

CHOP THE BEANSTALK

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Chop the Beanstalk was commissioned by the Bombari Circus Group.

It is written for young people to perform who are learning circus skills. Hence it has Stilt Walkers, Uni-cyclists, Tightrope Walkers, Acrobats, Clowns, Balancing Actors and Jugglers. It allows for varying degrees of skill. The script and music act as a vehicle to show these skills. Basic acting skills are also called for, especially in the lead parts. Any singing required can be “half-said” if need be.

The brief asked for a longish piece that could be shortened into a briefer version. There are scenes that can be easily cut to make it shorter, and any circus skills that “miss out” by this cutting can be inserted into other scenes. For example, if the “Fire Scene” is cut, the Jugglers can be used in the general crowd scenes.

The piece also contains elements of Pantomime (such as a Transformation Scene) and elements of the traditional Mumming Plays (such as bringing the hero back from the dead and a flavour of Morris Dancing).

There is much room for the creativity of the performers to be used. It has not being stipulated how each scene should be performed. For example, again in the “Fire Scene”, the Jugglers can experiment and explore how to create dancing flaming colours to create the impression of a fire.

I hope this piece (which I like very much!) answers the needs of the group. Thank you for asking me to write it.

Bruce Goodman
Friday 13th August 1999

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Characters:

Matilda – a sad-faced clown (female)
Ring Master/Director (Player 1)
Hunter – a happy-faced clown (male)
Rosebud – a happy-faced clown (female)
Jack of the Beanstalk

Various Groups:

Stilt walkers
Unicyclists
Tightrope walkers
Acrobats
Clowns
Balancing Actors
Jugglers
Tourists, etc.

Parts of course can be doubled – except maybe for Matilda and Player 1.

PART ONE

Scene 1

MUSIC I: The Big Top

A smaller cast member is on the shoulders of a taller cast member to form a maypole. The top person throws ribbons. The entire Troupe circles the maypole. It should give the impression of much bustling anticipation as well as conveying an impression perhaps of a Big Circus tent.

The music finishes. A group gathers into a gaggle of camera-clicking tourists – the rest exit. They point and take photographs. There is clearly a deer or some other interesting animal. The group makes incoherent conversational noises – something of a cross between Pingu the Penguin, Mr Bean’s inarticulate mumblings and a Schoenberg’s “Song-Speech”.

Group: *(excited) Ooooh! Aaaah! (and much incoherent intelligible Pingu-like conversation)*

Hunter appears with a long spear. He kills the interesting animal.

The Group makes disappointing incoherent conversational noises.

Group: *Awwwww! Ahhhhhh! (and much incoherent intelligible Pingu-like conversation)*

The Hunter does biceps-showing, weight-lifting “I am the greatest” gestures to the Group.

Matilda steps forward from the Group towards the Hunter.

Matilda: *(mimed) Here is the man I have waited for all my life.*

Group: *(excited) Ooooh! Aaaah! (and much incoherent intelligible Pingu-like conversation)*

The Hunter holds his heart.

Group: *(excited) Ooooh! Aaaah! (and much incoherent intelligible Pingu-like conversation)*

Hunter and Matilda exaggeratedly embrace.

Group: *(excited) Ooooh! Aaaah! (and much incoherent intelligible Pingu-like conversation)*

Matilda: *(mimed) You killed this beautiful animal for me?*

Hunter: (*mimed*) I knew it would impress you.

They pose for photographs.

Group: (*Taking photos*) Ooooh! Aaaah! (*and much incoherent intelligible Pingu-like conversation*)

MUSIC II: Wedding Music.

It is a wedding. Matilda and Hunter process as a bridal couple through a feast of carnival circus exhibitions.

As the wedding procession finishes, an officiating wedding minister steps forward. Again, the syntax and rhythm of the speech is present, without the actual words. The officiating minister marries them (and they reply).

Hunter places around Matilda's neck a large necklace made of wooden beads. Matilda sits/stands in a spotlight and sings.

MUSIC III: Oh My Necklace of Wooden Beads

Oh my necklace of pretty beads
To remind me of you, to remind me of you.
Please don't strangle me with love.
Fa la la! La la la!
What a happy day!

Oh my necklace of wooden beads
I will wear them always, I will wear them always.
Like a strong arm around my neck.
Fa la la! La la la!
What a happy day!

She does a little dance. Hunter dances. She dances. He dances.

Oh my necklace of pretty beads
To remind me of you, to remind me of you.
Please don't strangle me with love.
Fa la la! La la la!
What a happy day!

At the end of the song, Matilda and Hunter exaggeratedly embrace. They turn from each other – back to back. Hunter faces Rosebud. The Group observe.

Group: (*Taking photos*) Ooooh! Aaaah! (*and much incoherent intelligible Pingu-like conversation*)

Matilda does not notice. She wanders off.

Again, the Group point and take photographs of what is clearly a deer or some other interesting animal.

Group: *(excited) Ooooh! Aaaah! (and much incoherent intelligible Pingu-like conversation)*

Hunter produces the long spear. He kills the interesting animal.

The Group makes disappointing incoherent conversational noises.

Group: *Awwwww! Ahhhhhh! (and much incoherent intelligible Pingu-like conversation)*

The Hunter does biceps-showing, weight-lifting “I am the greatest” gestures to the Group.

Rosebud steps forward from the Group towards the Hunter.

Rosebud: *(mimed) Here is the man I have waited for all my life.*

Group: *(excited) Ooooh! Aaaah! (and much incoherent intelligible Pingu-like conversation)*

The Hunter holds his heart.

Group: *(excited) Ooooh! Aaaah! (and much incoherent intelligible Pingu-like conversation)*

Hunter and Rosebud exaggeratedly embrace.

Group: *(excited) Ooooh! Aaaah! (and much incoherent intelligible Pingu-like conversation)*

Rosebud: *(mimed) You killed this beautiful animal for me?*

Hunter: *(mimed) I knew it would impress you.*

They pose for photographs.

Group: *(Taking photos) Ooooh! Aaaah! (and much incoherent intelligible Pingu-like conversation)*

Matilda enters.

Matilda: *(mimed) What’s this?*

Hunter: *(mimed) Bad luck. Life goes on.*

Group: *Awwwww! Ahhhhhh! (and much incoherent intelligible Pingu-like conversation)*

Hunter and Rosebud exit.

Matilda sits/stands in a spotlight and sings.

MUSIC IV: (Reprise) Oh My Necklace of Wooden Beads

Oh my necklace of pretty beads
To remind me of him, to remind me of him.
Please don't strangle me with love.
Fa la la! La la la!
What a happy day!

A member of the Group tries to remove her necklace. She refuses to let it be touched and exits.

Group: *(exiting) Awwwww! Ahhhhhh! (and much incoherent intelligible Pingu-like conversation)*

Lights fade.

Scene 2

Lights rise.

Player 1 enters.

Player 1: *(clapping hands)* Time to begin!

Players enter.

Player 1: Take up from where we left last time.

Player 2: Where was that?

Player 1: For goodness sake!

Player 2: Well?

Player 1: Jack's mother had thrown the beans out the window.

Player 2: What beans?

Player 1: *(annoyed)* The beans in Jack and the Beanstalk!
(Paternally, cynically) Jack sold the cow.
 Jack got some beans for it.
 Jack's mother was angry.
 Jack's mother has now thrown the beans out the window.

Player 2: So?

All Players: *(annoyed)* SO – WE'VE GOT TO MAKE A HUMAN BEANSTALK!

Player 2: Oh! That!

MUSIC V – The Beanstalk Dance

The Players (Acrobats of sorts) now form a twirling dance forming growing vines, tendrils and leaves. In the end, they are a twisted, human beanstalk that reaches up. It should be able to be climbed by Jack, so perhaps it is performed against some solid structure.

Player 1: *(the dance having finished)* Where's Jack?

Group: *(calling, in ragged fashion)* Jack! Jack!

Jack enters.

Player 1: Where you been?

Group: Climb us!

Jack climbs the beanstalk.

Jack: *(from the top of the beanstalk)* What happens now?

Player 1: Haven't you read your script.

Jack: I can't remember.

Player 1: Jack arrives at the Land of the Giants and the Giants enter.

MUSIC VI – The Giants

Several Giants (stilt walkers) appear chanting

Giants: *(half spoken)* Fee, foe, fie, fum.
I smell the blood of an Englishman.
Be he alive, or be he dead,
I'll grind his bones to make my bread.

Fee, foe, fie, fum.
I smell the blood of an Englishman.
Be he alive, or be he dead,
I'll grind his bones to make my bread.

The beanstalk collapses and rolls off stage, leaving Jack alone on the stage with the Giants.

Jack hides.

Giants: Fee, foe, fie, fum.
I smell the blood of an Englishman.
Be he alive, or be he dead,
I'll grind his bones to make my bread.

(leaving) Fee, foe, fie, fum.
I smell the blood of an Englishman.
Be he alive, or be he dead,
I'll grind his bones to make my bread.

The Giants have exited. Player 1 enters.

Player 1: *(clapping bossily)* Right!

The Players enter.

Player 1: That wasn't bad.

Matilda, Hunter and Rosebud enter.

Player 1: *(going berserk at them)* What're you doing on? We're still on this bit. You're next! Not yet! BE PATIENT!

Matilda, Hunter and Rosebud exit.

Player 1: *(still berserk, calling after them)* Patience is a virtue everyone in theatre should learn. There's far too much ranting and raving going on in rehearsals. Things would be a lot better if certain prima donnas practised a bit of patience. *(Recovering)* Now – where were we?

Jack: We're in the Land of the Giants.

Player 1: Who pressed your button?

Player 2: *(aside)* You did ask.

Player 1: *(looking at script)* It's the clowns! Clowns! Clowns! Where are you? The rest of you get off.

The Players exit.

Player 1: Clowns! CLOWNS! Send in the clowns!

Player 1 exits to look.

Lights fade.

Scene 3

Lights rise.

Hunter and Rosebud enter and wander across the stage hand in hand, and exit. Matilda enters, clinging to her necklace. She follows them out.

A group of clowns enter. Matilda, Hunter and Rosebud are not part of it. They are not on stage. The clowns perform a clown routine to the music. This can be any clown routine – worked out by the cast themselves.

MUSIC VII – The Clowns

When the routine is over, Player 1 enters.

Player 1: Well done! Well done! But where were Matilda, Rosebud and Hunter?

The clowns point off stage in unison.

Player 1: *(calling off stage)* Someone! Can you get Matilda, Hunter and Rosebud.

Player 2 enters with Hunter and Rosebud. They are holding hands.

Player 2: Matilda won't come.

Player 1: Why?

Player 2: She's got the pip.

Player 1: Get her!

Some Clowns exit to find Matilda.

Player 1: These people who go bringing their private lives into a performance. *(To Rosebud and Hunter)* You two – stop holding hands.

The Clowns enter with Matilda.

Clowns: *(excited)* Ooooh! Aaaah! *(and much incoherent intelligible Pingu-like conversation)*

Player 1: *(to Matilda)* What's wrong?

Matilda does not answer.

Clowns: *(excited)* Ooooh! Aaaah! *(and much incoherent intelligible Pingu-like conversation)*

The Clowns (not Matilda, Hunter and Rosebud) exaggeratedly mime the events acted out in Scene 1, as Player 1 retells them.

Player 1: Sooo... Hunter gave Matilda a necklace. Hunter then fell in love with Rosebud. Matilda is upset.

Clowns: *(excited) Ooooh! Aaaah! (and much incoherent intelligible Pingu-like conversation)*

Player 1: But she won't give up her necklace.

Clowns: *(excited) Ooooh! Aaaah! (and much incoherent intelligible Pingu-like conversation)*

Player 1: *(dramatically berserk)* YOU CAN'T LIVE IN THE PAST! YOU HAVE TO GET ON WITH YOUR LIFE! DON'T GO BRINGING YOUR PRIVATE LIVES INTO THE PERFORMANCE! IT'S NOT A SOAP! THROW THE NECKLACE AWAY! IT'S OVER! CHOP THE BEANSTALK!

Matilda shakes her head.

MUSIC VIII – Chop the Beanstalk

The entire cast sing and performs this song to Matilda.

Chop the beanstalk! Chop the beanstalk!
Chop the beanstalk! Chop the beanstalk!
Let go of the past! Let go of the past!
Let go! Let go! Let go now!
Let go of the past!

If you find a hidden treasure
Sometimes it will come to nothing.
Let go of the past! Let go of the past!
Let go! Let go! Let go now!
Let go of the past!

Jack, he found the giant's treasure,
Thought he'd save it for stormy weather
Soon he found that he had to
Chop the beanstalk down.

Chop the beanstalk! Chop the beanstalk!
Chop the beanstalk! Chop the beanstalk!
Let go of the past! Let go of the past!

They try to take the necklace off Matilda. She refuses. Matilda exits upset.

Player 1: Don't say we didn't try. Right everyone. The performance is tonight.
Don't be late. It's going to be a packed house!

Lights fade as they exit.

Scene 4

(This is a fairly short scene, devised by the cast. It is a scene of “pre-performance jitters”! If there is a main stage theatre curtain it can be used for this scene. Otherwise a curtain contrivance is rigged up on stage. Player 1 is desperately trying to control an excited cast before the opening performance. While the orchestra tune up (Music IX) the Clowns keep peeking through the curtain at the audience, and pointing excitedly.)

Player 1 enters.

Player 1: The audience are here! Quick! Quick! The audience are here! Is the orchestra in tune?

MUSIC IX – Orchestra Tune Up

Player 1 exits. The Clowns do their routine, occasionally being chased off by a distraught Player 1.

It leads into Scene 5.

Scene 5

Player 1: We're ready! We're ready! We're ready! We're ready! Start! Shhhh!

Player 1 exits. Matilda enters and mimes as if the following scene is the product of her imagination. The music begins.

MUSIC X – The Land of the Giants.

The stage/playing area is transformed into a fantasy landscape. This can possibly be done by the performers creating things, rather than by flats and scenery. It is the Land of the Giants.

Player 1 enters.

Player 1: (loudly, over the music) What's going on? This is not in the script!

Player 1 runs off. Matilda continues to convey the world of her imagination.

A Chorus of Giant Butterflies (on stilts) appears and dances. They flutter off.

The real Giant (of the Beanstalk story) appears. He is not singing.

Jack enters. He creeps across to where the Giant hides his treasure. Jack selects a valuable item when the Giant is not looking. It is the necklace that Hunter had given earlier to Matilda. Jack hides.

The Giant exits. Hunter enters.

Jack and Hunter have a "ritualised" sword fight. Jack is hurt and "dies". Hunter captures the necklace and exits. Rosebud enters and "cures" Jack. They fall in love, do a little dance and exit.

Hunter enters and gives the necklace to Matilda. Matilda is delighted. They dance.

A festival of characters appears – the Giant Butterflies, colourful unicyclists with ribbons and streamers, swaying Flowers, and so on. The acting area is festooned in colour, light and movement.

When all is over, the music finishes and only Matilda is on stage in a soft light. Player 1 enters.

Player 1: (angry) Did you do this? Is this the product of your imagination? This is not what we had planned. You are WICKED! WICKED! WICKED! Our play is ruined! (To audience) I apologise. It's because she can't throw away her silly necklace. It's because she can't let go of the past. She lives in a fantasy world.

Player 1 exits.

MUSIC XI: (Reprise) Oh My Necklace of Wooden Beads

Matilda: Oh my necklace of pretty beads
To remind me of you, to remind me of you.
Please don't strangle me with love.
Fa la la! La la la!
What a happy day!

She does a sad little dance.

Lights fade.

INTERVAL

PART TWO

Scene 5

MUSIC XII: Introduction

Player 1 enters with Group. They sit around depressed.

Player 1: That was a great failure, wasn't it? Last night's big opening. And it had to be messed up by some silly, sad clown who wanted her own way.

Player 2: The audience liked it.

Player 1: But it wasn't what we had rehearsed.

Player 2: I thought hers was better.

Player 1: *(turning on Player 2)* Nonsense! What we rehearsed was far better. I had my parents there. What on earth did she think she was doing. Inventing a story like that to please her fantasy life. That happy clown doesn't like her, and that's that.

Player 2: But he gave her a necklace.

Player 1: Yes! But it's over! Over! She should throw it away. It's only a trinket.

They sit dejected.

Player 1: *(suddenly)* Right! Everyone! Let's rehearse what we didn't do last night. There's another night tonight, and we don't want it messed up. Music!

Player 2: What bit?

Player 1: The bit where Jack has to walk the bean's tendrils into the clouds. Where's Jack? Jack! *(To Group)* Get the stuff.

The Group exit. Jack enters.

Player 1: We're rehearsing.

Group enters with tight rope machinery, some cardboard clouds and some cardboard bean leaves.. They set it up. The aim is for Jack to walk the tight rope (which is a bean's tendril) from the bean leaves at one end into the clouds at the other. Perhaps some members of the cast could hold the leaves and clouds and move them in time to the music.

Player 1: Right Jack. MUSIC! WHERE'S THE MUSIC! Climb up Jack.

Jack looks dismayed and shakes his head.

Player 1: YOU LOST YOUR NERVE?

Jack nods.

Player 1: FOR CRYING OUT LOUD!

MUSIC XIIIa – Tight Rope Walking

Music starts.

Player 1: NOT YET! WE'RE NOT READY! WHEN I SAY!

Music stops.

Player 1: We'll have to dress someone up as Jack and they'll have to walk across.

Player 2: A stuntman?

Player 1: Exactly. Who can walk a tight rope?

Someone volunteers.

Player 1: Climb up! Right! MUSIC!

MUSIC XIIIb – Tight Rope Walking

The Group gathers as the Tight Rope Walker crosses to the music. During this they nod approvingly, conveying tension and relief. As the music finishes, the Tight Rope Walker arrives on the other side and all applaud.

Player 1: Good. Anyone else?

Player 2: We only need one.

Player 1: What if he/she should break a leg?

MUSIC XIIIc – Tight Rope Walking

Music begins again. All Tight Rope Walkers in the cast cross. Again the Group convey tension and relief. As the last crosses, Matilda enters. The music ends. Everyone glares at her.

Matilda stands alone. She exits.

Player 1: One thing's for sure. She won't be in the show tonight.

Lights.

Scene 6

The Clowns are sitting on the playing area to form an audience. The traditional Grandmother is sitting in a rocking chair. Matilda, Hunter and Rosebud are among them.

Grandma: Once there was a princess...

Group: *(excited) Ooooh! Aaaah! (and much incoherent intelligible Pingu-like conversation)*

Grandma: A very beautiful princess. Who would like to play the princess?

They put their hands up, including one boy.

Group: *(pointing at boy) Ooooh! Aaaah! (and much incoherent intelligible Pingu-like conversation)*

The boy puts his hand down.

Grandma: *(selecting Matilda) You!*

Matilda steps forward.

Grandma: And a horrible witch captured the beautiful princess. Who would like to play the part of the witch?

No one puts their hand up.

Grandma: *(selecting someone) You? Would you be the witch?*

The lights change – Grandma and audience are now in darkness. Matilda is wearing a tiara. The witch is wearing a black hat. They enter into the area where the light has changed.

Witch: Keep the fire burning. If the fire goes out, you will be destroyed.

MUSIC XIVa – Fire Music

A Group of Jugglers juggle as Matilda loads logs on the fire. She gets more and more tired and she slows down. The fire keeps dying down and springing up when she throws a log on the fire. Occasionally the Witch enters to check. Note: the Jugglers are not expected to juggle with flames – the colour and movement should convey flames rising and falling.

Grandma: *(calling out) Let the fire go out! The Witch is telling lies. If you let the fire go out you can escape!*

Witch: Keep the fire burning. If the fire goes out, you will be destroyed.

Grandma: Let the fire go out!

Witch: Keep the fire burning.

Grandma: Let the fire go out!

Witch: Keep the fire burning.

Grandma: Let the fire go out!

Witch: Keep the fire burning.

MUSIC XIVb – Fire Music

The music begins again, as Matilda throws more and more logs and the flames spring up. The action becomes slower, and eventually Matilda sleeps from weariness.

The music ends. Matilda wakes.

Grandma: *(calling out)* See! With the fire out, the witch has gone! You can escape.

Matilda rises and runs back to the Groups sitting with Grandmother. The lights change.

Grandma: So you see. Sometimes to survive you must let the fire go out.

Player: Chop the bean stalk.

Grandma: Precisely. *(To Matilda)* Do you see that?

Matilda is upset and runs off.

Grandma: Silly girl!

Lights.

Scene 7

MUSIC XV – The Weather’s Changing

A group enters on uni-cycles. They should work out a comic routine – both visual and entertaining – involving umbrellas. As they ride around, they occasionally shout:

Cyclists: THE WEATHER’S CHANGING!

The umbrellas go up or come down accordingly.

Scene 8

MUSIC XVI – Orchestra Tune Up

The music plays very softly. Player 1 enters, along with others.

Player 1: We're ready! We're ready! We're ready to start!

Player 2: And?

Player 1: The audience are ready! This is it! This is it!

Player 2: And?

Player 1: And what?

Player 2: Who's going to play Jack?

Tune Up Music stops.

Player 1: JACK! Jack is going to play Jack! Who else?

Player 2: The weather is bad. Jack can't make it.

Player 1: CAN'T MAKE IT? CAN'T MAKE IT? *(In an utter panic)* Who can play Jack? Who can play Jack? Help! HELP!

MUSIC XVIIa – Growing Panic

There is a choreographed growing panic on stage, with all sorts of characters rushing in and off and around. They bump into each other and fall over, etc. All are asking (figuratively speaking) "Can you play Jack?" At first they start off tentatively, and then get more frenetic. In the middle of the chaos they shout out together: "DON'T PANIC!" and they begin the routine slowly again.

Towards the end of the music, suddenly Matilda is revealed, with all pointing at her. The music ends.

Player 2: HER! She can play Jack!

Player 1: HER!

Player 3: She's the only one that knows the part.

Player 1: HER!

Player 4: She can play Jack.

Player 1: HER!

- All:** Yes!
- Player 1:** Oh! No!
- All:** Yes!
- Player 1:** Oh! No!
- All:** Yes!
- Player 1:** It'll have to be "Jackie and the Beanstalk"!
- Player 2:** Problem Number Two!
- Player 1:** What? What?
- Player 3:** Jack has the beans!
- Player 1:** The beans?
- Player 3:** The beans.
- Player 1:** The beans?
- Player 3:** At home.
- Player 4:** In the rain.
- Player 1:** FIND SOME BEANS!

MUSIC XVIIb – Growing Panic

There is a choreographed panic on stage, with all sorts of characters rushing in and off and around. They bump into each other and fall over, etc. All are asking (figuratively speaking) "Anyone seen some beans?"

Suddenly, Matilda is revealed holding out her necklace. All are pointing at her. The music ends.

Player 1: On with the show!

Lights fade.

Scene 9

The lights rise mid performance. Matilda is holding her necklace out to her mother. Player 1 should play Jack's Mother if possible.

Mother: These beans are all you got for our valuable cow?

Matilda nods.

Mother: These beans!

She snatches the necklace off Matilda.

Mother: These miserable beans!

She throws the beads down on the stage and they scatter.

MUSIC XVIII – New Life

This should have elements of a Pantomime's Transformation Scene if possible. The scattering of the beans is a magic moment. Light changes. The beans sprout, not into a beanstalk, but into all sorts of wondrous plants and flowers. The Giant Butterflies move among the flowers. Matilda dances in the garden. By the end of the music the stage is a floral visual feast!

Player 1: YOU'VE RUINED IT! ONCE AGAIN YOU'VE CHANGED THE PLOT! SPOILER! SPOILER!

Player 2: No! No! If you let go of the past, they'll be different treasures! New wonderful things happen!

MUSIC XIX – Chop the Beanstalk

Chop the beanstalk! Chop the beanstalk!
Chop the beanstalk! Chop the beanstalk!
Let go of the past! Let go of the past!
Let go! Let go! Let go now!
Let go of the past!

If you find a hidden treasure
Sometimes it will come to nothing.
Let go of the past! Let go of the past!
Let go! Let go! Let go now!
Let go of the past!

Jack, he found the giant's treasure,
Thought he'd save it for stormy weather
Soon he found that he had to
Chop the beanstalk down.

Chop the beanstalk! Chop the beanstalk!
 Chop the beanstalk! Chop the beanstalk!
 Let go of the past! Let go of the past!

Characters are now arranged as at the opening of the production – as the gaggle of camera-clicking tourists. They point and take photographs of Matilda and her garden. As initially, the group makes incoherent conversational noises.

Group: *(excited) Ooooh! Aaaah! (and much incoherent intelligible Pingu-like conversation)*

Player 1: Sometimes, when the weather's happy,
 And the sun shines glad,
 We think that days are always summer
 And the sun will never fade.

Group: *(excited) Ooooh! Aaaah! (and much incoherent intelligible Pingu-like conversation)*

Player 2: But sometimes - always - weather changes,
 And our days are wet and cold.
 We have to dress for different weather
 And cannot live as old.

Group: *(excited) Ooooh! Aaaah! (and much incoherent intelligible Pingu-like conversation)*

Player 3: Chop the beanstalk!
 Chop the beanstalk!
 Let go of the past!

Player 1: Find new treasure!
 Plant new bean seeds!
 For nothing ever lasts.

Group: *(knowingly, loud at first and fading down into silence)*
 Ahhhhhhhhhhhhhhhhhhhhhhhhhhhhhhhhhhh!

MUSIC XX - Finale

All move into a grand and colourful finale of joy and movement.

THE END