

SCENE 3.

A Bedroom in The Beast's Castle. Full set. A bed in which the occupant is able to sit propped up. Alternatively, it could be a free standing cut out, behind which the occupant is able to stand. There is an empty suspended picture frame.

Human furniture, a BEDSIDE TABLE, a LAMP, a CHEST OF DRAWERS and a RUG are grouped around the bed.

AIMEE and REMEE enter.

AIMEE. Here we are.

REMY. This is your bedroom.

(MA enters with her hands outstretched. She is sleep walking.)

AIMEE. You'll be comfy here tonight –

(MA walks past them.)

REMY. Whoa, stop!

MA. (groggily) Who are you?

REMY. I'm Remy and she's Aimee.

AIMEE. We're a picture – look, that's our frame. **(Points to a suspended picture frame.)**

AIMEE. And there's your bedside table.

TABLE. Hello.

REMY. Your lamp.

LAMP. Hello.

REMY. And your chest of drawers.

C OF D. Hello.

RUG. I'm your rug.

REMY. Oh, yes. Your rug.

MA. Evening.

LAMP. **(yawning)** I'm feeling pretty sleepy.

AIMEE. Yes, we all need to go to sleep. Let's get you changed. The Talking Clock will be here in a minute – and when he says it's time for bed –

OTHERS. It's time for bed!

P.26-28 Audition piece for: Malabelle, Ma, Talking Clock, Aimee, Remy and Furniture characters

(Lullaby type NUMBER, led by AIMEE and REMY. MA's jacket is removed and she is put to bed in a long nightgown and nightcap.)

Towards the end, the TALKING CLOCK enters and officiously makes sure all the furniture is in position. AIMEE and REMY return to their picture frame.)

TALKING C. Time for bed!

(The room goes to sleep. After a few moments MA wakes with a start.)

MA. I couldn't possibly sell Beauty! **(Overcome with tiredness, she yawns hugely.)** Never mind; I'll tell him in the morning;

(MA falls back asleep and snores. The whole room snores in counterpoint. MALABELLE creeps on.)

MALAB. This oafish buffoon could spoil everything! I don't want Beauty anywhere near this castle! What if she fell in love with the Beast? Oh – bêtise! What shall I do? I know! I'll use magical hypnosis. **(To MA)** Now listen carefully; **(MUSIC)** When you wake you will be in my power -

TALKING C. **(waking in a trance)** When I wake I will tell you the hour.

MALAB. Sssh, you talkative clock go back to sleep! And no more chit chat, not another peep. **(To MA)** When you wake you will be in my power.

MA. **(waking)** All I wanted was one little flower!

MALAB Just take deep breaths and count backwards with me, Ten, nine, eight,

MA. **(dopily)** Four.

MALAB. And after four comes

MA. Two.

MALAB. **(Takes a breath to stifle her irritation.)**

I have you now in a magical trance,

So just relax, we'll leave nothing to chance.

Forget all about the Beast wanting Beauty,

And simply remember the treasure – the booty!

MA. Booty not Beauty?

MALAB. You've got it in one!

And booty not Beauty is much more fun.

So when he comes back with his proposal,

You'll have an answer at your disposal.

P.26-28 Audition piece for: Malabelle, Ma, Talking Clock, Aimee, Remy and Furniture characters

MA. I take the treasure!

MALAB. And forget the rest.

Because that's the way it'll work out best.

So go back to sleep, forget where you are.

(MA goes back to sleep.)

And the Beast will kill you, ugly old Ma!

There, it's done! She'll forget all about what the Beast wants and just take the treasure. Then the Beast will come looking for her, tear her to pieces and Beauty will never come to the castle, never fall in love with the Beast – and I'll have won and you can all go home an hour early! A bientot!

(MALABELLE exits, giving the TALKING CLOCK a spiteful nudge. He starts, yawns, and then starts shouting.)

TALKING C. Dingalingalingaling! Wake up sleepyhead! Wake up everybody!
Dingalingalingaling!

(The room starts to wake up.)

MA. Just five more minutes. **(Groggily she tries to turn off the clock by grabbing his nose.)**

TALKING C. Ow! Let go of my clock face! Wake up Aimee; wake up Remy, time to see to the Beast.

(AIMEE and REMY shake themselves awake.)

AIMEE. Good morning, Talking Clock!

REMY. We'll see you later, Talking Clock!