

Wonderland: Alice's Rock & Roll Adventure

Musical Overview

Product Code: WH8000

To help you find the perfect musical for your next performance, we have provided this overview of the vocal and orchestral demands for this title.

Solo Songs: Yes

Ensemble/Large Chorus Songs: Yes

Main Character Details:

Alice (w): A3-E5 vocals, moderate
Dinah/ Cheshire Cat/ Jabberwock (m): B3-G5 vocals, moderate
White Rabbit/ Tweedle Dee (m): A3-G5 vocals, moderate
Caterpillar/ Tweedle Dum (m): A3-G5 vocals, moderate
Mad Hatter/ Seven (m): C4-G5 vocals, moderate
March Hare/ King of Hearts (m): C4-G5 vocals, moderate
Dormouse/ Four (m): E4-E5 vocals, easy
Queen of Hearts (w): E3-E5 vocals, moderate
Lorina/ Felicite (w): B3-G5 vocals, moderate
Bianca/ Unicorn (w): B3-G5 vocals, moderate

Total Number of Songs: 16

Vocal Demands: Difficult

Orchestral Demands: Moderate

Size of Orchestra: Large (9+)

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4. Wonderland (Reprise)

Cue to start: **WHITE RABBIT:** "Gotta bounce!"

music and lyrics by
MICHAEL MAHLER

Mysterious ♩ = 168

Rubato

ALICE: How strange and wonderful! (SHE notices the fan on the ground.)
Oh, Rabbit! Do come back. You've dropped your fan! Please wait.

1 E piano 2 B 3 CMaj⁹ 4 odd synth 5 E 6 B

mp

+ bass

7 CMaj⁹ 8 **SOLO 1 (LORINA):** 9 E 10 B

Hey, Al - ice, think__ it o - ver! Should you stay__

odd synth

11 CMaj⁹ 12 **SOLO 2 (MAD HATTER):** 13 E 14 B

or should you go?__ Is it wise to fol - low af - ter talk - ing rab -

odd synth

15 CMaj⁹ 16 **SOLO 3 (CATERPILLAR):** 17 E 18 B

bits you__ don't know?__ Bet - ter mull a bit__ more quick - ly 'cause you're

odd synth

CMaj⁹ E B

4. Wonderland (Reprise)

Rubato ends

Am⁹

SOLO 4 (WHITE RABBIT):

Bm⁷

ALICE: Wahoo!

C^{Maj9}

19 mov - ing way__ too slow...__

20

21

22 It seems you've made__ your mind__

odd synth

drums kick 4 on the floor
+ acoustic

23

24

25

26

27

28

29

30

31

SOLO 5 (QUEEN):

D

E⁵

B⁵

E tutti

B

C

N.C.

__ up. You__ may wind__ up Break - ing through__ to Won - der-land.

guitar chaka chakas

Yes, the life that you've__ lived late - ly is an

mf

4. Wonderland (Reprise)

32 C^5 33 D^5 34 E^5 B^5 - 3 -

or - di - nar - y bore. Why not wand - er down the rab -

35 36 C^5 37 D^5

bit hole in search of some-thing more? You will

38 E^5 39 B^5 40 C^5

find your-self free fall - ing cause there is - n't an - y floor

41 C^5/B 42 A^m7 43

Now, wave good-bye to Di - nah. Fall through Chi -

mf *sfz* *mf* *sfz*

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9. It's a Mad World

Cue to start: ALICE: "That's complete nonsense!"

music and lyrics by
MICHAEL MAHLER

Zany New Wave

♩ = 152
N.C.

ALICE: (cont'd) I don't think...

MAD HATTER: Then you shouldn't talk!

MAD HATTER:

1 2 3

4 5 6

7 8 9

10 11 12

mf
Drums New Wave surf beat

Wel - come, my dear. Go on, take a seat. You were - n't in - vit - ed, but you're in for a treat! Let go of all rea - son, for log - ic is banned. At the mad - dest tea par - ty in Won - der - land!

guit. 1 riff
guit. 2 rhythm

f (bottom notes, ghosted)

9. It's a Mad World

NEW WAVE ORGAN (both hands)

13 D^5 14 B^5 15 E^5

16 A^5 17 D^5 18 B^5 19 E^5 $F^{\#5}$ MAD HATTER:

I used to be la - zy, and

20 A^5 21 D^5 22 B^5 23 E^5 (distant scream) (aah...!)

full of en - nui. One day I killed time with a mur - der - ous glee. Now the

23 $F^{\#5}$ 24 A^5 25 D^5

clocks are all fro - zen at a quar - ter to three So it's per - ma - nent tea ___ time, so

9. It's a Mad World

- 3 -

B⁵ N.C. 26 **F^{#5}** 27 **A⁵** 28

how 'bout some tea?!

MARCH HARE, DORMOUSE & BAND:

It's a mad world. It's a mad, mad world.

all tacet

guit. 1 riff
guit. 2 rhythm

f (bottom notes, ghosted)

+bass groove

D⁵ 29 **:MAD HATTER** **B⁵** 30 **E⁵** 31 **F^{#5}**

Cu-cum-ber sand - wich? Don't mind if I do!___

It's a mad world. It's a mad,___

A⁵ 32 **D⁵** 33 **B⁵** 34 **E⁵** **MARCH HARE:**

I need a clean cup! I need a clean cup! I

mad world.

11. Tweedle Dum and Tweedle Dee

Cue to start: **DEE:** "We do so love to win that we fight everyday. Whether we have cause or not."
(TWEEDLES DEE AND DUM pull out guitars and begin to play.)

music and lyrics by
MICHAEL MAHLER

Folk Rock ♩ = 128

The musical score is written for piano and voice. It features a key signature of three sharps (F#, C#, G#) and a 6/8 time signature. The tempo is marked as Folk Rock with a quarter note equal to 128 beats. The score is divided into four systems, each with a vocal line and a piano accompaniment. The vocal line includes lyrics and musical notation with various chords and dynamics. The piano accompaniment includes a banjo part in the first system, an acoustic guitar part in the second, and a muted chukkas part in the third. The score includes a variety of musical notations such as chords, dynamics, and time signatures.

System 1: The vocal line starts with a **DUM:** chord and a melody. The lyrics are "Said Twee - dle Dum to Twee - dle Dee, 'You broke my brand new rat - tle!' Said". The piano accompaniment features a banjo part with a *mf* dynamic.

System 2: The vocal line continues with the melody. The lyrics are "Twee - dle Dee to Twee - dle Dum, 'It's time to have a bat - tle!' —". The piano accompaniment includes an acoustic guitar part and a muted chukkas part.

System 3: The vocal line continues with the melody. The lyrics are "So gird your-self in pots and pans And sharp - en your um -". The piano accompaniment includes a muted chukkas part.

System 4: The vocal line continues with the melody. The lyrics are "So gird your-self in pots and pans And sharp - en your um -". The piano accompaniment includes a muted chukkas part.

D/A G/A A ALICE: DEE & DUM: G/A
 20 brell - a. 21 Said she, Oh what a 22 fright - ful fight! 23 Said we, "What are ya,
 24 yell - a?" 25 The war shall end when we 26 de - clare which 27 Twee - dle is the
 28 win - ner 29 Un - less it's af - ter 30 six, for then We 31 must head home to 32 din - ner. And we
 all tacet
 F C Dm⁷ Am
 33 will not give 34 in, And we 35 will not give 36 out, Though we
 cahon 6/8 2 feel

11. Tweedle Dum and Tweedle Dee

F C G A
 37 38 39 40 41
 do not re - call What the fight is a - bout.
 cahon 1/2 time feel
 el. solo
 el. guit. lick
 G/A D/A G/A A G/A
 ALICE: DEE & DUM: ALICE:
 42 43 44 45 46
 Oh can't you see, Said she, to we, You real - ly ought to
 mf
 D/A G/A A G/A D/A G/A
 47 48 49 50 51 DEE:
 drop it. If you have got a prob - lem, sirs, A fight will nev - er stop it. "Oh
 A DEE & DUM: DEE: G/A D/A G/A DUM: A
 52 53 54 55 56
 can't you see," Said we, to she, "There will be no ap - peas - in'. If he'd not broke the

15. The Jabberwocky

Cue to start: **ALICE:** "Who cares for you? You're nothing but a pack of cards!"
(ALICE dances a gleeful dance of victory on the cards.)

music and lyrics by
MICHAEL MAHLER

JABBERWOCK: Beware the
Jabberwock, my son! The jaws
that bite, the claws that catch!
Beware the Jubjub bird, and
shun the frumious Bandesnatch!

ALICE: I had a feeling we'd meet ...

frightful atonal noodling

Rubato

(dialogue)
Cue to go on: "Take up
your vorpal sword and
beware...beware."

Heavy Sludge Rock Half-time

$\text{♩} = 76$

E⁵ distorted bari. guitar

This piano score for 'The Jabberwocky' is written for piano and voice. It consists of six systems of music, each with a treble and bass staff. The key signature is one sharp (F#). The score includes various chords and melodic lines, with some sections marked for a low, grungy electric guitar solo and an Alice piano solo.

Chord Progressions:

- System 1: E⁵, F⁵ F^{#5}, G⁵, G^{#5} A⁵, G^{#5} A⁵, B^{b5}, B⁵
- System 2: C⁵, B⁵, F⁵, E⁵, E⁵, F⁵ F^{#5}
- System 3: G⁵, G^{#5} A⁵, G^{#5} A⁵, B^{b5} B⁵, E⁵, F⁵ F^{#5}
- System 4: G⁵, G^{#5} A⁵, B^{b5} B⁵, C⁵ B⁵, E⁵, F⁵ F^{#5}
- System 5: G⁵, G^{#5} A⁵, G^{#5} A⁵, B^{b5} B⁵, C⁵ B⁵, C⁵ B⁵, F⁵
- System 6: E⁵, C (ALICE piano solo), G

Performance Instructions:

- + low, grungy el. guitar solo (measures 31-32)
- mf* (measures 47-48)
- ALICE piano solo (measures 47-48)

Am⁷ Em C G

angrier, mid-range dist. guit. solo

f +bass, drs., bari

C⁵ B⁵ E⁵ F⁵ F⁵ G⁵ G⁵ A⁵ G⁵ A⁵

B^{b5} B⁵ E⁵ F⁵ F⁵ G⁵ G⁵ A⁵ B^{b5} B⁵

C⁵ B⁵ E⁵ F⁵ F⁵ G⁵ G⁵ A⁵ G⁵ A⁵

B^{b5} B⁵ C⁵ B⁵ F⁵ E⁵

C violin solo

Am⁷ Em 3

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