

Director's Notes

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CAST

Recommended: 30 to 60+ (minimum: 16, with doubling). 2 main characters, 10-12 central characters with less dialogue. 4-6 minor characters, 5 'bit' parts plus options to involve chorus members as mice, skeleton, island creatures. 2 Narrators and Chorus.

Possible doubles: Ben Gunn & Blind Pew, Billy Bones & Skeleton, Moll/Bess & Jim's Mother.

NEUTRAL / CHORUS PARTS

NARRATOR 1 (& 2)	Linking narrative.
VILLAGERS	Chorus. Sc 2, opt. dance, ad lib dialogue.
VILLAGER 1, 2, (3, 4)	Preferably 1-2 boys & 1-2 girls with small amount of dialogue, Sc. 2.
SKELETON	Non-speaking part, Scene 10.
MICE (<i>optional</i>)	Sing/dance in 'Just A Little Cheese On Toast', Scene 6.
ISLAND CREATURES	(<i>optional</i>) Sing/dance in Jim's song, Scene 7, and elsewhere ad lib.

THE GOOD GUYS

JIM	Main character. Solo singing. Eager, enthusiastic, son of innkeeper.
SQUIRE TRELAWNEY	Central character. Bristol nobleman.
DOCTOR LIVESEY	Central character. the local doctor, a trustworthy man.
CAPTAIN SMOLLETT	Central character. Not as much dialogue to remember as others.
BEN GUNN	Central character. Appears half way through. Mad due to loneliness.
GRAY/HUNTER/REDRUTH	Minor characters. Involved throughout the play. May be combined.
JIM'S MOTHER	Minor character. Features in the opening scenes.

PIRATES

LONG JOHN SILVER	Main character. Solo singing. Must be good at pirate accent. Deceitful, and convincing with it. Always kind to Jim.
GEORGE MERRY	Central character. Second in command to Long John Silver.
ISRAEL HANDS	Central character. Argumentative, mistrusts everybody.
BLACK DOG	Central character. Aggressive, scary character.
TOM MORGAN	Central character. Standard pirate – follows the herd.
BILLY BONES	Minor character. Aggressive old sea dog, big drinker – dies early on!
BLIND PEW	Minor character. Blind pirate, also dies early on.

Note: both Billy Bones and Blind Pew may return as generic pirates in subsequent scenes.

PIRATES - NEW RECRUITS

JACK	Central character. Useless due to drinking too much liquor!
ROGER	Central character. Inappropriately well-spoken and proper.
MOLL & BESS	Central character. May be combined, and Jim's Mother may double.

STAGING SUGGESTION

Entrances and exits assume that, when offstage, actors will be seated with chorus:
Pirates / Island Creatures off to Stage Right, Good Guys / Villagers off to Stage Left.
There are four main set 'locations'. The easiest way to suggest these different places is by use of props to be placed Upstage Centre on a staging block:

These icons appear in the Director's Overview (p.4) and in the script to indicate scene changes:



On board ship – helm wheel



The Admiral Benbow Inn – pub sign



The island – palm tree



Stockade – fence

Other props may be brought on and off, e.g. Ship: coiled ropes, 'rigging', barrels, sailcloth drapes, Island: a palm tree or two, seaweed covered rocks, etc. However, keeping everything simple makes scene changes flow more easily.

PROPS AND COSTUMES

Pirates	Striped T-shirts, cut-off trousers, pirate head-gear. Additionally, plastic or wooden cutlasses, pistols, and nautical 'extras' as available, coiled ropes etc. Spades and rope to tie Jim up, for treasure-digging scene.
Long John Silver	Crutch, plus parrot attached to shoulder of jacket. <u>Peg leg</u> : there are several ways of achieving this, but most are uncomfortable if worn for long periods. Probably the most straightforward method for comfort and safety is to tape one trouser leg down to the foot with brown masking tape.
Israel Hands	Dagger (wooden?).
Jack	Hip flask
Good Guys/Boy Villagers	White shirts, knee length trousers, long socks, shoes. Pistols. Telescope for Captain Smollett.
Girl Villagers	White blouses and full-length skirts.
Admiral Benbow scenes	Table (or barrel) and 2- 4 chairs, tankards, tray, cloth, key and sea chest (which may double as Treasure chest). Metal jug for refilling drinks. Paper with black spot on it, rolled up treasure map, coin and stick for Blind Pew, plus other piratical objects for Billy Bones' sea chest, e.g. jolly roger, eye patch, telescope, etc.
Treasure chest	Containing strings of 'pearls', rubies, gold coins, etc.

Director's Overview

Scene 1 The Pirate Crew



SFX **SEA SOUNDS**
SONG **FIFTEEN MEN**

◉ **Track 13**
◉ **Track 1**

We meet the pirate characters. Long John Silver tells the rest of the pirates he wants a proper crew to go looking for Captain Flint's treasure.

SONG **TREASURE**
SFX **THE BLACK SPOT**

◉ **Track 2 / 23**
◉ **Track 14**

First they need Flint's map, which Billy Bones has got. Blind Pew goes to The Admiral Benbow Inn to find Billy Bones while Long John Silver and George Merry get the crew into shape.

SONG **FIFTEEN MEN**

◉ **Track 1**

Scene 2 The Admiral Benbow Inn



The villagers do a dance outside the Admiral Benbow Inn.

DANCE **THE BENBOW JIG**

◉ **Track 15**

Jim Hawkins and his mother are serving drinks. Billy Bones asks Jim if he has seen a one-legged seafaring man. Blind Pew enters and gives Billy the Black Spot!

SFX **THE BLACK SPOT (short)**

◉ **Track 16**

Billy Bones collapses dramatically and dies, after giving Jim the key to his sea chest. Jim takes the map of Treasure Island from the chest. Jim and his mother exit hastily, hearing the pirates coming.

SONG **FIFTEEN MEN**

◉ **Track 1**

The pirates find Billy Bones dead on the floor, and Blind Pew guesses that Jim must have taken the treasure map. They go after him.

SONG **FIND THE BOY!**

◉ **Track 3 / 24**

Scene 3 The Squire And His Men

Blind Pew meets an untimely death (offstage!).

SFX **GALLOPING HORSES**

◉ **Track 17**

The Good Guys arrive at the Admiral Benbow, having heard that Jim and his mother are in trouble. Jim tells them about the pirates.

SFX **THE BLACK SPOT (Short)**

◉ **Track 16**

Jim shows them the map. They make plans, to go in search of the treasure. Not knowing that Long John Silver is a pirate, the Squire asks him to pick the crew.

Scene 4 Preparing For The Voyage



DANCE **SAILOR'S HORNPIPE**

◉ **Track 18**

Jim, who is to be cabin boy, meets Long John Silver.

SONG **GOOD MATES**

◉ **Track 4 / 25**

Scene 5 The Hispaniola sets sail

INSTR. **ACCORDION MUSIC**

◉ **Track 19**

The ship gets under way. Hidden behind a barrel, Jim overhears Long John Silver plan a mutiny. During the song, Jim tells the Squire what he's heard; they plan for Jim to trail the pirates on shore.

SONG **TREASURE ISLAND**

◉ **Track 5 / 26**

Scene 6 Ben Gunn



Everyone goes ashore, apart from Israel Hands. Expecting trouble, the Good Guys head for an old stockade (go offstage). Losing track of the pirates, Jim meets eccentric marooned pirate Ben Gunn.

SONG **JUST A LITTLE CHEESE ON TOAST** ◉ **Track 6 / 27**

Ben Gunn is alarmed to hear that Long John Silver is on the ship. He promises to help Jim defeat the pirates in exchange for his passage home. He tells Jim where he has hidden a rowing boat.

SFX **GUNFIRE** ◉ **Track 20**

Hearing gunfire, Jim runs to the stockade where the pirates have been attacking the Good Guys.

Scene 7 The Stockade



Long John Silver tries to bargain with Captain Smollett – the map for their lives! No deal is made and the pirates go away to re-arm. Jim tries to tell the Squire about Ben Gunn, but he's too busy preparing the next attack.

SONG **I'VE TRIED TO MAKE THEM LISTEN** ◉ **Track 7 / 28**

Scene 8 Jim Gets The Ship



Jim gets Ben Gunn's boat and returns to the ship, which he manages to take from Israel Hands who is keeping watch.

SFX **SPLASH!** ◉ **Track 21**

Scene 9 Jim Gets Captured



Jim steers the Hispaniola to the Island, but on his way back to the stockade he is captured by the pirates. Long John Silver protects Jim from the pirates, and while he does a quiet deal with Jim, the Pirates decide they've lost confidence in their captain.

SONG **WHAT SHALL WE DO WITH LONG JOHN SILVER?** ◉ **Track 8 / 29**

SFX **THE BLACK SPOT (Short)** ◉ **Track 16**

Long John Silver laughs off the Black Spot, keeping the pirates onside as he's managed to get the map from the Good Guys in a behind the scenes deal with Doctor Livesey, who then arrives to treat wounded pirates, much to Jim's confusion. Jim tells the Doctor he's brought the ship to shore.

Scene 10 In Search Of Treasure

SONG **GOLD - YO, HO, HO!** ◉ **Track 9 / 30**

The pirates go in search of the treasure. The pirates are terrified when they find a skeleton and hear a ghost. They soon discover the treasure has gone and turn on Long John Silver and Jim.

INSTR. **DIGGING MUSIC** ◉ **Track 10 / 31**

SONG **WHERE'S THE GOLD?** ◉ **Track 11 / 32**

The Good Guys come to their rescue. The pirates are chased away. Ben Gunn has a surprise for Jim. Gray and Hunter bring in the treasure chest for Jim to see.

Scene 11 The End Of The Story



INSTR. **JIM'S DONE IT!** ◉ **Track 22**

They prepare to set sail, and suddenly notice that Long John Silver is missing. Ben Gunn admits helping him to escape, but everyone agrees they're better off without him. A handful of the pirates surrender to Captain Smollett, agreeing to earn their passage home.

SONG **HOIST THE ANCHOR** ◉ **Track 12 / 33**