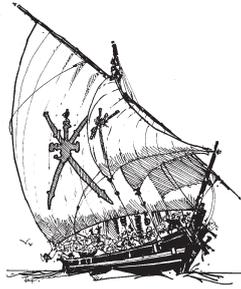


Kids at Sea

Sindbad Sails Again



Kids at sea
sindbad sails again

"Our show was really a celebration - it was really successful. Ordinary students, shy, inarticulate, blossomed as they came to know the script. I am amazed how non-readers suddenly became readers and authoritative prompts ... Once again your team has thought of everything to get me planning further with the simple kit and suggestions. Students and parents want a 'Kids' musical each year!"

Preston South Primary School, Australia

"Congratulations on the quality of the script and the associated music. It made our job much easier - especially for a first time effort. We had a lot of fun and certainly received a lot of support & accolades from the public."

Dunedin College of Education, New Zealand

"We had a fabulous time putting the show on and the feedback has been very positive. The parents liked the variety of dances and the music and felt they were entertained with a show that was slick and professional. You can't ask for much more than that."

International School of Lae, Papua New Guinea

"Your writing is perfect for this age group. The vision is exceptional."

Balaklava Primary School, Australia

Excerpt terms and conditions

- This excerpt is available to assist in your show selection.
- You may view, print and download it for perusal.
- Excerpts are not intended for performance or any other purpose.
- An excerpt is not necessarily indicative of the entire work and perusal of any show is available (a postage and handling fee applies).

You can order *Kids at Sea* at www.bushfirepress.com/kidsatsea



Bushfire Press

Kids at Sea

sindbad sails again

a musical odyssey

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

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

CONDITIONS OF HIRE AND PERFORMANCE

- *Performance royalties are payable for ALL performances.*
- *This work is protected by the Australian Copyright Act and the International Berne Convention. Unauthorised copying (including photocopying), lending or selling to any other party, or performance or public reading of any part of script, music, songs, CDs may result in prosecution.*
- *Permission to photocopy LYRIC SHEETS ONLY is given to licensed applicants.*
- *The Master Book and the CDs remain the property of Bushfire Press Pty Ltd and must be returned, together with performance royalty payment and certified statement form within 14 days of final performance.*
- *Any alterations, additions or deletions to script, lyrics or music MUST be approved by the publisher.*
- *Pencil markings only may be made in the Master Book and must be removed prior to return. CDs must not be sticky taped to book. Replacement costs will be charged for goods damaged in this way.*
- *Any filming or videotaping of this show must be done under licence. Application forms available.*
- *APPLICATION FOR PERFORMANCE of **Kids at Sea** should be made to the publisher and acknowledged before rehearsals commence.*

SYNOPSIS

The story begins as Morgana, the gypsy, gathers a group of pirates around her crystal ball – she has just had an important news flash! As the images come into focus for her, we see, on the other side of the stage, what is happening ...

It is turn-of-the century London Town and young Harold Sindbad and his Dad, Albert, have returned home after a long day's scrounging. Harold is the seventh son of the seventh son of the legendary Sindbad. However, the fabled lost treasure failed to be found and the Sindbads have been reduced to 'Rag n Bone' men – junk collectors. Old Albert is tired and feeling a failure to his son. But Harold loves his Dad and is an eternal optimist ('Something will turn up!'). While making a cup of cocoa, the lost map to the Sindbad treasure falls out of the cocoa tin! He takes the map and heads for glory. When Albert realises this, he sets off after Harold.

All this has been seen via crystal ball by the pirates, who have the same objective in mind. The race is on!

Down at Dodgy Docks, the Silly Sailors do a hornpipe and Harold is conned into taking a row-boat with cockney spiv, Sydney Grummett, who knows the value of the map young Harold has in his possession. Albert arrives at the dock too late but manages to find the last row-boat. Meanwhile, at sea, a storm blows up and Harold and Sydney are overcome by the Sea Devils and lost at sea ... to be saved in the nick of time by the Mer People.

The pirates keep track of Harold through the crystal ball.

We are suddenly on Vegas Island, a small place populated by a would-be Elvis impersonator, Zoltan, the Sultan of Soul and his all-girl backing group, the Sultanas. The girls are sick of waiting for the big break to come and when Albert washes up, shipwrecked, on the island, they think he is a talent scout. When Zoltan hears who he really is, and who his son is, and where his son is going ... he immediately offers the use of his yacht and his nautical expertise. While he is changing into his Captain's outfit the pirates arrive. They have a faster ship and do a deal with Albert. Soon, Albert, the pirates and the Sultanas are on their way, leaving Zoltan behind.

Harold and Sid wake up on the sands of the Blue Lagoon, home of the peaceful, tai chi loving Mer People, guardians of lost travellers. They tell Harold and Sid that they will need aerial transport to get where they are going. So they summon the legendary Roc Birds, who, led by Tina D'Actil, Nutbush their way up and off the island, carrying Harold and Sid with them. Zoltan arrives on the island, too late.

We are now on the fabulous Treasure Island, where everyone finds their treasure. A crazy bunch of sea creatures are there, presided over by King Neptune. They while away their time telling jokes and watching old television comedies. Life is one long laugh and riddle-fest. Neptune looks at his hourglass and announces that it is time for the contestants to arrive. One by one the various groups enter, puzzled. The pirates, the Sultanas and Albert, Harold and Syd, even Zoltan. Neptune announces that they have all arrived at their destination, all reached their destiny ... and will all receive a prize. And Stella the Star Fish rolls in a Wheel of fortune and they all take their spin. Zoltan and the Sultanas win roles in a Disney movie, Harold wins an old suitcase that, on closer inspection, contains 11 secret herbs and spices. And crafty Sid manages to find a rusty old lamp (once belonging to Aladdin) All seems to have ended well ... except, how will Harold and Sid get home? A ship's horn blast brings the arrival of the Silly Sailor's from Dodgy Docks – transport! Something always turns up for Harold!

PRODUCTION NOTES

CAST

HAROLD SINDBAD:	The world's greatest optimist
ALBERT SINDBAD:	Harold's pessimistic dad, proprietor "Sindbad & Son, Trash and & Treasure Merchants"
SIDNEY GRUMMETT:	Spiv and lovable con-man wearing "gaudy" jacket and hat
PASSENGER:	Gullible
THE PIRATES:	
HILARY	Non-violent captain
EBONY	Impatient 1st mate
IVORY	Confused 2nd mate
MORGANA	Fortune telling gypsy
PIRATE 1	
PIRATE 2	
SENSITIVE NEW AGE MER PEOPLE:	
SANDY	
TIDE	
CONCH	Lifeguard, with megaphone and binoculars
VEGUS ISLAND:	
ZOLTAN	The "Sultan of Soul". An aging Elvis impersonator.
SULTANA 1	
SULTANA 2	
SULTANA 3	
SULTANA 4	Sarcastic leader. She dislikes and distrusts Zoltan
SULTANA 5	
SULTANA 6	
ZOLTAN'S FAN MONITOR	
THE FABULOUS ROC BIRDS:	
TINA D'ACTIL	Tina Turner of the bird world
ROC 1	
TREASURE ISLAND:	
KING NEPTUNE	Jolly, enigmatic loony, addicted to television
STELLA	Starfish, game-show hostess
OCTOPUSSY	Ebullient, boisterous, octopus
JELLY BELLY	Jellyfish

PLUS

PIRATES, SAILORS, MER PEOPLE, SEA DEVILS, SULTANAS, ROC BIRDS, SEA

TIME

London, turn of the century ... and the Mysterious East ... whenever ...

SCENES

- I OLD LONDON TOWN
- II DODGY DOCKS
- III ON THE SEVEN SEAS
- IV SMUGGLER'S COVE AND VEGAS ISLAND
- V THE TRUE BLUE LAGOON
- VI TREASURE ISLAND

SONGS, MUSIC AND F.X.

- | | | |
|-----------|--------|--|
| SCENE I | Song: | Seven Seas |
| | F.X.: | Thunder and lightning |
| | Song: | Seven Seas Reprise No. 1 |
| SCENE II | Song: | The Silly Sailor Song |
| | F.X.: | Ship's Horn |
| SCENE III | Music: | Seven Seas Reprise No. 2 (Mer People Ballet) |
| | F.X.: | Storm |
| | F.X.: | Storm (Longer) |
| | Song: | Seven Seas Reprise No. 3 (Dance of the Sea Devils) |
| SCENE IV | Song: | Sultanas in Pink Pyjamas |
| | Song: | Zoltan, the Sultan of Soul |
| | Music: | The Sultana Shuffle |
| SCENE V | Music: | Seven Seas Reprise No. 4 (The Tai-Chi Two Step) |
| | Song: | My True-Blue Lagoon |
| | F.X.: | Conch Shell |
| | F.X.: | Wind and Flapping Wings |
| | Song: | Rock the Roc |
| | F.X.: | Conch Shell |
| | Music: | Rock the Roc Reprise |
| SCENE VI | Song: | The Wonderful Wheel of Fortune |
| | F.X.: | Ship's Horn |
| | Song: | Silly Sailor Reprise |
| | Song: | Finale: Wonderful Wheel Reprise and Seven Seas Reprise No. 5 |

MUSIC

All songs, music and FX are in order on the performance backing CD. A piano/vocal score is in the back of the Master Book.

KIDS AT SEA

SCENE 1 - OLD LONDON TOWN

LIGHTS UP. MORGANA SITS GAZING INTO CRYSTAL BALL AT SMALL CLOTH-COVERED TABLE O.P.
PIRATES AND PIRATE CHORUS SING

SONG: SEVEN SEAS

SONG ENDS AND CHORUS EXITS. PIRATES (AT LEAST SIX) ON STAGE

MORGANA: *(mystically but with pace)*
The time is right
The hour is near
The waiting is over
NOW GET OVER HERE!

PIRATES GATHER ROUND HER. LIGHTS OR SPOT ON THEM ALL O.P., P.S. CREW BRING ON TABLE, CHAIR, SHELF, ASSORTED JUNK AND SIGN SAYING: "*SINDBAD & SONS, TRASH AND TREASURE MERCHANTS*"

HILARY: What news do you bring us Morgana?

IVORY: Yeh - what's on the crystal ball?

EBONY: Aw gee, not Bambi AGAIN.

MORGANA: No - great news for one and all!

HILARY: You mean you've finally found it.

IVORY: Found what ...

EBONY: ... The Sindbad treasure fool!

MORGANA: And with our hands upon the map
Once more we'll own the jewels!

PIRATES: RADICAL!!!

MORGANA: On the seventh hour
Of the seventh night
When seven stars are shining bright ...

PIRATES: The seventh son
Of the seventh son
Seven generations on ...

MORGANA: Will hear the call
and come to me ...

PIRATES: And sail across
The seven seas - LEGEND!

IVORY: (*starts singing*) "Seven seas, seven seas"

EBONY: (*thumping her*) Not now!

IVORY: Sorry.

MORGANA: Hush you lot, I'm tuning in
The picture looks OK.
I see a land, a foreign land,
A place so far away.
With mist and fog, and lots of dogs
And rain both night and day.

EBONY: Must be Warrandyte (*or Melbourne etc.*)

MORGANA: London, England is the place
Turn of the century
Father and son in a run-down slum
Close by a factory.

IVORY: The map, the map - what about the map?

MORGANA: (*goes into a trance*) Oh ... ooh ... ee ... ah

HILARY: Oh no, she's losing reception. Hit the aerial booster.

**IVORY KICKS MORGANA IN THE PANTS, SHE COMES INSTANTLY
OUT OF TRANCE**

MORGANA: I see a room, a tiny room
A table and a chair.
Old knick-knacks and bric-a-brac
And junk strewn everywhere.
But wait, an old man enters now
And so does his young son.
It's Sindbad Jnr. that's for sure
The VOYAGE has begun!

PIRATES: LEGEND!

**PIRATES FREEZE
LIGHTS DOWN ON PIRATES
LIGHTS UP OR SPOT ON P.S.**

ENTER DAD P.S. LIMPING AND HOLDING HIS BACK

DAD: Ooh, my aching bones. I'm too old for this game. What I need, is to go somewhere warm and sunny. *(to Harold off P.S.)* Have you bedded the horse down, Harold?

ENTER HAROLD WITH A HESSIAN BAG OVER HIS SHOULDER

HAROLD: All done, Dad.

DAD: Let's see what we've got.

HAROLD EMPTIES JUNK FROM BAG

DAD: Hmm - not a good day today.

HAROLD: Aw, come on Dad, there's some GREAT stuff here.

DAD: Humph ...

HAROLD: Look, a bag of marbles *(shakes bag)* a set of false teeth. *(holds up umbrella with no covering material)* An umbrella for light showers ... and *(holds a tennis racquet with no strings)* now what can we do with this? ... I know - a portable picture frame. *(puts head through racquet)*

DAD: *(head in hands)* Oh dear, oh dear, oh dear. To think that the descendants of the Great Sindbad should be reduced to this. *(shakes head and gestures around the room)*

HAROLD: *(goes to Dad and puts his arm around his shoulders)* DON'T WORRY DAD, SOMETHING WILL TURN UP.

DAD: *(dejectedly)* Like what?

HAROLD: *(Thinking)* Oh, I don't know maybe one day we'll win the lottery. *(holds up a used ticket stub from the junk pile)* OR maybe we might find the family treasure.

DAD: Bah, humbug. I'm off to bed. Ah well, perhaps we'll have a better day tomorrow. Bring me up some cocoa will you, son?

EXITS P.S.

HAROLD: Poor old Dad - he's really down. What I wouldn't give to find the Sindbad treasure for him. *(picks up cocoa tin and looks around room)* WHAT I WOULDN'T GIVE TO FIND THE SUGAR. Boy this place sure gets messy.

P.S. LIGHTS LOW**LIGHTS UP O.P. ON PIRATES**

IVORY: What's happening, what's happening? Let me see!

EBONY: Get back, you. You're foggin' up the glass.

HILARY: Quieten down the pair of you! Morgana - please continue.

MORGANA: (*peering into crystal ball*)
He's searching girls, we're getting close.
But it is my guess
He'll never find the treasure map
In all that grotty mess.

HILARY: Oh dear, oh dear, what can we do?

MORGANA: Concentrate now, all of you
The power of the mind
Will guide him to the vital clue
The map that he must find

ALL TAKE UP 'CONCENTRATING' POSES, WITH IVORY IN ELABORATE LOTUS POSITION

IVORY: (*chanting*) Omm ... Ommm ... O -

EBONY PUSHES HER OVER IN EXASPERATION

HILARY: I do believe it's working!

ALL PEER CLOSELY INTO CRYSTAL BALL**SPOT/LIGHTS UP ON HAROLD P.S. HE IS SEARCHING FOR THE SUGAR**

EBONY: Getting warmer, getting warmer ...

IVORY: Red hot!!!

HILARY: BOILING!!!!!!

IVORY: Getting colder.

EBONY: Cold.

HILARY: Freezing.

ALL: GROAN!!

HILARY: (*to Morgana*) It's no use, you'll have to help him.

MORGANA: (*stands, rolling sleeves back*) Step back, everyone
Cover your eyes
Here goes nothing -
ENERGISE!!
(*thrusting hands at crystal ball*)

F.X. : **THUNDER AND LIGHTNING**
HAROLD LOOKS UP AT THE SOUND, BUMPING INTO SHELF AND SPILLING ITS CONTENTS. BENDS DOWN AND PICKS UP CANISTER

HAROLD: Here it is. (*opening canister*) Hey - what's this?... This isn't the sugar. (*takes out the map*) It's a map! Boy - O - Boy, it's the Sindbad map!

PIRATES: LEGEND!

HAROLD: See Dad - I TOLD YOU SOMETHING WOULD TURN UP. Look out treasure, here I come.

BEGINS TO EXIT P.S. THEN RUNS BACK

Better leave Dad a note cos' he always worries. (*writing*) Dear Dad, gone to find the treasure. Will be at 43 degrees, North by North-West, Melways reference 69, D.7. (*goes to exit, then remembers*) P.S. Please feed the guinea pig, and remember NO cabbage, it gives him wind. See ya - Harold.

EXITS P.S.

IVORY: (*sings*) "Seven Seas, Seven Seas ..."

EBONY: (*bumping her*) Not NOW!

IVORY: Sorry.

ENTER DAD P.S.

DAD: What's all the racket down here? And what about my cocoa? (*goes to desk and sees note*) What's this? Dear Dad, ... gone to find ... (*looks up*) He's found the map. He doesn't know how dangerous that is. I must go after him.

EXITS P.S. HOLDING NOTE IN HIS HAND

PIRATES: LEGEND!

IVORY: Now?

ALL: Yes - NOW!

ALL SING "SEVEN SEAS - REPRISE 1.

SCENE 2 - DODGY DOCKS

O.P. CREW STRIKE SCENE I PROPS AND BRING ON “DODGY DOCKS” SIGNPOST AND TICKET BOX O.P. IN THE BACKGROUND COULD BE MOCK UP OF THE STERN OF “S.S. TITANTIC”. IN FOREGROUND ARE ASSORTED CARGO BOXES AND BARRELS ETC.

LIGHTS UP

SID GRUMMETT IS BEHIND TICKET BOX. SAILORS, LONDONERS AND DOCK HANDS ARE MILLING AROUND AS SONG BEGINS

SONG: “THE SILLY SAILOR SONG”

SONG ENDS AND SAILORS EXIT O.P. (IN DIRECTION OF SHIP) WITH LONDONERS FOLLOWING, WAVING AND KISSING ETC. DOCKERS BEGIN STOWING CARGO AS SID COMMENCES HIS SPRUICKING

SID: Step right up, step right up. Sail the seven seas with SIDNEY GRUMMETT CUT PRICE TOURS. Visit exotic places, see the amazing mystery of the far east - and all for the meagre sum of just ONE GUINEA. Step right up, step right up.

ENTER PASSENGER O.P.

PASSENGER: Excuse me, is this the ship for the Far-East?

SID: The Far-East, the Near-East - any East you want, sir.

PASSENGER: Oh, jolly good! I'll have a ticket, please. (*offers handful of notes*)

SID: (*taking a note from the passenger, placing a ticket in hand or pocket*). One guinea, sir. (*continues spruicking*) Step right up, step right up.

THE PASSENGER BEGINS TO EXIT O.P.

SID: Hey, just a minute, just a minute - WHERE do you think you're going?

PASSENGER: On board.

SID: Where's your boarding pass, then?

PASSENGER: (*unsure*) What boarding pass?

SID: No-one's allowed on board without a pass. That'll be one guinea.

PASSENGER TAKES NOTES FROM HIS POCKET, SID TAKES ONE AND GIVES HIM A BOARDING PASS

PASSENGER: (*unsure*) Oh, jolly good ... jolly good, I suppose.

SID: (*ignoring passenger and continuing*) Step right up, step right up - HEY! (*The passenger is trying to exit O.P.*) Where do you think you're going?

PASSENGER: (*a trifle annoyed*) On board.

SID: Not so fast!

PASSENGER: (*pleased with himself*) I've got a boarding pass ...

SID: (*interrupting*) Does it have the King's Seal?

PASSENGER: (*confused*) No.

SID: (*taking pass and stamping it*) That'll be one guinea.

PASSENGER HANDS OVER NOTE AND TRIES TO EXIT

SID: Step right up, step right up - Hey, where do you think you're going?

PASSENGER: (*quite annoyed by now*) I'm going to board THAT SHIP, (*indicating mock-up ship upstage O.P.*) and YOU'RE not going to stop me (*folds arms and nods head defiantly*).

SID: But ...

PASSENGER: (*interrupting*) ... but NOTHING. I've got a ticket and a boarding pass with the King's Seal - so I'm boarding THAT SHIP.

SID: Oh, no you're not.

PASSENGER: (*shouting*) WHY?!

F.X.: SHIP'S HORN SOUNDS

SID: 'cause it's just left.

MOCK-UP SHIP EXITS O.P.

PASSENGER: (*horrified*) OH, NO!!

SID: My brother's got a rowboat. I could let you have it for only

PASSENGER: (*cutting him off*) DROP DEAD!

PASSENGER STORMS OFF O.P.

SID: (*to audience*) Another satisfied customer. (*continues spruiking*) Step right up, step right up. See the amazing mystery of the Far East.

ENTER HAROLD P.S. EXCITEDLY GOING UP TO SID

- HAROLD:** Excuse me, Sir.
- SID:** What is it, Kid? I'm busy.
- HAROLD:** Is this where I get the boat to the Mysterious East?
- SID:** Too late, she's already left.
- HAROLD:** Oh, gee! What a shame. Now I'll never get there.
- SID:** Where?
- HAROLD:** *(taking out map and pointing to the "X" spot)* Here.
- SID:** *(taking map and examining it)* "Sinbad's Lost Treasure Map". *(looks up, suddenly realises what he has in his hands)* SINDBAD'S TREASURE MAP! Hey, wow! Kid, is THIS is your lucky day.
- HAROLD:** You mean you'll help me!
- SID:** Help you! Help you! I'll do better than that - I'll even row you there myself!
- HAROLD:** *(to audience)* What a nice man!
- SID:** AND - *(turns to audience)* I don't believe I'm saying this - *(to Harold)* I won't even charge you.
- HAROLD:** WOW - I KNEW SOMETHING WOULD TURN UP!
- SID PUTS ON HIS BOATER HAT, TURNS 'OPEN' SIGN TO 'CLOSED' ON TICKET BOX, ROLLS UP MAP AND GRABS HAROLD. THEY EXIT O.P.**
- DAD RUNS ON P.S.**
- DAD GETS TO TICKET BOX AND SEES 'CLOSED' SIGN**
- DAD:** Oh, no. I'm too late.
- PUTS HEAD IN HIS HANDS. ENTER PASSENGER, CARRYING A PAIR OF OARS. DAD LOOKS UP, SEES PASSENGER AND GOES TO HIM GRABS HIS LAPELS AND SHAKES HIM**
- Do you know when the next boat leaves?
- PASSENGER:** *(pushing him off, and straightening up his suit)* Not till next year.
- DAD:** I can't wait that long.
- PASSENGER:** Neither can I - so I'm going to row there.

DAD: *(fumbling in pockets and bringing out money)* I'll buy your boat for a guinea.

PASSENGER: *(holding oars close to body)* OH NO YOU WON'T!

DAD: *(grabbing oars and exiting P.S.)* Suit yourself.

PASSENGER: *(running after him)* I say ... I say ... you stole my oars.

BLACKOUT

END SCENE 11

CREW STRIKE SCENE II PROPS

SCENE 111 - ON THE SEVEN SEAS

LIGHTS UP

O.P. CREW WALKS ACROSS STAGE CARRYING SIGN 'SEA OF TRANQUILITY' AND EXITS P.S.

MUSIC: SEVEN SEAS REPRISE 2

'MER PEOPLE BALLET'

MER PEOPLE ENTER EITHER SIDE AND DANCE TO THE MUSIC. AS MUSIC ENDS, MER PEOPLE FORM INTO ROWS OF WAVES ACROSS STAGE, THROUGH WHICH HAROLD AND SID WILL "SAIL". ALTERNATIVELY A LONG PIECE OF BLUE MATERIAL CAN BE STRETCHED ACROSS THE STAGE REPRESENTING THE SEA, BEHIND WHICH HAROLD AND SID WILL TRAVEL

HAROLD AND SID ENTER P.S. IN MOCK-UP ROW-BOAT. THIS CAN BE SINGLE SIDED CARD, CARRIED BY BOTH. HAROLD HAS OAR AND ROWS. SID LOOKS AT MAP

SID: *(off)* Come on lad, put some muscle into it.

HAROLD: *(puff)* I'm rowing *(puff)* as fast *(puff)* as I can *(puff)*.

THEY MOVE AMONG ROWS OF WAVES

SID: Blimey, we'll never get there at this rate.

HAROLD: Why don't you have a go, Mr Grummett? I bet you row HEAPS faster than me.

SID: Well, I dare say you're right, lad. But ... er ... someone has to navigate. Someone with NAUTICAL experience.

HAROLD: I guess you're right.

SID: *(looking around, wetting finger and holding it in the air)* Now ... which way is EAST, again?

HAROLD: Isn't it where the sun comes up?

SID: Listen, you row, I NAVIGATE. *(looking out to sea and scratching head)* East ... east ...

HAROLD: *(interrupting)* Mr Grummett?

SID: What!

HAROLD: Are there really mermaids?

SID: Will you stop interrupting? (*looking around*) East ... east ... (*shrugs shoulders and points randomly with eyes closed*) Eenie ... meanie ... minie ...

AS SID IS TALKING, HAROLD NOTICES A SEA DEVIL ENTERING, MENACINGLY, UP STAGE O.P.

HAROLD: Mr Grummett, Mr Grummett!!

SID: (*eyes still closed*) NOT NOW! Eenie ... meanie ... minie ...

ANOTHER SEA DEVIL ADVANCES O.P.

HAROLD: Mr Grummett, Mr Grummett!!

SID: Can't you see I'm busy?

MORE SEA DEVILS EMERGE, CREEPING AND CRAWLING AROUND O.P.

HAROLD: But there's sea monsters, Mr Grummett.

SID: (*eyes still closed*) Poppycock! There's no such ...

F.X. : **STORM**

SID OPENS EYES, LOOKS TO SKY AND GRABS HAROLD

SID: What's that noise?

HAROLD: Sounds like thunder - I bet its a TYPHOON!

F.X. : **STORM (this can continue rumbling under dialogue)**

SID: (*sees Sea Devils*) And ... and ... what are THEY?

HAROLD: Sea Monsters.

SID: Why ... why ... didn't you tell me?

HAROLD: I TRIED, Mr Grummett ... oh - oh ... the boat's rocking.

SID: Ohhh ... my head's spinning ... I'm gonna be sick ...

HAROLD: We're sinking, Mr Grummett.

SID: Help, help!!

HAROLD: Hang on, Mr Grummett.

SID: I want my mummy ... WAH!

THEY 'TUMBLE' FROM THE BOAT, AND AS THEY ARE 'SWEPT OVERBOARD' HAROLD SAYS BRAVELY ...

HAROLD: DON'T WORRY ... MR GRUMMETT ... SOMETHING ... WILL ... TURN ...UP ... BLUB ...BLUB ... BLUB.

THE MER PEOPLE GATHER AROUND, SWEEPING THEM AND THEIR BOAT UP AND OFF TO SAFETY, EXITING P.S.

STORM F.X. HAS DIED DOWN

MUSIC INTRO. FOR 'SEVEN SEAS' BEGINS. SEA DEVILS SWEEP ONTO STAGE READY TO SING

SONG: SEVEN SEAS REPRISE 3.

'THE DANCE OF THE SEA DEVILS'

Note: If required, the Sea Devils could take the verse, with the Mer People singing the bridge as they carry Sid and Harold to safety. Both groups could then sing the chorus, adding a nice bit of light and shade

SONG ENDS

BLACKOUT

END SCENE III