

The logo for Offbeat Theatre features the words "Offbeat Theatre" in a black, ornate, cursive font. The text is centered within a yellow, wavy-edged banner that has a subtle gradient. This banner is set against a solid blue background. On either side of the banner, there are decorative, swirling patterns in shades of purple and blue, resembling stylized smoke or floral motifs.

# Offbeat Theatre

## The Dream Makers - Script Preview

A full length play  
by  
Barbara Hockley

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## The Characters

### The Grounders

- Beka:** Has aspirations and would like to be a DA (Dream Actor). She believes that her friend Keri managed to become an DA, 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 about dreams - or anything to do with the dream palace.
- Jude:** The new boy. Inquisitive and has a keen sense of adventure.

### The Dream 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 DAs lost their last romantic hero in a dust storm dream.
- Tobias:** Plays all other male parts that don't require a hero. Would love to be a hero. Rather dim & new to the job. Enthusiastic.
- Sofia:** Plays minor roles. Adores Nathan. Jealous of Keri, who appears to be getting on well with Loren May. Has aspirations.
- Dextra:** Dextra & Vextra are Dream Extras. Pragmatic & down to earth. They see no glamour in the dream business.
- Vextra:**

### The TA Crew (Technical & Ambience Crew)

- 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'** **2 Security Guards**

Additional Extras can be added to make up numbers if required. Many parts can be played by boys or girls (may require a name change!)

## 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 set, 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. 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. To the other side large imposing 'dream gates' stand. Ideally they 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. 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.

## The Dreams

There are 5 dream sequences in the play.

## Scenes

1. Beka's Dream
2. The Anxiety Dream
3. Post Dream Analysis
4. The Clear Up
5. The TA Crew Plot
6. Beka & Jude
7. Romantic Dream
8. Post Dream Arguments, Bubbles & Toffee
9. The Return of the Mop
10. Secret Agents
- INTERVAL
11. The Nightmare
12. The Nightmare Remains
13. Jude's Escape
14. Search Party
15. Flying & Underwater Dream
16. Beka's Rescue
17. Beka Leaves
18. The Heroic Dream
19. The Future
20. Groundhog Day
- THE END

## 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 lights indicate that a dream is about to take place.  
Positioned around the central playing area are the TA Crew & Director. The TA 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. A huge dream-catcher hangs above centre stage, ready to absorb the dream about to happen.  
Beka remains asleep to one side of the dream stage throughout the following scene although the DAs do not see her.*

## SCENE 2 - The Anxiety Dream

*The Directors and TA 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 DAs.  
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 3-5 minutes.  
The DAs and the Dreamer all speak during the dream (on soundtrack - not 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 DAs (especially Loren May who knows him well) & the frantic gesticulations of the Director.  
The pecking order of the DAs 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 DAs 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 DAs are resting, feeding back information to the TA 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, 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 .....

**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 TA 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 Stroppey 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.*

**Jude:** *(steps out of hiding place)* What are you looking for?  
**Beka:** Oh! Oh, it's you. Look, why don't you just run along with the others. You'll only think I'm crazy, like they do.  
**Jude:** I won't  
**Beka:** Why not? I have dreams you know. And, I get them mixed up with reality - I know what they say about me.

**Jude:** I don't think you're crazy.

**Beka:** Really?

**Jude:** I believe you

**Beka:** Do you believe that my friend Keri, who used to be a Grounder on our team, disappeared one day and became a dream actor?

**Jude:** Well ... I ... I'm not ....

**Beka:** I knew it. You think I'm making it up. You're just the same as the others.

**Jude:** No, that's not true. I don't know about Keri, but I don't think you're making it up and I'd like to help you look for ...whatever it was you were looking for.

**Beka:** *(Thinks about it)* Ok, you can help. *(as Beka talks Connor comes back and watches from one side, Rouge enters & watches from the other)*  
 This is how I see it. We're told that because we're Grounders and our dream expertise is limited to clearing up the very real mess that dreams make, we can't understand the deeper meanings of dreams. We're told that our dreams have no significance and that we should ignore them. Therefore, we are told, we're stuck on the first rung of the dream business and there we will stay. I say that's rubbish. We can do anything we want ... but we have to dare to dream and believe in our dreams and follow our dreams - not just cast them aside when we wake up and go back to cleaning and performing routine maintenance tasks. Here we are in the Dream Palace, the place of dreams and magic and imagining and what do we do - we say that dreams aren't real and that we should ignore them. I say we search this place, dream whenever we can and find a way to be part of real dreams. I want to be a dream actor, I want to find Keri - who IS real by the way - and I will do it with you or without you .....well?

**Jude:** *(stunned by Beka's passion)* Crikey .... I'm with you! What are we looking for?

**Beka:** A way in

**Jude:** A way in to what?

**Beka:** There must be another level where the dreams take place. Look for a door or something.

**Jude:** I don't think we'll find a door

**Beka:** How do you know?

**Jude:** There were rumours, where I used to work. They say that the dreams are all around us, all the time, but we just can't see them.

**Beka:** Where did you work, which department?

**Jude:** Vending machines

**Beka:** We have a department just for vending machines?

**Jude:** Yep

**Beka:** Where are they then?

**Jude:** What?

**Beka:** The vending machines

**Jude:** Oh .. they left

**Beka:** They left?

**Jude:** And then the department closed down .... obviously.

**Beka:** *(suspiciously)* Ok ...

**Jude:** Look, I have an idea. If it doesn't work we'll search for a door

**Beka:** What is it then

**Jude:** All we need to do is get ourselves in a state of mind where dreams can come to us.

**Beka:** Asleep, you mean

**Jude:** Yes and no. Sort of asleep, but not completely. What about if we were just really relaxed and open to dreams?  
**Beka:** That's what I call asleep.  
**Jude:** No, there has to be something in-between awake and asleep. Let's try sitting and relaxing, but not lying down or falling asleep.  
**Beka:** And they all think I'm crazy .....

**Jude:** Right here

*They go to centre stage and sit back to back. Connor leaves, as does Rouge.*

**Jude:** Ready?  
**Beka:** I don't know what to do  
**Jude:** Close your eyes and relax, but don't go to sleep  
**Beka:** Ok, I'll try

*Silence. They sit there.*

**Beka:** What if there aren't any dreams around.  
**Jude:** We'll see. Keep quiet

*A faint noise is heard*

**Beka:** I heard something  
**Jude:** That's good, but don't shout about it, we'll lose the dream  
**Beka:** That was a dream?  
**Jude:** Of course!  
**Beka:** *(getting very excited)* Ok, I'm relaxing.

*A noise is heard again. This time Connor appears with various props, instruments making the noises. Stands on the dream stage & makes an announcement*

**Connor:** This is a special dream announcement for Grounders who should be performing routine maintenance tasks on Level 3, but are in fact sitting on the floor on the Level 2 dream stage looking like complete idiots.  
**Beka:** *(opens eyes)* Connor, how could you?  
**Connor:** Because I'm looking after you Beka. Grounders look after each other. *(To Jude)* They don't play stupid tricks on each other. Come on Beka, stop listening to him - he's trouble already and he's only been here a few minutes - wait till I report him to Holly *(he pulls Beka up and they leave while Connor continues to grumble)* Why didn't you tell me what you were up to - you need someone with their feet on the ground .....

*Jude stands up and watches them go. Sighs. He is about to go when he notices that Rouge and the TA Crew have returned and are standing watching him.*

**Jude:** Who are you?

*They look at him, laugh a bit, some make notes*

**Jude:** Wow! You lot are from the dream world. It's real .... *(shouts)* Beka ... Beka

...come back (*runs after her*)

## SCENE 5 - The TA Crew Plot

**Rouge:** There. I think that proves my point.  
**Violet:** I don't think this proves anything Rouge. How do we know who or what he was?  
**Rouge:** He's from the vending machines department, before they left.  
**Violet:** (*with disbelief*) We have a vending machines department?  
**Aestheta:** Well, he did seem surprised to see us  
**Lacey:** And he thought we were from the dream world ...  
**Deci:** ...which indicates that he is not ..  
**Violet:** He could be a plant  
**Lacey:** He looked human to me  
**Violet:** Lacey, do you have anything but fluff between your ears?  
**Aestheta:** Don't be so rude Violet. Anyway, who would plant him here and now?

*Violet looks at Rouge*

**Rouge:** Violet, exactly what sort of evidence will it take to convince you that these .... people.. inhabit the building and that they go around clearing things up and mending broken stuff. I've seen them ...and now, so have you!  
**Violet:** That does not constitute evidence. He could be a friend of yours.  
**Aestheta:** Well, I never did believe in that magic story - the ones where messy rooms are magically transformed into tidy ones during the day.  
**Deci:** I've always thought it might be the work of pixies (*they look at her*) or elves ....or goblins ... or something. Maybe he was a goblin  
**Lacey:** But he looked just like us  
**Aestheta:** He could have been in disguise  
**Lacey:** That's true. A good costume is all you need.  
**Rouge:** No. It isn't and he wasn't. Smokey, what do you think, you're very quiet.  
**Smokey:** Well, he did look human, I didn't detect any evidence of costume or makeup to disguise him - and I think we would notice something like that. He looked surprised to see us - and I don't recognise him as a DA, so not an actor that we're aware of. I think Rouge has some thing here, but I don't know what it is. You're telling us that this person is part of an undercover team that comes in during the daylight hours and clears the place up. Sounds odd to me.  
**Rouge:** You believe in magic then?  
**Smokey:** It has a certain charm - and it's a well documented theory. Are you saying all the accounts of magical happenings are untrue?  
**Violet:** Yes, we have bucketloads of evidence to support the magic theory - this doesn't change anything.  
**Rouge:** Give me one good theory  
**Violet:** For a start, the great lighting engineer and designer Sir Hugo Plinkton-Bosworthy. He documented many tales of strange events taking place - magically - whilst alone on the dream stage late in the afternoon, when all the dream actors and crew were finished for the night and the whole place was completely empty.  
**Rouge:** So he says. The point is they're just stories.

**Deci:** Goblins I reckon.  
**Smokey:** Ok. We'll never agree - we need to find one of these people - goblins or whatever and ask questions.  
**Lacey:** How do we do that?  
**Deci:** Where did you find him Rouge?  
**Rouge:** Well, I have this theory that these creatures are very shy and run away whenever a dream approaches. But, this one seems rather brave and I think there's another one as well - one who wants to find us.  
**Violet:** Why would they be looking for us?  
**Lacey:** This is getting a bit weird  
**Rouge:** It seems that one of them used to know the new dream actor - Keri.  
**Aestheta:** That's impossible! Isn't it?  
**Violet:** Why don't we ask her?  
**Deci:** Who?  
**Violet:** Keri. Let's ask her questions  
**Rouge:** Good idea. I think we're going to catch us one of these strange people - then we'll see who's right.  
**Violet:** You're on Rouge. We'll start with Keri and I think you'll find she knows nothing at all.  
**Lacey:** (*as they leave*) Smokey, what's a vending machine?