

PERUSAL SCRIPT



# Great Expectations

BY CHARLES DICKENS

ADAPTED AND DIRECTED BY

DONALD BRENNER

## PERUSAL SCRIPT

**GREAT EXPECTATIONS** can be performed on an empty stage or simple set with minimal scenic elements and props (a single table, a few chairs, etc.). All set changes should be performed by the company to quickly transport the audience from location to location.

Each of the Players should wear a single costume and add minimal accessories (a shawl, an apron, a hat) as needed to transform into their various characters.

All sound effects and musical underscoring (based on Mussorgsky's "*Pictures at an Exhibition*") are available electronically but ideally should be performed live on a single piano.

The play can be performed in one 75-minute act.

# THE PLAYERS

In addition to the actor portraying “*Pip*”, the cast includes **Seven Players** --- an ensemble of three women and four men --- who function as a Greek chorus while taking on all of the roles in Pip’s story.

They speak variously in the first person, echoing the narrative, setting the scenes and spinning the tale. They are, in effect, Pip’s memories, fantasies, fears and dreams.

PLAYER 1 .....	<i>Magwitch, Wemmick, The Coachman</i>
PLAYER 2.....	<i>Mrs. Joe, First Woman, Biddy, Startop, First Officer</i>
PLAYER 3.....	<i>Joe, Drummle, First Man, Arresting Officer</i>
PLAYER 4.....	<i>Estella, Sergeant’s Man, Woman 1</i>
PLAYER 5.....	<i>Miss Havisham, Second Woman, Molly</i>
PLAYER 6.....	<i>Jaggers, Pumblechook, Compeyson, Waiter</i>
PLAYER 7.....	<i>Herbert, Sergeant, The Stranger, Second Man, Man 1</i>

*And...*

PIP.....	<i>A slight young man, advancing from adolescence to adulthood.</i>
----------	---

# GREAT EXPECTATIONS

**SOUND CUE 1 – GREAT  
EXPECTATIONS OVERTURE**

## **SCENE 1**

	<b>PIP</b>
My family name being Pirrip,	
	<b>PLAYER 4</b>
My family name being Pirrip,	
	<b>PIP</b>
and my Christian name Philip,	
	<b>PLAYER 2</b>
my infant tongue could make of both names	
	<b>PLAYER 3</b>
nothing more explicit than	
	<b>PIP</b>
Pip.	
	<b>PLAYER 7</b>
So I called myself	
	<b>PLAYER 6</b>
Pip.	
	<b>PIP</b>
and came to be called	
	<b>PLAYER 5</b>
Pip	
	<b>PIP</b>
Pip!	
	<b>PLAYER 4</b>
Pip!	
	<b>PLAYER 2</b>
Pip!	
	<b>ALL</b>
Pip!	

*(Church bells chime – the Company shifts positions)*

**SOUND CUE 2 – CHURCH  
BELLS**

**PLAYER 4**

My first vivid impression of things seems to have been gained on a memorable Winters' Night.

**PLAYER 7**

*(Singing a capella:)* "HERE WE COME A-WASSAILING  
AMONG THE LEAVES SO GREEN"

**PLAYERS 4, 5, 7**

*(Singing:)* "HERE WE COME A-WAND'RING  
SO FAIR TO BE SEEN."

*(The PLAYERS continue to hum under the scene.)*

**PLAYER 2**

when I found out that this bleak place was the graveyard;

**PLAYERS 6**

Graveyard!

**PLAYERS 3 AND 2**

Graveyard!

**PLAYER 6**

and that my father

**PLAYER 2**

and also my mother

**PLAYER 6**

Were dead!

**PLAYERS 3**

Dead!

**PLAYERS 2**

Dead!

*(MUSIC: The Players stop humming)*

**ALL**

And Buried!

*(The Wind begins to howl)*

**SOUND CUE 3 – HOWLING  
WIND**

**ALL**

*(Letting out a frightened wail.)* AWWWWW!

**MAGWITCH (PLAYER 1)**

*(Seizing Pip)* Hold your noise! Or I'll cut your throat!

**PIP**

Oh, pray don't cut my throat, sir!

**MAGWITCH (PLAYER 1)**

Tell us your name! Quick!

**PIP**

Pip, sir.

**PLAYER 2**

Pip!

**PLAYERS 3 AND 4**

Pip!

**PLAYERS 5, 6 AND 7**

Pip!

**MAGWITCH (PLAYER 1)**

Once more, give it mouth!

**ALL**

Pip, sir!

**MAGWITCH (PLAYER 1)**

Now lookee here! Where's your mother?

**PIP**

*(Pointing at the headstone)* Dead, sir!

**MAGWITCH (PLAYER 1)**

Oh. And is that your father buried alonger your mother?

**PIP**

Yes, sir.

**MAGWITCH (PLAYER 1)**

Ha! Who d'yer live with - supposin' you're let to live.

**PIP**

My sister, sir – Mrs. Joe Gargery - wife of Joe Gargery, the blacksmith, sir.

**MAGWITCH (PLAYER 1)**

Blacksmith, eh?

*(Magwitch looks down at the chains on his arms. He clutches Pip tightly.)*

Now lookee here: You know what a file is?

**PIP**

Yes, sir.

**MAGWITCH (PLAYER 1)**

*(Leaning in further)* And you know what vittles is?

**PIP**

Yes, sir.

*(Magwitch straightens up and clutches Pip close.)*

**MAGWITCH (PLAYER 1)**

Tomorrow morning early, you bring me a file and some vittles. You do it, and never say a word about it, and you shall be let to live. Now there's a bad man hid with me that has a way of getting at a boy. Now, what do you say?

**PIP**

I'll do it, sir!

**MAGWITCH (PLAYER 1)**

Say Lord strike you dead if you don't!

**PIP**

Lord strike me dead if I don't!

*(Magwitch lets him go.)*

**MAGWITCH (PLAYER 1)**

Now, you remember what you've undertook. And you remember that bad man!

**PLAYER 2**

Bad man!

**PLAYERS 3 AND 4**

Bad man!

**PIP**

Goo-good night, sir.

**MAGWITCH (PLAYER 1)**

Much of that! I wish I was a frog. Or a eel!

*(Magwitch limps away. Pip stares after him.  
Magwitch stops, turns quick and stares at Pip.)*

**PLAYER 2**

Pip!

**PLAYER 3 AND 4**

Pip!

**PLAYERS 5, 6 AND 7**

Pip!

*(Magwitch smiles to himself and limps off. Pip runs off. The Players set up the Kitchen.)*

**PLAYER 7**

*(Singing:)* LOVE AND JOY COME TO YOU  
AND TO YOU GLAD CHRISTMAS, TOO!

**PLAYERS 4, 5, 7**

AND GOD BLESS YOU AND SEND YOU A HAPPY NEW YEAR!

AND GOD SEND YOU A HAPPY NEW YEAR---!

**PLAYER 6**

When I got home, my sister ---

**MRS. JOE (PLAYER 2)**

Mrs. Joe Gargery,

**PLAYER 6**

Was in the kitchen with her husband

**JOE (PLAYER 3)**

The blacksmith, Joe Gargery.

**SCENE 2**

**MRS. JOE (PLAYER 2)**

Where have you been, you young monkey?

**PIP**

To the graveyard.

**MRS. JOE (PLAYER 2)**

Graveyard! If it warn't for me you'd have been to the graveyard long ago -- and stayed there! Who brought you up by hand?

**PIP**

You did.

**MRS. JOE (PLAYER 2)**

And why did I do it?

**PIP**

I don't know.

**MRS. JOE (PLAYER 2)**

I don't either! Now sit and take your tea.

*(The sound of distant gunfire is heard.)*

**SOUND CUE 4 – GUN SHOTS**

**PIP**

Was that great guns, Joe?



Ah! There's another convict off.  
**JOE (PLAYER 3)**

What does that mean?  
**PIP**

Escaped! Escaped!  
**MRS. JOE (PLAYER 2)**

They're firing warning of him.  
**JOE (PLAYER 3)**

Who's firing?  
**PIP**

Lord bless the boy! The Hulks!  
**MRS. JOE (PLAYER 2)**

Oh-h...! And please... what's... Hulks?  
**PIP**

That's the way with this boy! Answer him one question, and he'll ask a dozen. Hulks are prison-ships.  
**MRS. JOE (PLAYER 2)**

Who's put into prison-ships?  
**PIP**

People are put in the Hulks because they murder, and rob, and forge! And they always begin by asking questions. Now, you get along to bed!  
**MRS. JOE (PLAYER 2)**

### **SCENE 3**

*(MUSIC under: mysterious. PIP creeps warily through the house in the dark. )*

<b>SOUND CUE 5 - MYSTERIOUS</b>
-------------------------------------

**PLAYER 4**  
As I went upstairs in the dark, I felt fearfully sensible that I was on my way to the Hulks.

**PLAYER 7**  
I had begun by asking questions,

**PLAYER 5**  
and I was going to rob Mrs. Joe.

**PLAYER 4**  
Mrs. Joe!

**PLAYER 7**

Mrs. Joe!

**PLAYER 5**

As soon as the great black velvet pall outside was shot with gray, I went down stairs again;

**PLAYER 4**

every board upon the way calling after me,

**PLAYER 7**

'Stop thief!'

**PLAYERS 4 AND 5**

'Get up, Mrs. Joe!'

**PLAYER 4**

In the pantry, I stole some bread,

**PLAYER 5**

and a beautiful

**PLAYER 4, 5, AND 7**

pork pie...!

**PLAYER 7**

Then, I got a file from among Joe's tools and ran

**PLAYER 5**

Ran!

**PLAYERS 4**

Ran!

**PLAYER 7**

for the misty marshes.

<b>SOUND CUE 6 – HOWLING WIND</b>
-----------------------------------

*(Pip makes his way through the marshes. He spots a man in prison garb huddled on the ground, his back to Pip.)*

**PLAYER 4**

I had just crossed a ditch, when I saw the man who had demanded that I bring him a file and some vittles. His back was towards me and he was nodding forward, heavy with sleep.

*(Pip moves slowly to him, touches his shoulder gently. The Man jumps up and turns - it is not Magwitch, but Compeyson, the bad man!)*

**PLAYER 5**

It was not the same man, but another man!

**PIP**

It's... *The bad man!*

**PLAYER 7**

*Bad man!*

**PLAYER 5**

*Bad man!*

**COMPEYSON (PLAYER 6)**

Damn you, devil!

*(Compeyson swings at Pip, misses, stumbles and limps off into mist.)*

**PLAYER 4**

Then the bad man ran into the mist, and I lost him.

*(Pip shivers and looks about. Magwitch enters, hugging himself and limping. He is very cold.)*

**PLAYER 5**

It wasn't long before the man I'd met earlier showed up, limping and hugging himself as if he had been out in the cold all night waiting for me.

#### **SCENE 4**

**MAGWITCH (PLAYER 1)**

What vittles have you brung, boy?

**PIP**

Some bread and ... and a pork pie.

*(Magwitch scarfs down the food violently, shaking and coughing all the while. Pip watches him. Magwitch devours the pork pie.)*

**PIP**

I am glad you enjoy it.

**MAGWITCH (PLAYER 1)**

Thankee, my boy. I do.

*(Magwitch continues eating, looking from side to side all the while.)*

**PIP**

I am afraid you won't leave any of it for him.

*(Magwitch suddenly stops eating.)*

**MAGWITCH (PLAYER 1)**

Who's him?

**PIP**

The bad man. That was hid with you.

**MAGWITCH (PLAYER 1)**

*(With a gruff laugh)* Oh! Him? He don't want no pork pie.

*(He goes back to eating.)*

**PIP**

He looked as if he did.

*(Magwitch stops eating and regards Pip.)*

**MAGWITCH (PLAYER 1)**

Looked? When?

**PIP**

Just now.

**MAGWITCH (PLAYER 1)**

Where?

**PIP**

*(Pointing)* Over there. I thought it was you.

*(Magwitch grabs Pip and stares at him.)*

**MAGWITCH (PLAYER 1)**

Show me the way he went.

*(Pip indicates where the convict has gone.)*

I'll pull him down, like a bloodhound. Curse this iron on my sore arm! Give us hold of the file, boy.

## **SCENE 5**

**PLAYER 5**

And with that he was down on the rank wet grass, filing at his iron like a madman.

**PLAYER 7**

The last I heard of him, I stopped in the mist to listen, and the file was still going.

*(A Player, observing Magwitch, bursts into song:)*

**PLAYER 7**

*(singing a capella)* DECK THE HALLS WITH BOUGHS OF HOLLY!

FA-LA-LA-LA-LA LA-LA LA LA!

**PLAYERS 5, 4, 7**

'TIS THE SEASON TO BE JOLLY!

FA-LA-LA-LA-LA LA-LA LA LA!

DAWN WE NOW OUR GAY APPARELL!

FA-LA-LA LA-LA-LA LA LA LA!

*(They continue to hum. The PLAYERS set the table for dinner.)*

**PLAYER 3**

Later that afternoon, we were to have dinner with

**PUMBLECHOOK (PLAYER 6)**

Uncle Pumblechook,

**PLAYER 3**

a well-to-do corn-chandler in the nearest town.

**PLAYERS 5, 4, 7**

FA-LA-LA-LA-LA LA-LA LA LAAAAAAAAAAAA!

## **SCENE 6**

**PUMBLECHOOK (PLAYER 6)**

For what we are about to receive may we be truly grateful!

**MRS. JOE (PLAYER 2)**

*(To Pip)* Do you hear that? Be grateful.

**PUMBLECHOOK (PLAYER 6)**

Especially, be grateful, boy, to them which brought you up

**PUMBLECHOOK AND MRS. JOE**

by hand.

**JOE (PLAYER 3)**

*(Ladling gravy onto Pip's plate)* Here you go, Pip, more gravy, what?

**PUMBLECHOOK (PLAYER 6)**

Swine. Swine were the companions of the prodigal. What is detestable in a pig, is more detestable in a boy.

**JOE (PLAYER 3)**

Or girl.

**MRS. JOE (PLAYER 2)**

Of course, or girl. But there is no girl present.

**JOE (PLAYER 3)**

Just a touch more gravy, Pip?

**MRS. JOE (PLAYER 2)**

And now, Uncle Pumblechook, you must finish with a delicious present I made for you.

**PUMBLECHOOK (PLAYER 6)**

Ah, and what is it, Mrs. Joe?

**MRS. JOE (PLAYER 2)**

It's a pie; a savory *pork pie!*

**PIP**

*Pork pie?!*

**MRS. JOE (PLAYER 2)**

What?

**PIP**

Excuse me, Mrs. Joe, but did you say *pork pie?!*

**MRS. JOE (PLAYER 2)**

Why, what's got into the boy? Yes – a savory pork pie!

**PIP**

But -!

**MRS. JOE (PLAYER 2)**

*But what?* Now go into the pantry and bring the pork pie to table.

**PIP**

N-now?

**MRS. JOE (PLAYER 2)**

Yes! *Now!*

*(Pip slowly makes his way towards the pantry.  
Meanwhile:)*

**PUMBLEHOOK (PLAYER 6)**

He was a world of trouble to you, ma'am.

**MRS. JOE (PLAYER 2)**

Trouble? Why, manys the night I layed awake wishing the boy the peace of the grave, yet time and again he refused to grant me my wish.

*(Suddenly, there is a great pounding. A  
Sergeant (Player 7) and his Officer (Player 4)  
tramp into the room with a pair of handcuffs  
outstretched.)*

**SERGEANT (PLAYER 7)**

Hold in the name of the King!

**PIP**

Oh!

**PUMBLEHOOK (PLAYER 6)**

Guards!

**MRS. JOE (PLAYER 2)**

Gracious goodness, what's all this?

**SERGEANT (PLAYER 7)**

Excuse me, misses, we are on a chase in the name of the King, and we want the blacksmith.

**MRS. JOE (PLAYER 2)**

And pray what might you want with *him*?

**SERGEANT (PLAYER 7)**

You see, blacksmith, we find the lock of one of these handcuffs goes wrong.

**JOE (PLAYER 3)**

Hmmm. Bring 'em into the forge, what?

*(Joe exits with the Sergeant's Man.)*

**PUMBLECHOOK (PLAYER 6)**

Convicts, sergeant?

**SERGEANT (PLAYER 7)**

Ay! Two. Anybody here seen anything of any such game?

**PUMBLECHOOK (PLAYER 6)**

No.

**MRS. JOE (PLAYER 2)**

No!

*(Pip looks away, self consciously.)*

**PUMBLECHOOK (PLAYER 6)**

Might you have a brandy, Sergeant?

**SERGEANT (PLAYER 7)**

I will, indeed, gov'ner.

*(The Sergeant takes a mouthful and smacks his lips.)*

**PUMBLECHOOK (PLAYER 6)**

Good stuff, eh, sergeant?

**SERGEANT (PLAYER 7)**

I suspect that stuff's of *your* providing.

**PUMBLECHOOK (PLAYER 6)**

D'ye think so? Have another glass!

**SERGEANT (PLAYER 7)**

With you.

**PUMBLECHOOK (PLAYER 6)**

*(Toasting)* Ring once, *(clink!)* ring twice *(clink!)* –

**PUMBLECHOOK AND SERGEANT**

- the best tune on the musical glasses!

*(They laugh and drink. Joe returns with the Sergeant's Man.)*

**JOE (PLAYER 3)**

*(Handing the handcuffs to the Sergeant)* 'Ere you go Sergeant, good as new, they is.

**SERGEANT (PLAYER 7)**

Well done, my man. And now we'll be off to find these two villains.

**JOE (PLAYER 3)**

Could we men follow and see what comes of the hunt?

**SERGEANT (PLAYER 7)**

I suppose – if you were to stay to the rear and keep your heads.

**PUMBLECHOOK (PLAYER 6)**

Oh - I've a pipe half smoked - and I must light a fire in the parlor for Mrs. Joe!

*(Pumblechook runs off.)*

**JOE (PLAYER 3)**

Here now, might I take Pip?

**MRS. JOE (PLAYER 2)**

If you bring the boy back with his head blown to bits by a musket, don't look to me to put it together again.

**SERGEANT (PLAYER 7)**

Blacksmith – come along!

## **SCENE 7**

<b>SOUND CUE 7 – THE HUNT</b>
-------------------------------

*(MUSIC under: a percussive, driving theme. While the stage is cleared by the Players, the Men start off on their hunt for the fugitives.)*

**PLAYER 5**

The weather was cold and threatening, the way dreary. If we should come upon him, would my convict suppose that it was I who had betrayed him?

<b>SOUND CUE 8 – HOWLING WIND</b>
-----------------------------------

*(Suddenly, everyone stops. Offstage, a distant voice is heard.)*

**MAGWITCH (PLAYER 1) (Offstage)**

Convicts!

**COMPEYSON (PLAYER 6) (Offstage)**

Murder!

**MAGWITCH (PLAYER 1) (Offstage)**

This way for the runaway convicts!



*(Then both voices seem to be stifled in a struggle. The two convicts run on – tumble into a fight, swearing and grunting.)*

**SERGEANT (PLAYER 7)**

Surrender, you two!

*(They are captured by the Sergeant and his man.)*

**MAGWITCH (PLAYER 1)**

Mind! I give him up to you! Mind that!

**SERGEANT (PLAYER 7)**

It'll do you small good, Magwitch, being in the same plight yourself. Handcuffs there!

**MAGWITCH (PLAYER 1)**

I turned in Compeyson! He knows it!

*(The other convict can't breathe to speak)*

**COMPEYSON (PLAYER 6)**

Take - take notice, guard – Magwitch - Magwitch tried to murder me!

**MAGWITCH (PLAYER 1)**

Lookee here! I could ha' got clear of these death-cold flats if I hadn't made discovery that Compeyson was here!

**COMPEYSON (PLAYER 6)**

Magwitch tried to murder me!

**SERGEANT (PLAYER 7)**

Enough of this parley. Magwitch – Compeyson – you both are expected back on board the Hulks.

**MAGWITCH (PLAYER 1)**

I wish to say something respecting this escape. It may prevent some persons laying under suspicion alonger me.

**SERGEANT (PLAYER 7)**

Mr. Magwitch, you'll have opportunity enough to talk before it's done.

**MAGWITCH (PLAYER 1)**

This is a separate matter. I took some vittles, up at the village. From the blacksmith's.

**JOE (PLAYER 3)**

Halloa, Pip!

**MAGWITCH (PLAYER 1)**

It was some broken vittles - that's what it was - and a pork pie.

**SERGEANT (PLAYER 7)**

Have you happened to miss such an article as a pork pie, blacksmith?

**JOE (PLAYER 3)**

I don't rightly know. Me wife was about to be servin' it the moment you come in.

**MAGWITCH (PLAYER 1)**

So you're the blacksmith, are you? Then I'm sorry to say, I've eat your pie.

**JOE (PLAYER 3)**

God knows we wouldn't have you starved to death. Would us, Pip?

*(The Sergeant moves the convicts away.)*

**SERGEANT (PLAYER 7)**

Magwitch, Compeyson... the Hulks is awaitin'.

**MAGWITCH (PLAYER 1)**

Blacksmith – get the boy home safe.

*(The Sergeant, his man, Magwitch and Compeyson exit. Joe and Pip watch them. The Kitchen is set up behind them.)*

## **SCENE 8**

<b>SOUND CUE 9 – JOE'S THEME</b>
----------------------------------

**PLAYER 5**

It was much upon my mind that I ought to tell Joe the whole truth.

**PLAYER 2**

Yet I did not.

**PLAYER 5**

My tongue was tied up by the fear of losing Joe's confidence, and, thus, my dear companion and friend.

**PLAYERS 5 AND 2**

One night,

**PLAYER 2**

fully one year later,

**PLAYER 5**

I was in the kitchen, expending great efforts on a letter to Joe.

## **SCENE 9**

*(Pip hands the slate letter to Joe.)*

**JOE (PLAYER 3)**

I say, Pip, old chap! What a scholar you are!

**PIP**

I should like to be.

**JOE (PLAYER 3)**

Why, here's a J and a O, Pip, and a J-O... Joe!

**PIP**

How do you spell Gargery, Joe?

**JOE (PLAYER 3)**

...I don't spell it at all.

**PIP**

Oh. Didn't you ever go to school, Joe?

**JOE (PLAYER 3)**

Well, Pip, when me father were overtook with drink, he hammered away at me mother and me most unmerciful. Which, you see, Pip, were a drawback on me learning.

**PIP**

Certainly, poor Joe!

**JOE (PLAYER 3)**

In time, me father went off in a purple lepic fit. And me mother soon followed. It were but lonesome then. So when I got acquainted with your sister and it were the talk that she was bringing you up by hand, I said to her: "Bring the poor little child. There's room for him at the forge."

**PIP**

*(Hugging Joe:)* Oh, Joe!

**JOE (PLAYER 3)**

Ever the best of friends, ain't us Pip?

**PIP**

Ever the best of friends, Joe!

*(The sound of a mare's hooves..)*

<b>SOUND CUE 10 – HOOVES</b>
------------------------------

**JOE (PLAYER 3)**

Ah! But here comes the mare, ringing like a peal of bells!

*(Mrs. Joe enters with Pumblechook.)*

**MRS. JOE (PLAYER 2)**

Now, if this boy ain't grateful this night, he never will be!

**PUMBLECHOOK (PLAYER 6)**

Miss Havisham'll make sure he's grateful, Mum.

**JOE (PLAYER 3)**

Miss Havisham, uptown?

**MRS. JOE (PLAYER 2)**

Is there any Miss Havisham *down town*? She wants this boy to go and play there.

**JOE (PLAYER 3)**

Well, I wonder how she come to know Pip!

**MRS. JOE (PLAYER 2)**

Noodle! Isn't it possible that Uncle Pumblechook may be a tenant of hers? And couldn't she ask Uncle Pumblechook if he knew of a boy to go and play there? And Uncle Pumblechook -- being sensible that this boy's fortune may be made by his going to Miss Havisham's -- has offered to take him into town to-night, and to take him to Miss Havisham's to-morrow morning. And Lor-a-mussy me! Here I stand talking to mere Mooncalfs, with Uncle Pumblechook waiting. Boy -- be off with your Uncle Pumblechook! Now!

**PIP**

Now?

**MRS. JOE (PLAYER 2)**

*Now!*

### **SCENE 10**

<b>SOUND CUE 11 – PIP'S THEME</b>
-----------------------------------

*(MUSIC: A gentle theme. Pumblechook leads Pip away.)*

**PLAYER 7**

I could at first see no stars outside.

**PLAYER 1**

But they twinkled out one

**PLAYER 7**

By one

**PLAYER 1**

by one,

**PLAYER 7**

without throwing any light on the question why

**PLAYER 1**

why

**PLAYER 7**

Why on earth I was going to play at Miss Havisham's

**PLAYER 1**

and what I was expected to play at.

**PLAYER 7**

The next morning, Uncle Pumblechook and I went to Miss Havisham's house, which was of old brick, and dismal.

<b>SOUND CUE 12 – THE HOUSE</b>
---------------------------------

*(MUSIC: misterioso. The entrance to Miss Havisham's House is created by The Players)*

**PLAYER 7**

A young lady met us at the gate.

*(Estella appears.)*

**PUMBLEHOOK (PLAYER 6)**

This is Pip.

**ESTELLA (PLAYER 4)**

Pip, is it? Come in, Pip.

*(She stops Pumblehook from coming in.)*

**PUMBLEHOOK (PLAYER 6)**

Boy! Let your behaviour here be a credit unto them which brought you up by hand!

*(Pumblehook exits. Estella leads Pip.)*

**PLAYER 1**

As my conductress led me across the courtyard, the cold wind made a shrill howling like the noise of a wind in the rigging of a ship at sea.

**PLAYER 7**

The first thing I noticed was that all of the passages were dark

**PLAYER 1**

Dark!

**PLAYERS 1 AND 7**

Dark!

**ESTELLA (PLAYER 4)**

Go in.

**PIP**

After you, miss.

**ESTELLA (PLAYER 4)**

Don't be ridiculous, boy; I am not going in.

*(Estella disappears.)*

## **SCENE 11**

<b>SOUND CUE 13 – MISS HAVISHAM'S WALTZ</b>
---

**PLAYER 1**

I found myself in a large room.

**PLAYER 7**

No glimpse of daylight was to be seen in it.

**PLAYER 1**

It was a dressing room, as I supposed from the furniture.

**PLAYER 7**

And there sat the strangest

**PLAYER 1**

strangest

**PLAYERS 7 AND 1**

Strangest lady

**PLAYER 1**

I have ever

**PLAYERS 7**

Ever

**PLAYERS 7 AND 1**

Ever seen.

*(Miss Havisham, dressed in her ancient bridal dress, sits at a dressing table.)*

**MISS HAVISHAM (PLAYER 5)**

Who is it?

**PLAYER 7**

Is it?

**PLAYER 1**

Is it?

**PIP**

Pip, ma'am.

**MISS HAVISHAM (PLAYER 5)**

Pip?

**PLAYER 1**

Pip!

**PLAYER 7**

Pip!

**PIP**

Mr. Pumblechook's boy, ma'am. Come - to play.

**MISS HAVISHAM (PLAYER 5)**

Come nearer.

**PLAYER 1**

Come!

**PLAYERS 1 AND 7**

Come!

**MISS HAVISHAM (PLAYER 5)**

You are not afraid of a woman who has never seen the sun since you were born?

**PIP**

No.

*(Pip approaches)*

**MISS HAVISHAM (PLAYER 5)**

*(Touching her bosom:)* Do you know what I touch here?

**PIP**

Your heart.

**MISS HAVISHAM (PLAYER 5)**

Broken!

**PLAYER 7**

Broken!

**PLAYERS 1**

Broken!

**MISS HAVISHAM (PLAYER 5)**

I have a sick fancy that I want to see some play. Play!

**PLAYER 1**

Play!

**PLAYER 1 and PLAYER 7**

Play!

*(Pip stands frozen in place.)*

**MISS HAVISHAM (PLAYER 5)**

Are you sullen and obstinate?

**PIP**

No, ma'am, I would do it if I could. But it's so new here. And so strange. And so melancholy.

**MISS HAVISHAM (PLAYER 5)**

So new to him... so old to me. So strange to him... so familiar to me. ...So melancholy to both of us!

*(Estella enters.)*

Estella, my dear. Let me see you play cards with this boy.

**ESTELLA (PLAYER 4)**

Why, he is a common labouring-boy!

**MISS HAVISHAM (PLAYER 5)**

Well? You can break his heart.

**PLAYERS 1 AND 7**

Break his heart!

**ESTELLA (PLAYER 4)**

What do you play, boy?

**PIP**

Nothing but beggar my neighbor, miss.

**MISS HAVISHAM (PLAYER 5)**

Beggar him.

*(Estella deals the cards.)*

**ESTELLA (PLAYER 4)**

What do you have, boy.

**PIP**

Two jacks, miss.

**ESTELLA (PLAYER 4)**

He calls the knaves, Jacks, this boy! And what coarse hands he has!

*(Pip hides his hands.)*

**MISS HAVISHAM (PLAYER 5)**

She says many hard things of you. What do you think of her?

**PIP**

I think she is very pretty.

**MISS HAVISHAM (PLAYER 5)**

Anything else?

**PIP**

I think I should like to go home.

**MISS HAVISHAM (PLAYER 5)**

You shall go soon. Play the game out.

*(Estella deals another hand.)*

**ESTELLA (PLAYER 4)**

What do you have, boy?

**PIP**

A queen and a six.

**ESTELLA (PLAYER 4)**

And I've a pair of kings.



*(Estella grabs the cards victoriously and exits.)*

**MISS HAVISHAM (PLAYER 5)**

When shall I have you here again? Let me think.

**PIP**

To-day is Wednesday ---

**MISS HAVISHAM (PLAYER 5)**

There, there! I know nothing of days of the week. Come again after six days.

**PIP**

Yes, ma'am.

*(Miss Havisham exits.)*

**PLAYER 1**

I set off on the four-mile walk to our forge; deeply resolving that I was a common laboring-boy, that my hands were coarse; and that I was much more ignorant than I had considered myself last night.

## **SCENE 12**

*(The Players form a Pub.)*

**PLAYER 3**

*(Singing:)* MY BONNY LIES OVER THE OCEAN.  
MY BONNY LIES OVER THE SEA

**PLAYERS 4, 3, 6**

MY BONNY LIES OVER THE OCEAN  
O BRING BACK MY BONNY TO ME...

**PLAYER 6**

Of course there was a public-house in the village,

**PLAYER 4**

and of course Joe liked sometimes to pass the time there.

**JOE (PLAYER 3)**

Halloa, Pip, old chap!

**PLAYER 6**

There was a stranger with Joe ---

**PLAYERS 4 AND 6**

a secret-looking man

**PLAYERS 4**

whom I had never seen before.

*(The Stranger nods, Pip nods.)*

**THE STRANGER (PLAYER 7)**

Do you find any gypsies or vagrants out there?

**JOE (PLAYER 3)**

None but a runaway convict now and then.

**THE STRANGER (PLAYER 7)**

You've been out after such?

**JOE (PLAYER 3)**

Once. Didn't us, Pip?

**PIP**

Yes, Joe.

**THE STRANGER (PLAYER 7)**

He's a likely young parcel of bones that. What is it you call him?

**JOE (PLAYER 3)**

Pip. It's a kind of family name what he gave himself.

**PLAYER 6**

BRING BACK, BRING BACK  
O BRING BACK MY BONNY TO ME, TO ME

**PLAYERS 4, 3, 6**

BRING BACK, BRING BACK---!

<b>SOUND CUE 14 – THE STRANGER</b>
------------------------------------

*(All freeze --- MUSIC chord!)*

**PLAYER 4**

All this while, the stranger looked at nobody but me.

**PLAYER 6**

Then he stirred his rum-and-water not with a spoon, but *with a file*.

**PLAYER 4**

I knew it to be Joe's file the moment I saw it. And *I* knew that this Stranger knew my convict!

*(Magwitch appears.)*

**MAGWITCH (PLAYER 1)**

Now lookee here: You know what a file is...?

**PLAYER 6**

A file!

**PLAYERS 6 AND 4**

A file!

*(The song picks up and the action continues.)*

**PLAYERS 4, 3, 6**

*(Singing:)* O BRING BACK MY BONNY TO ME

*(Joe and Pip ready themselves to leave the public house.)*

**THE STRANGER (PLAYER 7)**

Stop half a moment, Mr. Gargery.

*(Joe and Pip stop.)*

I've got a bright new shilling for the boy.

*(The Stranger takes the shilling, wraps it in a piece of paper and gives it to Pip.)*

Yours! Mind! Your own.

**PIP**

Thank ye, sir.

**PLAYERS 3, 6, 7**

*(Singing:)* BRING BACK, BRING BACK  
O BRING BACK MY BONNY TO ME, TO ME  
BRING BACK, BRING BACK ---!

<b>SOUND CUE 15 – CHORD AND TREMOLO</b>
---

*(Mrs. Joe enters and meets Joe and Pip. MUSIC chord!)*

**MRS. JOE (PLAYER 2)**

A bad un, I'll be bound or he wouldn't have given it to the boy! Let's look at it.

*(Pip hands it to Mrs. Joe.)*

It's wrapped in Two One-Pound notes! Why would a stranger give the boy a shilling and two one pound notes?

*(Mrs. Joe and Joe look at Pip --- he looks away. Joe and Mrs. Joe exit. Magwitch appears.)*

**MAGWITCH (PLAYER 1)**

You bring me a file and some vittles ---

**PLAYER 6 AND MAGWITCH (PLAYER 1)**

And you shall be let to live!

*(Magwitch disappears.)*

**SCENE 13**

<b>SOUND CUE 16 – THE HOUSE</b>
---------------------------------

**PLAYER 2**

At the appointed time I returned to Miss Havisham's.

*(Music – misterioso. Enter Estella.)*

**ESTELLA (PLAYER 4)**

This way, boy.

*(Estella leads Pip through the house. She stops and puts her face quite close to his.)*

**PLAYER 3**

As we were going along the dark passage, Estella suddenly stopped.

**ESTELLA (PLAYER 4)**

Well?

**PIP**

Well, miss?

**ESTELLA (PLAYER 4)**

Am I pretty?

**PIP**

Yes; I think you are very pretty.

**ESTELLA (PLAYER 4)**

Am I insulting?

**PIP**

Not so much so as you were last time.

**ESTELLA (PLAYER 4)**

Not so much so?

**PIP**

No.

*(She slaps his face.)*

**ESTELLA (PLAYER 4)**

You little coarse monster, what do you think of me now?

**PIP**

I shall not tell you.

*(Jaggers enters.)*

**JAGGERS (PLAYER 6)**

Whom have we here?

**ESTELLA (PLAYER 4)**

A boy, Mr. Jaggers.

Boy of the neighborhood?  
**JAGGERS (PLAYER 6)**

Yes, Mr. Jaggers.  
**ESTELLA (PLAYER 4)**

(*to Pip:*) Well! Behave yourself.  
**JAGGERS (PLAYER 6)**

*(Jaggers continues on his way and exits.)*

You are to wait in this room today, boy.  
**ESTELLA (PLAYER 4)**

*(Estella exits.)*

## **SCENE 14**

<b>SOUND CUE 17 – HAVISHAM WALTZ II</b>
---

**PLAYER 2**  
From that room, too, the daylight was completely excluded.

**PLAYER 3**  
There was a long table as if a feast had been in preparation

**PLAYER 2**  
When the house and all the clocks

**PLAYER 3**  
The clocks!

**PLAYERS 2 AND 3**  
Stopped!

**PLAYER 2**  
At exactly twenty minutes to nine!

*(Estella enters with Miss Havisham.)*

**MISS HAVISHAM (PLAYER 5)**  
So! The days have worn away, have they?

**PIP**  
Yes, ma'am. To-day is—

**MISS HAVISHAM (PLAYER 5)**  
There, there, there! I don't want to know. (*Pointing:*) What do you think that is? That, where those cobwebs are?

**PIP**  
I can't guess what it is, ma'am.

**MISS HAVISHAM (PLAYER 5)**

It's a great cake. A bride-cake. Mine! The mice have gnawed at it, and sharper teeth than teeth of mice have gnawed at me. This is where I will be laid when I am dead.

**PLAYER 2**

Dead!

**PLAYER 3**

Dead!

**MISS HAVISHAM (PLAYER 5)**

They will lay me dead, in my bride's dress on the bride's table - which will be the finished curse upon *him*!

*(To Estella:)* Take Pip down, feed him and allow him to wander about the garden.

*(Miss Havisham exits. Estella exits.)*

## **SCENE 15**

**PLAYER 2**

The garden was quite a wilderness, with now and then a weedy offshoot into the likeness of a battered saucepan.

*(Herbert enters)*

**PLAYER 1**

I soon found myself in a dismal corner when, suddenly, I was exchanging a broad stare with a pale young gentleman.

**HERBERT (PLAYER 7)**

*(HERBERT laughs a silly and infectious laugh:)* Halloa, young fellow!

**PIP**

Halloa!

**HERBERT (PLAYER 7)**

Come and fight! Stop a minute! I ought to give you a reason for fighting! Ah!

*(Herbert slaps his hands together, dips his head and butts Pip in the stomach. Pip hits out at him.)*

<b>SOUND CUE 18 – THE BRAWL</b>
---------------------------------

**PLAYER 2**

The pale young gentleman instantly dipped his head, and butted it into my stomach.

*(Herbert skips from his left leg on to his right.)*

**HERBERT (PLAYER 7)**

Laws of the game!

*(Herbert dances backwards and forwards.)*

**PLAYER 1**

He began dancing backwards and forwards.

**HERBERT (PLAYER 7)**

Regular rules!

*(Herbert dodges backwards and forwards and then squares at Pip. Pip strikes the first blow and knocks Herbert onto his back.)*

**PLAYER 2**

I let out the first blow, and immediately saw him lying on his back, looking up at me with a bloody nose.

**HERBERT (PLAYER 7)**

Aha! Would you?

*(Herbert gets up, and with a great show of dexterity and squares again.)*

**PLAYER 1**

But, he was on his feet directly.

**HERBERT (PLAYER 7)**

Come again!

*(Pip knocks him down again. They continue to fight.)*

**PLAYER 2**

Soon he was on his back again, looking up at me out of a black eye.

**HERBERT (PLAYER 7)**

Capital, my man!

**PLAYER 1**

At last he got up and turned round and round confusedly, and finally -- threw up!

**HERBERT (PLAYER 7)**

*(Coughing and hacking:)* That... that means you have won.

**PIP**

Can I help you?

**HERBERT (PLAYER 7)**

*(Attempting to straighten up:)* No thankee. *(Again, Herbert's silly laugh)* Good afternoon!

**PIP**

Same to you!

*(Herbert limps away, vanquished yet proud. Estella enters.)*

## **SCENE 16**

**SOUND CUE 19 – THE KISS**

**ESTELLA (PLAYER 4)**

Come here, boy! You may kiss me, if you like.

*(He kisses her cheek as she turns to him.)*

**PLAYER 1**

I think I would have gone through a great deal to kiss her cheek.

**PLAYER 2**

Her cheek

**PLAYER 1**

But I felt that the kiss

**PLAYERS 2**

The kiss

**PLAYER 1**

Was given to the course common boy as a piece of money might have been

**PLAYER 2**

And that it was worthless.

**SCENE 17**

**SOUND CUE 20 – HAVISHAM WALTZ III**

**PLAYER 6**

Meanwhile, my mind grew very uneasy on the subject of the pale young gentleman from the garden.

**PLAYER 1**

I felt that his blood was on my head, and that the Law would avenge it.

**PLAYER 6**

And behold!

**PLAYER 1**

When the day came round for my return to Miss Havisham's, the pale young gentleman was never mentioned.

**PLAYER 6**

Instead, it was at once settled that I should return every alternate day to pursue the regular occupation of walking Miss Havisham

**PLAYERS 1 AND 6**

round her room.



*(Pip begins walking Miss Havisham. Estella appears.)*

**MISS HAVISHAM (PLAYER 5)**

Does she grow prettier and prettier, Pip?

**PIP**

Yes.

**MISS HAVISHAM (PLAYER 5)**

Break their hearts my pride and hope, break their hearts and have no mercy!

**PLAYER 6**

We went on in this way for a long time, when, one day, Miss Havisham suddenly turned to me.

**MISS HAVISHAM (PLAYER 5)**

You are coming of age, Pip!

**PIP**

Yes, ma'am.

**MISS HAVISHAM (PLAYER 5)**

You had better be apprenticed at once. Tell that blacksmith of yours to come here and bring your indentures.

**PLAYER 1**

The next day, Joe and I held straight on to Miss Havisham's house.

*(Joe enters)*

**MISS HAVISHAM (PLAYER 5)**

Have you brought his indentures with you?

**JOE (PLAYER 3)**

Well, Pip, you yourself see me put 'em in me 'at.

**MISS HAVISHAM (PLAYER 5)**

Pip has earned a premium here. There are five-and-twenty guineas in this bag.

**JOE (PLAYER 3)**

This is very liberal on your part, Pip, though never looked for.

**MISS HAVISHAM (PLAYER 5)**

Good-bye, Pip!

**PIP**

Am I to come again, Miss Havisham?

**MISS HAVISHAM (PLAYER 5)**

No. Gargery is your master now. Gargery! As an honest man, you will expect no more.

*(Miss Havisham exits.)*

**JOE (PLAYER 3)**

Astonishing! Pip, I do assure you this is as-TONishing!

**SCENE 18**

**SOUND CUE 21 – ANVIL**

*(The Players set up The Forge. Joe and Pip begin to work. )*

**PLAYER 1**

It is a miserable thing to feel ashamed of home.

**PLAYER 6**

With just such an attitude, I began my apprenticeship in the forge.

**PLAYER 1**

And worked on a daily basis side by side with my dear friend, Joe.

**PLAYER 6**

But during that long first year, never did my thoughts move much beyond

**PLAYER 6 AND PLAYER 1**

Estella

**PLAYER 1**

At last I resolved to mention a thought concerning her that had been much in my head.

*(Joe works a piece of hot iron. Pip approaches Joe.)*

**PIP**

Joe, I'm getting on in the first year of my time, and I have never thanked Miss Havisham, or asked after her.

**JOE (PLAYER 3)**

*(Continuing to work:)* That's true, Pip.

**PIP**

And if you would give me a half-holiday to-morrow, I would go up-town and make a call on Miss Estel - Havisham.

**JOE (PLAYER 3)**

Her name ain't Estavisham, Pip. Unless she been rechristened.

**PIP**

I know, Joe. It was a slip of mine. What do you think of it?

**JOE (PLAYER 3)**

Well, old chap, if you think well of it, then I think well of it.

**PLAYER 6**

The next afternoon, I went to see Miss Havisham.

**SOUND CUE 22 – HAVISHAM  
WALTZ IV**

**SCENE 19**

*(MUSIC: Miss Havisham's Waltz. Miss Havisham enters.)*

**MISS HAVISHAM (PLAYER 5)**

Well? I hope you want nothing?

**PIP**

No, indeed, Miss Havisham. I only wanted you to know that I am doing very well in my apprenticeship.

**MISS HAVISHAM (PLAYER 5)**

Ay! You are looking round for Estella?

**PIP**

I hope she is well.

**MISS HAVISHAM (PLAYER 5)**

Abroad, educating for a lady; prettier than ever. Do you feel that you have lost her?  
*(She laughs disagreeably)* There, there! Come again on your birthday.

**SCENE 20**

<b>SOUND CUE 23</b>
---------------------

**PLAYER 4**

When I set out for home, I found a heavy mist, and it fell wet and thick. A local innkeeper suddenly ran up to me out of the fog.

*(A Villager runs on.)*

**MAN 1 (PLAYER 7)**

Ain't you Joe Gargery's kinsman?

**PIP**

I am.

**MAN 1 (PLAYER 7)**

There's something wrong, up at your place.

**PIP**

What is it?

**MAN 1 (PLAYER 7)**

It's the missus. She seems to have taken a spell. Run all!

*(A noisy crowd gathers. Pip runs to the kitchen. The crowd parts for Pip.)*

**PIP**

Joe!

**JOE (PLAYER 3)**

Mrs. Joe --- somethins' come over 'er!

**WOMAN 1 (PLAYER 4)**

She's been struck by God, Mr. Gargery.

**PIP**

A stroke?!

**JOE (PLAYER 3)**

Will she die?

**WOMAN 1 (PLAYER 4)**

No – but she'll never be the same.

**WAITER (PLAYER 6)**

Thank God!

**WOMAN 1 (PLAYER 4)**

Hush --- you! But it's a lot of care she'll be needin', sir. For a good long time, I'm afraid.

*(The crowd disburses Music – a gentle theme underscores the scene.)*

<b>SOUND CUE 24 – A CHANGE AT HOME</b>
--

**PLAYER 7**

From then on, my sister was very ill.

*(Biddy enters.)*

**PLAYER 7**

About a month later, a local girl by the name of

**BIDDY (PLAYER 2)**

Biddy Wopsle,

**PLAYER 7**

came to us and became a blessing to the household.

**BIDDY (PLAYER 2)**

Joe --- we'll have the stew for supper tonight. And Pip --- I've put clean clothes in your room. Mrs. Joe is having a lie-down.... She's asleep, the dear thing...

*(Biddy and Pip wonder off to a private place outside the house.)*

**PLAYER 7**

And yet, my dissatisfaction with my life increased with each passing day.

**SCENE 21**

**SOUND CUE 25 – CRICKETS**

*(The sound of crickets is heard.)*

**PIP**

Biddy, I want to be a gentleman.

**BIDDY (PLAYER 2)**

You know best, Pip; but don't you think you are happier as you are?

**PIP**

I never shall be anything but miserable, Biddy! Unless I can lead a very different sort of life.

**BIDDY (PLAYER 2)**

*(Shaking her head)* That's a pity!

**PIP**

If only I could be half as fond of the forge as I was when I was little. I might even have grown up to keep company with you. I should have been good enough for you; shouldn't I, Biddy?

**BIDDY (PLAYER 2)**

Yes; I am not over-particular.

**PIP**

And I would never have been aware that I was coarse and common, if somebody hadn't told me so!

**BIDDY (PLAYER 2)**

It was neither a very true nor a very polite thing to say. Who said it?

**PIP**

The beautiful young lady at Miss Havisham's. I want to be a gentleman on her account.

**BIDDY (PLAYER 2)**

*(quietly)* Do you want to be a gentleman, to spite her or to gain her over?

**PIP**

I don't know.

**BIDDY (PLAYER 2)**

Because, if it is to spite her – but you know best - that might be better done by caring nothing for her words. And if it is to gain her over, I should think she was not worth gaining over.

**PIP**

Biddy, if I could only get myself to fall in love with you, that would be the thing for me.

**BIDDY (PLAYER 2)**

But you see, my good friend, I fear you never will.

*(Bidly exits and the Players form a pub.)*

**SCENE 22**

**PLAYER 7**

*(Singing:)* IN DUBLIN'S FAIR CITY,  
WHERE THE GIRLS ARE SO PRETTY  
I FIRST SET MY EYES ON SWEET MOLLY MALONE

**PLAYERS 7, 2, 4**

AS SHE WHEELED HER WHEEL-BARROW  
THROUGH STREETS BROAD AND NARROW  
CRYING COCKLES AND MUSSELS, ALIVE, ALIVE-O!

*(Pip sits with Joe.)*

**PLAYER 1**

It was a Saturday night at the Three Jolly Bargeman in the fourth year of my apprenticeship to Joe.

*(Jaggers enters.)*

**PLAYER 7**

I became aware of a strange gentleman staring at me.

**PLAYER 2**

I soon realized that this was the same gentleman I had met in the hallway at Miss Havisham's.

*(MUSIC: The song fades out.)*

**JAGGERS (PLAYER 6)**

Excuse me, gentlemen. Is there a blacksmith among you, by the name of Joseph Gargery.

**JOE (PLAYER 3)**

Here is the man.

**JAGGERS (PLAYER 6)**

You have an apprentice, commonly known as Pip?

**PIP**

I am here!

**JAGGERS (PLAYER 6)**

My name is Jaggers. I am a lawyer in London. I am the bearer of an offer to relieve you of your apprentice. The communication I have got to make is that he has great expectations!

**SOUND CUE 26 – GREAT EXPECTATIONS**

*(Joe and Pip gasp and look at one another.)*

**JAGGERS (PLAYER 6)**

Further, he is to be immediately removed from his present sphere of life and be brought up as a gentleman - in a word, as a young fellow of great expectations. Now, Mr. Pip, you must always bear the name of Pip. Do you have any objection?

**PIP**

*(Stammering)* No, no, sir!

**JAGGERS (PLAYER 6)**

I should think not! Secondly, the name of your benefactor remains a profound secret. Do you have any objection?

**PIP**

No, sir!

**JAGGERS (PLAYER 6)**

I should think not! Now, it is considered that you must be better educated, in accordance with your altered position.

**PIP**

I - I've always longed for it, sir.

**JAGGERS (PLAYER 6)**

Never mind what you have always longed for, Mr. Pip, keep to the record. There is a certain tutor who I think might suit the purpose, Mr. Matthew Pocket. You may stay with his son, Herbert Pocket, who is of your age. When will you come to London?

**PIP**

I suppose I could come directly.

**JAGGERS (PLAYER 6)**

Then say this day week. But first, you should have some new clothes. I shall instruct my bank to forward you twenty guineas in tomorrow's post.

The sooner you leave here – as you are to be a gentleman - the better!

**PLAYERS 7, 2, 4**

*(Singing:)* AS SHE WHEELED HER WHEEL BARROW  
THROUGH THE STREETS BROAD AND NARROW  
CRYING "COCKLES AND MUSCLES ALIVE, ALIVE-OH!  
ALIVE, ALIVE-O! ALIVE, ALIVE-O!  
CRYING COCKLES AND MUSSELS, ALIVE, ALIVE-O!

## **SCENE 23**

<b>SOUND CUE 27 – CHIRPING BIRDS</b>
--

*(Biddy enters and walks a bit with Pip. The sound of birds chirping.)*

**PIP**

I shall never forget you, Biddy.

**BIDDY (PLAYER 2)**

Nor I you.

**PIP**

I have a favor to ask before I go.

**BIDDY (PLAYER 2)**

Yes?

**PIP**

And it is that you will not omit any opportunity of helping Joe on, a little.

**BIDDY (PLAYER 2)**

How helping him on?

**PIP**

Well! For instance, in his manners.

**BIDDY (PLAYER 2)**

Oh, his manners! Won't his manners do, then?

**PIP**

Hear me out - if I were to remove Joe into a higher sphere, they would hardly do him justice.

**BIDDY (PLAYER 2)**

And don't you think he knows that?

**PIP**

Biddy, what do you mean?

**BIDDY (PLAYER 2)**

He may be too proud to let anyone take him out of a place that he fills well and with respect.

**PIP**

Biddy, you are envious of my rise in fortune!

**BIDDY (PLAYER 2)**

No, Mr. Pip. But a gentleman should not be unjust either.

*(Biddy exits.)*

## **SCENE 24**

<b>SOUND CUE 28 – HAVISHAM WALTZ V</b>
--

**PLAYER 4**

Biddy's words troubled me, but I resolved not to dwell on them. On Friday morning I went to pay my visit to Miss Havisham.



**PIP**

I have come into good fortune, Miss Havisham. And I am so grateful for it!

**MISS HAVISHAM (PLAYER 5)**

So you are adopted by a rich person?

**PIP**

Yes, ma'am.

**MISS HAVISHAM (PLAYER 5)**

Not named?

**PIP**

No, ma'am.

**MISS HAVISHAM (PLAYER 5)**

Well! You have a promising career before you, Pip. You will always keep the name of Pip, you know.

**PIP**

Yes, Miss Havisham.

**MISS HAVISHAM (PLAYER 5)**

Good-bye, Pip!

*(She stretches out her hand, Pip goes down on one knee and puts Miss Havisham's hand to his lips. Miss Havisham exits.)*

## **SCENE 25**

<b>SOUND CUE 29</b>
---------------------

**PLAYER 4**

I was to leave our village at five in the morning. I told Joe that I wished to walk away all alone.

*(Pip hugs both Joe and Biddy and walks away from them.)*

**PLAYER 4**

The last I saw of Biddy and Joe was when I presently heard a scuffle behind me, and looking back, saw Joe throwing an old shoe after me for luck,

*(Joe tosses a shoe.)*

**JOE (PLAYER 3)**

*(Huskily)* Hooroar!

*(Biddy rushes to get the shoe.)*

**PIP**

*(Quietly – to himself)* Good-bye, O my dear, dear friends!

**PLAYER 4**

And the mists had all solemnly risen now, and the world lay spread before me!

**SCENE 26**

**SOUND CUE 30 – TWO FACTORY WHISTLES**

*MUSIC: The shriek of a factory whistle. The Players create a busy London street corner..)*

**PLAYER 4**

It was a little past mid-day when the fourhorse stage-coach got into the ravel of traffic in Cheapside, London.

**SOUND CUE 31**

*(The factory whistle sounds again.)*

**SOUND CUE 32 – TWO FACTORY WHISTLES –**

**SOUND CUE 33 – COBBLESTONE  
STREET SOUNDS**

**COACHMAN (PLAYER 1)**

Safe and sound at Mr. Jaggers, you is.

**PIP**

Thank you, Coachman. How much, sir?

**COACHMAN (PLAYER 1)**

Paid in advance by Mr. Jaggers. I won't take another penny. I know Mr. Jaggers.

*The Coachman exits.*

**PLAYER 4**

At length I spotted Mr. Jaggers coming across the road. A group of his followers milled about me.

**FIRST MAN (PLAYER 3)**

Jaggers would do it if it was to be done.

**FIRST WOMAN (PLAYER 2)**

*(Comforting a Crying Woman:)* Jaggers is for him, 'Melia, and what more could you have?

*(Jaggers enters briskly through the crowd.)*

**JAGGERS (PLAYER 6)**

*(To the Two Men:)* Now, I have nothing to say to you. As to the result, it's a toss-up. Have you paid Wemmick?

**FIRST AND SECOND MAN**

Yes, Mr. Jaggers.

**JAGGERS (PLAYER 6)**

Then you may go.

**SECOND MAN (PLAYER 7)**

We thought—

**JAGGERS (PLAYER 6)**

That's what I told you not to do. I think for you.

*(The Two Men look at one another and retreat.)*

**JAGGERS (PLAYER 6)**

*(Turning on the Two Women:)* And now you! Amelia, is it?

**SECOND WOMAN (PLAYER 5)**

Yes, Mr. Jaggers.

**JAGGERS (PLAYER 6)**

Why do you come here?

**SECOND WOMAN (PLAYER 5)**

My Ben, sir!

**JAGGERS (PLAYER 6)**

Now, if you don't know that your Ben's in good hands, I know it. Have you paid Wemmick?

**SECOND WOMAN (PLAYER 5)**

Oh yes, sir! Every farden.

**JAGGERS (PLAYER 6)**

Very well. Say another word and Wemmick shall give you your money back.

*(The Women retreat. Jaggers spots Pip.)*

**JAGGERS (PLAYER 6)**

Ah, Mr. Pip. You are to go to Barnard's Inn, to young Herbert Pocket's rooms. On Monday you are to go to see his father, Mr. Matthew Pocket, to begin your studies. I shall check your bills, and pull you up if I find you outrunning the constable. Wemmick! Take Mr. Pip round to Barnard's Inn.

*(Jaggers shakes Pip's hand.)*

**JAGGERS (PLAYER 6)**

Good day, Mr. Pip. And welcome to London!

**WEMMICK (PLAYER 1)**

Follow me, Mr. Pip.

**SCENE 27**

**SOUND CUE 34 – TRAVELLING  
MUSIC**

*(Music under: a brisk tune. Wemmick and Pip travel through the streets.)*

**PIP**

I hardly know what to make of Mr. Jaggers' manner.

**WEMMICK (PLAYER 1)**

He'd take that as a compliment. When Mr. Jaggers invites you to his home to dine, look at his housekeeper.

**PIP**

Why?

**WEMMICK (PLAYER 1)**

You'll see a wild beast tamed. Keep your eye on it. Ah – here we are: Barnard's Inn.

**PIP**

*(Looking about:)* Oh my!

**WEMMICK (PLAYER 1)**

Quite dingy, eh what? Rather like a club for Tom-cats.

*(Herbert appears)*

**WEMMICK (PLAYER 1)**

Mr. Herbert Pocket – may I present Mr. Pip.

*(Herbert lets out his silly, infectious laugh)*

**HERBERT (PLAYER 7)**

*(Staring at Pip:)* Why, you're the prowling boy with whom I tangled in Miss Havisham's garden!

**PIP**

And you're the pale young gentleman who retched!

*(They burst out laughing.)*

**WEMMICK (PLAYER 1)**

Mr. Pip, I trust you have no further need of me?

**PIP**

No, thank you, sir.

**WEMMICK (PLAYER 1)**

Gentlemen, good day.

**PIP and HERBERT**

Good day.

*(Wemmick exits.)*

## **SCENE 28**

**HERBERT (PLAYER 7)**

*(Offering his hand)* Well! I hope you'll forgive me for having knocked you about so.

**PIP**

Indeed!

*(They laugh again and shake hands warmly.)*

**HERBERT (PLAYER 7)**

Come in, good sir --- welcome to your new home!

**PIP**

*(Looking about:)* Quite nice, really.

**HERBERT (PLAYER 7)**

It's not by any means splendid. My father, your tutor, hasn't anything to give me. I work in a counting house, but am looking about for my opening in the world of business capital. You hadn't come into your good fortune back when we fought?

**PIP**

No. I was apprenticed to a blacksmith then.

**HERBERT (PLAYER 7)**

Miss Havisham had sent for me, to see if she could take a fancy to me. But she didn't.

**PIP**

I'm surprised to hear that.

**HERBERT (PLAYER 7)**

*(Laughing)* Bad taste. My father is Miss Havisham's cousin --- but Miss Havisham has nothing to do with him. If I had come out of it successfully, I suppose I should have been provided for; perhaps engaged to Estella.

**PIP**

How did you bear your disappointment?

**HERBERT (PLAYER 7)**

Pooh! That girl's haughty and capricious, and has been brought up by Miss Havisham to wreak revenge on all the male sex.

**PIP**

What relation is she to Miss Havisham?

**HERBERT (PLAYER 7)**

None. Only adopted. Come, I'll tell you the whole story over dinner. But first do me the favour to call me by my Christian name, Herbert.

**PIP**

Thank you, my Christian name is Philip.

**HERBERT (PLAYER 7)**

I don't take to Philip. I tell you what: There's a charming piece of music by Handel, called the Harmonious Blacksmith. Would you mind Handel for a familiar name?

**PIP**

I should like it very much.

**HERBERT (PLAYER 7)**

*(Sitting at the table:)* Splendid, my dear Handel! Now: Miss Havisham's father was a very rich brewer. Her mother died when Miss Havisham was a baby.

**PIP**

Miss Havisham was an only child?

**HERBERT (PLAYER 7)**

Yes. After her father died, Miss Havisham met a man who won Miss Havisham's heart and asked for her hand in marriage. The suitor then convinced Miss Havisham to lend him an immense amount of money. The marriage day was set. The day came, but not the bridegroom. He wrote her a letter—

**PIP**

Which she received at twenty minutes to nine?

**HERBERT (PLAYER 7)**

Exactly! Afterwards, she stopped all the clocks, and has never since looked upon the light of day.

**PIP**

What became of the Suitor?

**HERBERT (PLAYER 7)**

Rumor has it that he teamed up with another ne'er do well and they both went to prison. And that, good Handel, is all that I know. Heavens, this ale is delightful! A toast -- to your new life!

**PIP**

And to new friends.

*(The toast and drink. MUSIC under.)*

## **SCENE 29**

<p><b>SOUND CUE 35 – LONDON SOCIETY</b></p>
---

*(Pip meets Wemmick.)*

**PLAYER 4**

Within a week, Mr. Wemmick invited me to Mr. Jaggers' home for dinner.

**WEMMICK (PLAYER 1)**

He's going to ask your pals, too. Three of 'em; ain't there?

**PIP**

My pals?

**WEMMICK (PLAYER 1)**

Your schoolmates.

**PIP**

Oh. Yes.

**PLAYER 4**

I had three schoolmates at Mr. Pockets.

*(Wemmick exits. Drummle, Startop and Herbert enter and take their places at Mr. Jaggers Dinner Table. Jaggers enters.)*

**DRUMMLE (PLAYER 3)**

*(Becoming Drummle:)* Bentley Drummle,

**PLAYER 4**

was idle, proud, and suspicious.

**STARTOP (PLAYER 2)**

*(Becoming Startop:)* Startop,

**PLAYER 4**

was a charming and amusing young fellow.

**HERBERT (PLAYER 7)**

And Herbert,

**PLAYER 4**

who had become my intimate companion and friend.

**SCENE 30**

*(Startop, Drummle, Pip, Herbert and Jaggers are eating dinner at a long table. Molly waits upstage with her tray.)*

**STARTOP (PLAYER 2)**

And so Pip and I were on the river, pulling abreast of one another, and suddenly we realized that Drummle --- Oh, Bentley, you don't mind my telling this do you?

**DRUMMLE (PLAYER 3)**

As you will, sir.

**STARTOP (PLAYER 2)**

Well, we looked back and there was Drummle, creeping into shore like some uncomfortable amphibian!

*(Pip, Startop, Herbert and Jagers laugh.)*

**JAGGERS (PLAYER 6)**

Molly, you may clear.

**MOLLY (PLAYER 5)**

Yes, Master.

**DRUMMLE (PLAYER 3)**

Mr. Jagers, you must forgive my companions. And as to strength, I could scatter them like chaff.

**STARTOP (PLAYER 2)**

Oh, Drummle, you well know that, despite your size, both Pip and I are stronger than you.

**DRUMMLE (PLAYER 3)**

That's a lie!

*(Suddenly, Jagers claps his hand on the housekeeper's, as she stretches it across the table. Everyone stops.)*

**JAGGERS (PLAYER 6)**

If you talk of strength, gentlemen, I'll show you a wrist.

**MOLLY (PLAYER 5)**

Master, don't.

**JAGGERS (PLAYER 6)**

Molly, let them see your wrist. Come!

*(He turns her wrist up on the table. She brings her other hand from behind her, and holds the two out side by side.)*

**JAGGERS (PLAYER 6)**

I never saw stronger hands than these, be they man's or woman's.

*(Molly and Jagers look at each other.)*

**JAGGERS (PLAYER 6)**

That'll do, Molly; you have been admired, and can go.

*(Molly exits.)*

**JAGGERS (PLAYER 6)**

*(Rising:)* Gentlemen, I'm afraid I must adjourn for the night.

**STARTOP (PLAYER 2)**

Ah, we're off then.



**PIP**

Thank you kindly, Mr. Jaggers.

**DRUMMLE (PLAYER 3)**

My compliments, sir.

*(Pip allows the others to exit.)*

**PIP**

Mr. Jaggers, sir, I am sorry that anything disagreeable should have occurred.

**JAGGERS (PLAYER 6)**

Pooh! It's nothing, Pip. I like that Drummle, though.

**PIP**

I am glad you like him, sir, but I don't.

**JAGGERS (PLAYER 6)**

No, keep as clear of him as you can. But he is one of the true sort. Why, if I was a fortune-teller—

*(He stops.)*

**JAGGERS (PLAYER 6)**

but, I am not a fortune-teller. Good-night, Pip.

**PIP**

Good-night, sir.

*(Jaggers exits.)*

### **SCENE 31**

*(MUSIC under. Estella enters. )*

#### **SOUND CUE 36 – ESTELLA IN LONDON**

**ESTELLA (PLAYER 4)**

Dear Mr. Pip: Having recently returned from my time abroad, I am to come to London the day after to-morrow by the mid-day coach. I believe it was settled you should meet me. At all events, Miss Havisham has that impression, and I write in obedience to it.

Yours, Estella.

#### **SOUND CUE 37 – COBBLESTONE STREET TRAFFIC**

**PIP**

Welcome to London, Estella.

*(Estella gives Pip her hand.)*

**ESTELLA (PLAYER 4)**

Good afternoon. Do you find me much changed, Mr. Pip? I was proud and insulting, and you wanted to go away from me.

**PIP**

I knew no better then.

**ESTELLA (PLAYER 4)**

On the contrary, Mr. Pip, I have no doubt that I was very disagreeable.

**PIP**

Have I changed?

**ESTELLA (PLAYER 4)**

*(Looking at Pip:)* Very much. I was a singular little creature to hide in the garden and see that fight that day: but I enjoyed it very much.

**PIP**

You rewarded me very much.

**ESTELLA (PLAYER 4)**

Did I?

**PIP**

You don't remember?

**ESTELLA (PLAYER 4)**

You must know that I have no heart - if that has anything to do with my memory.

**PIP**

I take the liberty of doubting that.

**ESTELLA (PLAYER 4)**

It is said, at any rate. You are to take me to Richmond.

**PIP**

Why are you going to Richmond?

**ESTELLA (PLAYER 4)**

I am going to live with a lady there, who has the power - or says she has - of showing people to me and showing me to people. How do you thrive here in London?

**PIP**

I live quite pleasantly; at least --

**ESTELLA (PLAYER 4)**

At least?

**PIP**

As pleasantly as I could anywhere, away from you.

**ESTELLA (PLAYER 4)**

Silly boy, you talk such nonsense.

*(Pip takes her hand and presses his lips against it.)*

**ESTELLA (PLAYER 4)**

Do you kiss my hand in the same spirit in which I once let you kiss my cheek?

**PIP**

What spirit was that?

**ESTELLA (PLAYER 4)**

A spirit of contempt for the fawners and plotters.

**PIP**

If I say yes, may I kiss the cheek again?

**ESTELLA (PLAYER 4)**

You should have asked before you touched the hand. But, yes, if you like.

*(He leans toward her; she moves away the instant his lips touch her cheek.)*

**PIP**

I hope that I should see you while you are here.

**ESTELLA (PLAYER 4)**

Oh yes, you are to come when you think proper. Good afternoon.

*(Estella exits. Pip stares after her.)*

## **SCENE 32**

**PLAYER 6**

I stood looking at the house, thinking how happy I should be if I lived there with her, and knowing that I never was happy with her, but always miserable.

*(Herbert, Pip, Startop, and Drummle all converge in a group. Player 1 enters with a tray with four tankards on it. They have been celebrating uproariously.)*

As a way of making little ease great ease, I began to contract a quantity of debt.

Herbert and I joined a club called The Finches of the Grove whose members dined expensively and quarreled as much as possible.

**STARTOP (PLAYER 2)**

*(Over the bantering of the Finches:)* Gentlemen, may the present promotion of good feeling ever reign predominant among the Finches of the Grove!

**THE FINCHES**

Aye!

*(The Finches disburse. Herbert and Pip study their debts.)*

**HERBERT (PLAYER 7)**

My dear Handel, our debts are mounting up!

**PIP**

Be firm, Herbert! Look the thing in the face! Stare them out of countenance!

**HERBERT (PLAYER 7)**

So I would, Handel, only they are staring me out of countenance!

<b>SOUND CUE 38 – JOE’S THEME</b>
---------------------------------------

**PLAYER 6**

On just such an evening, a letter was dropped through the slit in our door:

**PLAYER 5**

My dear honored sir:

**PLAYER 6**

I beg to inform you that Mrs. J. Gargery has departed this life on Monday last,

**PLAYER 5**

at twenty minutes past six in the evening.

**PLAYER 6**

Your attendance is requested at the interment on Monday next

**PLAYER 5 and PLAYER 6**

at three o'clock in the afternoon.

**PLAYER 6**

It was the first time I had been home since leaving for London. Trabb and Co. had put in a funereal execution and taken possession.

*(Joe enters. Bidly, greets the mourners.)*

**PIP**

Dear Joe, how are you?

**JOE (PLAYER 3)**

Pip, old chap, you knowed her when she were a fine figure of a—

*(Joe clasps Pips hand and says no more.)*

**PLAYER 6**

We went into the churchyard, close to the graves of my unknown parents. There, my sister was laid quietly in the earth.

**PLAYER 5**

When the shadows of evening were closing in, I went into the garden with Bidly.

### **SCENE 33**

*(Bidly and Pip stroll. Night crickets are heard.)*

**SOUND CUE 39 – CRICKETS**

**PIP**

How are you going to live, Biddy? If you want any money--

**BIDDY (PLAYER 2)**

*(Cutting him off:)* I am going to try to get the place of mistress in the new school nearly finished here. I hope I can improve myself while I improve others.

**PIP**

I think you would always improve, Biddy, under any circumstances.

**BIDDY (PLAYER 2)**

Mr. Gargery is a dear soul, isn't he?

**PIP**

Indeed, I shall be often down here now. I am not going to leave poor Joe alone.

**BIDDY (PLAYER 2)**

Are you quite sure, then, that you WILL come to see him often?

**PIP**

Biddy --- are you challenging my sincerity?

**BIDDY (PLAYER 2)**

I am sorry you are angry, Mr. Pip.

**PIP**

I am not angry, but I am hurt.

**BIDDY (PLAYER 2)**

No, don't be hurt; let only me be hurt, if I have been ungenerous.

**SCENE 34**

*(Joe enters from work.)*

**SOUND CUE 40**

**PLAYER 7**

Early in the morning, I stood looking at Joe, already at work with a glow upon his face.

**PIP**

Good-bye, dear Joe! - No, don't wipe it off - for God's sake, give me your blackened hand! I shall be down soon. And often.

**JOE (PLAYER 3)**

Never too soon, sir! And never too often!

*(Joe exits.)*

**PLAYER 7**

Once more, the mists were rising as I walked away. If they disclosed to me that I should not come back, and that Biddy was quite right, they were quite right, too.

**SCENE 35**

<b>SOUND CUE 41 – TWO FACTORY WHISTLES</b>
--

*(Wemmick enters.)*

**WEMMICK (PLAYER 1)**

Dear Mr. Pip: Tomorrow being your one and twentieth birthday, Mr. Jaggers would be glad if you would call upon him at five o'clock in the afternoon. Your obedient servant, John Wemmick.

*(The Players have formed an Office. Jaggers greets Pip in his office. Wemmick is at his own desk.)*

**JAGGERS (PLAYER 6)**

Well, Pip, I must call you Mr. Pip to-day. Congratulations, Mr. Pip.

*(Pip and Jaggers shake hands.)*

**PIP**

Thank you, Mr. Jaggers.

**JAGGERS (PLAYER 6)**

Have you anything to ask me?

**PIP**

Is my benefactor to be made known to me to-day?

**JAGGERS (PLAYER 6)**

No. Ask another.

**PIP**

Have - I - anything to receive, sir?

**JAGGERS (PLAYER 6)**

*(Triumphantly)* I thought we should come to it! Wemmick!

*(Wemmick hands a paper to Jaggers and goes back to his own desk.)*

**JAGGERS (PLAYER 6)**

Now, Mr. Pip, you are in debt, of course.

**PIP**

Yes, sir.

**JAGGERS (PLAYER 6)**

Now, take this piece of paper. What is it?

**PIP**

A bank-note for five hundred pounds.

**JAGGERS (PLAYER 6)**

Yes. At the rate of that handsome sum per annum, you are to live until your benefactor appears.

**PIP**

Mr. Jaggers, I have one more subject to broach.

**JAGGERS (PLAYER 6)**

Oh?

**PIP**

My friend, Herbert, is trying to get on in commercial life, but has no money. I want somehow to help him to a beginning.

**JAGGERS (PLAYER 6)**

Mr. Pip, I should like to run over the names of the various bridges up as high as Chelsea Reach. There's London, one; Southwark, two; Blackfriars, three; Waterloo, four; Westminster, five; Vauxhall, six.

**PIP**

I don't understand.

**JAGGERS (PLAYER 6)**

Choose your bridge, Mr. Pip, and pitch your money into the Thames and you know the end of it. Serve a friend with it, and you may know the end of it, too - but it's a less pleasant and profitable end.

**PIP**

This is very discouraging.

**JAGGERS (PLAYER 6)**

Meant to be so. Good day, sir.

*(Jaggers exits. Wemmick works at his desk.)*

**PIP**

Mr. Wemmick?

**WEMMICK (PLAYER 1)**

Sir?

**PIP**

I have a favor to ask with which Mr. Jaggers need not be involved.

**WEMMICK (PLAYER 1)**

I will judge accordingly.

**PIP**

I seek advice on how I can best try to help Mr. Herbert Pocket and gradually to buy him

on to some small partnership. My help must always be rendered without Herbert's knowledge.

**WEMMICK (PLAYER 1)**

I think all you want to do may be done by degrees.

**PIP**

Mr. Wemmick, I thank you ten thousand times.

### **SCENE 36**

<b>SOUND CUE 42</b>
---------------------

**PLAYER 5**

Before a week was out, I received a note from Wemmick.

**WEMMICK (PLAYER 1)**

Dear Mr. Pip:

I have located a worthy young shipping-broker who wants capital, and who, in due course, would want a partner. You will pay Mr. Clariker two hundred and fifty pounds as an investment in his brokerage. Mr. Herbert Pocket, of course, will be kept ignorant of these negotiations.

*(Wemmick exits. Herbert rushes in.)*

**HERBERT (PLAYER 7)**

*(Bursting with excitement:)* Handel! I have, through most unlikely coincidence, fallen in with a shipping merchant by name of Clariker. Handel, I believe that my opening in the business world has come at last!

*(Herbert rushes off, Pip watches him go.)*

**PLAYER 5**

That night, I cried in good earnest when I went to bed, to think that my expectations had done some good to somebody.

### **SCENE 37**

*(The Finches -- Drummle, Startop, Pip, and Herbert -- enter raucously with wine.)*

**STARTOP (PLAYER 2)**

Gentlemen, may the present promotion of good feeling ever reign predominant among the Finches of the Grove.

**THE FINCHES**

To the Finches!

**STARTOP (PLAYER 2)**

Mr. Drummle, it is your turn to toast a lady.



**THE FINCHES**

Here, here!

**DRUMMLE (PLAYER 3)**

Gentlemen of the Finch Society – I call upon you to pledge me to .... Estella!

**PIP**

Estella of where? As a Finch, you are bound to say.

**DRUMMLE (PLAYER 3)**

Of Richmond, gentlemen, and a peerless beauty.

**THE FINCHES**

To Estella!

**PIP**

I regard it as being nothing but impudence that allows Mr. Drummle to propose a lady of whom he knows nothing.

**DRUMMLE (PLAYER 3)**

Liar!

*(The Finches react. Pip and Drummle approach each other as if to fight. Startop comes between them and breaks the standoff.)*

**STARTOP (PLAYER 2)**

Gentlemen: I propose a treaty: If Mr. Drummle would bring a certificate from the lady, importing that he had the honour of her acquaintance, Mr. Pip must express his regret, as a gentleman and a Finch.

**THE FINCHES**

Here, here!

*(The Finches freeze. Estella appears.)*

**SOUND CUE 43 – WHOOSH**

**ESTELLA (PLAYER 4)**

To the Members of the Finch Society. This is to avow that I have had the honour of dancing with Mr. Bentley Drummle on multiple occasions. Cordially, Estella Havisham.

*(Estella exits. The Finches come to life.)*

**SOUND CUE 44 – WHOOSH**

**STARTOP (PLAYER 2)**

Well, Finch gentlemen, the lady has confirmed Mr. Drummle's acquaintance. Mr. Pip?

**PIP**

*(To Drummle:)* My apology, sir.

*(Pip bows. Drummle takes a moment, snorts and walks away.)*

**SCENE 38**

**SOUND CUE 45 QUADRILLE**

*MUSIC: A quadrille. The Players form an Assembly Ball. PLAYER 6 dances with PLAYER 5. PIP dances with Estella --- a graceful Quadrille.)*

**PLAYER 1**

At a certain Assembly Ball at Richmond, this blundering Drummle so hung about Estella that I resolved to speak to her concerning him.

**PIP**

Estella, do look at Bentley Drummle in the corner yonder.

**ESTELLA (PLAYER 4)**

Moths, and all sorts of ugly creatures hover about a lighted candle. Can the candle help it?

**PIP**

I cannot bear that people should say, "She throws away her graces on a mere boor."

**ESTELLA (PLAYER 4)**

I can bear it.

**PIP**

Don't be so proud.

**ESTELLA (PLAYER 4)**

Calls me proud in this breath! And in his last breath, reproached me for stooping to a boor!

**PIP**

I have seen you give Drummle looks and smiles such as you never give to me.

**ESTELLA (PLAYER 4)**

Do you want me then, to deceive and entrap you?

**PIP**

Do you deceive and entrap Drummle?

**ESTELLA (PLAYER 4)**

Yes, and many others - all of them but you.

But I must get some air. I'll say no more.

*(Estella exits. Pip watches her go.)*

**SCENE 39**

**SOUND CUE 46**

**PLAYER 6**

I was three-and-twenty years of age.

**PLAYER 5**

Not another word had I heard on the subject of my expectations.

**PLAYER 6**

Business had taken Herbert to Marseilles.

**PLAYERS 6 AND 5**

I was alone,

**PLAYER 5**

and had a dull sense of being alone.

**SCENE 40**

**SOUND CUE 47 – THREE CLOCK  
CHIMES, RAIN, THUNDER**

*(Pip sits reading in his room by lamplight. The ominous sound of thudding footsteps. Pip looks up. It stops. Footsteps again.)*

**PIP**

Is there someone there?

**THE VISITOR**

*(From the darkness)* Yes.

**PIP**

Who do you want?

**THE VISITOR**

Mr. Pip.

**PIP**

That is my name.

*(The Visitor enters in the shadows. He is just beyond the reach of the light, and thus, remains in shadow. )*

**THE VISITOR**

You're a game one! But then, you was a game one when you run and got them vittles for me --- *and that file!*

*(The Visitor steps into the light --- it is Magwitch!)*

**PIP**

Magwitch!

**MAGWITCH (PLAYER 1)**

*(Smiling)* Dear boy!

*(Pip is stunned. Magwitch takes both his hands and kisses them.)*

**MAGWITCH (PLAYER 1)**

You acted noble, my boy. And I have never forgot it!

*(Pip moves away, shocked.)*

**PIP**

*(Putting a hand up:)* Stay! Surely you understand that I – I...

*(Magwitch has been staring at Pip.)*

**MAGWITCH (PLAYER 1)**

What surely must I understand, dear boy?

**PIP**

I am glad you have repented. But our ways are different ways, none the less.

**MAGWITCH (PLAYER 1)**

May I drink afore I go?

*(Shaking, Pip prepares a drink and hands it to Magwitch. Magwitch sits. Pip hurriedly prepares a glass for himself.)*

**PIP**

I hope I did not speak harshly to you just now. I wish you well! How are you living?

**MAGWITCH (PLAYER 1)**

I've been a sheep-farmer and other trades besides, many a thousand mile of stormy water off from this.

**PIP**

I hope you have done well?

**MAGWITCH (PLAYER 1)**

I've done wonderfully well.

**PIP**

Have you ever seen a messenger you once sent to me?

**MAGWITCH (PLAYER 1)**

Never set eyes upon him.

**PIP**

He came faithfully, and brought me the two one-pound notes wrapped around a shilling. But, like you, I have done well since, and you must let me pay them back. You can put them to some other poor boy's use.

**MAGWITCH (PLAYER 1)**

May I make so bold as to ask you how you have done well?

**PIP**

How? I have been chosen to succeed to some property.

**MAGWITCH (PLAYER 1)**

Might a mere varmint ask *whose* property?

**PIP**

I don't know.

**MAGWITCH**

Could I make a guess, I wonder, at your income since you come of age! As to the first figure now. *Five?*

*(Pip braces his hand on the back of his chair, staring at Magwitch.)*

**MAGWITCH (PLAYER 1)**

Concerning a guardian. Some lawyer, maybe. As to the first letter of that lawyer's name. Would it be... *J?*

*(Pip struggles to breath.)*

**MAGWITCH (PLAYER 1)**

And however, did I find you? Why, I wrote to a person in London, for your particulars. That person's name? *Wemmick.*

*(Pip grasps the chair and begins to collapse. Magwitch grabs him and helps him to sit.)*

**MAGWITCH (PLAYER 1)**

Yes, Pip, dear boy! That there hunted dog wot you kep life in, got his head so high that he could make a gentleman - and, Pip, you're him!

*(Pip is distraught.)*

**MAGWITCH (PLAYER 1)**

Look'ee here, Pip. I've put away money, only for you to spend.

*(He takes both Pip's hands and kisses them.)*

**MAGWITCH (PLAYER 1)**

Didn't you never think it might be me?

**PIP**

O no, no! Never, never!

**MAGWITCH (PLAYER 1)**

Well, it was me, and single-handed.

**PIP**

Was there no one else?

**MAGWITCH (PLAYER 1)**

Who else should there be? From that there hiring-out as a shepherd, I got money left me

by my master and got my liberty. It was the money left me, and the gains of the first few year wot I sent home to Mr. Jaggers - all for you!

*(Pip looks away.)*

**MAGWITCH (PLAYER 1)**

It was recompense to me, dear boy, to know in secret that I was making a gentleman.

*(Magwitch smiles at Pip warmly. Pip is speechless.)*

**MAGWITCH (PLAYER 1)**

*(Lowering his voice)* But, dear boy, caution is necessary.

**PIP**

How do you mean? Caution?

**MAGWITCH (PLAYER 1)**

By God, it's Death!

**PIP**

What's death?!

**MAGWITCH (PLAYER 1)**

I was sent to Australia for life. It's death for me to come back to England. If I am but found now, I should be hanged.

## **SCENE 41**

*(Sound of footsteps. Magwitch and Pip jump up.)*

**HERBERT (PLAYER 7) (OFF)**

Handel! Handel, my boy!

**PIP**

*(To Magwitch:)* Quiet! It's Herbert!

*(Herbert bursts into the room.)*

**HERBERT (PLAYER 7)**

Handel, dear fellow, I seem to have been gone a twelvemonth! Handel, my - ! I beg your pardon.

*(Magwitch and Herbert regard each other.)*

**PIP**

Herbert, my friend, this is - a visitor of mine.

*(Magwitch comes toward Herbert with a small bible.)*

**MAGWITCH (PLAYER 1)**

Take this here bible in your right hand, my boy. Lord strike you dead if ever you betrays Pip and me!

*(Herbert looks at Pip.)*

**PIP**

Do as he wishes, dear friend.

**SCENE 42**

**SOUND CUE 48 – CHORD**

**PLAYER 4**

I secured the second floor of a respectable lodging-house in Essex Street for my "Uncle Abel."

*(While Magwitch looks on, Pip shakes hands on a deal with A Landlady (Player 5).)*

**PLAYER 2**

It was near dawn before I saw him safely in at his own dark door.

*(Magwitch and Pip shake hands and Magwitch follows the Landlady off. Pip returns to Herbert in his room. )*

**SOUND CUE 49**

**SCENE 43**

**PIP**

I am afraid that he is strongly attached to me. My fear is that if I break with him, he will get himself arrested and, innocent or not, I would feel it was my doing.

**HERBERT (PLAYER 7)**

You must come up with a pretext to get him away.

**PIP**

But I know nothing of him!

**HERBERT (PLAYER 7)**

So we must gain some knowledge of his history later at breakfast.

**SOUND CUE 50 – MAGWITCH'S  
BACKSTORY**

*(Music under.)*

**MAGWITCH (PLAYER 1)**

Well, dear boy, to give you the short and handy: in jail, out of jail. Then, about twenty year ago at Epsom Races, I got acquainted wi' a man whose skull I'd now like to crack like the claw of a lobster. His name was Compeyson.

*(Compeyson enters.)*

**COMPEYSON (PLAYER 6)**

To judge from appearances, you're out of luck.

**MAGWITCH (PLAYER 1)**

Yes, Master Compeyson, and I've never been in it much.

**COMPEYSON (PLAYER 6)**

Luck changes. Perhaps yours is going to change.

**MAGWITCH (PLAYER 1)**

I hope so. There's room.

**MAGWITCH (PLAYER 1)**

*(To Pip and Herbert:)* Compeyson took me on to be his pardner -- swindling, forging, and such-like.

**COMPEYSON (PLAYER 6)**

I've told you time and again you driveling idiot – don't ask questions or it'll be the end of you.

**MAGWITCH (PLAYER 1)**

Compeyson had done a bad thing with a rich lady some years afore, and made a pot of money by it.

**COMPEYSON (PLAYER 6)**

Meet me at Southwark Bridge tonight at nine. And don't be late.

**MAGWITCH (PLAYER 1)**

Soon Compeyson and me was both arrested for putting stolen notes in circulation.

**COMPEYSON (PLAYER 6)**

My Lords, do I appear to be the kind of man who would keep custom with the likes of him?!

**MAGWITCH (PLAYER 1)**

But when the evidence was put short, I noticed how heavy it all bore on me, and how light on him.

**COMPEYSON (PLAYER 6)**

You see before you, my Lords, a well-bred gentleman of London society with no evidence and no testimony against him.

**MAGWITCH (PLAYER 1)**

And when we're sentenced, ain't it him as gets seven years, and me fourteen?

*(Compeyson exits. Magwitch takes out his handkerchief and wipes his brow.)*

I wanted to smash his face! We was in the same prison-ship, but I couldn't get at him. At last I escaped to the shore, and was a hiding among the graves, when I was give to understand that Compeyson had escaped at the same time and was out on them marshes too. Upon my soul, I hunted him down. And then I dragged him back to them soldiers what was lookin for me.

*(MUSIC: Underscore out.)*



**PIP**

Is he dead?

**MAGWITCH (PLAYER 1)**

He hopes I am, if he's alive. (*Spent:*) I'm sorry to sound so low, my dear boy. Talkin of Compeyson takes the blood from my heart, I – I...

**HERBERT (PLAYER 7)**

Good fellow, you are overcome. Have a lie down in my room.

**MAGWITCH (PLAYER 1)**

(*Weary:*) Thankee, Pip's companion, I am much obliged.

*(Exhausted, Magwitch exits. Herbert watches him go. Then, when he is sure Magwitch is beyond hearing range, Herbert turns to Pip.)*

**HERBERT (PLAYER 7)**

Compeyson is the man who professed to be Miss Havisham's lover.

*(A beat.)*

**PIP**

I must speak with Miss Havisham.

*(MUSIC: Herbert exits. The Players form a Pub..)*

**SCENE 44**

<b>SOUND CUE 51</b>
---------------------

**PLAYER 2**

When I arrived in the country, I stopped at the Three Jolly Bargeman before proceeding to Miss Havisham's house.

*(Drummler turns and looks at Pip with a smirk.)*

**PIP**

(*Surprised:*) Oh, Mr. Drummler...

**DRUMMLER (PLAYER 3)**

(*Mocking*) Oh, Mr. Pip. Beastly place. Your part of the country, I think?

**PIP**

I am told it's very like your Shropshire.

**DRUMMLER (PLAYER 3)**

Not in the least. Waiter!

**WAITER (PLAYER 6)**

Yes, sir.

**DRUMMLER (PLAYER 3)**

The lady won't ride to-day; the weather won't do.

**WAITER (PLAYER 6)**

Very good, sir.

**DRUMMLE (PLAYER 3)**

And I don't dine, because I'm going to dine at the lady's.

*(Drummler smirks, cracks his riding crops hard against his leg.)*

<b>SOUND CUE 52</b>
---------------------

## **SCENE 45**

*(Miss Havisham is in her chair. Estella is knitting. Pip enters.)*

**MISS HAVISHAM (PLAYER 5)**

And what wind blows you here, Pip?

**PIP**

Miss Havisham, I have found out who my patron is. I must say no more. It is not my secret, but another's.

*(The women say nothing.)*

**PIP**

Miss Havisham, I suppose I originally came here, as any other chance boy might have come - to gratify a want or a whim, and to be paid for it?

**MISS HAVISHAM (PLAYER 5)**

Ay, you did.

**PIP**

And that Mr. Jaggers --

**MISS HAVISHAM (PLAYER 5)**

*(Rising:)* Mr. Jaggers had nothing to do with it. His being my lawyer, and the lawyer of your patron, is a coincidence.

**PIP**

But you led me on.

**MISS HAVISHAM (PLAYER 5)**

Yes, I let you go on.

**PIP**

Was that kind?

**MISS HAVISHAM (PLAYER 5)**

*(Striking her stick upon the floor:)* Who am I, for God's sake, that I should be kind?

**PIP**

I apologize. But kindness, I believe, is within your nature. If you would spare the money

to do my friend Herbert Pocket a lasting service, without his knowledge, I could show you how.

**MISS HAVISHAM (PLAYER 5)**

What do you mean?

**PIP**

As Herbert has been a true friend to me, I chose to invest in a partnership on his behalf. I am unable to complete my financial obligations due to the weighty secrets of another.

*(Miss Havisham considers this a moment.)*

**MISS HAVISHAM (PLAYER 5)**

What else?

**PIP**

Estella, you know that I love you.

*(Estella continues to knit and shakes her head.)*

**ESTELLA (PLAYER 4)**

These are sentiments which I cannot comprehend.

**PIP**

Is it not true that Bentley Drummle is in town here, and pursuing you?

**ESTELLA (PLAYER 4)**

It is quite true.

**PIP**

You cannot love him, Estella!

*(She stops knitting for the first time.)*

**ESTELLA (PLAYER 4)**

I am going to be married to him.

**PIP**

Estella, dearest, do not let Miss Havisham lead you into this fatal step.

**ESTELLA (PLAYER 4)**

It is my own act.

**PIP**

To fling yourself away upon a brute?

**ESTELLA (PLAYER 4)**

Come! You will get me out of your thoughts in a week.

*(MUSIC under: Miss Havisham's Waltz.)*

<b>SOUND CUE 53 – HAVISHAM WALTZ VI</b>
---

**PIP**

Out of my thoughts! You are part of my existence! Part of the little good in me, part of the evil. But, in this separation, I associate you only with the good! And I will faithfully hold you to that always, for you must have done me far more good than harm, let me feel now what sharp distress I may. O God bless you, God forgive you!

*(Pip storms out of the room. Miss Havisham watches, horrified.)*

**MISS HAVISHAM (PLAYER 5)**

*(To herself:)* What have I done? Oh, what have I done...?

*(Music climaxes and out!)*

**SCENE 46**

<b>SOUND CUE 54 – INTRIGUE</b>
--------------------------------

**PLAYER 3**

It was past midnight when I arrived back at Barnard's Inn. Mr. Jaggers was waiting for me at the gate.

*(Jaggers enters and meets Pip.)*

**JAGGERS (PLAYER 6)**

Mr. Pip: I have news of your visitor. Walk with me, sir.

*(Jaggers and Pip walk through the streets.)*

**PIP**

What is it, Mr. Jaggers?

**JAGGERS (PLAYER 6)**

The authorities are searching all of London for Mr. Magwitch. I believe that you both would do well to lie low and, when things slacken a bit, I will hasten to remove Mr. Magwitch from the danger here and send him abroad.

**PIP**

Thank you, sir. I will await your instructions.

*(Jaggers exits. Pip moves through the streets.)*

**PLAYER 3**

Some weeks passed. Mr. Jaggers made no sign that it was safe to move Mr. Magwitch. My worldly affairs began to wear a gloomy appearance, and I was pressed for money by more than one creditor. One cold night, I was invited to dine with Mr. Jaggers and Mr. Wemmick.

**SCENE 47**

*(Pip joins Jaggers and Wemmick for dinner at the table. Molly holds the wine bottle. Music out.)*

**JAGGERS (PLAYER 6)**

Molly, you may pour. Pip, Miss Havisham wants to see you on a little matter of business you mentioned to her. You'll go down?

**PIP**

Yes. I will go tomorrow.

**JAGGERS (PLAYER 6)**

So, Pip! Our friend Drummle has played his cards and won the prize.

**PIP**

You speak of Miss Estella, sir?

**JAGGERS (PLAYER 6)**

I do. The stronger will win in the end. Now, if he should beat her—

**PIP**

Beat her?! Mr. Jaggers, surely, you do not think that he is scoundrel enough for that?

**JAGGERS (PLAYER 6)**

I didn't say so, Pip. I am putting a case. If he should beat her, he may possibly get the strength on his side; if it should be a question of intellect, he certainly will not. So, here's to Mrs. Bentley Drummle. May the question of supremacy be settled to the lady's satisfaction! You may go, Molly.

*(Molly exits. Wemmick and Pip excuse themselves.)*

## **SCENE 48**

<b>SOUND CUE 55</b>
---------------------

**PIP**

Mr. Wemmick, do you remember telling me to notice Mr. Jaggers' housekeeper?

**WEMMICK (PLAYER 1)**

Did I? Ah, I dare say I did.

**PIP**

How did Mr. Jaggers tame her?

**WEMMICK (PLAYER 1)**

That's his secret. About twenty years ago, Molly was tried at the Old Bailey for murder. The victim was a woman who had been held by the throat and choked. It was a case of jealousy over a man. In any case, Mr. Jaggers was altogether too many for the Jury. Molly was acquitted. At around the same time, Molly's child by the man disappeared.

**PIP**

Do you remember the sex of the child?

**WEMMICK (PLAYER 1)**

Said to have been a girl.

*(Music! Wemmick exits. Pip continues on his way.)*

**SOUND CUE 56 – CHORD**

**SCENE 49**

**MISS HAVISHAM (PLAYER 5)**

*(In a low voice)* Is it real?

**PIP**

It is I, Pip.

*(Miss Havisham rises. Then she drops slowly to her knees and weeps. Pip sinks down next to her, comforting her.)*

**MISS HAVISHAM (PLAYER 5)**

O! What have I done?!

**PIP**

If you mean what have you done to injure me, very little. Is she married?

**MISS HAVISHAM (PLAYER 5)**

Yes. Until you spoke to her the other day, and until I saw in you a looking-glass that showed me what I once felt myself, I did not know what I had done. But, Pip - my Dear! Believe this: when she first came to me, I only meant to save her from misery like my own. I meant no more.

**PIP**

Whose child was Estella?

*(She shakes her head.)*

**PIP**

You don't know?

*(She shakes her head again.)*

**MISS HAVISHAM (PLAYER 5)**

I told Jagers that I wanted a little girl to rear and love, and save from my fate. One night he brought her here asleep, and I called her Estella. Oh, what have I done...?

**PIP**

Miss Havisham, I should have loved her under any circumstances.

**MISS HAVISHAM (PLAYER 5)**

You said, that I could do something useful and good.

**PIP**

Yes.

**MISS HAVISHAM (PLAYER 5)**

If I give you the money to help your friend, will you keep my secret as you have kept your own?

**PIP**

Quite as faithfully.

**MISS HAVISHAM (PLAYER 5)**

I will authorize Mr. Jaggers to pay you that money, to lay out at your discretion for your friend.

**PIP**

Thank you, Miss Havisham.

**MISS HAVISHAM (PLAYER 5)**

One more thing, dear Pip. If you can ever think of me and say "I forgive her," though ever so long after my broken heart is dust - pray do it!

**PIP**

O Miss Havisham, I want forgiveness and direction far too much, to be bitter with you.

*(Pip gently helps Miss Havisham to her feet, bows and starts to go.)*

## **SCENE 50**

<b>SOUND CUE 57 – THE FIRE</b>
--------------------------------

**PLAYER 1**

What more could I hope to do by prolonging the interview.

**PLAYERS 3 AND 4**

And so we parted.

**PLAYER 3**

She stood upon the hearth, close to the fire.

**PLAYER 1**

The fire!

**PLAYERS 3 AND 4**

The fire!

*(With a roar, the flame flashes brighter. Smoke pours onto the stage. Miss Havisham is consumed in a deep red light from overhead.. The flames continue to flash and roar loudly.)*

**PLAYER 1**

In the moment when I was withdrawing, I saw a great flaming light springing up!

**PLAYER 4**

Up!

**PLAYERS 1 AND 3**

Up!

**PLAYER 3**

In the same moment, I heard her shrieking!

**MISS HAVISHAM (PLAYER 5)**

*(crying out)* AHHHHH!

**PLAYER 4**

Shrieking!

**MISS HAVISHAM (PLAYER 5)**

*(crying out)* AHHHHH!

**PLAYER 1**

And a whirl of fire blazing all around her.

**PLAYER 4**

All around her!

**PLAYERS 1 AND 3**

All around her!

*(Pip, his coat over his arm, runs to her and covers her with it as she writhes on the floor.)*

**PLAYER 4**

Beating out the flames with my coat, I wrestled her to the floor. I held her forcibly down until the patches of her garment that had been aflame fell in a black shower around us.

**MISS HAVISHAM (PLAYER 5)**

*(crying out)* Forgive me. Forgive me! *FORGIVE ME!*

<b>SOUND CUE 58</b>
---------------------

*(Herbert enters and attends to Pip's burnt arm, changing the bandage.)*

## **SCENE 51**

**PIP**

My left arm is a good deal burned, but I feel thankful it is no worse.



**HERBERT (PLAYER 7)**

Here – I'll change the bandage now, Handel. I sat with Magwitch last night, two good hours. You remember his going on about some woman that he had had great trouble with.

**PIP**

I remember it now you speak of it.

**HERBERT (PLAYER 7)**

Well! It seems – there's a bandage off, and now comes the cool one – it seems that the woman was jealous and revengeful, to the last degree.

**PIP**

To what last degree?

**HERBERT (PLAYER 7)**

Murder. Does it strike too cold on that sensitive place?

**PIP**

I don't feel it. Whom did she murder?

**HERBERT (PLAYER 7)**

Another woman whom she'd choked to death. Mr. Jaggers defended her.

**PIP**

Was the woman brought in guilty?

**HERBERT (PLAYER 7)**

No; she was acquitted.

*(Pip flinches.)*

**HERBERT (PLAYER 7)**

My poor Handel, I hurt you!

**PIP**

It is impossible to be gentler, Herbert. What else?

**HERBERT (PLAYER 7)**

This woman and Magwitch had had a child of whom Magwitch was exceedingly fond. After the woman was acquitted, the child that they'd had together suddenly vanished.

**PIP**

Where did the child go?

**HERBERT (PLAYER 7)**

No one knows.

**PIP**

When did this happen?

**HERBERT (PLAYER 7)**

About twenty years ago.

**PIP**

Herbert... my friend... Mr. Jaggers' housekeeper, Molly, is Estella's mother... And Magwitch is her father!

**SCENE 52**

**SOUND CUE 59**

**PLAYER 5**

On Monday morning, I received a letter from Mr. Jaggers informing me that a Steamer was bound for Hamburg, Wednesday this. Accommodations had been made for moving Mr. Magwitch under cover of night. Mr. Magwitch and I were to be at the docks at 10 sharp.

**PLAYER 4**

The following Wednesday night, the March wind blew cold on the docks.

*(Pip waits for Herbert on the dock. Herbert enters.)*

**PIP**

Where is Magwitch?

**HERBERT (PLAYER 7)**

He is not to come down until he sees us from his window. Then we are to wait here on the dock for the captain of the steamer. The captain will take the two of you on board.

**PIP**

*(Looking off:)* Ah! Here is Mr. Magwitch!

*(Magwitch enters.)*

**MAGWITCH (PLAYER 1)**

Dear boy.

**PIP**

Sir, if all goes well, you will be free again, within a few hours.

**MAGWITCH (PLAYER 1)**

Well, I hope so, my boy.

*(MUSIC under. Compeyson appears with a gun.)*

**SOUND CUE 60 – THE FIGHT**

**COMPEYSON (PLAYER 6)**

Why, Mr. Magwitch.

**MAGWITCH (PLAYER 1)**

Compeyson!

**COMPEYSON (PLAYER 6)**

It was my understanding, sir, that you were to remain in Australia for the rest of your natural life. But, I have taken steps to ascertain that Customs Officers will be here momentarily to arrest you.

*(Magwitch looks about frantically.)*

**COMPEYSON (PLAYER 6)**

Oh, don't expect your steamer captain. He has been warned of the grave consequences he might suffer by providing you with safe passage.

**MAGWITCH (PLAYER 1)**

Compeyson, you was a villain twenty year ago and you's a worse one now.

*(Magwitch slowly advances toward Compeyson.)*

**PIP**

Mr. Magwitch, be careful.

**COMPEYSON (PLAYER 6)**

I warn you, sir, I am committed to holding you here until I can identify you to the authorities.

**MAGWITCH (PLAYER 1)**

*(Bellowing:)* Fiend!

**PLAYER 4**

In the same moment, Magwitch lunged at Compeyson, knocking the gun from his hand.

**PLAYER 5**

Compeyson wrestled Magwitch to the ground, punching him violently.

**PLAYER 4**

Compeyson then rose to his feet, kicked Magwitch viciously and produced a knife from his jacket pocket.

**PIP**

Mr. Magwitch be careful – he has a knife!

**COMPEYSON (PLAYER 6)**

Officers! Over here!

**PLAYER 5**

But as Compeyson turned his back, Magwitch slowly struggled to his feet.

**PLAYER 4**

And with a roar, Magwitch lurched toward Compeyson with the sudden strength of a wild beast, flinging Compeyson to the ground.

*(Compeyson screams. MUSIC out. Magwitch collapses on the dock. Pip and Herbert rush to aid Magwitch.)*

**PIP**

Sir, you've been hurt.

**MAGWITCH (PLAYER 1)**

It's but nothing, dear boy.

*(The Arresting Officer appears with the First Officer.)*

**ARRESTING OFFICER (PLAYER 3)**

Hold! You have a returned Transport there. I apprehend that man, and call upon him to surrender.

*( The Arresting Officer helps Magwitch to his feet and puts him in handcuffs.)*

*(The First Officer has been examining Compeyson.)*

**FIRST OFFICER (PLAYER 2)**

Sir, this man seems to have fallen upon his own knife.

**ARRESTING OFFICER (PLAYER 3)**

Is he dead?

**FIRST OFFICER (PLAYER 2)**

Yes, sir.

**ARRESTING OFFICER (PLAYER 3)**

Come along then, Magwitch.

**PIP**

Sir, Mr. Magwitch needs medical attention.

**ARRESTING OFFICER (PLAYER 3)**

He will receive it at the customs house. Can you walk, man?

**MAGWITCH (PLAYER 1)**

Aye. I'll live and be well.

**PIP**

May I come with him, sir?

**ARRESTING OFFICER (PLAYER 3)**

If you choose.

**MAGWITCH (PLAYER 1)**

Lookee here, dear boy, it's best as a gentleman should not be knowed to belong to me now.

**PIP**

I will never stir from your side. Please God, I will be as true to you, as you have been to me!

## **SCENE 53**

<b>SOUND CUE 61</b>
---------------------

**PLAYER 5**

I took my place by Magwitch's side, I felt that was my place henceforth while he lived. In the wounded creature who held my hand, I only saw a man who had meant to be my benefactor. I only saw in him a better man than I had been to Joe.

**PLAYER 4**

Magwitch was very ill. His broken rib had pierced one of his lungs, and he breathed with great pain and difficulty, which increased daily.

*(Magwitch is seated on a prison bench. Pip approaches Jagers who stands away a bit. Herbert keeps watch over Magwitch.)*

**JAGGERS (PLAYER 6)**

In spite of his injuries, Magwitch would've normally been taken directly into Police Court to stand trial. But the prosecution needed to locate a Prison Officer from the Hulks to positively identify him. That would've been Compeyson's job – had he lived. The prison ship's officer has now been located and Magwitch's trial will begin in a few minutes.

**PIP**

But Mr. Magwitch is dying, sir.

**JAGGERS (PLAYER 6)**

The Law doesn't care, Pip. What happened to his money?

**PIP**

The arresting officer confiscated everything on his person.

**JAGGERS (PLAYER 6)**

And you kept none of his cash?

**PIP**

No, sir.

**JAGGERS (PLAYER 6)**

Then all of his money now belongs to the Crown. And that, Mr. Pip, marks the end of your great expectations.

**PIP**

I know, sir.

**JAGGERS (PLAYER 6)**

Meanwhile, poor Magwitch is still of the belief that your inheritance is quite safe.

**PIP**

I would like not to disabuse him of that notion, sir.

**JAGGERS (PLAYER 6)**

As you wish, Pip.

*(MUSIC under. Herbert meets Pip.)*

**SOUND CUE 62 – PROMISES TO  
KEEP – *Play through***

**HERBERT (PLAYER 7)**

My dear Handel, it seems that Claricker has proposed my managing his new venture in Egypt. I am afraid I must go, Handel, when you most need me.

**PIP**

Herbert, I shall always need you; but my need is no greater now, than at another time.

**HERBERT (PLAYER 7)**

Dear Handel, in this branch house of ours, we must have a-- (*delicately:*) a clerk. And it is not at all unlikely that he may expand into a partner. Now, Handel, in short, will you come?

**PIP**

I thank you heartily, but if you could leave the question open for a little while --

**HERBERT (PLAYER 7)**

For *any* while. Six months, a year!

**PIP**

Two or three months, at most.

**HERBERT (PLAYER 7)**

Excellent, dear Handel.

*(They shake hands warmly. Herbert exits. Pip crosses to Magwitch.)*

**SOUND CUE 63 – MAGWITCH'S  
DEATH**

**PIP**

Are you in much pain to-day?

**MAGWITCH (PLAYER 1)**

I don't complain of none, dear boy.

**PIP**

You never do complain.

**MAGWITCH (PLAYER 1)**

*(Gasping:) I --- (Chokes.)*

**PIP**

It's too difficult for you to speak today. But if you will listen, dear sir, I must tell you, now at last.

*(Magwitch pat's Pip's hand.)*

**PIP**

You had a child once, whom you loved and lost.

*(Another pat of Pip's hand.)*

**PIP**

She lived and found powerful friends. She is a lady and very beautiful. And I once loved her very much!

*(Magwitch raises Pip's hands to his lips and kisses it.)*

**JAGGERS (PLAYER 6)**

The Court is waiting for you Mr. Magwitch.

*(Jaggers leads Magwitch off.)*

**PIP**

O Lord, be merciful to him, a sinner!

## **SCENE 54**

<b>SOUND CUE 64 – PIP'S THEME</b>
-----------------------------------

**PLAYER 4**

After Magwitch's death,

**PLAYER 5**

Nothing remained but to relieve my heart of a second vague lingering.

**PLAYER 4**

I would go to Biddy and say to her:

**PIP**

Biddy, I think you once liked me very well,

**PLAYER 5**

when my errant heart was quieter and better with you

**PLAYER 4**

than it ever has been since.

**PIP**

If you can like me only half as well once more,

**PLAYER 5**

I hope that I am a little worthier of you than I was.

**PLAYER 4**

And dear Biddy, if you will go through the world with me,

**PIP**

you will surely make it a better world for me,

**PLAYER 4**

and me a better man for it,

**PLAYER 4**

and I will try hard

**PIP**

to make it a better world for you.

**PLAYER 5**

The June weather was delicious. I thought the countryside more beautiful and peaceful than I had even known it to be.

**SCENE 55**

*(Biddy and Joe enter arm in arm. Biddy spots Pip, gives out a cry and runs to him, embracing him.)*

**PIP**

Dear Biddy, how wonderful you look!

**BIDDY (PLAYER 2)**

O, dear Pip!

**PIP**

And Joe, how good to see you!

**JOE (PLAYER 3)**

Dear Pip, old chap.

**BIDDY (PLAYER 2)**

And, Pip, I'm so delighted that you should come by accident to make our day complete!

**PIP**

Your day?

**BIDDY (PLAYER 2)**

*(In a burst of happiness:)* It's my wedding-day! And I am married to Joe!

**PIP**

Oh...!

*(Pip is overcome, but tries to put a good face on it.)*

**PIP**

Dear Biddy, you have the best husband in the whole world! And you couldn't love him better than you do.

**BIDDY (PLAYER 2)**

No, I couldn't, indeed.



**PIP**

And, dear Joe, you have the best wife in the whole world! And she will make you as happy as even you deserve to be!

*(Joe wipes a tear from his eyes.)*

**BIDDY (PLAYER 2)**

Amen!

*(Biddy and Joe exit. Pip watches them go.)*

## **SCENE 56**

**SOUND CUE 65**

**PLAYER 5**

Within two months, I was clerk to Clarriker and Company in Cairo, Egypt.

**PLAYER 6**

Many a year went round, before I was a partner in the House;

**PLAYER 5**

but, I lived happily with Herbert and his wife,

**PLAYER 6**

and lived frugally,

**PLAYER 5**

and paid my debts,

**PLAYER 6**

and maintained a constant correspondence with Biddy and Joe.

**PLAYER 5**

For a long time I had not seen them. Then upon a December evening at holidaytime, I laid my hand softly on the latch of the old kitchen door.

## **SCENE 57**

**SOUND CUE 66 – THE HOLLY  
AND THE IVY**

*(Joe is holding a baby.)*

**JOE (PLAYER 3)**

We giv' him the name of Pip for your sake, dear old chap. We hoped he might grow a little bit like you, and we think he do.

**PIP**

Biddy, you must give Pip to me, one of these days; or lend him, at all events.

**BIDDY (PLAYER 2)**

No, no. You must marry.

**PIP**

So Herbert and Clara say, but I don't think I shall, Biddy. I am already quite an old bachelor.

**BIDDY (PLAYER 2)**

Tell me, as an old, old friend. Have you quite forgotten her?

**PIP**

My dear Biddy, I have forgotten nothing in my life, but that poor dream has all gone by!

*(MUSIC under: Biddy and Joe exit.)*

**SCENE 58**

**SOUND CUE 67**

**PLAYER 5**

Nevertheless, it being holiday time -- and sentimentality filling the air ---I knew that I secretly intended to revisit the site of the old house that evening, alone, for her sake.

**PLAYER 6**

There was nothing left, but the wall of the old garden.

**PLAYER 5**

A cold silvery mist had veiled the afternoon, and the moon was not yet up to scatter it.

**SOUND CUE 68**

*(Pip sees a lone figure upstage with her back to him. She wears a shawl over her head. Pip approaches her slowly. She turns. It is Estella!)*

**PIP**

Estella!

**ESTELLA (PLAYER 4)**

Pip... I, I am greatly changed. I wonder you know me.

**PIP**

Do you often come back?

**ESTELLA (PLAYER 4)**

I have never been here since.

**PIP**

Nor I.

**ESTELLA (PLAYER 4)**

I have very often intended to come back, but have been prevented by many circumstances. I have been a widow two years now.

**PIP**

I'm sorry.

**ESTELLA (PLAYER 4)**

Bentley Drummle was a cruel husband. He died from an accident consequent of his ill-treatment of a horse.

*(She looks about.)*

**ESTELLA (PLAYER 4)**

Poor, poor old place!

*(She discreetly brushes a tear from her eye.)*

**ESTELLA (PLAYER 4)**

The ground belongs to me. Everything else has gone from me, little by little, but I have kept this.

**PIP**

Is it to be built on?

**ESTELLA (PLAYER 4)**

Yes, after the coming holiday. I came here to take leave of it before its change. And you, you live abroad still?

**PIP**

Still.

**ESTELLA (PLAYER 4)**

And do well, I am sure?

**PIP**

I work hard for a sufficient living, and therefore - Yes, I do well.

**ESTELLA (PLAYER 4)**

I have often thought of you.

**PIP**

Have you?

**ESTELLA (PLAYER 4)**

Of late, very often. There was a long hard time when I kept far from me, the remembrance of what I had thrown away when I was quite ignorant of its worth. But, I have since given that remembrance a place in my heart.

**PIP**

You have always held your place in my heart.

*(They are silent.)*

**ESTELLA (PLAYER 4)**

I little thought that I should take leave of you in taking leave of this spot. I am very glad to do so.

**PIP**

To me, the remembrance of our last parting has been ever painful.

**SOUND CUE 69 – AULD LANG SYNE**

**ESTELLA (PLAYER 4)**

But you said to me, “God bless you, God forgive you!” And if you could say that to me then, you will not hesitate to say that to me now. I have been bent and broken, but - I hope - into a better shape. Be as considerate and good to me as you were, and tell me we are friends.

**PIP**

We are friends.

**ESTELLA (PLAYER 4)**

And will continue friends?

**PIP**

Yes, dearest Estella, we will continue friends. Pray, let us both have a joyful holiday this season...

**PLAYERS**

*(Singing)*

FOR AULD LANG SYNE, MY DEAR  
FOR AULD LANG SYNE!  
WE’LL TAKE A CUP OF KINDNESS YET  
FOR AULD LANG SYNE!

*(They both look at each other for a moment. She extends her hand, he takes it. Pip pulls Estella to him. He kisses her, she embraces him. The MUSIC swells!)*

**CURTAIN  
END OF PLAY**

**SOUND CUE 70 – CURTAIN  
CALL**