

Nightmare 3
(summary of a future 60-page play)

The Dream Machine went public some time ago. William Cumberland is somehow completely disconnected to the situation with Dosan Laboratories. He's also been over his own recurring nightmares, for six months now. In hindsight, it seems kind of lame to have been so afraid of them before. Therapy isn't needed. A normal life is all he really needs.

It's been 6 months without nightmares, when he has one again. Now he dreams that he's plugged back into the Dream Machine, unwillingly, inside a mansion filled with death traps and obstacles. He wakes up. He can't believe that, after 6 months without a nightmare, now he's had another one.

He reads more into Dosan's new product, the portable version of the Dream Machine. Not only can it record your dreams onto video while you're asleep, but it can also set your dreams inside a computer's digital zone. Now the Dream Machine is portable and wireless. Will tries it out. Instead of dreaming about it, afraid with anticipation, now he will try it to see that it's not so bad as he had dreamed.

William Cumberland takes a tour of an empty house. This isn't so bad, he remarks. The house is empty, clean, and spotless. He climbs into the fireplace. Now he finds himself teleported somewhere else, to another fireplace in another building elsewhere in the digital city. Now he meets two other people who claim to be plugged in. They are just checking out this house. He just came here accidentally, through the fireplace, he explains. Now he jumps back in to make a return trip. He doesn't. Instead, he is again teleported randomly to another fireplace.

William meets more people who are plugged into the machine, who are therefore dreaming as well. Finally, he finds himself surrounded by a crowd of rock people. Then he wakes up. The dream is over, and now it's all been recorded onto video. He watches the video over.

Now, finally, he is exploring the virtual dream state with total control. But the portable device falls and smashes into the floor. William is shocked. Now he can't seem to control the On or Off buttons. The machine does not seem to turn off, for now. Oh well; it's all over. Now he feels great. Now he tried out virtual reality, and it wasn't as scary as he thought it would be. Surely, he will have no more nightmares now.

Throughout the day, he becomes drained, and feels lethargic. Eventually, later on, he gets tired. He feels like something is not right. There's some kind of electronic humming that hasn't stopped. He's not sure why. He resists falling asleep. Finally, he does lay down on the couch, to sleep. He goes right back into virtual reality, and right back into being surrounded by a crowd of rock people.

It's just a dream, he figures. He can't possibly still be connected to the machine. He runs about in the environment, and finally deduces that he has indeed come right back into virtual

reality. The rock creatures advance. He's not sure what to do. So he runs. Finally, he manages to find a fireplace, so he runs into it.

Now he is elsewhere in virtual reality. Now he finds a gang of black dragons. These ghost-like creatures fly around him. He runs off. Now we enter a dream sequence where an angry man has his two workers tied up to the wall, for failing to kill their target, while lava slowly rises up from the floor.

He wakes up, having slept a basic 8 hours. Now he realizes that his life is just going to be commotion all the time for a while: every dream will be set in VR. He goes to the machine. He sees videos of how everything happened. Then he looks over the CGI digital environment. The computer contains the digital zone, which his mind connects to, although his own mind can add extra details and even entire dream sequences completely of its own. He looks over a digital map of the city.

Now, while awake, he decides to make some changes. He looks at the digital zone. He types in a jetpack object, to allow total unlimited flight to the person who wears it. He places the object into a secret part of the city. Then he rearranges all the buildings so that they form a circular arrangement over the ground. He saves his work.

Now he is back to a normal day. Now that he's worked on the digital environment, he's no longer stressed out or afraid of the anticipation of the machine's arrival. Now he will stop having bad dreams. However, ironically, until he can figure out how to disconnect himself from the machine, he will have more virtual dreams than ever. He gets sleepy. But he wants to avoid stepping into VR, for right now.

As time goes on, he gets increasingly exhausted. Finally, he passes out. Back in VR, he is in the same place as before, but now he falls to the ground and stands up to find a circular arrangement of buildings around him. Indeed, he is now in the middle of the digital environment that he had manipulated on the computer. But now he faces a black dragon.

Right now, he realizes, the computer can see the digital monsters approaching, just as he does. One touches him. The lights fade out, and Will and the monster, plus two more monsters, are now at STAGE LEFT, against a backdrop of the inside of a small room of a dojo. Will questions where they are. Now he learns that, when one monster touches him, he is teleported to another place. This was a one-way trip into a walled room with no escape. The only way out of here is to erase and kill the monster. Indeed, whoever programmed these things knew just what he was doing.

It's not fair that now Will can fight three monsters inside the room. But he does so anyway. Soon, two monsters are down, and only one remains. Will demands some answers from this thing. But it just plays the same sound effect of roaring, over and over again. Finally, Will fires a weapon at it, killing the dragon, and the lights fade out, and Will returns to where he had been at CENTER STAGE. He is out of that room. From now on, he remains aware that touching a black dragon teleports him to another place.

Walking around some more, Will finds that any monster who touches him sends him right back to the Battle Room. There is no escape, until the monsters are destroyed. Even when one monster touches him, he goes to a room where he is surrounded by 13 of them. So he tries a little new trick called the Multi-Rock Throw. He throws a rock at the monster, and the rock throw is copied and pasted with 20 rock throws, bombarding the 13 black dragons. Some were safely missed. Most were badly damaged. They all attack Will, but he performs more Multi-Rock Throws until he gets over half the dragons down on the floor. They remain there, still and lifeless, as he attacks the rest of the black dragons, until, finally, it's down to just one. Once Will destroys that dragon, the lights FADE OUT for a short time. All the black dragons clear the scene. The lights FADE ON to Will at CENTER STAGE, with all the dragons gone, and himself back to a normal place.

Now he looks for the secret location where he stashed away the jetpack. The actor steps up a small staircase and swings on a rope across the stage to fly. Finally, he wakes up. Now he is no longer upset or disturbed. In fact, he is having some fun with virtual reality. But he still has to wonder who programmed dark natured things like the black dragons.

Later, as he gets increasingly exhausted, he falls back asleep to find himself falling to his death from high up in the air, for the jetpack is now out of fuel. Will lands on the ground and is approached by more rock people. But there's one thing that can help him. Three Minotaurs are here to protect and guard Will. They were programmed by him, by copying the source code of several other virtual reality objects, to be guided by A.I. (artificial intelligence) to follow Will and protect him. One minotaur is green. One is blue. One is red. The three Minotaurs stand beside Will and wait to protect him.

The Minotaurs fight the rock people. But the black dragons rush through the scene and overwhelm all three Minotaurs to death. Now Will is left alone with the black dragons. He takes on the queen in a fight, with both teleported to the inside of a nonsensical building. Will takes on the dragon for a while, and finally wins. He is teleported back to safety.

Will finds a computer. He decides to try to eject himself from within VR. That doesn't work. So he commences a total shutdown for right now. It's shut down, and he wakes up. The Power button on this unit is still messed up. For now, the shutdown got him out of virtual reality, and now he can stay out. Now, at last, he is done having nightmares.

He talks about all this with his family at dinner. They all leap up from their chairs to attack him. He demonstrates amazing power by running at incredible speed and beating all of them. Then he wakes up, to realize it was only a dream. Finally, all this Dream Machine discussion is over.