

PLAY SCRIPT: NOISE

A Play in Three Rounds

by

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Cast of CharactersA Stack of Board GamesA Great Multitude:Composed of all "actors" and
"audiences."Scene

A Room

Time

Always

Act IScene I

SETTING:

A well lit room with windows containing a wide variety of things: books, clothes, plates, musical instruments, dogs that are prone to barking, songbirds, songbird toys, noisy children. Bad weather is advisable.

AT RISE:

Players wait until an audible thunderclap to begin the play. If the weather is too fair, the toy monkey's cymbal may suffice. All the actors must commence making as much noise as they possibly can. There must be no melody, unless it be the melody of chaos, in which case it shall become supreme and future melody. Some of the MULTITUDE might be confused. This is fine. Just keep making noise. Some people may choose to play a board game amidst the noise. The games and the noise will mingle and merge into a harmonic buzzing chaos which will crescendo into a transformative melodic ecstasy.

(END)