

# ALADDIN: THE MAGICIAN REMEMBERS

## RCDF 2020 VERSION 02/10/20 (FINAL)

<b>SCENE 0A: OPENING</b>		
		<b>LIGHT CUE:</b>
		<b>LIGHT CUE:</b>
		<b>LIGHT CUE:</b>
		<b>MICROPHONE NOTES: TURN ON MICS 1, 2; MICS ON = 1, 2</b>
		<b>SOUND CUE: Go Tracks</b>
		<b>SONG NOTE: GOOD MORNING, AGRABAH (ala Hairspray – Good Morning Baltimore)</b>
PRINCESS out on steps over his shoulder by here	<b>1</b>	<b>ALADDIN</b> Oh, oh, oh woke up today still wondrin' how my dreams came true Oh, oh, oh what if I'm wrong and she isn't here Then I feel you near
	<b>2</b>	<b>PRINCESS</b> The stars have aligned, I'm yours and your mine like it's been written from high above
	<b>1, 2</b>	<b>ALADDIN AND PRINCESS</b> Oh, oh, oh destiny knows what it's doing when it comes to love
<b>SCENE 0B: OPENING</b>		
		<b>MICROPHONE NOTES: TURN ON MICS 3-10, 12, 15-17; MICS ON = 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 12, 15, 16, 17</b>
		<b>LIGHT CUE:</b>
		<b>LIGHT CUE:</b>
Dancers enter to main stage Royals to Palace steps Special Characters to Stage Left Platform	<b>3, 4, 7, 8, 9, 10, 12, 15, 16, 17</b>	<b>AGRABAH ROYALS, DANCERS and SPECIAL CHARACTERS</b> Good morning Agrabah, Every day's like an open door Every night is a fantasy, Every sound's like a symphony Good morning Agrabah, And this day when we take to the floor You're all gonna be glad to see, Agrabah and me
MAGICIAN and SIDEKICK enter from SR Ramp to DSR MAGICIAN is a shell of former self – kid like/juvenile	<b>5</b>	<b>MAGICIAN</b> Oh, oh, oh look at me here, Whose day can compare with mine today? Oh, oh, oh I've got my oil lamp and my yo-yo
	<b>6</b>	<b>SIDEKICK</b> You ready? Let's go

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	5	MAGICIAN The rats on the street all dance round our feet,
	6	SIDEKICK They seem to say, "Hey there, it's up to you" So, oh, oh wish me good luck so today all my dreams will come true
<b>SCENE 0C: OPENING</b>		
		<b>MICROPHONE NOTES: TURN ON MICS 11, 13, 14, 18-26</b> <b>MICS ON = ALL</b>
		<b>LIGHT CUE:</b>
		<b>LIGHT CUE:</b>
CITIZENS, INCLUDING FEATURES ENTER VARIOUS	1-26	ALL Good morning Agrabah, Every day's like an open door Every night is a fantasy, Every sound's like a symphony Good morning Agrabah, And this day when we take to the floor You're all gonna be glad to see, Agrabah and me
	24	STEPH We know every step,
	21	ALISHA we know every song,
	17	VIZIER we know it's the place where we belong
	22	KELLI We see all those moving lights shining so bright,
	1-26	ALL So you are invited to our show tonight
	2	PRINCESS So, oh, oh give us a chance 'Cause when we start to dance we're all
EVERYONE strikes a "Broadway Pose"	1-26	ALL Broadway stars
	1	ALADDIN Oh, oh, oh something inside of us makes us move
	1-26	ALL

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		When we hear the groove
	18	TABITHA We're ready to go,
	23	AMAYA yes our feet tell us so,
	20	ROSIE It's like a drummer inside our heart
	1	ALADDIN So, oh, oh won't make you me wait,
	1-26	ALL One more moment for the show to start Good Morning, Good Morning, Waiting for the show to start I love you Agrabah, Every day's like an open door Every night is a fantasy, every sound's like a symphony And we promise all of you, That this day when we take to the floor You're all gonna be glad to see, Gonna be glad to see, Agrabah and me (Yes, more or less we all agree) Agrabah and me! (You'll be so glad you got to see) Agrabah and me!
		LIGHT CUE:
		LIGHT CUE:
SCENE 1		<i>Sidekick is meeting with Sorcerer to try to get the Magician's memory back. Sorcerer is obviously new and struggles to succeed with spells, etc. In fact, spells always backfire at first, but She/He is the only one the Sidekick can afford (because they are related). Sidekick reminds audience, by telling Sorcerer, what happened to the Magician at the end of last year's story (i.e., drank a potion that removed his memory of who he was and what he was after – the lamp!). Sidekick pleads for her help to get the Magician to remember.</i>
		MICROPHONE NOTES: TURN OFF MICS 1-4, 8-25; MICS ON = 5, 6, 7
		LIGHT CUE ____:
Sidekick and Magician cross from DSR opening end position to SL Platform stairs – Sidekick dragging reluctant Magician	6	SIDEKICK: C'mon, work with me! I'm bringing you here for your own good.
	5	MAGICIAN: But I was fine playing with my collection of old oil lamps and my pet camel Old Joe.
	6	SIDEKICK: That's the problem! You were the greatest Magician in the world! You got those old oil lamps by trading for new ones in order to get the Magic Lamp! Remember?
	5	MAGICIAN: I have a MAGIC LAMP?!

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	6	SIDEKICK: You did! And power! And riches! And minions! And Ambition - you sought more! Until Aladdin – ptooeey - took everything!
	5	MAGICIAN: Aladdin? I don't know who that is.
	6	SIDEKICK: That's why I'm bringing you to a Sorcerer – to get your memory back. Even as evil and wicked as you were, you were fun!
Pulls out giant fidget spinner – becomes mesmerized	5	MAGICIAN: I still have fun – AND MAGIC!
SORCERER enters from SL Blind answering “call”	6	SIDEKICK: Oh, brother! SORCERER: Yes?
	7	SORCERER: Yes?
Magician sees the Sorcerer – who is the identical twin of Sidekick – goes between them exclaiming. Looks at fidget spinner as if it did magic– shoves	5	MAGICIAN: WHOA! whoa! WHOA! You're there! And there! This thing really is magic!
It back into Sidekicks hands; he hands it back to the Magician like a mother would a child's pacifier to keep it entertained; addresses SORCERER	6	SIDEKICK: No, it's not. But I'm hoping your sorcery skills can help us out?
	7	SORCERER: With what? I'm only a sorcerer apprentice – and a new one at that!
	6	SIDEKICK: This used to be the world's most powerful magician and all around most wicked, greedy, evil, conniving, fun-to-work-for master ever known – believe it or not!
MAGICIAN is staring blankly at the fidget spinner	7	SORCERER: Um, I'm gonna go with not, I don't believe it!
	6	SIDEKICK: Well, it's true! And I need you to help him remember he was all that!
	7	SORCERER: Remember?
	6	SIDEKICK: Yes, some genies who were working with a street urchin wannabe Prince – named Aladdin - ptooeey - tricked him into drinking a potion that put him to sleep and erased his memory. Now, Aladdin – ptooeey - has a magic lamp and its genie, a magic ring and its genie, and a Princess and her kingdom.
	7	SORCERER: Even if I want to help, I don't know if I have the skills! Why not go to a master sorcerer to help?
	6	SIDEKICK: I would have gone ANYWHERE else if I had money? Your friends and family discount rate is the only thing I can afford.
	7	SORCERER: Friends and family discount rate?
	6	SIDEKICK: Yeah! The one where my brother – my twin brother – does it for free or I tell mom and dad about the time you had me . . . .
	7	SORCERER: OKAY! I'll try – but no promises on being successful!
	6	SIDEKICK: Fine.

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	7	SORCERER: Or not turning him into a two-headed camel.
Less sure	6	SIDEKICK: fine.
	7	SORCERER: Or a rock.
Now annoyed	6	SIDEKICK: Stop it now.
	7	SORCERER: or a gnat.
Fed up	6	SIDEKICK: That's it, I'm going to tell mom and da. . .
	7	SORCERER: All right, all right. What exactly do you need me to do?
	6	SIDEKICK: Well, . . .
		LIGHT CUE ____:
		SONG NOTE: I NEED YOU TO SOLVE A PROBLEM WITH HIS MEMORY (ala Sound of Music)
Continues in pantomime during next dialogue	6	SIDEKICK I need you to solve the problem with his memory He's dumb as a post and knows not who he was He used to be oh so great, til destiny crashed with fate And now he's a simple fidget-spinning sloth Oh, please help me solve this problem with his memory Help me to get him back the way he was
	7	SORCERER: Since I really don't have a choice, here goes! What exactly was his aim?
	6	SIDEKICK That the world would fear his name And they'd bow to him as he would reign Supreme
	7	SORCERER And he thought this was the answer?
	6	SIDEKICK One like that with magic sure
	7	SORCERER Then he'll have it! Now we'll see it! Let it be!
		SONG NOTE: I'm a Little Teapot riff
	5	MAGICIAN I'm a little teapot short and stout Here is my handle, here is my spout . . .
	6	SIDEKICK: This isn't a teapot – it's an oil lamp. And the one he wants has a genie inside

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	5	MAGICIAN ... Just tip me over and pour me out!
Sidekick is not amused	7	SORCERER: At least he's not a two-headed camel! Okay, let's go stronger, deeper, darker. For this I'm going to have to put him in my transformation station.
Puts magician behind curtain of blind area		
		LIGHT CUE:
		LIGHT CUE:
SORCERER creates his own incantation based upon what he's heard so far.	7	<b>SONG NOTE: HOW DO YOU SOLVE MUSIC RESUMES</b> SORCERER He outpestered any pest Drove the hornets from their nest He was King of everything he stood before! Very greedy, very wild Very wicked, often riled He'd do magic! He would shout spells! He would roar!
LION with TIGER body lunges forward from station.	7	SORCERER: Clearly not right – right?
	6	SIDEKICK: Really!?
Grabbing a lion taming whip and stool pushes LION/TIGER back into station	7	SORCERER: Okay, back you go! Let's try a different approach!
	7	SORCERER Just what was he like before?
	6	SIDEKICK He was evil to the core He would use you and then leave you there for dead He had magic! He had wits! He was wicked, prone to fits! He was bossy, he was greedy, but my friend!
SORCERER tosses powder at MAGICIAN in station. MAGICIAN stumbles out sneezing and agitated.	5	MAGICIAN: Did I hear you say we're friends? Why, I'd sooner give Aladdin the lamp and the Princess and everything the Genie gave him than admit that we are friends!
	7	SORCERER: Well, that clearly didn't work! Let's try ...
	6	SIDEKICK: You're back!
	7	SORCERER: Wait! I did it?
	6	SIDEKICK: Yes! Perfectly!

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	7	SORCERER: You wanted this back in your life? You should've kept the teapot.
	5	MAGICIAN: There are two of you? I must be cursed.
	6	SIDEKICK: Well, you were! And Aladdin does have the lamp, the Princess, and everything the Genies gave him.
	5	MAGICIAN: Where are they? And where am I?
	6	SIDEKICK: They are back in their home kingdom! There is talk of Aladdin – ptoeey - becoming Sultan! You are at my brother's shop. He helped to restore your memory that was taken from you when Aladdin – ptoeey – gave the Princess a potion from the Genie of the Ring to add to your drink.
	5	MAGICIAN: Your brother did that? Obviously, he is not an incompetent screw-up like you!
	6	SIDEKICK: Hey, I . . .
	7	SORCERER: Why, thank you! Finally, my talents are apprec . . .
Claps and Lackeys come running from various spots	5	MAGICIAN: Oh, be quiet! I need to think of how I will get what is “rightfully” mine AND get revenge on Aladdin! Hmmm! Wait, I need my lackeys, they help me think clearly!
		<b>LIGHT CUE:</b>
	6	SIDEKICK: Your lackeys? You mean your minions!
MAGICIAN looks at them and comments	5	MAGICIAN: That was so last year – besides, it might be confusing later, so they're now lackeys! Why are they dressed like that?
Nervously	6	SIDEKICK: Um, when you were having your, um, situation, they all had to get other jobs. So. . .
	5	MAGICIAN: Never, mind, we'll deal with that later. For now, . . .
		<b>SONG NOTE: HOW DO YOU SOLVE A PROBLEM LIKE ALADDIN?</b>
	5	MAGICIAN How do we solve a problem like Aladdin? How do we make him simply disappear? How do we finally get rid of Aladdin? Without getting noticed!
	6	SIDEKICK Without getting caught!
	7	SORCERER Or killed!

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	5	MAGICIAN Many a way we know we'd like to do it Many a way we could get what we want But how do we do it so, everyone else won't know That it was just a calculated plot
	6, 7	SIDEKICK AND SORCERER AND LACKEYS So, how do we solve a problem like Aladdin?
	5	MAGICIAN Why don't you let the master deal with that?
	6	SIDEKICK We could throw him in the moat, or have him trampled by a goat,
	5	MAGICIAN But we can't be sure that either way would work
	7	SORCERER We could poison his next meal, inflict a wound that cannot heal,
	5	MAGICIAN That would only raise suspicions through the land.
	6, 7	SIDEKICK AND SORCERER AND LACKEYS So, how do you solve a problem like Aladdin
	5	MAGICIAN I have a plan that I think just might work!
		LIGHT CUE:
		LIGHT CUE:
<b>SCENE 2A</b>		AGRABAH TOWN SQUARE
Aladdin and Princess are having a typical fawn-all-over-each-other moment		SONG NOTE: DID I MENTION (Descendants)
		MICROPHONE NOTE: TURN OFF MICS 5-7; TURN ON MICS 1, 2, 8, 18-26; MICS ON = 1, 2, 8, 18-26
		LIGHT CUE ____:
	1	ALADDIN Did I mention - that I'm in love with you. And did I mention - there's nothing I can do. And did I happen to say, I dream of you every day?



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		<p>But let me shout it out loud if that's okay  [ALL: That's okay]  You know you really rocked my world like it's never been rocked  And now I'm living just for you and I won't ever stop  I never thought that it can happen to a guy like me.  But now look at what you've done, you got me weak in the knees.  Because my love for you is ridiculous.  I never knew [ALL: Who knew?]  That it can be like this.  My love for you is ridiculous  My love is R-I-D-I-C-U-L-O-U-S!  [ALL: R-I-D-I-C-U-L-O-U-S!]  It's [ALL: ridiculous]! Just [ALL: ridiculous]!  And I would give my kingdom for just one kiss.</p>
<p>VIZIER steps out of palace and sees GONG  participating in the spectacle – joins in singing  “C'mon now!”</p>	2	<p>PRINCESS</p> <p>Well did I mention - I'm in love with you, too  And did I mention - There's nothing I can do.  And did I happen to say I dream of you every day?  But let me shout it out loud, if that's okay  Hey, if that's okay.  Now that I know the way to go, since you gave me a sign  Oh yeah, you showed me that you're only ever gonna be mine.  Don't ever want to go a minute even without you  'Cause if I didn't have you with me, I don't know what I'd do.  Because my love for you is ridiculous.  I never knew [ALL: Who knew?]  That it can be like this.  My love for you is ridiculous  My love is R-I-D-I-C-U-L-O-U-S!  [ALL: R-I-D-I-C-U-L-O-U-S!]  It's [ALL: ridiculous]! Just [ALL: ridiculous]!  And I would give my kingdom for just one kiss.  [ALL: C'mon now!]</p>

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		LIGHT CUE:
		LIGHT CUE:
<b>SCENE 2B</b>		<b>AGRABAH TOWN SQUARE</b>
		<b>MICROPHONE NOTE: TURN OFF MICS 1, 2, 18-26; TURN ON MICS 5, 6, 7, 17 MICS ON = 5, 6, 7, 8, 17</b>
[The Evil Trio (MAGICIAN, SIDEKICK and SORCERER) have entered SL Arch and overhear VIZIER's conversation with GONG.	17	VIZIER: Gong! What are you doing? Are you forgetting you were supposed to marry the Princess – not that Aladdin?
The MAGICIAN is disguised (poorly) as a (?)	5	MAGICIAN: Ahh, you see, the Vizier is still stinging from the Sultan's betrayal. This will be easier than I thought.
	17	VIZIER: Someday, somehow, we will right this horrible wrong.
MAGICIAN steps up to VIZIER matter-of-factly	5	MAGICIAN: Maybe I can help?
	17	VIZIER: What? What are you talking about?
	5	MAGICIAN: Oh, come now. Everyone knows that Gong should be the Prince AND one day the Sultan.
	6	SIDEKICK: Why, no one even knows if this Aladdin fellow – ptooeey - has what it takes to be a good leader, right?
	8	GONG: Well, he's got the Princess – so he's got what it takes.
	5	MAGICIAN: That may be true now, but I'm talking about who is WORTHY of becoming Sultan? Who is the better man, so to speak?
	17	VIZIER: Go on!
	6	SIDEKICK: Clearly, Gong is more worthy than that street rat Aladdin – ptooeey- who only appears to be a Prince because of those interfering . . . !
	8	GONG: "Street Rat"?
MAGICIAN realizes the cat was almost let out of the bag – tries to distract GONG	5	MAGICIAN: Um, of course, isn't someone who would steal another's fiancé be even less than a street rat?
	17	VIZIER: Interfering what?
MAGICIAN quickly distracts VIZIER	5	MAGICIAN: The point is that no one knows whether Aladdin is qualified to be Sultan someday – and someone should find a way to test whether he is or not!
	17	VIZIER: Like a series of challenges to assess whether he thinks and acts like a true leader?
	5	MAGICIAN: That's brilliant! What was the Sultan's reaction when you suggested it?
	8	GONG: But you just brought up the idea now . . .
VIZIER seizes the opportunity to assume credit	17	VIZIER: I, uh, haven't talked to him about it yet.

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	5	MAGICIAN: For Gong's sake what are you waiting for? If Aladdin is deemed unworthy, Gong would be next in line for Sultan, right?
	8	GONG: I would?
	17	VIZIER: Well, the law allows for that to happen.
	8	GONG: You know, the Royal Audience is about to start – you could bring it up now!
Aside to SIDEKICK & SORCERER	5	MAGICIAN: Yes! Gong may not have the Princess, but being Sultan has its perks! Of course, with Aladdin out of the picture I'm the one who will be Sultan, not Gong! Bwaa haa ha!
	6, 7	SIDEKICK AND SORCERER: Ha Ha Ha Ha How?
	5	MAGICIAN: Because I'll have the Lamp and the Ring!
	6, 7	SIDEKICK AND SORCERER: Won't the Princess have them?
	5	MAGICIAN: Please, she's a woman!
	6, 7	SIDEKICK AND SORCERER: Oh, no he didn't!
	5	MAGICIAN: She is no match for me!
	6, 7	SIDEKICK AND SORCERER: Ooh, he did!
	5	MAGICIAN: I mean, I got the lamp from her once, I can get it again.
<b>SCENE 2C</b>		<b>AGRABAH TOWN SQUARE</b>
		<b>LIGHT CUE:</b>
		<b>LIGHT CUE:</b>
		<b>MICROPHONE NOTE: TURN ON MICS 1, 2, 3, 4, 16</b> <b>MICS ON = 1, 2, 3, 4, 5, 6, 7, 8, 16, 17</b>
Royals enter from the Palace Main; Aladdin, Princess and Genies (under an Invisibility Cloak (clear plastic sheeting) enter from Palace Apartment. Townspeople enter into the square from SR & SL		<b>SONG NOTE: Royal Fanfare – "Kazoo Style"</b>
	5	MAGICIAN: Now, this should be fun to watch.
	16	SULTAN: Good people, let the Royal Audience commence. Vizier? If you please.
	8	GONG: Go on! Tell him!
	17	VIZIER: I will, stop pushing it.
	16	SULTAN: What is going on?
	17	VIZIER: Well, sire, it's just that it has been brought to my attention that there is concern by some in the kingdom – not me, of course – that considering making Aladdin Sultan might be, um, premature. They think – not me, of course – that he has not proven himself ABLE to be a good Sultan.

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	2	PRINCESS: Who are these “concerned” citizens of the kingdom?
	17	VIZIER: Exposing them would not benefit anyone – besides, I have a simple plan to address the concerns.
	16	SULTAN: And that is?
	17	VIZIER: We put Aladdin through a series of challenges to test his ability in areas most necessary to be a good leader – wisdom, courage, strength, and compassion. If he passes, then he’s ready to be Sultan.
	1	ALADDIN: Your majesty, I welcome the opportunity to prove myself – I have nothing to fear in doing so!
	8	GONG: I’ll do it, too! Then, when Aladdin fails and I pass, I’ll be ready to be Sultan!
Aside to ALADDIN	2	PRINCESS: You know you can’t use the you-know-whos to help you, right?
PRINCESS points in wrong direction; GENIES correct	3, 4	GENIES: Over here!
Aside to PRINCESS	1	ALADDIN: Of course, not! I wouldn’t want their help for this anyway.
	16	SULTAN: Then it is settled! Aladdin will . . .
	8	GONG: And me!
	16	SULTAN: Aladdin and Gong will leave immediately for the village of Walla Walla to receive the challenges to be completed.
Aside to the GENIES – who have moved to where she thought they were before she goes where they were	2	PRINCESS: Something doesn’t feel right about this
	3, 4	GENIES: Yoo Hoo – over here Princess!
	2	PRINCESS: Oh! – do either of you know any reason this happened?
Dramatically faking clairvoyance – possessed	4	GENIE OF THE RING: It’s the Magician!
	3	GENIE OF THE LAMP: Yes, definitely the Magician!
	3, 4	GENIES: WAIT! And his Sidekick!
	2	PRINCESS: That’s incredible! How did you do that? How do you know?
	3	GENIE OF THE LAMP: Should we?
	4	GENIE OF THE RING: Eh, why not?
	3, 4	GENIES: He’s right over there!
	4	GENIE OF THE RING: What a lame disguise.
	3	GENIE OF THE LAMP: Did he really think no one would see through that?
	4	GENIE OF THE RING: You’d have to be preetty dumb not to notice
	2	PRINCESS: Well, I didn’t!
	3, 4	GENIES: Ooh, aawwkkwwaarrrd!

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	2	PRINCESS: But how would the Magician have gotten his memory back? Did that potion of yours wear off?
	4	GENIE OF THE RING: Hey, I'm insulted that you would even suggest that!
	3	GENIE OF THE LAMP: Perhaps, with the help of the Sorcerer.
	2	PRINCESS: Sorcerer?
	3	GENIE OF THE LAMP: Yeah, the one wearing the Sorcerer hat standing with them.
	2	PRINCESS: How do you know he's with them?
	4	GENIE OF THE RING: Um, well, he is identical to the Magician's sidekick!
To the GENIE OF THE RING	3	GENIE OF THE LAMP: We are the ones under the Invisibility Cloak – aren't we?
Stepping out from the cloak to confirm	4	GENIE OF THE RING: Yup!
	2	PRINCESS: Hey, get back in there before someone sees you!
	4	GENIE OF THE RING: What do you want to do, Princess? Are you going to expose the truth?
	2	PRINCESS: No. My father will create a fair set of challenges that I have confidence that Aladdin will pass – as long as there is no foul play involved. Let's just keep a close eye on what happens to make sure the Magician does not interfere!
	16	SULTAN: Good luck to you both!
		MICROPHONE NOTE: TURN OFF MICS 2-7, 16-17; TURN ON MICS 12-14 MICS ON = 1, 8, 12, 13, 14
<b>SCENE 3</b>		<b>THE VILLAGE OF WALLA WALLA</b>
		LIGHT CUE:
		LIGHT CUE:
<i>Aladdin, and Gong, arrive at Walla Walla. ALADDIN</i>	1	ALADDIN: This has to be the place, but where is everybody?
<i>has sidekick sock-monkey that only he understands</i>	8	GONG: Or anybody?
		SONG NOTE: WITCH DOCTOR SONG
	13	INTERN 1 Come see the witch doctor to find out what to do
	14	INTERN 2 Come see the witch doctor to find out what to do
	13, 14	INTERNS And now the witch doctor will tell you what to do And that is ....

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	12	<b>WITCH DOCTOR</b> Ooo eee, ooo ah ah ting tang walla walla, bing bang Ooo eee, ooo ah ah ting tang walla walla, bing bang...
	12-14	<b>ALL</b> Ooo eee, ooo ah ah ting tang walla walla, bing bang Ooo eee, ooo ah ah ting tang walla walla, bing bang
	12	<b>WITCH DOCTOR</b> If you think it's easy then you're in for a surprise And you will meet with failure not success But if you take a moment then you'll surely realize That you have got the skills to pass the test
	12, 13	<b>INTERNS</b> He is the witch doctor, your quest has now begun He is the witch doctor, come back here when you're done Now listen closely, here is challenge number one And that is ....
	12	<b>WITCH DOCTOR</b> Ooo eee, ooo ah ah ting tang walla walla, bing bang Ooo eee, ooo ah ah ting tang walla walla, bing bang... Ooo eee, ooo ah ah ting tang walla walla, bing bang Ooo eee, ooo ah ah ting tang walla walla, bing bang
	12-14	<b>ALL</b> Ooo eee, ooo ah ah ting tang walla walla, bing bang Ooo eee, ooo ah ah ting tang walla walla, bing bang... Ooo eee, ooo ah ah ting tang walla walla, bing bang Ooo eee, ooo ah ah ting tang walla walla, bing bang
	8	<b>GONG:</b> Huh?
	1	<b>ALADDIN:</b> We don't understand?
	13	<b>INTERN 1:</b> I thought he was pretty clear!
	14	<b>INTERN 2:</b> Seemed crystal clear to me!
	1	<b>ALADDIN:</b> Could you tell us again, please?
	8	<b>GONG:</b> In English?

# ALADDIN: THE MAGICIAN REMEMBERS

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	13	INTERN 1: He said, your first challenge will demonstrate you have the wisdom a good ruler must have.
	14	INTERN 2: For that you must travel to the city of Samarkand.
	13	INTERN 1: Two of its prominent citizens . . .
	14	INTERN 2: Big shots!
	13	INTERN 1: Yes, BIG . . . are involved in a dispute over an object
	14	INTERN 2: they found together.
	13	INTERN 1: People are taking sides and it is heading toward a nasty fight.
	14	INTERN 2: One of them says she found it first because she saw something shiny sticking out of the sand, so it should be hers.
	13	INTERN 1: The other one says he was the first to get to the object, pull it from the sand, and identify what it was – she didn't even know what it was until he told her.
Gong rushes off after hastily concluding what to do.	8	GONG: Oh, this challenge is too easy – simple case of finders keepers, losers weepers! He needs to give it to her and anyone who causes problems after should be thrown in jail!
Aladdin listens more carefully and then (talking to ABU) questions Gong's interpretation.	1	ALADDIN: So, what is the object? Is it rare and valuable?
	13	INTERN 1: Maybe to them.
	14	INTERN 2: It was a toy they used to play together with when they were children.
TO ABU	1	ALADDIN: I know that Gong probably has the right idea of how a good ruler should solve this challenge, but I think the problem may not just be about who keeps the toy. Anyway, let's go see what we can do.
To INTERNS in perfect English	12	WITCH DOCTOR: You never let me get a word in edgewise.
	13, 14	INTERNS: I'm sorry, what did you say?
TO INTERN 2	13	INTERN 1: Did you understand any of that?
TO INTERN 1	14	INTERN 2: Nope. Not a word.
		<b>MICROPHONE NOTE: TURN OFF MICS 1, 8, 12, 13, 14; TURN ON MICS 2-7 MICS ON = 2, 3, 4, 5, 6, 7</b>
<b>SCENE 4A – OBSTACLE LOCATION</b>		Meanwhile, we find the Evil Trio ahead of Aladdin and Gong on the path to the first challenge. As it happens, the Magician has no intention of letting Aladdin even get to the challenge; instead, he creates an obstacle designed to stop Aladdin – permanently! The Good Trio has been following closely behind the Evil Trio and is close enough to hear what they say.
		<b>LIGHT CUE:</b>
		<b>LIGHT CUE:</b>
GOOD TRIO enters just behind others and overhears	5	MAGICIAN: This is as good a spot as any to set up the first obstacle.

# ALADDIN: THE MAGICIAN REMEMBERS

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	7	SORCERER: Obstacle? I thought they were called challenges.
	6	SIDEKICK: They are. And why are you setting them up – that witch doctor already did that, didn't he?
	5	MAGICIAN: Neither Aladdin nor Gong will even face the intended "challenge". When they hit my obstacle, it will be the end for them both! Bwaa Haa Haa!
	6, 7	SIDEKICK AND SORCERER: Ha Ha Ha Ha How?
	5	MAGICIAN: Let me tell you how! Bwaa Haa Haa
	2	PRINCESS: So that's what he's up to. How can he be so rotten?
		<b>SONG NOTE: Rotten to the Core from Descendants 3</b>
		<b>LIGHT CUE:</b>
	4	GENIE OF THE RING I'd say he's trouble
	3	GENIE OF THE LAMP I'd say he's bad
	2	PRINCESS I'd say he's evil And that makes me mad
	4	GENIE OF THE RING A dirty no-good Down to the bone A Walking Nightmare He must be gone
	3	GENIE OF THE LAMP Yeah he's got some mischief In his blood Can you blame him? He never got no love
	2	PRINCESS I think he's callous A low-life hood He needs some lessons In being good



# ALADDIN: THE MAGICIAN REMEMBERS

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	<b>track</b>	<b>LACKEYS</b> Mirror, mirror on the wall Who's the baddest of them all? Welcome to his wicked world, wicked world
	<b>6, 7</b>	<b>SIDEKICK AND SORCERER AND LACKEYS</b> He's rotten to the core, core Rotten to the core
	<b>5</b>	<b>MAGICIAN</b> I'm rotten to the core, core Who could ask for more? I'm nothing like the kid next—like the kid next door
	<b>2-7</b>	<b>ALL</b> He's rotten to the core, I'm rotten to the (core) He's rotten to the . . . .
	<b>5</b>	<b>MAGICIAN</b> Call me a schemer Call me a freak How can they say that? I'm just... unique!
	<b>6</b>	<b>SIDEKICK</b> What, him? A traitor? Ain't got your back? Are we not friends? What's up with that?
	<b>7</b>	<b>SORCERER</b> So he's a misfit So he is dirt He breaks you down? He makes you hurt?
	<b>6</b>	<b>SIDEKICK</b> The past is past
	<b>7</b>	<b>SORCERER</b> Forgive, forget

# ALADDIN: THE MAGICIAN REMEMBERS

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	5	MAGICIAN The truth is . . .
	5-7	EVIL TRIO You ain't seen nothing yet!
	track	LACKEYS Mirror, mirror on the wall Who's the baddest of them all? Welcome to his wicked world, wicked world
[In the instrumental break the Magician casts a spell to create a group of cyclops' wielding various club like weapons]  LACKEYS transform on stage into CYCLOPS'	5	MAGICIAN: And now with just a simple spell, vengeance will be mine as well Sadly, it will be goodbye when both of them come eyes to eye With my group of cyclops friends who'll fight them to the bitter end!
		LIGHT CUE:
		LIGHT CUE:
	2-7	ALL He's/I'm rotten to the core, core Rotten to the core He's/I'm rotten to the core, core
	5	MAGICIAN Who could ask for more? I'm nothing like the kid next – like the kid next door
	2-7	ALL He's/I'm rotten to the core, He's rotten to the . . . , I'm rotten to the core
	5	MAGICIAN: Let's go. Our work is done.
	7	SORCERER: Aren't you going to stay and make sure it works?
EVIL TRIO exit Pit Ramp	5	MAGICIAN: I may be rotten to the core, but the sight of blood makes me squeamish. Besides, there is no way it won't work.
		MICROPHONE NOTE: TURN OFF MICS 5-7; TURN ON MIC 8, 15 MICS ON = 2, 3, 4, 8, 15
SCENE 4B – OBSTACLE LOCATION		
		LIGHT CUE:

# ALADDIN: THE MAGICIAN REMEMBERS

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		<b>LIGHT CUE:</b>
	<b>2</b>	<b>PRINCESS:</b> We've got to do something! Aladdin will be here soon. Can't you reverse his spell.
	<b>4</b>	<b>GENIE OF THE RING:</b> Well, that's a little tricky. We can't completely reverse what he put in place.
Just then <b>GONG</b> approaches on his way to 1 <sup>st</sup>	<b>3</b>	<b>GENIE OF THE LAMP:</b> What we can do is . . .
Challenge. <b>EVIL TRIO</b> duck into Oasis and hide	<b>8</b>	<b>GONG:</b> Okay, the challenge is just around the bend . . . on the other side . . . of these hopefully friendly and reasonable club-wielding, um, beings?
	<b>2</b>	<b>PRINCESS:</b> What can we do?
	<b>3, 4</b>	<b>GENIES:</b> It's too late for him!
		<b>SONG NOTE: Be Prepared (ala original Lion King movie)</b>
	<b>15</b>	<b>OBSTACLE POINT</b> We know that you've come for the challenge But to keep you from that is our roll Though this can be quick, but not painless, the end is beyond your control  It's clear from your fearful expression That you would as soon not be here But they're talking Sultan's succession Perhaps there is room to show fear
Grunting like <b>CYCLOPS</b> lugs	<b>track</b>	<b>ALL</b> Eh, Eh, Eh, Eh, Eh, Eh, Eh
	<b>15</b>	<b>OBSTACLE POINT</b> Prepare for the fight of your lifetime Be prepared for the chance that you'll lose To get to the challenge, you have to get by us And if that sounds easy, then why don't you try us You cannot rethink it There is no retreating You're gonna get what is in store! Magician demands that and more

# ALADDIN: THE MAGICIAN REMEMBERS

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		Be prepared!
GONG adlibs as he runs in circles to avoid, unsuccessfully, being hit GONG runs off SL with CYCLOPS in chase, beating	8	GONG: Magician? Who is that? Can't we be reasonable? Can't you see things my way? Ooh, poor choice of words. Nooooo
	2	PRINCESS: They're coming back and Aladdin is almost here! There has to be something you can do!
	3	GENIE OF THE LAMP: We can't eliminate the obstacle all together . . .
Does his wind up and pitch spell casting then ducks	4	GENIE OF THE RING: . . . but we can make it less threatening!
		LIGHT CUE:
		LIGHT CUE:
		MICROPHONE NOTE: TURN OFF MIC 8, 15; TURN ON MIC 1, 11 MICS ON = 1, 2, 3, 4, 11
<b>SCENE 4C – OBSTACLE LOCATION</b>		
Back in Oasis as ALADDIN and ABU approach. MINIONS enter in place of returning CYCLOPS	1	ALADDIN: Okay, Abu, the challenge should be just around the bend . . .
		SONG NOTE: Banana Song (ala Minions)
To THE MINIONS	1	ALADDIN: . . . on the other side of these cute little – er – whatever's? Hi there! We're on our way to Samarkand, can you tell us the best way to get there?
ALADDIN and ABU end up dancing with the MINIONS and having a great time	1, 11	MINIONS AND ALADDIN AND ABU (AND GOOD TRIO?) BA BA BA BABANANA BA BA BA BABANANA BANANA NA AHH, POTATO NA AH AH BANANA AH AH  TO GA LI NO PO TAH TO NI GAH NI BAH LO BAH NI KAH NO JI GAH BA BA BA BABANANA  YO PLANO HU LA PA NO NO TU MA BANANA LIKE A NUPI TALAMOO BANANA BA BA BABANANA BA BA BA BABANANA POTATO HO HOOOOOO  TO GA LI NO PO TAH TO NI GAH NI BAH LO BAH NI KAH NO JI GAH BA BA BA BABANANAAAAAAAAA
MINIONS exit SR, A&A SL - waving goodbye to each		
		MICROPHONE NOTE: TURN OFF MICS 1-4, 11; TURN ON MIC 8, 9, 10, 18-26

# ALADDIN: THE MAGICIAN REMEMBERS

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		<b>MICS ON = 8, 9, 10, 18, 19, 20, 21, 22, 23, 24, 25, 26</b>
<b>SCENE 5A – SAMARKAND</b>		<b>CHALLENGE ONE LOCATION</b>
GONG enters – bruised and worse for the wear	<b>8</b>	GONG: Is this Samarkand?
	<b>10</b>	ROYAL FILTER: Maybe. Who wants to know?
	<b>8</b>	GONG: My name is Gong, I'm from Agrabah.
	<b>10</b>	ROYAL FILTER: Why do you look like that?
	<b>8</b>	GONG: Well, . . .
	<b>10</b>	ROYAL FILTER: Never mind, no one cares.
	<b>9</b>	SAMARKAND QUEEN: Is it him?
	<b>10</b>	ROYAL FILTER: No, it's the other one.
	<b>9</b>	SAMARKAND QUEEN: Why are you here?
	<b>8</b>	GONG: You have an ongoing fight that needs to be solved?
		<b>SONG NOTE: GIMME DAT DING (THE PIPKINS)</b>
	<b>9</b>	SAMARKAND QUEEN That's right, That's right We're sad, we're blue 'Cause we don't know just what to do
	<b>18-26</b>	ALL Help us, help us Resolve this thing Here it goes again Gimme, Gimme Dat Ding Ah...
TABITHA (MPC) descends to GONG and pokes him toward SL as they sing	<b>18</b>	MALE PROMINENT CITIZEN Gimme Dat, Gimme Dat Gimme, Gimme, Gimme Dat Gimme Dat Ding, Gimme Dat Gimme, Gimme Dat, Gimme Dat Ding Gimme Dat, Gimme, Gimme Dat, Gimme, Gimme, Gimme, Dat Ding
SOFIA (FPC) descends to GONG and pokes him toward SR as they sing	<b>19</b>	FEMALE PROMINENT CITIZEN Oh, Gimme Dat, Gimme Dat Gimme, Gimme, Gimme Dat

# ALADDIN: THE MAGICIAN REMEMBERS

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		Gimme Dat Ding, Gimme Dat Gimme, Gimme Dat, Gimme Dat Ding Gimme Dat, Gimme, Gimme Dat, Gimme, Gimme, Gimme, Dat Ding
	9	<b>SAMARKAND QUEEN</b> Ah, that's what we listen to In daylight and in darkness No ones been able to find a way out of this mess How can you tell the one who's standing in the right How can you ever hope to end this crazy fight?
{ } are MPC and supporters [ ] are FPC and supporters          Dialog and action during instrumental break	9, 18- 26	<b>SAMARKAND QUEEN AND FEMALE AND MALE PROMINENT CITIZENS (BACK AND FORTH)</b> {Oh, Gimme Dat}, [Oh, Gimme Dat] {Oh, Gimme Dat}, [Gimme Dat] ALL: Gimme, Gimme, Gimme, Gimme, Gimme {Gimme Dat}, [Gimme Dat] ALL: Gimme, Gimme, Gimme Dat {Gimme Dat Ding}, [Gimme Dat] {Gimme, Gimme Dat}, [Gimme Dat Ding] {Gimme Dat}, [Gimme, Gimme Dat], ALL: Gimme, Gimme, Gimme, Dat Ding
GONG grabs the object and intends to give it to the FPC MPC group starts chasing before he can do so.	8	<b>GONG:</b> It's clear that she should be the rightful owner of this . . . whatever. She saw it first, so she found it first – finders keepers, losers weepers!
Ad-Libbing	18-26	<b>MALE PROMINENT CITIZEN SUPPORTERS:</b> No, that's not right!
As they start to chase he Ad-Libs	8	<b>GONG:</b> Arrest them! Stop them! Somebody? Anybody?
GONG finally tosses the object to the MPC group chasing him and he runs off SL	18-26	<b>MALE PC SUPPORTERS</b> Oh, Gimme Dat, Gimme Dat Gimme, Gimme, Gimme Dat Gimme Dat Ding, Gimme Dat Gimme, Gimme Dat, Gimme Dat Ding Gimme Dat, Gimme, Gimme Dat, Gimme, Gimme, Gimme, Dat Ding
<b>SCENE 5B – SAMARKAND</b>		<b>CHALLENGE ONE LOCATION – ALADDIN &amp; ABU ENTER</b>

# ALADDIN: THE MAGICIAN REMEMBERS

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		LIGHT CUE:
		LIGHT CUE:
		MICROPHONE NOTE: TURN OFF MIC 8; TURN ON MIC 1, 11 MICS ON = 1, 9, 10, 11, 18, 19, 20, 21, 22, 23, 24, 25
ALADDIN and ABU enter from SR Ramp	9	SAMARKAND QUEEN Oh, there goes another one Without a resolution Just once can anyone come here with a solution How can we get the sides to end this silly war How can we ever hope to know peace like before?
BACK AND FORTH MPC group in { } brackets FPC group in [ ] brackets ALL otherwise	9, 10, 18- 26	SAMARKAND QUEEN AND FEMALE AND MALE PROMINENT CITIZENS {Oh, Gimme Dat}, [Oh, Gimme Dat] {Oh, Gimme Dat}, [Gimme Dat] Gimme, Gimme, Gimme, Gimme, Gimme {Gimme Dat}, [Gimme Dat] Gimme, Gimme, Gimme Dat {Gimme Dat Ding}, [Gimme Dat] {Gimme, Gimme Dat}, [Gimme Dat Ding] {Gimme Dat}, [Gimme, Gimme Dat], Gimme, Gimme, Gimme, Dat Ding
Directly to ABU who points to ALADDIN in response	10	ROYAL FILTER: Are you Aladdin?
	1	ALADDIN: Yes.
ROSIE	20	SAMARKAND CITIZEN 1: Are you here to help us?
ALISHA	21	SAMARKAND CITIZEN 2: Or are you going to make matters worse like that last guy did?
STEPHANIE	25	SAMARKAND CITIZEN 3: Thank goodness that other one isn't our ruler!
	9	SAMARKAND QUEEN: What is your purpose here?
ABU nudges ALADDIN and, in gibberish, says	11	ABU: {gibberish}
equivalent of "go on, say what you told me on the way here"	1	ALADDIN: Well, I doubt that it is anything a true leader would do or say.
ABU nudges ALADDIN and, in gibberish, tells him to	11	ABU: {gibberish}
"stop being such a dork". Aside to ABU he says TO QUEEN and crowd	1	ALADDIN: Don't call me a dork! Listening to the little information I was given, I want to ask just two questions. First, it isn't really about the old toy that only has value to the two of you, is it?

# ALADDIN: THE MAGICIAN REMEMBERS

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	18-19	MALE and FEMALE PROMINENT CITIZEN: Well . . .
ABU nudges ALADDIN and, in gibberish, tells him to	11	ABU: {gibberish}
Tell them to be honest	1	ALADDIN: He says to tell you to be honest!
	18-19	MALE and FEMALE PROMINENT CITIZEN: Well . . .
	1	ALADDIN: Second, you both <u>really</u> like each other, don't you?
Obviously hemming and hawing while ad-libbing	18-19	MALE AND FEMALE PROMINENT CITIZEN: Now that's just absurd! Where would you get a ridiculous idea like that? Nonsense! . . .
	1	ALADDIN: Eh eh eh, be honest.
	19	FEMALE PC: I do like him, a lot – IF he likes me!
	18	MALE PC: Of course I like you – A LOT!
SAMARKAND QUEEN descends ramp –	1	ALADDIN: Then I think that if you two are together, you share this . . . whatever, and the problem is solved.
uncomfortable silence by crowd unsure of her reaction – until she joins FPC and MPC hands	18-26	CROWD: {Cheers}
	9	SAMARKAND QUEEN: You are wise beyond your years, young Aladdin. Please stay and we will have a celebration in your honor tonight.
Aside to ABU	1	ALADDIN: Thank you, but I must return to Walla Walla – I have three more challenges to face. Hopefully I will pass the others and make up for this one.
ABU nudges ALADDIN and, in gibberish, reprimands	11	ABU: {gibberish}
him for not asking for cake to go; they exit SL	1	ALADDIN: That would be rude to just ask for cake and leave!
Once A & A out of earshot; crowd shakes head in acknowledgment then exits to Palace.	10	ROYAL FILTER: We should have offered them some cake to go!
<b>SCENE 6A – WALLA WALLA</b>		<b>THE VILLAGE OF WALLA WALLA</b>
		LIGHT CUE:
		LIGHT CUE:
		MICROPHONE NOTE: TURN OFF MICS 1, 9-11, 18-26; TURN ON MICS 8, 12, 13, 14 MICS ON = 8, 12, 13, 14
GONG enters bruised and coat scraped and dirty	13	INTERN 1: Wow, what happened to you?
	14	INTERN 2: You look like you've been beaten with clubs by a bunch of cyclops'!
To INTERN 2	13	INTERN 1: What kind of dark, twisted imagination do you have?
To INTERN 1	14	INTERN 2: Scary, huh? So, what was it?
	8	GONG: That was exactly it! How did you know?



# ALADDIN: THE MAGICIAN REMEMBERS

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	14	INTERN 2: Whoa! I guessed right? That was completely out of the blue.
	13	INTERN 1: You are amazing – oh, but we’re being rude! Gong, . . . did they get Aladdin, too?
	14	INTERN 2: Oh, I hope not, he has such a handsome face.
	13	INTERN 1: Yeah, it would be a shame if he ended up looking like Gong!
	8	GONG: Really? No compassion for me, just ‘did they get Aladdin, too’? I have no idea, he was too far behind me. But I did get to Samarkand and . . .
<b>SCENE 6B – WALLA WALLA</b>		<b>THE VILLAGE OF WALLA WALLA</b>
		<b>LIGHT CUE:</b>
		<b>LIGHT CUE:</b>
		<b>MICROPHONE NOTE: TURN ON MICS 1, 11</b> <b>MICS ON = 1, 8, 11, 12, 13, 14</b>
ALADDIN and ABU enter unscathed; INTERNS rush to	13	INTERN 1: Aladdin, thank goodness you’re safe!
Them; ABU goes to GONG and circles him	14	INTERN 2: Look at him, not a scratch.
inquisitively – not sure why he looks the way he does.	13	INTERN 1: We’ve heard good things from Samarkand!
	1	ALADDIN: Gong did do what most rulers would have done. I, on the other hand, . . .
	14	INTERN 2: We’ll go over all of that later. Right now, it is time for the next challenge. So
		<b>SONG NOTE: Witch Doctor Song</b>
Comically prepare their voices	13, 14	INTERNS Again the witch doctor, is gonna talk to you And like before you should come back here when you’re through Now listen closely, here is challenge number two And that is ....
	12	WITCH DOCTOR Ooo eee, ooo ah ah ting tang walla walla, bing bang Ooo eee, ooo ah ah ting tang walla walla, bing bang...
	12- 14	ALL Ooo eee, ooo ah ah ting tang walla walla, bing bang Ooo eee, ooo ah ah ting tang walla walla, bing bang
	1, 8	GONG AND ALADDIN: Really?
	13	INTERN 1: Okay, that was even clearer than before!
	14	INTERN 2: It’s like you’re not even making an effort.

# ALADDIN: THE MAGICIAN REMEMBERS

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	1	ALADDIN: Could you tell us, please?
WITCH DOCTOR keeps trying to interject but they block him with their fans and continue like he's not there.	13	INTERN 1: He said, your second challenge will demonstrate you have the strength a good ruler must have.
	14	INTERN 2: For that you must travel to the city of Baghdad.
	13	INTERN 1: They grow dates, but most of the harvest might be lost because workers are mad about working conditions.
	14	INTERN 2: And old tools.
GONG rushes off after hastily concluding what to do.	8	GONG: Please! I thought these challenges were supposed to be . . . well, challenging! The Sultana just needs to set the rules and make the workers follow them!
ALADDIN, again, listens more carefully and then (talking to ABU) questions GONG's interpretation	1	ALADDIN: It's surprising that after being successful for so long, they have problems now. Do the workers know what will make them happy?
	13	INTERN 1: Oh, they have plenty of ideas.
	14	INTERN 2: The Sultana is just not <u>listening</u> to them.
TO ABU	1	ALADDIN: I know that Gong, once again, probably has the right idea of how a good ruler should solve this challenge, but I think the problem may not just be about forcing the people to do things that can be done a better way. Anyway, let's go see what we can do.
	12	WITCH DOCTOR: You did it again! You didn't let me speak! You have to stop doing that!
TO WITCH DOCTOR TO INTERN 1	14	INTERN 2: What did you say? What did he say?
	13	INTERN 1: You know, I'm starting to see what Aladdin and Gong keep saying – he can be hard to understand at times.
	14	INTERN 2: True dat!
<b>SCENE 7A – OBSTACLE LOCATION</b>		<b>GAUNTLET OBSTACLE</b>
		LIGHT CUE:
		LIGHT CUE:
		MICROPHONE NOTE: TURN OFF MICS 1, 8, 11-14; TURN ON MICS 5-7 MICS ON = 8, 12, 13, 14
	5	MAGICIAN: I don't understand how they both got through that obstacle. And you say that Aladdin got through unharmed?
	6	SIDEKICK: We saw him back at Walla Walla without even a scratch on him.
	5	MAGICIAN: Well, that won't happen this time. A nice guy I will be no more, time to even out the score

# ALADDIN: THE MAGICIAN REMEMBERS

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GAUNTLET creatures enter from various sides		Sickles, swords, and maces, too, a battle axe and flail or two A classic gauntlet they should run, when they have lost, I will have won! That should do the trick! Let's go!
		<b>LIGHT CUE:</b>
Wielding fiercer, sharper	7	SORCERER: Is he really not going to stay and make sure this time?
	6	SIDEKICK: Are you gonna question him about it?
EVIL TRIO exit Pit Ramp	7	SORCERER: Right, let's go.
<b>SCENE 7B – OBSTACLE LOCATION</b>		<b>GAUNTLET OBSTACLE – GONG enters</b>
		<b>LIGHT CUE:</b>
		<b>MICROPHONE NOTE: TURN OFF MICS 5-7; TURN ON MIC 8, 15 MICS ON = 8, 15</b>
GONG enters SR Platform Stairs		<b>SONG NOTE: Be Prepared (ala original Lion King movie)</b>
	8	GONG: I should be almost there. Oh, no, you've got to be kidding!
	15	OBSTACLE POINT We know that you've come for the challenge But to keep you from that is our roll Though this can be quick, but not painless, the end is beyond your control  It's clear from your fearful expression That you would as soon not be here But they're talking Sultan's succession Perhaps there is room to show fear
	track	GAUNTLET CREATURES Eh, Eh, Eh, Eh, Eh, Eh, Eh
	15	OBSTACLE POINT Prepare for the fight of your lifetime Be prepared for the chance that you'll lose To get to the challenge, you have to get by us And if that sounds easy, then why don't you try us You cannot rethink it There is no retreating

# ALADDIN: THE MAGICIAN REMEMBERS

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GONG is running around in circles between them trying, unsuccessfully, to avoid being hit. GOOD TRIO enters as this is ending		You're gonna get what is in store! Magician demands that and more Be prepared!
<b>SCENE 7C – OBSTACLE LOCATION</b>		GAUNTLET OBSTACLE – GOOD TRIO enter
		LIGHT CUE:
		MICROPHONE NOTE: TURN ON MICS 2-4 MICS ON = 2, 3, 4, 8, 15
	2	PRINCESS: I can't believe we lost track of them. I hope we're not too late!
The GOOD TRIO wince and react as they realize they are too late to help GONG who is ad-libbing GONG runs off with GAUNTLET creatures chasing	8	GONG: Oh, come on now! Give a guy a break! Ouch! That got me! Those things are sharp!
	3	GENIE OF THE LAMP: Well, at least we're not too late to help Aladdin.
Does his wind up and pitch spell casting then ducks	4	GENIE OF THE RING: I'm on the case!
<b>SCENE 7D – OBSTACLE LOCATION</b>		GAUNTLET OBSTACLE – ALADDIN & ABU enter
		LIGHT CUE:
		MICROPHONE NOTE: TURN OFF MICS 8, 15; TURN ON MICS 1, 11 MICS ON = 1, 2, 3, 4, 11
Back in Oasis as ALADDIN and ABU approach.		SONG NOTE: Baby Shark
SHARKS enter in place of returning GAUNTLET. To THE MINIONS ALADDIN and ABU end up dancing with the SHARKS and having a great time	1-4, 11	ALL  Baby shark, doo doo doo doo doo doo Baby shark, doo doo doo doo doo doo Baby shark, doo doo doo doo doo doo Baby shark!  Let's go hunt, doo doo doo doo doo doo Let's go hunt, doo doo doo doo doo doo Let's go hunt, doo doo doo doo doo doo Let's go hunt!  Run away, doo doo doo doo doo doo Run away, doo doo doo doo doo doo Run away, doo doo doo doo doo doo Run away!

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		<p>Safe at last, doo doo doo doo doo doo</p> <p>Safe at last, doo doo doo doo doo doo</p> <p>Safe at last, doo doo doo doo doo doo</p> <p>Safe at last!</p> <p>It's the end, doo doo doo doo doo doo</p> <p>It's the end, doo doo doo doo doo doo</p> <p>It's the end, doo doo doo doo doo doo</p> <p>It's the end!</p>
SHARKS exit SR, A&A SL - waving goodbye to each		
<b>SCENE 8A – BAGHDAD</b>		<b>CHALLENGE TWO LOCATION – GONG enters</b>
		<b>LIGHT CUE:</b>
		<b>MICROPHONE NOTE: TURN OFF MICS 1-4, 11; TURN ON MICS 8-10, 18-26</b> <b>MICS ON = 8, 9, 10, 18, 19, 20, 21, 22, 23, 24, 25, 26</b>
	8	GONG: Is this Baghdad?
	10	ROYAL FILTER: Maybe. Who wants to know?
	8	GONG: My name is Gong, I'm from Agrabah.
	10	ROYAL FILTER: Why do you look like that?
	8	GONG: Well, . . .
	10	ROYAL FILTER: Never mind, no one cares.
	9	SULTANA OF BAGHDAD: Is it him?
	10	ROYAL FILTER: No, it's the other one.
	9	SULTANA OF BAGHDAD: Why are you here?
	8	GONG: You have a date picking problem that needs to be solved?
		<b>SONG NOTE: GIMME DAT DING (THE PIPKINS)</b>
	9	<p>SULTANA OF BAGHDAD</p> <p>That's right, That's right</p> <p>They won't pick dates</p> <p>They need to now or it's too late</p>
	18-26	<p>BOSESSES</p> <p>Help us, help us</p> <p>Resolve this thing</p>

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	18-26	<b>WORKERS</b> What we want is fair She won't listen or care Ah...
	18-26	<b>BOSSES</b> Gimme Dat, Gimme Dat Gimme, Gimme, Gimme Dat Gimme Dat Ding, Gimme Dat Gimme, Gimme Dat, Gimme Dat Ding Gimme Dat, Gimme, Gimme Dat, Gimme, Gimme, Gimme, Dat Ding
	18-26	<b>WORKERS</b> Oh, Gimme Dat, Gimme Dat Gimme, Gimme, Gimme Dat Gimme Dat Ding, Gimme Dat Gimme, Gimme Dat, Gimme Dat Ding Gimme Dat, Gimme, Gimme Dat, Gimme, Gimme, Gimme, Dat Ding
	9	<b>SULTANA OF BAGHDAD</b> Ah, please tell me what to do so I can save the harvest No one's been able to find a way out of this mess How can you tell the one who's standing in the right How can you ever hope to end this crazy fight?
{} = BOSSES [] = WORKERS Otherwise it is ALL          Dialogue and action during instrumental break	18-26	<b>CITIZENS</b> {Oh, Gimme Dat}, [Oh, Gimme Dat] {Oh, Gimme Dat}, [Gimme Dat] Gimme, Gimme, Gimme, Gimme, Gimme {Gimme Dat}, [Gimme Dat] Gimme, Gimme, Gimme Dat {Gimme Dat Ding}, [Gimme Dat] {Gimme, Gimme Dat}, [Gimme Dat Ding] {Gimme Dat}, [Gimme, Gimme Dat], Gimme, Gimme, Gimme, Dat Ding

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Aside to SULTANA OF BAGHDAD  SULTANA hesitates	8	GONG: Okay, I see what the problem is here. You've got to show them who's boss! You've got the power! You need to have the strength to assert It! You've got to demand they get back to work – or else! WELL? DO IT!
	9	SULTANA OF BAGHDAD: GET BACK TO WORK – OR ELSE!
As he speaks this, WORKERS are plotting in whisper	8	GONG: Well done! That ought to . . . do . . . the . . . trick
Then advance on him and chase him.         GONG runs around in circles and finally runs away and off SL Ramp as ALADDIN & ABU enter SR Ramp	18-26	WORKERS Oh, Gimme Dat, Gimme Dat Gimme, Gimme, Gimme Dat Gimme Dat Ding, Gimme Dat Gimme, Gimme Dat, Gimme Dat Ding Gimme Dat, Gimme, Gimme Dat, Gimme, Gimme, Gimme, Dat Ding
<b>SCENE 8B – BAGHDAD</b>		<b>CHALLENGE TWO LOCATION – ALADDIN &amp; ABU enter</b>
		LIGHT CUE:
		MICROPHONE NOTE: TURN OFF MIC 8; TURN ON MICS 1, 11 MICS ON = 1, 9, 10, 11, 18, 19, 20, 21, 22, 23, 24, 25
	9	SULTANA OF BAGHDAD Oh, there goes another one Without a resolution Just once can anyone come here with a solution How can we get the dates picked before they go bad And we miss out on profits that we could have had?
BACK AND FORTH BOSSES group in { } brackets WORKERS group in [ ] brackets ALL otherwise	18-26	SULTANA OF BAGHDAD, BOSSES, WORKERS {Oh, Gimme Dat}, [Oh, Gimme Dat] {Oh, Gimme Dat}, [Gimme Dat] Gimme, Gimme, Gimme, Gimme, Gimme {Gimme Dat}, [Gimme Dat] Gimme, Gimme, Gimme Dat {Gimme Dat Ding}, [Gimme Dat] {Gimme, Gimme Dat}, [Gimme Dat Ding] {Gimme Dat}, [Gimme, Gimme Dat],

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		Gimme, Gimme, Gimme, Dat Ding
Speaking directly to ABU	10	ROYAL FILTER: Are you Aladdin?
Waving hand in her face to direct her to him	1	ALADDIN: Yes.
	9	SULTANA OF BAGHDAD: You have to help me – they’re crazed and dangerous!
ABU nudges ALADDIN and, in gibberish, says	11	ABU: {gibberish}
“she’s being a bit overdramatic, isn’t she?”	1	ALADDIN: I can’t tell her she’s being overdramatic, Abu.
AMAYA	23	BAGHDAD CITIZEN 1: No, she’s just on a power trip!
STEPH	24	BAGHDAD CITIZEN 2: Because of that other guy!
KELLI	22	BAGHDAD CITIZEN 3: Good thing that other one isn’t our ruler!
STEPH	24	BAGHDAD CITIZEN 2: But she still demands more from us each year!
KELLI	22	BAGHDAD CITIZEN 3: And conditions get worse!
AMAYA	23	BAGHDAD CITIZEN 1: There are easy ways to fix things, but she refuses to listen!
ABU nudges ALADDIN and, in gibberish, tells him to	11	ABU: {gibberish}
“tell her what you think should happen” Aside to ABU TO QUEEN and crowd	1	ALADDIN: Alright, I’ll tell her what I think should happen – but it’s not going to win me this challenge, Abu! Based on what little I know, I want to ask just two questions. First, you all want the date harvest to be successful, right?
	18-26	BAGHDAD CITIZENS: Yes!
	1	ALADDIN: Second, you all have plenty of ideas to make things easier AND generate more money than ever before, right?
	18-26	BAGHDAD CITIZENS: Yes!
	1	ALADDIN: So, it seems to me that LISTENING to what they have to say might be beneficial.
	9	SULTANA OF BAGHDAD: You expect me to . . . wait, did you say more money than EVER before?
	18-26	BAGHDAD CITIZENS: YES!
To the Crowd	9	SULTANA OF BAGHDAD: So I guess you’ll start talking – and I’ll start listening. Right after we celebrate our new friend – Aladdin!
Aside to ABU as they exit	1	ALADDIN: But we can’t stay, I still have two more challenges to face. Maybe 2 out of 4 challenges will still be okay?
ABU nudges ALADDIN and, in gibberish, “would it	11	ABU: {gibberish}
Have killed you to ask for a banana?”; they exit SL	1	ALADDIN: No, I guess it wouldn’t have killed me to ask for a banana. Sorry.



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Once A & A out of earshot; crowd shakes head in acknowledgment then exits to Palace.	10	ROYAL FILTER: Maybe we should have offered them a banana to go!
<b>SCENE 9A – WALLA WALLA</b>		
		LIGHT CUE:
		MICROPHONE NOTE: TURN OFF MICS 1, 9-11, 18-26; TURN ON MICS 8, 12-14 MICS ON = 8, 12, 13, 14
GONG enters bruised and cut, coat scraped and dirty, and now cut/sliced as well	13	INTERN 1: Now what happened?
	14	INTERN 2: You look like you've run the gauntlet or something!
	13	INTERN 1: Look who's being dark and twisted now!
	14	INTERN 2: I have my moments. So, what was it?
	8	GONG: That was exactly it! How did you know? Are you involved in what happens to me?
	14	INTERN 2: Whoa! Hold on, bucko, that was just a guess, all right?
	13	INTERN 1: A darn good one, though!
	14	INTERN 2: Thank you!
	8	GONG: Hello!
	13	INTERN 1: There go our manners again. Did they get Aladdin?
<b>SCENE 9B – WALLA WALLA</b>		
		LIGHT CUE:
		MICROPHONE NOTE: TURN ON MICS 1, 11 MICS ON = 1, 8, 11, 12, 13, 14
ALADDIN and ABU enter unscathed; INTERNS rush to	14	INTERN 2: Oh, I hope not, he has such nice clothes.
Them; ABU goes to GONG and circles him	13	INTERN 1: Yeah, it would be a shame if they ended up looking like Gong's!
inquisitively – not sure why he looks the way he does.	8	GONG: I have no idea if they got Aladdin, he was too far behind me – AGAIN! But I did get to Baghdad and . . .
ALADDIN & ABU enter – INTERNS rush over to them	13	INTERN 1: Aladdin, thank goodness you're safe!
ABU goes to GONG and circles him inquisitively	14	INTERN 2: Look at him, still not a scratch.
– not sure why he looks the way he does.	13	INTERN 1: We've heard good things from Baghdad!
	1	ALADDIN: Gong again did do what most rulers would have done. I, on the other hand, . . .
	14	INTERN 2: We'll go over all of that later. Right now, it is time for the next challenge. So
		SONG NOTE: Witch Doctor Song
	13,	INTERNS

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	14	Once more the witch doctor is gonna help you see What you must do before returning back to me Now listen closely, here is challenge number three And that is . . .
	12	WITCH DOCTOR Ooo eee, ooo ah ah ting tang walla walla, bing bang Ooo eee, ooo ah ah ting tang walla walla, bing bang...
	12- 14	ALL Ooo eee, ooo ah ah ting tang walla walla, bing bang Ooo eee, ooo ah ah ting tang walla walla, bing bang
	13	INTERN 1: You know, I could listen to him explain all day long.
	14	INTERN 2: You're still here? Off you go, you heard him!
	1	ALADDIN: We still have to do this dance?
	8	GONG: Just tell us, please?
	13	INTERN 1: He said, your third challenge will demonstrate you have the courage a good ruler must have.
	14	INTERN 2: For that you must travel to the city of Kashgar.
	13	INTERN 1: A group of powerful merchants want to take all the camels and donkeys in the land from their owners so that they can be used to transport the merchants' supplies and goods.
	14	INTERN 2: Of course, the regular citizens, including farmers, would be left without these animals for their needs. They are threatening to revolt if the ruler doesn't step in and stop it.
	8	GONG: Wow! This is going to be a slam dunk!
	13	INTERN 1: Is that a thing?
	14	INTERN 2: And he complains about understanding the Witch Doctor.
GONG rushes off after hastily concluding what to do. ALADDIN, again, listens more carefully and then	8	GONG: Obviously, Kashgar's ruler just needs to have the courage to stand up to the whiners. After all, the merchants' success is the kingdom's success!
(talking to ABU) questions GONG's interpretation	1	ALADDIN: Don't the other citizens rely on their camels and donkeys, too?
	13	INTERN 1: Oh, a lot! It would cause them tremendous hardship in many ways!
	14	INTERN 2: Many would lose their livelihood – and even their lives!
Aside to ABU	1	ALADDIN: I know that Gong still has the right idea of how a typical great ruler would solve

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		this challenge, but it just doesn't feel right to me. Anyway, let's go see what we can do.
	12	WITCH DOCTOR: That's it, you've done that for the last time! I think a silencing dust will do the trick.
	13	INTERN 1: He's doing it again – I can't understand a word he is saying.
WITCH DOCTOR throws spell dust at the INTERNS	14	INTERN 2: I'm sure it is nothing important, let's go.
They continue obviously talking but no sound comes	12	WITCH DOCTOR: There, now they can talk all they want and no one will hear them.
<b>SCENE 10A – OBSTACLE LOCATION</b>		<b>DRAGON</b>
		<b>LIGHT CUE:</b>
		<b>MICROPHONE NOTE: TURN OFF MICS 1, 8, 11-14; TURN ON MICS 5-7 MICS ON = 5, 6, 7</b>
FIRE BREATHING DRAGON enters the stage with a long tale (dancers hidden in sections holding fabric covers that are red on top.)	5	MAGICIAN: Clearly, I underestimated both of them. But no more! The third time is a charm they say, not for them, they'll have to pay Surely, they will both expire, engulfed within a wall of fire It's a dragon's specialty – here's one to bring revenge to me! Done. Let's go!
		<b>LIGHT CUE:</b>
	7	SORCERER: I've got to say it this time!
	6	SIDEKICK: Say what?
	5	MAGICIAN: Yes, what?
	7	SORCERER: That every bad guy scheme EVER always fails as soon as the bad guys, that's us, leave it to be done by someone else! You've got to stay!
	5	MAGICIAN: Did you not hear me say "third time is a charm"?
	7	SORCERER: Maybe I could try to boost it a little with a spell of my own?
	5	MAGICIAN: That is unnecessary, this plan is fool proof!
Aside to SIDEKICK as MAGICIAN is walking away.	7	SORCERER: If he means it'll be proof he's a fool, I agree.
	5	MAGICIAN: I heard that and I have a mind to . . . ?
SORCERER quickly swaps hats; pleads for mercy on	7	SORCERER: Please, don't hurt him, he is very sorry, right?
His brother. EVIL TRIO exit Pit Ramp as GOOD TRIO	6	SIDEKICK: Wait, what? Oh, Uh-huh!
<b>SCENE 10B – OBSTACLE LOCATION</b>		<b>DRAGON – GOOD TRIO and GONG enter</b>
		<b>LIGHT CUE:</b>
		<b>MICROPHONE NOTE: TURN OFF MICS 5-7; TURN ON MICS 2-4, 8, 15</b>

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		<b>MICS ON = 2, 3, 4, 8, 15</b>
Enter SR Platform stairs	<b>2</b>	<b>PRINCESS:</b> Smart call to follow the Magician this time. Now we know we're here before Aladdin or Gong.
	<b>4</b>	<b>GENIE OF THE RING:</b> You're welcome!
	<b>3</b>	<b>GENIE OF THE LAMP:</b> Why are YOU saying "you're welcome"? It was my idea!
	<b>4</b>	<b>GENIE OF THE RING:</b> No, no, I distinctly remember . . .
As they are arguing, PRINCESS spots GONG coming	<b>2</b>	<b>PRINCESS:</b> Um, guys, we need to focus – here comes Gong!
And tries to alert them to action – but, too late!	<b>8</b>	<b>GONG:</b> Oh, not again! Well, at least this time it's only one creature and not a whole bunch swinging weapons at me!
		<b>SONG NOTE: Be Prepared (ala original Lion King movie)</b>
	<b>15</b>	<b>OBSTACLE POINT</b> We know that you've come for the challenge But . . .
		<b>LIGHT CUE:</b>
	<b>8</b>	<b>GONG:</b> STOP! You know, it's bad enough that I've been beaten up, bruised, cut, bloodied, and now, probably charred to death. But do you have to use the exact same song to do it?
	<b>15</b>	<b>DRAGON:</b> We could switch it up I guess.
		<b>SONG NOTE: The Dragon Breathes Tonight (ala The Lion Sleeps Tonight by The Tokens)</b>
		<b>LIGHT CUE:</b>
GONG is lulled into a sense of safety and even starts to sway with the music – until the dragon splits into 10 parts and starts attacking him.	<b>15</b>	<b>OBSTACLE POINT AND DRAGON SECTIONS</b> Weedeedeedee, dee deedeedeedee, dee weeoh ma maway Weedeedeedee, dee deedeedeedee, weeoh ma maway A-weema-weh, a-weema-weh, a-weema-weh, a-weema-weh A-weema-weh, a-weema-weh, a-weema-weh, a-weema-weh A-weema-weh, a-weema-weh, a-weema-weh, a-weema-weh A-weema-weh, a-weema-weh, a-weema-weh, a-weema-weh
<b>FIRE SHOTS ON BOTH TONIGHTS</b>	<b>15</b>	<b>OBSTACLE POINT</b> In the desert, the mighty desert The dragon breathes tonight In the desert the quiet desert The dragon breathes tonight

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The fire dancers's flames start advancing to GONG disrupting his calm – he dashes around trying to avoid them in full dance fashion.	15	ALL A-weema-weh, a-weema-weh, a-weema-weh, a-weema-weh A-weema-weh, a-weema-weh, a-weema-weh, a-weema-weh A-weema-weh, a-weema-weh, a-weema-weh, a-weema-weh A-weema-weh, a-weema-weh, a-weema-weh, a-weema-weh
<b>FIRE SHOTS ON BOTH TONIGHTS</b>	15	OBSTACLE POINT Hush now Gong dear, it won't be long dear The dragon breathes tonight Hush now Gong dear, your fear is strong dear The dragon breathes tonight
	15	ALL A-weema-weh, a-weema-weh, a-weema-weh, a-weema-weh A-weema-weh, a-weema-weh, a-weema-weh, a-weema-weh A-weema-weh, a-weema-weh, a-weema-weh, a-weema-weh A-weema-weh, a-weema-weh, a-weema-weh, a-weema-weh
Ad-Libbing as he runs around and finally off with dragon chasing	8	GONG: Oh, come on now! Give a guy a break! Ouch! That burns! What do you think I am, a S'more?
<b>SCENE 10C – OBSTACLE LOCATION</b>		DRAGON – ALADDIN & ABU enter
		LIGHT CUE:
		MICROPHONE NOTE: TURN OFF MICS 8, 15; TURN ON MICS 1, 11 MICS ON = 1, 2, 3, 4, 11
	3	GENIE OF THE LAMP: Gotta say it for Gong, he can take a beating!
	2	PRINCESS: But what about Aladdin? He'll be here soon and the dragon is coming back.
Does his wind up and pitch spell casting then ducks	4	GENIE OF THE RING: I'm on it!
Back in Oasis as ALADDIN and ABU approach.		SONG NOTE: Puff the Magic Dragon
PRINCESS and PIRATES and PUFF enter in place of returning FIRE DRAGON. ALADDIN and ABU end up dancing with PUFF and having a great time	1-4, 11	PRINCESSES AND PIRATES Puff the magic dragon lived by the sea And frolicked in the autumn mist in a land called Honali Everyone that knew him loved that rascal Puff And brought him strings and sealing wax and other fancy stuff  Oh, Puff the magic dragon lived by the sea

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PUFF and COMPANY exit SR, A&A SL - waving goodbye to each		<p>And frolicked in the autumn mist in a land called Honali Noble kings and princes would bow whene'er they came Pirate ships would lower their flags when Puff roared out his name</p> <p>Oh, Puff the magic dragon lived by the sea And frolicked in the autumn mist in a land called Honali Puff the magic dragon lived by the sea And frolicked in the autumn mist in a land called Honali</p>
<b>SCENE 11A – KASHGAR</b>		<b>CHALLENGE THREE LOCATION – GONG enters</b>
		<b>LIGHT CUE:</b>
		<b>MICROPHONE NOTE: TURN OFF MICS 1-4, 11; TURN ON MICS 8, 9, 10, 18-26 MICS ON = 8, 9, 10, 18, 19, 20, 21, 22, 23, 24, 25, 26</b>
GONG enters – now also charred and worse for wear	8	GONG: Is this Kashgar?
	10	ROYAL FILTER: Maybe. Who wants to know?
	8	GONG: My name is Gong, I'm from Agrabah.
	10	ROYAL FILTER: Why do you look like that?
	8	GONG: Well, . . .
	10	ROYAL FILTER: Never mind, no one cares.
	9	RULER OF KASHGAR: Is it him?
	10	ROYAL FILTER: No, it's the other one.
	9	RULER OF KASHGAR: Why are you here?
	8	GONG: You have a camel and donkey issue that needs to be solved?
		<b>SONG NOTE: GIMME DAT DING (THE PIPKINS)</b>
	9	<p>RULER OF KASHGAR</p> <p>That's right, That's right Those animals Are needed by my merchant pals</p>
	18-26	<p>MERCHANTS</p> <p>Help us, help us We need them all</p>
	18-26	<p>CITIZENS</p> <p>Someone has to care</p>

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		That this just isn't fair...Ah
	18-26	<b>MERCHANTS</b> Gimme Dat, Gimme Dat Gimme, Gimme, Gimme Dat Gimme Dat Ding, Gimme Dat Gimme, Gimme Dat, Gimme Dat Ding Gimme Dat, Gimme, Gimme Dat, Gimme, Gimme, Gimme, Dat Ding
	18-26	<b>CITIZENS</b> Oh, Gimme Dat, Gimme Dat Gimme, Gimme, Gimme Dat Gimme Dat Ding, Gimme Dat Gimme, Gimme Dat, Gimme Dat Ding Gimme Dat, Gimme, Gimme Dat, Gimme, Gimme, Gimme, Dat Ding
	9	<b>RULER OF KASHGAR</b> Ah, that's what the fight is o'er The camels and the donkeys There's not an end to this as far as anyone sees And now they're threatening to rise up and revolt While all the merchants tell me do as I am told!
BACK and FORTH	18-26	<b>ALL</b> {Oh, Gimme Dat}, [Oh, Gimme Dat] {Oh, Gimme Dat}, [Gimme Dat] Gimme, Gimme, Gimme, Gimme, Gimme {Gimme Dat}, [Gimme Dat] Gimme, Gimme, Gimme Dat {Gimme Dat Ding}, [Gimme Dat] {Gimme, Gimme Dat}, [Gimme Dat Ding] {Gimme Dat}, [Gimme, Gimme Dat], Gimme, Gimme, Gimme, Dat Ding
Dialogue and action continue during instrumental break	8	<b>GONG:</b> Okay, I see what the problem is here. Obviously, the merchants' needs are much greater than the others. You need to have the

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Aside to RULER OF KASHGAR		courage to stand up to the masses and tell them what is!
CITIZENS react violently – Ruler Waffles	9	RULER OF KASHGAR: GIVE THE MERCHANTS THE CAMELS AND DONKEYS! OR NOT!
	8	GONG: Well done! That ought to . . . do . . . the . . . trick
No one is happy with GONG's intervention – they all start chasing him.  GONG runs around in circles and finally runs off SL Ramp as ALADDIN and ABU enter from SR Ramp	18-26	ALL CITIZENS Oh, Gimme Dat, Gimme Dat Gimme, Gimme, Gimme Dat Gimme Dat Ding, Gimme Dat Gimme, Gimme Dat, Gimme Dat Ding Gimme Dat, Gimme, Gimme Dat, Gimme, Gimme, Gimme, Dat Ding
<b>SCENE 11B – KASHGAR</b>		<b>CHALLENGE THREE LOCATION – ALADDIN &amp; ABU enter</b>
		<b>LIGHT CUE:</b>
		<b>MICROPHONE NOTE: TURN OFF MICS 8; TURN ON MICS 1, 11 MICS ON = 1, 9, 10, 11, 18, 19, 20, 21, 22, 23, 24, 25, 26</b>
	9	RULER OF KASHGAR Oh, there goes another one Without a resolution Just once can anyone come here with a solution How can we get the sides to end this silly war How can we ever hope to know peace like before?
	18-26	ALL {Oh, Gimme Dat}, [Oh, Gimme Dat] {Oh, Gimme Dat}, [Gimme Dat] Gimme, Gimme, Gimme, Gimme, Gimme {Gimme Dat}, [Gimme Dat] Gimme, Gimme, Gimme Dat {Gimme Dat Ding}, [Gimme Dat] {Gimme, Gimme Dat}, [Gimme Dat Ding] {Gimme Dat}, [Gimme, Gimme Dat], Gimme, Gimme, Gimme, Dat Ding
Directly to ABU – as before	10	ROYAL FILTER: Are you Aladdin?



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	1	ALADDIN: Yes.
	9	RULER OF KASHGAR: You have to help! I think I made a terrible mistake!
SOFIA	19	KASHGAR CITIZEN 1: Darn right you did!
JULIA	26	KASHGAR CITIZEN 2: Because of that other guy!
SOFIA	19	KASHGAR CITIZEN 3: Good thing that other one isn't our ruler!
	18-26	KASHGAR MERCHANTS: We'd say he did the right thing!
SOFIA	19	KASHGAR CITIZEN 1: You would!
ABU nudges ALADDIN and, in gibberish, says	11	ABU: {gibberish}
"you'd better do something!"	1	ALADDIN: Yeah, yeah, I'll do something – but it's going to mean failing this challenge as well, Abu!
TO RULER		Based on what little I know, I want to ask just two questions. First, you don't really want anyone to suffer physically, do you?
	9	RULER OF KASHGAR: Of course not!
	1	ALADDIN: Second, the merchants could buy camels and donkeys from other areas, right?
	9	RULER OF KASHGAR: I suppose
	18-26	MERCHANTS: But that will cost money and cut into our profits!
	1	ALADDIN: Well, it seems to me that a little less money to some is far better than physical suffering to many, right?
	18-26	KASHGAR CITIZENS: YES!
Grumbling reluctantly	18-26	MERCHANTS: Yes
	9	RULER OF KASHGAR: So I guess the animals stay with their rightful owners! Now, you'll stay and celebrate guiding us to an end to our problem?
ALADDIN and ABU exit. Aside to ALADDIN, ABU says, in gibberish, "You really can be clueless"	1	ALADDIN: I still have one last challenge to face. Not that it will make any difference at all. There really is nothing left to do except to go back to Walla Walla and concede defeat to Gong.
	11	ABU: {gibberish}
	1	ALADDIN: What do mean I can be clueless? I've miserably failed all three challenges – I didn't do anything the way a typical ruler would do them!
ABU in gibberish – "Oh, brother"	11	ABU: {gibberish}
Once A & A are out of earshot	10	ROYAL FILTER: Can Aladdin really be that clueless?
<b>SCENE 12A – WALLA WALLA</b>		
		LIGHT CUE:

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		<b>MICROPHONE NOTE: TURN OFF MICS 1, 9-11, 18-26; TURN ON MICS 1, 8, 11-14 MICS ON = 1, 8, 11, 12, 13, 14</b>
GONG enters now with Charred face and coat added to his misery. INTERNS still can't speak but give a look like they are about to say typical things – GONG pre-empts their tirage.  GONG stops himself and waits for ALADDIN to enter. When ALADDIN and ABU enter, GONG rushes to him pushing INTERNS aside and continuing sarcastically ABU circles GONG inquisitively as before	8	GONG: Yes, I've been face to face with a fire breathing dragon! Yes, you both are dark and twisted! No, I don't know if it got Aladdin – he was too far behind, AGAIN - as if you care. Yes, he has such beautiful skin and it would be a shame if it ended up like MINE! And, yes, I did get to Kashgar and . . .  Oh, Aladdin, thank goodness you're safe! Look at him, still not a scratch. Or a burn! Ha Ha Ha!
Playing with ALADDIN and GONG	12	WITCH DOCTOR: Ting Tang Walla Walla Bing Bang!
	1	ALADDIN and GONG: STOP THAT!
	12	WITCH DOCTOR: Just kidding! We've heard good things from Kashgar!
INTERNS frantically interrupt and hold up signs to "WE'RE SORRY" and "PLEASE REVERSE IT". To	1	ALADDIN: Yeah, yeah, yeah, yet again, Gong did do what most rulers would have done. I, on the other hand, . . . What? "We're Sorry"? "Please Reverse It"?
WITCH DOCTOR who throws spell dust at them – they comically test their voices in ad-lib fashion	13, 14	INTERNS: Me me me me! Wah Woo Wah Woo! Honk! Etc.
	13	INTERN 1: Okay, we're gonna stop you right there!
The group descends to the stage from SL Platform	14	INTERN 2: We have a surprise for you!
As they do, the SULTAN, VIZIER, PRINCESS,	8	GONG: What about the final challenge?
CHALLENGE CITIES' RULERS & CITIZENS enter in	14	INTERN 2: What's your hurry?
celebration; GENIES are with holding plastic sheeting	13	INTERN 1: Yeah, where's the fire?
– but it is not the invisibility cloak.	14	INTERN 2: You were dying to say that one, weren't you?
	13	INTERN 1: Kinda
ALADDIN puts on a brave face and goes to GONG	1	ALADDIN: Well, Gong, I guess you proved to be the better ruler after all. Congratulations!
	8	GONG: Thank you, Aladdin. I guess the better man . . .
<b>SCENE 12B – WALLA WALLA</b>		<b>FULL CAST ENTERS TO STAGE</b>
		<b>LIGHT CUE:</b>
		<b>MICROPHONE NOTE: TURN ON MICS ALL MICS ON = ALL</b>
	16	SULTAN: Not so fast!
VIZIER drags GONG off to the side	17	VIZIER: It's a good thing your mother didn't have to witness you disgracing the family.
	8	GONG: What? I don't understand.

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	16	SULTAN: You see, . . .
		LIGHT CUE:
Just then, VIZIER spots the MAGICIAN, SIDEKICK, and SORCERER in the crowd.	17	VIZIER: You!! You are the ones who caused this. I thought you were sure that Aladdin would fail and Gong would succeed!
Spotting the GENIES in the crowd, the EVIL TRIO try to deflect attention to them. They think they are invisible, but are in plain sight. The Genies spin around to look for other Genies and then realize	1, 2	ALADDIN and PRINCESS: What!?
	5	MAGICIAN: Ah! There are the culprits! Aladdin's "secret" Genies finally reveal themselves!
		LIGHT CUE:
Their mistake as GENIE OF THE RING steps out and sees GENIE OF THE LAMP through the cloak	1	ALADDIN: I can explain, I think.
Pointing to GENIE OF THE LAMP	4	GENIE OF THE RING: Allow me - it's really simple, you see – this is the INVISIBLE CLOAK, not the INVISIBILITY CLOAK! He grabbed the wrong cloak – again!
	1	ALADDIN: That's not what I meant.
	3	GENIE OF THE LAMP: Allow me – you see the INVISIBILITY CLOAK makes anything under it invisible. The INVISIBLE CLOAK is just a cloak you can't see. And HE grabbed the wrong one!
	1	ALADDIN: Not that either . . .
	2	PRINCESS: This is not what it looks like.
ASIDE to SIDEKICK and SORCERER	5	MAGICIAN: This I'd like to hear.
	16	SULTAN: You knew about these Genies?
She points to the MAGICIAN	2	PRINCESS: Yes, Aladdin told me about them when he saved me from HIM!
	6, 7	SIDEKICK and SORCERER: You still want to hear?
	17	VIZIER: And those Genies obviously helped to make sure that Gong failed the challenges and Aladdin passed them.
Mindlessly defending himself.	8	GONG: Hey, I came up with all of those solutions all by myself!
To Princess – wondering if he was helped or if he came up with the solutions all by himself.	1	ALADDIN: Did I?
	2	PRINCESS: Yes!
	3	GENIE OF THE LAMP: Absolutely!
	4	GENIE OF THE RING: You Betcha!
	2	PRINCESS: The only thing they helped with is to counter the horrible obstacles that THEY put in place to try to kill Aladdin and Gong.
	8	GONG: Kill?! Wait, so that's why I look like this and he is spotless?

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	<b>3</b>	<b>GENIE OF THE LAMP:</b> Yeah, we just never quite got there in time to stop it for you.
	<b>4</b>	<b>GENIE OF THE RING:</b> To your credit, it was because you were so fast to come up with the solution and get going!
	<b>17</b>	<b>VIZIER:</b> But they were the wrong solutions!
		<b>LIGHT CUE:</b>
	<b>1</b>	<b>ALADDIN:</b> They were?
	<b>16</b>	<b>SULTAN:</b> That's what I was starting to say. You won all three challenges so far!
	<b>1</b>	<b>ALADDIN:</b> But how? Gong had all the typical solutions.
	<b>16</b>	<b>SULTAN:</b> Because a great ruler doesn't take the easy, typical way out – and neither did you.
	<b>12</b>	<b>WITCH DOCTOR:</b> Yes, Wisdom is about seeing all of the facts and finding the truth in them, not just applying hard, fast rules. You saw the truth about the toy dispute and acted from that.
	<b>17</b>	<b>VIZIER:</b> And, Strength is more about knowing WHEN and HOW to use the power you have than it is about flexing your power just because you have it. You showed great strength in resisting the urge to punish the date pickers and to listen to them instead.
	<b>9</b>	<b>QUEEN/SULTANA/RULER:</b> Lastly, Courage comes from knowing what is right and doing it even if there is pressure to do what is wrong! You demonstrated courage by standing up to those who would cause harm to others for their own personal gain.
	<b>2</b>	<b>PRINCESS:</b> I'm proud of you, Aladdin. But then, I never doubted that I would be.
	<b>1</b>	<b>ALADDIN:</b> Wait! Weren't their supposed to be four challenges?
	<b>13</b>	<b>INTERN 1:</b> Yes, in fact there were.
	<b>14</b>	<b>INTERN 2:</b> Witch Doctor?
		<b>LIGHT CUE:</b>
	<b>ALL</b>	<b>ALL:</b> NO!!
	<b>16</b>	<b>SULTAN:</b> The fourth challenge is a simple one. No need to travel anywhere. Just tell us what you would have us do to these three troublemakers.
	<b>17</b>	<b>VIZIER:</b> Gong!
Pointing to MAGICIAN	<b>8</b>	<b>GONG:</b> Drawn and Quartered! Fed to Piranhas! Have him cast spells on himself – that should take care of him in no time!
Pointing to SIDEKICK And pointing to SORCERER		
VIZIER shakes his head and pulls GONG back	<b>16</b>	<b>SULTAN:</b> Aladdin, what do you say?

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FINALE SCENE – WALLA WALLA		
		<b>SONG NOTE:</b> It's not good to be evil (ala Evil Like Me from Descendants) into Break This Down (Descendants) into We're All In This Together (High School Musical)
		<b>LIGHT CUE:</b>
	1	<b>ALADDIN</b> I was once like you my friends Slightly insecure Argued with my mother too Thought I was mature But I put all that aside And I used my head Now I think it's time you learned What dear old momma said
	1-4	<b>ALADDIN, PRINCESS, GENIES</b> {ALL: It's not good to be} evil like you! {ALL: It's not good to be} cruel! {ALL: It's not good to make} mischief your purpose du jour!
	3	<b>GENIE OF THE LAMP</b> Well if you spend your life attending to the poor
	4	<b>GENIE OF THE RING</b> And you're not evil - doing less is doing more
	1-4	<b>ALADDIN, PRINCESS, GENIES</b> {ALL: It's not good to be} ruthless or rotten or mad? {ALL: It's not good to be} very, very good at being bad?
	3	<b>GENIE OF THE LAMP</b> You have tried your whole life long to do the worst you can
	4	<b>GENIE OF THE RING</b> Clawed your way to victory Built your master plan
	3	<b>GENIE OF THE LAMP</b> Now the time has come for you to seek a better way
	4	<b>GENIE OF THE RING</b>

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		Promise me you'll try to do exactly what we say
	1-4	ALADDIN, PRINCESS, GENIES {ALL: It's not good to be} evil like you! {ALL: It's not good to be} cruel! {ALL: It's not good to be} nasty or brutal or cool?
	2	PRINCESS And when you give that up you find true power begins You'll lose the weight of carrying that sack of sins?
	1-4	ALADDIN, PRINCESS, GENIES {ALL: It's not good to be} heartless or hardened as stone? Don't you wanna be finger lickin' good right to the bone?
		<b>LIGHT CUE:</b>
	16	SULTAN: Well, Aladdin? What's your decision?
	1	ALADDIN: As evil as they've been, They deserve a chance to prove that they can be different - even good. I was given that chance, and with the right role models I changed. They can, too.
TO EVIL TRIO	16	SULTAN: That's it, Aladdin! You've passed the final challenge – showing compassion. Now it's up to you – is his compassion misplaced?
		<b>LIGHT CUE:</b>
	5-7	MAGICIAN, SIDEKICK AND SORCERER We're not gonna be evil no more Never gonna think twice We're not gonna be spiteful, not, spiteful
	1-4, 8-25	ALL (EXCEPT EVIL TRIO) That's nice
	1-4	ALADDIN, PRINCESS, GENIES With just a word or two your future's safe and sound
	5-7	MAGICIAN, SIDEKICK, SORCERER This Evil Trio's lives are 'bout to turn around. We're not gonna be evil or awful no more And we will thank our lucky star For how compassionate you are

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		We're gonna strive to live a life that's more . . . like . . . you!
Reaction from crowd	5-7	EVIL TRIO: Who are we kidding? Just Kidding!
		<b>SONG NOTE: (Break this Down (Descendants 3))</b>
		<b>LIGHT CUE:</b>
	2	PRINCESS It's time to bring it together Time for a brand new start We're gonna put it in mo-o-otion
	1	ALADDIN Break down what keeps us apart No more, no division we down New team, got the vision, united
	1, 2	ALADDIN AND PRINCESS So we stand, now we living marching In the light, one two, one two like I see you (You see me) Imperfect (Perfectly)
	9, 12, 16-17	SULTAN, VIZIER, TRI-CITIES RULER, WITCH DOCTOR Face to face we can see clearly our similarities
	3, 4	GENIES Like day and night,
	5-7	EVIL TRIO Wrong or right
	1-7, 9, 12, 16, 17	ALADDIN, PRINCESS, GENIES, EVIL TRIO, ROYALS We come together for a good time
	ALL	FULL CAST We're gonna break this down We're gonna rock the town Everyone all around Let's be whoever like this Stronger together like this

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	8, 16, 17	SULTAN, GONG, VIZIER Believing in second chances
	12- 14	WITCH DOCTOR & INTERNS And we're all starting today
	5-7	EVIL TRIO Marching on in a new land
	3, 4	GENIES Our world's a better, a better place
	9, 10	TRI-CITIES' RULER AND FILTER Welcome, the addition new love
	1-9, 12- 14, 16, 17	NAME SINGERS ABOVE Unity, new beginning for us Harmony, that's our mission marching
	ALL	FULL CAST In the light, one two, one two like I see you (You see me) Imperfect (Perfectly) Face to face we can see clearly our similarities Like day and night, wrong or right We come together for a good time
		SONG NOTE: (We're All In This Together (High School Musical))
		LIGHT CUE:
		ALL We're all in this together (together) Once we know, that we are (that we are) We're all stars And we see that We're all in this together (oh) And it shows, when we stand Hand in hand Make our dreams come  We're all in this together (together)



# **ALADDIN: THE MAGICIAN REMEMBERS**

## **RCDF 2020 VERSION 02/10/20 (FINAL)**

When we reach, we can fly  
Know inside  
We can make it  
We're all in this together (everyone)  
Once we see, there's a chance  
That we have  
And we take it

Come on, sing along  
Yeah, you really got it going on  
All you in the house  
Everybody say it now  
Come on everyone  
Wave your hands and have some fun  
That's the way we do it  
Let's get to it  
Time to show the world

We're all in this together (oh)  
Once we know, that we are (that we are)  
We're all stars  
And we see that  
We're all in this together (together)  
And it shows, when we stand  
Hand in hand  
Make our dreams come

We're all in this together  
When we reach, we can fly  
Know inside  
We can make it  
We're all in this together  
Once we see, there's a chance

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		<p>That we have And we take it</p> <p>COME ON EVERYONE Wave your hands and have some fun That's the way we do it Let's get to it Come on, everyone</p>
BOWS		<p><b>BOW ORDER</b></p> <p>Group #1: Minion/Shark/Puff Group Group #2: Tri-City Citizens Group #3: Features Group #4: Walla Walla Dance Troup Group #5: Lackey Dance Troup &amp; Obstacle Point Group #6: Tri-City Ruler &amp; Royal Filter Group #7: Witch Doctor &amp; Interns Group #8: Sultan &amp; Vizier Group #9: Genies Group #10: Evil Trio Group #11: Gong &amp; Abu Group #12: Princess &amp; Aladdin</p>