

Scene 5

Context: George is exploring Wonderland by himself. Elizabeth and Cal have been sent as one search party, and Clem has gone off on her own, to look for George. Clem disapproves of Elizabeth's sanity and believes spending time with Cal will do her good.

SCENE: Wonderland. Outdoors. GEORGE enters, grinning from ear to ear.

GEORGE: What a place! All the animals talk, the sky is blue, not a plane in sight! If I had a friend to play with, I'd think it's a world made just for me! (*HEDGEHOGS skitter around*) Oh! What are these? Are you here to play with me? Why, they're hedgehogs, but they have leaves all over them. OH! They're made of hedges! (*HEDGEHOGS squeak and rush underground*) Oh! Oh, no, don't leave me. Please.

TWEEDLEDIP and TWEEDLEDOT tumble onstage.

TWEEDLEDIP: Quickly, coz! To get there soon, we must run fast!

TWEEDLEDOT: Contrariwise, if we go slow, we may never get there at all!

GEORGE: Good morning! Hello!

They turn and jog around GEORGE.

TWEEDLEDIP/TWEEDLEDOT: How d'you do?

GEORGE: (*turning about to try and keep up with them, getting dizzy*) Quite well, thank you. How d'you do? And can you... pause in your running... for just a moment?

TWEEDLEDOT: A pause isn't a stop, is it, coz?

TWEEDLEDIP: A stop isn't a pause, coz. (*they rest*)

GEORGE: Thank you. I'd love to hear your names.

TWEEDLEDIP: Hearing is good for the listening.

TWEEDLEDOT: And a listen will be good for the knowing. You, coz, go first.

TWEEDLEDIP: Only if you go last. I'm Tweedledip.

TWEEDLEDOT: I'm Tweedledot.

GEORGE: Tweedledip and Tweedledot! What odd names!

TWEEDLEDOT/TWEEDLEDIP: Contrariwise! Ten letters per name! Even numbers!

GEORGE: Oh. That's logic.

TWEEDLEDOT/TWEEDLEDIP: That's a fact.

GEORGE: I'm George.

TWEEDLEDIP: Another even name, it seems!

TWEEDLEDOT: Even names for the odd three.

GEORGE: Now, how do you do?

TWEEDLEDIP: We do quite well on this fine day, so far. Though, if we run much longer, we'll be doing poorly.

GEORGE: Which brings me to my second question – why were you running so much?

TWEEDLEDOT: Our dads said to get a job for the queen. We must keep moving if we're to get to our job at the palace.

TWEEDLEDIP: Coz! Our pause!

TWEEDLEDOT: We must restart if it's to stay a pause!

TWEEDLEDIP: If we never start, it'll be a stop! *(they begin running again)*

TWEEDLEDOT: Quickly, coz! To get there soon, we must run fast!

TWEEDLEDIP: Contrariwise, if we go slow, we may never get there at all! *(they exit)*

GEORGE: It seems no one can play with me. Everyone is too busy. I should be busy too, if I knew what I was allowed to do here.

(CLEMENTINE enters)

CLEM: *Allowed to do?*

GEORGE: Of course. Everything has rules. I have to obey them if I'm to be a good boy.

CLEM: And who in their unright mind told you that?

GEORGE: My sister. Who are you?

CLEM: (*thinking*) Your sister...

GEORGE: You're not my sister.

CLEM: My brother...

GEORGE: I'm not your brother!

CLEM: Her brother...

GEORGE: Yes, I'm my sister's brother!

CLEM: And I'm my brother's sister! Come now, let's have a bit of fun, shall we?

GEORGE: I don't know you...I'm George.

CLEM: I'm Clem. Well, Clementine, but that takes too long to say. Your sister needs to loosen up a bit. She's put much too much of herself into you, my friend.

GEORGE: My friend?

CLEM: If you'd like! Now, what we need to do is make you a bit more George and a little less Elizabeth.

GEORGE: But...I never told you my sister's name.

CLEM: Ooh! Well, that's a problem, isn't it? Tell me her name.

GEORGE: ...Elizabeth.

CLEM: And so it is! But come now, let's go exploring!

Scene 10

Context: George has discovered the plans of General Montgomery and has grown fearful, almost sane. He has reunited with Clem, Cal, and Elizabeth, but none of them believe anything bad is happening. Clem is frustrated that her new friend won't go exploring with her again. She goes to vent her frustrations and her continued grief by herself...so she thinks.

SCENE: Wonderland. Hallway of the Chess Palace. A Looking Glass on wheels stands upstage center, with a cloth hanging halfway off of it. CLEM enters, scuffing her shoes on the floor as she walks.

CLEM: Snoodle poodles. I find a grand new friend, turn my back for five minutes, and he goes sane! Absolutely sane! What could he be so worried about? The cards haven't played in ages.

A PAWN enters with a dust cloth.

CLEM: Hello!

PAWN: Oh! Sorry, your Rookness. What are you doing in this wing of the castle?

CLEM: I don't rightly know! Huh! I love it when I get somewhere for no reason. Same with you?

PAWN: Oh, no. Nobody ever comes down here, but I like to keep it clean. I explore in the dust and the cellars of the castle. I've learned many secrets of the castle. *(wide eyes)* Many secrets. *(beat)* Oh! This cloth is coming off. I'll fix that.

CLEM: Oh, wait! That's... that's my dad's old mirror.

PAWN: Tis? Oh...but that's not quite a secret, is it? *(CLEM shrugs)* I'll add it to the list anyway.

CLEM: You can go on. I'd just like to look at it again. I'll clean up after myself.

PAWN: Of course, your Rookness. *(curtseys and exits)*

CLEM pulls off the sheet, revealing her reflection to be the MAD HATTER. CLEM, however, does not see the HATTER, and perceives him to be her reflection. He mimics all her movements. CLEM pulls the mirror to the center of the room, coming face-to-face with the invisible HATTER, as she speaks:

CLEM: I do wish she'd talk to us about him. She nearly beheaded a man because of Dad, and she still pretends that everything's fine. Two wrongs never made a right. Though, three rights do make a left. I'd love madness to be lemonade and cream all the time, but it's not. Mum has to let herself get sad. *(beat)* I'm sad. *(leans her head on the mirror)* Oh, Dad, why did you ever let General Jackie give you tea? Mum doesn't laugh, she doesn't cry. She made up rules and regulations for us. She wants to keep us safe, it's almost like she's gone...sane! *(starts banging her head)* She can't go sane, she can't keep us in, she can't live right without you! It gets worse every day. She needs you, Dad, we need you! *(the mirror cracks, letting HATTER speak)*

MAD HATTER: I need you, too, Lil Orange.

CLEM: *(stepping back from the mirror)* Am I mad? Dad? Madness! Dadness! *(spinning the mirror around)* Dad, you're alive! Alive!

MAD HATTER: Lil Orange! Clem, my dad maughter! A latter's hegacy, my hatter's legacy! You can hear me!

CLEM: I can see your voice, I can hear your face! Oh, Dad, you're in the Looking Glass! Oh, no, you're in the Looking Glass.

MAD HATTER: An inconvenient state.

CLEM: Have you been there all this time?

MAD HATTER: General Jackie didn't poison me – he gave me a tonic that let me slip right through the looking glass at the table.

CLEM: And you haven't been able to speak until now... ah, the crack.

MAD HATTER: Broken mirrors rather scare me, so I never tried speaking through one before. If I'm caught in a mirror when it shatters, I fear my bones may run away with the glass.

CLEM: I'll take good care of you. In fact, I'll get you out!

MAD HATTER: Ah, an impossible task for an impossible girl. I love you, Orange.

CLEM: I love you, Dad. Now, come on! I have to tell everyone!

MAD HATTER: Preferably, your mother first! We must keep her spirits up and her mind dotty! Whoever heard of a sane queen?

CLEM: Indeed!

They laugh. CLEM goes around the back of the Looking Glass, and the HATTER disappears. She pushes it out of the hallway, exiting behind.

HATTER'S QUARTET

ALICE

WHAT HAVE I DONE, WITH MY HEART SO COLD
THAT I TURNED MY HUSBAND SANE?
WHAT HAVE I DONE, ABANDONING MADNESS
THAT OUR LOVE WENT DOWN THE DRAIN?

CAL

Mum...

CLEM

Dad...

MAD HATTER

WHO AM I? WHO CAN I BE
WHEN LOVE HAS LEFT MY SIDE?
WHO AM I? WHAT CAN I MAKE?
HATTING HAD ME DEFINED

CAL/CLEM

YOU WILL FALL

MAD HATTER

LOVE HAS LEFT MY SIDE

CAL/CLEM

NO ONE FAILS TO FAIL

ALICE

LOVE GONE DOWN THE DRAIN

CAL/CLEM

TURN AROUND, PLEASE
COME WITH ME, PLEASE
IF YOU'RE SO SANE,
SURELY YOU CAN USE YOUR BRAIN

WHEN YOU FEEL THAT YOU'RE NOT ENOUGH,
DON'T YOU LOOK ASKANCE.
FIND A FRIEND AND LEAN ON THEM,

STAND UP AND TAKE A CHANCE
FAMILY IS HERE FOR YOU, YOU DON'T HAVE TO BE STRONG
UNTIL YOU CAN FIND YOURSELF, WE'LL HELP YOU ALONG

ALICE

WHAT DO YOU DO WHEN THE LIGHT GOES OUT
WHEN YOU CAN'T TELL HEADS FROM TAILS?

MAD HATTER

WHAT DO YOU DO WHEN THE BREEZE STOPS BLOWING
THE WIND GONE FROM YOUR SAILS?

ALICE

YOU PICK YOURSELF UP
SLOWLY PUTTING THE PIECES TOGETHER

MAD HATTER

YOU MAY HAVE LOST A LOT
BUT SOMEHOW THE NEW YOU WILL BE BETTER!

ALICE/MAD HATTER

MOURN THE PAST, BUT LET IT GO
WE'LL ONLY ROT IF WE NEVER LEARN TO GROW

ALL

YOU WILL FALL. NO ONE FAILS TO FAIL.
TOSSED AND TURNED, SPUN AROUND IN LIFE'S SPLENDID GALE
BUT WE'LL TRIP DOWN THE RABBIT HOLE SIDE BY SIDE
JUST PROMISE ME YOU WON'T RUN OFF AND LOSE YOUR MIND

ALICE/MAD HATTER

DON'T BUILD WALLS AROUND YOUR HEART
THOUGH LOVE MAY CAUSE SOME PAIN
FEEL IT, FIGHT IT, DON'T YOU HIDE IT,
LET THE TEARS FALL LIKE RAIN!

CAL/CLEM

YOU'RE BROKEN, IT'S TRUE.
SANE OR MAD, WE'RE NEVER SPOTLESS
ACCEPT YOU FOR YOU

WITH FRECKLED NOSE AND HOLES IN POCKETS

ALL

CHIN UP, DEAR. IT'S CRYSTAL CLEAR.
TRY YOUR BEST, AND THERE'S LITTLE NEED TO FEAR.

ALICE

WHO AM I IF I LOST MY MADNESS
CURIOSITY ALL GONE?
MAYBE FUN CAN STILL KEEP GOING
AND LOVE STILL CARRY ON

MAD HATTER

THOUGH CHANGE HAS BEEN MADE,
OUR SONG I'LL STILL SING
IF YOU'LL STILL STAY MY QUEEN,
I'LL VOW ALWAYS TO BE YOUR KING

ALICE/MAD HATTER

DON'T FORGET THE PEOPLE THAT YOU'VE BEEN
THEY'RE PART OF YOU, THEY HELPED YOU THROUGH
AND YOU MAY FIND THEM AGAIN

ALL

YOU WILL FALL. NO ONE FAILS TO FAIL
TOSSED AND TURNED, SPUN AROUND IN LIFE'S SPLENDID GALE
BUT WE'LL TRIP DOWN THE RABBIT HOLE SIDE BY SIDE

CLEM

JUST PROMISE ME

CAL

JUST PROMISE ME

ALICE

JUST PROMISE ME

MAD HATTER

JUST PROMISE ME

ALL

JUST PROMISE ME YOU WON'T RUN OFF AND LOSE YOUR MIND