts a spell

Sound of wind

Fake snow

Rim shot

Loud knock

"Fire" (lighting effect)

Light shining from puzzle

As the characters get closer to the Snow Queen's palace it gets progressively darker as if night is coming on.

Lights brighten when the puzzle is solved.

A warm light should come upon the scene when Mother Nature casts her spell.

"THERE AIN'T NO BUSINESS
LIKE SNOW BUSINESS."

—POVEL

ACT I
SCENE 1

(AT RISE: Interior of the Palace of the Snow Queen. Large windows are CS. A large ice throne is CS. On one side is a white table with a crystal ball and a handheld mirror. Farkas and Lobo enter. They slink in, but do not have to walk on four legs. Lobo crosses to the window.)

LOBO: It looks like another cold and snowy day out there, Farkas.

FARKAS: Of course, it is, you idiot! This is the palace of the Snow Queen, not a tropical beach.

LOBO: Just once, it would be nice to look outside the window and see the sun shining. *(Points out the window. Snow Queen enters, unnoticed.)* Just look at that tiny little village down there. Those people are outside soaking up the sun.

FARKAS: Don't let the Queen hear you saying that.

SNOW QUEEN: Don't let me hear what?

LOBO: *(Startled.)* Nothing, Your Evilness.

(Queen crosses to Lobo, grabs him by the collar, and pulls him up to eye level.)

QUEEN: Do you take me for a fool, Lobo?

LOBO: No, Your Wickedness! Of course, I don't. You are the smartest, most evil and cunning sorceress in the entire land.

QUEEN: That's right. And you would be wise to remember that. *(Lets go of Lobo's collar.)* And just to be sure you don't forget who you belong to, I will give you a reminder. Sit!

(Queen points at Lobo. Lights flash. Lobo sits, as if against his will, and looks around confused.)

LOBO: What was that?

FARKAS: That was the reminder she was talking about.

QUEEN: *(To Lobo.)* Now, beg!

(Queen points at Lobo. Lights flash. Lobo begs like a dog.)

LOBO: What is happening to me? It's as if my body has no will of its own.

FARKAS: Awww, what a good little puppy...

(Farkas scratches Lobo's ears.)

LOBO: *(Scratching at the ground with one paw.)* That's the spot!

(Farkas stops and "smacks" Lobo over the head.)

FARKAS: Ew, gross! Bad doggy.

QUEEN: *(To Lobo.)* Now, play dead!

(Queen points at Lobo. Lights flash. Lobo lies down and plays dead.)

LOBO: I don't understand what's going on.

QUEEN: Then let me clear things up for you. Those collars that I gave you when you first came to me give me ultimate control over you. And if you step out of line even one little bit, I will make sure you remember just who is in charge around here. Do you understand?

FARKAS: Yes, Your Iciness.

QUEEN: *(To Lobo.)* And what about you, little dog? Have you had enough of playing dead?

LOBO: Yes, Your Wretchedness.

QUEEN: Because the next time you step out of line, you won't merely be playing dead...you will be dead!

(Queen points at Lobo. Lobo shrinks back in fear but is released from the spell.)

LOBO: That's better. These collars may look neat, but the side effects...unpleasant, let me tell you!

QUEEN: Hush, both of you! I'm trying to think. Lobo was saying something interesting when I entered.

LOBO: Oh, don't trouble yourself with the nonsense that comes out of my mouth.

QUEEN: You actually made an interesting point, Lobo.

LOBO: *(Surprised.)* I did?

FARKAS: *(Surprised.)* He did?

QUEEN: He was talking about the villagers enjoying the sun while we live amongst the ice and snow. Now, as much as I love the ice and snow, I realize it's not for everyone.

LOBO: You can say that again.

FARKAS: If you don't shut your mouth, I'm going to muzzle you!

(Queen goes to the table and picks up a mirror.)

QUEEN: When a winter is long, it makes people miserable. They stop seeing the best in others and start to look at the world as a bleak and desolate place. They feel like spring will never come again.

FARKAS: Their eyes and hearts become frozen and hard like ice. Isn't that right, Your Wickedness?

QUEEN: That's exactly right, Farkas. And there's nothing I like more than a frozen heart!

FARKAS: If spring never came to melt the snow and ice, people would stay miserable forever!

QUEEN: That is too bad. And if Mother Nature wasn't always standing in my way, I would cover this world in snow and ice for all eternity. I think I may have found a way to make the people of the village feel the misery and desolation of winter all year long.

(Queen holds up the mirror in front of Lobo's face.)

LOBO: Pardon me for saying this, Your Iciness...I may not be the best-looking wolf in the world, but I hardly think the sight of my face is going to spread misery and desolation to the entire world. To be quite honest, my feelings are really hurt right now.

[END OF FREEVIEW]