

Right Hand, Red
by
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CHARACTERS

Sarah - 20s. Any race. Wears a casual outfit with blue blouse.

Zach - 20s. Any race. Wears a casual outfit with red t-shirt.

TECHNICAL REQUIREMENTS:

The stage should only be made up of 9 pools of light in the shape of individual squares. Each light illuminates a square. Together, when they are lit they make up 9 squares in a larger cube like a Rubik's Cube.

Like so:

XXX

XXX

XXX

In the script the cubes are identified by their location on the stage, i.e. Upstage-Right, Center-Stage, Downstage-Left.

These are abbreviated in the script with capitalized initials:

Up-Stage-Right = USR

Center-Stage-Center = CSC

Down-Stage-Left = DSL

And so on...

When a character stands on a cube that cube should be lit.

Example: "Sarah stands USR" then the Up-Stage Right cube should be lit.

These lit cubes will turn into/act as a Twister board. Their actions will follow their dialogue. For example:

ZACH

Right-hand blue.

ZACH'S HAND ON CSL

(His right hand will land on the the Center Stage-Left cube, which will be lit on contact.)

The cubes of light do not need to be colors. They are just streams of light.

Cool? Cool.

LIGHTS UP: USR & DSL.

*Sarah stands USR cube. Zach stands DSL.
He looks up at angle at the night sky.*

SARAH

You're staring into the darkness.

ZACH

I'm staring at Mars & Venus.

SARAH

I don't see anything.

ZACH

Put your left hand right above that tree. On the tip of your thumb there should be a star that looks blue. The near the tip of your pink you'll see a red star.

SARAH

Oh yeah. Except they're planets not stars. I like planets better than stars.

ZACH

Why?

SARAH

Once they lock into orbit around a star, they might rotate the sun at different speeds, but they always catch up with each other. They never truly are separated from each other.

ZACH

I like stars. Even after they die, their light can be seen for millions of years. When you see a star, it's both alive and dead at the same time. How many things can you say that about?

SARAH

That's sad.

ZACH

Don't be sad, Dorothy.

SARAH

What gave it away?

ZACH

The blue calico dress and ruby red slippers?

SARAH

Red shirt. Blue Overalls. White painter's hat. Mario?

ZACH
 Yep. Usually, I don't dress up.

SARAH
 Why not?

ZACH
 I don't like to play pretend.

SARAH
 So play for real.

ZACH
 Is there a scarecrow around here?

SARAH
 Tin Man. He's bobbing for apples on the porch.

ZACH
 He should be careful. His costume--

ZACH & SARAH
 --might rust--

SARAH
 Yeah, I told him that. Is there a Princess Peach around?

ZACH
 There's a Bowser.

SARAH
 Oh.

ZACH
 She doesn't believe in gender stereotypes.

SARAH
 Oh.

ZACH
 She's getting high in the bedroom.

SARAH
 (Points to the ground)
 You want to play?

ZACH
 Are you serious?

SARAH
 I'm always serious when I play. Playing is the most serious thing I ever do. Go first.

Right-hand, blue. ZACH

ZACH'S HAND: CSL.

Left-foot, yellow. SARAH

SARAH'S FOOT: USC.

Ha. Yellow. Cause, you're-- ZACH

Dorothy. ZACH & SARAH

Yeah, I get it. SARAH

Left-foot green. ZACH

ZACH'S FOOT: DSC.

Right-hand blue. SARAH

SARAH'S HAND: CSR.

I don't think this how you play this. ZACH

Cause we're not-- SARAH

--Touching ZACH

I need to go. I need to make sure my Tin Man isn't rusting. SARAH

BLACK OUT

LIGHTS UP: DSR & USL Sarah & Zach stand respectively.

Crazy seeing you here. SARAH

Crazy year. Where's-- ZACH

SARAH
Scrap pile. Where's--

ZACH
Relocated to another castle.

SARAH
Have you made a resolution?

ZACH
To play more.

SARAH
It's hard to start new habits.

ZACH
Right foot, green.

ZACH FOOT: USC.

SARAH
Left foot, yellow.

SARAH FOOT: CSC.

ZACH
Left foot, yellow.

Zach & Sarah both stand in center square.

SARAH
(Touches Zach's shirt)
Right hand, red.

ZACH
(Touches Sarah's shirt)
Right hand, blue.

They kiss as...

LIGHTS FADE TO BLACK OUT.

They break apart and stay in the center cube, but in different corners noting the passing of time.

LIGHTS UP: CSC

SARAH
I know you think this is a silly holiday, and we promised no chocolates or flowers, but I got you this.

Sarah hands Zach a keychain.

ZACH

A Mario Kart keychain! There's a key attached to it.

SARAH

Yeah.

ZACH

I got you something too.

Zach hands Sarah a necklace.

SARAH

It's a little telescope.

ZACH

You can use this to see back in time.

SARAH

Don't go.

ZACH

I have to be back at the base at eight.

SARAH

"Don't go."

ZACH

Hold onto that, and I'll always be here.

BLACK OUT

LIGHTS UP: USR

Zach is gone. Sarah stands USR.

SARAH

You want to play?

LIGHTS UP: DSL

SARAH

Go first.

LIGHTS UP: CSL

SARAH

Left-foot, yellow.

SARAH'S FOOT: USC.

LIGHT UP: DSC.

SARAH

Right-hand blue.

SARAH'S HAND: CSC.

*Sarah collapses on the ground on CSC
cube and looks up to the sky.*

*Sarah puts up her hand as, one-by-one,
all the lit cubes fade to black except
CSC.*

SARAH

I see you. I can't see anything, but I see you.

*Sarah keeps her hand up as lights
slowly fade to Black.*

END OF PLAY