

The Dream Makers

Some
things
will be
forgotten



A full-length play with dreams
by Barbara Hockley

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The Dream Makers
Written by Barbara Hockley

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Website: artdollsanddream.co.uk

The Characters

The Grounders (Clean-up team)

Beka: Has aspirations to be a DA (Dream Actor). She believes that her friend Keri managed to become one, but no one else remembers her.

Holly: Down to earth Grounders leader. Doesn't believe in dreams.

Connor: Bit of a joker and friend to Beka.

Faith: Rather nervous. Would rather not know anything about dreams.

Jude: The new boy. Inquisitive and has a keen sense of adventure.

The Dream Actors (Actors)

Keri: New to dream acting and learning the ropes.

Loren May: The romantic lead. Pining for the previous romantic hero and not satisfied with Nathan's take on romance.

Nathan: The romantic and adventurous hero. Overworked since the actors lost their last romantic hero.

Tobias: Plays all other male parts that don't require a hero. Would love to be a hero. Enthusiastic.

Sofia: Plays minor roles. Adores Nathan. Jealous of Keri, who appears to be getting on well with Loren May.

Dextra: Dextra & Vextra are Dream Extras. Pragmatic & down to earth.

Vextra: They see no glamour in the dream business.

The Crew (On the dream stage)

Director: The Dream Director.

Violet: Lighting

Decibella: Sound

Lacey: Costume

Smokey: Special Effects

Aestheta: Set Design & Dressing

Rouge: Make-up.

The Dreamers

Dreamer 1: Anxiety dream

Dreamer 2: Romantic dream

Dreamer 3: Nightmare

Dreamer 4: Flying & underwater dream

Dreamer 5: Heroic dream

2 'Secret Agents' Male or Female

2 Security Guards Male or Female

Additional Extras can be added to make up numbers if required.

Notes on the play

The Dream Makers is set in a 'dream palace' - a factory of dreams, a place where dreams are created and stored, off-the-shelf as well as bespoke. All the action takes place on one of the 'dreaming stages', although the Grounders aren't aware of dream action as their awareness is focused on the mundane and practical aspects of the process. Their job is to clean up after dreams (they usually have no idea how the space gets so messy as they never see anything happening) and to perform routine maintenance tasks. They are communicated with by light or sound cues. The dream world is inhabited by a whole range of people - actors, technical crew, artists and a director. They are likewise oblivious to the presence of the Grounders. Cleaning, to them, is as much a magical process as dreaming is to the Grounders (as they never witness it happening).

The set should consist of a central playing area with a large dream-catcher above it (a nice touch, but not crucial). At one side of the stage there should be a light/machine of some sort that is used every time the Grounders are required to clear up the dream stage – alternatively you can use sounds of any sort to indicate the same. To the other side large imposing 'dream gates' stand (can be anything that indicates a 'large doorway'). Ideally the dream gates should light up whenever a dream is about to take place. When they are lit it is possible to go through them from the dream stage to the 'backstage' area of the dream palace where the actors & crew hang out. When it is not lit access is by code/hand scan etc, & this information is not available to Grounders, therefore they are not aware that there is anything at all beyond the gates. With me so far? All will become clear... The rest of the set is entirely up to the imagination of the designer, but requires hiding places and places to keep props and costumes. It should look as dreamy and bizarre as possible.

Notes on Dreams

There are 5 dream sequences in the play and they offer tremendous scope for creativity. The general concept of each dream and any crucial action that relates to the plot/character development or discovery is detailed in the script. Other than that you can have a lot of fun with sounds, music, dance, mime, film – anything you like to create a fantastical sequence worthy of the best remembered dreams! Each 'dreamer' enters the dream stage and proceeds to interact with the dream actors who become the others characters in the dream. Some dreams work out well .. others no so. But have fun with them! reas probably need to last between 3-5 minutes.

1. The Anxiety dream
2. The Romantic dream
3. The Nightmare
4. The Flying & underwater dream
5. The Heroic dream

Scenes

1. Beka's Dream
2. **The Anxiety Dream**
3. Post Dream Analysis
4. The Clear Up
5. The Crew Plot
6. Beka & Jude
7. **Romantic Dream**
8. Post Dream Arguments, Bubbles & Toffee
9. The Return of the Mop
10. Secret Agents

INTERVAL

1. **The Nightmare**
2. The Nightmare Remains
3. Jude's Escape
4. Search Party
5. **Flying & Underwater Dream**
6. Beka's Rescue
7. Beka Leaves
8. **The Heroic Dream**
9. The Future
10. Groundhog Day

SCENE 1 - Beka's Dream

*Front tabs closed (or dark playing area if no tabs).
Keri enters from back of space/auditorium/hall. She's running. She reaches the curtains and knocks as if there's a door (sound of booming door knocker). The curtains are pulled slightly aside revealing a light beyond (use light only if no tabs).
As this happens Beka appears at the back of the auditorium. She sees Keri.*

Beka: Keri. Stop... Keri ... please stop. It's me... it's Beka... please stop.

*Keri turns and looks puzzled. It's as if she's heard something in the far distance, an echo of a voice she once knew.
Beka begins to run towards her.
Keri turns away and enters the 'door'
It closes.
Beka reaches the 'door' and knocks (different sound effect each time she knocks, industrial noises, farmyard noises - anything but a 'knocking' noise)*

Beka: Let me in. Keri! Open the door. Please. Let me in... I know you're there. I know you are. *(Sinks to her knees)* So tired... So tired...

*Beka lies down & falls asleep.
Front tabs open to reveal the dream palace.
Sound effects and/or lights indicate that a dream is about to take place.
Positioned around the central playing area are the Crew & Director. The Crew have equipment appropriate to their jobs (lighting boards, lights, sound equipment - it should look a bit like a film set (without the cameras) in a very strange dream-like location. .
Beka remains asleep to one side of the dream stage throughout the following scene although the Actors do not see her.*

SCENE 2 - The Anxiety Dream

*The Director and Crew enter and start the dream
The Director and Crew work throughout the sequence, but without making a noise. They gesture & make signs only.
The Dreamer enters through the dream gates, followed by the Actors. This dream is loaded with anxiety. Searching for something, but never finding it. Chasing something, being chased & as many variations as possible. Should last about 3 minutes.
The Actors and the Dreamer all speak during the dream (ideally on soundtrack rather than live) and it becomes clear that Nathan is not at all keen on this kind of dream. He frequently attempts to change the*

dream to something more heroic/exciting & is stopped by other Actors (especially Loren May who knows him well) & the frantic gesticulations of the Director.

The pecking order of the Actors should become fairly clear (Loren May, Nathan, Sofia, Tobias, Keri, Vextra & Dextra)

There is no narrative that holds the dream together completely.

Random and surreal images/moments should be used throughout.

The overall effect must be one of an anxiety-laden event.

It is important that heaps of props and other items are used & left lying on the floor afterwards.

As the dream fades (music /sound fades out & lighting starts to 'normalise') the Actors step back from the dream stage, but stay onstage. The Dreamer gradually becomes quiet and exits through the dream gates. The action continues as soon as the Dreamer has gone. During the following scene the Actors are resting, feeding back information to the Crew & Director & generally hanging out.

SCENE 3: Post Dream Analysis

Director: That's it everyone. Dream over. Back to reality.

Loren May: Nathan, what on earth were you thinking?

Nathan: I just get so tired of these off-the-shelf dreams where nothing happens. There's no story - what's the point?

Loren May: It's not for us to judge.

Nathan: On the contrary, we're in the ideal position to inject a little excitement into a dreamer's life.

Keri: But surely we should just provide the dream the customer ordered?

Loren May: Of course we should Keri dear. However tedious it might be at times we are professional dream actors and should behave as such. Take no notice of Nathan, if he had his way all dreams would consist of heroic deeds on top of mountains.

Tobias: I could do that. I could do mountains and heroic stuff.

Everyone ignores Tobias - they usually do

Keri: What sort of heroic deeds take place on mountains anyway?

Sofia: You wouldn't understand, it's far too advanced for you.

Keri: I know what a mountain is and I'm familiar with the concept of heroism. So what happens on mountains?

Sofia: Explain it to her Nathan. You know so much about this sort of thing.

Nathan: Well for a start climbing a mountain is a heroic deed.

Keri: Why?

Nathan: Why? Because mountains exist and anyone brave enough to climb one - like me for example - must be a hero.

Vextra: Or an idiot.

Dextra: Or a fool.

Tobias: Rescuing people from mountains, now that's heroic!

Vextra: Or stupid.

Dextra: Or foolish if you ask us.

Sofia: We didn't. Dream extras have no opinions to give, everyone knows that.

Tobias: *(To Vextra & Dextra)* Is that right?

Vextra: Are you asking for our opinion on the matter?

Dextra: Or would you like us to borrow someone else's?

Tobias: Ummmm.... I ...errr.

Director: OK everyone. Good job. The reports show that we manage to increase the dreamer's anxiety levels from a pre-dream level of 35% to a post dream level on waking of 88%. Excellent work!

Vextra & Dextra exit & the Crew start to move out as well. Keri addresses anyone within earshot.

Keri: Why exactly do people order anxiety dreams? I mean, why would you want to wake up feeling anxious?

Director: It's all about balance my dear. You see if people only ever had heroic dreams *(looks towards Nathan who chooses to ignore the comment)* they might start to believe that they actually could jump from a plane, or race a fast motorbike, or...

Keri: ... climb a mountain?

Director: Exactly! And we can't have people going around being adventurous and heroic all over the place, I mean they'd all fall off, or get stuck or something. By injecting a regular dose of anxiety into dreams it keeps people scared and anxious - but safe.

Keri: So anxiety keeps people from getting stuck on mountains?

Director: Precisely.

Nathan: But you're missing the whole point. If more people were stuck on mountains, I could rescue them.

Loren May: You lumphead! You're a dream actor - you can only rescue them in their dreams. What if people actually started climbing mountains - real ones?

Sofia: You're so brave Nathan. I wish I were stuck on a mountain.

Tobias: You can't climb a mountain.

Sofia: I don't want to climb it, I just want to get stuck.

Tobias: But you'd have to climb it to start with. You can't get stuck at the bottom.

Sofia: I'm not stupid Tobias. I would get someone to drop me off halfway up.

Tobias: Like who?

Sofia: I don't know. Someone with a helicopter?

Keri: How did we manage to get so stuck on mountains?

Tobias: We're not stuck anywhere, we're here.

Loren May: Oh, please... Can we drop the whole mountain thing and get some breakfast!

Nathan: Well, I'm off to brush up my heroic skills. You never know what the next dream might bring. It's all in the preparation you know. *(exits shouting dramatically, while the others stare in horror & amusement)* Hold on, I'm coming to get you, just stay calm...

Loren May: Romance, that's what we need. A good romantic heroine and a dashing man to woo her.

Tobias: I could do that. I could dash.

Loren May: If only Serge was still here. Now he knew about romance.

Sofia: I think it's about time I played the romantic heroine.

Loren May: Perhaps you could have a dash with Tobias? Come along Keri, stay close to me if you want to learn how to do things correctly. *(exits with a flourish)*

Keri: I'm coming. Are you coming Sofia?

Sofia: Not with her. She wouldn't know a genuine romance if it bit her on the bum.

Tobias: I could do that. *(Thinks)* Well, not the biting bit ... obviously. *(exits)*

Keri: *(Looks around)* What a mess! Who clears up?

Sofia: No one. It happens by magic.

Keri: Magic? *(Looks strangely puzzled)*

They exit.

SCENE 4 - The Clear Up

*The light flashes/siren wails - however the Grounders are called into action.
Beka is still asleep in the same place.
Holly enters & surveys the scene*

Holly: *(Shouts)* Come on you lot. Work to be done, let's go.

Connor & Faith enter

Faith: *(Looks at the mess)* How did this happen?

Connor: Methinks it was an anxiety dream... Let me see *(wanders around)*... ah yes, over here signs of a struggle... and here a chase... and look here... someone was searching for something...

Faith: You can't tell all that from this mess.

Connor: Oh yes I can. And here... well, well, well. Dr Beka I presume?

Faith: Beka?

Holly: Not sleeping again? How did she get here?

Faith: Are you sure she's asleep. Maybe she's in a coma, or a trance, or she's been poisoned...

Connor grabs a sheet (or similar) and drapes it over his head and wails loudly in Beka's face. Beka wakes, screams & runs around.

Connor: *(Takes of sheet & laughs)* Got you!

Holly: It's ok Beka, calm down. It was Connor, that was all.

Faith: What are you doing here Beka?

Beka: I don't know. I saw her... and I followed her and this is where I ended up.

Holly: Oh, not again.

Beka: I did! I really did! She ran to the door and knocked.

Faith: Is it the same door?

Beka: I don't know.

Connor: It was a dream Beka. It wasn't real.

Holly: He's right. It was a dream.

Beka: But I saw Keri, I saw her.

(Others exchange glances)

Beka: She went to this place... she knocked on the door and I shouted at her. She turned. I think she heard me.

Faith: What sort of place?

Beka: I don't know. I couldn't get in.

Holly: Beka, you have to stop this.

Beka: But it was her. If only I could get through the door I could find her.

Faith: I don't like this talk about dreams. I think we should just get on with clearing up and forget all about it.

Beka: This place is made of dreams Faith, you can't just ignore them. They're in the walls, the floor, the pillars - they're everywhere... *(Faith looks around nervously, drops whatever she's just picked up).*

Connor: Actually, they're not. Dreams are flighty little things. You can't pin them down and they don't live in the walls. You can't keep them and you can't understand them half the time.

Holly: Well, listen to Mr Dream Expert here. When was the last time you experienced a dream, other than your own? We work here. Dreams happen. We don't see them, we just clear up - that's all.

Connor: There's a lot that goes on here that you don't know about Holly.

Holly: I think I know enough to be able to do my job.

Connor: And you don't think it's strange that we appear to be the only people in the building?

Holly: No. I don't question it. I just get on with my job. Talking of which, we need to crack on here. Come on, let's sort this place out.

Holly & Faith start to clear up. Jude appears at the side of the stage and watches & listens to the following.

Connor: Come on, forget it. There's nothing you can do.

Beka: I can dream - and I will. I don't understand how Keri managed to leave. Where did she go? She always said she wanted to be a dream actor. I could see her doing that you know, she always seemed to be floating around when we were supposed to be working (*exactly what Beka is doing now*)

Connor: Look, life isn't like that. There's no way that a Grounder - like you and me - can become anything else. You don't even know that dream actors exist - you just assume they do because you want them to be real!

Beka: They are real. I know they are

Connor: Have you ever seen one? Even if they do exist, they're somewhere else - not here. Forget it Beka, just forget it.

Beka: Well then - who makes this mess?

Connor: Mess happens! Ok?

Jude enters

Jude: Hi

Holly: Who are you?

Jude: Jude. I'm the new Grounder.

Everyone looks surprised

Jude: To replace to one that left

Beka: You know about Keri? (*Grabs Jude*) Tell me everything ...

Jude: Errrr ...I don't really have any details, just that I'm to join your team

Beka: You see. Keri did leave!

Jude: Who's Keri?

Holly: A figment of Beka's imagination. No one left. We've always been a team of 4 - always.

Beka: That's not true!

Faith: Stop it Beka, you're getting rather scary.

Jude: Ok, ok, so I'm not a replacement, but I'm here anyway

Holly: Great, so now we're a team of 5

Beka: Like we used to be

Connor: *(with H&F)* No.

Holly: *(with C&F)* No

Fath: *(with C&H)* No

Beka: I hate it when you do this to me. It's not fair - you've all forgotten, but I haven't and I'm not going to. *(She storms off)*

Jude: Sorry. Didn't mean to cause trouble.

Holly: What was all that about - to replace the one who left? Who told you that?

Jude: I guess I got the wrong message. Sorry. Who is Keri anyhow?

Connor: Don't you start. It's bad enough trying to keep Beka in the waking world as it is. She's a dream, that's all. Just a dream and Miss Stropky has got it all mixed up with reality.

Faith: She thinks that her friend Keri...

Holly: ...who doesn't exist...

Faith: ...went off and became a dream actor.

Jude: A dream actor?

Connor: A mythical person who appears in dreams in various guises.

Jude: I know what they are.

Connor: Then you should also know that it isn't possible. Don't encourage her.

Jude: I wouldn't dream of it *(They give him a look)* Sorry. She seems so sure though.

Connor: She has lots of dreams. And... she sleepwalks.

Jude: No!

Holly: Why did you tell him that?

Connor: Because if he's part of our team he'll find out soon enough.

A flashing light (or noise) indicates that it's time to move on

Holly: Right. We're done here, let's go. Maintenance on level 3 next, dream gates are stuck.

Holly, Faith & Connor start to leave

Holly: You as well, Jude.

Jude: I'll follow, just wanted to take a look around. I've never seen a dream stage before.

Holly: Don't be long. We're not allowed to wander at will on the dream stages.

Jude: Ok, I'll be quick.

*As soon as they leave Jude hides & watches the space.
Beka comes back & starts searching for something, Jude watches.*

See artdollsanddreams.co.uk for more info and to buy the script.
Thanks for reading!

