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The Circle

(Working Title)

Characters

Actor 1: Character 1, Character 5

Actor 2: Character 2, Character 3, Character 4, Character 6

Lights fade in with hopeful music. The stage is the inside of a cave. Character 1 and Character 2 enter and look for something,

Character 1: Hey, have you found something?

Character 2: No. There is just darkness. How about you?

Character 1: Me neither.

Character 2: Is this the right way?

Character 1: Yes, I'm positive.

Character 2: What if we are going to wrong way, it....

Character 1: No. This is right.

Character 2: How do you know that?

Character 1: I did not see any fork until now. It was just like a highway without exit. How about you?

Character 2: Same here, didn't see anyone.

Character 1: So what I'm saying is that if there is only one way, and we just walked through there, then this should be correct.

Character 2: (pause) Is that right?

Character 1: I said I'm sure.

Character 2: No. I mean it is right to go in here.

Character 1: Have you forgotten how we ended up here?

Character 2: Never. I never forget that. That is why I am eager to find it.

Character 1: We must remember how our brothers were sacrificed for us.

Character 2: Of course, I agree with you.

Character 1: We don't have enough time. Let's find it out.

Character 2: Alright, let's hit it again.

Hopeful music again. Character 1 and Character 2 find something with rhythm, as if choreographed. They look like they are going forward, and continue searching.

Character 2: Wait a second

Character 1: What now?

Character 2: I'm getting tired

Character 1: Okay then let's take a break here

Character 1 and Character 2 sit down, and take a rest.

Character 2: I don't know why, but I can't stop to think about the bad feeling.

Character 1: What bad feeling?

Character 2: The treasure, is it real?

Character 1: It is real.

Character 2: How can you be so sure?

Character 1: Because my faith tells me.

Character 2: Faith?

Character 1: Yes. Faith.

Character 2: I think faith is just a spell. I mean when someone feels something is unclear or uncertain, faith can help something become clear or certain in somebody's mind. Things aren't changed, but if we feel they are, it is because of faith. Faith can make people do something, but it can't make the nature of something change. Think about our situation. The

treasure can exist in reality or in our imagination. Chances are maybe fifty - fifty. But we should find the treasure because of that fifty percent of probability. So faith can make people charm away other fifty percent, though it can't make the probability higher.

Character 1: You can think something like that. Have you ever seen that treasure?

Character 2: No. I haven't ever seen it.

Character 1: How about the others?

Character 2: (Thinks) Same, nothing.

Character 1: If no one has ever seen it before and we aren't even sure it's a real thing or not, then why are we looking for this "treasure" ?

Character 2: Um....

Character 1: It can't be explained logically. There are a lot of illogical things in this world. OK. If the reason why we can find the treasure is instinct, our illogical behavior can be explained scientifically, because instinct is an aspect of biology or psychology. If scientific behavior can be logical, our illogical behavior becomes logical. Our behavior is the same. But if I explain it by faith, it is illogical, yet if I explain it by instinct, it is logical.

Character 2: So you mean.....

Character 1: Quiet now and just look for the treasure please.

Character 2: You are right, we are born to be treasure hunters.

Character 1 and Character 2 stand up and find the treasure again. Hopeful music. They find the treasure to a rhythm as if choreographed. Their choreography should make a journey of finding the treasure, like overcoming troubles, and teamwork, friendship. Finally they find the treasure. The treasure looks like a big egg. It is enclosed by transparent walls.

Character 1: Is it a real treasure?

Character 2: We found it...

Character 1 and Character 2 shout for joy, and rush to the treasure. But they can't get there because of the transparent walls enclosing it. They look puzzled. They rush it again, but can't reach it.

Character 2: What is that?

Character 1: I can't get there. Um... there is something like a shield.

Character 2: (Realizes something) Yes. So it was true.

Character 1: What? What was true.

Character 2: Listen. I knew this would happen some day.

Character 1: What did you say?

Character 2: Do you know why I came here with you?

Character 1: Yeah.. look for the treasure, I guess.

Character 2: That's right. But there is something else.

Character 1: Why are you saying these strange things? What is something more? I don't get it.

Character 2: I heard an important story about the treasure.

Character 1: What kind of story?

Character 2: There is a final shield protecting the treasure. The story was about the sacrifice in breaking the shield.

Character 1: A sacrifice?

Character 2: According to the story, when this space fills with toxic fumes, the top of the shield will open. I will be a ladder. you can step on me, and enter into the enclosure.

Character 1: How about 'We can go together'?

Character 2: Impossible. Can you feel the air? It becomes toxic. That's what will kill us. The only way to survive is to get inside the enclosure.

Character 1: Okay, then you go ahead.

Character 2: Stupid! You are the chosen one.

Character 1: No. I can't go alone.

Character 2: Hold on! You aren't alone. You must remember us. It will be tough in the future, and you are the only one who'll be able to cope.

Character 1: You.....

Smoke effect.

Character 2: We don't have time. Hurry up. (Character 1 doesn't move) Go! Just go!

Character 1: I will never forget you.

Character 2: Ok, ok, that's enough

Sad music. Character 1 steps on Character 2, and enters the shielded space. The shield is between Character 1 and Character 2. They look at each other. Character 2 can't breathe well, the toxic air is affecting him. Music fades out slowly, and Character 2 collapses. The music stops. Character 1 approaches slowly the treasure.

Character 1: This is what we searched for. This is what we suffered for.

Character 1 tries to touch the treasure. As he does, the treasure emits light. Music with light. Music should express the mystery of birth. The enclosure disappears, and stage is changed. Character 1 moves or dances like he is in the world of unconscious. He has a rope that is tied to the treasure. During the music and choreography, use sounds of a baby crying and warm words from parents. Character 1 changes costume. Peaceful and happy mood. Sound of thunder breaks the peaceful mood. The rope which connect between Character 1 and the treasure is cut, and he falls down with the sound of a crying baby. Silence for a while. Soft and warm music. Character 3 enters, and goes to the Character 1. Character 3 embraces Character 1. Character 3 cares for Character 1 carefully. Character 1 can stand up because of Character 3, and follows Character 3's movement. Character 3 and Character 1 are happy. They enjoy a happy moment. Sound of a school bell. They stop dancing. When Character 1 looks in another direction, Character 3 exits. Character 1 realizes he is alone. Character 1 looks for Character 3. Light follows Character 1. Stage is changed. Character 1 is inside a fence on the stage. Character 1 realizes he or she is alone inside the fence.

Character 1: What is out there?

School bell sound. A voice.

Voice: Welcome Everyone. A lesson in becoming a rightful person while living in here will follow.

Character 1: Excuse me?

Voice: Stop. If you have a question, raise your hand.

Character 1: (raise hand) Hello, I do

Voice: Keep your arm straight.

Character 1: (raises hand again) Hello, I have a question.

Voice: OK. Ok, go ahead.

Character 1: (Pause) I don't remember.

Voice: OK. Next. Walk! Your step has to be 70 to 80 centimeters, and never exceed 1 meter. When you walk, raise your knees. The pace should be steady, 50 ~60 times per minute. (Character 1 walks) Stop. (Character 1 stops) Your stride was over 1 meter. Walk. (Character 1 walks again) Stop. (Character 1 stops) Your stride was 67 centimeters. Walk. (Character 1 walks) Now you are kicking up your toe, lift your knee. More! More! More! (Character 1's walking is fixed.) Now, you are too fast, slow down. You are too slow, faster. No, too fast. No, too slow. Walk! Faster! Slow down! That is not a walking. You are running now. I never said run. (Character 1 keeps running, and raises hand.) Make your arm straight. (Character 1 keeps running, and raises hand again.) No. lower your arm first, raise your hand again. (Character 1 lowers hand, raises hand again.) OK. What is your question. (Character 1 stops.) I didn't say you can stop. (Character 1 runs again.) I didn't say you can run. (Character 1 walks.) What is your question?

Character 1: (Pause) I don't remember anything.

Voice: OK. Next.

Character 4 enters.

Voice: He will stay here with you.

Character 1: Nice to meet you. (extends his hand)

Character 4: I'm glad too (Character 1 and Character 4 shake their hands with joy)

Character 1 and Character 4 follow Voice's order.

Voice: Jump! Raise up your left hand. Jump. Raise up your right hand. Jump. Raise up your both hand. Roll forward. Stand up. Sit down. Roll backward. Stand up. Sit down. Touch the floor. Jump. Stand at attention. (Character 1 and Character 4 stand at attention.) Good job. There are breads in the back of you. You can take one bread. (Character 1 and Character 4 take a bread from the back side of stage, and eat a bread together.) Next, 7 + 3? (Character 1

raises hand.) Yes.

Character 1: 10

Voice: Right. You can take one more slice of bread. (Character 1 takes a slice, eats it.) Next. 7
– 3 ??

Character 1: (Raises hand.) 4.

Voice: Right. Take one more slice.

Character 1 takes the bread, and eats it. Character 4 is hungry. Character 2 looks at Character 1 with envious eyes. Character 1 hesitates to eat a bread.

Voice: No. You won the competition. That bread is yours.

Character 1 puts the remaining bread on the floor.

Voice: Next. 4 X 2 ?

Character 4: I am so hungry..... and dizzy..... My brain is frozen

Character 1: It is 8.

Voice: Winner takes bread.

Character 1 takes a piece of bread, tries to eat it. Stops. Feels he is full. Puts the bread down on the floor. Stores bread.

Character 4: I am so hungry..... I can't raise my hand.....

Voice: Next is an arm wrestling.

Character 1 and Character 4 try arm wrestling. Character 1 beats Character 2.

Voice: Winner takes a bread.

Character 1 takes a bread. Character 1 saves the bread,

Character 4: I am so hungry.... I can't stand up.....

Voice: Next. Standing for a long time. (Character 1 and Character 4 do squat pose.) Start!

Character 4: (pause) I am so hungry. I can't do anything. I give up. (Falls down)

Voice: Winner takes a bread.

Character 1 takes a bread. Saves the bread. Character 1 saves many breads. Character 4 falls down because of hunger. Character 1 picks up a bread, goes to Character 4.

Character 1: Are you hungry?

Character 4: Yes. I'm gonna die.

Character 1: Take some of my bread

Character 4: (desperately) Please... let me have that bread... I will do anything for you.

Character 1: (Thinks for a while) I don't want a lot of things. I just want you accept my request, whenever I need.

Character 4: Ok, not a problem, can I have it now?

Character 1: If you promise.

Character 4: Yes, yes, I promise.

Character 1 gives bread to Character 4. Character 4 eats it. Character 1 strokes Character 4's hair. Character 4 doesn't care. Character 1 goes back to his position.

Voice: Next, Rock-paper-scissors.

Character 1: Wait. Do you remember the deal?

Character 4: Yes.

Character 1: So... you have to show rock. It is a deal. When you suffered from hunger, I gave you bread. Don't bite the hand that feeds you. Who knows? I might show scissors.

Character 4: Alright.

Character 1 and Character 4 play rock-paper-scissors. Character 4 shows rock, Character 1 shows paper. Character1 beats Character 4.

Voice: Winner takes a bread.

Character 1 takes a bread. He is not interested in eating it, saves it.

Voice: Next. Treasure hunt. If you find a gold key, you are the winner of the game.

Character 4 is eager to find the key. Character 1 picks bread, and eats it, and just follows Character 4.

Character 4: I am hungry..... but if I can find the gold key, I can have a bread.

The journey of Character 4's hope. Finally, Character 4 finds the gold key. But the key is inside a cage. Character 4 tries to take it out, but can't..

Character 4: I am so hungry... didn't eat anything for days... I can't even open the door. I can't do anything...

Character 4 falls down. Character 1 sees that. Character 1 eats a bite of bread, opens the cage door. Character 1 takes the gold key. Goes to Character 4, talks to him.

Character 1: Hey, are you okay?

Character 4: I'm just hungry and am having hard time breathing.

Character 1: (Gives bread to Character 4) Take it.

Character 4: Thank you.

Character 1: (Gives headset to Character 4) And wear this instead.

Character 4: If I wear it, will you give me bread?

Character 1: Absolutely.

Character 4: (Wears headset, takes bread). Thank you. Thank you so much.

Character 1: It's a pleasure.

Character 4: (Eats bread.) What? I am sorry, I can't hear you.

Character 1: You shouldn't die. because If you die, I won't get bread anymore.

Character 4: What? I am sorry, I can't hear you.

Character 1: It's okay, That's what I want.

Character 1 leads Character 4 to the position of Character 4. Character 4 can't hear anything because of headset. Character 4 doesn't care because he can't hear.

Voice: Next is....

Character 1: Wait. Wait. Wait a second. That guy can't hear anything. Competition is useless. I will take all the bread.

Character 1 brings lots of bread to his storage.

Character 4: (Looks at the audience) I am so hungry.

Character 1: Here you go. Eat it. (Throws bread to Character 4)

Character 4 sees bread, picks it up, eats.

Character 4: (Sees out of the fence.) What is out there?

Character 4 suddenly spits out bread.

Character 4: It's not good. I'm getting sick and tired of eating the same bread every day. (Looks around.) Why does he have different flavors of bread?

Character 1 goes to take the bread. Character 4 steals Character 1's bread. Character 4 eats bread.

Character 4: It's so good. It's much much better than what I have had. Soft and sweet. How can he have this good bread to himself? Why can't I get some. So unfair.

Character 1 comes back. Character 4 hides bread. Character 1 throws a piece of bread to Character 4, and sits down. Character 4 smells a piece of bread Character 1 gave, and throws it to the floor.

Character 4: How terrible this bread is. (Looks at Character 1 angrily, removes his headset.) I can hear. I can hear everything. I can hear what I should do.

Character 1 enjoys bread. Character 4 sneaks behind Character 1. Character 4 strangles Character 1 with the headset cable. Character 1 dies. Character 4 moves Character 1's body off stage, comes back. Character 4 sees the bread of Character 1, rejoices while taking it.

Character 4: Yes! It's mine. It's all mine now.

Character 4 eats breads avidly.

Character 4: I am so full. But I will finish this bread no matter what (Throws up.) That's fine. I can still finish.

Character 5 enters, hungry.

Character 5: I am hungry..... Hey could you help me? I am so hungry. I just need a small piece of bread.

Character 4: No. It's mine. What did you do to get bread? Nothing! I beat everybody. Only winner can have bread.

Character 5: I am sorry, but I am so hungry. Could you share what you have? Even a small piece would be great.

Character 4: No! If you'll be full and healthy, you'll attack and beat me. I am not that stupid.

Character 5: Please, I'm begging you, please share just a small piece.

Character 4: No! (Character 4's stomach is upset because of overeating.) Ugh.... What happens..

Character 5: (Goes to Character 4) Please.....

Character 4: Don't come near me (Attacks Character 5.)

Character 5: (Dodges Character 4's attack) Don't get me wrong.

Character 4: What? I never trusted you.

Character 4 attacks Character 5. Character 5 is beaten. Character 5 gets angry. Character 5 attacks Character 4. They fight.

Character 4: (stomach is upset.) Ugh..... My stomach.....

Character 4 can't stand, and Character 5 attacks Character 4. Character 4 runs away, and exits. Character 5 checks that Character 4 is out. Character 5 comes back to the bread. Character 5 eats it. Character 5 is nervous. Character 5 looks around, afraid to lose his bread. Character 6 enters.

Character 6: Hello. I will check your property.

Character 5: Why?

Character 6: I will check all the things you have.

Character 5: That is mine. I don't think you need to check it.

Character 6: Right. Things you have are yours, but you are just one part of our nation and our country.

Character 5: So what?

Character 6: We are in a state of war. In this case, the government has the highest power.

Character 5: What does that mean?

Character 6: You are the proud people of this nation and country. Right?

Character 5: Yes.

Character 6: Now, an uncivilized race is attacking our country.

Character 5: Bad bastards!

Character 6: What were you doing for our nation and country in this urgent situation?

Character 5: (pause, sadly) Nothing..... I didn't do anything.

Character 6: Don't be sad. You have many abilities helpful to us.

Character 5: What do I need to do?

Character 6: We need your bread.

Character 5: Ok, that's not a problem, Take as much as you need.

Character 6: (Puts all bread in a bag, gives a piece of bread to Character 5.) We don't need all of it. Stay here, we are going to contact you when we need you.

Character 5: Yes, sir!

Character 6 takes the bag, exits. Character 5 is waiting. Voice 2.

Voice 2: We are going to infiltrate the enemy's headquarters. Charge!

Music 5. (Music 5 expresses war.) Character 5 choreographs a battle of war with Actor 2. There is no winner, just ruin. After the battle, Character 5 walks with a limp. Character 5 stands at the center of the stage. Ticking of a clock. Character 5 looks across the fence.

Character 5: What is out there?

Character 5 moves to the fence, tries to climb it. Character 6 rushes toward Character 5, pushes Character 5. Character 5 fails to cross the fence, and falls. Character 5 tries to stand up, but can't. Character 6 enters with wheelchair. Character 6 helps Character 5 sit in the wheelchair.

Character 5: Thank you.

Character 6: That's fine. Now, take a rest.

Character 6 puts an eye patch and headset on Character 5.

Character 5: I can't hear and see anything. But this is very comfortable.

Character 6: (Gets the phone.) Yes. He can't move well. He is useless now. (pause) Yes, sir.

Character 5: I am so peaceful, I don't need to see and hear anything.

Character 6: It becomes better. (Takes out blanket, and covers Character 5 up to his neck.)

Character 5: It's warm, like mother's tummy.

Music 4 again. Character 6 slowly covers Character 5 completely. Character 5 body collapses slowly under the cloth. Character 5 dies. Music 4 stops. Character 6 exits with wheelchair. Dark change. Music 1. The treasure is at the stage center. Light for the treasure fades in. Pause. Music and light fade out slowly.

-End-