



# JACK AND THE BEANSTALK

## Synopsis

Jack Dally lives with his mother Dotty, his sister Dilly, and their cow, Pat, in the village of Windy Bottom. After her husband disappeared mysteriously, Dotty had to juggle raising her family and running a business, and their once successful dairy farm fell on hard times. The Dally's are down on their luck, and Pat barely provides enough milk for them to make a living. It is a constant struggle to pay the rent on their little cottage, and to make things worse, the villagers now live under the tyranny of a wicked giant called Blunderbore. Aided by his evil sidekick, Fleshcreep, the giant has ravaged their land, pillaged their livestock, and stolen their valuables.

When Windy Bottom's stingy mayor, Donald Grump, starts to pressure Dotty for their overdue rent, she decides they have no choice but to sell their cow, Pat, at the local market and entrusts Jack with the task.

Jack takes Pat to market, but on the way, he bumps into Fairy Sweet Pea, who convinces him to part with Pat in exchange for a bag of magic beans. Unbeknownst to Jack, Sweet Pea is backing him as the hero to save the village from Blunderbore.

When Dotty finds out about the beans, she is furious with Jack. In a fit of rage, she grabs the bag of beans and throws them away. But the following morning, they wake to find a giant beanstalk in their backyard.

Jack decides to climb the beanstalk and slay the giant to claim the reward being offered by the King. His quest becomes far more urgent when he discovers that Blunderbore has

kidnapped the king's daughter, Princess Jill, whom he happens to be in love with. Jack's giant adventure up the beanstalk leads him to a castle in the clouds, where he discovers all sorts of weird and wonderful things, including a singing harp and a hen who lays golden eggs.

## Characters

Jack – The hero

Princess Jill – The heroine

Dilly – Jack's sister

Dame Dally – Their mother

Fairy Sweet Pea – The good fairy (Can pause scenes with a remote control)

The Narrator – The Narrator

King Cole – Jill's Father

Donald Grump – The Mayor

Slap– Tax collector who works for the mayor

Tickle– Tax collector who works for the mayor

Pat – The cow (talking role for one or two people)

Blunderbore – The Giant (Off stage voice only)

Fleshcreep – Blunderbore's henchman

Henrietta - A Hen

Harmony – A Harp (Sings randomly – lines sung are underlined)

Mrs Mopp – The Giant's Housekeeper

Bo Peep – Bo Peep

The Town Crier – The Town Crier

Chorus

## Song Suggestions

Song 1. Life's A Happy Song – The Muppet Movie

Song 2. Shake It Off – Taylor Swift

Song 3. Holding Out For A Hero – Bonnie Tyler

Song 4. The Wonder Of (You) Moo – Elvis Presley

Song 5. Wouldn't It Be Nice – The Beach Boys

Song 6. I've Never Seen Anything Like It In My Life - from Dr Doolittle

Song 7. On Top Of The World – Imagine Dragons

Song 8. Somewhere Over The Rainbow - from Wizard Of Oz

Song 9. Honey Honey - Abba

Song 10. Audience Participation Song

Song 11. Shut Up And Dance – Walk The Moon

## Act 1 Sample

### Scene 1

#### Welcome to Windy Bottom

*Front of Tabs.*

*The Narrator enters.*

**Narrator** Once upon a time, there was a village called Windy Bottom, where the townsfolk lived under the tyranny of a fearsome giant called Blunderbore, and his sinister sidekick, Fleshcreep.

*(SFX Thunderclap.) Fleshcreep enters.*

**Blunderbore** *(Off stage.)* Fe-fi-fo-fum. I smell the blood of an English man. Be he alive or be he dead, I'll grind his bones to make my bread.

**Fleshcreep** But master, Windy Bottom folk are tough and tasteless. Why don't you catch forty winks, and I'll knock you up a tasty snack? How about a club sandwich?

*(SFX Rumbling.)*

**Blunderbore** My belly is rumbling, bring me something to satisfy my appetite and make it snappy.

*(SFX Giant footsteps.)*

**Fleshcreep** Yes Master. It's great working for the giant! Living here, above the clouds, in the land of Limbo; creating mayhem and causing havoc for the villagers below. It's so important to take pride in one's work, don't you agree? *(Evil laugh.)*

*Audience responds.*

**Fleshcreep** Oh, go ahead, hiss and boo, see if I care. If you keep it up, I'll lock you all in the dungeon and Blunderbore will have you for supper, and I don't mean as his guests!

*(SFX Magical bells.)*

**Fleshcreep** Argh! What is that awful ringing in my ears?

*Fairy Sweet Pea enters.*

**Sweet Pea** Hello folks,  
Fairy Sweet Pea is my name,  
And fairy magic is my game.  
Proclaiming all things kind and good,  
And cleaning up the neighbourhood.  
I've had reports of evil deeds,  
So came to check things out.  
I'll do my best to make it right,  
And see what it's about.  
Yuk! What is that rancid smell?  
It's something nasty; I can tell.  
Fleshcreep! Gross, I should have known,  
There's no mistaking your cologne.

**Fleshcreep** Fairy Sweet Pea, what brings you to Limbo? *(Aside to audience.)* She's the most forgetful fairy I've ever had the misfortune to do Panto with!

**Sweet Pea** I have a feeling you may know,  
There's strange occurring's down below.  
Dealings of a sinister kind,  
Which, I suspect, you are behind.

**Fleshcreep** It's forbidden for fairies to interfere in human affairs.

**Sweet Pea** That's where you are wrong,

Our fairy laws have changed.  
Because you had the upper hand,  
We had them re-arranged.  
Although I cannot thwart your plans,  
A hero I can choose.  
To sabotage your wicked plot,  
And make sure that you lose.

**Fleshcreep** You are a treasure Sweet Pea. *(Aside.)* Shame she won't stay buried. A hero, to defeat Blunderbore? Hah! In case you haven't noticed, Blunderbore is a giant! No one gets in his way!

**Sweet Pea** I will choose a champion,  
To bring that ogre down.  
A brave and honest lad,  
Who will fight to save his town.  
He'll see your reign of tyranny,  
Come crashing to defeat.  
So, watch your back,  
Your days are numbered,  
My victory will be sweet!

*Sweet Pea stands with her arms folded, there is an awkward silence.*

**Fleshcreep** This is where you exit.

**Sweet Pea** Oops-a-daisy.

What a clot!

I only went and plain forgot.

*Fairy Sweet Pea waves goodbye and exits.*

**Fleshcreep** Stupid fairy! She's so forgetful, she could organise her own surprise party!

## Act 2 Sample

### Scene 1

#### The Top of the World

*Front of Tabs.*

*The top of the beanstalk. There are two signs which read, 'Welcome to Limbo' and 'To the castle.' (SFX Magic bells.) Fairy Sweet pea enters.*

**Sweet Pea** Welcome to limbo, the land above,  
Where Jack will arrive to rescue his love.  
A land full of wonder, of giants, and danger,  
Of magic and mystery and things even stranger.

#### **Song 8**

*Fairy exits and the Narrator enters opposite.*

**Narrator** After a considerable climb, a round of cheese and pickle sandwiches and a cup of tea, Jack finally reached the top of the beanstalk.

*(SFX Indiana Jones theme.) Jack enters covered in foliage.*

**Jack** (*Puffs.*) Phew! That was harder than it looked. (*Looks around.*) Wow!

**Narrator** Jack surveyed his surroundings and was amazed as his eyes fell upon a wondrous sight. In the distance, nestled amongst the clouds, was the giant's castle.

**Jack** (*Points*) Look, it's the giant's castle!

*A spotlight picks out a tiny castle on a cloud attached to a stick, poking from the wings.*

**Narrator** Jack set off to investigate.

**Jack** (*Puffs.*) Hold on a minute.

**Narrator** I beg your pardon?

**Jack** I need to catch my breath.

**Narrator** Get on with it; these folks have homes to go to.

**Jack** They don't want to go home. They're having fun!

**Narrator** Oh no they're not.

**Jack** Oh yes, they are.

**Narrator** Oh no they're not.

**Jack** Oh yes, they are.

**Narrator** Can we get back to the script?

**Jack** Okay, keep your hair on! (*Looks over the edge of the stage.*) Wow, it's really high up, look at those little people, they look like ants.

**Narrator** They are ants!

**Jack** Oh, so they are. How far is the castle?

**Narrator** Not far, just follow the signs.

**Jack** Thanks.

*The Narrator exits. SFX Jolly music. Jack walks around the stage and then to an imaginary door in the wings.*

**Jack** That didn't take long, I'm here already. Wow, that's one giant knocker!

*Jack knocks on the imaginary door. (SFX Heavy knocking.)*

**Mrs Mopp** (*Off stage.*) Who's there.

**Jack** A weary traveller in need of refreshment.

**Mrs Mopp** (*Off stage.*) Go away, you're not welcome.

**Jack** Charming! Can I come in and rest for a minute?

**Mrs Mopp** (*Off stage.*) No, clear off.

**Jack** What about a glass of water?

*(SFX Bolts sliding, keys turning, and chains rattling followed by a loud creak.) Mrs Mopp enters.*

*If you would like to request a free perusal copy of Jack and The  
Beanstalk, please get in touch through the Simply Pantomime  
Scripts website.*

*We look forward to hearing from you... Oh yes, we do!*