Cyber Fight; A Short Play

Stage Left is a comfortable, worn 'gaming chair', with gaming-related accessories strewn around: controller, headphones with built-in microphone, half drunk bottle of Coke, packet of sweets etc etc

Upstage is a projector screen (or wall for projection). At first this is blank.

'X' enters the stage. X is a young teenager (approx 13 years old). Throws down keys/phone/bag and sits in the chair. Takes a sip of the drink. Picks up the controller and presses buttons; the screen US lights up showing the intro to 'CYBER FIGHT'. X enters passcode and display moves to menu screen.

X puts headphones on and adjusts the mic.

Selects 'Continue Game' on the screen: game screen opens showing an animated scene from the POV of X's avatar of a stylised village with a battered sign saying Mission Village 23. This is the game 'lobby'. There is a row of houses with numbered doors. Avatar looks around. Sees figure in the distance which runs towards them, getting larger. This is Y's avatar. After a few seconds Y's Avatar is large on the screen in front of us (outlandish figure with colourful flamboyant costume and masked face).

Y (Voice Over unless otherwise stated): You're late

X: Sorry. Mum was gonna pick me up. But

Y: Whatever

X: Where's George?

Y: Late

X: *Laughs* No change

Y: Or not coming

X: Really? He said he would.

Y: How would I know?

X: Alright OK. Is your controller working again?

Y: Nah – I took Jack's

X: Ooooh Risky

Y: Shut up

X: Remember what happened last time you went in her room?

Y: I remember

X: That looked painful

Y: It's fine - she's at work – she'll never know

X: *Laughing.* So what's happening? Anything from the Marauder?

Y: Nothing

X: Next Mission then?

Y: I guess

X: You sure you're ready?

Y: Are you?

They move over to stand in front of Door 23. The door opens and the screen goes black (or changes to show X's room and the chair). X stands, removes headphones, puts on 'avatar' costume including kit bag, and possibly mask, and looks around (the stage is now the game). There are boxes and other abstract items stacked about. Y enters the stage at the same time, perhaps as though both have come through the door. Y looks like the avatar which was seen on screen a moment before also with kit bag.

Voice of Marauder: Welcome - cyber fighters - to Mission 23, Room 1. You have two minutes to assemble as many weapons as possible ready to defend yourself. It is a simple task. Or is it?

Clock appears on the screen (or: sound of countdown timer begins).

During this Mission and the one that follows the dialogue here is for guidance only – and exact dialogue can be improvised.

X and Y look around, confused.

X: What - ?

Y: Weapons?

They search around. X finds a box, pulls it to centre stage. Starts to pull pieces out of it.

X: Here . . . what are we supposed to do with these?

Y: Try this –

X: Let me see

Y: Like this . . . maybe

X: This way

They begin to assemble the 'weapons' and place them in a pile (maybe in a spotlight?). At first the pieces are uniform. After a minute or so the pieces they pull out of the box start to appear different shapes and sizes.

Voice of Marauder: Halfway there cyber fighters. It's simple, isn't it? But are you sure these are the weapons you need? If you fail this mission you cannot progress to Mission 2. Chop chop.

X: What do we do with these?

Y: Just keep going

X: But what if they're meant to match?

Y: I said keep going

X: I think that one should go –

Y: Give it to me

Voice of Marauder: 30 seconds to go

Y: Seriously

X: What?
Y: You're messing it up

The pieces they are taking from the box now won't fit together. Many of the weapons they assembled have been taken apart by X trying to match them up in different combinations. They are surrounded by pieces all over the floor.

X: I'm not messing it up – you're doing it wrong

Y: It doesn't matter

Voice of Marauder: 10, 9, 8, 7, 6, 5, 4, 3, 2, 1 . . . Time's up!

Light turns red

Voice of Marauder: Sorry cyber fighters, that's not enough weapons. You lose.

Sounds of alarm going off.

Voice of Marauder: You cannot defend yourselves cyber fighters.

Y: Here we go again

X: What does that mean?

Y: You always make us lose

X: What?

Y: George is right –

X: About what?

Y: You're a waste of time.

X:What?

Y's avatar disappears, leaving X alone in the red light. Screen says 'Y has logged off'. X leaves through the door. The screen comes on again to show the lobby/village scene from the POV of X's avatar. X returns to the chair.

Time passes. – New drink and food, re enter password etc

X and Y and in the Mission Village again on another day.

X: Surprised to see you here

Y: - *says nothing. Shrugs.*

X: It doesn't matter. Which one shall we do?

Y: *Points at 23*

X: No. Not 23 again. Not after last time. Lets try 25.

Y moves off and X follows. They move over to stand in front of Door 25. The door opens and the screen goes black – change to game mode as above. They both appear onstage in 'avatar form'. As before boxes and materials about. X and Y nod to each other.

Voice of Marauder: Welcome - cyber fighters - to Mission 25, Room 1. This is one sticky situation. The storm is coming, and you must build shelter. You have two minutes.

Clock appears on the screen as before (or: sound of countdown timer begins).

Y: *Moving about silently*

X: Here – what about this (*picks up boxes or bits of card)*

Y comes over. Y helps but at a lower pace, efficiently, without previous enthusiasm.

X: Or this? . . .

X: How could we make it stand? Or attach?

Y picks up a connector (one of the pieces form the previous mission that lie strewn about)

Y: This

They begin to assemble the card with the connectors, silently building a structure

X: (*Struggling to get the connectors to join)* This is hard . . . I don't know how to . . . aaah – help me! OK it's like this

Y is not watching X, concentrating on finding connectors.

Voice of Marauder: Cyber fighters – the wind and the waves are rising – you'd better hurry. You need to be inside when the lightning strikes.

Storm sounds begin to build.

X: It needs to be bigger . . . we have to get inside

Y: Here

X: Higher – is that big enough?

As the sounds build they struggle to make enough space.

Voice of Marauder: 10, 9, 8, 7 . . .

They both throw themselves into the shelter they have built. The sounds get louder.

Voice of Marauder: 6, 5, 4, 3, 2, 1 . . . Time's up!

Flash of lighting. Sounds rise to a crescendo then cut out. Darkness.

Voice of Marauder: Congratulations cyber fighters. You have completed Room 1. You have now unlocked Room 2. Exit your shelter.

Light returns. They emerge from the shelter and stand. Look around.

X: Whoo – we did it!

Voice of Marauder: Welcome - cyber fighters - to Mission 25, Room 2. Somewhere in this room is hidden a golden box with a treasure you need to enter the next room. Only the Onyx Key can open the box. Find the box and open it before your time runs out.

Clock appears on the screen as before (or: sound of countdown timer begins – background 'challenge' music).

X: Oh – quick.

Y: *standing not moving*

X: You find the box – I have the key – remember from that army one – I've got the key I'll look through my kit.

Y: *moves off slowly starts looking around.*

X: *swings kit bag off shoulder and starts to look through it. Becomes increasingly irate.*

Y: *keeps looking over shoulder at X*

X: What? How could this happen? What's going on?

Y:

X: All my stuff is gone – well everything that matters, everything worth anything – do you hear me mate – its all gone?

Y is *still apparently looking for the box. X goes over to them and shows them the empty kit bag. At that moment Y spots the box behind something and picks it up. The light instantly changes golden.*

Voice of Marauder: Good work cyber fighters. Now – use the key to open the box and claim your treasure.

X: What's he on about? I don't have the key have I? *shouting* I DON'T HAVE IT.

Voice of Marauder: The box will only reveal itself to one who carries the key

X: I DON'T HAVE IT.

Y swings kit bag off their back, kneels and opens it. Takes out the Onyx Key.

X: How did you get it?

X grabs the bag and looks inside.

X: You've got all my stuff – all my bloody stuff –

It was you? Did you rob me? Hack me? What the hell?

Y: *silent*

X: How could you do this? Why? Why would you? Do you know what – I don't care. I'm telling Jack about this –

Y: Don't tell him –

X: – him?

Y: What?

X: You said him. Don't tell him. I said I'd tell Jack and you said don't tell him. Jack – your sister. Why would you say . . .

X: Who are you?

X drops their empty kit bag.

Voice of Marauder: Time is up Cyber Fighters. You lose.

Game lights off,Y leaves the stage. Screen shows message 'You have been disconnected'. Only X's chair is left in view. X removes avatar costume, sits in the chair and resumes 'gaming' position. Stares forward for a few seconds. Then Puts their head in their hands. Lights slowly fade to black.