

# MAIN CHARACTER PROFILES & NUMBER OF LINES

Name	Character	Lines
Alice	Bored by the dull monochrome appearance of the adult world, Alice finds adventure in the realm of Wonderland. Here, after meeting a myriad of strange characters, she realises that she can be the change she seeks in the world. The character has been divided into eight separate roles (see STAGING GUIDELINES/IDEAS – p10-12), but could of course be played by a single person, or indeed by any number.  Alice 1 - 15                      Alice 2 - 27                      Alice 3 - 14                      Alice 4 - 25 Alice 5 - 17                      Alice 6 - 16                      Alice 7 - 10                      Alice 8 - 15	
Queen of Hearts	Everyone wants to keep out of the way of the Queen as her temper is vicious and her character merciless. She rules Wonderland by striking fear into all who come across her and listens to no one else's opinion as she knows they are wrong.	29
White Rabbit	The White Rabbit is an animal of a nervous disposition who lives in thrall to the Queen of Hearts.	20
King of Hearts	The King is under the thumb of the Queen and will do everything he can to stop her losing her temper. He is a kind man who tries to be the voice of reason in a place where there is no reason.	18
Mad Hatter	Things in Wonderland don't come much nuttier than the Mad Hatter. His theatrical nature dominates the tea table and he seems set on confusing Alice more than she already is by turning things on their heads and speaking in riddles and rhymes.	13
Alice's Mum	Alice's Mum has forgotten how important her daughter is to her and seeks to social climb through society gatherings.	12
Duchess	Although not quite as mean as the Queen of Hearts, the Duchess is a ferocious and hot-tempered woman, as happy throwing her own baby around as she is a frying pan.	12
March Hare	The March Hare colludes with the Mad Hatter to make the tea table a puzzling and perplexing place.	11
Pig	Straight forward and down-to-earth, Pig is the sort of animal that is dependable and trustworthy.	11
6 Spades	6 Spades is the most outspoken of all the Playing Cards and often takes the lead.	11
Alice's Dad	Alice's Dad is rather like Mum – his interest is now in being able to make good connections in the business world rather than his daughter.	10
Caterpillar	Elusive and enigmatic, Caterpillar seems to know the meaning of Wonderland but never lets on. Although frustrating Alice by giving intangible answers, Caterpillar is ultimately helpful by sharing the mushroom.	10
Dodo	Dodo can be quite serious and melancholy but is more than happy to join in with the Caucus Race when it is suggested.	10
Dormouse	The Dormouse is largely unaware of the goings-on in Wonderland as she is usually asleep in the teapot. However, her mind is full of mysterious and amusing stories that she is happy to tell when prompted in her dreamy and drowsy way.	10
Key	The Key is a very useful item as it can unlock the door which leads to the beautiful garden. The Key has a sunny disposition and is very helpful.	10

Name	Character	Lines
Cheshire Cat	The Cheshire Cat is as inscrutable as his smile. His ability to disappear and reappear at will is alarming to say the least, but he does try to be a friend to Alice and help her find her way through Wonderland.	9
Mock Turtle	Mock Turtle loves the sound of his own voice. He would happily talk forever to whoever would sit still long enough to listen. He thinks his stories are amusing and interesting (others may disagree) and his favourite pastime is dancing.	9
Table	The Table is a much more haughty and bossy character than the Key, always ready to hand out advice and opinion whether it is asked for or not.	9
Head Cook	Head Cook sees herself as the crème de la crème of the cooking world. The recipes she invents are somewhat avant garde but she throws them together with aplomb and rules her kitchen with a rolling pin of iron.	8
4 Hearts	4 Hearts is very nervous of the Queen but feels more courageous when 6 Spades speaks up.	8
Ladybird	Ladybird is a delicate soul who is not at all fond of swimming in the pool of tears and finds the participation in the Caucus Race something of an effort.	8
3 Diamonds	3 Diamonds thinks she knows more than she does. She is quick to speak up but doesn't always get things right.	7
Knave of Hearts	Falsely accused of stealing the Queen's tarts (he is allergic to jam), the Knave tries to clear his name. He is on Alice's side when she tries to help the Playing Cards and sees his mother for what she really is.	7
Mouse	Despite being small, Mouse is a strong-willed and feisty character who is not intimidated by the larger animals.	7
Butterfly	Butterfly and Ladybird make something of a double-act as they both display rather refined characteristics. Butterfly is always concerned for the state of their wings and their fragile dispositions.	6
Chop	Chop is one third of the kitchen crew that helps Head Cook. Not the brightest of assistants, he tries his best.	6
7 Clubs	7 Clubs planted the wrong rose bushes in the Queen's garden, which means they need painting from white to red. The other Playing Cards blame him for this.	6
Grate	The bottom of the culinary pile, Grate attempts to keep up with what is going on without ever really knowing what is going on.	6
Slice	Slightly less bright than Chop (but a little brighter than Grate), Slice muddles along in the kitchen, trying to help wherever possible.	6

## ENSEMBLE

Ensemble roles include the dinner party guests, extra animals, additional cooks, extra guests at the Mad Hatter's Tea Party, non-speaking playing cards and court attendants. Try to have as many people as possible in the ensemble, especially for the songs, including any characters without speaking lines in a particular scene. Costume changes are unnecessary unless someone is playing two very different parts that require differentiating.