

Characters

Becca (F)	13-16 years old – A girl so obsessed with technology she shuts out the rest of the world. She comes across as rude and inconsiderate, however during the play we see a change in her behaviour.
Charlie (M)	Becca’s imaginary friend and guide through the forgotten realm. Charlie is fun, colourful and energetic and prone to sudden outbursts of craziness.
Ally (F)	8-10 years old. – Becca’s younger sister. She wants to be closer to Becca, but Becca shuts her out.
Daniel (M)	Becca and Ally’s older brother and guardian. Since their parents died he has worked hard to keep the family together.
Going (M/F)	Going’s partner. An acquirer, charged with sending people to the Forgotten realm.
Gone (M/F)	Going’s partner. An acquirer, charged with sending people to the Forgotten realm.
Done (M/F)	An acquirer, charged with sending people to the Forgotten realm but trapped in the den due to failing to bring in enough.
Departed (M/F)	An acquirer, charged with sending people to the Forgotten realm but trapped in the den due to failing to bring in enough.
Vanished (M/F)	An acquirer, charged with sending people to the Forgotten realm but trapped in the den due to failing to bring in enough.
Finished (M/F)	An acquirer, charged with sending people to the Forgotten realm but trapped in the den due to failing to bring in enough.
Barbie (F)	Half beautiful, half deformed from felt tip and messed up hair. Barbie hates Becca and devises a plan to take over the Forgotten realm.
Solider (M)	A solider toy. Barbie’s loyal, if slightly unintelligent, second in command. One arm is damaged.
Monkey (M/F)	A toy monkey whose stuffing was pulled out by Becca as a child. Monkey is one of Barbie’s followers.
Teddy (M/F)	One of Becca’s old toys.
Doll (F)	A music box doll that once belonged to Becca.
The Keeper (M/F)	A dark cloaked and powerful figure that drains the forgotten souls and ghosts of their energy. A sinister character.
Bob (M/F)	Written as male, however played by a female in the original production. Some pronouns can be altered as required – An efficient secretary for the Keeper. Always carries a clipboard. Is a little bit of a know-it-all and obsessed with efficiency. Works for the Keeper, but doesn’t like the way souls are drained and is afraid of the Keeper’s power.

Mum (F)	The memory of Becca's Mum. Sweet and kind.
Young Becca (F)	A memory from Becca's past.
Sage (M)	A crazy man who talks to vegetables and plant pots. He wears wellies, a dressing gown, a plant pot for a hat and a necklace made from carrots. Loves jam and will do anything for a jar of it.
Betty (F)	A sweet little old lady who helps Becca to become a better person.
Carly (F)	Ally's best friend.
Ghost 1 (M/F)	A forgotten soul.
Ghost 2 (M/F)	A forgotten soul.
Chorus Ghosts	Spirits that cross the stage, oblivious to anything or anyone. (x 4-8)
Chorus Toys	A variety of old toys that once belonged to Becca.
Chorus Memories	Small scenes of memory playing out.

Act 1

Scene 1 – The Museum

Voiceover: Every day we live in a world surrounded by other people. We see our families, friends and neighbours. We have conversations and laugh or cry together. But have you ever wondered what happens to the forgotten? Where do they go? Who do they see? Does anyone even notice if they're missing? How can you be missed if there is no-one who remembers you?

(Tabs open. Lights come up on a museum with two statues who are actually Going and Gone. Museum guide enters St L with a group of students and Becca. Becca stands apart from the rest of the group on her phone clearly not interested.)

Guide: So now we're moving in to the central gallery. If you look up you will see our interactive solar system. In each of the smaller rooms around us are different activities you can have a go at, like launching a rocket, collecting moon rocks or mapping stars so I'm going to give you about twenty minutes to have a look around on your own and have a play with some of the interactive exhibits, then meet back here.

(The students run off in different directions. Becca doesn't move.)

Guide: Do you want some help with anything?

(Becca is too busy staring at her phone to notice she is being talked to.)

Guide: Um, excuse me, miss. Do you need any help? Some of the interactive exhibits are really cool.

Becca: Oh, yeah, I'll check them out.

Guide: I can come with you and tell you more about them if you like.

Becca: I'll be fine.

(Becca starts to move away. Student 1 and Student 2 enter. They almost crash in to Becca because she's so good at being invisible.)

Student 1: We can't get the moon buggy to work properly.

Guide: What's the problem you're having?

Student 2: It just keeps going in circles.

Guide: Ok. I'll come and have a look. Maybe I can help.

(The Guide and students exit St R, leaving Becca alone on stage, apart from Going and Gone who have been standing as the statues at the back. Becca watches them exit and sits down on her phone again. She is so engrossed she doesn't notice the two statues begin to move and talk behind her. Going moves particularly stiffly to begin with.)

Going: This has to be the worst idea you've ever had.

Gone: What are you talking about?

Going: I think my arms have set.

Gone: Stop winging. You're fine.

Going: I've been stuck in that position for weeks. My legs don't want to move and I've had an itch on my nose for three days, which I still can't scratch because my arms are still set! That's the last time I let you choose where we wait.

Gone: It could be worse. At least we were dry in here, which is better than that park you picked. Two months in the rain.

Going: We found lots of forgotten there. It was a great choice.

Gone: If you don't mind feeling like a fish.

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Going: I still say it was better than your choice. 'let's go to the museum' you said, 'I bet there will be loads of forgotten there...' and have there been? No! We've been stuck for months.

Gone: It hasn't been months.

Going: Hasn't it? I think you'll find we got here in March and it's now... well I don't know what month it is, but it's definitely summer.

Gone: Are you done now?

Going: Done with what?

Gone: Complaining. We've got work to do.

Going: But there isn't anyone around.

Gone: There must be or we'd still be frozen. There has to be a forgotten soul somewhere.

Going: Maybe it's one of the new exhibits. They seem fairly boring and forgettable.

Gone: Use your brain. If they're in an exhibit then they aren't forgotten are they. People are coming to see them.

Going: I suppose. Then who?

Gone: What about her?

Going: Seriously. She's a teenager.

Gone: That doesn't mean she can't be forgotten. We've seen it before.

Going: Yes, but only in serious situations. She's in a museum. It doesn't look that serious to me.

Gone: I don't know. Haven't you noticed she hasn't even realised we're here?

Going: The game she's playing is way more interesting than you so it's hardly surprising.

Gone: Rude.

Going: I prefer the term truthful.

Gone: It's more than that. It's like she doesn't care about anything other than her digital world. It's fascinating.

Going: You can't tell that just by looking at her for five minutes. Maybe she's just bored of the museum. I know I am.

Gone: We woke up for a reason and there isn't anyone else around. I think it's her we're supposed to send... there...

Going: Not yet. We need to prove it or we'll be in serious trouble again.

Gone: Alright. We'll follow her and watch her and if it turns out I'm wrong we can go back to that park you like so much, but if I'm right we get to send her.

Going: Deal.

(Going and Gone move to pretend to look at an exhibit as the Guide and students enter St R)

Guide: Alright then. So that concludes our tour. I hope you all had a great day and remember to thank your teacher for organising the trip for you. The coach is going to meet you outside the doors and thank you for joining me today.

(The students exit excitedly. Becca stands and follows them and Going and Gone exit. The museum Guide follows, pausing for a moment to look at where the two statues had been, but shaking her head as if she only imagined them. Lights fade to black out.)

Scene 2 – Becca’s Kitchen

(Scene changes to Becca’s house. Daniel is giving Ally something to eat, whilst trying to do his tie and put on his jacket.)

Ally: So then I went down the really big log flume and got soaked!

Daniel: I used to love the log flume too. Shame I don’t get time for stuff like that. So it was a good last day of school?

Ally: Amazing.

Daniel: Good.

Ally: Do you really have to go away, Danny?

Daniel: You know I have to work and this next couple of weeks could be just what we need. If I can get this new contract I’ll be earning twice as much money and the social services will be more willing to let us stay together as a family. You know I’m only doing it for us.

Ally: I know, but I’m really going to miss my big brother and all the fun we get to have.

Daniel: I know, but you’ll still have Becca.

Ally: (unenthusiastically) Great.

Daniel: What’s wrong?

Ally: You know she doesn’t even act like she’s part of our family. She just spends all her time on the computer. Sometimes it’s like she’s not even here.

Daniel: I know. But at least you’ll have Carly next door to play with and Carly’s mum promised she’d keep an eye on you until you go camping and then you’ll be having so much fun you won’t miss me at all.

(Becca enters St R.)

Daniel: So how was the museum?

(Becca doesn’t answer. She shrugs her shoulders.)

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Daniel: I’ve heard they’ve got some really good interactive exhibits. Must be right up your street.

Becca: I’m going to my room.

Daniel: But I’ve made dinner and there’s ice cream, plus you have remembered my plane leaves tonight right?

Becca: I’m not hungry.

Daniel: Ok, but I need to go through a few things with you.

Becca: Email me instructions.

Daniel: Becca. Tell me you're not going to spend the entire time I'm gone shut in your room? Now Mrs Green said she'd keep an eye on you and...

Becca: I don't need a babysitter or a nanny.

Daniel: I know you don't but she's just going to make sure everything is ok. Ally doesn't go to kid's camp until next week so she's going to check up on you until then to make sure Ally is ok.

Becca: Fine.

(Becca exits St L. Daniel watches her and sighs)

Daniel: **(to Ally)** I've got to go or I'll miss my flight. Call me every night, ok?

Ally: I will.

(Daniel hugs Ally and exits St R. Lights fade out.)

Scene 3 – Becca’s Room

(Becca sits in her room playing on the computer. Ally enters St R.)

Ally: It’s really sunny today. Do you want to go to the park?

(Becca doesn’t answer.)

Ally: We could play some games and get ice creams.

Becca: I’m already playing some games.

Ally: You’re always playing on the computer. You never stop.

Becca: I do when I’m at school.

Ally: But you’re not at school. It’s summer holidays and you’ve not stopped in three days. I go to camp later and we’ve not done anything fun.

Becca: I am having fun.

Ally: Playing computer games all the time!

Becca: I’m not always playing games. Sometimes I watch videos and go on the internet.

Ally: Come on. Let’s go out and do something.

Becca: You can do whatever you want. I’m staying right here.

Ally: Becca, please.

Becca: You want to go out? Then get out of my room and leave me alone.

Ally: But...

Becca: Get out!

Ally: I wish you’d just get off that thing for one minute.

Becca: And I wish you’d stop bothering me. If you want to go outside then go, but forget about me because I don’t want anything to do with you.

Ally: But we’re sisters.

Becca: Forget that too. Conversation over. Now go away!

Ally: You want to be forgotten, then fine!

(Ally exits St R.)

Becca: Finally.

(Becca continues playing as Going and Gone enter St L.)

Going: See. What did I tell you?

Gone: She's got a family though.

Going: A brother who's away with work for a month and a sister who just said she'd forget her.

Gone: I don't know... we could get in to trouble for this.

Going: We have a job to do. Souls to the forgotten remember. If we don't send someone soon then we really will be in trouble. You don't want them to give our job to someone else and go back ... there... do you?

Gone: No.

Going: She doesn't want to be remembered. She did after all say 'I wish you'd forget about me.'

Gone: I think she actually said 'And I wish you'd stop bothering me. If you want to go outside then go, but forget about me because I don't want anything to do with you.'

Going: It's practically the same thing. The words 'I wish you'd forget about me' were what I heard, and from what I can see she doesn't want to be in the real world anyway. She spends all her time on the computer caring only about herself.

Gone: It's very rude and selfish.

Going: We'd be doing a public service to her and everyone around her. Think of how much easier it would be for them. One less person means more money which means more for the people who want to care. She chose to make herself forgotten by shutting out everyone and everything.

Gone: Come to think of it you have a point.

Going: I do.

Gone: It seems the obvious answer.

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Going: It is.

Gone: To the forgotten?

Going: To the forgotten.

(Going and Gone shake hands and close in around Becca. She looks up.)

Becca: Who are you?

Going: Going.

Gone: Gone.

Becca: What are you doing in my room?

Gone: Making sure that you are going. Going?

Going: Gone!

(Blackout)

Scene 4 – The Forgotten Realm

(When the lights come up Becca is lying in the middle of the stage. She wakes up and looks around.)

Becca: Maybe I should have taken a break. I'm sure that game gave me full on delusions.... Ok Becca. Wake up. You're obviously dreaming because this isn't your room.

(She tries to close her eyes and wake up again but nothing changes.)

This can't be real. Can it? Where am I?

(A ghost enters and crosses the stage. Becca shouts out to it.)

Becca: Where are we? Hey! Are you listening?

(The ghost exits. Another enters. This time she stands and tries to go up to it.)

Becca: Do you know where I am? I think I'm lost.

(The second ghost exits.)

Becca: Is anybody listening?

(Other ghosts enter crossing the stage. They don't react to Becca no matter what she does.)

Becca: It's like I'm invisible.

(Charlie enters St L.)

Charlie: **(muttering under breath)** There was something I needed to do... why can't I remember it?... I had to come here... why?

Becca: **(shouting rudely)** Hey! Do you know where I am? They wouldn't talk to me.

Charlie: Of course they wouldn't.

Becca: Why not?

Charlie: For a start, you don't just walk up to someone you don't know and shout **(imitating Becca)** hey! It's rude. Haven't you ever heard of speaking politely to people? And secondly they can't answer because they're not here.

Becca: Of course they're here. I can see them.

Charlie: That doesn't make them here. It only makes you think they are here.

Becca: What?

Charlie: I remember!

Becca: Remember what?

Charlie: What I'd forgotten.

(Becca is not interested and takes out her phone.)

Becca: Look I just need an address so I can put it in google maps and go back home.

Charlie: Goggle maps?

Becca: **(like Charlie is stupid)** Not goggle, Google.

Charlie: No. You need goggle maps here. That technology stuff won't do anything to help you.

Becca: Forget it, you're crazy. I'll find my own way.

Charlie: I can't forget it. Don't you see? Then it will be forgotten and you will be forgotten and that would be bad.

Becca: You don't make any sense.

Charlie: And you are still very rude. You could go off on your own, but that would be very dangerous, or you could have a proper conversation and be polite and I could be persuaded to help you.

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Becca: I just want...

Charlie: You just want? Not a good opening line. Ok, let's pretend that you are actually capable of being polite and having a conversation. You do know how to have a conversation don't you? Or do you only know how to type one on a keyboard or using your thumbs?

(Charlie takes Becca's phone.)

Becca: Give that back I need it!

Charlie: I told you it won't do any good here. Have a conversation and I'll give it back to you seeing as you want it so badly.

Becca: **(grumpily)** Fine. What would you like to talk about?

Charlie: You're missing the point.

Becca: What?

Charlie: It's not what we talk about. It's how we talk. **(energetically)** I know! I'll go away and come back again and you can talk to me as if we've never met before.

(Charlie runs off stage, then comes back on walking, pretending to be minding his own business)

Becca: Do you know...

Charlie: **(makes noise like game show error)** WRONG! What was that? Start again.

Becca: Look, I'm not very good at talking to people, ok.

Charlie: I can see that. Stating the obvious there. But then you won't be if you don't practice it. If you spend all your time communicating through the digital world like you do, you forget how to use your mouth. It might be difficult but I'm sure you remember how if you try harder. I'll give you a hint. Start by greeting the person you're talking to. I'll give you another chance.

(Charlie exits and comes back on.)

Becca: Hi.

Charlie: Hello. **(whispers and gives Becca a thumbs up)** great start.

Becca: Excuse me, but could you help me?

Charlie: Of course I can young lady.

Becca: My name's Becca.

Charlie: Hi Becca. I'm Charlie.

Becca: Hi Charlie. I was wondering if you can tell me where I am?

Charlie: So much better. See that wasn't that hard really was it? And now I can help you. Welcome Becca to the land of the forgotten.

Becca: The forgotten what?

Charlie: Anything and everything. If it's been forgotten then it ends up here.

Becca: Then how did I get here?

Charlie: Going and Gone. They collect souls of those who have been forgotten by others.

Becca: But I've not been forgotten.

Charlie: Haven't you?

Becca: No. I've got a family and friends on the internet.

Charlie: Becca, those people on the internet, have you ever met them in the real world?

Becca: No, why does that matter?

Charlie: Because you're not a person to them. You're just a name and if that name disappeared they might wonder why for a bit, but they would soon forget you. They don't count. I'm not sure why your family doesn't though. Are they too busy to notice you?

Becca: **(aware that her behaviour could be the problem)** No...

Charlie: In which case you shouldn't be here and I might be able to help you get back.

Becca: Great.

Charlie: If you are here by mistake then we need to go to **(dramatically)** the Keeper. **(dramatically)** The Keeper can then send you home.

Becca: So where is this Keeper?

Charlie: Ah, well, that's a bit more complicated. To get to **(dramatically)** the Keeper, we have to cross some of the forgotten lands and there could be a few dangers. That said you don't actually have any other choice, so let's get moving.

Becca: Charlie, wait a minute. What sort of dangers?

Charlie: I don't know. You see things change in the land of the forgotten. It's the things you've personally forgotten that will take over and appear around us. That's how it works. Memories are really powerful and sometimes they can be good, sometimes bad. I'm sure you'll get the idea as we go. Come on.

(Charlie exits St R and Becca follows. Blackout)

Scene 5 – The Den of the Acquirer’s

(Done, Departed, Finished and Vanished are all sat or lying about in the den. They are all bored. Finished ticks like a clock slowly and annoyingly. Done twitches in reaction to the ticking)

Done: Give it a rest will you!

Finished: I’m not bothering anyone.

Done: You’re bothering me!

Finished: And?

(Finished carries on ticking.)

Done: It’s giving me a headache.

Finished: Well I like it. It reminds me that time still exists somewhere.

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Vanished: Don’t remind us. I’d give anything to hear a real clock in the real world.

Departed: I’d give anything to hear any sound in the real world. I’m so bored of this place.

Done: We’re all bored, that doesn’t mean Finished there has to make such an annoying sound!

Finished: Done, just because you’re in a bad mood doesn’t mean you should take it out on the rest of us.

Departed: Finished has a point.

Done: If I want your opinion Departed, I’ll ask for it.

Departed: Oooo, sorry. Forgive me for breathing.

Vanished: If you’re going to start fighting again then I’m going for a walk.

Finished: To where? There’s nothing out there to see. It’s just the same old forgotten souls wandering around.

Done: But if you really don’t want to be here with us, by all means vanish Vanished.

Vanished: This is what I mean. We do nothing but argue all the time.

Departed: We’ve been stuck here with nothing to do for centuries. What do you expect?

Vanished: Maybe we could go to the Keeper and ask...

Done: The Keeper isn’t going to let us go out. Going and Gone get to do that job.

Departed: And they get more souls than anyone else so they are the favourites.

Done: I hate those two.

(Going and Gone enter St R.)

Going: Anyone we know?

Done: Going, what are you doing here?

Going: **(teasing)** Just dropped in to see our old friends. How's the forgotten realm, Done, still as boring as ever?

Done: I suppose you wouldn't remember. It's been so long.

Gone: **(smugly)** It has been a while.

Vanished: **(annoyed)** Three centuries.

Gone: **(sarcastically)** Has it really? Well, isn't it strange how time flies when you're free?

Finished: We wouldn't know.

Going: No. I don't suppose you would.

Done: **(angrily, lunging at Going)** You...!

(Departed and Vanished stop Done. Gone and Going smile smugly)

Gone: Now, now, now, Done. Temper, temper. It's not our fault you lot couldn't make your quota of souls, is it?

Vanished: It's not so easy. The world isn't what it was. We all know that less and less people are forgotten.

Done: Which makes me wonder how it is the two of you are still finding souls, or are you back because you're not anymore?

Going: Actually, we brought one in today.

Gone: I think you're going to have to face facts that we're just better at the job than you are.

Going: Anyway, we'd love to stay and chat, but we have a whole world to explore. See you in a few centuries!

(Going and Gone laugh and exit St R)

Departed: I hate them too.

Finished: We all do, but at least if they brought a new soul in today there is something more interesting for us to do.

Vanished: Let's see if we can find this new soul. I could do with some entertaining new memories.

(They all exit together St R. Fade to blackout)

Scene 6 – Toyland

(The stage is full of old toys slumped or lying about. Charlie enters St R whistling. Becca follows checking her phone. They stop down St R)

Becca: Still no signal!

Charlie: I told you there won't be. You're not in the living world any more. There isn't signal in the forgotten. Pick a flavour of cake!

Becca: Chocolate.

Charlie: That's my favourite too. I like the kind with the chocolate pieces on top.

Becca: Me too. Only not the white pieces. They're too sweet.

Charlie: We can share a piece and then you can have the dark pieces and I can have the white.

Becca: I used to do that when I was younger. I can't remember who it was with though.

Charlie: It's funny how some things you remember and others you forget.

Becca: Charlie, can we take a break.

Charlie: We've only just got going.

Becca: But I'm tired. It feels like we've been walking for hours.

Charlie: We've barely even started. I can't believe you're worn out already, or maybe I can.

Becca: What's that supposed to mean?

Charlie: Well, if I sat down all day I bet I wouldn't be very fit either. Lack of exercise, that's what it comes down to.

Becca: Ok, so I don't get out and about. Maybe I like being alone.

Charlie: You can tell yourself that if you like, but I don't think anyone really likes being completely alone.

Becca: I do.

Charlie: Oh, so I should probably go then.

Becca: I didn't say that.

Charlie: Good, because I don't plan on leaving just when it's about to get interesting.

Becca: What do you mean?

Charlie: We're here.

Becca: Where?

Charlie: In the memories of childhood you've forgotten. Look...

(Charlie points upstage to where a doll is standing frozen.)

Becca: That's not mine. I don't remember ever liking dolls.

Charlie: That's the point. You don't remember now, but you will. Let me jog your memory.

(Charlie winds up the doll and music starts to play. SFX Music Box. The doll moves robotically as if on a music box)

Becca: I remember that music. I used to fall asleep to the music box every night when I was very young. I can't believe I'd forgotten about it.

Charlie: It happens to all of us. **(subtly hinting at himself)** I bet there are lots of things you've forgotten about.

Becca: **(oblivious)** I guess.

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Charlie: Let's just hope they don't realise you're here.

Becca: Why?

Charlie: Some toys will do anything to be remembered and others just get mad that they were forgotten, after all they did give you all the love and support you could want and then you threw them out when you decided you were too old to play with them anymore.

Becca: Are you trying to make me feel guilty?

Charlie: No! Well, maybe yes. It's not me you have to worry about, it's the toys. They can hold a grudge. If we're lucky we can sneak through here and they won't know you were here. Come on....

(Charlie and Becca start to sneak across the stage, but Becca looks at the toys trying to remember them. Vanished, Finished, Done and Departed enter down St L, and watch.)

Finished: There she is.

Done: She's almost made it out of her Toyland already. That's not going to be much fun for us unless...

Vanished: Are you thinking what I'm thinking?

Done: Wake them up.

(Vanished picks up a toy drum and bangs it loudly)

Charlie: Becca, what did you do?

Becca: It wasn't me. Maybe they didn't hear.

(The toys all wake up and excitedly start shouting Becca's name. They surround Becca and Charlie. Charlie crouches down covering his ears)

Teddy: Places everyone!

Becca: Charlie, what's happening?

Charlie: We're about to be tortured!

(The toys begin to sing and dance happily. Optional SFX Small World Music)

Becca: **(covering ears)** How do you make them stop?

Charlie: We don't. Let's get out of here.

(Becca and Charlie try to run, but the toys won't let them. The toys conclude the song.)

Teddy: Becca. I'm so happy to see you. I knew you hadn't forgotten us. You've come back for us, haven't you?

(Teddy hugs Becca. Becca doesn't return the hug and looks confused)

Becca: I...

(Barbie, Soldier and Monkey enter St R. Barbie only shows her good side to the audience)

Barbie: Of course she hasn't. She doesn't care about us!

Teddy: Barbie... oh no.

Doll: Barbie, Becca came back to us. Of course she cares.

Barbie: Fools. She never cared. I don't even suppose you remember me, do you Becca.

Monkey: Or me.

Solider: Or what you did to us.

Becca: I'm sorry. I don't...

Solider: Private Monkey. Take her and lock her in the Monopoly jail.

Monkey: My pleasure.

Solider: And don't pass go.

Teddy: Wait. You can't do that.

Doll: You can't put someone in jail unless they committed a crime and Becca wouldn't do that.

Barbie: You lot make me sick. You want to know what she's guilty of. Look at me!

(Barbie turns to face the audience revealing her damaged half)

Barbie: Look at my beautiful face and hair. All ruined by her. I wasn't even her toy. I belonged to Ally, her sister, and Becca got jealous about something one day and she took me and turned me in to this! After that Ally didn't want to play with me anymore and I'm not alone. Becca hurt Monkey and the Soldier too. They didn't belong to her either.

Teddy: Becca? Did you really do that?

Becca: You're making this up!

Barbie: Keep your temper.

Becca: I don't have a temper!

Barbie: You always had a temper Becca and we all know. It was us who suffered from your temper and you are guilty!

Monkey: The evidence is right here. You pulled off Soldier's arm and pulled out my stuffing. Thanks to you we were thrown away and forgotten.

Becca: I didn't know...

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Barbie: Do you deny it?

Becca: I...

Teddy: Becca?

Becca: No. I don't deny it, but...

Teddy: (gasps) How could you?

Doll: That isn't right, Becca.

Barbie: And don't be fooled. You ended up here because she forgot about you all. She doesn't care about any of you.

(Teddy starts to cry. The other toys look angry)

Barbie: Lock her in the toy chest and see how she likes being forgotten!

Charlie: Becca, quick! Run!

(Charlie and Becca manage to run away and exit St L)

Monkey: She's getting away!

Barbie: We've waited too long for our revenge. After her!

(Barbie, Monkey and Soldier exit St L in pursuit. Done, Departed, Vanished and Finished follow them off. The other toys sadly gather and hug each other. Blackout.)

Scene 7 – The Forgotten Realm

(Going and Gone enter from St R)

Going: Where in the world shall we go next?

Gone: How about Japan? It's been a long time since we went there.

Going: I don't like rice or noodles. What about India?

Gone: Indian food's too spicy.

Going: But there are lots of potential forgotten there. We could up our numbers.

Gone: But it's so crowded and hot.

Going: That's the point. How else do we find souls? There aren't many wandering around in air-conditioned buildings or lazing by the pool.

Gone: I know but couldn't we at least go somewhere with good food and entertainment?

Going: What's put you in such a bad mood?

Gone: Being back here. It makes me nervous.

Going: Then pick somewhere to go and we'll leave.

(The Keepers clerk, Bob enters St L carrying a clipboard.)

Bob: I hope you weren't planning on going somewhere.

Gone: Bob! You shouldn't sneak up on people you know.

Bob: If anyone is being sneaky, it's you two.

Going: What do you mean?

Bob: According to my records you brought in a soul today.

Going: There's nothing sneaky about that. We were doing our job.

Bob: Hm. That may be true, but you didn't check in with the Keeper and you haven't done for... by my calculations... five hundred years. The rule is every century, you know that. So this makes me wonder what you are up to? Could it be you don't *want* to check in with the Keeper?

Going: We didn't want to disturb the Keeper. We know how busy it can be running a dimension.

Bob: Hm. That sounds like an excuse to me. I suggest you check in before you disappear again or else you might find the next time you come back you end up staying here like the rest of the acquirers.

Going: Of course. We wouldn't want to upset the Keeper.

Bob: It's not the Keeper you want to worry about upsetting. It's me.

(Bob exits St L.)

Gone: What do we do? The Keeper might not let us go and if Bob there starts to work out that we've been sending souls that aren't completely forgotten we'll be locked up.

Going: Stop worrying and keep your voice down. The only ones that know the girl we sent down here wasn't completely forgotten is us. All we have to do is make sure that she stays forgotten, tie up the loose ends, and go and play devoted servant to the Keeper.

Gone: And Bob?

Going: Once we get back to the real world then we'll make sure we send so many souls down Bob will be too busy to start digging in to our former contributions. Firstly we'll go and see the Keeper, then we'll sort everything else out. I've got a plan. Come on.

(Going and Gone exit St R. After a moment Barbie, Soldier and Monkey enter St L and move to centre)

Soldier: We lost them!

Barbie: They can't be far away.

Soldier: But if they leave this area we won't be able to follow them and she'll get away with everything.

Monkey: Yeah. Everything!

Barbie: I won't let that happen and I think I know who could help us.

Monkey: Who?

Barbie: I know you're there. Come out!

(Done enters St L followed by Departed, Vanished and Finished.)

Barbie: Did you enjoy the show?

Done: Most entertaining. The best excitement we've had down here for years.

Barbie: A shame it had to end, or does it?

Vanished: What exactly do you want from us?

Barbie: Simple. I want to make a deal. You're trapped, bored and desperate to go free, correct?

Finished: What would a toy know about that?

Barbie: More than you think. I spent years locked in a box under the bed until I finally ended up here. I know what it feels like to be a prisoner. But I have an idea that will change everything.

Done: Go on.

Barbie: What is it that holds you back in the forgotten realm? The Keeper. And what is it that keeps us contained within certain areas of the realm? The Keeper. And who is it that has brought us here to fade away in to nothing?

Done: I get the idea.

Monkey: Who?

Barbie: (sarcastically) Santa Claus.

Monkey: Really? I always thought he was my creator and that he dropped me off one Christmas Eve...

Barbie: The Keeper, idiot!

Monkey: The Keeper was my creator?

Soldier: Who would have thought that?

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Barbie: I'm surrounded by idiots. Who is the source of all our problems? The Keeper. We're all in the same boat.

Soldier: Actually we're not in a boat, but I know where I can find one.

Barbie: I don't want a boat!

Monkey: But you just said...

Done: I see your problem and I sympathise. It's not easy being surrounded by annoying companions (**glances at the other acquirers**).

Vanished: What is the point you're trying to make Barbie?

Barbie: What would happen if the Keeper was no longer in charge and someone else was?

Departed: That would depend on who took the Keeper's place and no-one would want to do that. Trapped here for all eternity.

Barbie: I'm already trapped here and if I'm right eventually Becca will forget everything from her life and we will start to fade. It might happen slowly but eventually we will no longer exist, unless someone changes the rules in this place.

Done: And you want the job?

Barbie: Yes, except there's just one problem. I can't do anything if I'm stuck in the Toyland zone.

Done: (**understanding**) You need someone who can help you move across the realm freely.

Barbie: Exactly.

Vanished: Someone like us.

Finished: What do we get in return?

Barbie: You get freedom. Once I'm ruler of the forgotten realm I will set you free to acquire as many or as few souls as you like and go wherever you want.

Done: And Going and Gone?

Barbie: You can do whatever you want with them.

Soldier: And what about Becca?

Barbie: We get to destroy her. No more waiting to fade as a dying memory, we will all get what we want and the forgotten realm will belong to us. Well, mainly me, but together we will be unstoppable. Do we have a deal?

(Done pulls the other acquirers aside and they huddle)

Vanished: We're talking about overthrowing the Keeper.

Finished: So? What has the Keeper done for us recently, other than trap us here and then forget about us.

Done: We have the chance to get revenge on Going and Gone, don't forget that.

Departed: But Psycho Barbie in charge? Does that really sound like a good idea to you?

Done: Who knows? Maybe it's about time the forgotten realm had a change and if she wants to shake things up and make it more interesting down here, then I say let her. Besides we won't be here, we'll be free, so will it really matter?

Departed: Alright.

Done: Then we're agreed?

(The acquirers all nod. Done walks over to Barbie and shakes hands.)

Done: You have a deal.

Barbie: Excellent.

(Blackout)

Scene 8 – The Forgotten Realm

(Charlie and Becca enter running from St L. They stop, out of breath.)

Charlie: (panting) It looks like we lost them.

Becca: I don't remember you telling me that things could kill me in here.

Charlie: I told you that the realm could be dangerous. You have to admit you can see why they were angry.

Becca: I was a child when I did that. I don't lose my temper any more.

Charlie: Don't you?

Becca: No.

Charlie: So you're telling me you never get angry with your brother or sister?

Becca: Ok. Fine. So sometimes I do. Doesn't everyone?

Charlie: I don't know. I didn't have any brothers or sisters. I suppose really you didn't seeing as you didn't want to spend any time with them.

Becca: What's that supposed to mean?

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Charlie: Come on Becca. There's no point getting mad with me. You're really only getting angry with yourself anyway, because you know I'm right, besides I thought you didn't get angry.

Becca: I just can't win with you, can I?

Charlie: Becca. I'm here to help you, but I can't help you if you won't help yourself. You have to admit your own faults so you can learn from them. No one is perfect. I'm not trying to pick on you, I just want you to realise that you didn't end up here by accident, there had to be a reason and the only way to go back home might be by facing some hard truths.

Becca: Maybe we should keep moving. Psycho Barbie could catch us up.

Charlie: Good point, and nice change of subject to avoid an uncomfortable moment. If we can get in to the next zone she won't be able to follow us.

Becca: So what's next?

Charlie: It gets a bit weird. We've got to go through the main areas of memory. Some might be your memories, other things are memories from other souls, it all gets a bit mixed up, but cross that and we should find the Keeper.

Becca: Then let's get going.

(Becca exits St R. Charlie follows her. Blackout)

Scene 9 – The Keeper’s Zone

(The Keeper is draining energy from Ghosts. This can be done as a physical theatre/dance to music. SFX. Keeper’s Dance music. The ghosts collapse as the energy is drained from them. Bob looks a little uncomfortable, but is seen crossing them off a list on the clipboard. As the movement ends Going and Gone enter St L. The Keeper reacts to their arrival.)

Keeper: You finally decided to return. I was wondering when you were going to send me my next forgotten soul. It has been a long time.

Gone: Keeper, we apologise for the delay in checking in.

Keeper: You do, yes, but why was there such a big delay and why did it take you so long to find another forgotten soul?

Going: We were delayed in our visit by the other acquirers. They seem to be jealous that we are able to find souls when they are not.

Keeper: Indeed. They have been a great disappointment to me, but even you took too long and perhaps you two are also proving to be as useless as they were.

Going: We have not failed, Keeper. We have brought you forgotten. Enough to fill the realm.

Keeper: And yet as they fade away into nothing I am still left short. You have not found enough.

Gone: There are not as many as there used to be. The world is a different place. We try our best to find more. That’s why it takes so long.

Keeper: So give me one good reason why I should send you back.

Going: Because without us there won’t be any souls at all.

Keeper: Very well, but consider this a warning. I don’t care whether you get them from east, west, north or south, safe or war torn. I expect a forgotten a year, or else you will be joining them here, do I make myself clear.

Going: We will not fail you.

Keeper: See that you don’t.

(Keeper exits St R followed by Bob)

Gone: where are we going to find a soul a year? We had enough trouble finding the last one and she wasn’t even really forgotten.

Going: We’ll have to travel more and be less picky about our locations or else we won’t have any to go to and if need be we’ll take more like Becca. There are dozens of kids so fixated on their technology they don’t know how to talk to people anymore and that means we can make them forgotten like we made her.

Gone: But we’re breaking the code of rules. If we take someone who isn’t really forgotten they could have the ability to return to the real world and if they do that they can make sure no one else is ever forgotten again, then we’d be out of a job and the Keeper will imprison us or even worse fade us out of existence.

(Gone indicates the Ghosts lying on the floor)

Going: I told you I have a plan to make sure that doesn't happen. The only way Becca could be remembered is if her family remember her and we're going to make sure they never do.

Gone: How?

Going: We're going to need some jam.

(Going exits St L.)

Gone: **(confused)** Jam? **(realisation)** Oh no. Not jam.

(Gone exits St L hurriedly. Blackout)

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Scene 10 – Memories

(Becca and Charlie enter. Souls move around them playing out memories.)

Becca: You weren't kidding when you said it got weird, were you? I remember some of these things now. My first day at school and a day walking along the beach, but I know I didn't ever ride an elephant or jump out of a plane.

Charlie: The memory with the elephant jumping out of a plane with a parachute was entertaining wasn't it?

Becca: It couldn't have been real. Elephants can't jump.

Charlie: No, but it was a good imaginal memory.

Becca: A what?

Charlie: Sometimes we can imagine things so well they become a memory, you know like an invisible friend or acting on stage imagining so strongly that you're the character you actually believe it for a while.

Becca: I don't think I've ever imagined things like that.

Charlie: **(pointedly)** I know you must have done at some point. Everyone has an imagination. Didn't you ever believe in magic or pretend something.

Becca: Not since I was really small.

Charlie: Why not?

Becca: I'm too old for that now. I know it's not real so I'm not going to pretend it is. That's stupid.

Charlie: You're never too old to use your imagination. So what if you know it isn't real? Isn't that half the fun? It's a way to escape from the normal stress of life.

Becca: I've got my games for that.

Charlie: But the games give you the world to play in and the character and no matter what they say you don't choose what is going to happen. The story is already written, no matter what choices you make you'll still end up doing what the game designers have planned for you to do. That's not real imagination. You don't have to use your own mind or ideas for that.

Becca: Fine. Ok. I get it. You don't like the games. You think I spend too much time playing them and not enough time talking to people. You've made it really clear how much you're disappointed in me.

Charlie: I'm not disappointed in you, Becca. I just want to know why, but every time I ask you change the subject.

Becca: I'm not fun like you, ok. I can't find the positive in everything like you do and I've not got a good imagination or the ability to talk to everyone, and I know that annoys you, but maybe it's how I like to be. Did you think of that?

Charlie: If it's true then that's fine, but I don't think it is.

Becca: You don't know me.

Charlie: I know you better than you think.

Becca: I wish you'd stop trying to change me.

Charlie: Sorry. I only wanted to help.

Becca: Well, you're not. I'm tired and I just want to be left alone.

Charlie: If that's what you really want then I'll leave.

Becca: Then leave.

(Becca turns her back on Charlie. Charlie walks away, glances back, but Becca doesn't turn round. Charlie exits St R. Becca glances back and sits down. Memories continue to move around her. Memories of Daniel and Ally enter St L, playing a game. Becca stands happy to see them. They ignore her because they are only a memory.)

Becca: Danny? Ally? I can't believe you're here.

Daniel: I'm going to catch you!

(Ally giggles and Daniel chases her around.)

Becca: Daniel?

Ally: You can't catch me. I'm a superhero!

Daniel: And I'm a super villain. **(evil laugh)**

Becca: Ally? Daniel? Why are you ignoring me?

(Daniel manages to catch Ally. She is giggling. As Daniel touches Ally he starts to react as if her superpowers are destroying him.)

Daniel: Oh no! I forgot. Your powers are too strong. I'm melting! Melting!

(Daniel pretends to melt in to a puddle. Ally laughs.)

Becca: Why aren't you listening to me?

Ally: That's the wrong lines. That's what the wicked witch says!

Daniel: Is it? Oh, well in that case, **(imitating the witch from Wizard of Oz)** I'll get you my pretty and your little dog too.

(Mum enters St L.)

Mum: Time to stop, you two. Dinner's on the table.

Becca: Mum?

Ally: Five more minutes. Please....

Daniel: Come on Ally. I'll race you to the table.

(Ally and Daniel exit St L. Becca stands watching her Mum.)

Becca: **(emotional)** Mum. It's really you? You're here. But, you can't be.

Mum: Becca. Are you going to stop playing on the computer and come and eat with us? Becca. Are you listening?

(A voice representing Becca shouts from off stage and Becca joins in at the same time.)

Becca: **(Together)** Just a minute

Voice: **(Together)** Just a minute.

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(Mum exits St L. Becca stands alone.)

Becca: I remember this. This was the last day before... before you went out and had the accident. The day before you didn't come back. I threw it all away. The time I had left with you.

(Young Becca [Young B] runs on from St R.)

Young B: Mum. Mum! I had a bad dream!

(Mum enters from St L and hugs Young Becca.)

Mum: It's ok. Don't worry. I'm here. You're safe now. Dreams can't hurt you.

Young B: I was lost in this big scary place and I couldn't find you.

Mum: It was only a dream, Becca.

Young B: It was so real though.

Mum: You don't have to be afraid. Even when you think you're lost, don't worry. Someone will always be looking for you.

Young B: You'll always look for me, won't you?

Mum: Of course I will. And so will Danny and Ally too when she gets older.

Young B: Promise?

Mum: I promise. Now let's dry those tears and give me a smile.

(Young Becca smiles at Mum)

Mum: I love you Becca.

YoungB: **(Together)** I love you too mum.

Becca: **(Together)** I love you too mum.

Becca: And I miss you.

Mum: Come on. Let's get you back to bed.

(Mum exits St R with young Becca.)

Becca: But you didn't keep your promise, did you? I'm lost now and you can't look for me because you're not real anymore. You're only a memory. And Daniel and Ally aren't going to look for me because since you died I stopped being a part of our family. I hadn't realised I missed them until now.

Mum: **(offstage)** Becca? Becca, where are you hiding?

Becca: Mum? Mum, wait for me!

(Becca runs off St R.)

Scene 11– The Sage’s Hut

(An old sage potters about, muttering about gnomes destroying the garden and slugs and snails and talking to his vegetables. Going and Gone enter St R. and stay upstage.)

Gone: Is this really the only option we’ve got?

Going: We have to make sure no-one finds out we broke the rules and the sage can help us cover our tracks.

Gone: But he’s crazy! We could end up transformed into... who knows what. You remember what happened to Farewell. She came here asking for something and never came back!

Going: (indicating the Sage) He’s a genius.

Gone: You call it genius. I call it insanity.

Going: Sometimes those two things are very closely related.

(Going and Gone walk over to the Sage who reacts badly to their arrival)

Going: Oh wise sage! We have come...

Sage: No! No! No! I don’t care what you’re here for, you can go away again.

Going: But we have....

Sage: No. Not doing it. Whatever it is, I won’t. Whatever you want I’m not interested. You get me in to trouble and nothing is worth that again! No! No! NO!

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Going: But...

Sage: (sticking fingers in ears) la-la-la-la-la-la-la. I can’t hear you! I’m not listening. Good day!

Gone: We only want a couple of minutes...

Sage: No. Not doing it. No, no, no, no, no, no, no....

(Going holds out the jam and the Sage stops instantly mesmerised.)

Sage: Is that (leaning towards the jar)... jam?

Going: Yes.

Sage: (snapping out of it and away from the jar) No. I’m still not interested... (leaning towards the jar again) what flavour is it?

Going: You wouldn’t be interested.

Sage: You're probably right. But say I was.... What flavour?

Going: (slowly) Strawberry.

Sage: (dreamily) mm. that's the best flavour.

Going: I know, but as you said, you're not interested so we'll take this with us. Come on Gone.

(Going and Gone start to exit St R. Gone looks confused, but Going counts to three on his fingers and the Sage then interrupts them.)

Sage: Wait! I suppose I might be persuaded to listen to what you have to say, for a spoonful.

Going: It's very good jam. Why don't you have a little taste.

(Sage walks over to them. Gone produces a spoon and Going dramatically opens the lid. They take out a small spoonful and slowly and comically feed the sage.)

Sage: (happily) Strawberry jam! Very good jam indeed. I think I might need another taste though.

Going: I could let you have one for listening to us.

Sage: Deal.

Going: We have a problem that needs your special talents. I need a memory loss potion.

Sage: We're in the forgotten realm. Memory loss is everywhere.

Going: I want a potion for using in the real world.

Sage: The real world... that's much trickier.

Gone: So you can't do it then?

(Sage reaches for the jam. Gone moves it out of reach.)

Sage: I didn't say that. Of course I can do it. It's just very difficult and not to mention how many rules we'd be breaking.

Going: And no-one else can know about it.

Sage: Naturally. What does the potion need to forget?

Going: A girl. Her name's Becca. She's here in the forgotten realm.

Sage: Ah. I see. So you brought someone here who wasn't really forgotten and now you want to make sure she is... is that it?

Gone: How did you know that?

Sage: It's my job. You're not the first acquirers to come to ask for memory loss potions you know. The problem is if the Keeper finds out I could be sent into oblivion and I don't think I like the sound of that, so I can't help you.

Going: Not even for the whole jar.

Sage: **(struggling)** Not even for the jar.

Gone: How about two jars.

(Gone places two jars on the floor. The Sage looks at them and licks his lips.)

Going: Or how about three jars.

(Going places a third jar on the floor. The Sage kneels down behind them and leans in close, sniffing the still open jar.)

Sage: I...

Going: You're right. It's too much so we'll just go.

(Going and Gone slowly lean in to pick up the jars, but the Sage grabs them.)

Sage: You drive a hard bargain, but I'll do it! Bring me the bucket.

(Gone looks confused but picks up a bucket. The sage takes ingredients out from different places in his costume and dramatically mixes a potion together.)

Sage: OO-galoo-minoo, oo-galoo-minoo! Way-lala, way-lala woo! It's almost ready, but, to make it work it needs something from the person you want to be forgotten even if it's just a memory of her. Find something of hers in the real world and add it to the mixture, then it will work, but you'd better be quick. There's a feeling of change in the air and something big is coming. I can hear it in the rhubarb.

Gone: **(to Going)** As I said crazy.

Going: **(to Going)** Who cares. We got what we need. Let's go. **(To Sage)** Thank you old Sage.

Sage: Don't thank me. No-one can know you came to see me. Now go. GO!!

(Going and Gone exit St R. The Sage picks up a plant pot and talks to it.)

Sage: I hear it. You're right... something is about to happen. I'd better eat my jam whilst I can.

(Sage picks up the jam jars and puts them into a plant pot. Lights fade to Blackout.)

Scene 12 – The Keeper’s Zone

(The Keeper enters with Bob from St L. with some ghosts who are all weary.)

Keeper: I need more souls.

Bob: Going and Gone came back with one today.

Keeper: And I’ve still not seen her. Look at them Bob. (**indicates the ghosts**) None of them have enough energy left to feed me. Soon I’ll start to fade like they do.

Bob: The world is what it is. If there aren’t many forgotten any more, we can’t make them appear.

Keeper: Then find a way round the rules. I won’t be allowed to fade. I expect you to fix this, or else I’ll start draining you. Am I clear?

Bob: (**nervously**) Crystal.

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Keeper: This is my world and I expect it...

Barbie: (**offstage**) Wrong!

(**Barbie, Soldier, Monkey, Done, Departed, Vanished and Finished enter St L.**)

Keeper: What is this toy doing here? How did you get out of your area?

Done: She had a little help.

Keeper: Done. What do you think you’re doing?

Done: Something we should have done a long time ago. We’re bored of being your prisoners. It’s time things changed.

Bob: The Keeper rules this world and that means you do as you’re told.

Barbie: Not for long. It’s time someone else had a turn at leading. It’s my turn.

Keeper: You? A toy? Don’t make me laugh.

Vanished: We all know you have the lost brought here for your own gain and its time that stopped.

Keeper: The forgotten need somewhere to go. I give them that.

Barbie: You turn them in to prisoners until they fade out of existence.

Keeper: And you think you’ll be a more noble and considerate leader than I have?

Barbie: No. But at least I’m honest that I’m evil. Destroy the Keeper!

(Soldier and Monkey take hold of the Keeper, whilst Done and Departed take hold of Bob.)

Soldier: You've lost!

Barbie: Throw the Keeper into the void.

Monkey: Whatever you say!

Barbie: Whatever you say, what?

Monkey: You're majesty.

Barbie: Majesty has a good ring to it. Goodbye Keeper. Your reign is over.

Keeper: No.

Monkey: Bye-bye.

(The Keeper is thrown offstage R and screams which sounds like the Keeper is falling into a pit. The Keeper's talisman flies on stage and Barbie puts it on.)

Barbie: The Keeper is gone. Now you have a Queen!

(The ghosts bow to her. Becca enters St L.)

Becca: Mum, where did you go?

Barbie: And I thought this moment couldn't get any better, but here it is.

Becca: You.

Soldier: Your timing is amazing. I thought we were going to have to go and look for you, and you walk right in just after we won.

Barbie: You have arrived, just in time to see me be crowned the ruler of the forgotten realm.

Becca: But the Keeper rules this world.

Barbie: Not anymore.

Monkey: The Keeper just took a trip in to the void.

Barbie: Which is where we'll be sending you.

(The Soldier and Monkey grab Becca.)

Barbie: Throw her in!

(The Soldier and Monkey try to throw Becca in, but it won't work.)

Soldier: Why won't it work? Why won't she go in?

Departed: It should do. The void takes everything that's been forgotten.

Finished: The only reason it shouldn't would be if she wasn't...

Soldier: Wasn't what?

Vanished: Forgotten.

Done: I knew Going and Gone were up to something. They've sent down a soul that isn't really forgotten.

Barbie: And that means what exactly?

Vanished: It means you can't hurt her. Not until she fades from memory.

Barbie: I want my revenge!

Finished: Going and Gone wouldn't have done that deliberately, would they? I mean they know the Keeper would punish them. It's breaking the rules.

Done: No. They couldn't get away with it.

Becca: Well they tried, but now *you* know I'm not supposed to be here, I can go home again, right?

Done: **(Together)** Yes

Departed: **(Together)** Yes

Vanished: **(Together)** Yes

Finished: **(Together)** Yes

Barbie: **(Together)** No

Soldier: **(Together)** No

Monkey: **(Together)** No

Barbie: She is still mine. I want my revenge and I'm not going to be a happy queen until I get it! I want one of you to sort this out now!

(The Sage enters muttering to a carrot on his necklace. They all watch as the Sage moves through the crowds.)

Barbie: I don't care how you do it but I want....

(Barbie's speech fades out.)

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Barbie: Who is this?

Departed: The crazy Sage.

Sage: You should watch your language. I'm not crazy. No. **(asking the carrot)** Am I? **(listens to carrot and grins)** The carrot says no.

Soldier: What are you doing here?

Sage: I heard there was a new leader and I came to see.

Vanished: **(laughing)** I suppose the carrot told you that.

Sage: Don't be ridiculous! The carrots don't know about who rules the forgotten realm. That would be crazy... Only the onions know that.

Departed: Well now you've seen the new ruler and you can go.

Sage: I could but I've run out of jam.

(Everyone stares at him looking confused)

Sage: **(sighs)** I had an arrangement with the Keeper that I would be given jam for my services and the three jars from those two acquirers didn't last me five minutes so I need more.

Finished: What acquirers?

Sage: That pair that were skulking around wanting me to make them a potion. It was very good jam.

Barbie: Get rid of this fool.

Done: Wait. Going and Gone wanted you to make them a potion. What was it?

Sage: **(shaking his head)** I can't tell you that.

Done: **(trying to stay calm)** What if our new leader promised you a jar of jam every day.

Sage: What sort of jam?

Done: Whatever sort you like.

Sage: **(licks lips in anticipation)** She has to promise it.

Barbie: **(To Done, annoyed)** Why am I promising this idiot jam? What does this have to do with anything?

Done: It might have everything to do with your revenge.

Barbie: Fine. I promise you a jar of jam a day.

(The Sage whispers to the carrot and then listens, nodding his head enthusiastically.)

Sage: **(quickly)** They wanted a potion to make her **(points at Becca)** family forget her. They realised the keeper might know that she wasn't really forgotten so they've gone up to the real world with the potion to give it to her family so she really becomes forgotten.

Becca: What?

Done: **(knowingly)** And once they give this potion to her family, then Becca here becomes a permanent resident. Then, my queen, you can do whatever you want with her. All you have to do is wait until they deliver the potion. Going and Gone come back and we can get rid of them and then Becca is yours.

Becca: No.

Barbie: Yes! Oh revenge is going to be so good. Is there a dungeon in this place?

Finished: There's a chasm full of the objects that get lost down the sofa. Once she's in there she can't go very far.

Barbie: Good. Put her in.

Becca: Wait!

Barbie: Enjoy your stay, Becca. You won't be here much longer.

(Barbie laughs. Becca is dragged off by the Solider and the Monkey, shouting her last line as she goes).

Becca: Please! Don't do this! Please!

(Blackout. Tabs Close. End of Act 1.)

Act 2

Scene 1 – The Chasm of Lost Objects

(Tabs open. Lights come up to reveal Becca sat alone centre stage, looking miserable. A little old lady, Betty, potters on St L. Becca looks up surprised to see someone.)

Betty: Goodness gracious. What is a lovely young thing like you doing down here?

Becca: It's a long story.

Betty: To me all stories are long. It takes me so long to tell them, I forget what I was saying half way through. **(laughs)** Go on. I'd like to hear the story. It's been so long since I've spoken to anyone.

Becca: I got sent to this realm by two acquirers called Going and Gone, even though I wasn't really forgotten. Then I met a crazy Barbie I upset as a child and she's now in charge of the whole realm. She got rid of the Keeper who was the one person who could send me home, and worse than that Going and Gone are trying to make my family forget me and then Barbie can fade me out of existence, but until then I'm stuck down in this chasm with the dust and rubbish, and I pushed away the one person who actually cared and was trying to help me.

Betty: That sounds like a rough day, but don't worry about the dust bunnies, they can be quite friendly. I'm Betty, by the way.

Becca: Becca.

Betty: Betty and Becca. Two names with the same first two letters. That's something we have in common.

Becca: I guess so.

Betty: Oh, cheer up child. Things aren't always as bad as you think. I should know I've been around a long time and I've had a lot of ups and downs over the years. Why just this morning I thought I'd dropped my glasses all the way down to here. I came down to fetch them and realised they were up on my head. See, that's a down and an up...

(Betty waits to see if her small joke cheers up Becca, but Becca stays looking down, sadly)

Betty: Oh. You look so sad, even my jokes haven't brightened your mood. I do understand. I can imagine you'd be sad about getting back to your family. I bet you miss them.

Becca: More than I realised I would.

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Betty: I never had a family. That's how I got forgotten. It happens to a lot of us when we get older. No-one remembers to talk to us, but it isn't all bad you know. In this world we forget how lonely that is. I used to hate spending all my time alone, no conversation, just sat in front of the screen all day.

Becca: You played computer games?

Betty: I can't work one of those new-fangled things. I'm talking about the Television. I got to know all the characters in the daytime soaps, but it wasn't the same as getting out and meeting people. And spending time outside in the fresh air, I really missed being able to do that. I suppose you so that all the time. Oh to be young again!

Becca: Actually I spend most of my time in my room, playing computer games and avoiding having to talk to anyone.

Betty: My dear, may I say something rude. That is the dumbest thing I've ever heard. You have the ability to go out and live your life, but instead you live like I ended up, in one room, alone, staring at a screen.

Becca: I guess it does sound pretty dumb now I think about it, but it's just so hard to be around other people. I never know what to say and I don't want them to think I'm stupid. It's just easier to stay on my own.

Betty: Can I be honest and say that I think you're stupid for doing that. So, maybe not everyone will like you, but how do you know if you don't go and find out? How can you let so much pass you by? Be brave while you're young. Let me tell you something. What good is a field to run and play, if you get to a point where you can't run anymore? You have youth on your side. Don't wake up an old lady and regret the things you didn't do. It's no way to live. It's time to start living your life while you can and seizing every opportunity. The world won't wait for you to decide you're going to join it. You have to take that step for yourself. Don't waste life Becca, because once it's gone, it's gone.

Becca: **(smiling)** Thanks Betty, **(sadly)** but even if I wanted to change now it's not possible. I'm out of time and I'm stuck down here.

(Charlie enters upstage R)

Charlie: Have you given up already? I thought you were far more stubborn than that.

Becca: Charlie!

(Becca jumps to her feet, runs over and gives Charlie a huge hug.)

Becca: I'm so glad to see you and I'm sorry. You were right about me and I just didn't want to see it.

Charlie: That's ok. Friends forgive each other and right now you could use a friend as awesome as me.

Becca: You've got that right.

Charlie: Hi, Betty.

Betty: Good to see you Charlie and I'm glad you've come to rescue this little lady from down here.

Becca: How did you get down here?

Charlie: I've got a super-powered rocket!

Becca: Really?

Charlie: No. Actually I used a long rope, but a rocket would have been way more fun. I'm hoping we can climb up it.

Becca: I've never been great at gymnastics or climbing frames but I'll try. Wait, what about Betty. We can't just leave her down here.

Betty: Don't you worry about me. You go and climb up your rope and keep on living. That will be enough for me. Besides, I can always use the secret stairs.

Charlie: There's a set of stairs?

Betty: Of course. It's just around the corner.

Becca: Why didn't you say so before?

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Betty: Because you needed to really want to climb them, and it would have been far more fun for Charlie to rescue you. Adventure makes me feel young again. Good luck.

(Betty exits St L waving)

Becca: But even when we get out of here, how do I get home?

Charlie: We need to find Bob. He worked for the Keeper. If anyone can help then he can.

Becca: Let's go.

(Charlie and Becca exit St L. Blackout)

Scene 2 – Queen Barbie’s Zone

(The lights rise to reveal what had been the Keeper’s zone. It is now covered in pink and sequins. Barbie is dancing with a hairbrush, singing ‘Barbie Girl’. SFX. Barbie Girl Music. The song volume lowers but plays in the background. Bob sits tied up looking miserable. Monkey and Soldier are supposed to be keeping watch, but they are playing a game. Monkey and Soldier both have pink sashes on. Charlie and Becca sneak on downstage L.)

Charlie: (To Becca. Pointing) There’s Bob.

Becca: (To Charlie. indicating Soldier and Monkey) How do we get rid of Tweedle-dum and tweedle-dummer?

Charlie: (To Becca) I don’t know. We’ll think of something.

Monkey: I win again.

Soldier: You must be cheating.

Monkey: I am not.

Soldier: Yes you are.

Monkey: I’ll prove it.

(Soldier and Monkey play again. Monkey cheats, but Soldier isn’t clever enough to realise.)

Soldier: Ok. You’re right. You didn’t cheat. Is it just me or is this really boring?

Bob: You’re telling me.

Soldier: I wasn’t talking to you. I thought when we made Barbie queen it was supposed to mean we could do whatever we wanted, instead she’s being waited on and we’re stuck watching the prisoner.

Monkey: Yeah. She did say we could have fun.

Bob: It looks like you backed the wrong leader.

Soldier: And you don’t think you did?

Bob: The Keeper wasn’t all good. I admit that. Lots of souls were brought here to feed the Keeper rather than give them somewhere to go, but at least no one was forced to wear pink and listen to that horrible cheesy music.

Soldier: That’s true. I hate pink. It’s not a Soldier colour.

Monkey: And if I have to hear this song again I’ll go bananas.

Bob: Why don’t you say something to her?

Soldier: (To Bob) Shut up.

Monkey: Yeah.

Soldier: (**thinking**) I've got an idea. Why don't we say something to her? Get her to realise that we're bored and don't want to wear pink.

Monkey: Won't she get really mad?

Soldier: (**nervously**) She might....

Bob: Are you afraid of her? I thought monkeys were supposed to be smart and soldiers were supposed to be tough. She's just a barbie girl... (**starts singing**) in a barbie world.

Soldier: (**Together. Monotone, like zombies**) Life in plastic. It's fantastic.

Monkey: (**Together. Monotone, like zombies**) Life in plastic. It's fantastic.

Soldier: (**panic**) Now we're singing. We have to stop this.

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(Soldier and Monkey march over to Barbie.)

Charlie: (**to Becca**) That was easy. We didn't even have to do anything. Come on.

Becca: (**to Charlie**) Wait. There's someone else coming.

(Done, Departed, Vanished and Finished enter up St R)

Done: As you commanded the zones have been disbanded. Anyone existing in the forgotten realm is free to go wherever they like from now on.

Barbie: Good, and did you tell them to come to my new palace tomorrow for my crowning ceremony and to watch the demise of that horrid girl Becca.

Finished: (**annoyed**) Yes, we did that too.

Barbie: We'll have candyfloss and pink champagne for everyone!

Done: Right. Well we've done what you asked so we'll be going to the real world now.

Barbie: You can't leave yet. You have to be there too.

Vanished: We agreed to help you in exchange for our freedom.

Barbie: You did, true, (**smiling sweetly**) but I never really promised you that, did I?

Departed: Are you saying you aren't going to let us go?

Done: You can't do that.

Barbie: I'm now the ruler of the forgotten realm, and yes I can. I have the Keeper's powers not you. You're all so useful to me, being able to change the realm however I like, that I can't possibly let you leave until I'm happy with it.

Done: And if we refuse to do what you say?

Barbie: **(threateningly)** I fade you right here, on the spot. **(smiling sweetly)** I can do that you know.

Done: That's not what we agreed to.

Barbie: Tough.

Soldier: And what about us?

Barbie: What?

Soldier: You promised us we'd get our revenge and be able to have fun.

Barbie: Hel-lo! We're in a palace, not that mouldy old toy chest and we have been having fun.

Monkey: Wearing pink and singing that annoying song for hours is not fun.

Barbie: I could sing a more annoying one. **(Sings)** It's a small world after all, it's a small world...

Finished: Anything but that.

Monkey: Is it sad that I find that song less annoying than Barbie girl and almost miss singing it?

Soldier: Yes.

Monkey: **(backtracking)** I did say almost. I don't actually miss it... much.

Barbie: It seems to me that you've all forgotten so quickly what it was like before I saved you all from your boring existence! Have you forgotten the hours of nothing? **(slowly)** Tick, tock, tick, tock. **(pointedly)** If I were you, I'd be grateful.

Vanished: You're right, it was a boring prison, but we didn't leave one to go into another.

Bob: Well said! I always liked you Vanished.

Barbie: You stay out of this!

(Sage enters from St R)

Barbie: **(sighs)** Great. As if this moment couldn't get any worse.

Sage: I heard through the pumpkin vine that there was trouble brewing and I had to get a front row seat. Keep going, I don't want to interrupt you. Though, I do have to say, **(wiggles finger at Barbie)** tut tut tut, not keeping your promises.

(A huge ad lib argument breaks out between Barbie, Soldier, Monkey, Done, Departed, Finished and Vanished. The Sage sits watching the entertainment and eating popcorn. Charlie and Becca sneak down to Bob.)

Sage: I love a good soap opera. Popcorn?

(The Sage offers Becca and Charlie popcorn.)

Becca: (To Sage) No thanks. (To Bob) Bob, I need you to send me home before Barbie takes her revenge.

Bob: I can't do that. I can't do anything. Only the one with the Keepers powers can do that.

Charlie: I don't think psycho Barbie is going to do that somehow.

Bob: If we can send her in to the void I can take charge and then I can see if I can help.

Charlie: Is that all? And I thought it was going to be hard.

Becca: As long as I'm not forgotten I can't be put in, so maybe I can get close enough to put her in. You should hide.

Charlie: Be careful Becca.

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Sage: This is going to be good.

(Becca moves down St R)

Becca: Hey! Barbie!

(The argument stops.)

Barbie: How did you get out of the chasm?

Becca: That's my secret.

Sage: She used the secret stairs.

Becca: Does everyone know about these stairs?

Sage: Most, if they've walked around enough.

Becca: They're hardly secret then are they. It might be worth changing the name.

Barbie: I might not be able to kill you yet, but that doesn't mean I can't hurt you!

Becca: Wait. I know you want revenge, but I'm sorry for what I did. I was a child. I lost my temper and I shouldn't have done what I did. Soldier I shouldn't have broken your arm and monkey I shouldn't have pulled out your stuffing. You were both great toys and I shouldn't have been so cruel, but I apologise. Forgive me. Please.

Barbie: Never!

(Barbie tries to fight Becca. Barbie and Becca struggle and Barbie is pushed close to the edge of the void. Barbie holds on to the proscenium arch, her head sticking out onto stage, struggling as though she is being pulled in)

Barbie: I'm being pulled in! help me you idiots! Soldier!

Soldier: **(To Becca)** You apologised very nicely and no-one has been that nice to us for a while. I forgive you, Becca.

Barbie: Monkey, help me!

Monkey: **(glances at Barbie and back to Becca)** I'm good with forgiveness. Sorry, Barbie.

Barbie: Aren't any of you going to help me?

Done: **(smiling)** This wasn't included in our original agreement and unlike you we keep our side of a deal.

(Barbie is sucked in to the void. She screams loudly, the scream fading away as she is sucked in. The talisman flies onto stage. Everyone stares at it. Finished picks it up.)

Finished: So now who's in charge?

Soldier: I should be.

Monkey: No me.

Done: We can't let a monkey take over.

(Finished pushes the talisman into Done's hands)

Soldier: Are you saying you think you should be in charge?

Done: And be stuck here forever? No chance! Vanished, you take over.

(Done pushes the talisman into Vanished's hands)

Vanished: Finished can be it. Not me.

(Finished stops Vanished and shoves the talisman at Departed)

Finished: I vote for Departed.

Departed: I don't want to.

(Departed is forced to hold the talisman. Solider tries to take the talisman)

Soldier: Me then.

Done: **(Together)** No

Departed: **(Together)** No

Vanished: **(Together)** No

Finished: **(Together)** No

(Sage takes the talisman from Departed)

Sage: Perhaps the change I was told about is my time to rule!

Bob: This is ridiculous.

Sage: I've been here longer than anyone and I have the parsnips to guide me.

(Betty enters from St L.)

Betty: Errol. What do you think you're doing?

All: **(apart from Sage and Betty)** Errol?

Sage: What? You don't honestly think my name is Sage do you? Anyway, to answer your question, Betty, I'm becoming ruler of the forgotten realm.

Betty: At our age we can't remember where we left our slippers, how on earth do you think you're going to be able to keep track of a whole realm?

Sage: The potatoes will...

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(Betty shakes her head at the Sage)

Sage: **(sighing)** I suppose you're right.

(Sage hands the talisman to Becca.)

Monkey: She can't be in charge. She's not forgotten.

Betty: Monkey!

Monkey: Yes nanny Betty.

Betty: What have I told you?

Monkey: If you can't say something nice....

(Soldier laughs. Betty glares at the Soldier)

Betty: And you. Is this sort of behaviour honourable for a Soldier?

Soldier: **(apologetic)** No. Sorry nanny Betty.

Betty: Monkey, you were saying...

Monkey: Don't say anything at all.

Betty: That's better. Now both of you get back to the other toys. Go on.

(Soldier and Monkey nod, apologise to Becca and exit St L.)

Becca: Betty, do you know everyone?

Betty: I like to get about and meet new people, besides sometimes everyone needs a nanny.
(winks at Becca)

Becca: Bob, I think this is yours.

(Becca hands Bob the talisman.)

Bob: I hadn't planned on becoming Keeper, but I will try to be better than the last two and make this world good again for all the lost souls. (To acquirers) Now, what am I going to do with you four?

Done: We only did what we did because we were bored of being prisoners and because of Going and Gone.

Charlie: We almost forgot. We have to stop them before they make Becca forgotten.

Bob: Sage Errol, is there a way to stop your potion?

Sage: No. I did what I was told. For what it's worth I'm sorry about that now I've met you, Becca. The jam was very good though... but that's no excuse.

Vanished: We could go and stop them.

Bob: And knowing you, you'll never come back. No. the four of you are going to do some cleaning for me, to stop you being bored, starting with this place. Get rid of the pink paint and frilly curtains. Becca, come with me. We need to see what they're up to. There's a mirror which will show what's happening in the real world. It's this way.

(Bob exits St L, followed by Becca, Charlie and Betty. Lights fade.)

Scene 3 – The real world and the forgotten

(Daniel stands St R with his phone out. He is trying to call Becca. Going and Gone enter from St R.)

Daniel: Mobile straight to voicemail. That's weird. Maybe she'll answer the home phone... **(Dials and listens to phone)** Pick up the phone, Becca. I know you're there.

Going: Hi there.

Daniel: Do I know you?

Gone: No, but we know who you are Daniel.

Daniel: Look, I've got an important phone call to make...

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Going: To Becca.

(Becca, Charlie, Bob and Betty enter St L.)

Daniel: How do you know that?

Gone: The thing is she doesn't exist.

Going: You don't remember her.

Daniel: What are... ?

(Going Splashes Daniel with the potion and Daniel instantly forgets. Daniel, Going and Gone freeze. Becca collapses in pain.)

Betty: Becca? Are you alright?

Bob: She's being forgotten. Going and Gone must have been successful. If we can get to the mirror we might be able to stop them before they reach the last person who'll remember her.

Charlie: Remember who? What?

Becca: Charlie?

Betty: Charlie's forgetting too.

Bob: That's strange.

(Going, Gone and Daniel move out of the freeze)

Going: it's been wonderful doing business with you, Daniel.

Daniel: Oh, yes. Remind me again who was I about to call?

Gone: You weren't. You were checking your diary but it's ok. We'll email you the next meeting date.

Daniel: Oh. Yes.

Going: Have a nice week and all the best to your sister, what was her name?

Daniel: Ally.

Gone: Only one sister?

Daniel: Yes. Just Ally.

Gone: Of course. Bye, Daniel.

(Lights fade on St R. Daniel, Going and Gone exit)

Charlie: Remember, remember... the fifth of November...

Becca: Charlie. Snap out of it.

(Becca shakes Charlie.)

Charlie: Becca? What's going on?

Becca: Someone in the real world forgot me and now you have too.

Charlie: You're being forgotten. That's not good. How much further is it?

Bob: It's here somewhere.... There.

(Bob points to centre stage.)

Becca: Are you sure that's the mirror? It looks exactly the same as everything else.

Bob: Trust me. It's here and hopefully we're not too late. Becca, tell the mirror what you want to see.

Becca: Can I see Ally, please.

(Ally enters St R with Carly. Lights rise on St R half to full stage once more)

Carly: Why don't you come round to mine? It's got to be better than spending time with your sister.

Ally: I know but I should at least say hello. I've not seen her since we left for camp.

Carly: But I thought you had a massive argument?

Ally: We did, but she's still my sister.

Becca: Good, we're not too late. She still remembers me.

Carly: Ok. Well come over if you change your mind.

(Ally gets a 'Sorry' card out of her bag and starts writing it. Carly exits St R but on her way passes Going and Gone who make her forget.)

Charlie: Oh no. Going and Gone. Can't you stop them, Bob.

Bob: I can't talk to them from here.

Betty: Then how do we stop them?

Becca: Can you send me back?

Bob: I can't send you back, Becca, you have to be called back but for that someone has to remember you and it looks like we've run out of time.

Becca: So even if you're the new Keeper you can't send someone to the real world.

Bob: I can only send spirits of the forgotten but they won't last long in the real world.

Charlie: Then you can send me?

Becca: You keep losing your memory, and besides you heard Bob, you won't last up there.

Charlie: I won't last long, but I won't have to be there long. I only have to stop Going and Gone.

Bob: I can send you, but you won't be strong enough to stop them alone. You're only a spirit up there.

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Charlie: So we need others to come with me.

Bob: Yes. And I'll need a lot of imagination and help from Becca to make sure you end up in the right place.

Betty: There are so many forgotten souls, all you need to do is convince them to help. I'll round us up some troops.

(Betty exits St L.)

Becca: You know I'm not very good with my imagination and how am I supposed to convince them to help me?

Charlie: I've told you, you've got a better imagination than you think, you just might have to believe in a little magic.

(Going and Gone have finished with Carly. They walk over to Ally.)

Going: Hello.

Ally: Who are you?

Gone: Friends.

Ally: I'm sorry, but I don't recognise you and I don't think it's a good idea to talk to strangers.

(Ally tries to exit St R.)

Gone: Don't go.

Becca: Ally, get away.

Ally: Bye.

Going: We said don't go. We know your sister.

Ally: Becca?

Gone: We know how terrible she is. How she doesn't spend any time with you. Always on the computer, never a part of your family.

Ally : She likes to be alone.

Going: There's alone and then there's not interested in anything but herself.

Gone: Is that card for her?

Ally: We had a fight.

Going: She doesn't deserve it. She should have been the one apologising to you, but she never would. She doesn't care. She only thinks about herself. Selfish.

(Betty enters St L with ghosts and toys, including Teddy and Doll)

Betty: I found as many as I could.

Charlie: Talk to them, Becca.

Becca: I don't know if it's too late. You don't know who I am, but my name is Becca. I was sent here by Going and Gone because I was... well they just called me it, selfish. After my mum died I shut out the rest of the world and started living online. At first it was a way of coping, but it became a habit and pretty soon I didn't care about anything or anyone else. The thing is I wasn't really forgotten. I have a brother and a sister. Going and Gone have made Daniel, my brother, forget me and they're about to do the same to my sister Ally. That's her in the mirror. I wish I could go back and tell her how sorry I am and change my life so I can start living it, but I can't go back. You could all go there and help me if you wanted to. I know I'm asking a lot, and asking for a favour that I can never repay.

Teddy: I'll help you, Becca.

Becca: I thought you would Teddy.

Doll: Me too.

Charlie: What about the rest of you?

Betty: If it weren't for Becca, Barbie would still be in charge. I'm in.

Ghost 1: We can't. We were forgotten for a reason.

Ghost 2: There's nothing left in us.

Becca: I don't believe that. I know what it's like to give up on yourself, how hard it can be to believe in yourself and a bit of magic, but that's what we're working here. The chance to feel alive again. Please.

Betty: Come on gang. Let's get those nasty acquirers!

Ghost 1: Alright. I'm with you.

Charlie: Come on then. What are we waiting for?

(Charlie leads them to the centre as they cheer. Becca and Bob watch as the ghosts, toys, Betty and Charlie push against the imaginary wall. Going and Gone are about to make Ally forget. Ally drops the card. SFX. Mirror Smash. The mirror is destroyed and the ghosts move into the St R half and take Going and Gone prisoner. They cheer.)

Betty: I think you two have some explaining to do! Take them to the forgotten!

Gone: **(To Going)** I knew we shouldn't have visited that crazy Sage. I bet the museum doesn't look so bad now, does it?

(Going sighs. Betty, the ghosts and toys all move back to St L. The toys and ghosts exit taking Going and Gone off with them. Charlie goes over to Ally)

Charlie: Ally. Becca needs your help. I know she's let us both down over the years, but she wants to change. Can you give her that chance?

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Ally: I'd like that.

(Charlie picks up the card and hands it to Ally)

Charlie: Then maybe you should tell her that.

(Ally exits St R, shouting Becca's name. Charlie steps back through the mirror.)

Bob: **(To Becca)** You're being called. I can send you back now.

Becca: What about all the other people who have forgotten me?

Bob: Once they see you it will undo the damage done by Going and Gone.

Becca: What's going to happen to them?

Bob: I can think of a few punishments for all the acquirers. It should keep them from causing any trouble, but I'll still make sure to send them to collect the forgotten so they have

somewhere to go. Thanks to you I'm going to try to make this place more welcoming and make sure that anyone who comes here has the chance to be happy until they fade.

Becca: They still have to fade?

Bob: Everyone or everything is forgotten eventually Becca.

Becca: But as long as I remember everyone they won't be.

Bob: True. Now I'd better get you sent back.

Becca: **(To Betty)** Thanks, Betty. I wish I could give you something.

Betty: You already did. I've not had this much fun for years, and as long as I know you're out there living then I'm happy.

Becca: **(to Charlie)** If I remember you, maybe there's a way you could come back with me.

Charlie: I can't, Becca.

Becca: Why not? There has to be someone else who remembers you. I could go and find them and...

Charlie: Becca, you're the only person who remembers me because you're the only one who ever knew me. All this time and you still don't know who I am? Becca, I forgot when they forgot you because I'm part of you. You made me.

Bob: Now it makes sense why you kept losing your memory of Becca. She lost her memory of you and if she was forgotten there's nothing to tie you to reality anymore.

Becca: That's ridiculous. Charlie, I met you here.

Charlie: I didn't take it personally that you forgot me. That's just the way things are.

Becca: **(realisation)** Charlie? I remember. You were my imaginary friend when I was younger. You looked after me and we played together.

Charlie: I told you that you had a better imagination than you thought. Look how amazing I turned out.

Becca: Pretty amazing.

Charlie: I know, right.

Becca: But that means I'll remember you and you can still be with me.

Charlie: Becca, I'm always with you, but you forgot me for a reason. You didn't need me anymore and you won't need me when you're home, which you'd better get back to.

Becca: So what, you'll just fade away.

Charlie: I'll stay in the forgotten, proud to know I did my job as the best imaginary friend ever, because I got another chance to help you and it worked. No other imaginary friend can claim that. I'll be a legend in this world.

(Becca hugs Charlie.)

Becca: Thank you for everything, and despite what you say I know I'll never forget you.

Bob: Time to go, Becca.

(Bob points at the mirror. Becca steps through as Betty and Charlie wave. Lights fade down)

Scene 4 – Becca’s Room

(Lights come up. Becca is sat in front of her computer. She looks around, amazed. Ally can be heard shouting her name. Ally enters St R.)

Ally: Becca!

Becca: Ally!

(Becca grabs Ally and hugs her.)

Ally: **(concerned)** Are you ok? You never do hugs.

Becca: I’ve been thinking I should work on that and a few other things.

(Becca’s phone pings. SFX. phone notification noise. Becca pulls it out of her pocket.)

Becca: Signal and wifi. I’d completely forgotten about those.

(Becca looks at her phone and turns it off. Slowly Becca goes over to the computer and turns it off)

Becca: Enough virtual world. It’s time to start living.

Ally: Becca? Are you ok?

Becca: I’m better than I’ve been in a long time. How was camping?

Ally: Great, but I had the weirdest daydream when I got back home. I thought there were these weird people talking to me and some toys and ghosts... it was so odd.

Becca: Sounds like you’ve got a great imagination.

Ally: Or maybe I ate way too many marshmallows?

Becca: Oh, so you don’t fancy ice cream at the park?

Ally: **(confused)** *You* want to go outside? To the park? And eat ice cream?

Becca: Yes.

Ally: Am I still daydreaming?

Becca: No, and I think we should give Daniel a call when he’s finished work.

Ally: Sounds good to me.

Becca: Come on, I’ll race you to the park.

(Becca exits St R laughing.)

Ally: Hey! No fair!

(Ally exits St R. Blackout and Tabs)

The End