

PRODUCTION NOTES

CASTING

With doubling always comes the danger of confusing the audience about characters' identities, but this script does offer several opportunities for doubling if necessary. The Hebrew Ephraim in the first scene can be played by an actor who doubles as the counselor Imran or the guard Arioch. The Hebrew women Tirzah and Atarah could be acted by the same players who portray Maram and Tasmin in Scene Six. Alternatively, the actress who plays Lamis in Scene One could double as Maram or Tasmin. The silent character Arioch could be played by an actor who portrays Hananiah, Mishael, or Azariah. The Narrator can also play one of the characters, most easily the King, Queen, Maram, Tasmin, Lamis, or Arioch.

A few characters can be acted by either male or female players. Mordad is designed as a female role but could be played easily by a male actor without any line changes. Although they have gender-specific names, the Hebrews Ephraim, Atarah, and Tirzah all function as gender-neutral roles, since their names are never said aloud. The Narrator is also gender-neutral.

COSTUMING

Costumes can be as simple or elaborate as desired. To keep things simple, the actors could wear contemporary clothes rather than Biblical costumes, since much of the play's dialogue has been similarly modernized. Alternatively, since the story does technically take place in ancient Babylon, historical outfits would also fit. Tunics, robes, stoles, sandals, etc. would be appropriate for all characters except the Narrator, ideally with a distinction drawn between Hebrew and Babylonian attire. A difference of color schemes would be a simple way to show the contrast between the natives and the captives; also, the Hebrews could be more simply dressed than the Babylonians, especially since the Babylonians are all members of the royal court, or at least employed there. Preferably, the four counselors (at least Mordad) should wear darker colors, whereas Daniel and his three friends should wear light or bright colors.

ONSTAGE PROPS

Scene One: Two tables, two benches (or chairs for eight people), two signs (described in stage directions), several plates and glasses with some remnants of meat and juice

Scene Two: Two thrones

Scene Three: n/a

Scene Four: Thrones

Scene Five: n/a

Scene Six: Thrones

Scene Seven: Window with curtains, chair

Scene Eight: Low wall or door/opening

PROPS BROUGHT ONSTAGE

Scene One: Serving tray, four bowls of beans, glasses of water, and spoons (Lamis)

Scene Five: Scroll (Mordad)

Scene Six: Scroll (Rashnu), pen (Fahima)

Scene Eight: Coil of rope (Arioch)

SOUND EFFECTS

Scene One: A bell tolls offstage, signaling the Hebrews to return to their work