

Tales and Scales

Lighting Tech Documents

“THE ARABIAN NIGHTS” ALADDIN/HORSE VERSION

(rev. 11/15/09 - JBG)

Enclosed:

Lighting Summary
Lighting cue sheet
Full script with cues



Tales & Scales Lighting Summary:

Arabian Nights 09-10 – Aladdin/Horse Version

Design by: Jason Gresl (Horse based on design by Deborah Moore.) Rev. 11/14/09

The style and scripts of Tales & Scales productions are the primary ways in which the performers guide audience imagination. The lighting design for *Arabian Nights simply* provides support for changes in atmosphere, moods, and environments and therefore has flexibility when factoring lighting capabilities of the venue. We trust the experience of the tech staff to adjust cues, level, and colors to fit their venue while attempting to match the intent of the design. We look forward to working together to create the best effects for serving the story.

Overview: *Arabian Nights* can be broken down into two stories encapsulated by a frame story. The general look of the frame should be darker than the individual stories (Aladdin and His Magic Lamp, The Ebony Horse). There are a few general looks that repeat either exactly or with small variation:

“Sultan’s Palace”-frame story lighting, natural wash @80%	(cues 7, 23, 33)
“Story” – for both stories, natural wash @100%	(cues 9,13,19, 21, 24, 26)
“Scary” – used for fight scene and Rukh dream – reds/orange wash	(cues 6, 18)
“Magic” – with variations used in opening and story transitions purple/blue wash	(cues 4, 8 22, 34)
“Warm Happy” – used in “flight” and “World Peace” – really warm amber	(cues 20,28)

Special Moments: If any of the following were possible, it would be icing on the cake!

“The Bump” – film noire-ish focused white light slightly upstage of center. To highlight the standoff between characters before fight. Somewhat difficult timing.	(cue 5)
“Genie’s Entrances” – white flickering light focused over lamp Most likely can use same lights from cue #5	(cue 10, 12, 16, 17)
“Pink Trees” – something to suggest the surrounding foliage is turning pink/purple on extreme stage left/right (or where might show most appropriately in venue.)	(cue 11, 11.5)
“Horse Take-off and landing” – flickering of many colors all over stage	(cue 27,29.30)
“World Peace Special” – if disco ball is available and not fully lit. This happens during “magical wishing music” and involves the entire audience.	(cue 20.5)
“The Garden” - Leaf, forest or other break up to give impression of foliage.	(cue 25)
“Song and Salsa” – blue wash, no purples	(cue 31)

Other Notes:

- Generally lighting applies to entire stage. However the following cues can be partial stage cues with rest of the stage dark(er). Cues (cues 7, 23, 25, 33)
- Please add front light to any cues that do not light the faces adequately in your space.

Tales & Scales Light Cue Sheet: Arabian Nights 09-10 - Aladdin/Horse Version

Design by: Jason Gresl (Horse based on design by Deborah Moore. Rev. 11/14/09)

<p>#1 – the T&S intro piece starts when percussionist enters stage. (Some players are in the audience.); house lights to 75%; Warm wash on stage, 100%</p>	<p>Line cue: “Please welcome Tales & Scales!”</p>	<p>Count: 5</p>
<p>#2 – House to full</p>	<p>Line cue: “There is one part that is so important we want to practice it with you now.”</p>	<p>Count: 5</p>
<p>#3 – Blackout – keep house dim? 30%, <i>Whatever seems practical for the audience as music for story will start in blackout.</i></p>	<p>Line cue: “presents the Arabian Nights!”</p>	<p>Count: 5</p>
<p>#4 – “Magical look” House lights to 30%, – fade into purple/blue wash or can be pools of color with dimmer wash over stage. If using pools: stagger fade of each pool. deep purples on cyc at 50%</p>	<p>Music Cue: As music begins after blackout.</p>	<p>Count: 30</p>
<p>#5 – Special: 1-2 lights focused slightly upstage center to add backlight (or directly above.)</p>	<p>Line cue: “...and in these long ago days...” Characters bump into each other onstage.</p>	<p>Count: 0</p>
<p>#6 – “Fight” Crossfade to Red/Orange Wash at 80%, reds/oranges on cyc at 80%, special out.</p>	<p>Line Cue: : “two Sultans are at war.”</p>	<p>Count: 20</p>
<p>#7 – “Inside the Sultan’s Palace” Crossfade to Natural Warm Wash on stage at 80%, red/orange out, cyc-drop reds/oranges and add ambers at 80% <i>If possible, upstage can be dim.</i></p>	<p>Music Cue: final cymbal hit of battle.</p>	<p>Count: 15</p>
<p>#8 – “Magic Look” Add Purples/Blues and dim natural wash so purples/blues are noticeable.</p>	<p>Cue Line: “No!”</p>	<p>Count: 8</p>

#9 – “Story” Natural wash to 100%,cyc –add ambers @90%	Music Cue: cue begins on Jazz drums starts after “I will tell the tale of the real Aladdin”	Count: 15
#10 – “Genie entrance” Quick flickering of white lights on area upstage center, perhaps using lights from special (cue#5) #11 – add some purple, either pools from cue #4 or add color on edges stage right and left. #11.5 – increase intensity of purples from #11	Line cue: “Watch what happens when I rub it” Line Cue: “Let’s make them pink!” Line Cue: “Bright pink”	Count: Flicker until next line “Yes, Master of the Lamp.” Count: 5 Count: 5
#12 – “Genie entrance 2” As with #10, flicker quickly white light center stage. #13 – Purples from #11 off, natural wash back to 100%	Line cue: “Of course we do. Hey Genie!” Line cue: “For the Master of the Lamp...a palace.”	Count: until start of next line..” Yes Master of the Lamp...” Count: 25
#14 – “Wishing” House to 60%, two players go into house and interact with audience. #15 – House back to 30% <i>Players return to stage and genie falls down.</i>	Line cue: “Hey, what would you want in a perfect house?” Line Cue: “What happened to three wishes per day!”	Count: 10 Count: 15
#16 – “Genie entrance attempt” As with #10, flicker quickly white light center stage BUT slow flickering down to off after a few seconds. #17 – “Genie entrance 3” As with #10, flicker quickly white light center stage.	Line cue: “...that’s one humungous wish. Hey, Genie” Line cue: “We’ll all do it like this...”	Count: 0 sec, continues with music for 5 sec then a slowdown of flickering, ending off. Count: 0, flickering continues until start of next line..” Yes Master of the Lamp...”
#18 – “Rukh Dream Sequence” Crossfade to Red/Orange Wash at 80%, reds/oranges on cyc at 80%, #19 – “Dream Ends” Natural wash up to 100%, cyc –add ambers at 90% #20 – “World Peace” Really warm wash (ambers?), House @ 50%,	Line Cue: “The egg, no.” Music Cue: when music stops and two characters are on the ground Line cue: “Let’s do it!”	Count: 10-20 <i>This count must change according to version performed. T&S will confirm at each show.</i> Count: 10 Count: 10

#20.5 – add disco ball till just noticeable.	Stage cue: players are at back of house (or disappear from light booth view!)	Count: 5
#21 – “Dream Ends” Natural wash up to 100%, cyc –add ambers at 90%	Stage Cue: when Aladdin is ABOUT TO sneeze, music grinds to a halt.	Count: 5
#22 – “Magic Look” (like #8) Add Purples/Blues and dim natural wash so purples/blues are noticeable.	Music Cue: “Music changes from jazzy to Middle-eastern” after Charleston dance.	Count: 8
#23 – “Inside the Sultan’s Palace” Crossfade to Natural Warm Wash on stage at 80%, red/orange out, cyc-drop reds/oranges and add ambers at 80% - <i>if possible, upstage can be dim.</i>	Music Cue: middle-eastern music ends and someone is sitting on box Stage left.	Count: 5
#24 – Natural wash up to 100%, cyc –add ambers at 90%	Line Cue: “...spin you the Tale of The Ebony Horse”	Count: 15
#25 – Natural wash down to 80%, cyc – drop ambers to 80%, add forest gobo (to represent garden) - <i>lights could be limited to downstage left quadrant</i>	Line Cue: “Remember, you are a prince!”	Count: 8
#26 – Natural wash up to 100%, gobo out.	Line Cue: “Well at least the birds like my songs.”	Count: 8
#27 – “Horse Take Off” Manual flickers of all available color (for approx. 30 seconds)	Visual Cue: Flutist pushes a button on flute After line: “ Hold onto the silver bridle and press the golden button.”	Count: 1
#28 – “Horse Smooth Flight” Manual flickers stop. Really Warm wash on stage at 100%, cyc – ambers at 90%	Visual and Musical Cue: Percussionist moves from stage right to center stage to play vibraphone, music calms down.	Count: 3
#29 - Manual Flickers of all colors begin again (same as #27)	Visual Cue: Percussionist leaves vibraphone to go stage right to drums	Count: 1
#30 “Horse landing” Manual Flickers lessen until they stop. Warm wash up to 100%, cyc – ambers at 90%	Line Cue: Queen screams “gooooooooooooo!”	Count: 10
#31 – “Prince Song and Salsa” Fade to Blue Wash, cyc – fade ambers down to 20% and add blues and 60%	Music Cue: wind chimes	Count: 12

#32 – Fade to Warm wash, cyc – ambers up to 90%, drop blues	Music and Visual Cue: Music ends with PRINCE standing on stage right cube. Everyone poses.	Count: 8
#33 – Fade to natural warm wash at 80%, cyc- ambers at 80%	Music Cue: Salsa music reprise, ends with all stage left in pose. Start cue at next music as pose breaks.	Count: 10
#34 – Fade to Purple/ Blue wash on stage at 100%, cyc – purples at 100%. <i>Add light to downstage to see faces clearly.</i>	Line Cue: “And to you, Sheherazade. A thousand thanks plus one.	Count: 20
#35 – Black out	Visual Cue: Music ends and performers freeze center stage	Count: 4
#36 – Warm wash for bows.		

Tales & Scales Light Tech: Arabian Nights 09-10 - Aladdin/Horse Version

Design by: Jason Gresl (Horse based on design by Deborah Moore. Rev. 11/14/09)

**Note: Please add front light to any cues that do not light the faces adequately in your space.*

Preset—house at 100%,
warm wash on stage at 60%

#1 – the T&S intro piece starts when percussionist enters stage. (Some players are in the audience.); house lights to 75%; Warm wash on stage, 100%
Line cue: **“Please welcome Tales & Scales!”**
Count: 5

#2 – House to full
Line cue: **“There is one part that is so important we want to practice it with you now.”**
Count: 5

#3 – Blackout – keep house dim? 30%, *Whatever seems practical for the audience.*
Line cue: **“presents the Arabian Nights!”**
Count: 5

#4 – “Magical look”
House lights to 30%, – fade into purple/blue wash or can be pools of color with a dimmer wash over stage. If using pools: stagger fade of each pool. deep purples on cyc at 50%
Music Cue: **As music begins after blackout.**
Count: 30

Script with Cues #'s

PRESENTER: ...Please welcome Tales & Scales!
(Or other introduction by your theater’s representative) **(#1)**

T&S players do a short introductory piece (Transformation Overture) and then talk to audience. Clarinetist begins to explain an audience participation moment in show and players rehearse this part with audience (#2). Then one of the players will say “places everyone” and players will freeze on stage.

SHEHERAZADE

And now Tales & Scales presents...The Arabian Nights! **(#3)**

A swirl of music begins (#4), delicious and mysterious and spiced with the Middle East, hinting of great portents to come...

SHEHERAZADE

Now we go back. One hundred years. Five hundred. One thousand! A thousand years and more into the past, and we are in the lands of Mesopotamia and Persia—what you call Iraq and Iran—and in these long-ago days **(#5)**, two sultans are at war. **(#6)** Not even the Caliph, greatest of all the sultan kings, has been able to stop the fighting.

Musical stage battle begins. Players start with sticks and cymbals but near end switch to regular instruments. Tired...there is one final cymbal hit (#7)

SHEHERAZADE

But now, a miracle: The two armies are both so exhausted, they are too tired to pick up their weapons and chase the enemy. This is my chance. I must go straight to the first of the two warring Sultans.

SULTAN

Get out! Can’t you see I’m napping?

SHEHERAZADE

(Still addressing us) He bars the door against me.

SULTAN

Away with you. I must rest while I can.

#5 – Special: 1-2 lights focused slightly upstage center to add backlight (or directly above.)
Line cue: “...and in these long ago days...”
Characters bump into each other onstage.
Count: 0

#6 – “Fight”
Crossfade to Red/Orange Wash at 80%, reds/oranges on cyc at 80%, special out.
Line Cue: “**two Sultans are at war.**”
Count: 20

#7 – “Inside the Sultan’s Palace” Crossfade to Natural Warm Wash on stage at 80%, red/orange out, cyc-drop reds/oranges and add ambers at 80% If possible, upstage can be dim.
Music Cue: **final cymbal hit of battle.**
Count: 15

#8 – “Magic Look”
Add Purples/Blues and dim natural wash so purples/blues are noticeable.
Cue Line: “**No!**”
Count: 8

#9 – “Story”
Natural wash up to 100%, cyc –add ambers at 90%
Music Cue: **cue begins on Jazz drums starts after “I will tell the tale of the real Aladdin”**
Count: 15

#10 – “Genie entrance” Quick flickering of white lights on area upstage center, perhaps using lights from special (cue#5)
Line cue: “**Watch what happens when I rub it**”
Count: 0, *Flicker until next line*

SHEHERAZADE
(*Now to the Sultan*) Most noble Sultan, I am Sheherazade—

SULTAN
—I do not care two figs about your name—

SHEHERAZADE
—My name is Sheherazade, and I have come to transform your exhaustion into...

SULTAN
Into what?

SHEHERAZADE
Something better.

SULTAN
And how will you work this impossible magic?

SHEHERAZADE
With a story.

SULTAN
This had better be one incredible story.

SHEHERAZADE
Most honored sultan, all you need to is listen—listen to the Tale of Aladdin and his magic lamp.

SULTAN
Ah! I know this one. There’s a flying carpet and a blue cartoon genie.

SHEHERAZADE
No. (**#8**) (*music*) For you, I will tell the tale of the real Aladdin.

Jazz music on the drums (#9) and other instruments join in.

ALADDIN
That’s me! Real as they come. And see what I found last year over summer break? A lamp. A magic lamp! Watch what happens when I rub it. (**#10**)

Rubbing music, rising to a pitch of expectation...a crescendo of release and there! A genie.

"Yes, Master of the Lamp."

GENIE

(Booming) Yes, Master of the Magic Lamp, what is your wish?

ALADDIN

Well, for starters, I wish you wouldn't always yell.

GENIE

(Vox normal) Your wish is my command.

ALADDIN

Here. I wish that you'd turn this into something new.

The genie "transforms" whatever it is via "wishing music."

ALADDIN

Something else.

The genie does it again, different, better.

ALADDIN

Nice. Again.

The genie re-works it.

ALADDIN

Great! Again.

Etc. Until:

ALADDIN

(Using the object) Perfect. Thank you.

GENIE

(Booming) You're welcome!

ALADDIN

(To us) He grants great wishes, but he has this thing about yelling.

GENIE

(Booming) May I return to the sleep of the lamp, master?

ALADDIN

Would you mind doing one little itty bitty thing first?

GENIE

(Booming) So long as it causes—

#11 – add some purple, either pools from cue #4 or add color on edges stage right and left.

Line Cue: “**Let’s make them pink!**”

Count: 5

#11.5 – increase intensity of purples from #11

Line Cue: “**Bright pink**”

Count: 5

Off Aladdin’s “Ssshhhhh!”—

GENIE

(Vox normal) So long as it causes you no harm, Master.

ALADDIN

No worries there. *(music begins)* You know how trees are always green and stuff? Well, I was thinking—just for a change—let’s make them pink. (#11) *(music changes)* Bright pink. (#11.5) *(music changes)*

GENIE

Done.

ALADDIN

Wait, one last thing. Tomorrow, when I sneeze, I’d like it to sound kind of like this—

Vocal demonstration of sneeze. Quite extraordinary.

ALADDIN

—but even bigger!

GENIE

Are you sure?

ALADDIN

Never more certain of anything in my life.

GENIE

Done, then. *(Booming)* And so, good-night!

The genie sleeps. Begin a new motif, distant but charming: The Princess (Prince) music.

ALADDIN

(To us) Hey, you want to know what’s totally cool? I’m best friends with a real live princess! She’s my age almost exactly—and here she comes now, you can tell just by listening. Hear her?

Music continues over following dialogue.

PRINCESS / PRINCE

Aladdin! What did you do to the trees?

ALADDIN

What, you don't like pink?

PRINCESS / PRINCE

Pink's great, but listen, you won't believe this. You remember that weird uncle of yours?

ALADDIN

The magician uncle or the one who reads backwards?

PRINCESS / PRINCE

The magician—the one you stole your lamp from.

ALADDIN

He was going to shut me up in a cave!

PRINCESS / PRINCE

Well, get this, he just stole your palace. Spirited the entire place off to Ethiopia.

ALADDIN

Where are we going to live?

PRINCESS / PRINCE

Silly. We've got a genie, don't we?

ALADDIN

Of course we do. Hey, Genie! (#12)

GENIE

(Booming) Yes, Master of the Magic Lamp, what is your wish?

ALADDIN

A volume control. And a new palace! Uncle just stole the old one.

PRINCESS / PRINCE

It doesn't have to be big. Just something with a roof.

GENIE

(Booming) For the Master of the Lamp...a palace. (13)

Wishing music is played and then after a second pause, an upbeat groove begins under the next lines

#12 – “Genie entrance 2”

As with #10, flicker quickly white light center stage.

Line cue: “**Of course we do. Hey Genie!**”

Count: 0, continue until start of next line..” Yes Master of the Lamp...”

#13 – Purples from #11 off, natural wash back to 100%

Line cue: “**For the Master of the Lamp...a palace.**”

Count: 25

#14 – “Wishing”

House to 60%, two players go into house and interact with audience.

Line cue: **“Hey, what would you want in a perfect house?”**

Count: 10

#15 – House back to 30%

Line Cue: **“What happened to three wishes per day!”**

Count: 15

ALADDIN

(To the Princess) Hey. What do you want in your room?

PRINCESS / PRINCE

Well. Could I maybe please get bean-bag chairs?

The palace theme is expanded...and now Aladdin's acquisitive streak has been properly piqued.

ALADDIN

And how about a ping-pong table? *(Post-transformation, blink, bonk, blink, bonk, then addresses the audience)* Hey, what would you want in a perfect house? **(#14)** —‘cos we want to make this the fanciest palace ever! *(After hearing suggestions, something along the lines of the following:)* An in-ground swimming pool? Maybe with a diving board? *(More suggestions, coming faster and faster, until...)*

GENIE

Master, have mercy! What happened to three wishes per day? **(#15)**

ALADDIN

Oh, okay. Sorry. You go ahead back to sleep.

The genie goes back to lamp.

PRINCESS / PRINCE

Let's stop trying to make this the fanciest palace ever. Let's make sure we have something that no one has ever had before.

ALADDIN

Like what?

PRINCESS / PRINCE

I don't know. Let's think.

Thinking music.

PRINCESS / PRINCE

Oh, I know! I read this book about the Caliph, the most powerful king anywhere, and it says even the Caliph doesn't have a Rukh's egg.

ALADDIN

What's a rukh?

#16 – “Genie entrance attempt”

As with #10, flicker quickly white light center stage BUT slow flickering down to nothing/off after a few seconds.

Line cue: “...**that’s one humungous wish. Hey, Genie**”

Count: 0 sec, continues with music for 5 sec then a slowdown of flickering.

#17 – “Genie entrance 3”

As with #10, flicker quickly white light center stage.

Line cue: “**We’ll all do it like this...**”

Count: 0, flickering continues until start of next line..” Yes Master of the Lamp...”

PRINCESS / PRINCE

The book didn’t say. But whatever it is, it lays enormous eggs, eggs the size of a car. Beyond that, I have no idea.

ALADDIN

I hope it doesn’t smell bad—but okay, whatever, either way, that sounds like one humungous wish. Hey! Genie! (**#16**)

They rub (wishing music), but their efforts fail.

ALADDIN (cont’d)

He/she seems really zonked. (*To us*) We’ll need your help on this one. Let’s all rub the lamp together. We’ll do it like this. (**#17**)

As the rubbing music revs up...

GENIE

(*exhausted*) Yes, Master of the Lamp, what is your wish?

ALADDIN

A Rukh’s egg for the new palace!

GENIE

No. I will not.

Aladdin and the Princess launch into a barrage of ad-libbed questions based on “What? Why not?” “What’s wrong with an egg?” “Hey, come on!” “Genie!” etc. Until:

ALADDIN and PRINCE/PRINCESS

Why not?!?!

GENIE

Because I said so!

ALADDIN

(*After momentarily admitting defeat*) Hey, wait. You’re my genie. You have to do what I say.

GENIE

Fine!

The genie acquiesces, or seems to. More wishing music, bigger and bigger and bigger, swelling and growing and—nothing happens.

PRINCESS / PRINCE

I don't see any egg.

ALADDIN

Excuse me, Genie?

GENIE

(Booming) Yes, Master of the Lamp, what is your wish?

ALADDIN

I asked for a Rukh's egg. You didn't get it.

GENIE

(Booming) I have granted you the wish of toys that put themselves away and a soccer team that never loses, and soon you will have the wish of a silly-sounding sneeze. Be thou content!

PRINCESS / PRINCE

A egg isn't really very much to ask.

GENIE

(Booming) My loyalty has made you both rich, has it not?

ALADDIN

And we've said thank you something like five gazillion times—

PRINCESS / PRINCE

—And we've gone and shared our gold with everyone we know and a couple hundred more people that we don't know at all, so it's not like we're being shallow or anything—

ALADDIN

—but now we'd like—

PRINCESS / PRINCE

—an egg.

GENIE

(Suddenly more worried than booming) That you should ask this of me, the Servant of the Lamp! For I am the Servant and you are the Master, and just as I am sworn to aid and obey the Master of the Lamp, so too am I sworn not to harm the Master of the Lamp!

ALADDIN

Whoa. That made my head totally spin.

#18 – “Rukh Dream Sequence”
Crossfade to Red/Orange
Wash at 80%, reds/oranges
on cyc at 80%,
Line Cue: **“the rukh itself,
once hatched....”**
Count: 10-20 *This count must
change according to version
performed. T&S will confirm at
each show.*

#19 – “Dream Ends”
Natural wash up to 100%, cyc
–add ambers at 90%
Music Cue: **when music
stops and two characters
are on the ground**
Count: 10

#20 – “World Peace”
Really warm wash, House @
50%,
Line cue: **“Let’s do it!”**
Count: 10

#20.5 – add disco ball till just
noticeable.
Stage cue: **players are at
back of house (or disappear
from light booth view!)**
Count: 5

#21 – “Dream Ends”
Natural wash up to 100%, cyc
–add ambers at 90%, disco
ball out.
Stage Cue: **when Aladdin is
ABOUT TO sneeze, music
grinds to a halt.**
Count: 5

PRINCESS / PRINCE

Genie, are you saying you can’t grant a wish that will harm us?

GENIE

Oh perspicacious princess, you have hit the nail most squarely
on the head.

ALADDIN

Okay. So a rukh’s egg is dangerous.

GENIE

The egg, no. But the rukh itself, once hatched... **(#18)**

*Rukh Music sequence. Aladdin and Prince/Princess are
chased around the stage by the Genie’s image of a giant
bird. Both Aladdin and the Prince/Princess end up on the
ground. (#19)*

PRINCESS / PRINCE

That does explain why even the Caliph himself doesn’t have one.

ALADDIN

Genie, I have a new wish. I wish that I could be really good
at, you know, looking out for my friends. Like you just did
with us. And if I could do that, then hey, maybe all my friends
could do the same.

GENIE

For this wish, Aladdin, I must have help. We
must all wish as we never have before.

ALADDIN

That is like totally no sweat.

PRINCESS / PRINCE

Let’s do it. **(#20)**

*Wishing music starts. The new, peaceful motif takes over as the princess
and Aladdin head to the audience for Audience Participation moment. The
two players slowly head to back of house (#20.5) and return to the stage.
As the music finds its natural close, Aladdin suddenly realizes he must
sneeze.(#21) the sneeze comes out exactly as Aladdin “wished” it would—
sonically ludicrous. Messy, too. The prince/princess offers Aladdin a
much-needed tissue. Collective groans from the audience as the tissue is
given to audience member.*

#22 – “Magic Look” (like #8)
Add Purples/Blues and dim natural wash so purples/blues are noticeable.

Music Cue: “**Music changes from jazzy to Middle-eastern**”

After Charleston dance.

Count: 8

#23 – “Inside the Sultan’s Palace” Crossfade to Natural Warm Wash on stage at 80%, red/orange out, cyc-drop reds/oranges and add ambers at 80%

Music Cue: **middle-eastern music ends and someone is sitting on box Stage left.**

Count: 5

#24 – Natural wash up to 100%, cyc –add ambers at 90%

Line Cue: “**spin you the Tale of The Ebony Horse**”

Count: 15

Immediately following this, the characters break into a lighthearted Charleston until music returns to middle-eastern feel (#22) everyone returns to their original frame-story characters. Characters spin and move stage pieces until main character sits on box. (#23)

SHEHERAZADE

And that, most regal Sultan, is how Aladdin and the Prince/Princess made the best wish of their lives and avoided being pecked to death by a rukh.

SULTAN

For myself, I have never believed in the rukh. For a bird that size to exist? My mind will not stretch that far.

SHEHERAZADE

Then I have here a tale to stretch your mind still farther. Allow me to spin you the Tale of the Ebony Horse. (#24)

Music begins and continues over following lines.

PRINCE:

That’s my mother. She’s the Queen. She’s very clever and she loves mathematics. She also likes to invent things.

QUEEN:

Twelve, times twelve, times twelve is ... One thousand, seven hundred and twenty-eight!

PRINCE:

Gosh, she’s good. She likes geometry too.

QUEEN:

Behold! An isosceles right triangle. Breathtaking!

QUEEN:

Attention, my dear. Behold the sliding backscratcher!

She plays a funny note on the Trombone and scratches Prince’s back.

PRINCE:

Listen, mother. I’ll play you a song I am writing.

He plays on the trombone terribly.

QUEEN:

Don’t waste your time, my dear. We have real composers for that.

#25 – Natural wash down to 80%, cyc – drop ambers to 80%, add forest gobo (to represent garden)

Line Cue: “**Remember, you are a princess!**”

Count: 8

#26 – Natural wash up to 100%, gobo out.

Line Cue: “**Well at least the birds like my songs.**”

Count: 8

PRINCE:

I wish I were clever like her ... Mother, listen to this one!

He plays again. Boos are heard.

QUEEN:

Better darling, but why don't you go and find something...regal to do. Remember, you are a prince! (**#25**)

PRINCE:

I'm just not as clever as Mom...not as regal either. But I do love to make up songs.

He plays. Others join in for bird music.

Well at least the birds like my songs. (**#26**)

Musical transition as the inventor enters.

PRINCE:

Every Thursday... (*or whatever day it actually is*) ... Mother invites the most popular inventors to the palace to enlighten and entertain.

INVENTOR:

Your majesty, the musical hairdryer!

Musical demonstration of hairdryer-quite horrendous.

QUEEN:

Nice try, but we are not astonished. Oh dear! It's time for my nap.

FEEBLE WOMAN:

Wait, my dear. I have brought you something quite astonishing.

QUEEN:

Such a feeble old woman, what could you invent that would astonish me?

FEEBLE WOMAN:

Behold!

QUEEN:

A wooden horse...carved from ebony...with a silver bridle...and a golden button, what does it do?

FEEBLE WOMAN:

If I show you, what will you give me?

#27 - Manual flickers of all available color (for approx. 30 seconds)
Visual Cue: **Flutist pushes a button on flute**
Count: 1

QUEEN:

If, and I do mean IF I am astonished, you may have anything you like!

FEEBLE WOMAN:

Anything?

QUEEN:

Anything.

FEEBLE WOMAN:

As you can see, I am but a feeble old woman. I would ask only for a healthy husband that would care for me.

QUEEN:

Done! We have many men to choose from. Now what does the button do?

FEEBLE WOMAN:

First you must climb onto the saddle.

QUEEN:

And now?

FEEBLE WOMAN:

Hold onto the silver bridle and press the golden button.

(#27) *The Queen pushes the button, music begins, and the Ebony Horse "starts its engine." It begins to take off; the QUEEN hangs on for dear life. Music continues under following lines.*

QUEEN:

It moves! So what?!

FEEBLE WOMAN:

Hold on tight!

QUEEN:

It flies!

QUEEN:

We're leaping into the air!!

QUEEN:

How do I steer it?!

#28 - Manual flickers stop.
Warm wash on stage at
100%, cyc – ambers at 90%
Visual and Musical Cue:
**Percussionist moves from
stage right to center stage
to play vibraphone, music
calms down.**
Count: 3

#29 - Manual Flickers of all
colors begin (same as #27)
Visual Cue: **Percussionist
leaves vibraphone to go
stage right to drums**
Count: 1

#30 Manual Flickers lessen
until they stop.
Warm wash up to 100%, cyc
– ambers at 90%
Line Cue: **Queen screams
“gooooooooooooooooo!”**
Count: 10

FEEBLE WOMAN:

Use the bridle, silly!

(#28) *(The QUEEN loses her
balance and almost falls off She
regains control. The horse continues
to climb. After a few more
“bumps,”they “level out” at a high
altitude. The QUEEN, is having a
marvelous time but loses control
again.) (#29)*

PRINCE:

Mother, look out!

QUEEN:

How do I make it come down?!

PRINCE:

Mother, if there’s a button for up, surely there must be a button for
down!

QUEEN:

Here? No. There? No. Under here?? Yes! Here we goooooooo!
(#30)

*(The horse starts to descend.
Eventually the horse comes to a
gentle landing, then stops with a
jerk. Music stops.)*

QUEEN:

This is the most astonishing invention I have ever seen. I must have
it!

FEEBLE WOMAN:

And it is yours ... if I may select a husband.

QUEEN:

That’s right, we had a bargain. *(Queen selects husband from audience)*
Let’s see. This one? No? How about that one there?
Ad lib.

FEEBLE WOMAN:

No, no no. Only this one will do! *(Points to PRINCE.)*

QUEEN:

My son!?

FEEBLE WOMAN:

Yes.

PRINCE:

No!

FEEBLE WOMAN:

You made a bargain.

QUEEN:

Yes, I did.

PRINCE:

Mother please!

QUEEN:

Think on the bright side, my dear, She is so amazingly clever! Think of all you will learn!

PRINCE:

Mother, PLEASE, no...I...I... I offer a challenge to this woman.

QUEEN and FEEBLE WOMAN:

A challenge?

PRINCE:

Yes...um...I will create something even more astonishing than the horse!

QUEEN / FEEBLE WOMAN (simultaneously):

Don't be silly! / Impossible!

PRINCE:

Yes I will and mother, you can be the judge.

FEEBLE WOMAN:

Yes and if he loses, he must marry me today.

PRINCE:

But if I win, I am free.

QUEEN;

Very well. Proceed my dear.

Music starts

QUEEN:

Come, my dear, we are waiting.

PRINCE:

I'm still thinking.

QUEEN:

Do you even have an idea my dear?

PRINCE:

I have hundreds, mother, but I can't decide ... I know. I can make her a song. That's what I do best.

(PRINCE tries several successive short phrases. CLARINETIST plays the wind chimes (#31) and the music becomes more magical and inspired. It then launches into a "salsa" version of the theme. Music ends with PRINCE on stage right cube.) (#32)

QUEEN:

Astonishing!

FEEBLE WOMAN:

Yes, it was.

QUEEN:

My dear, you have never played like that before.

PRINCE:

I never had so much at stake.

FEEBLE WOMAN:

But my Queen, my horse is still here and his song is gone in a moment.

PRINCE:

But I know it by heart and I can play it for you over and over again.

QUEEN:

What a lovely thought, my dear and very clever. (in proclamation) I have decided. The song wins. And my dear you are free to follow your heart wherever you wish.

#31 – Fade to Blue Wash, cyc
– fade ambers down to 20%
and add blues at 60%
Music Cue: **wind chimes**
Count: 12

#32 – Fade to Warm wash,
cyc – ambers up to 90%, drop
blues
Music and Visual Cue: **Music
ends with PRINCE standing
on stage right cube.
Everyone poses.**
Count: 8

#33 – Fade to warm wash at 80%, cyc-ambers at 80%
Music Cue: **Salsa music reprise, ends with all stage left in pose. Start cue at next music as pose breaks.**
Count: 10

PRINCE:

But mother, you'll lose the horse!

QUEEN:

I know, but your song today and all the songs you will write in all the days to come are worth far more than a flying horse.

FEEBLE WOMAN:

Drat! (*Feeble Woman and horse begin to exit*)

QUEEN:

Besides, maybe next Thursday she'll win her husband. But let's celebrate with a song! Play, my dear son! Play!

PRINCE plays final salsa music and ends standing on stage left box with everyone posing. Pause for applause and then middle-eastern music returns. (#33)

SULTAN

Sheherazade, I am amazed, I truly am, but I find that I would rather consider your stories than return to the head of my armies.

SHEHERAZADE

Impossible magic. Just as you said.

SULTAN

And successful, just as you said. But what of the Sultan who wars against me? In the morning, he will attack again. I will be forced to defend my borders, and the war will go on.

SHEHERAZADE

Help me sneak into the enemy camp. I will tell your fellow sultan tales of wonder, such stories of adventure—

SULTAN

—Until he, too, lays down his scimitars and swords?

SHEHERAZADE

Exactly so.

SULTAN

I shall go with you as far as the gates. But hurry back. I would hear more of your tales.

SHEHERAZADE

A thousand thanks, most wise Sultan.

SULTAN

And to you, Sheherazade. A thousand thanks plus one. (**#34**)

Finale Music with actors swirling onstage ending with a final pose on boxes downstage.

Black out (**#35**)

Bows (**#36**)

THE END

#34 – Fade to Purple/ Blue wash on stage at 100%, cyc – purples at 100%. Add light to downstage to see faces clearly.

Line Cue: “**And to you, Sheherazade. A thousand thanks plus one.**”

Count: 20

#35 – Black out

Visual Cue: **Music ends and performers freeze center stage**

Count: 4

#36 – Warm wash for bows.