

Olivia's Room Script

Performance: "Showdown at the OK Wireless"

Summary: the denizens of Olivia's room fight over which show to listen to on the radio.

Number of interactors: 2

Characters : CACTUS JACK, PRESTO THE RABBIT, WIRELESS SET, BULL, EL MARIACHI, DRAGON.

Prop: magic wand.

Audio: WESTERN (*Wild Bill Hickock*), MAGICIAN (*Blackstone the Magician*), EVENING NEWS.

INT. OLIVIA'S ROOM – NIGHT

A little girl's bedroom with toys on the bed, soft lighting and nightstand on which a WIRELESS set plays the EVENING NEWS: SEGMENT 1. EL MARIACHI and CACTUS JACK sit near the set. Far-off flashes of light may be seen reflected in the French windows.

INTERACTOR 1

EL MARIACHI goes to the radio and turns the channel just as the latest installment of *Wild Bill Hickock* begins, with its signature WHOOP.

INTERACTOR 2

Trigger audio clip [WESTERN: SEGMENT 1].

INTERACTOR 2

Moves BULL closer.



Suddenly the radio changes channels, and Blackstone the Magician [MAGICIAN: SEGMENT 1] is now playing.

INTERACTOR 2

Trigger audio clip [MAGICIAN: SEGMENT 1].

INTERACTOR 1

CACTUS JACK looks confused by the show.

CACTUS JACK goes to change the channel back to the western.

INTERACTOR 2

Trigger [WESTERN: SEGMENT 2].

INTERACTOR 1

CACTUS JACK returns to group.

No sooner has CACTUS JACK sat down than the channel changes again.

INTERACTOR 2

Trigger [MAGICIAN: SEGMENT 2].

The toys who had been listening to the western start with alarm.

INTERACTOR 2

BULL tosses its head and is agitated.

INTERACTOR 1

CACTUS JACK looks alarmed.

INTERACTOR 2

BULL charges the radio to change the channel.

INTERACTOR 2

Trigger [WESTERN: SEGMENT 3].

INTERACTOR 2

BULL returns to group.

The toys look around, on guard for mysterious happenings. But the western show goes on, so they settle back to listen to the adventures of Wild Bill & Jingles.



INTERACTOR 2

PRESTO moves closer to group, so that shadow casts over them.

A shadow falls over them, and the channel changes once more.

INTERACTOR 2

Trigger [MAGICIAN: SEGMENT 3].

INTERACTOR 1

EL MARIACHI looks wildly around.

The toys look to the source of the shadow and see PRESTO THE RABBIT pointing a wand at the wireless set.

INTERACTOR 2

PRESTO moves into frame, holding the wand.

INTERACTOR 1

EL MARIACHI changes channel and stands guard in front of radio.

INTERACTOR 2

Trigger [WESTERN: SEGMENT 4].

INTERACTOR 2

PRESTO waves its wand, and forces the dial back to the magician show.

INTERACTOR 2

Trigger [MAGICIAN: SEGMENT 4].

INTERACTOR 1

EL MARIACHI reacts.

Wild Bill's audience comes to the rescue.

INTERACTOR 1

EL MARIACHI moves to rabbit and tries to wrest the wand from PRESTO's paw.

Much mayhem ensues. The two dodge and struggle. The channel changes repeatedly.

INTERACTOR 2

Trigger alternating [WESTERN: SEGMENTS 5-7; MAGICIAN: SEGMENTS 5-7.].

At some point in the fracas, the wand falls to the floor.

INTERACTOR 2

PRESTO drops wand and cowers.



INTERACTOR 2

DRAGON picks up the wand and looks at it. It points the wand at the radio.

INTERACTOR 2

Trigger [WESTERN: SEGMENT 8].

And the western show SIGNS OFF.

INTERACTOR 1

EL MARIACHI reacts.

But the rabbit tries to regain the wand.

INTERACTOR 1

PRESTO makes a dash for the wand.

PRESTO gets the wand.

PRESTO points the wand again at the radio .

INTERACTOR 2

Trigger [MAGICIAN: SEGMENT 8].

And it's just in time to hear the magician show SIGN OFF

INTERACTOR 2

EL MARIACHI points at PRESTO and convulses with laughter.

INTERACTOR 1

PRESTO drops the wand and sulks.

INTERACTOR 2

DRAGON grabs the wand and points the wand at the radio a third time.

INTERACTOR 2

Trigger [EVENING NEWS: SEGMENT 2].

A news alert comes on.

A bright light flashes outside the window, and the electricity (lights and wireless) goes out.

FIN