

FAIRY TALE HIGH
TREATMENT
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ACT I

The students at Fairy Tale High are all sons and daughters of famous fairy tale characters. Each is in training to become protagonists in the next generation of fairy tale stories. But, with this comes a set of rigid expectations. All princesses must play the damsel in distress and all knights must play the chivalrous hero. But, these roles do not fit every student...

CINDERELLA'S athletic, independent daughter CINDY CHARMING, for example, wants to be a knight instead of a helpless princess. But, since this doesn't adhere to traditional fairy tale training, she's ostracized by her more girly and traditional peers, led by ZELLA, daughter of RAPUNZEL. As a result, she's forced to sneak into the high school at dawn every day to practice knighting in secret. She's good. Really good. When a spot opens up on the boy's knighting team, Cindy asks COACH MIDAS if she can tryout for the position. He laughs at her and tells her only boys can be knights. Furious, she rebels by releasing a set of frogs (from her frog-kissing class) free in the hallway. This gets her a trip to the Principal's Office where her father, PRINCIPAL JACK CHARMING, suspends her for Conduct Unbecoming a Princess. Determined to find a way to tryout for the team, Cindy convinces her friend MERL MERLIN to use a magic perception spell to make her appear to be a boy. Against Merl's better judgment, and protestations from Cindy's best friend KRYSTAL, Merl manages to perform the spell, temporarily disguising Cindy as a handsome knight (Treacle) so Cindy/Treacle can tryout for the team.

ACT II

At the tryouts, Cindy/Treacle does well, but so does her nemesis, ARTHUR, a bully that she hates. Coach Midas and his son Mike Midas (the team captain) decide to keep both Cindy/Treacle and Arthur on the team until the big end-of-year tournament. Then, they will decide whether Cindy/Treacle or Arthur will get the last spot on the team and a chance to compete. Cindy/Treacle is determined to beat Arthur, but he's much bigger and more brutish than her, so beating him is hard despite her superior skills. Being a boy in school isn't as easy as Cindy/Treacle thinks, either. Learning to kill dragons, polish armor, serenade princesses and ballroom dance is difficult. Cindy/Treacle also has to keep up her disguise at school in front of her hyper-traditional father, and has to change back into Cindy at home with her single-parent mother, Cinderella, the only divorced single-parent queen in the realm. Things become even more complicated when Cindy/Treacle's secret is discovered by

EVIL (son of the Evil Queen), a Villain who is secretly harboring his own hidden desire to be a wizard. The two form a pact not to tell anyone their secrets. But, with this pact, comes more issues.

Finally, comes the tryout that will determine whether Cindy/Treacle or Arthur will earn the last spot on the team. Cindy/Treacle comes through with flying colors, winning the spot on the team. However, at the same time, Mike figures out Cindy/Treacle is really a girl in disguise. The minute he exposes her secret, the spell wears off and she becomes Cindy again. Coach Midas kicks her off the team and all her hopes of competing in the knighting tournament are lost. In addition, all of her princess peers ostracize her even more.

ACT III

Devastated, a dejected Cindy begrudgingly assumes the role of the perfect princess, burying her desire to be a knight. Her father and teachers are thrilled, but Krystal, Merl and Evil know this isn't the real her. Evil convinces Cindy to go to the Fairy Tale Council and make a motion for girls to be allowed to be knights. Cindy makes a fervent plea, and the Council is split 3-3. That means her father, the Fairy Tale Council president, must make the final decision. He tells her she can compete this once in the tournament. If she wins, he will allow girls to compete. If she doesn't, the motion is closed for good.

At the tournament, the rival team from Mother Goose High, led by champion Georgie Porgie, gives Cindy a pink sword and lance with flowers as a joke. In the stadium, the crowd boos and laughs at her and throws tiaras, glass slippers and garters onto the field. Mike and the rest of the team are furious with Cindy for making their team a joke. Only Merl, Krystal, Evil and Cinderella are on Cindy's side.

During the tournament, Georgie and his teammates play dirty, doing anything they can to compromise Cindy's performance. But, every time, she overcomes - and each time she does, she gains a little more respect from the crowd, Mike and her teammates. In the end, it comes down to one final round of jousting between Cindy and Georgie. Best two out of three. Cindy wins the first, drawing Georgie's wrath, but also more of the crowd's respect. They chant her name until a furious Georgie knocks her to the ground - hard - knocking her unconscious. When she comes to, her father tells her he's going to stop the tournament, but she begs him not to. He finally agrees. On the final round, both Georgie and Cindy fall, but Georgie lands a split second before Cindy. The crowd looks to the official for the call and - Cindy has won! After the tournament, some of her princess peers show interest in knighting for the first time and the princess curriculum at the high school changes to allow princesses and knights more freedom to choose anything they want to do, even if it's nontraditional.