

## ***Daisyworld (Variation: Pills)***

Script for a portable mini-sketch  
(after Samuel Beckett and James Lovelock), 2016

*Two characters enter the stage, walking normally, the first from the left, the second from the right, 2-3 seconds after the other.*

*Let's call them "Players": Player A (Dark), Player B (Bright).*

*Player A (Dark) wears a simple outfit:  
black round neck t-shirt, white regular fit trousers.*

*Player B (Bright) wears a simple outfit:  
white round neck t-shirt, black regular fit trousers.*

### **Player A**

If the Wolf and the Goddess work together they will have a behaviour of love and compassion.

### **Player B**

*(Yawns.)*

### **Player A**

If the Wolf and Satan work together, then aggression and anger will be model of behaviours to be generated.

### **Player B**

*(Short pause. Gloomily.)*

We are living in a hologram designed by aliens.

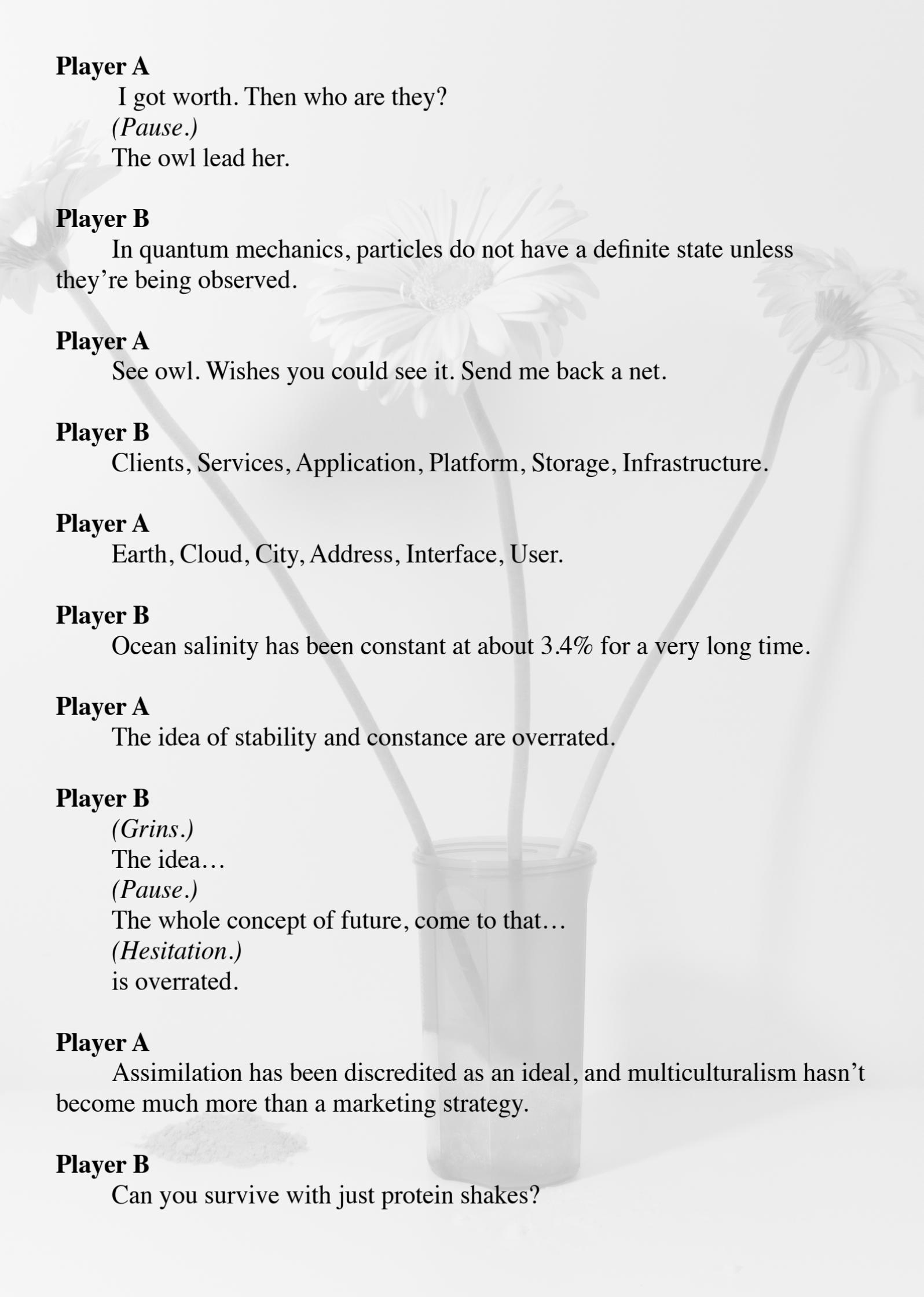
### **Player A**

Depression...

Depression could be the result of a brain infection.

### **Player B**

There is no emotional disorder. Pretty lights.



**Player A**

I got worth. Then who are they?

*(Pause.)*

The owl lead her.

**Player B**

In quantum mechanics, particles do not have a definite state unless they're being observed.

**Player A**

See owl. Wishes you could see it. Send me back a net.

**Player B**

Clients, Services, Application, Platform, Storage, Infrastructure.

**Player A**

Earth, Cloud, City, Address, Interface, User.

**Player B**

Ocean salinity has been constant at about 3.4% for a very long time.

**Player A**

The idea of stability and constance are overrated.

**Player B**

*(Grins.)*

The idea...

*(Pause.)*

The whole concept of future, come to that...

*(Hesitation.)*

is overrated.

**Player A**

Assimilation has been discredited as an ideal, and multiculturalism hasn't become much more than a marketing strategy.

**Player B**

Can you survive with just protein shakes?

**Player A**

No mere image, is it?

Better to forget the neighbours, go inside, and enjoy cyber-citizenship.

**Player B**

We have too much data, but not enough to make any decisions, because...

*(Hesitation.)*

because we are uncertain about the contexts into which we might integrate this information.

**Player A**

He took me.

**Player B**

We are driven, but not fully automatically.

**Player A**

Alien abduction narrates the predominant experience of the familiarity of strangeness in the age of techno-global late capitalism.

**Player B**

I keep on thinking about all the CO2...

*(Long pause.)*

on Mars...

**Player A**

*(Laughs deliberately.)*

Pressure is a privilege.

**Player B**

*(Fixed gaze, hush.)*

*Player A leaves the stage.*

*Player B leaves the stage, after player A has left.*

*Sound effect of long brakes shrieking. Sound effect of cars crashing.*

*Game over.*