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Scene One: The Village Boy's Quest

A traditional Chinese village some centuries ago. A boy walks into the village leader's temple. The village leader is seated on a cushion at one end of a low table. The young boy stands nervously in front of the village leader.

Boy: You wished to see me, Master.

Leader: Yes, my boy. Please be seated.

The young boy sits on a cushion at the opposite end of the table from the master.

Boy: I await your instructions, Master.

Leader: My boy, as you know, our small village has been at war with the mountain people for many years. The war has been costly and our people have suffered greatly. Hope has left our once beautiful village.

Boy: That is true, Master.

Leader: Well, there is new hope. A great change is coming.



Boy: This is good news, Master, But why are you telling me this?

Leader: Because you will be this change.

Boy: Master, I do not understand.

Leader: There are some magic scrolls that have the power to bring peace to the village.

Boy: Magic scrolls, Master?

Leader: Yes, my boy. The scrolls once sat in this very temple but unfortunately, they were stolen.

Boy: So where are they now, Master?

Leader: Some say they have been lost at sea, others say they are buried in the desert. The real truth is that nobody from our village knows.



Boy: It is an interesting story, Master, but I still do not understand what this has to do with me.

Leader: Because, my young friend, it is you who will return these scrolls to the village.

Boy: Me!

Leader: That is correct.

Boy: But, Master, I am a twelve-year-old boy! I have never left the village and you said yourself that nobody knows where the scrolls are hidden.

Leader: Ahhh! I said that nobody in the village knows where the scrolls are.

Boy: Even so, Master, I cannot accept this quest. It is impossible!

Leader: Do not say such things, my boy. It is not impossible. You have been chosen. If you do not go, the mountain people will destroy our village. You must go on this quest.

Leader: You will be assisted by three animals. These animals have done bad things and the Queen of the Animal Kingdom is angry with them. If they wish to re-enter the Animal Kingdom then they must protect you on your quest. If you accept the quest I must give you a magic headband, which will make the animals obey you.

Boy: Master, I am still very scared, but I trust you and I love this village. I will accept the quest.

The leader passes the boy the headband and a bag full of clothing and food.

Leader: Now you have everything you need. We will wait in hope. Be careful, my son.

Boy: Do not worry, Master. When I return, the village will know peace once again.

The boy stands and leaves the temple.

Scene Two: The Monkey and the Rocks

The boy has left the village and is now walking through a dark forest. The forest is full of noises and the boy is very scared. He comes to a pile of rocks in the middle of the path he is following. He is shocked to find a monkey's head sticking out of the pile of rocks.

Monkey: (Yelling) Who goes there?

Boy: (Shocked) Um, um... Excuse me?

Monkey: You heard me. What are you doing on my path?

Boy: Well... I am on a quest to save my village. I am looking for the scrolls of peace.

Monkey: Ha, that's ridiculous! How can a boy like you save a village?

Boy: I do not know, but I am going to try. Now if you will excuse me, I must continue on my quest.

Monkey: No, wait, you cannot pass. You must help me get out from under these rocks.

Boy: Tell me why I should help you when you have been so rude to me.

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Monkey: Well, it seems that you are lost. If you hope to save your village, then you will need my help. If you let me out from these rocks, I can help you. I have heard rumours of a village a long way from here. It is said that the scrolls of peace are hidden there.

Boy: I think that you have been put under those rocks as a punishment. You should stay to serve your punishment. I will find this village by myself. Goodbye, Monkey.

Monkey: No! Please wait, boy. You must free me! It is true, I have been banished from the Animal Kingdom. The only way I can re-enter is if I help you find the scrolls of peace.

Boy: Why were you banished from the Animal Kingdom in the first place?

Monkey: Well, when I was a young monkey, the Queen of the Animal Kingdom asked me to guard the royal fruit orchard, but I was a naughty monkey. All I wanted to do was fight the Queen's guards for practice. Every day when I was supposed to be watching the fruit trees, I snuck away to the Queen's palace to practise my fighting. One day, when I was away from the orchard, the Mountain People stole all our fruit. When



the Queen found out she was very angry and put me underneath these rocks. I have been waiting for you to arrive for many years now. Will you please help me?

Boy: Well, how can I help you?

Monkey: I am a very strong monkey and normally I could lift these rocks. Unfortunately, they are magic. If you look above my head, you will see a ribbon placed on the very top rock. It has the symbol of the Animal Queen on it. While it remains on the rocks they will never move. If you remove it, I will be free.

Boy: Very well, Monkey, I will free you. But if I do, you must promise that you will help me find the scrolls of peace.



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Monkey: Yes, I promise, I promise. Now, please remove the ribbon.

The boy removes the ribbon and the monkey stands up, sending the rocks flying in many directions. The monkey is now free.

Monkey: Ha, ha. You silly boy, I fooled you. Now I am free and I will not help you.

The monkey begins to run into the forest. The boy pulls the magic headband from his bag and puts it on. The monkey suddenly stops running and looks at the boy.

Boy: Now you wait a minute, Monkey. This headband I'm wearing also bears the symbol of the Queen of the Animal Kingdom. While I am wearing it, you must obey me.

Monkey: Curse it, you are right. From now on you are my Master.

Boy: If I am your master, then you must lead me to this faraway village.

Monkey: Very well, Master. I will take you there.

The boy and the monkey walk off into the forest.

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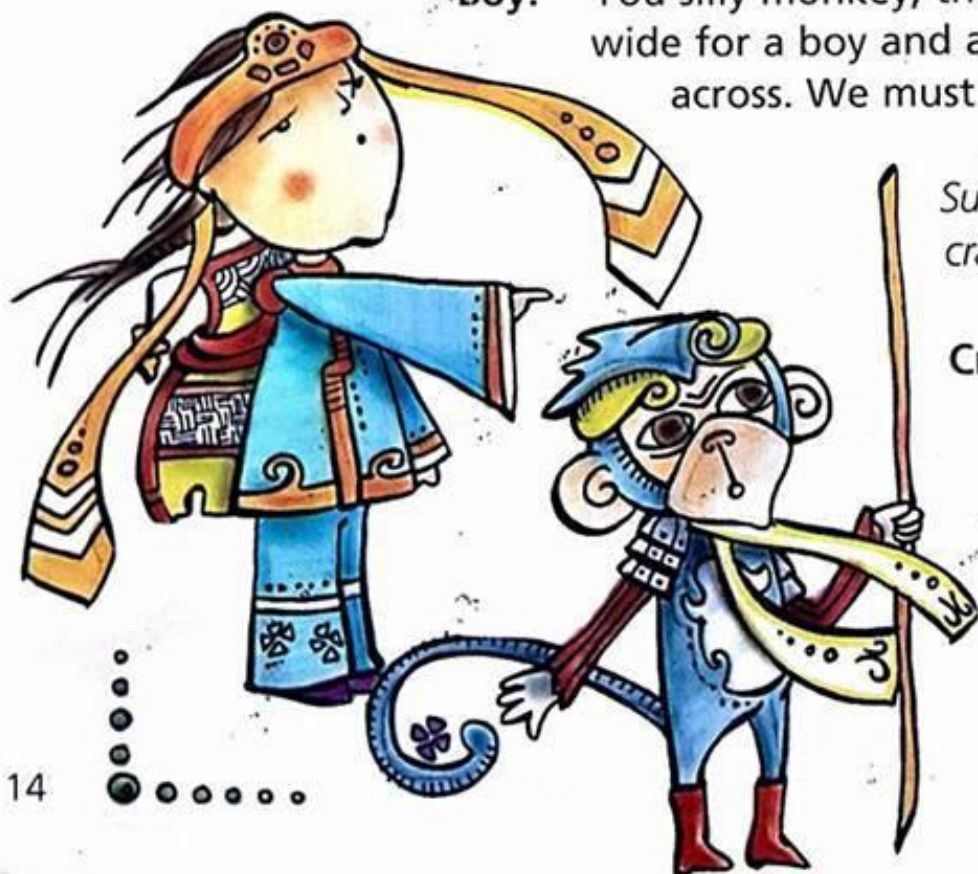
Scene Three: The Crab and the River

The monkey and the boy come to a river that runs through the middle of the forest. They have been walking for many days and they are arguing.

Boy: Monkey, we have been walking for days now and there is no sign of any village. Are you sure we are going in the right direction?

Monkey: Yes, of course, Master. I am very sure. We are nearly there. All we have to do is cross this river.

Boy: You silly monkey, the river is much too wide for a boy and a monkey to swim across. We must turn back.



Suddenly, a giant crab comes crawling out of the river.

Crab: Did I hear somebody say that he wanted to cross the river?

Boy: Yes, that's right, Crab. We need to get to the other side. We are on a quest, trying to find the scrolls of peace so that I can save my village.

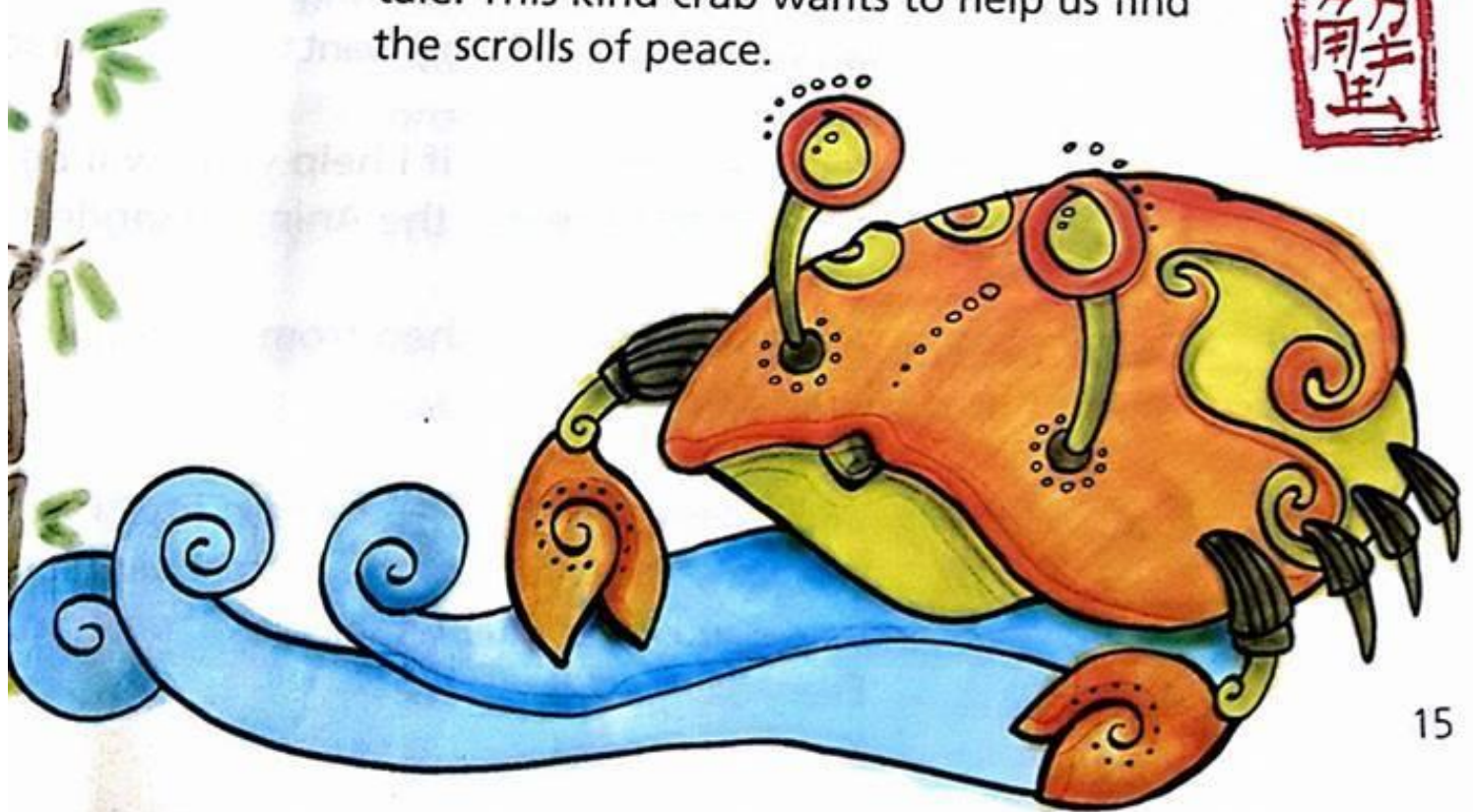
Crab: That sounds like a noble mission, my boy. Sit on my back and I will take you across the river.

Boy: Thank you, Crab. You are very kind.

The boy goes to climb on the crab's back but the monkey grabs his shoulder and pulls him back.

Monkey: Be careful, Master. I have heard stories about this crab who lives in the river and eats children who want to cross.

Boy: Don't be so silly, Monkey. That is just a fairy tale. This kind crab wants to help us find the scrolls of peace.



Suddenly the crab grabs at the boy with one of its claws. The monkey steps in and hits the crab on the head.

Monkey: You horrible crab! Did you not see the boy's headband? It bears the symbol of the Queen of the Animal Kingdom. You must obey him. He is our master.

The crab rubs his head and suddenly begins to cry.

Crab: Oh, you are right. I am so sorry, Master. I promise to protect you if you allow me to come on your quest.

Monkey: Blahh! Come, Master, we will find another way to cross the river. It is clear that this crab cannot be trusted.

Boy: Quiet, Monkey. Let us hear what the crab has to say. Why do you suddenly want to help us, Crab?

Crab: Because I know that if I help you I will be allowed to re-renter the Animal Kingdom.

Boy: Why were you banished from the animal kingdom?

Crab: Well, Master, when I was a young crab, I was very lazy. The Queen of the Animal Kingdom had asked me to guard the animal museum. Every day

I stood at the entrance to the museum, but instead of standing guard, I leant against a pillar and slept. One day as I slept, the mountain people snuck into the museum and stole many valuable things. When the Queen found out that I had been sleeping, she was very angry. She sent me down to this river to eat passing travellers. The only way I can return is if I help you on your quest.

Boy: What do you think, Monkey?

Monkey: Master, you already have me. You do not need this lazy crab.

Boy: Monkey, I think the crab deserves a chance. I have decided that we will let him come with us.

Crab: Oh, thank you so much, Master. I promise that I will not disappoint you. I shall protect you every step of the journey.

Monkey: We will see about that.

Boy: Oh Monkey, don't be so difficult. Now Crab, will you take us across this river?

Crab: Of course, Master, just climb on my back.

The boy and the monkey get on the crab's back and they are taken across the river.

Scene Four: The Field

The boy, the monkey, and the crab arrive at the end of the forest. In front of them stretches a wide, open grassy field. Suddenly, a very angry goat comes running up to them.

Goat: Get away from here! You are not allowed on my grass.

Boy: Please, Goat, we do not wish to take your grass. We are three travellers on a quest. We are searching for the scrolls of peace. I must return them to my village so that my people can live in peace.

Goat: I do not care who you are or what you are doing. Nobody is allowed to cross my field.



Monkey: Come on, you greedy goat. You have a very big field. I am sure that you can lend us a little bit of it while we cross to the other side.

Goat: You rude monkey! This is my field and I do not have to lend you anything. You are not welcome here. Please leave now.

Crab: Maybe we can have a rest in the forest and think of another plan.

Monkey: No, you lazy crab, we will fight this goat and cross the field.

Boy: Now, my animals, there will be no fighting. Goat, perhaps if you look at my headband, you will feel differently about letting us cross the field.

Goat: Oh dear me, it bears the symbol of the Queen of the Animal Kingdom. I am sorry, Master. I thought you were here to steal my grass. If you are looking for the scrolls of peace, I think I know where they are. There is a village on the other side of this field. It is said that the scrolls are

hidden there. Please cross my field and allow me to come on your quest so that I can return to the Animal Kingdom.



Monkey: You selfish animal, we will cross the field, but you cannot come with us.


Crab: Yes, Goat, you did not want to help us. You saw the Animal Queen's symbol. It is only because you see there is something in it for you that you are willing to help.

The goat begins to cry.

Goat: Oh Master, they are right. I am a bad goat.

Boy: My goat friend, do not listen to these animals. They did not want to help me at first either. I am sure you are not a bad goat. Please tell me why you were banished from the Animal Kingdom.

Goat: Well, Master, when I was a young goat, the Queen of the Animal Kingdom asked me to guard her daughter's wedding feast while the wedding was taking place. Unfortunately, I had not eaten that morning. I was alone with the feast. I was very hungry and it looked so delicious. I could not help myself. I ate the whole feast before the other guests arrived. When the Queen returned to find the empty plates, she was very angry. She sent me to this field where I have nothing but grass to eat. I am to spend the rest of my days here. I want nothing more than to return to the Animal Kingdom.



Monkey: You selfish animal, we will cross the field, but you cannot come with us.

Crab: Yes, Goat, you did not want to help until you saw the Animal Queen's symbol. It is only because you see there is something in it for you that you are willing to help.

The goat begins to cry.

Goat: Oh Master, they are right. I am a bad goat.

Boy: My goat friend, do not listen to these animals. They did not want to help me at first either. I am sure you are not a bad goat. Please tell me why you were banished from the Animal Kingdom.

Goat: Well, Master, when I was a young goat, the Queen of the Animal Kingdom asked me to guard her daughter's wedding feast while the wedding was taking place. Unfortunately, I had not eaten that morning. I was alone with the feast. I was very hungry and it looked so delicious. I could not help myself. I ate the whole feast before the other guests arrived. When the Queen returned to find the empty plates, she was very angry. She sent me to this field where I have nothing but grass to eat. I am to spend the rest of my days here. I want nothing more than to return to the Animal Kingdom.

The Fan Queen has kept him in prison ever since. I am sure that your young master has been locked up with him.

Crab: What do you do now that your father is in prison?

Girl: The Fan Queen has made me one of her servants. I have to go to the palace every morning and deliver rice. Then I am forced to spend the day cooking for her and the guards.

Crab: That is not fair. We must stop the Fan Queen. We will break into the prison and save your father.

Goat: That is a good idea, Crab, but how are you going to do that? It will not be possible to just walk into the prison. It will be surrounded by guards. Besides, this man stole the scrolls from our master's village. Why should we help him?

Girl: Please, Goat. I am sure that if you help my father, he will return the scrolls.

Goat: Even if we believe that will happen, we still have to break into the prison somehow.

Girl: I think I might have an idea.

Goat: Tell us then, what is it?

Girl: Well, the prison is in the basement of the palace. Everyday I deliver rice to the palace in a big cart. The guards are used to my coming and going so they never check my cart. If I bury you in the rice, I can sneak you into the palace in the cart. Once you are inside the palace, it will be easy to go from there into the prison.

Monkey: Little girl, that is a very good idea. We can rescue your father and our master as well as capture the Fan Queen.

Girl: Let us work on that plan then, Monkey. I have been told that if you can manage to steal the Fan Queen's fan, then she will shrink to the size of an insect. It might be true, but the Fan Queen is very powerful. It will not be easy to steal her fan.

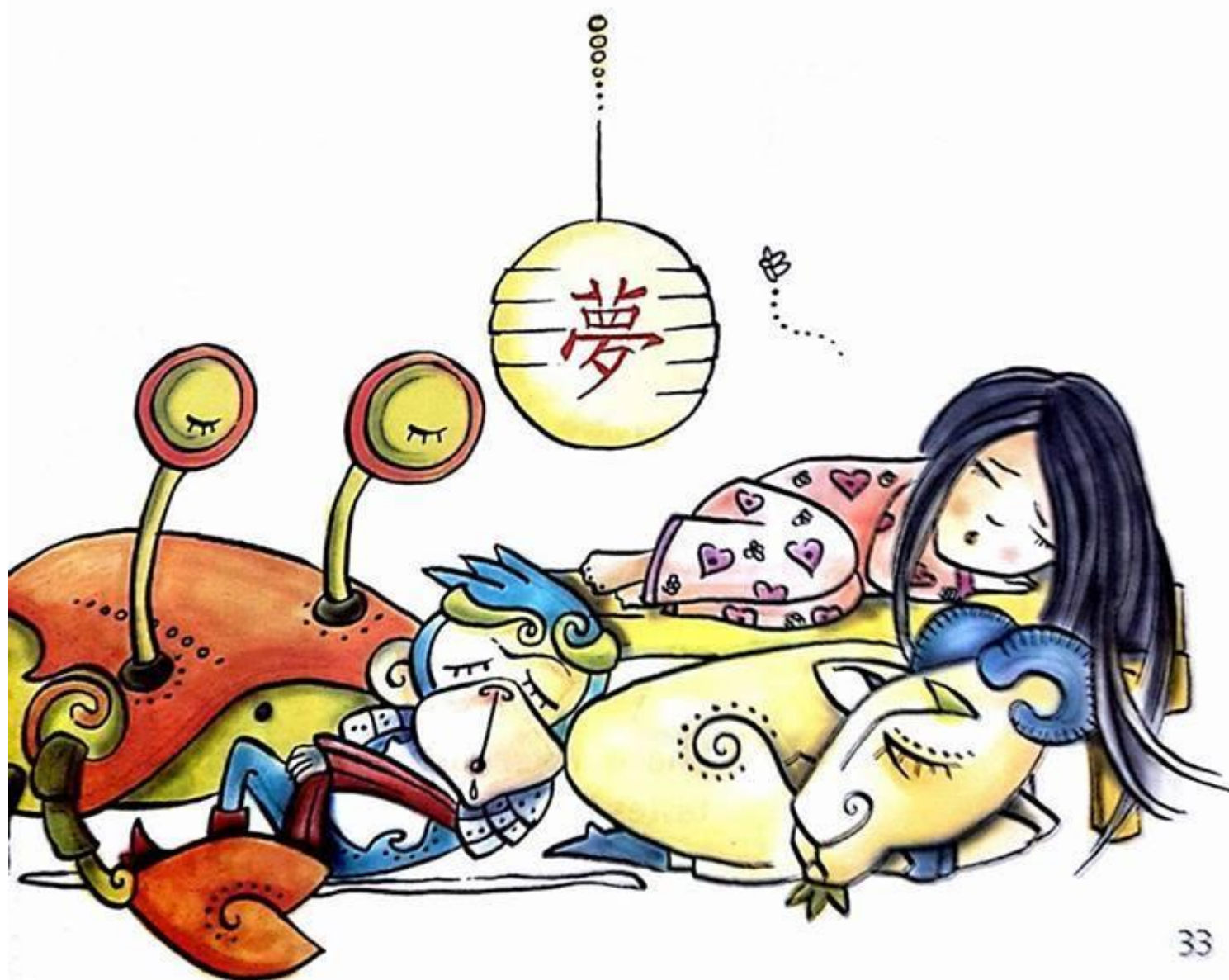
Monkey: Ha! The Fan Queen is a coward. I will steal her fan and put her in a jar like a cockroach.

Crab: So we all agree then. We will sleep here tonight, and then tomorrow we will sneak into the palace, destroy the Fan Queen and

rescue the master. We will need a good
night's rest to be ready for tomorrow.
Goodnight, everybody.

Everybody: Goodnight!

The animals and the girl lie down to go to sleep.



Scene Seven: The Break-in

It is early in the morning and two guards are patrolling the gate outside the palace. The girl approaches pulling a rice cart behind her. The guards stop walking and look at the girl.

Guard: Who goes there?

Girl: It is only me, sir. I have come to deliver the rice as usual.

Guard: Ah, it is only you, servant girl. You can go in but make sure you cook the rice properly today. Yesterday it was horrible and lumpy.

Girl: Yes sir, thank you, sir!

The girl pushes the cart into the courtyard and closes the gate so the guards can no longer see her.

Girl: All clear, animals. It is safe to come out now.

The animals crawl out of the pile of rice and stand in the palace courtyard.

Crab: Blurghhh! I have rice up my nose.

Goat: I have never tasted rice. Even raw rice tastes better than grass.



The girl points at two sets of stairs, one goes up and the other goes down.

Girl: Those stairs lead up to the Fan Queen's room and the others lead down to the prison. I need to go to the kitchen now so that the guards do not get suspicious. Good luck!

Monkey: Thank you, little girl. Goat, you and Crab go to the prison and rescue the master and the girl's father. I will go and fight the Fan Queen. When you have the master and the father come and meet me in the Fan Queen's room.

Goat: Very well, Monkey. Good luck. We will see you soon. Come on, Crab.

Monkey runs up the stairs and Goat and Crab go down to the prison.



Scene Eight: The Rescue

Goat and Crab are at the bottom of the stairwell in the dark prison. Two guards are sitting playing cards. Their backs are to the animals. There is a large cage in front of the guards and we can see that the boy and the girl's father are locked in it. Suddenly, Goat slips on a pebble and makes a noise.

Crab: (Whisper) Shhhhhhhh! Noisy goat!

The animals step back into the stairwell just as the guards turn around.

Guard 1: Did you hear that? Is someone here?

Guard 2: I heard something, but I cannot see anything. Forget about it, It was probably the wind.



The guards turn around and continue playing cards.

Goat: Sorry, Crab, that was a close call. Luckily they did not see us.

Crab: Let's creep up behind them, knock them out, and take their keys. Oh, and try and be quiet this time.

Goat: All right, Crab, let's go... and I said I was sorry.

The two animals sneak up on the guards. The crab knocks one of the guards on the head and the goat kicks the other. Both guards fall to the ground unconscious. The boy and the girl's father jump up in their cage with surprise.



Boy: My animal friends! Can it really be true?

Goat: Yes, it is, master. This man's daughter helped us with the rescue plan and brought us to the palace. But quick, we do not have much time. Which of these guards has the keys?



Scene Nine: The Fan Queen's Room



The Fan Queen is in her room looking in the mirror. She hears a noise at the door. She picks up her fan.

Fan Queen: Who is there?

There is no reply. She stands up, walks over to the door, and opens it. She looks down and sees the monkey sitting on the floor.

Fan Queen: Hello there, little monkey. What do you want?

The monkey does not reply.

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Boy: Well, Goat, come with us on our journey.
We are happy that you will accompany us.

Monkey: Master, we do not need this goat. He will
eat all our food.

Boy: Monkey, you must give this goat a chance.
Remember, I gave you a chance. Otherwise
you would not be here. Come, my animal
friends, let us continue on our quest to find
the scrolls of peace so that I can save my
village and you can return to the Animal
Kingdom.

The boy and the animals walk across the field.



Scene Five: The Abandoned Village

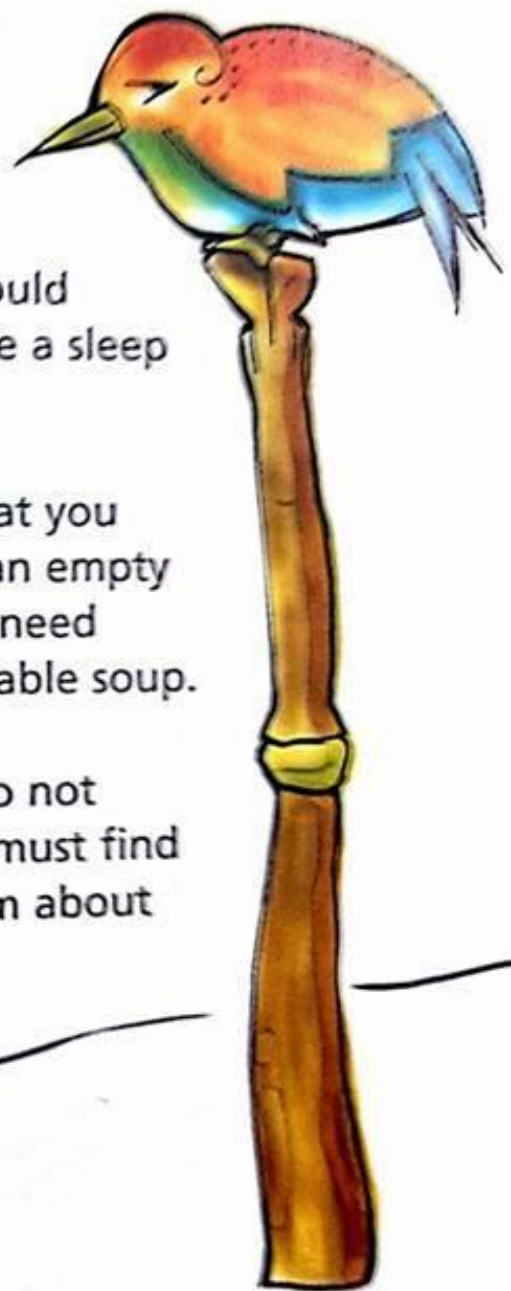
The four travellers come to the village on the other side of the field. It seems deserted and the animals are suspicious.

Monkey: I do not like it here,
Something does not
feel right.

Crab: For once we agree,
Monkey. Maybe we should
find somewhere to have a sleep
before we continue.

Goat: No, Crab. You know that you
should never sleep on an empty
stomach. I think we all need
some nice, warm vegetable soup.

Boy: You silly animals, we do not
have time to stop. We must find
somebody and ask them about
the scrolls.



Monkey: We can try, Master, but there does not seem to be anybody around.

Suddenly a frightening-looking woman holding a fan steps across the road at the end of the street. She has two guards with her.

Fan Queen: I am the Fan Queen and I am the ruler of this village. Who are you and what do you want?

Boy: It is only me and my three animals, Your Majesty. We are on a quest to save my village.

Fan Queen: Oh, really? And what is it that you are looking for?

Boy: I am looking for the scrolls of peace. I was told that they might be somewhere in this village.

Fan Queen: You foolish boy, the scrolls do not exist. I have been looking for them for many years. If they were here, I would have found them.



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Boy: I am sorry, Your Majesty, but I have to believe that the scrolls exist. They are the only hope of my village. Do you mind if I have a look around the village?

Fan Queen: Are you calling me a liar? The scrolls do not exist and the only part of the village you will see will be the prison. Guards, take this boy to the prison and lock him up.

Guard: Yes, Your Majesty. And what would you like us to do with the animals?

Fan Queen: Leave them be. After all, they are only animals. If I have the boy, they can do me no harm.



The guards come down the street and grab the boy.

Boy: Please, Your Majesty, I must save my village. Everything depends on me. If I fail in my quest, the mountain people will destroy us.

Fan Queen: Say goodbye to your animals, boy. You will be locked up for a very long time.

The Fan Queen and the guards take the boy away to the prison. The animals are left alone on the street.

Monkey: We cannot let her take the master. We must rescue him from prison.

Goat: And how do you think we will do that? I am tired of this quest. I am hungry. I want to go back to my quiet field and have some grass.

Crab: Yes, I agree with Goat. I'm sick of all this walking. I need a good sleep.

Monkey: You stupid, ungrateful animals! The master has been so good to us. We have nothing to lose. We must help the master save his village. If we do that, we can return to our old lives in the Animal Kingdom.



Suddenly, a young girl steps out from the doorway of one of the houses. She calls out to the animals.

Girl: Come here, you brave animals. I have food and beds for you. I can help you free your master but first you must help me. Please, come into my house.

Goat: Your offer is tempting. But how can we know that you won't hurt us?

Girl: You cannot know that. You just have to trust me. Please, enter my house.

The animals look at each other and whisper among themselves.

Crab: She does look like a nice girl and I am very tired.

Goat: And I am very hungry.

Monkey: You are right, my friends. We do not have many options now. Our only chance to help the master is with this girl.

The monkey turns and calls out to the girl.

Monkey: Very well, young lady, we will accept your invitation and come to your house.

Scene Six: The Villager's House

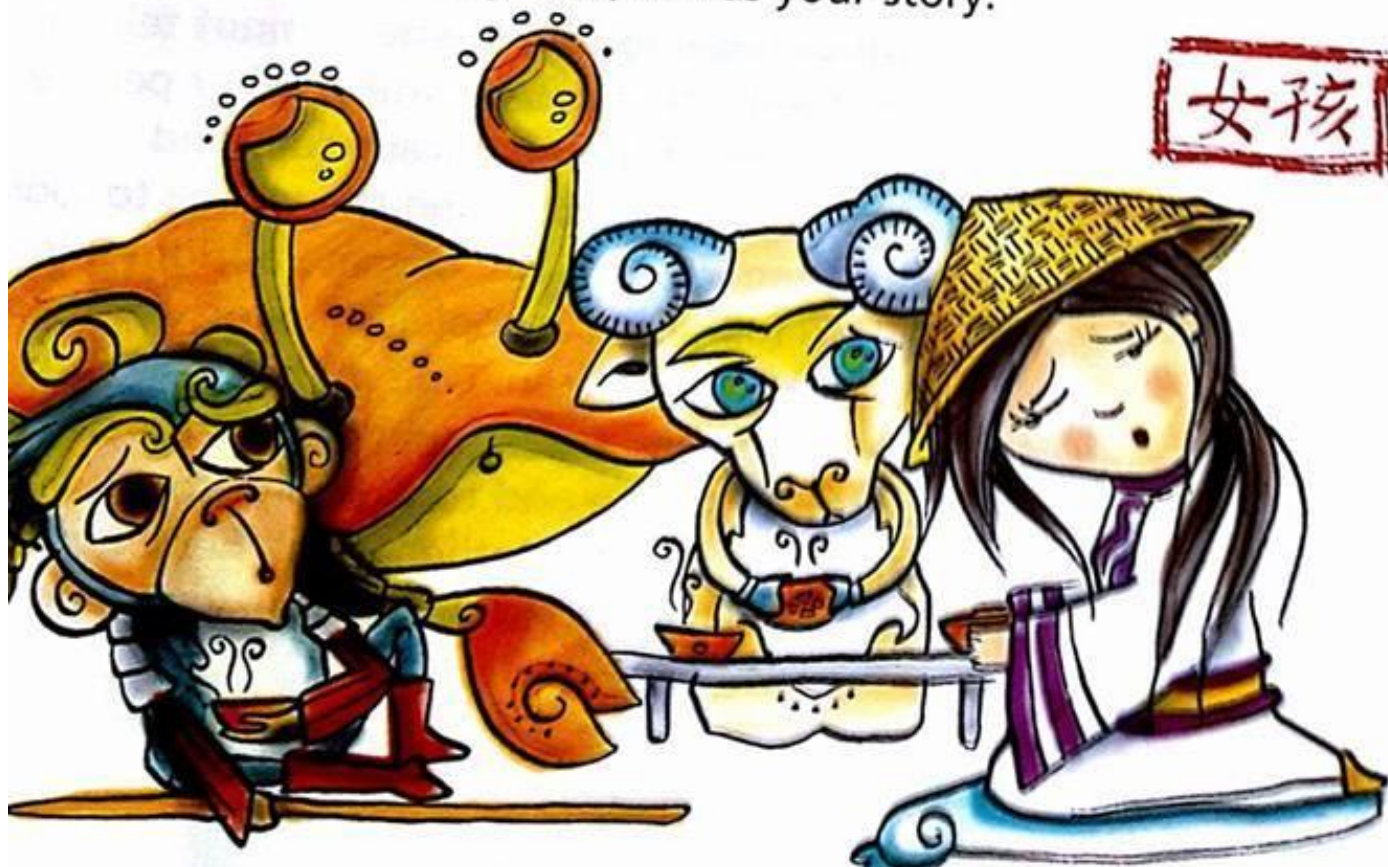
The animals are sitting around a table in the young villager's house.

Girl: Thank you for trusting me, brave animals. You must believe in my good intentions. I really want to help you.

Monkey: No, we must thank you, young lady. Thank you from all of us for the food and shelter. But now you must tell us how we can rescue our master.

Girl: I will do that soon, but first let me tell you my story.


Goat: Very well, tell us your story.



Girl: My mother died when I was a baby. Two years ago my father was made ruler of this village. It was a happy and peaceful place, but it was rumoured that many years ago, before I was born, my father was a wild man. It was said that he had stolen some magical scrolls from a village a long way from here.

Monkey: It must have been the master's village.

Girl: Yes, I think so. Everybody thought that my father had hidden the scrolls of peace under the village palace. He would never speak of the scrolls, but whenever I asked him about them, he gave me a smile and a wink. He told me the scrolls were a myth, but something told me he was not telling me the truth. Unfortunately, other people heard about the mythical scrolls and travellers started visiting the village to look for them. The village became a frightening place full of bad people. The worst of them was the Fan Queen. One night as my father slept, the Fan Queen and her guards snuck into the palace and took him prisoner. She tried to force my father to tell her where the scrolls were hidden, but he would not.



Fan Queen: I remember you, you cute little monkey. You were one of those silly animals with that rude little boy. I wonder how you got in here?

The monkey makes a screeching monkey noise.

Fan Queen: I guess you must miss your master. That is unfortunate as he is locked in the prison now and you cannot see him. But you are a sweet little thing so you will be my pet now.

The Fan Queen reaches down to pick up the monkey but the monkey suddenly jumps up and snatches the her fan. He then runs over and starts jumping up and down on her bed.

Fan Queen: Arhhhhhhhhh! You naughty monkey, give me that fan back this minute!

Suddenly, the Fan Queen starts to shrink.

Monkey: No, I will not, you horrible, bad woman. You stole this village from the ruler here and you kidnapped my master. You are no better than an insect. I am going to put you in a jar.

The Fan Queen turns into an insect. She is so tiny that the monkey takes a jar from the dresser and puts her in it. Suddenly, the goat, the crab, the boy, the girl, and her father come running into the room.

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Crab: Monkey! We are here to help you fight the Fan Queen.

Monkey: Ah ha! You are too late, my friend. She is already in this jar.

Boy: Well done, Monkey. It is so good to see you again. Thank you for helping rescue me.

Monkey: You are welcome, master. But we must not forget our quest. We must find the scrolls of peace and return them to your village.

Father: Oh yes, the scrolls. When I was a young and foolish man, I stole the scrolls for a temple in my village. When I returned to my village I used the scrolls to stop a war and I became the ruler of my village. I was planning to return the scrolls, but the Fan Queen came to the village and took me prisoner. I am very sorry. The scrolls should be returned. I will give them to you now.

Monkey: Well, you seem like a wise ruler. I will give you the Fan Queen so that you can watch over her and make sure she never escapes from the jar to spread her evil.

The monkey hands the father the jar containing the Fan Queen.

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Father: Thank you, Monkey. Now, my boy, let me give you the scrolls.

He walks around the room and takes three framed pictures off the wall. He breaks the frames and rolls up the papers inside each one. He then hands the scrolls to the boy.

Boy: What a clever hiding spot. Nobody would ever think to look there.

Father: Just think, the Fan Queen was looking for the scrolls and all this time they were right in front of her nose.

Goat: Hahaha! That silly mean queen!

Suddenly the two guards come bursting into the room.

Guard 1: Who are you? How dare you intrude into the Fan Queen's chamber? What have you done with her?

Father: The Fan Queen is in this jar and I have her fan. Once again I am the ruler of this village.

The two guards drop to their knees.

Guard 2: Oh, please do not hurt us, Your Majesty. What can we do to earn your forgiveness?

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Father: You are forgiven, but I would be very grateful if you would escort this boy and these animal back to their village with the scrolls of peace.

Guard 1: Of course, Your Majesty. We will leave just as soon as you tell us.

Boy: Thank you for your help. I will never forget what you have done for my village.
Goodbye, Your Majesty.

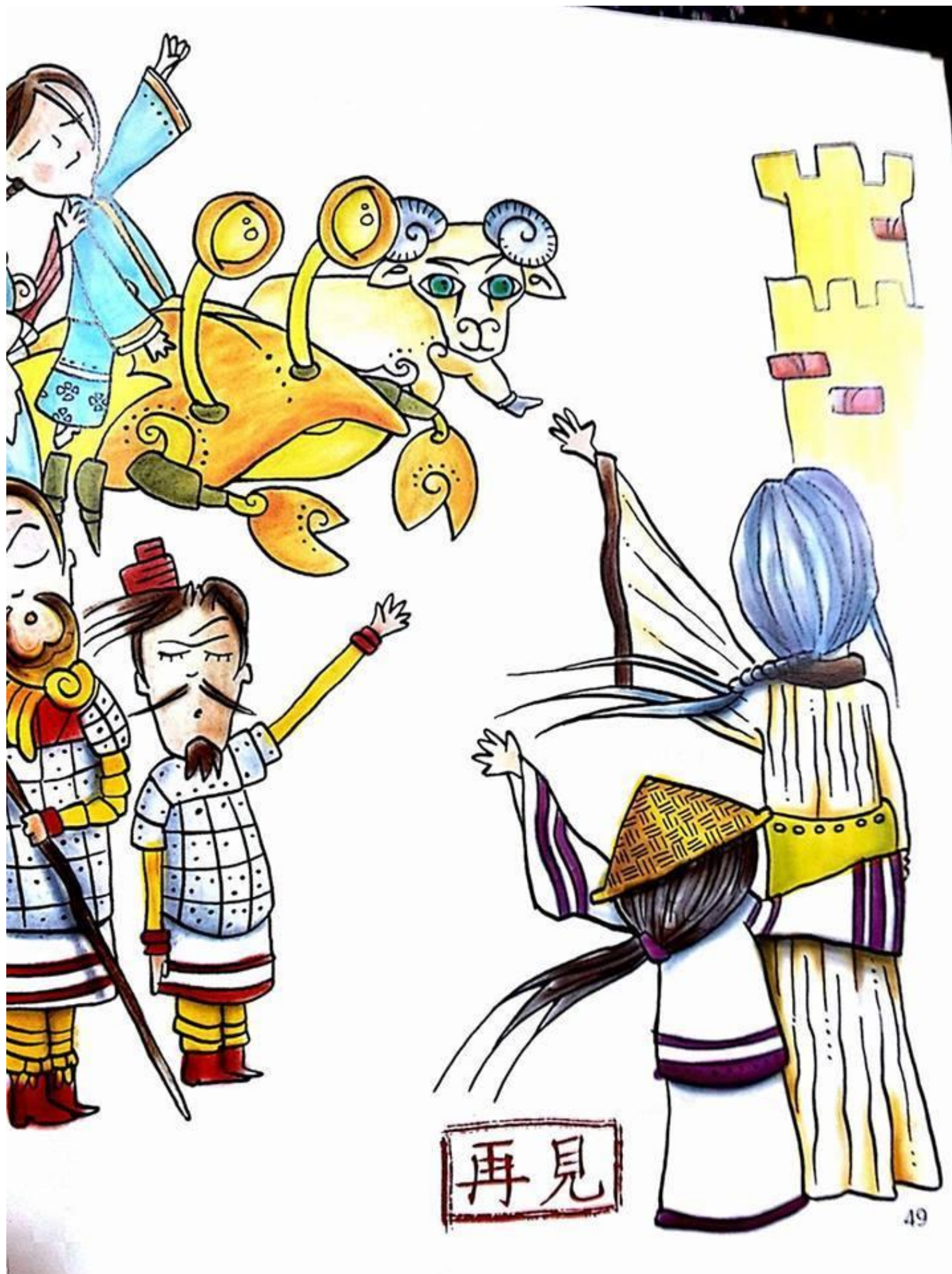
Father: You are welcome, my boy. I hope you can forgive me for stealing the scrolls. I wish peace for your village. Goodbye and good luck.

Girl: Goodbye, animals. Thank you for all your help in rescuing my father and ridding our village of the Fan Queen. You have been wonderful friends.

Monkey: You are welcome, young lady. Remember to visit if you are ever in the Animal Kingdom.

Guard 2: We should leave now before nightfall.

The boy and the animals leave the palace with the two guards. The village ruler and his daughter stand and wave goodbye.



Scene Ten: The Return Home

The boy and the animals walk into the village leader's temple. The village leader is seated. The boy runs up to the village leader smiling with joy.

Boy: Master, Master. The quest was successful. I have returned with the scrolls of peace.

The leader stands up and hugs the boy.

Leader: That is wonderful news. Now that the scrolls are in the temple, the mountain people will never attack us again. You have done a wonderful job, my son.

Boy: Master, I could never have done it with out the help of these brave animals.

Leader: Ah yes, the animals who were driven out of the Animal Kingdom. Well, my friends, have you learnt from your mistakes?

Monkey: Yes, sir! We know that we did wrong in the past. We feel happy to have helped bring peace to this beautiful village.

Crab: Oh yes.

Goat: Yes, indeed.

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