

CHARACTERS

NARRATOR: Omniscient 3rd person who fills us in on details in the story that cannot be seen; Often tells the thoughts and feelings of characters involved

ALICE- A girl around the age of 10; curious and intelligent girl; feels as though very few things are impossible; she gives herself good advice, but rarely takes it; very analytical; finds herself to fits of crying; has an aptitude for losing her temper

ALICE'S SISTER- Older than Alice; Reads a book with no pictures on a bank with Alice opening scene; closes out the last scene closing her eyes and imagining the tales that happened that her sister described. Ends the show with a monologue about Alice as a woman

WHITE RABBIT- Works for the Dutchess and Queen; very anxious; hurried little creature; Herald at the trial

MOUSE- animal Alice consults when floating on her river of tears; juror at the trial

DUCK, LORY, DODO, EAGLET- birds that were too in Alice's tears and came to shore to dry off with her and MOUSE; jurors at the trial

CATERPILLAR- smokes a hookah; asks puzzling questions; contradicts Alice; hoity-toity attitude; juror at the trial

FROG & FISH FOOTMAN- characters outside of the Dutchess' house; one delivering a invitation to the Dutchess from the Queen for a game of croquet and one receiving said invitation; jurors at the trial

DUTCHESS- very odd, rude lady (only because of the amount of pepper the cook uses) who shakes her child while feeding it; very ugly with a sharp chin; becomes imprisoned by the queen; gets released and talks with Alice on croquet field with a much more pleasant demeanor; also a witness at the trial

DUTCHESS' COOK: throws things about the house at Alice and the Dutchess; uses entirely too much pepper; also a witness at the trial

CHESIRE CAT: DUTCHESS' cat that eventually helps Alice along her way; always grinning; vanishes quite readily;

BILL: a lizard sent in to set the WHITE RABBIT'S house on fire with ALICE in it; also a juror at the trial of the KNAVE

DOORMOUSE: Very sleepy; allows HATTER and MARCH HARE to use it as a cushion; gets abused some from the HATTER and MARCH HARE to perform at their whims

MAD HATTER: Asks riddles; makes rude personal remarks; MAD; I prefer this character to have a distinct giddy voice and laugh, yet his dynamics and cadence changes with the topic of discussion; witness at the trial of the KNAVE OF HEARTS

MARCH HARE: just as MAD as the MAD HATTER

FIVE, TWO, SEVEN: Gardeners of the Queen; Playing cards; quarrelsome amongst each other; fearful of the QUEEN

KNAVE OF HEARTS: carries the KING'S crown on a velvet pillow; mistakenly arrested and put on trial for the eating of the QUEEN'S tarts

QUEEN OF HEARTS: Very rude; calls everyone "idiots"; oft gets angry and her face turns crimson; likes to give orders to behead characters; very bossy

KING OF HEARTS: timid; makes his queen do his dirty biddings; judge at the trial

GRYPHON: Takes ALICE to see the MOCK TURTLE; talks in double negatives, orders one about

MOCK TURTLE: sad fellow, tells of his schooling and the lobster quadrille to Alice, orders one about

ENSEMBLE: more playing card guards, executioner