# ACT ONE SCENE THREE

(FOREST. SHREK enters looking at his map.)

#### **SHREK**

Now this can't be right, I'm all turned around. I took a right at the candy house, passed that weird old woman in the shoe, and then took a left at Oprah's castle... [FOR CHICAGO.]

(HE notices a crossroads sign pointing in different directions. In one direction, "SWAMP" – and in the other, "DULOC.")

Now what's this? "Swamp." – Yeah, that's true. "Duloc," good....

(notices an arrow pointing up – "DONKEY.")

(Then we hear a terrified scream coming from somewhere. SHREK looks around, confused. Where is that coming from? Then...)

## **DONKEY**

(falling out of the sky)

(DONKEY lands behind the bush center stage. After a moment, he comes crawling out.)

I'm okay. You just stay where you are. I'll be alright.

(climbing up – in some pain)

That's a lesson right there. Donkeys should *not* be climbing trees. But I had to do *something* to shake those goons. Guess it worked because—

# **CAPTAIN OF THE GUARD**

(offstage)

I hear voices over here!

# DONKEY

Uh-oh. Help a Donkey out, wouldja?

(HE hides behind the confused Shrek as a phalanx of armored GUARDS comes running on. THEY stop in their tracks when they see Shrek.)

#### **GUARDS**

Ahhhhhhhhhhhhh!

(THEY draw their swords at the sight of him.)

## **CAPTAIN OF THE GUARD**

Ugh, it's hideous!

#### **SHREK**

Aw, that's not very nice. It's just a Donkey.

(DONKEY is confused.)

#### CAPTAIN OF THE GUARD

(terrified)

Step aside, ogre, and let us at him.

**SHREK** 

Why? What did he do?

#### **DONKEY**

I-don't-wanna-die- I-don't-wanna-die- I-don't-wanna-die...

## CAPTAIN OF THE GUARD

He's a talking donkey. A freak of nature. As are you, you unsavory beast.

#### **SHREK**

Hey now, you're going the right way for a smacked bottom, you are.

# **CAPTAIN OF THE GUARD**

(trying to muster the courage)

By the order of Lord Farquaad, I am authorized to place you both under arrest.

**SHREK** 

**GUARDS** 

Under arrest, eh?

(advance on them)

R00000000000 000000000000

AAAAAAAR!!!!!!

(pure terror)

AAAAAAAAAAAHHH ННННННННННННН НННННННННННН!!!!!!!

(Their scream outlasts his roar. There's a moment of bewilderment, then...)

# **SHREK**

(whispers)

This is the part where you run away.

(THEY do, screaming as they flee.)

And don't come back!

(With that done, SHREK takes out a map and tries to figure out which way leads to Duloc.

DONKEY smiles up at his new hero.)