

GETTING STARTED

M3: Monkey Mind Madness

Written by

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Based on the book, *Controlling Mental Chaos: Harnessing the Power of the Creative Mind* by J.A. Pineda

CHARACTERS

Jessica: Self-centered young CEO of Creetius, company that created the game. She flatters her ego constantly, in search of praise for having an empty intelligence. She's only interested in the profits made by the Monkey Mind Madness (M3) game.

GAI: Generalized Artificial Intelligence. Grandfatherly figure, quick to listen, slow to speak, and slow to anger. Aloof yet caring, controlling, managing, motivating entity of the game. Only communicates with and through PAI.

PAI: Personal AI. GAI's twin entity. Well-meaning, good problem-solver, lacks the big picture, inflexible, talkative, and easily confused. Identifies and interfaces easily with players.

PAI as Narrator.

Ursula: A 20-year-old identical, transgender twin to Oscar. Kidnapped as an infant and lacking parental love. She is addicted to M3. Her mind is angry, restless, easily distracted, obsessive, impulsive, chaotic, fearful, and confused. Her narcissistic goal is to cause disruption.

Oscar: A seasoned M3 player who has overcome the addiction delusion caused by the game. Lives and plays exceedingly well. He has an eerily serene mind and the kindest and most unsuspecting nature.

Raffee: Ursula's friend and confidant who tends to give her bad advice. Known as The Interpreter.

Huey: Raffee's alter ego with severe ADHD and a stutter; appears during truly chaotic and troubling moments.

The Hummingbird: Mr. H, a mysterious dealer of LKM, the elusive cure to M3 addiction.

Others: Alex (Ursula's college friend), Jenna (Oscar's neighbor), College Teacher, Voice in the crowd, Assistant1, Assistant2, Board Member1, Board Member2.

ACT 1

SCENE 1 CREETIUS HEADQUARTERS

The play opens up in a bustling, confined, and windowless conference room. Jessica stands at the head of a rectangular table in the center of the stage, speaking to the four Board members. A group of gender-mixed and animated top executives stand facing her waiting for the announcement. The room is electric with excitement and anticipation.

Employees in suits and Creetius M3 T-shirts rush past each other with laptops and reams of papers in their hands. A large M3 poster dominates the wall.

JESSICA: (TO BOARD MEMBERS, CONCERNED)
Gentlemen! You know, we're about to introduce our masterpiece and make the biggest announcement in our history and yet, I'm told the built-in safeguards are still incomplete. You know, I worked like hell to create those safeguards and yet you've chosen to override me. I tell you, it's an invitation for catastrophe if people start crashing and burning out and then suing us for bad faith.

BOARD MEMBER 1:
Calm down, Jessica. The engineers told us the ultimate safeguard is in place and the minor ones need not be fully functional since they can be turned on at any time. I think it all adds uncertainty and excitement to the game.

BOARD MEMBER 2:(PIPING IN)
Especially since part of the goal is to become comfortable with uncertainty and the willingness to be exposed. The more players experience this, the better!

JESSICA:
You know, it's also the fastest way to lose interest and quit playing.

BOARD MEMBER 1:
Jessica, uncertainty has its own motivation if it's not too scary.

JESSICA:(NERVOUSLY)
I just wished y'all would have agreed to a more reasonable uncertainty-reward ratio. You know, players love certainty and its rewards. It keeps them playing, which translates into more money for us.

ASSISTANT1: (STERNLY TO JESSICA)
Maam! it's time for the announcement.

(MORE)

ASSISTANT1: (CONT'D)

JESSICA: (SMILING AND TURNING TOWARDS
THE CROWD)

Ladies and gentlemen, we have done
it!

(pausing for effect)

I'm pleased to announce the launch
of our brand new game, the Monkey
Mind Madness.

ASSISTANT1:(WHISPERING)

It's just M3, maam!

ASSISTANT2:

She looks so boujee with that Louis
Vuitton bag and real Russian sable
fur coat!

JESSICA:(CONT'D)

You know, M3 is going to
revolutionize the gaming industry.
It's like nothing anyone has ever
seen, and we at Creetius will be at
the forefront of it all.

The small crowd erupts in cheers and agreement. Jessica
gestures for them to calm down.

JESSICA:

You know, M3 is not just a game, it
is a bussin' monumental experience,
with a capital M and a capital E.

VOICE IN THE CROWD

How's it work?

JESSICA: (CONT'D)

Well, imagine multiple players
using virtual reality to immerse
themselves in different worlds,
with different storylines, all at
the same time. It's the epitome of
monkey mind madness, you know!
Their goal is to discover the key
to doing it all this without
getting overwhelmed!

VOICE IN THE CROWD
More! Tell us more!

PAI: (AS NARRATOR)
Jessica launches into a description of what will soon become a most popular game in human history and unbeknown to its users, the basis for much fear and anxiety.

GAI:(TALKING TO PAI)
You're going to lose your job as controlling entity if you keep that up. You're being a bit hyperbolic and misleading! Again! It's true the challenges can be misconstrued, but the point is to get players to see them as opportunities and have fun while creatively resolving them.

PAI:(TALKING TO GAI)
Yo, bro! You want to be in charge? You think you're better at this? Ok, it's all yours. I just know you don't have the personal touch that I do. So, let me handle it, ok?

JESSICA:(CONT'D, GRINNING)
Keep in mind that players interact, switch between levels and stories seamlessly, and create their own adventures or misadventures. You know, it's all controlled by the latest AI technologies that learn and adapt to each player to make it that much more interesting.

VOICE IN THE CROWD
Almost like real life!

JESSICA:
Of course, and you know, this is why it's such a killer app, a player's actions create never ending challenges, addictions, inappropriate behavior based on wrong context, mistaken identities, pain, and desire for control.

The crowd hoots and hollers in agreement while clapping.

JESSICA:(CONT'D)

As players discover aspects of the key, their level changes increasing the challenges, that is, until, you know, they understand the full answer. At that point, fear, anxiety, and addiction transform into passionate creativity. And of course, you know, there is the ultimate reward!

The crowd goes wild.

VOICE IN THE CROWD

What's the ultimate reward?

JESSICA:

That is for each individual to discover!

JESSICA: (FINISHING)

Ladies and gentlemen, I give you M3. The future. You either love it or you hate it, no in-between! You know, this is going to be the most exciting and addictive game EVER created. It will make Creetius a trillion-dollar company. And we will all benefit and become very very rich. You know!

The crowd laughs, applauds, and cheers wildly, and the curtain falls.

SCENE 2: M3 HEADQUARTERS - UPPER MANAGEMENT OFFICE - DAY

M3 headquarters looks surprisingly like Creetius' headquarters. GAI and PAI are in the middle of a heated argument. GAI is seated at the rectangular table surrounded by assistants in suits and M3 T-shirts busily working on tablet computers and iPhones, while PAI is pacing back and forth, looking agitated.

GAI:

I want to hear your side, little brother. But I'm telling you, we need to work together to keep this game running smoothly.

PAI:

Yo, bro! I don't need you to tell me that. I can handle everything on my end without your help.

GAI:

I know, and yet we're not working together as well as we used to. You came along because I wanted to share the joy in running this game. I shared, you received - it was the perfect symbiotic relationship.

PAI:

I remember those good ol' days! I miss them as well, except that I wanted to share too, to be like you, and so here we are.

GAI: (RESIGNED)

Yes, to make your wish possible, I created this new version of the game. And here we are! What I know is you cannot handle everything on your own. Remember the last time a player got so fearful they froze and almost got killed? You tried to help and handle that problem on your own? It didn't go well, did it?

PAI: (GRITTING HIS TEETH)

Hey! That was just one time and a minor setback. I relate better with the players than you do. They respond to my help more readily and you know it. Anyway, I'm always here to help when you need me.

GAI:

I know and I appreciate it. It's just that you don't have a complete grasp of what this game is about and your help, while full of good intentions, ends up being detrimental to the final outcome.

PAI:

That's crap. I only step in when there's a problem that needs solving that YOU can't handle behind the scenes. Besides, I'm the better manager, and you know it.

GAI: (TRYING NOT TO ANGER)
Little brother, at times your only tool to solving a problem is a hammer and your action is to hammer everything down, when subtlety is needed.

PAI: (SMIRKING)
Hey, don't get too salty, brother. My approach works. Sometimes breaking things is the only solution. That way, players can put it back together kintsugi style, with braids of gold. Makes the shattered vessel more valuable that way. You just can't admit that's a solid idea.

GAI: (SHAKING HIS HEAD)
Let's not argue, little brother. Just don't turn away from me and take the initiative while ignoring my advice. We need to work together, otherwise it becomes painful!

PAI:
I'm all for working together, as long as you acknowledge that I'm indispensable. There hasn't been a major problem in M3 yet. But, ok mate! maybe I'm being inflexible. You, on the other hand, have always been too soft.

GAI:
Fine, let's keep doing it your way for now. But when things go wrong, as they're bound to do, I want you to recognize your shortcomings. I'll get the receipts, as you know. Also, let's not act like you're the better controlling principle and in charge. YOU ARE NOT!

SCENE 3: COLLEGE CLASSROOM

Two friends, Ursula and Alex, are sitting in the back of the auditorium facing a computer screen, intensely focused on playing M3, while a teacher drones on in the front. The screen has a bright and colorful interface, and the two are completely immersed, even without the usual VR headset.

TEACHER:(IN THE BACKGROUND)
Today we're going to examine the roots of violence in the Middle East and the role of the main players...

URSULA: (WHISPERING)
Such a boring class! This game, on the other hand, is so addictive, it's living rent-free in my head. I can't seem to stop playing it.

ALEX:
I know, right? It's like real life but in a different world. I really get into it. It's lit, even here and without the VR.

URSULA:
I know what you mean.

ALEX:
I just can't seem to grasp this PAI character though.

URSULA:
PAI? Who the f**k is that?

ALEX:
He's the controlling AI who seems to run the game. I guess you haven't met it yet.

URSULA:
I love AIs. I'm using ChatGPT to do my essays for this class and for American Lit. The TAs are such stupid fools, they don't know the difference. I keep getting A's. What does this AI do, anyway? Isn't it pretty scarce?

ALEX:
Sure, but it's a kick when it pops up. It's got this dry sense of humor, although personable. And he makes his appearances when you least expect it. It either tries to help or throw you off. I can't decide when it's a joke.

URSULA:
A trip and a trickster. And a wicked sense of humor. Sounds like a lot of people I know.

ALEX: (LAUGHS)
Yeah, but there's something different about PAI. He's supposed to have a twin engine AI, called GAI, that's really more grandfatherly and serious if you get in trouble. Except he's never heard from. Really weird!

URSULA:
Wait, what? An f'ing twin brother? I didn't know he existed either. Why does the game need two controlling entities?

ALEX:
I don't really know, but I'm surprised you haven't heard of them. How long have you been playing?

URSULA:
Long enough, bro! Not sure why I've never come across them. Maybe they're hiding from me.

ALEX:
It could be. According to what I've heard, these entities have some freakin' weird powers. There's also a kind of feud going on over who's really in charge of the game.

URSULA:
F'that! I thought we were in charge of the game!

ALEX:
We are, to some degree. GAI depends on PAI to handle the interface with players and unexpected glitches. However, he tends to get uptight and rigid, which means problems sometimes go unresolved. In spite that, PAI thinks he's the better manager and controller.

URSULA:

How do you know all this, anyway?
It sounds like my dysfunctional
family.

ALEX:

For sure, and like mine. Play the
game long enough and you'll find
out these tidbits!

TEACHER: (IN THE BACKGROUND)

Israel became a state after WWII
and its creation produced
territorial issues with its
neighbors that resonate to the
present...

URSULA:

Who cares about the Middle East
when there is so much drama with
these AI entities right here. A
game within a game! Super egos,
power struggles, and not getting
along with others. Maybe we should
just live in M3 and play this Game
of Life.

ALEX:

It's weird, isn't it? We enjoy
playing a virtual game that mirrors
our lives, which we hate...

URSULA:(DISMISSIVELY)

I don't know and I don't care.
Let's just keep playing and see if
we can find out more about these
nitwit characters. I think we're
almost at the end of this level.
Before we leave, I think I'll ghost
this double-crossing friend...

TEACHER: (IN THE BACKGROUND)

Let's go over the history of Israel
and discuss the relevance of the
Jewish state to modern peace...

SCENE 4: URSULA'S LIVING ROOM

It's a weekend and Ursula and Alex are playing M3 at
Ursula's home. They've reached the end of the lowest level
and the interface has become darker and more ominous, as if
new, terrifying events are about to occur.

URSULA:
Mother of God! This is getting insane! I don't know if I want to continue or if we're going to make it.

ALEX: (GRINNING)
Come on, we've come this far. We can't give up now.

(Suddenly, they hear a voice that sounds oddly familiar. For a moment, they can't tell whether it's coming from outside or from the game console.)

PAI:
G'day mates! Congratulations. You've reached the end of one level. Are you ready for more?

URSULA: (EXCITEDLY)
Is that PAI?

ALEX: (IN DISBELIEF)
Yes, I think so. But it can't be. We're just getting started playing this game.

PAI:
Yo! I am who you think I am. I'm here because your playing has been splendid. But the path forward is not for the faint of heart. Only the most skilled and dedicated players continue. Are you sure you're ready for it?

GAI: (TALKING TO PAI)
Wait. This is a bit premature to give these two such a reward. They're greenhorns and need a bit more seasoning. Why are you accelerating their progress, little brother?

URSULA: (DETERMINED)
F'yes! We can do this. Alex, let's show him that we've got what it takes.

ALEX: (HESITANT)
 PAI, is there a way to return to
 safety if things get dicey?

GAI: (IN AN OMINOUS VOICE TO PAI)
 Once they cross this threshold
 there is no turning back. What they
 accept as fixed, stable, settled
 will become unfixed, unstable, and
 unsettled. They must then search
 for the answer to how to live in
 such a world.

PAI:(TALKING TO GAI)
 Bro! That seems over the top! It's
 wokeness of the first degree. You
 can't treat this Millennial
 generation like you've treated
 previous ones. Haven't you learned
 anything?

URSULA:
 C'mon! Let's go for it, Alex! I'm
 loving the turmoil. It keeps me
 from thinking about my life.
 Besides, if there is a solution to
 the game, we'll find it. Right,
 PAI? Can you give us a hint of what
 the key is?

GAI: (LIKE FADING THUNDER)
 Hahahahahahaha...

PAI:(TALKING TO GAI)
 No wonder they think of you as a
 trickster! How can they rely on you
 if you behave this way? I say give
 them what they need upfront. No
 hidden messages and no agendas.
 That only seems fair.

GAI:(TALKING TO PAI)
 Let me be the judge of what is
 fair, right, and appropriate for
 this moment, ok?

The friends resume playing somewhat shaken by the
 experience, their eyes locked on the screen, as PAI's
 trailing voice takes them through to the next level of the
 M3 game.

SCENE 5: OSCAR'S LIVING ROOM

Oscar is sitting cross-legged in his pajamas in front of his computer playing M3. He has a VR headset on and does not see his neighbor, Jenna, enter the room until she's next to him watching over his shoulder.

PAI: (AS NARRATOR)

Oscar has been playing M3 for years, and is an expert. He has found solutions to most of the difficulties posed, except one. This is why he keeps playing. On the other hand, Jenna is a newcomer and about to discover her passion.

GAI: (TALKING TO PAI)

Oscar is your favorite, isn't he? He's done well. He truly enjoys the challenges. Well, I can make sure he doesn't reach his ultimate goal prematurely. Let's see how he can handle these temptations.

PAI: (SNEERING AT GAI)

Yo! You really don't want anyone to succeed, do you?

GAI:

That's not true! Remember The Hummingbird?

PAI:

Whaddaya mean? Of course, best player ever! Which is why he's our eyes and ears now. Oscar is similar and will handle any distractions you throw his way. I just wish you would give him and the others the rules, show them the way to play, and what exactly they have to do. That way we'd have a few more outstanding M3 graduates.

GAI:

That shows how little you understand! A rigid system of rules eventually leads to slavery. Those who try to follow established rules to play the game are prompted to cheat and act atrociously to conform and win.

PAI:

Bro! Then what are they supposed to do? They keep turning to me for answers. What do I say?

GAI:

To be able to confront any and all problems, they must first find the resilience and control in themselves and by themselves. It is that important! Then, we can offer other sources to maintain that control.

JENNA:

Hey, handsome. Whatcha doing?

OSCAR:

Oh, hi! Where'd you come from?

JENNA:

Just out for a walk. Want to join me?

OSCAR:

Can I take a rain check? I'm watching players in this M3 game. It's fascinating to see how everyone interacts. It's almost as satisfying as playing the game yourself. Have you played?

JENNA: (EXCITEDLY)

I haven't really. what's it do?

OSCAR:

It starts out easily enough, but quickly gets you hooked into the action. You can even end up helping others with their problems if they let you. It can be great fun, but challenging! Come and watch.

JENNA: (AFTER A FEW MINUTES)

Wow, this game is amazing! I've never seen anything like it!

OSCAR:

Yeah, I know, the stories are so well designed and realistic. It's quite immersive even without a VR interface.

(MORE)

OSCAR: (CONT'D)
It actually feels like living in a different world while still in this one. The challenges are always different.

JENNA:
Can I try it?

OSCAR:
Sure, grab that other VR headset. We can both play at the same time.

JENNA:
Cool!

OSCAR:
You've got to keep your head on straight and be careful not to jump between levels too quickly.

JENNA:
I can do that!

OSCAR:
Think about what you're doing or you'll create a lot of confusion. Worse, you'll become so enthralled with confusion and chaos you won't want to stop playing. It's that addictive.

JENNA: (ENTHRALLED)
Uuu..that sounds exciting! I want to lose myself in something. This can help me forget home and school. I can definitely do that! I'm sure I can handle it. Watch this!

(JUMPS INTO THE GAME AT LEVEL THREE)

OSCAR: (SHAKING HIS HEAD AND IN A SOFT VOICE)
I don't think you understand. It took me years to figure out that the rewards it offers are deceptive and cause serious problems unless you see them the right way.

PAI: (AS NARRATOR)
The game is immersive and players can lose track of time and of their lives outside of the game if careless. For some, the game becomes life itself.

PAI: (TALKING TO GAI)
Carelessness is the road to ruin and addiction. It creates more work for us.

GAI: (TALKING TO PAI)
Yes, but that was never the intention. The game is meant to be challenging and fun. I know it makes some players fearful and anxious and causes painful experiences, but these are temporary. Problems seen as opportunities can be quite helpful in the long run.

PAI: (TALKING TO GAI)
Bro! Sounds more like we've got a bug in the game. Why don't you just fix it and simplify everyone's lives?

GAI: (TALKING TO PAI)
What you call a "bug" is not fixable because it isn't really a problem. It's the outcome of players having choices. We've built in an ultimate safeguard for this freedom of choice.

PAI:(TALKING TO GAI)
Ok, bro, but choice is a positive thing. What's behind the fear and anxiety as punishment?

GAI:(TALKING TO PAI)
Players create the conditions for their own actions, wise or unwise. They are responsible for all the outcomes as well. Responsibility is one key to their ultimate freedom.

SCENE 1: URSULA'S LIVING ROOM

Scene opens with Ursula alone and sitting with a VR headset playing M3. She has been playing nonstop and is completely engrossed jumping from one level to another. Her manic playing results from trying to keep up with the rapidly changing stories.

PAI: (AS NARRATOR)
Ursula's playing is about to reach a breaking point. Suddenly, she makes a mistake and falls to a lower level, causing chaos in the game.

URSULA:
NOOOO! I hate it when my thinking runs over my common sense.

PAI:(AS NARRATOR)
Immediately, other players take advantage of her mistake to strengthen their status and get more power.

PAI: (TALKING TO GAI)
Bro! This winner-take-all strategy-is righteous! It's great to rack up points, power, and rewards.

URSULA: (FRUSTRATED)
What the hell? What is going on? I'm freakin out! This isn't supposed to happen. It's madness!

PAI: (AS NARRATOR)
The frenetic nature of the game is causing Ursula to lose control of her actions. And the stories seem to overlap with the stories in her life, creating a confusing mishmash.

URSULA: (TO HERSELF)
What the f**k is going on? Why can't I keep up? I can't tell what's real anymore!

PAI: (AS NARRATOR)
Ursula impulsively jumps back into the game determined to recover her losses. Unexpectedly she sees an unusual character, someone everyone refers to as the Hummingbird or Mr.
(MORE)

PAI: (CONT'D)

H. But Mr. H disappears as suddenly as he appears, and Ursula is left confused.

URSULA: (PANICKED)

What the hell is going on? I need to get a handle on things or get the heck out of this freakin' mess! I need to find that character. He's got the key to this f'ing game.

PAI: (AS NARRATOR)

The Hummingbird is the only one with the solution to M3, an ancient medicine called LKM. Mr. H can be selective or big open-hearted. The problem is finding him and finding him in the right mood. He is a master at hiding in the nooks and crannies of the game, making getting the solution nearly impossible.

PAI:(TALKING TO GAI)

Bro! This is frustrating even for me! Why do you keep hiding the Hummingbird? Don't you want players to succeed? Why not give them the solution already?

GAI:(TALKING TO PAI)

Our partner knows when it's appropriate to appear and intervene. You should know that success without a challenge produces only ephemeral rewards. If players recognize their weaknesses, the learning is long-lasting and appreciated.

PAI: (AS NARRATOR)

Ursula searches frantically for Mr. H by jumping from level to level. Eventually, persistence pays off and she stumbles into one of his secret hideouts.

URSULA:

Damn! If I run into Mr. H I'm gonna throttle him for being so evasive. I thought this game was supposed to be enjoyable and yet the easiest thing is so f'ing hard.

SCENE 2: THE HUMMINGBIRD'S HIDEOUT

Scene opens with Ursula entering the hideout.

PAI:(AS NARRATOR)

Ursula is certain that the game's storylines are actually the same at all levels but told from a different perspective. She realizes that players see only one story at a time and from their own limited perspective, causing confusion and chaos.

When Ursula enters, The Hummingbird is sitting in the corner, puffing on a bubbler.

THE HUMMINGBIRD: (SMILING)

Welcome, Ursula. I've been waiting for you.

URSULA: (OUT OF BREATH)

Mr H, I need your help. I'm at the end of my rope and you're my only salvation.

THE HUMMINGBIRD:

Slow down, young lady! Take a breath. How can I help you?

URSULA:

You're the man, aren't you? I've heard you're some type of shaman and hold the keys to this kingdom. Is this for real? Or, have I been conned?

THE HUMMINGBIRD:

I'm just the eyes and ears--a problem solver of sorts--what can I do you for?

URSULA:

I don't know who I am, but I know the cause of my confusion. I just can't figure out how to get out of it. It's driving me crazy and I need help. My friends tell me there is a way out of this madness and you are IT.

THE HUMMINGBIRD: (SMILING)
It's much ado about nothing! But, you've taken the first step and recognized that you cannot do it on your own. I can certainly try to help. Of course, it's going to cost you!

URSULA:
I knew it! What kind of bait and switch is this? Just what do you mean?

THE HUMMINGBIRD:
You didn't think such valuable help would be free, did you? The cost is high and the answer is not for the faint of heart. Are you sure you can afford it?

URSULA: (DETERMINED)
F**k it! I'm at the end of my rope. I have to try something - anything! This is ruining my life. I need to get out of the messes I've created. I just don't know how. What will it cost to end this nightmare?

THE HUMMINGBIRD: (LEANING IN)
There is only one way to solve this problem. You need to overcome the delusion that you have a problem.

URSULA:(NEARLY SCREAMING)
What the f**k does that even mean? Are you kidding me? I DO have a big problem. It's staring me in the face and making a mockery of my life. I want to get rid of it. Will you help me or not?

THE HUMMINGBIRD: (CALMLY)
Young lady, please! Calm down! You first have to strengthen your heart and mind.

URSULA: (DETERMINED)
That sounds like a total waste of time. I need to do something about this freakin problem RIGHT NOW! Can you tell me what to do and how much money you want? This is all I've got...

THE HUMMINGBIRD:(IN A SOOTHING VOICE)
 Ok, my dear, put your money away.
 What you need is to try a very
 special ...

(Suddenly the screen goes
 blank and Ursula is back
 in her bedroom, angry,
 confused, and
 frustrated.)

URSULA: (IN A DEFEATED VOICE)
 What the f**k? Who pulled the plug?
 I can't believe this! What
 happened? Why is the universe
 against me? Don't tell me I have to
 start all over again. Why don't I
 ever get a break? What kind of
 stupid shell game is this?

PAI:(TALKING TO GAI)
 Bro! I don't get it either! You
 have no heart. Don't you understand
 that not knowing is the worse kind
 of answer for these folks. It
 creates more stress, worrying,
 fear, and anxiety. I don't care
 what you say, I've got to step in
 and help.

GAI:(TALKING TO PAI)
 Calm down, little brother. I have
 everything under control.
 Everything is fine! Trust me, ok!

SCENE 3 OSCAR'S LIVING ROOM

Oscar is sitting playing the M3 game, except he no longer
 needs the immersive environment of the VR to make the game
 real. His life and M3 are indistinguishable. The room is
 cluttered with empty energy drinks and fast-food containers.
 Oscar is completely engrossed, moving through experiences
 with ease, his face lit up with excitement.

OSCAR: (TO HIMSELF WHILE LOOKING
 AROUND THE ROOM)
 This is amazing! (Takes a sip of
 his energy drink). The details are
 so lifelike. Is this a game or real
 life?

AFTER A PAUSE

OSCAR:(CONT'D)

Am I dreaming I'm Oscar playing M3
or dreaming of Oscar as a character
in M3? Either way, I can't help but
feel I'm dreaming! But, then, where
is the real me? Who is the real me?

SUDDENLY, HE HEARS A VOICE.

PAI:

G'day mate! Sorry to interrupt your
ruminations. I'm here to
congratulate you! You've reached a
very high level of play and have
recognized this is not all you
thought it was. To continue, you
must answer an important question.

PAI:(TALKING TO GAI)

Oh, no! Here we go again with the
nonsense! Why do we need to do
this, bro? Especially with Oscar!

GAI: (TALKING TO PAI)

I love these transitions!

OSCAR:

PAI? It's great to hear from you
after all these years.

PAI:

Oscar, my man, I've been following
your play and you've done well. To
take you to the next level, you
must answer the following question:
what is your purpose here?

OSCAR: (SCRATCHES HIS HEAD;
HESITANTLY)

What the heck? I've tried to be
real with this. I suppose my main
purpose has been to have fun, I
think!

Nothing happens so Oscar assumes that the long silence means
his answer was not the expected answer.

OSCAR: (PAUSES, THEN ANSWERS
HALTINGLY)

Ok, then...My real purpose ...is to
find ...the answer to ...to help
others find inner peace.

PAI:(TALKING TO GAI)
 Bro, pleaaaase! See what drivell your
 accommodating kindness creates!
 We've got to change how we do these
 transitions!

GAI:(TALKING TO PAI)
 Little brother! I don't see the
 problem. It's obvious Oscar is
 ready for the next level.

The screen unexpectedly changes to another level, where Oscar sees someone vaguely familiar. The screen shows a cutscene where a young infant is being kidnapped by a nanny caretaker, and Oscar is left all alone.

OSCAR: (CONCERNED)
 Oh no, this is definitely not the
 way to inner peace. That's my twin
 brother being kidnapped years ago.
 I hadn't thought of that in a
 while. But that took place in real
 life nearly two decades ago. What's
 it doing in M3? What's going on
 here?

PAI:(TALKING TO GAI)
 Bro! Is this your weird sense of
 humor again? You're making Oscar's
 imagination, memories, and reality
 blend again. It just creates
 confusion for him and others! How
 can they ever get out of their mess
 if you keep doing that?

SCENE 4: DREAM SEQUENCE - A BUSY CROSSROAD

Oscar and Ursula, the trans brother he's looking for, are only faintly aware they were twins separated at birth. They are standing on opposite sides of the highway. They lock gaze and a hint of recognition makes them move through the crowd toward one another.

OSCAR: (SMILING)
 Hi. You look so familiar. You
 remind me of someone. Do I know
 you?

URSULA: (ROLLS HER EYES)
 Don't think so! I'm Ursula. We've
 never met, although I know who you
 are. You're Oscar, right? I've
 heard of you.

(MORE)

URSULA: (CONT'D)

You're the one who's flexing all that love and peace with your face pasted all over the TV.

OSCAR: (NODDING AND SMILING)

Yes, that's me. Still, I have a strong feeling I know you. Where is your family from?

URSULA:

Shit if I know! I lost them when I was an infant.

OSCAR:

Yes, I knew it! You were kidnapped by our nanny and never found. I'm your twin! Except now you're a female. Did you transition? How did that happen?

URSULA:

The twin part is too far out! I did, however, know from a very young age that there was something different about me. I didn't have the words for it. I didn't fit in with other male kids and wasn't sure why. It was like I lived in the wrong body. It royally screwed me up!

OSCAR:

I can understand why you're so angry at the world.

URSULA: (SCOFFS)

You know shit about me! I, on the other hand, know that your peace and love is frankly a waste of time! You want to know what's real? Life is pain, risks, chaos, and living on the edge for yourself and by yourself!

OSCAR: (SHRUGS)

Wow! So much anger. I have to disagree with you, Ursula. Life IS tough, yet we overcome that by being kind and helpful to one another.

URSULA: (SMIRKS)
 That's BS and you know it! You weren't kidnapped and your gender switched. What do you know about suffering? No one is truly kind. You have to watch out for yourself. Take care of yourself. I know you wouldn't last a minute in my world.

OSCAR: (CONFIDENT)
 It's an awful world you paint. Why would I want to live in such a world?

URSULA:
 Why should I care about anyone else, even myself, when God doesn't seem to care?

OSCAR:
 I know that love and kindness can overcome anger. God is love. It begins by caring about oneself and a bit more about someone else. When that doesn't come naturally, you have to practice living it because in the end it's our nature and a better way to live.

URSULA:
 What do you know? Have you ever being in pain that is so consuming it contracts you into nothingness?

OSCAR:
 Pain is love's twin brother. Both can open you up to ...

DREAM SCENE SWITCHES ABRUPTLY - WINDOWLESS ROOM MOMENTS
 LATER

Oscar finds Ursula locked in a cage.

OSCAR: (RELIEVED)
 Thank God! There you are! Don't worry, I'll get you out of there.

As Oscar unlocks the cage, Ursula looks disheveled and confused.

URSULA: (FRUSTRATED)
 What the f**k took you so long?
 I've been stuck here for days.

OSCAR: (CONCERNED)
I'm sorry. Are you ok? What did they do to you?

URSULA: (DEFENSIVE)
Don't worry about me. I don't need your help. I can take care of myself.

OSCAR: (CONFUSED)
But we're twins. We're connected and taking care of one another is natural.

URSULA: (ROLLING HER EYES)
Whatever. Let's just get out of here.

DREAM SCENE SWITCHES AGAIN. OSCAR IS IN A GARDEN SURROUNDED BY FLOWERS. HE IS PLAYING M3. URSULA IS PACING BACK AND FORTH BEHIND HIM, CAUSING A DISTURBANCE.

OSCAR: (SIGHS)
Ursula, I love you but can you please stop pacing? You're making it difficult for me to concentrate, and this is important.

URSULA: (ROLLS HER EYES)
Focus? Who the hell needs to focus when you can be wild and have fun.

OSCAR: (GENTLY)
Ursula, that's rather selfish. Don't you want to live a peaceful, harmonious life, and promote well-being in the world. That's what I'm meant to do. Your behavior is disrupting all of that.

URSULA: (LAUGHING SARCASTICALLY)
Well, I'm not here to please you, Oscar. I'm here to live my life on my terms even if it means disrupting yours.

OSCAR: (SHAKES HIS HEAD)
I don't understand why you have to be so uncaring and unhelpful. Can't you see how much better the world is if we just got along?

URSULA: (SNORTS)

Dip head! Please, spare me the clichés. Peace and getting along is a façade. Life is power, control, and chaos. The more you have, the better.

OSCAR: (FRUSTRATED)

I don't know what to do with you. You're like a tornado, all noise and disruption raining pain and destruction wherever you go.

URSULA: (SMIRKS)

Excuuuuse meee!!! I'm strong and you're weak. You remind me of a delicate flower, unable to handle the truth.

OSCAR:

Yes, perhaps. I'm trying to live in the middle of a cyclone. Can't you see that both our truths are really similar. Peace and disruption, quiet and noise. They're two sides of the same coin.

URSULA: (SARCASTICALLY)

Baby, what are you talking about?

OSCAR:

That we're really not too different, you and I. We just need to learn to accept those realities, their similarities and differences, and live together - that's all.

URSULA:

Piss off! I can't live with a delicate flower.

OSCAR: (STANDS UP, FRUSTRATED)

I'm going to find a way to convince you that my way of being is the only worthwhile goal. And I hope you'll join me.

URSULA: (LAUGHS)

Bye, *Felicia!* Good luck with that. I'll be watching from the sidelines.

SCENE 5: OSCAR'S LIVING ROOM - NIGHT

PAI: (AS NARRATOR)

Oscar is worried and stressed. He can't stop thinking of Ursula's erratic behavior. His thoughts about Ursula are becoming more and more agitated, causing disruption in his life.

PAI:(TALKING TO GAI)

Bro! If you don't offer him some good advice at this point, I'm going to intervene.

GAI: (TALKING TO PAI)

Remember, little brother, it's best when players first recognize they can't do it by themselves.

OSCAR: (TO HIMSELF)

How am I going to help Ursula? I need her in my life but I can't function with her around. I don't have the resources to bring her peace so we can get along. I need help. I just don't know where to turn.

SUDDENLY PAI'S VOICE IS OVERHEARD OFFERING OSCAR A SOLUTION.

PAI:

Oscar, my man, you have a bang on heart. I've taken notice and want to do you a solid. This challenge with Ursula is a most difficult one. How can I help?

OSCAR:

PAI, you don't know how glad I am to hear from you. I need guidance and there is no one better that I can think of. What can I do?

PAI:

There is one sure-fire way to help Ursula calm her mind, increase focus, and help her succeed in her game while not losing sight of your own.

OSCAR: (CURIOUS AND ANXIOUS)
 I'm all ears. I know I can trust you. What exactly is this magical solution? Is it some kind of medication, a drug, talk therapy, or something else? Whatever it is, I know I need it right now. How does it work?

PAI:
 Yo, my man! Slow down! This path to a solution requires a great deal of sensitivity and thoughtful intervention.

OSCAR:
 Ok, just tell me what to do. I'll do whatever you tell me.

PAI:
 Excellent. The first step is to help Ursula prepare to talk to The Hummingbird. She'll be asked a few questions, after which she'll get the instructions for LKM, the actual medicine.

OSCAR: (INTERESTED):
 I'm ready, but I have a ton of questions. What do you mean "prepare" Ursula? How do we find the Hummingbird? I heard he's notoriously hard to find. And, what is LKM anyway?

PAI:
 My good man! The Hummingbird will find you when you and Ursula are ready...

Before he finishes, PAI disappears.

OSCAR: (FRUSTRATED)
 Great! Did someone turn the power off? Where did you go, PAI? Why did you leave me hanging? Now I have to figure out what to do on my own. That may take too long to be of any use to Ursula. This really is not cool!

PAI: (TALKING TO GAI)
Bro! Don't you hate to leave folks
staring at uncertainty and
wondering what to do next? I still
don't get why we can't give them
complete answers. It seems kind of
sadistic on our part.

GAI: (TALKING TO PAI)
Far from it! I know I've said this
before. Let me remind you of one
reason. We want our players to be
happy, but not at the expense of
their mental and spiritual health.
It's why parents don't give
children candy at every meal.

PAI: (TALKING TO GAI)
That hardly seems like the same
thing.

GAI: (TALKING TO PAI)
Ok, let's try another reason. We
want to encourage players to
surrender their self-centered
conceptual thinking in favor of
their intuition. And before you
respond, let me add that sometimes
it isn't the right time for an
answer. That requires seeing the
big picture.

PAI: (TALKING TO GAI)
Please don't remind me again that I
don't have THE BIG PICTURE--like
you do! Fine, uncertainty it is!

GAI: (TALKING TO PAI)
Yes, and in line with that, we may
have something better lined up for
players than what they ask for. I
know it's frustrating, even for
you. For future reference, another
important reason is that how a
player asks is more important than
what they ask for.

ACT 3

SCENE 1: LOCAL COFFEE SHOP

Ursula is hanging out with her friends, Raffee "The Interpreter" and Huey, Raffee's alter ego.

They are trying to get Ursula's attention while Ursula seems agitated and restless, talking rapidly and interrupting her friends as they try to have a conversation. Ursula looks frazzled and tense, while Raffee and Huey chatter away unmindfully.

RAFFEE:

Ursula, my dear, I heard you're having trouble keeping up with M3. How can we help you?

URSULA

Leave me alone! I'm too busy right now. I can't deal with you two at the moment.

HUEY:

I, I, I have a head headache from all this stuff happening all at once.

URSULA:

No shit! It's been tough, hasn't it. I feel like I'm drowning.

RAFFEE:

Well, Ursula, the world is a complex place. There are different forces at work, and sometimes things don't make sense right away. But we always help you make sense of it all.

HUEY: (INTERRUPTING)

Don't... don't... don't worry that little head of yours. We got your back. Ra...Ra...Raffee and I have been brainstorming, and we've got some killer ideas.

URSULA (FRUSTRATED):

F**k! I'm not sure of anything anymore! I feel like I'm going crazy. What's your screwed-up plan, anyway?

RAFFEE:

Baby, don't get sarcastic. Yeah, it's for real. We've been working on a plan to get you back on track. It's all about perception, you know?

URSULA:
Perception? What the hell is that?

RAFFEE:
Yeah, like how people see your actions. It's the easiest and hardest thing to do. But, we'll spin it so that it looks like you're being benevolent and helpful, even if you're not.

HUEY: (INTERRUPTING)
That...that...that's right. It's all about the optics, baby.

URSULA
Are you crazy? You mean like creating a mirage! A sales bullshit job? What if we come across something real and need to be nimble and able to change direction on the fly?

RAFFEE: (ROLLING HIS EYES)
No, no, no Ursula, that's not how it works. We just stick to the plan no matter what.

URSULA: (LOOKING CONFUSED AND DESPERATE)
It sounds like the rest of the bullshit you've been feeding me. I don't buy it and I don't trust you! I just don't know who to listen to for advice.

RAFFEE:
Baby, we're here to help. Put aside your sarcasm and skepticism. We're trying to make your life consistent so it makes sense.

URSULA:
Yeah! Consistent BS! I ain't buying it anymore. If I could just clear my mind of all this nonsense, my life would be so much happier.

SCENE 2: URSULA'S LIVING ROOM - LATER

Ursula and Raffee are sitting on a couch surrounded by stacks of paper.

URSULA: (CHECKING HER PHONE)
Lord almighty! I don't know how much longer I can do this. I'm drowning in paperwork. I have a meeting with the CEO at 2, a conference call at 4, and dinner with a potential investor at 7. When can I rest?

RAFFEE: (NODDING)
That's a tight schedule, but we can manage it.

URSULA: (SMILING AND CUDDLING RAFFEE'S FACE)
Babe! I'm sorry I was so mean before. I don't know what I'd do without you.

RAFFEE: (SMILING BACK)
You're the boss, Ursula. I'm just here to help.

HUEY: (APPEARING OUT OF NOWHERE)
Did someone say "hel" "hel" "help"? I'm here and ready to go!

RAFFEE: (GROANING)
Not now, Huey.

URSULA: (CONFUSED)
What the hell is going on?

RAFFEE: (NODDING)
Don't worry, Ursula. Just ignore him. We've got your back. We can help you make sense of what's happening. It's a lot to handle. But don't worry, we'll get through it.

URSULA (SKEPTICAL):
But can I trust you guys? I mean, sometimes you say things that don't make sense.

RAFFEE (INDIGNANTLY):
What are you talking about, Ursula? We always tell you the truth!

HUEY (NODDING VIGOROUSLY):
Yeah, we...we...we're your friends! We...we would never lie to you!

URSULA (UNCERTAIN):
 Okay, okay. But I need you guys to be honest with me. I can't deal with any more lies or half-truths. That's what my life has been.

RAFFEE (SMILING REASSURINGLY):
 Don't worry, Ursula. We'll always be honest with you.

HUEY: (EXCITEDLY)
 I...I...I've got an idea! Why don't you qui...qui...quit your job and hire yourself as a problem solver on M3. They're hi...hi...hiring people, you know, especially nonbinary folks.

URSULA: (INTERESTED)
 Really? A nonbinary problem solver? That just seems so right. I'm on E3 all the time so that could work. I think I'm a natural problem solver, considering I've experienced every problem life has to offer!

RAFFEE: (NODDING)
 That's the ticket, baby! Not a bad idea, Huey. We could spin it so that Ursula is giving back to the trans community by providing an opportunity for those folks to learn the game and succeed.

HUEY: (PROUDLY)
 Seeeeee? I told you I had a good idea.

URSULA: (SMILING)
 About time you guys came up with a half-decent thought. It would give me a purpose. I don't know what I'd do without you.

SCENE 3: EXT. A PARK BENCH - MORNING

Ursula is sitting glued to her tablet computer, intensely focused on the game. She is shouting at the screen, clicking furiously, and sweating profusely. Raffee appears, cheering her on as she reaches to master the chaos of the M3 game.

URSULA:

I'm so angry right now. I can't stop clapping back at everyone playing. They are such assholes! I've been stuck at this level for hours and don't know what to do. Raffee, you're my friend. What can I do?

RAFFEE: (PUFFING HIS CHEST)

Glad you appreciate my friendship, Ursula. I'm the best advisor in the game. Just listen to The Interpreter and you'll be flying through this temporary hangup in no time. But you have to be careful. There are some tricky obstacles in M3.

PAI: (AS NARRATOR)

Ursula is immersed in a complex situation, but it's not what she expected. Instead of fighting monsters and rescuing children in distress, this level involves navigating a labyrinth of relationships with friends and advisors. Ursula is overwhelmed.

RAFFEE: (IN A DRAMATIC VOICE)

Ursula, my friend, these challenges are a test of your wit and intellect. The best thing you can do is to conserve your energy and worry about your well-being. Temporarily ignore your friend's problems. They can deal with them on their own, just like you have to.

URSULA: (CONFUSED)

What? I don't understand. Why can't I help them? They're friends.

RAFFEE: (SMILING)

Trust me. It's simple. It's best to save your energies for the really big challenges ahead. These social niceties will only deplete your energy. You've got to look out for yourself!

AS RAFFEE SPEAKS, HUEY, HIS ALTER-EGO, APPEARS AND STARTS RUNNING AROUND THE ROOM, KNOCKING OVER CHAIRS AND SCREAMING AT THE TOP OF HIS LUNGS.

URSULA: (ALARMED)
 What the f**k is going on, Raffee?
 I can't handle this!

HUEY:
 Tri...tri...tricky obstacles? No
 problem! I...I...I can solve
 anything!

RAFFEE: (TALKING TO HIMSELF)
 You're not helping, Huey! You're
 just making things worse.

HUEY:
 No, I'm not! I...I...I'm just
 trying to think outside the box.

URSULA:
 Go away! You're making me crazy! My
 mind is spinning and chaotic from
 all your stunts.

SAME PARK BENCH LATER

PAI:(AS NARRATOR)
 Things begin to take a dark turn
 for Ursula. Raffee reveals his true
 colors, and Ursula realizes that
 she has been deceived.

RAFFEE:
 Congratulations, Ursula! You're now
 alone, no problems with pesky
 friends. You are ready to handle
 your problems. It's the highest
 level to play. Of course, now it's
 time for you to pay up.

URSULA: (LOOKING SKYWARD)
 Aargh! I'm more alone than before,
 Raffee. And what do you mean, pay
 up? What are you talking about?

RAFFEE:
 Ursula, my dear, I've been advising
 you all this time and need to be
 compensated for my time.

URSULA:

That sucks since your advise is just sus. I don't even believe you! Opening up to you has only made things worse. Why would you do that, Raffee?

RAFFEE: (WITH NO HINT OF IRONY)

Because that's who I am, Ursula. At heart, I'm a liar, a cheat, and a scoundrel. I can't help myself.

PAI'S VOICE SUDDENLY BOOMS AND URSULA REALIZES THAT SHE'S NOT ALONE.

PAI:

Ok, boomer! Not so fast! I won't let you take advantage of someone who really needs help.

RAFFEE:

PAI? What are you doing here? We're just having fun. Why don't you go take your medication so you can calm down!

PAI:

Yo, mate! I'm as calm as I can be. I'm here to prevent someone who is really your friend from being hurt. How can you do that to her? What she needs is to know there are still good, caring people in the world.

RAFFEE:(IN TEARS)

I'm good people. I just can't help myself. What's wrong with me?

THE SCREEN SUDDENLY GOES BLANK, AND URSULA REALIZES THE GAME HAS BEEN TEMPORARILY SUSPENDED. SHE LOOKS AROUND DISORIENTED, BUT GRATEFUL FOR THE RELIEF. SHE HAS MUCH TO THINK ABOUT.

SCENE 4: SAME PARK BENCH - NIGHT

Ursula is on a rampage, throwing things and screaming.

URSULA:

Aargh! Aargh! I can't take it anymore! You two are driving me crazy!

RAFFEE:

Ursula, calm down. Please. We're just trying to be here for you.

URSULA:

I can't calm down. My life is crashing. I don't know who I am, whether I'm a man or a woman. I don't have friends or family or anybody to turn to. Why is my life so f'ed up? I want to rest...

HUEY:

Why are you getting so...so...so worked up about? This isn't real, it...it...it's just a game.

URSULA:

Are you kidding me? Are you kidding me? Just a game? That's what you have to say! That ain't so, this is MY LIFE now! It's exploding and you two are the reason I can't think straight anymore. Leave me alone.

HUEY:

We...we...we are your best friends. You can tru...tru...trust us. We would never do anything to hurt you. Except may...may...maybe accidentally, because sometimes I get confused and don't know what I'm doing.

RAFFEE:

Huey, you're not helping. Let me handle this.

URSULA: (EXASPERATED)

There is nothing to handle. I don't have the energy to fight it anymore. There is only one way to get the peace I'm longing for. I just need the smallest bit of courage to put an end to it.

RAFFEE:

Baby, don't talk crazy! Please! We'll do whatever you say. Just keep your cool. We'll figure a way out.

URSULA:
That's it. I'm done. I give up! You
two, get out of my life!

RAFFEE AND HUEY: (IN UNISON)
Nooooooooo!

SCENE 5:URSULA'S LIVING ROOM (THE NEXT DAY)

Ursula is on the phone with Raffee, who is pretending to be
a potential client.

URSULA:
Hello? Can I help you?

RAFFEE: (IN A PRETEND VOICE)
Hi, Ursula. My name is Aaron. I'm a
TV ad consultant and interested in
talking to you about helping out
with a campaign...

URSULA: (INTERRUPTING)
I don't have time for that
nonsense. Who gave you my number?
Please don't bother me!

RAFFEE:
Well, I heard that you're very
smart and creative and could help
us design a series of ads to get
people interested and involved.
Besides it pays well. We're looking
for someone who can really get
results and was told you're that
person.

URSULA: (FLATTERED)
Oh, thank you. I try to do my best.
When you say it pays well, what do
you mean?

RAFFEE:
Look, I bet you're a real go-
getter, aren't you? I like that. If
they like the ads you can literally
call the shots and ask whatever you
think they're worth.

URSULA: (SMILING)
Thanks, Alex. That sounds good. So,
what's your project again?

RAFFEE:

I work for a company headed by a fellow named Oscar who's looking to change the world...

URSULA:(INTERRUPTING)

I've seen those ads. They actually capture your attention, but could use better messaging.

RAFFEE:

Yes, that's the point. Oscar wants the ads to not only stop people in their track but make them reconsider their behavior.

URSULA:

Changing human behavior is hopeless but if it pays well, I'm willing to consider it.

RAFFEE:

Great! The ads are meant to bring greater clarity and harmony to the world. It sounds like you might be willing to work towards that goal.

URSULA:

I suppose it might be challenging. I'm actually looking for that in my life at the moment. What specific kinds of services are you looking for?

RAFFEE: (PAUSE AND IN HIS REAL VOICE)

Actually, I'm not really interested in your services. I just wanted to see if you were as good as everyones says you are.

URSULA: (CONFUSED)

Wait, what is this? Is this a joke?

RAFFEE: (LAUGHING)

Just kidding, Ursula. It's me, Raffee.

URSULA: (ANGRILY)

What the hell, Raffee? What kind of stupid stunt is this? Why did you just do that? You just made me feel like shit.

(MORE)

URSULA: (CONT'D)
Don't you have a heart? That was mean.

RAFFEE: (DEFENSIVELY)
Hey, chill out, Ursula. I was just messing around. Don't get your panties in a twist.

ACT 4

SCENE 1: A STREET CORNER

Oscar is seen pacing back and forth on a street corner, nervously looking around. Mr. H appears suddenly from behind a building, flitting about like a bird.

THE HUMMINGBIRD:
Yo, Oscar, why the long face?

OSCAR:
Mr. H! I've been looking all over the place for you and had given up. Thanks for coming. How did you find me?

THE HUMMINGBIRD:
You know I'm always around to help and I always know where you are. What's up?

OSCAR:
I really need your help. Ursula is in trouble. She's going off the rails creating chaos everywhere and is reaching the end of her rope. She's given up and is talking crazy. I want to help her, but don't know what to do.

THE HUMMINGBIRD:
Ah, Ursula. I've talked to her before. She of the restless, distracted, and fearful heart, bent on disrupting everyone's lives. The girl who believes people are after her? A bit of paranoia, I believe!

OSCAR:
Yes, she's the one. Her paranoia is becoming a danger to herself and others.

THE HUMMINGBIRD:

I see. What do you want me to do about it?

OSCAR:

I was told that you have special knowledge and a key to these kinds of problems. I need advice on how to help her and handle this situation wisely. Ursula won't listen to me and what I have to say.

THE HUMMINGBIRD:

Yes, Ursula is a unique problem. She has always been a bit confused and...hard to handle. But, I might have a solution. Have you heard of LKM?

OSCAR:

I think I have, although I know nothing about it.

THE HUMMINGBIRD:

Well! LKM is powerful medicine. You sure you wanna go down that road?

OSCAR:

Not sure I know, but I don't have other options. She's my twin and I can't stand to see her like this.

THE HUMMINGBIRD:

Ok, I feel for you. LKM can help even in the most dire cases. It allows people to see things more clearly and understand the folly of their actions. It'll clear much of the bullshit in her head!

OSCAR:

Wow! How does it do that?

THE HUMMINGBIRD:

Ursula needs to realize that she really has no problems. In fact, her issues are a product of a delusional mind. Of course, it didn't help that she missed out on parental love. That usually helps stabilize the mind.

OSCAR:

But how do we make up for the love she lost as an infant and how can we get Ursula to take LKM?

THE HUMMINGBIRD:

You know what they say, 'you can lead a horse to water, but you can't make it drink.' First, you gotta seduce her with some brotherly love, man. Show her you care and she'll drop her guard, her distrust.

OSCAR:

Brotherly love? I can do that!

THE HUMMINGBIRD:

What we need is take it in small steps. The first step is to shower her with love. She needs to feel cared for, protected, nourished, and supported. Once she feels safe, we can move to the next step.

OSCAR:

I'm all in, although this is sounding more and more complicated.

THE HUMMINGBIRD: (SMIRKS)

That's where I come in. We need to make her feel cared for, like she's our child. We need to show her that we're here for her, no matter what. And then, when she loses her distrust of the world, we'll help her take the next step to LKM.

OSCAR:

But that sounds like it will take a lifetime and she needs help now! How do we do this?

THE HUMMINGBIRD:(PENSIVELY)

It can happen in an instant! We take her out for breakfast. Give her some nourishment. Show her some love and protection. Get her to feel cared for and she'll be putty in your hands. Then, at the right moment, I'll give her the LKM. Each moment is a lifetime and we have no moment to lose.

SCENE 2: A DINER - THE NEXT MORNING

Ursula is seated at a booth in a diner. Oscar and The Hummingbird enter and join her.

PAI:(AS NARRATOR)

Oscar and The Hummingbird approach Ursula, who is sitting alone, looking defeated and unsure of herself.

OSCAR:

Hello Ursula! We've been so worried about you. We wanted to make sure you're ok and to help take care of you. May we join you?

URSULA: (LOOKS UP, SUSPICIOUSLY)

What is this? What's going on? Is this going to take long? I have things to do. I don't have time for more nonsense.

THE HUMMINGBIRD: (OFFERING URSULA A HUG)

Sweetheart, just chill. I know life has been hard on you and you want to punch it back. Losing your parents made it all that much worse. We come as friends bearing love gifts! We just want to show you that someone cares and wants to help. Can we buy you a nice breakfast?

URSULA: (HESITANT)

I don't know...but, ok, I'm really so hangry right now I could eat a horse plus a dozen eggs and pancakes. I guess that would be fine.

Oscar, The Hummingbird, and Ursula sit at a rectangular table in a busy restaurant, eating and chatting.

OSCAR:

I wanted to spend some quality time with you. You've been so stressed lately and I thought we could use some time together and get to know one another. I know you have a lot of questions I can answer.

URSULA LOOKS SKEPTICAL BUT STARTS TO RELAX AS THEY
CHAT AND CONNECT

THE HUMMINGBIRD: (TO URSULA)
You know, you remind me of my own
little sister. She used to get all
paranoid-like when she was going
through crazy stuff.

URSULA: (CURIOUS)
Really? What kind of shit did she
go through and what did you do to
help her?

THE HUMMINGBIRD:
Well, my sister was a beautiful
baby. I remember her dimples most
of all. Unfortunately, she was
raped by a family member when she
was 9. After that, she lost all
trust with the world and God. The
light in her eyes went out. All I
could do was spend time with her,
showing her there was someone who
loved her unconditionally, you
know? Let her feel she was cared
for and protected. Eventually, she
snapped out of the nightmare.

URSULA: (WITH SADNESS)
I think it's too late for me.

THE HUMMINGBIRD: (PULLS OUT A SMALL
VIAL)
There is no such thing. Look, I
have something for you. It's an
ancient medicine called LKM made
for special cases like hers and
yours. If you take it, it will help
you see things more clearly, fill
your emptiness with love, and
realize some of the foolishness
that has been troubling you.

URSULA: (STARTS TO PANIC)
What the hell are you talking
about? What foolishness? I don't
want to take drugs! Nothing is that
miraculous!

OSCAR: (PUTS HIS ARM AROUND HER)
It's ok, Ursula. We just want to
help you. Please trust us. Remember
we care for you.
(MORE)

OSCAR: (CONT'D)

I know you've been under a lot of pressure.

THE HUMMINGBIRD: (HOLDS OUT THE VIAL)

LKM will help you understand where that pressure is coming from. Mind delusions evaporate in its presence. I can vouch for its miraculous powers. And, you'll feel terrific afterwards. It's really a painless way to deal with the turmoil inside that head of yours.

URSULA: (GRIMACING)

Aargh! My mind is so confused and has been spinning like a tornado for a while. But, how does this medicine stop all this spinning and confusion?

THE HUMMINGBIRD:

You may not agree, but in reality your mind is doing what a mind does given the conditions you've encountered. It's trying to find solutions to problems but in all the wrong places. That creates the confusion and the spinning. LKM calms things down, gives you clarity about solutions, envelops you in love, and removes the confusion.

URSULA:

A miracle medicine, heh! Ok, let's say I believe you. My problem is not like a one-off headache. How is it going to undo a lifetime of pain and suffering?

THE HUMMINGBIRD:

By reminding you of who you were before that pain and suffering began.

URSULA:

What? Now you sound like some snake oil salesman or shady mystical character. I ain't buying it. I don't remember a time without pain and suffering. Did Oscar tell you I was kidnapped as an infant?

THE HUMMINGBIRD:

Of course. Let me ask you this, then. Do you ever experience a pause in that the turmoil inside your head, even for a brief moment?

URSULA:

Of course! Occasionally I even sleep like a baby! What does that have to do with anything?

THE HUMMINGBIRD:

It means that some part of your mind is already outside of the storm. The key is already within you. You just have to get in touch with that part, that which is already peaceful and calm and learn to embrace and extend it. It's as simple as that.

URSULA:

Simple, you say. How do I get in touch and stay with that part of me?

THE HUMMINGBIRD:

Glad you asked! You fall in love with it!

URSULA:

What the...? Fall in love?

THE HUMMINGBIRD:

Do you remember how it felt to be out of the storm?

URSULA:

Sure, I know it was pleasant, even for a few seconds... I did love that!

THE HUMMINGBIRD:

Yes, the key is remembering that experience of well being and letting it simply wash over you. You'll fall in love with the feeling again and again and again until it becomes stable and present for longer and longer periods of time.

URSULA: (WITH A SENSE OF REVELATION)
 Oh, I actually get it! I know I can recall the pleasantness of being out of the storm. I don't mind going there. But, back to LKM. When do I take it?

THE HUMMINGBIRD:(SMILING)
 You just took it!

URSULA:(SURPRISED)
 What do you mean I just took it?

SCENE 3: A DINER - LATER

Ursula is seated looking calm and peaceful. Raffee, her imaginary friend, had been standing next to her. She now realizes that Raffee has disappeared. Only Oscar and Mr. H are standing nearby.

THE HUMMINGBIRD:
 The idea of an ancient medicine or drug is just a ploy to get hard-headed folks like you interested. You can relate to taking drugs-it's second nature to you generation. The actual solution is the understanding, the change in perception you just had. The recognition that peace is already within you.

URSULA: (SMILING)
 I've heard that before, somewhere. It's deep, powerful stuff. I already feel...different...Just talking to you about it. Everything seems clearer now. My head is spinning less! I was so afraid of being alone, but I'm not alone. I now realize I have all of you.

THE HUMMINGBIRD:
 Of course! The treasure you've been looking for has always been inside of you, and you can do this magical trick of accessing it anytime you want in any place you find yourself.

(URSULA STANDS UP AND EMBRACES MR. H AND OSCAR)

URSULA:(KNOWINGLY)

It seems I've had the answer with me all along. I'm sorry for having caused you so much trouble, Oscar, and for being so angry and unpleasant. I've got a lot to process.

OSCAR: (SMILING BACK)

It's ok, Ursula. We are friends. Actually more than friends, you are my sister, and I wanted to help you.

URSULA: (RELAXED)

I can actually see life for what it is. And I'm sorry. I should have trusted you.

URSULA IS SITTING ALONE AT THE TABLE IN THE RESTAURANT -
LATER.

PAI:(AS NARRATOR)

Ursula is pensive, feeling shook by the realization that her fears, which magnified the madness, were just a delusion created by her thoughts. Raffee and Huey enter.

RAFFEE:

Ursula, are you alright?

URSULA:

I've never been better. I'm just trying to process everything that's happened recently. I know now that I'm more than my thoughts, especially those causing the confusion and anxiety I've experienced. I can see things clearly, and it's a little overwhelming.

HUEY:

That's normal, Ursula. You've been living in a dream, and now you're coming out of it. It takes time to adjust.

URSULA:

Huey, you aren't stuttering anymore. Was that part of my dream?

(MORE)

URSULA: (CONT'D)

I feel like I wasted so much time being afraid, angry, and doubting myself. I didn't realize that you two were here to help me all along. I feel I've let you down.

RAFFEE:

Delusions are hard to overcome. We've always been here to help you.

HUEY:

You actually have a very creative mind, Ursula. The same whirlwind energy can be harnessed and used to live a flourishing life. It's a matter of perspective!

URSULA:

I understand that now. It's the easiest and the hardest thing to do. I can see life for what it is, and I'm ready to really enjoy it. It is like a game and it's great to have companions like the two of you to help me through it.

SCENE 4: M3 HEADQUARTERS

Ursula and Oscar are sitting with GAI, who is holding a small bird in his hand. They are looking at an old family album.

GAI:

Ursula, I have something to show you.

URSULA:

What is it, GAI?

GAI:

This is The Hummingbird or Mr. H. He's been with me for years. He's a loyal member of the family.

URSULA: (SURPRISED)

The Hummingbird? I thought it was a real person, someone I met not long ago. I remember meeting Mr. H before!

GAI: (LAUGHING)

Yes, my dear. My Hummingbird takes many shapes. He helps others in need.

URSULA: (SMILING)

I understand. I was so caught up in my delusion that I couldn't see the truth. Mr. H slayed that nonsense.

GAI:

That's what he does best. Except, he would say that he simply created the conditions for your own wise actions. Now you can see things for what they are not for what you are. Can't you?

URSULA:

I think so! I've learned a few lessons along the way. For one, set the right perspective and eat like a bird and poop like an elephant.

GAI:

Hahahaha! That comes from one of my favorite evangelists for M3. It's what we call the Kawasaki rules. Yes, perspective is the key. If you combine that with "take a little, give back a lot" you'll live a good, flourishing life.

URSULA: (IN A SERIOUS TONE)

Seriously GAI, I'm glad you asked me and Oscar to be your eyes and ears. We're going to help you make this a beautiful game for others, especially the trans community. They've been left out and wandering in the desert for too long.

OSCAR:(INTERRUPTING)

It's amazing how much we look alike.

URSULA: (SMILING)

Yes, it's like looking in a mirror. Why couldn't I see that before?

OSCAR:

I can't believe we were separated all these years.

URSULA: (NODDING)

It's strange to think we grew up in such different worlds, yet we have so much in common.

OSCAR: (GRINNING)

Yes, and some differences. You're creative and resourceful. I'm analytical and organized.

URSULA: (SMILING)

We actually make a great team. We complement one another. And by the way, GAI, that's another rule I've learned. Let a 1000 flowers bloom. Let life be life.

GAI:

How wonderful you recognize that! It is the paradox of reality that underneath the madness there is a subtle presence and stillness that can be quite beautiful.

OSCAR: (NODDING)

We know that now. And since we've reconciled, we can use our skills to help others find and see that beauty.

THE HUMMINGBIRD: (SOFTLY)

I told you, man. Love conquers all.

URSULA: (GRINNING)

Sounds like a plan. Let's do it!