SQ #0.5: pre-show music → fade out
LQ #5: house to half
visual cue: Shrek in outhouse → black out

DREAMWORKS THEATRICALS

SHREK THE MUSICAL JR.

SCRIPT

SCENE ONE

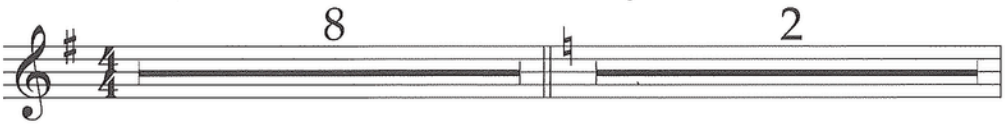
SQ #1: BBBW

(#1 – BIG BRIGHT BEAUTIFUL WORLD begins.)

BIG BRIGHT BEAUTIFUL WORLD

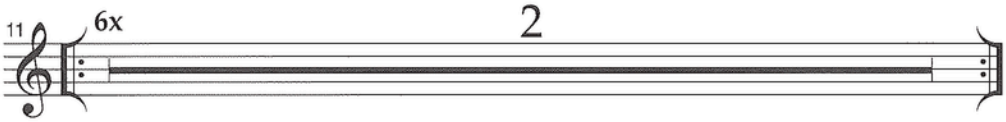
Gently

SB: LQ #15

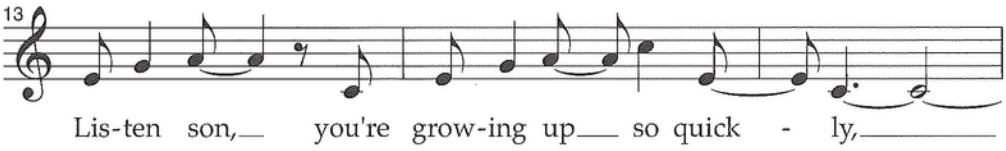


STORYTELLER 1: Once upon a time, there was little ogre named Shrek, who lived with his parents in a bog by a tree.
STORYTELLER 2: It was a pretty nasty place, but he was happy because ogres *like* nasty.
STORYTELLER 3: On his birthday, the little ogre's parents sat him down to talk, just as all ogre parents had for hundreds of years before.

LQ #15



MAMA OGRE:





SHREK
Huh. Well, not my problem. Now you all need to turn around and go back where you came from.

MAMA BEAR
Go back?! We can't go back!

PIG #1
Farquaad vill turn us into bratvurst!

BIG BAD WOLF
The guy's bad news.

PIG #3
Hey, maybe you could talk to him.

BABY BEAR
Yeah, he'll listen to you! You're big and scary.

SHREK
I'm also an ogre, which means I stay on my swamp and avoid large crowds. Or haven't you read the stories?

SB: SQ #4

BIG BAD WOLF
You mean those stories that say I'm a big "bad" wolf?

WICKED WITCH
And the ones that say I'm a "wicked" witch?

(All the FAIRY TALE CREATURES laugh uproariously.)

PINOCCHIO
Or the ones that say I'm a "wooden" boy!
(uncomfortable silence)
What? I'm not a wooden boy.
(#4 – PINOCCHIO'S NOSE plays. His nose grows – bwoooop.)
I have a glandular condition.

SQ #4

SB: LQ #80, 85, 90
SQ #5
auxmouse off

WICKED WITCH
Look here, ogre, I'm gonna spell it out for ya. You're the only one tough enough to stand up to that no-good flim-flammer Farquaad.

LQ #80

SHREK
Okay, fine, I get it! Attention all... fairy tale things! I'm gonna go see this Farquaad guy right now, and get you all off my land and back where you came from!

LQ #85

SCENE THREE

LQ #90, SQ #5, Scene change
SB: LQ #95, 100, 105

(#5 – SHREK CROSSOVER begins. Forest. THE FAIRY TALE CREATURES exit as SHREK begins his journey to Duloc. SHREK soon finds himself lost and looks at a map.)

SHREK

LQ #95

Now this can't be right, I'm all turned around. I took a right at the candy house, passed that weird old woman in the shoe and then took a left at Mary's Little House of Lambchops.

LQ #100

DONKEY

Ahhhhhhhhhhhhhhhhhhhhhh! Help a donkey out, wouldja? I'm being chased by goons!

visual cue: LQ #105
donkey & Shrek on stage,
LQ #105:

(DONKEY hides behind the confused SHREK as a phalanx of armored GUARDS comes running on. The GUARDS stop in their tracks when they see SHREK.)

GUARDS

Ahhhhhhhhhhhhh!

(The GUARDS draw their swords at the sight of SHREK.)

CAPTAIN OF THE GUARDS

Ugh, it's hideous!

SHREK

Aw, that's not very nice. It's just a donkey.

(DONKEY is confused.)

CAPTAIN OF THE GUARDS

(terrified)

Step aside, ~~Shrek~~, ogre and let us at him.

SHREK

Why? What did he do?

DONKEY

I-don't-wanna-die— I-don't-wanna-die— I-don't-wanna-die…

CAPTAIN OF THE GUARDS

He's a talking donkey. A freak of nature. As are you, you unsavory beast.

SHREK

Hey now, you're going the right way for a smack-down.

SHREK

I'll be fine on my own, thanks.

DONKEY

But nobody's fine on their own! Not when you look like we do! Hey! Didn't you hear what they said? Man, this place is goin' Stepford! We gotta join forces! Otherwise they're gonna lock me up! And I cannot go back in a cage! I don't know if I mentioned it or not, but I did six years in solitary for impersonating a piñata.

SHREK

SB: SQ #6, 7, LQ #110, 115
Duloc tower

Alright, look, only because I'm lost, you can come—

DONKEY

Yeah! Woo-hoo, alright— !

SHREK

On one condition! You keep the jabbering to a minimum.

DONKEY

You got it! No jabbering! Man, you will not regret this.

SHREK

Too late.

DONKEY

Now that's what I'm talking about! Shrek and Donkey, two stalwart friends off on a whirlwind big city adventure!

SQ #6, LQ #110,
wait for lights, scene change

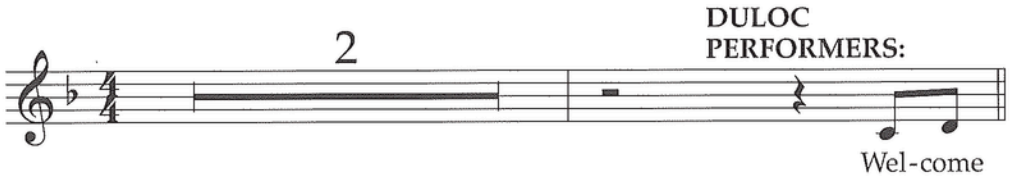
(#6 – HOLIDAY FOR DULOC begins. SHREK and DONKEY walk off together, DONKEY humming.)

SCENE FOUR

LQ #115
SQ #7

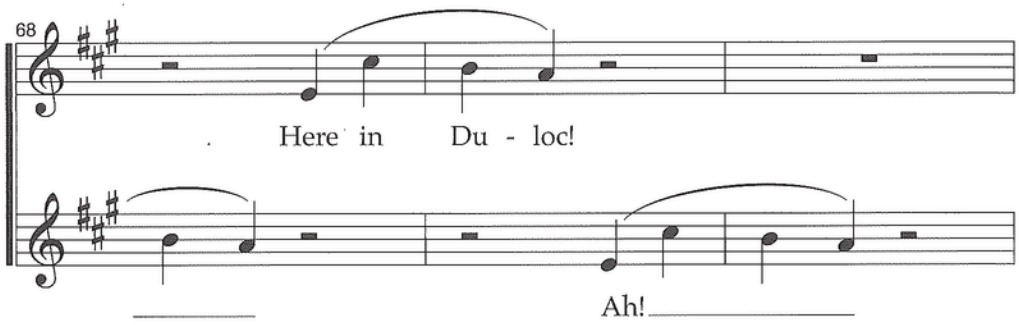
(#7 – WHAT'S UP, DULOC? (PART 1) begins. Inside the palace of LORD FARQUAAD.)

WHAT'S UP, DULOC? (PART 1)





SB: LQ#130, 135 + SQ #9



on bump!

LQ#130



FARQUAAD

And now good people of Duloc, the moment you've all been waiting for!

(#9 – THE RAFFLE begins.)

The raffle drawing to determine who will have the honor of setting forth to rescue the lovely Princess Fiona... *(fanfare)*... from the fiery keep of the dragon!

LQ#135, SQ#9

SB: LQ#140

visual cue: donkey's entrance

LQ#140

(SHREK and DONKEY enter.)

SHREK

Uh, excuse me.

EVERYONE

Ahhhh!

SCRIPT