

# The Little Mermaid



*“Excellent music, lyrics and script. Very suited to primary children.  
Suggestions for staging and costuming helped enormously.”*  
Glenrowan Primary School, Australia

*“An excellent show. The children enjoyed every minute - even the rehearsals  
were full of enthusiasm.”*  
Cudgegong Valley Public School, Australia

*“Excellent - musically superb, enables great choreography.”*  
Hakudorf PS

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Hans Christian Andersen's

# *The Little Mermaid*

music & lyrics by Rob Fairbairn, Mark Leehy & Kevin O'Mara

book by Lynne Bartlett, Mark Leehy & Kevin O'Mara

Based upon the animated film *The Little Mermaid*  
produced by Burbank Animation Studios Pty Ltd  
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Adapted from the story by Hans Christian Andersen

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# SYNOPSIS

The story is an adaptation of the Hans Christian Andersen fairy tale.

Once upon a time, far over the sea ...

Fozzel, King of Faber, finds that his island kingdom is running out of cockles (the official currency). He decides to marry off his daughter, Princess Clarissa, to Prince William, the son of his old rival, King David of Cardonia. After the wedding, he intends to dispose of the Prince and claim the inheritance.

Meanwhile, deep down below, in the Mer Kingdom, Princess Miranda, mermaid daughter of the Sea King, has come of age and is preparing to make her first 'Ascension' to the surface. It is a joyful time and all are there, even Wallum the Whale has paid a visit. The ceremony is interrupted by sailors above, who are throwing their garbage into the sea. The garbage descends upon the Mer Folk. Miranda, known for her beautiful singing voice, resolves to use her Ascension to go to the King of the Humans and sing about how beautiful the Mer World is. This, she feels, will shame the humans into not polluting the seas. Her constant companion, Acme the sea otter, is keen to accompany her – but a mermaid's first Ascension must be made solo.

She ascends to the surface and her first glimpse of the world above captures her heart – but not as much as her first glimpse of Prince William, who is sailing to Faber, dejectedly, for his unfortunate wedding. William sees her in the distance. Meanwhile, Wallum, who is on his way home, is struck in the eye by rocks and garbage being thrown overboard. He loses his way and crashes into the ship, knocking William into the sea. Miranda rescues William and sets him, unconscious, on the shore.

She swims to the shark-guarded cave of the Sea Witch to ask for legs. The Witch has a potion that will give her legs ... but take away her voice for a year, unless she is kissed by a prince – in which case her voice will return and her legs will remain forever. Miranda does not know, of course, that William is a prince.

Back on the surface, Miranda is washed up on the shore of Faber, unconscious, where she is found and brought to the castle. She awakens to see the prince and also to overhear the plot against him. But she cannot speak. Acme has been shadowing Miranda all this time and dashes off below to tell Miranda's mermaid friends what has happened. Two of them go to the Witch, who takes their beautiful hair to prepare a potion.

The hairless mermaids arrive just as the wedding party has assembled. Miranda drinks the potion and has momentary use of her speech. She reveals the plot against William. Fozzel and Clarissa make a break for it, the Prince recognises and kisses Miranda ... and, of course, they marry ... to live happily ever after.

# PRODUCTION NOTES

## Cast

MIRANDA - princess of the Merfolk Kingdom  
MIRANDA'S THOUGHTS - a singer who sings  
    Miranda's thoughts after Miranda  
    has lost her voice (1 song only)  
THE SEA KING - Miranda's father  
SHERIDAN - Miranda's sister  
MARGORIA - Miranda's sister  
ACME - the sea otter friend of Miranda  
WALLUM - a whale (can be 2 or more children)

SEA WITCH

KING DAVID - King of Cardonia  
PRINCE WILLIAM - Prince of Cardonia  
TOBY - Prince William's dog  
COURTIERS - 2  
SAILOR 1  
SAILOR 2  
BOAT/SHIPBEARERS

KING FOZZEL - King of Faber  
PRINCESS CLARISSA - Princess of Faber  
CAT - Princess Clarissa's Cat  
COCKLE COUNTER  
PARSON  
SERVANT 1  
SERVANT 2

LEAD SEAGULL  
SEAGULLS  
MERFOLK (mermaids, mermen and sea  
    creatures)  
SAILORS  
SHARKS  
WEDDING CONGREGATION (can be minor  
    characters: courtiers, sailors, servants etc  
    from the Kingdoms of Cardonia & Faber)

## Songs and musical pieces

### Scene One

#### The Three Kingdoms

Prologue - *Seagulls, Cardonians, Faberians, Merfolk*

### Scene Two

#### The Mer Kingdom

Entrance of the Merfolk

Throw It Overboard - *Sailors, Seagulls*

Miranda's Song - *Miranda & Merfolk*

Wallum's Theme

Wallum's Theme

### Scene Three

#### The Ascension

The Woodchuck Chorus - *King Fozzel, Cockle Counter & Audience*

That's Where I Come In - *King Fozzel & seagulls*

Ballet of the Two Worlds - *Miranda & Seagulls*

### Scene Four

#### Safe on Shore

Miranda's Song (reprise) - *Miranda*

### Scene Five

#### In the Cave of the Sea Witch

Swim Little Fishie - *Sea Witch & Sharks*

### Scene Six

#### Faber - The Wedding Day

Miranda's Theme

Land legs Ballet - *Miranda*

That's Love - *Miranda, William, King David*

Bridal Fanfare - *Seagulls*

Finale (Song of the Sea) - *Company*

Curtain (Swim, Little Fishie - reprise) - *Company*

## Music

The DOUBLE CD contains vocal demonstrations and instrumental backing tracks for rehearsal/performance. A separate piano score is available from the publisher.

## Setting

the Kingdom of Cardonia, OP; the Kingdom of Faber, PS; the Merfolk Kingdom, Downstage

## Time

long ago and far away

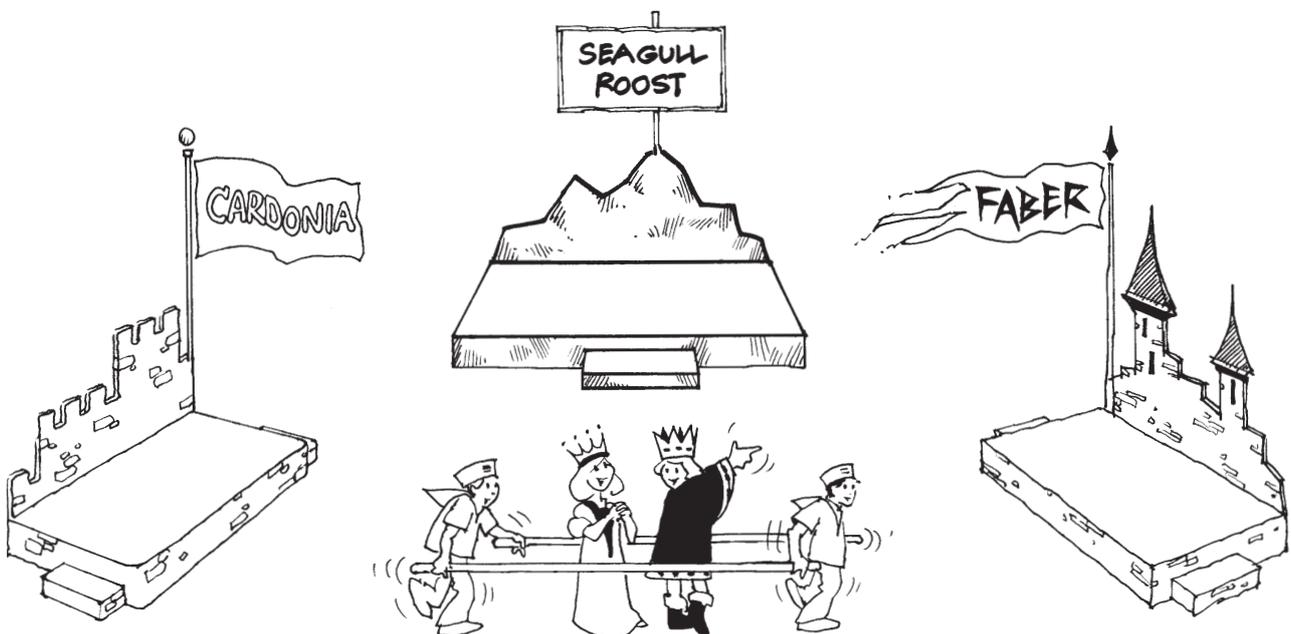
## Staging

The stage can be set with risers or rostrums upstage OP for CARDONIA and upstage PS for FABER. A riser could be upstage centre for the SEAGULLS to perch on (see page opposite). The MERFOLK KINGDOM can be the downstage area. A backdrop can be used for the sky if required, and there can be a cut-out 'castle' on the two island kingdoms.

When the garbage scow (scene 2) and the Royal Barge (scene 3) travel across the stage, the following simple staging device can be used:

2 long bamboo poles, broomsticks or any other long poles can be carried by a couple of BOAT/SHIP BEARERS. The actors can be in between the poles, slowly walking at the same pace as the BEARERS.

Scene 5 - *In the Cave of the Sea Witch*, and Scene 6 - *The Wedding Day* are different. For these last two scenes the risers etc may be removed so that the whole stage can be used. It is suggested that minimal set and props be used, so that these scenes can flow as smoothly as the preceding scenes.



## Videotape

If you intend videotaping your production please complete an application form, available from the publisher.

Hans Christian Andersen's  
**THE LITTLE MERMAID**

**SCENE 1 - THE THREE KINGDOMS**

*Risers or platforms can be set up as in the Staging section of the Production Notes*

*On the FABER riser, a chair and table are set with a pile of gold 'cockles' (the currency of FABER)*

SEAGULLS *are on stage*

**Music begins for**

**PROLOGUE**

**Lights up 3/4**

SEAGULLS *strut gawkily to the opening bars of the PROLOGUE, picking and pecking, squabbling perhaps. One group is formed, strutting its stuff as the others watch. Then the others form a second group and strut as the first group watches. Then, in a flurry, both groups swoop up to their roost on a large rock (riser) UPSTAGE*

**Lights up full**

*They pull out kazoos and play through a chorus twice. Then they sing:*

**Seagulls**

Picking, pecking, rubber-necking

Floating on a sea breeze

What a life to be a seagull

Flying free and easy

*Kazoos (one chorus only)*

**Spot on FABER**

KING FOZZEL *and* PRINCESS CLARISSA *and* CAT, *are on* KINGDOM OF FABER *riser,*  
FOZZEL *seated at a table with a 'coffer' (jar or chest)*

**Clarissa**

Get me, buy me, Daddy, dear

**Fozzel**

All you want is more

**Clarissa**

Haven't got a thing to wear

**Seagulls**

Always crying poor

**Clarissa**

Aw!

SEAGULLS *take up kazoos as* FOZZEL *counts cockles from a jar or chest*

**Seagulls**

Do-do, do-do (*on kazoos*)

**Fozzel**

(*counting*) three, four - coffers almost bare!

**Seagulls**

Do-do, do-do (*on kazoos*)

**Clarissa**

I want more!

**Fozzel**

(*looking across OP*) Ah! I know where!

**Lights down half****Spot on CARDONIA**

PRINCE WILLIAM ENTERS UPSTAGE OP *to take up position on the KINGDOM OF CARDONIA riser, followed by KING DAVID, COURTIERS and TOBY (who can be looking menacingly at the SEAGULLS)*

**King David**

So it is arranged, William  
Tomorrow you marry Clarissa  
Daughter of our old enemy, King Fozzel  
And finally peace shall reign over our two kingdoms

**Prince**

Oh, to be free  
Free as a bird  
To do as I please  
But father knows best

**Seagulls**

A king has his reasons

*The SEA KING, MIRANDA, SHERIDAN, MARGORIA, ACME and the MERFOLK ENTER  
from both sides of the stage*

**Merfolk**

Deep, down below  
Where the corals sway in the ebb and flow  
There's a paradise  
Where the Merfolk play  
Down below  
Where the corals sway  
Down below  
Where the corals sway

**Song ends**

**Blackout**

ALL EXIT

**Lights up**

ACME *'swims' on PS with a ribbon*

**Miranda:** (*laughing off PS*) Acme! Give it back. That's my very best ribbon!

*They both swim around, laughing. ACME holds the ribbon around his face, as a bow*

**Acme:** Who's a pretty boy then?

**Miranda:** (*playfully*) Certainly not you, Acme!

*They both laugh. Then ACME realises he must surface for air*

**Acme:** Whoops! Gotta go up. Air! Air! Bl-bl-bl-bl-bl!

*ACME swims to the Island of CARDONIA, OP, resting his arms on the riser and breathing deeply  
as MIRANDA swims OFF DOWNSTAGE OP*

**Acme:** I keep forgetting I'm a sea otter - not a fish. (*Sniffing*) Pooaaww! (*Holding nose*) The air up here ain't what it used to be.

**Toby:** (*off OP*) Arf-arf, arf-arf.

**Acme:** Whoops! Arf-arfs! Humans must be coming!

*TOBY ENTERS OP, onto CARDONIA riser. TOBY and ACME look at each other*

**Acme:** (*to audience*) Ugly lookin' critters, ain't they?

**Toby:** Arf-arf, arf-arf!

**Acme:** I'm outa here! (*Swims OFF DOWNSTAGE OP*)

**Spot on CARDONIA**

*PRINCE WILLIAM ENTERS, OP, followed by KING DAVID and COURTIERs*

**William:** I'm so sorry Father. I just can't bring myself to do it! It's ... look, it's just not possible. I've got cold feet. I'm sorry.

**King David:** You can't mean that - no! Ohh ...

KING DAVID *clasps his hands to his heart, feigning a heart attack, and stumbles backward, his crown falling off. He is caught by the COURTIERS, who support him*

**William:** *(aside)* There he goes again. *(To KING DAVID)* Father! *(TOBY fetches the crown and gives it to WILLIAM)* Thank you, Toby. *(He places the crown on KING DAVID's head)*

**King David:** *(still being held by COURTIERS and feigning weakness)* William, you MUST go ahead with your marriage to Princess Clarissa. Everything's been arranged!

**William:** *(respectful but defiant)* That is the problem, Father - it has all been 'arranged'.

**King David:** *(shaking free of COURTIERS and standing, a little annoyed)* Arranged for peace, William, peace between Cardonia and Faber after a hundred years of war! That was the agreement with her father ... King Fozzel. He and I shook hands on it personally.

**William:** YOU marry her, then.

**King David:** William - I gave my solemn oath. I can't allow YOU to go back on MY word.

**William:** But Father, I've never met her! And I've heard stories of her ... her mean nature ... and her greed. *(During this speech, CLARISSA and her CAT are ENTERING PS, onto the FABER riser; CLARISSA seating herself at the table)*

**Toby:** *(quietly)* Arf-arf, arf-arf.

*They Freeze*

**Spot off CARDONIA**

**Spot on FABER**

PRINCESS CLARISSA *sits at a table counting out gold cockles. Her CAT is prowling, smiling wickedly*

**Clarissa:** One cockle for the poor ... one for the starving ... and one for the dying. Waste of money, really. I think I'll keep it instead. All the more ... for Daddy and me! *(CAT meows)* And you, of course, Puss-Puss.

*They Freeze*

**Spot off FABER**

**Spot on CARDONIA**

KING DAVID, PRINCE WILLIAM, TOBY & COURTIERS *unfreeze*

**William:** *(reluctantly)* So ... for the sake of Cardonia I must ... marry Princess Clarissa - even if she makes me unhappy for the rest of my life?

**King David:** Exactly - it is your ROYAL DUTY! (*Patting WILLIAM on shoulder*) It'll be alright, boy. I'm sure you will learn to love her ... in time.

**William:** (*sighs*) Very well, Father - I WILL marry Princess Clarissa ... for the good of all Cardonians.

**Toby:** (*sadly*) Arf-arf ...

**Blackout**

ALL EXIT

*Table and chair are removed from FABER*

**END SCENE 1**

## **SCENE 2 - THE MER KINGDOM**

*The SEA KING's throne is set DOWNSTAGE CENTRE*

**Music begins for**

### **ENTRANCE OF THE MERFOLK**

**Lights up**

MERFOLK ENTER, *swimming on from both sides. They form an Arch of Triumph for the SEA KING, SHERIDAN, MARGORIA and ACME and entourage (if required) to enter through*

*MERFOLK take up positions around the stage, the SEA KING seated on a throne, DOWNSTAGE PS, with SHERIDAN, MARGORIA and ACME around him*

**Music ends**

*MIRANDA swims on OP to join the Royal Party*

**Sea King:** Well, Miranda, my daughter, it is finally the day of your ASCENSION ... that first journey to the surface so eagerly awaited by all young mermaids.

**Miranda:** Oh, I'm just so excited, father!

**Sheridan:** (*interrupting*) They have the most magnificent rock palaces above ...

**Margoria:** (*interrupting excitedly*) ... with gardens full of earth flowers ... and there are clouds ... and sky ... and the sun and the moon ...

**Sheridan:** (*confused*) ... and those feathered er ... 'fish' with flapping er ... 'fins' that er ... 'swim' in the air!

**Acme:** *(running out of air)* Gulp! Did someone say ‘AIR’? *(Swimming OFF PS)* Bl, bl, bl, bl, bl!

*ACME swims OFF PS as*

**Music begins for**

## **THROW IT OVERBOARD**

**Acme:** *(swimming OFF PS)* Bl, bl, bl, bl, bl!

*MERFOLK all look up towards the surface*

**Miranda:** *(spoken over music)* What’s that sound?

**Sea King:** Humans, I fear.

*MIRANDA, SHERIDAN, MARGORIA and MERFOLK scatter, EXITING BOTH SIDES. SEA KING walks off shaking head sadly but carrying himself with dignity*

*A garbage scow sails across the front of the stage (the two SHIP BEARERS, as in the Staging section of the Production Notes) from OP to PS, stopping CENTRE STAGE*

*The scow carries SAILOR 1 and SAILOR 2, who dump garbage overboard from plastic bags or lobster pots etc during the song. SEAGULLS follow, picking through garbage as it is discarded, fighting and squabbling, flying around*

### **Sailors 1 & 2**

Heave ho, yo-ho-ho-ho  
Heave ho, over you go  
Heave ho, yo-ho-ho-ho  
Heave ho, over you go

### **Sailor 1**

When you got it, but you don’t want it  
Whadaya do about it?

### **Sailor 2**

You don’t want it, where you got it  
So Whadaya gonna do?

### **Sailor 1**

When it’s pilin’ up, right to the sky  
It’s as high as it can be

### **Sailor 2**

You tie it up in a plastic bag  
And tow it out to sea

**Sailor Chorus ENTER singing**

Throw it overboard, throw it overboard  
It's dirty and filthy and rotten and raw  
Throw it overboard, throw it overboard  
Down to the deep ocean floor  
And we'll never see it no more

**Sailor 2**

When you got it, but you don't need it  
Maybe you just don't use it

**Sailor 1**

You don't want it, but you got it  
So Whadaya gonna do?

**Sailor 2**

When the cupboard's full and you've blocked the hall  
And the doors are out of reach

**Sailor 1**

You tie it up in a plastic bag  
And take it to the beach

**Sailor Chorus**

Throw it overboard, throw it overboard  
It's dirty and filthy and rotten and raw  
Throw it overboard, throw it overboard  
Down to the deep ocean floor  
And we'll never see it no more

**All**

Heave ho, yo-ho-ho-ho  
Heave ho, over you go  
Heave ho, yo-ho-ho-ho  
Heave ho, over you go

*SAILOR CHORUS on rubbish bins, brooms and other 'garbage' props. SEAGULLS on their roosting rock, playing kazoos*

**All**

Throw it overboard, throw it overboard  
It's dirty and filthy and rotten and raw  
Throw it overboard, throw it overboard  
Down to the deep ocean floor  
And we'll never see it no more

**Song ends**

*SAILOR CHORUS and SEAGULLS EXIT both sides, the garbage scow disappearing OFF PS*

MERFOLK ENTER BOTH SIDES *slowly picking their way through the garbage*

*The SEA KING is shaking head sadly and being comforted by MIRANDA, SHERIDAN, and MARGORIA*

**Miranda:** It's not fair! So thoughtless of them! They keep polluting our beautiful Kingdom.

**Sheridan:** Calm yourself, dear sister. You know there's nothing we Sea Beings can do.

**Margoria:** Humanfolk are much more powerful than us.

**Miranda:** When I see them, Margoria, I'll ... I'll ... I'll sing a song to their King, telling how beautiful the Merfolk Kingdom is ... and shame them ... so they'll never pollute our world again!

### **MIRANDA'S SONG**

*During song, the MERFOLK clean up the stage, placing rubbish into bins, bags or sea chests, lobster pots or nets etc*

*The SEA KING, SHERIDAN, and MARGORIA sit by the throne, listening*

#### **Miranda**

People from the human world  
Please hear my song to you  
A mermaid cannot swim through sea  
That's brown instead of blue  
The rubbish that you carelessly  
Send us from above  
Will devastate our merfolk world  
The paradise I love

#### **Merfolk**

People from the human world  
Please hear our song to you  
You who sit beyond our world  
And gaze into the blue  
The rubbish that you carelessly  
Send us from above  
Will devastate our merfolk world  
The paradise we love

#### **Together**

In the ocean deep  
All the creatures weep

#### *Dance*

People from the human world  
Please hear our song to you

You who sit beyond our world  
And gaze into the blue  
The rubbish that you carelessly  
Send us from above  
Will devastate our merfolk world  
The paradise we love

**Miranda**

Never let them change our world  
The paradise I love

**All**

The paradise we love  
The paradise we love

### **Song ends**

**Sheridan:** Oh, Miranda, such a beautiful song! (*This can be spoken over the instrumental 'fade'*)

**Margoria:** You have the loveliest voice in the kingdom!

**Sea King:** I agree. Bravo, Miranda, bravo! You SHOULD sing to them, my dear daughter. With that voice and that song, who would not listen?

**Acme:** (ENTERING PS *and removing a gas mask*) Humanfolk, that's who won't listen. Mostly they don't even listen to 'emselves. I know. I see 'em up there. And they have them hairy, four-leg Arf-arfs! And (*indicating gas mask*) the air up there ... brrrr!

**Sea King:** Yes, perhaps you're right, Acme - sad ...

*Music begins for*

### **WALLUM'S THEME**

**Miranda:** (*spoken over theme*) What in the great, wide ocean is THAT!?!)

**Sea King:** 'That', my dears, is Wallum.

WALLUM ENTERS OP

**Sea King:** Old friend of mine. Drops by every thirty years or so. Wallum! How lovely to see you again!

**WALLUM'S THEME ends**

**Acme:** (*looking at WALLUM*) Now that's one big fish, baby!

**Wallum:** Happy Merday to you, Miranda.

**Merfolk:** Happy Merday, Miranda!

**Sea King:** Congratulations on reaching your Age of Consent, my girl.

**Wallum:** This is a day you will never forget, young Princess Miranda. The day you first visit the world above.

**Acme:** Wicked! Let's go!

**Miranda:** No, Acme ... I must go the first time by myself ... that's the rule. Goodbye, father. Goodbye everyone!

MIRANDA EXITS PS. *All wave, calling out wishes of luck, etc*

**Sea King:** Ah, Wallum, they grow up all too fast, I'm afraid.

**Wallum:** Indeed they do, Sea King. Indeed they do ... and now I must be on my way ... see you in thirty years ...

WALLUM EXITS PS *to the MUSIC of*

### **WALLUM'S THEME**

**Sea King:** (*spoken over theme*) Goodbye, old friend.

*All wave as*

**Lights down to blackout**

ALL EXIT BOTH SIDES

*Throne is removed as theme plays out*

**WALLUM'S THEME ends**

**END SCENE 2**

## **SCENE 3 - THE ASCENSION**

**Spot on FABER**

KING FOZZEL *is talking to the* ROYAL COCKLE COUNTER

**Fozzel:** (*angrily*) What do you mean, Royal Cockle Counter? What do you mean 'We're all out of cockles'?

**Cockle Counter:** Exactly that, Sire. There's barely a gold cockle left in the Royal Cockle Coffers.

**Fozzel:** (*brightly*) I say! That's rather good, Cockle Counter! Could you say that again?

**Cockle Counter:** I said: 'There's barely a gold cockle left in the Royal Cockle Coffers'.

**Fozzel:** That's VERY good! But can you say ... 'She sells sea-shells by the sea-shore'?

**Cockle Counter:** Sire?

**Fozzel:** Oh, come on, you old stuffed shirt. It's fun. Try it!

**Cockle Counter:** Oh, very well, sire ... 'She sells she sells she sells-'

**Fozzel:** -No, no, no ... that's not it ... never mind ... try this one:

How much wood would a woodchuck chuck  
If a woodchuck could chuck wood?  
He'd chuck as much as a woodchuck could chuck  
If a woodchuck could chuck wood'

**Cockle counter:**

How much wood would a woodchuck chuck  
If a woodchuck could chuck wood?

**Fozzel:** (*enthusiastically*) Yes, yes!

**Cockle Counter:**

He'd chuck as much as a woodchuck could chuck  
If a woodchuck could chuck wood

**Fozzel:** By George, I think he's got it! Now sing it!

*Music begins for*

## **THE WOODCHUCK CHORUS**

**Fozzel**

How much wood would a woodchuck chuck  
If a woodchuck could chuck wood?

**Cockle Counter:**

How much wood would a woodchuck chuck  
If a woodchuck could chuck wood?

**Fozzel:**

Very good!  
He'd chuck as much as a woodchuck could chuck (*clap, clap, clap*)  
If a woodchuck could chuck wood

**Cockle Counter:**

He'd chuck as much as a woodchuck could chuck (*clap, clap, clap*)  
If a woodchuck could chuck wood

**Fozzel:**

Now put it all together:

How much wood would a woodchuck chuck  
If a woodchuck could chuck wood?  
He'd chuck as much as a woodchuck could chuck (*clap, clap, clap*)  
If a woodchuck could chuck wood

**Together:**

How much wood would a woodchuck chuck  
If a woodchuck could chuck wood?  
He'd chuck as much as a woodchuck could chuck (*clap, clap, clap*)  
If a woodchuck could chuck wood

SERVANTS 1 & 2 ENTER PS, *carrying a large chart of the words*

**Fozzel:** Not bad at all ... (*indicating audience*) now how about EVERYONE joining in!

**Fozzel, Cockle Counter & Audience**

How much wood would a woodchuck chuck  
If a woodchuck could chuck wood?  
He'd chuck as much as a woodchuck could chuck (*clap, clap, clap*)  
If a woodchuck could chuck wood

**Fozzel:** Once again!

**Fozzel, Cockle Counter & Audience**

How much wood would a woodchuck chuck  
If a woodchuck could chuck wood?  
He'd chuck as much as a woodchuck could chuck (*clap, clap, clap*)  
If a woodchuck could chuck wood

**Fozzel:** One more time - for King and country!

**Fozzel, Cockle Counter & Audience**

How much wood would a woodchuck chuck  
If a woodchuck could chuck wood?  
He'd chuck as much as a woodchuck could chuck (*clap, clap, clap*)  
If a woodchuck could chuck wood

**Fozzel**

Woodchuck

**Cockle Counter**

Woodchuck

**Fozzel and Cockle Counter**

(*to audience*) Thank you very much, you were very, very good!