

# THE CRABBITS SAVE THE DAY

By Sam Havens

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# THE CRABBITS SAVE THE DAY

*A One Act Comedy*

**By Sam Havens**

**SYNOPSIS:** Trouble in Drab Town! It's a sad day when King Goaxis tells the Crabbits that he is shutting down their little village at midnight because it is just too dull and boring to be part of the land of Goaxis. All hope seems lost until clumsy Tommy tells Mayor Thread-Clipper that he has a plan to save Drab Town. Tommy and his friends resolve to find the Grand RooGoo, the wise enchanter of all Goaxis. Only he can give them the secret they need to save their dear village. Through the treacherous Winding Woods, the trio sets off on its adventure, which is not without obstacles, mishaps, and assistance from a magical friend. Meanwhile, back home, the clock is nearing midnight and the Crabbits are losing hope. Will Tommy make it back in time to save Drab Town?

## CAST OF CHARACTERS

*(2 female, 1 male, 6-7 either, 1 extra; gender flexible, doubling possible)*

TOMMY (m) .....	Clumsy yet brave. Gray jersey and pants. Oxford shoes. <i>(199 lines)</i>
WIDGET (m/f).....	Gadgeteer. Tool belt and jacket adorned with keys and gadgets. <i>(111 lines)</i>
MAYOR THREAD CLIPPER (m/f).....	Pompous but insecure. Medals on coat, scissors in pockets, spats on shoes. <i>(112 lines)</i>
SPORT (m/f).....	Our athlete. Winged shoes, helmet, whistle. <i>(24 lines)</i>
DODGER (m/f).....	Race driver. Steering wheel on chest, bulb horn. <i>(112 lines)</i>
MOONSTER (f).....	Dreamy girl enchanted by the moon. Tall hat with cut-out of crescent moon. <i>(47 lines)</i>

PAISLEY (f) .....	She likes to twirl with her scarves. Several scarves about neck, waist, etc. <i>(42 lines)</i>
KING GOAXIS (m/f) .....	Self-important leader. Tailcoat, crown, sash, bicycle.
DOCTOR ROOGOO (m/f) .....	Wise wizard. White robe, medallion, staff. <i>(18 lines)</i>
CREEPY TACKY (m/f) .....	Villain who guards the woods. Cloak and hood plus disguises. <i>(31 lines)</i>
PROXY (m/f) .....	Portrays trees, tunnel, river, weather. Handles props. Gray costume plus a bowler hat. <i>(Non-Speaking)</i>

**CAST NOTE:** Creepy Tacky can be doubled by the actor who plays King Goaxis.

**DURATION:** 35 minutes

**TIME:** Long ago, right now, and way back tomorrow.

### SETTING

Drab Town main square. Benches, boxes, town bell. Neutral colors, gray, beige, black, brown. One box in the center is larger than the other pieces. This is the village Stage Box, a special place for announcements.

### PROPS

- Town Bell
- Scissors
- Basket with Gray Ribbons and Brown Bunting
- Whistle
- Bulb Horn
- Scarves
- Tool Belt and Tools (includes a ratchet)

- Drum
- Trumpet
- Bicycle
- Candy and Cookies
- Nuts
- Marmalade
- Small Cage with Toy Mice
- Basket of Supplies:
- Telescope
- Scarf
- Flashlight
- Two Musical Triangles with Striker
- Three Shoulder Bags
- Note on Tree
- Twigs and Small Branches
- Flute
- Harness Rope
- Animal Horns of Twigs
- Moon Cut-out
- Lightning Cut-out
- Clouds Cut-out
- Grapefruit Jiggles
- Pimento Biscuits
- Checkerboard Pie
- Feather
- Hula Hoops
- Drawstring Pouch with Gold Coins and Square of Wood
- Long Blue Cloth
- Small House on a String
- Rope
- Pepper Shaker
- Book of Knowledge
- Big Clock Cut-out
- Big Key
- Gong with Mallet
- Colored Ribbons and Scarves

- Confetti and Paper Squares

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## PRODUCTION NOTES

The look and style for the land of Crabbits can be achieved for modest productions or full-scale shows. The main idea is to create a special world through clever use of wall surfaces, levels, lighting, costumes and props. To represent the shops and cottages in the town square, flats might have unusual shapes and angles, lopsided windows and oddly shaped doors. Boxes or cubes can serve as platforms and chairs.

One idea for scenery: consider creating cardboard cutouts for the houses and shops. Later, for locales on the journey, these pieces can be flipped around to reveal painted trees and bushes.

Character costumes might be fusions of recycled vests and parachute pants, knee pads and pajamas, odd hats, robes, gloves, bow ties, suspenders, big shoes, tuxedos, gowns, knickers, leggings. There is no such thing as a Crabbit so please use your imagination. Keep in mind that Drab Town is lackluster, therefore aim for neutral colors in costumes and scenery so that a transformation of color can happen in the final scene.

In an ideal production, stage lighting can help set the mood and suggest time through color and intensity. For the scenes in which the village characters communicate with our travelers, you might wish to use pools of light to suggest simultaneous settings. For modest productions, simply try to have a lot of light on stage.

Directors, please make use of the utility character, Proxy, as you wish. He/she is there to facilitate the production and make things happen. You might wish to play a chime every time Proxy enters to signal that a bit of magic is about to happen.

**SOUNDS:** The acronym SFX notates that it time for a sound effect. These can be produced either manually or by recordings.

**AT RISE:** *The Town Square. TOMMY is sleeping on a bench. SFX: wind chime. PROXY runs in, rings the town bell. TOMMY stands, trips, falls.*

**TOMMY:** Ouch!

*MAYOR THREAD CLIPPER strides in.*

**MAYOR:** Who rang my village bell?

**TOMMY:** Not I, Mayor Thread Clipper.

**MAYOR:** But who could it have been? I see no one else.

**TOMMY:** I don't know.

*PROXY giggles.*

**MAYOR:** What was that? Did you giggle, Tommy?

**TOMMY:** Giggle? No.

**MAYOR:** Very odd.

**TOMMY:** We live in an odd town.

*PROXY shrugs and runs off. SFX: wind chime.*

**MAYOR:** Hmm, The ringing of the town bell is my job.

**TOMMY:** But Mayor, I hurt my knee. And my arm. And my foot. And my...

**MAYOR:** Tommy! Must you be so awkward?

**TOMMY:** *(Sits up, rubs elbow.)* Apparently I must.

**MAYOR:** But, Tommy, this is an important day for us Crabbits.

**TOMMY:** Right. Important day. Yes.

**MAYOR:** Oh, Tommy, do you even remember what today is?

*Uses his scissors to snip a loose thread from TOMMY'S shirt.*

**TOMMY:** Sure I do, Mayor Clipper. Just give me a minute. *(He paces, thinks, trips.)* Oops.

**MAYOR:** Hmm. I thought as much. Tommy, today Drab Town receives our membership into the land of Goaxis. Remember? *(Buffs his medals.)*

**TOMMY:** Right. Big day.

*MAYOR stands on the village Stage Box and rings the town bell.*

**MAYOR:** King Goaxis arrives at any moment.

**TOMMY:** How can I help?

**MAYOR:** (*Studies the down square.*) Welllll, our little village could use some sprucing up. We seem a bit – how should I put it—

**TOMMY:** Dull? Boring?

**MAYOR:** Humdrum? Stale?

**TOMMY:** Muddy? Drab?

**MAYOR:** That's it!

*MAYOR slaps TOMMY on his back. TOMMY stumbles.*

Drab. We are drab.

**TOMMY:** Ouch.

*DODGER speeds into the square. He twirls his steering wheel and, after making an impressive circle, he brakes to a stop.*

**DODGER:** Hey, everybody! Look at me!

**MAYOR:** Dodger...

**DODGER:** Screeeeeeeeeeeeeeeeeeech.

**MAYOR:** Dodger! Please be careful or I will be forced to give you a ticket.

*MAYOR snips a loose thread from DODGER'S jacket.*

**DODGER:** A ticket? For what?

**MAYOR:** For too many fancy curves.

**DODGER:** Aw, I'm just an expert driver. Did you see my circle?

**MAYOR:** Hmm.

**DODGER:** Wait a minute. Drab? Did someone say drab? I am definitely not drab.

**TOMMY:** Morning, Dodger.

**DODGER:** Tommy. Hook onto my bumper and I'll give you a pull.



*TOMMY grabs the back of DODGER'S belt. DODGER pulls TOMMY to a standing position.*

**TOMMY:** Thanks, Dodger.

**DODGER:** You need a tune-up, old boy.

*PAISLEY prances on.*

**PAISLEY:** Did I hear the town bell?

**MAYOR:** You did, Paisley. You did.

**PAISLEY:** Morning, Crabbits.

**TOMMY:** Morning, Paisley.

**PAISLEY:** I brought some decorations for our big recognition day.

*PAISLEY shows a basket of gray ribbons and brown bunting.*

**MAYOR:** Well....

**PAISLEY:** Mayor, do you think these ribbons will help?

**MAYOR:** Well, perhaps. Maybe a little bit.

**TOMMY:** Paisley, your ribbons and bunting are so...so...

**DODGER:** So...so...

**TOMMY:** So drab.

**PAISLEY:** Drab? Really?

**MAYOR:** That's us. Drab Town.

**TOMMY:** Yes, we are drab. Gosh.

*A distant cackle as if from a fierce creature.*

**PAISLEY:** My goodness! What was that horrible sound from the forest?

**MAYOR:** Just Creepy Tacky showing off his power. He likes to keep us Crabbits frightened.

**TOMMY:** I saw Creepy Tacky one time. It was late at night and he was creeping through our village.

**MAYOR:** Looking for food, no doubt.

**DODGER:** What kind of food does Creepy Tacky eat?

**TOMMY:** Crabbits.

**PAISLEY:** Us? Really?

**MAYOR:** Alas, Creepy Tacky likes to dine on villagers. Be cautious, friends.

**TOMMY:** And don't venture into the Winding Woods. You'll run into him for sure.

*Another wicked laugh.*

**PAISLEY:** No Winding Woods for me.

**DODGER:** Me, either.

*MOONSTER dances in smoothly.*

**MOONSTER:** Morning!

**TOMMY:** Morning, Moonster.

**MOONSTER:** I was up last night gazing at my moon.

**DODGER:** As usual.

**TOMMY:** Moonster, the moon belongs to everyone. It's not just yours.

**MOONSTER:** The moon shone down upon me and graced me with these new dance steps. *(Whirls gracefully.)*

**PAISLEY:** Come on, Tommy. Dance with Moonster.

**TOMMY:** Aw, I'm too wobbly. I'd just ruin everything and we'd fall down.

*SPORT dashes on, goes into a tumble. Blows his whistle.*

**MOONSTER:** Sport. We're glad you came.

**SPORT:** Game? Did you say game? I'm always ready for a game.

**MOONSTER:** Calm down, Sport.

**TOMMY:** Yes, we're just preparing for our big day.

**SPORT:** Oh, so today they let us join the big team.

**MAYOR:** It's not a team, Sport. We're to become members of the land of Goaxis.

**SPORT:** Is there an athletic program? I can start one. I'll be the coach.

*DODGER honks his horn and weaves in and through the citizens.*

**DODGER:** Screeeeeeeeeeech. *(Brakes to a stop.)*

**MAYOR:** Now cut that out!

*PAISLEY uses one of her scarves as a jump rope.*

**MOONSTER:** Morning, Paisley. Did you see the moon last night?

**PAISLEY:** I did see the moon but I believe most of its light was landing on you, Moonster.

**MOONSTER:** It was, it was. The moon loves me.

**MAYOR:** Then ask the moon to make Drab Town look a little better. We're looking a little -- what was the word?

**SPORT:** Gray?

**PAISLEY:** Dull?

**DODGER:** Boring?

**TOMMY:** Drab. We're drab.

**PAISLEY:** I'm not drab.

**DODGER:** Me, either.

**TOMMY:** I'm drab and awkward. Grr.

**WIDGET:** *(Enters.)* Morning, all.

**MAYOR:** Widget!

**TOMMY:** We should have waited for you, Widget.

**WIDGET:** That's okay. *(Grabs a couple of his tools and twirls them like pistols.)*

**PAISLEY:** Oooooooooo.

*WIDGET takes a screwdriver from his tool belt and attempts to adjust TOMMY.*

**TOMMY:** Widget. What are you doing?

**WIDGET:** I'm trying to fix you, Tommy. You're too wobbly.

**TOMMY:** Well, not all the time. Look how I can stand on one foot.

*TOMMY tries but wobbles. All laugh.*

**MAYOR:** Oh, Tommy.

**DODGER:** Ha-ha. *(Speeds around as he honks his horn.)*  
Varooooooooooooooooom.

*SFX: In the distance, the villagers hear the sound of drums and the caws of birds.*

**PAISLEY:** Oh! What's that?

**MAYOR:** Oh, that means the Governor of Goaxis is approaching.

**PAISLEY:** Gee, I'm nervous.

**WIDGET:** Me, too.

**MAYOR:** But we're expecting good news today.

**MOONSTER:** I'm anxious but not nervous.

**PAISLEY:** What's the difference?

**MOONSTER:** I don't know.

**MAYOR:** Gather 'round, friends. Let's make our special pledge to happiness and safety.

*VILLAGERS stand in a line and perform their ritual of elaborate handshakes, high-fives, salutes and bows. MAYOR THREAD CLIPPER sets the pace with his drum.*

**VILLAGERS:**

Blinky, blinky do.

Finky, finky coo.

Silly hammer, dilly hammer,

Koo, koo, koo.

Mooky, fooky, dooky, sooky

Docky-socky blue.

Vicky-Mickey, Kicky-Ricky,

Zoo, zoo, zoo.

*VILLAGERS hold hands and reach upward. SFX: Chime, as PROXY r on, blows a trumpet, heralding the arrival of KING GOAXIS.*

**PAISLEY:** Oh!

**MAYOR:** Did I hear a trumpet?

**SPORT:** I heard a coronet.

**DODGER:** Nah, that was a trombone.

*KING GOAXIS rides in on a fancy bicycle.*

**KING:** *(Big, pompous voice.)* Citizens of Drab Town!

**MAYOR:** Yes, King Goaxis. Welcome to our village.

**KING:** Hmm. Mayor Thread Clipper, I believe that Podium is for me.

**MAYOR:** (*Getting down.*) Oh, of course.

*The KING dismounts his bike and stands on the village Stage Box.*

**KING:** Hrumph. Hmm, are there no gifts for me? No candies or cookies in honor of my magnificence and position?

**MAYOR:** Ohhhhhh...

**TOMMY:** Ohhhhhh...

**MOONSTER:** Ohhhhhh...

*VILLAGERS inspect their pockets and come up with candy, cookies, etc. They place their gifts in his bicycle basket.*

**MAYOR:** Just for you, King Goaxis, a macaroon.

**MOONSTER:** And from me, a Moon Pie.

**TOMMY:** And toffee from me, Tommy.

**DODGER:** I hope you like this Dodger Doodle.

**PAISLEY:** A pastry from Paisley.

**SPORT:** Sport sprinkles from me.

**WIDGET:** And Gummy Bears from me, Widget.

**KING:** (*Inspects his gifts.*) I also see pistachios, nougat, and marmalade. Good. I will save these for the long journey back to Eckeldoor.

**MOONSTER:** What is Eckeldoor, dear King?

**KING:** Eckeldoor is my blue castle in Honeydew Valley.

**PAISLEY:** Ohhhhhhhh.

**MOONSTER:** Ohhhhhhhh.

**MAYOR:** Your honor, I see a loose thread on your jacket. May I clip it?

**KING:** Hmm. Yes, of course.

**MAYOR:** (*Trims the errant thread.*) There.

**TOMMY:** Leader, if I might ask, did you approach our village through the Winding Woods?

**KING:** Of course! How else? That is the only way to get here. Unless one travels through Cobra Country. And only a fool would do that.

**TOMMY:** Oh, King, what about Creepy Tacky? Does not that villain dwell in the Winding Woods?

**KING:** Indeed, Creepy Tacky lives in the Winding Woods at the corner of Tall Tree Trail and Vine.

**PAISLEY:** But...but...

**MOONSTER:** But...but...

**SPORT:** But...but...

**DODGER:** But...but...

**KING:** Stop sputtering, and stammering. Please speak clearly!

**TOMMY:** But did not Creepy Tacky menace you? Attack you? Grapple you to the ground with his mighty strength?

**KING:** Hah!

**MAYOR:** Hah?

**KING:** Hah, I tell you. Hah. I fear not Creepy Tacky for I possess the thing he fears most.

**TOMMY:** Really? What is that? I ask only for information.

**KING:** Hmm, I shall tell you because I am in a good mood today. Of all things in the land of Goaxis, Creepy Tacky is frightened of MICE!

*KING produces a tiny cage containing two (toy) mice.*

**PAISLEY:** Ahhhhhh...

**MAYOR:** Oooooooooo...

**SPORT:** Mice.

**DODGER:** Mousse.

**TOMMY:** Meese.

**MOONSTER:** Mices?

**KING:** Mice. I never leave home without mice.

**MAYOR:** Very wise.

**KING:** As I journeyed, I observed Creepy Tacky following me. Skulking through the trees and bushes. Hiding, creeping, planning his attack.

**PAISLEY:** Ohh....

**KING:** However! At the right moment, I held up my tiny cage of mice. Hah!

**MAYOR:** What did he do?

**TOMMY:** Yes, what did Creepy Tacky do?

**MOONSTER:** I feel faint.

**SPORT:** Me, too.

**KING:** What did he do? Hah! Creepy Tacky took one look at my terrifying mice and he began to cry. All strength melted out of him and he ran away, weeping and sniveling.

**DODGER:** Yea. Varoom! (*Drives around in arcs and circles, honking his horn.*)

**KING:** See here, young rascal. Do you have a license to drive that car?

**DODGER:** (*Sudden stop.*) Screeeeeeeeeeeeeeeech. (*Beat.*) Uhh, no.

**KING:** Well, see that you get one. The Land of Goaxis has laws and regulations.

**MAYOR:** Oh, noble king, our application for membership in the Kingdom of Goaxis. Did we make it? Are we members now?

**PAISLEY:** Yes. Please say yes.

**KING:** Well...

**SPORT:** Of course we are. And I am coach.

**KING:** Well...

**MOONSTER:** And my moon will shine down upon us. New citizens of Goaxis. Ohhhhh.

**KING:** Hmm...

**WIDGET:** Were we chosen?

**DODGER:** I like it when people choose me.

**KING:** Well, the thing is... You... Hmm...I regret to inform you that your village was not chosen.

**MAYOR:** Whaaaaaaaaaaaaaaaaaaaaaaaaaat?

**TOMMY:** But...but...

**PAISLEY:** But...

**MOONSTER:** (*Bursting into tears.*) Ooooooooooooooooooooooooooo...

**MAYOR:** But why, oh leader? Surely there is an error.

**SPORT:** That's a foul ball!

**DODGER:** Stop light. Stop light!

**KING:** The royal committee on membership reviewed your application and...

**TOMMY:** And...?

**PAISLEY:** And...?

**TOMMY:** Your town was found to be too boring, too plain, too drab.

**ALL:** Oooooooooooooooooooooooooooooo...

**KING:** I am very sorry. You must pack up and leave.

**MAYOR:** Pack up and leave?

**KING:** Your town is no more. It is over.

**TOMMY:** But...but...

**KING:** You must close the village and be gone by midnight.

**SPORT:** Midnight...?

**MAYOR:** Tonight...?

**KING:** (*Mounting his bicycle.*) You have little time to shut down your village and depart. Farewell all. (*Pedals away.*)

**MAYOR:** But, your honor, your majesty...

**KING:** (*Munching.*) Mmmm, I like these macaroons. (*Exits.*)

*The sad VILLAGERS just stand and mope. A few sit down. PAISLEY cries a little.*

**SPORT:** But, Mayor Thread Clipper, what are we to do?

**MAYOR:** I'm not certain...

*MAYOR clips a few threads from SPORT'S shirt.*

**TOMMY:** What do you think, Widget?

*WIDGET is too nervous to reply. Instead he plays with his tools.*

**SPORT:** Dance, Moonster. That will make us all feel better.

**MOONSTER:** I don't feel like dancing.

**MAYOR:** Dodger, you have my permission to drive in fancy circles.

**DODGER:** Not right now, Mayor. My engine is cold and my battery is weak.

**SPORT:** Well, I guess we must pack and leave.

**MOONSTER:** I'll go home and box up my collection of moon dust.

**PAISLEY:** I have so many scarves to pack.

*VILLAGERS hold hands.*

**MOONSTER:** Our sweet little town. We will miss you so much.

**PAISLEY:** Our days and night were happy here.

**DODGER:** Farewell, little town.

**WIDGET:** Our hearts are heavy.

**SPORT:** This feels like losing the big game.



*The friends begin to separate and move away.*

**TOMMY:** *(Suddenly.)* Wait! We can't just give up!

**MAYOR:** Tommy...?

**SPORT:** What do you mean, Tommy?

**TOMMY:** I mean we must fight back. We must find a way to keep our village. Don't we love our little town?

**MAYOR:** Why...uh...

**PAISLEY:** I do. I love Drab Town.

**ALL:** Yes! We love it.

**TOMMY:** So let's think of a way to save it.

**MAYOR:** But how, Tommy?

**SPORT:** Are we smart enough to come up with a reason to save the town?

**DODGER:** I'm not very smart, just fast.

**MOONSTER:** I'm not very smart, either. I'm just dreamy.

**WIDGET:** How about you, Tommy?

**TOMMY:** Well, I can't think of a way right now but...but...with time.

**PAISLEY:** We don't have time.

**DODGER:** Right. We must be out by midnight today.

**MAYOR:** Only one person is wise enough to think of a solution.

**TOMMY:** You mean...?

**MOONSTER:** You mean...?

**MAYOR:** Yes, the wisest person in the hills and trees. The smartest person near the waterfall. The cleverest being in the valley.

**WIDGET:** You mean...?

**SPORT:** You mean...?

**MAYOR:** Doctor Roogoo!

**TOMMY:** Doctor Roogoo?

**PAISLEY:** We've all heard of Doctor Roogoo but we've never seen him.

**WIDGET:** I hear Doctor Roogoo has a big book of answers.

**TOMMY:** But will Doctor Roogoo have an answer for us?

**MAYOR:** We must locate Doctor Roogoo and ask for help.

**DODGER:** But who will go? We can't all go trudging through the forest.

**PAISLEY:** The forest? You mean the Winding Woods?

**MAYOR:** Legend has it that Doctor Roogoo lives behind the Winding Woods, near the Secret Cave and just over the Broken Bridge. He dwells in a tree house.

**SPORT:** A tree house?

**MAYOR:** Yes. The good doctor lives in a teensy house, high in a tall tree.

**MOONSTER:** That means he is closer to the moon.

**MAYOR:** Now, we must choose a committee. A team of brave villagers to seek out Doctor Roogoo and ask for a solution.

*VILLAGERS begin to skulk away in fear. MAYOR stands on the Stage Box and rings the town bell.*

**MAYOR:** Just a moment. I will choose a committee of three to locate Doctor Roogoo.

**SPORT:** Three? Why three?

**DODGER:** Yes, why not fourteen or seventy-seven?

**PAISLEY:** Or corduroy?

**DODGER:** Corduroy? Corduroy isn't a number, Paisley.

**PAISLEY:** It isn't?

**MAYOR:** Well, it so happens that my favorite number is three. That's why.

**MOONSTER:** Oh. Well that makes sense.

**MAYOR:** (*Rings bell.*) Silence, please. I select...hmm...I select...you, Dodger.

**DODGER:** Me? But...but...why me?

**MAYOR:** Because of your driving skills, your powerful motor and big wheels, you will be able to navigate Winding Woods.

**DODGER:** Oh...but...I mean...

**MAYOR:** I also choose...hmm...hmm...I choose Widget.

**WIDGET:** Me? Did you say Widget?

**MAYOR:** What did you think I said?

**WIDGET:** Uh, well, you might have said Fizz More. Or Diz Flow. Or Liz Doe.

**MAYOR:** But I didn't. I said Widget.

**WIDGET:** But why me? (*Anxiously fingers his tools.*)

**MAYOR:** Because of your tools and gadgets. Your ability to repair things and keep the search party tuned up.

**WIDGET:** Oh...

**MAYOR:** And finally, for leader of the team, I choose...I choose...Tommy.

**TOMMY:** Me? But I'm too awkward and clumsy. I'd trip in the Winding Woods. I'd fall off the Broken Bridge.

**MAYOR:** Nonsense. You have zeal, my young friend.

**TOMMY:** Zeal? What's zeal?

**MOONSTER:** Zeal is energy.

**SPORT:** Exuberance.

**PAISLEY:** Zest.

**DODGER:** Spirit.

**MAYOR:** Tommy, it just means you care. You care about our little village.

**MOONSTER:** That's right. You care, don't you, Tommy?

**TOMMY:** Yes, I do. I care a lot.

**MAYOR:** Fine. Our team is chosen: Tommy and Widget and Dodger.

**TOMMY:** But...now what?

**MAYOR:** You will need provisions for your journey. Everyone! Return to your cottages and find supplies and items to help our band of brave heroes.

*ALL but TOMMY, WIDGET and DODGER scurry away. The three adventurers look at one another.*

**TOMMY:** Wow.

**WIDGET:** But...but...but...

**DODGER:** Double wow.

**TOMMY:** Are you scared?

**WIDGET:** Uh...Scared? Not me.

**DODGER:** Me, either.

**TOMMY:** I'm not scared.

**MAYOR:** *(Returns briefly.)* You'll know you are near the tree house when you hear a glissando.

**TOMMY:** What's a glissando?

**MAYOR:** You'll know when you hear it. Be vigilant.

**WIDGET:** We'll be listening.

*MAYOR exits. SFX: A roar from the woods.*

**DODGER, WIDGET, and TOMMY:** (Together.)  
AAIIIIIIEEEEEEEEEE!!!

*They cling to one-another.*

**TOMMY:** Okay, we can do this. We must stand tall.

**WIDGET:** I don't feel very tall.

**TOMMY:** We must be confident.

**DODGER:** I don't feel very confident.

**TOMMY:** We must run with the giants.

**WIDGET:** Can't we just run away?

*TOMMY arranges the group in a straight line.*

**TOMMY:** Attention!

**DODGER:** Attention!

**WIDGET:** Uh...uh...uh...!

*They stand erect, military style.*

**TOMMY:** (Barking orders.) Right face! Left face! About face! March!

*They become confused and march in various directions. TOMMY trips and falls.*

**WIDGET:** Tommy, admit it. We're fraidy-cats.

**DODGER:** Wimps.

**TOMMY:** Well, that's all right. We have a job to do and we must succeed. As my Uncle Charley always said: "Whenever you feel frightened, just tap yourself on the elbow and hum. That will deliver bravery to your heart."

*WIDGET and DODGER look at TOMMY.*

**WIDGET:** Tap your elbow? That's silly.

**DODGER:** Hum? That's crazy.

*A pause, then the three friends begin frantically tapping their elbows and humming. MAYOR THREAD CLIPPER strides on with a basket of supplies.*

**MAYOR:** There they are. Our team of heroes. Now, here are supplies and provisions for your journey.

**TOMMY:** What is that stuff?

**MAYOR:** First, from Moonster. *(Holds up a telescope.)* An Acme telescope.

**WIDGET:** Why do we need a telescope?

**MAYOR:** Moonster says this gadget will bring the power of the moon closer to you.

**DODGER:** Hmm.

**MAYOR:** And from Paisley, a very special scarf.

**TOMMY:** *(Unfolds the scarf.)* Wow, it sure is long.

**MAYOR:** Indeed. Paisley tells me that this long scarf will keep you safe and secure.

**WIDGET:** Okay, I guess...

**MAYOR:** And a gift from our friend, Sport. A whistle.

**DODGER:** A whistle?

**MAYOR:** Sport says you can use this whistle to start things and win the game.

**TOMMY:** I don't think we'll be playing any games.

**MAYOR:** And from me, a torch light. *(Produces a flashlight from the basket.)*

**WIDGET:** That might come in handy.

**MAYOR:** Certainly. You can use it in the Scary Cave.

**DODGER:** Please don't say scary!

**MAYOR:** Right. Sorry.

**WIDGET:** Mayor? I have a new invention for you and for our team.

**MAYOR:** A new invention? What is it, Widget?

*WIDGET produces two musical triangles from his tool belt.*

**WIDGET:** I call this a Speaker-Seeker. It's a way to communicate from great distances.

**MAYOR:** Really? How does it work?

*WIDGET gives one to the mayor.*

**WIDGET:** Please stand way over there and I'll go over here. Now listen as I strike the Speaker-Seeker with this little stick.

*MAYOR moves away. WIDGET strikes the triangle with the small stick and speaks into it.*

**MAYOR:** By gosh, I can hear you. *(Strikes the triangle and speaks.)*

**WIDGET:** And I can hear you.

**TOMMY:** Hey, we can use this to keep in touch on our journey.

**WIDGET:** Exactly!

**MAYOR:** Fine! And here are three shoulder bags to hold your materials.

**TOMMY:** Thanks, Mayor.

*TOMMY, WIDGET, and DODGER secure their bags and items onto their shoulders.*

**MAYOR:** Very well. It is time to begin your quest. Happy travels and successful seeking. Say hello to Doctor Roogoo for me.

**TOMMY:** You mean you know Doctor Roogoo?

**MAYOR:** I met Doctor Roogoo years ago. I was lost in Vulture Canyon. The good doctor guided me out.

**WIDGET:** Wow.

**MAYOR:** Now off you go. Be stout-hearted.

*MAYOR clips a few loose threads from their shirts and goes away. Lighting shifts. SFX: chime. PROXY enters, turns the shop and cottage flats to reveal dark trees in the Winding Woods. PROXY rearranges the boxes and platforms. SFX: birds and insects, frogs and crows.*

**TOMMY:** Here we go, friends.

**WIDGET:** We'll follow you, Tommy.

**TOMMY:** Dodger, may we hitch a ride with you?

**DODGER:** Sure, let's go.

*TOMMY and WIDGET hang onto DODGER who drives slowly through the woods.*

**TOMMY:** So far, so good.

*SFX: Insect and frog sounds.*

**WIDGET:** Yeah but Winding Woods is a dangerous place. I can hear strange bugs.

**DODGER:** And huge frogs and scary buzzards.

**TOMMY:** We must be brave.

*They look at one another. TOMMY, DODGER, and WIDGET tap their elbows and hum bravely.*

**DODGER:** Wait a minute.

*They begin to move again. DODGER brakes. TOMMY and WIDGET bump into him.*

**WIDGET:** Hey!

**TOMMY:** What's going on?

**DODGER:** Which way do we go?

**TOMMY:** Right. Widget, do you have a map?

**WIDGET:** No map. I have a wrench and some pliers.

*SFX: chime. PROXY runs in and strikes the pose of a tree. PROXY holds a note in one hand.*

**TOMMY:** Hey, look! There's a note on that tree!

**DODGER:** Yes!

**WIDGET:** Here it is.

**TOMMY:** *(Grabs the note. Reading aloud.)* "Go crooked, then straight. Turn left and don't wait. Look out for the weather, hold onto the feather."

*As TOMMY reads, PROXY points in various directions.*

**DODGER:** What does that mean?

**WIDGET:** Feather?

**TOMMY:** I don't know but I'm keeping this note.

**DODGER:** Let's go.

*TOMMY and WIDGET hang onto DODGER as they move carefully through Winding Woods. PROXY holds tree branches and twigs in their way, making the journey more difficult.*

**TOMMY:** Gee, these trees and bushes are hard to navigate.

**WIDGET:** Ow! They have thorns.

*SFX: A cackle from nearby.*

**DODGER:** Ohhhhhhhhh!

**WIDGET:** Yikes!

**TOMMY:** Go crooked, Dodger. Then straight.

*WIDGET and TOMMY hold onto DODGER who drives in spirals. Suddenly an old woman appears. She is dressed in a ragged overcoat and a floppy hat. She is CREEPY TACKY in disguise.*

**CREEPY TACKY:** *(Voice of old hag.)* Good afternoon, young people.

**WIDGET:** Oh!

**TOMMY:** Who are you?

**CREEPY TACKY:** Just an old woman, down on her luck. Just an old beggar looking for fruit and nuts for my supper.

**DODGER:** Oh. Well, I have some doodles.

**WIDGET:** I can give you some pastries.

**TOMMY:** And I have a few toffees.

**CREEPY TACKY:** Oh, thank you. Thank you. May I ask where you are going this fine day?

**TOMMY:** We're on our way to find Doctor RooGoo.

**WIDGET:** Yes. Have you seen the doctor?

**CREEPY TACKY:** Not today but perhaps I have something to help you on your journey. *(Pulls a flute from her coat.)*

**WIDGET:** Wow, what is this?



**CREEPY TACKY:** It is my prized possession – my enchanted flute. I play it to soothe myself.

**DODGER:** How can a flute be enchanted?

**CREEPY TACKY:** This flute was given to me centuries ago by my Aunt Maudie Bell.

**WIDGET:** Did you say: "centuries ago?"

**CREEPY TACKY:** Indeed. I am a very old woman, down on her good fortune.

**TOMMY:** Would you play your flute for us?

**CREEPY TACKY:** Of course. Now listen closely.

*SFX: The old hag plays a few notes on her magical flute. The music has a curious effect on the three friends.*

**DODGER:** I feel funny.

**TOMMY:** Me, too. That flute music is so strange...so haunting...

**WIDGET:** I feel sleepy...

*They blink their eyes and sway. Soon they stand frozen, hypnotized.*

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