

The Alter Ego Workshop Melodrama

Roles Chart:

	Participant 1	Participant 2
Act 1	ALEX	BOO
Act 2	CAM	ALEX
Act 3	BOO	CAM

Act Three: Preamble

Between Act 2 and Act 3, 10 more years have passed. Soon after the events in Act 2, ALEX goes back to BOO and a year later they have a child, GRIFFIN.

Other events in these years:

ALEX takes on primary child-rearing responsibility and is immersed in bringing up GRIFFIN. Depression re-emerges and, when GRIFFIN is three, ALEX makes an unsuccessful suicide attempt. After this, ALEX becomes increasingly unstable, cycling between manic behavior and depression. ALEX starts ambitious D-I-Y home improvement projects that often remain unfinished. BOO has to pay contractors to fix a huge hole that ALEX makes between the living room and entry lobby in their new house.

BOO, and another hot-shot in the management training company, start their own company. The company does well and allows BOO to travel less. BOO and ALEX move from the condo to a house. BOO spends many hours at work, but also sets up a music studio in the house. BOO and GRIFFIN play music together in the music room. A recent downturn in the market has damaged BOO's company.

CAM finishes grad school. CAM's composition career grows steadily. CAM travels, moving from post-graduate positions to visiting composer positions. CAM begins to receive commissions. CAM returns to the city and takes a faculty position in a conservatory.

CAM is about to leave for an important presentation at an international conference when the phone rings. It is BOO in a panic because a suicidally depressed ALEX has gone missing. CAM cancels the trip. BOO and CAM inform the police, who discover ALEX withdrew money from an ATM on the day of the disappearance. Then there is no more news. CAM moves to BOO's house to help take care of GRIFFIN. For five days they wait.

After five days ALEX calls sounding chastised and fragile. ALEX has taken an overdose of pills and attempted to eat rat poison. ALEX has been sleeping rough in

a wooded area of a nearby park. BOO and CAM call the police and go with them to collect ALEX. ALEX is taken to the emergency room and kept overnight.

The next morning BOO asks CAM to come to the house to discuss what they should do next.

ACT 3: STARTER SCRIPT

Character Descriptions

Participant 1 plays BOO

You are very worried about the effect all this is having on GRIFFIN. You do not feel able to cope with ALEX any more.

Participant 2 plays CAM

You wonder about the tie between yourself and ALEX and the timing of ALEX's disappearance. Does it always have to be the case that bad things happen to ALEX when good things happen to you, or vice versa? You would like to break this pattern.

INT. BOO's LIVING ROOM – MORNING

CAM and BOO enter the room.

CAM
Where's Griffin?

BOO
At a friend's house. I can't imagine the effect this is having ...

CAM
Oh, I thought you wanted me to come and babysit while you went to get ALEX.

BOO sinks down onto the couch, looking helpless. CAM sits in a chair. BOO's phone rings. BOO picks up and looks rather wildly at CAM while speaking.

BOO
Yes ... yes I know Alex. Look, its complicated, give me a little time. ... (listens) ... Yes I know you want to get out. Just be patient. Maybe you need more time ... maybe you need to rest... (listens) ... No, I know that's what they said.

ALEX hangs up on BOO.

CAM

What's going on, BOO?

BOO

ALEX needs more help than I ... I can't be responsible 24/7 ... what if there's another attempt? And what about GRIFFIN ... its just not fair.

CAM

What about psychiatric care? Staying in hospital for a while.

BOO

Yes, that would be perfect! But there are no psychiatric beds available. I have to go and pick ALEX up, but I just can't!

IMPROVISE TO FINISH THE SCENE