

SEE YOU TODAY

a micro-opera in six miniatures

Libretto by Joshua Scheid

Read-along version for Strange Trace

PLAYER 1 is the performer in each scene, PLAYER 2 is the subtitle text

THE WATERING CAN

PLAYER 1: I didn't think that I'd see you today.

PLAYER 2: Well, here I am. Is that OK?

PLAYER 1: Yeah, it's great.

PLAYER 2: Great. I wanted to ask you a favor.

PLAYER 1: Alright, what's the favor?

PLAYER 2: Could you water my plants this weekend?

PLAYER 1: What kind of plants are we talking about here?

PLAYER 2: Nothing crazy, some flowers. I just don't want them to die.

PLAYER 1: I'm not a botanist—I make no such promise.

PLAYER 2: I just figured if you're around.

PLAYER 1: Sure.

PLAYER 2: And you still have my key.

PLAYER 1: So, do I just put water on all the plants?

PLAYER 2: I'll leave a watering can by the sink.

PLAYER 1: You have a watering can?

PLAYER 2: Yeah, should I not have a watering can?

PLAYER 1: I don't know, I feel like you never really see people with watering cans. Does it look like anything?

PLAYER 2: It looks like a watering can, what do you mean?

PLAYER 1: I like the ones that look like an elephant or something, and the water comes out of its trunk.

PLAYER 2: It's just a watering can. It's red.

PLAYER 1: Red?

PLAYER 2: It was a gift.

PLAYER 1: Who gives someone a watering can?

PLAYER 2: Someone who knows I like plants, I guess.

PLAYER 1: I guess. A whale would be a good one, too.

PLAYER 2: Anyway, thanks. I owe you one.

PLAYER 1: No problem.

SOME BEE SHIT

PLAYER 2: I didn't think that I'd see you today.

PLAYER 1: Yeah, sorry I'm late—traffic was a nightmare.

PLAYER 2: It's OK, I had my book.

PLAYER 1: Well that's good.

PLAYER 2: How was the drive?

PLAYER 1: Terrible. Everyone is terrible at driving. The roads are terrible, cars are terrible,

commuting is terrible.

PLAYER 2: Everyone always says that everyone else is a terrible driver.

PLAYER 1: Oh, I'm including myself. We're all terrible together. We aren't organized enough as a species to drive. We just aren't built for that sort of coordination. That's some bee shit, right there. Bees don't have to worry about traffic.

PLAYER 2: Bees don't have to worry about anything.

PLAYER 1: Well, extinction.

PLAYER 2: Instead of cars, we should ride giant bees.

PLAYER 1: What if the rest of this were just the entire script of Bee Movie?

THE SAILBOAT

PLAYER 1: I didn't think that I'd see you today.

PLAYER 2: I didn't think I'd come.

PLAYER 1: I'm glad you did.

PLAYER 2: Me too.

PLAYER 1: Do you know how to operate a sailboat?

PLAYER 2: No. Do you?

PLAYER 1: With the wind, I imagine.

PLAYER 2: Yeah, but I think there's more to it—like ropes and knots and shit.

PLAYER 1: Yeah, but really you're just catching wind in a sheet-like apparatus, or a "sail," if you will.

PLAYER 2: I guess, but I feel like there's a whole skill set involved.

PLAYER 1: We can probably figure it out.

PLAYER 2: I'm not entirely convinced that's true.

PLAYER 1: I think you're selling us short.

PLAYER 2: No, I'm pretty sure I'm assessing the situation fairly.

PLAYER 1: If we can figure out how to open the sail, then I think we've got it.

PLAYER 2: It seems like there's more to it than that.

PLAYER 1: Don't you want to sail?

PLAYER 2: I did.

PLAYER 1: What changed?

PLAYER 2: I just found out that you don't know how to sail.

PLAYER 1: Why would you assume that I knew how to sail?

PLAYER 2: Because you invited me to go sailing. Why do you even have a sailboat?

PLAYER 1: To go sailing.

PLAYER 2: This is nonsense. I'm not going to sail with you right now.

PLAYER 1: I have sandwiches.

PLAYER 2: What kind of sandwiches?

PLAYER 1: Peanut butter and jelly.

PLAYER 2: What kind of jelly?

PLAYER 1: Blackberry. It's homemade.

PLAYER 2: Can we just eat them on the boat, without leaving the dock?

PLAYER 1: Sure, that's basically sailing.

PLAYER 2: OK.

PLAYER 1: I guess technically it's jam. Not jelly.

PLAYER 2: Fuck you.

MOBILES

PLAYER 2: I didn't think that I'd see you today.

PLAYER 1: I told you that I'd visit.

PLAYER 2: I know, but I didn't think today.

PLAYER 1: Why not today?

PLAYER 2: I don't know, you're busy.

PLAYER 1: I mean, yeah, but that doesn't mean anything. Everyone's busy. We still find time to do things.

PLAYER 2: I'm not busy.

PLAYER 1: That's not what I meant.

PLAYER 2: What did you mean?

PLAYER 1: You know what I meant. Busyness isn't a reason not to do things that you said you would. I told you that I'd visit, I found the time, I visited. I'm visiting.

PLAYER 2: And I appreciate it.

PLAYER 1: Do you want me to leave? I can come back another time.

PLAYER 2: No, it's alright. You're here now.

PLAYER 1: How's it going?

PLAYER 2: Fine. The same. How long can you stay?

PLAYER 1: A while. Not too long.

PLAYER 2: Want to look at some pictures from her last opening?

PLAYER 1: The one with all the mobiles?

PLAYER 2: Yeah. It was a good one.

PLAYER 1: Are the pictures just the art?

PLAYER 2: Mostly. Some are of her, too.

PLAYER 1: I don't know. For mobiles you kind of have to be there, you know? I mean, they have to move. Above you. In circular paths.

PLAYER 2: I didn't really mean to look at the mobiles.

PLAYER 1: I know. I just don't want to see the pictures today.

PLAYER 2: That's OK, I guess.

PLAYER 1: They were good mobiles though.

PLAYER 2: They were.

THE FLIGHT

PLAYER 1: I didn't think that I'd see you today.

PLAYER 2: That's what makes it a surprise.

PLAYER 1: That's true. Did you change your flight?

PLAYER 2: No, I lied.

PLAYER 1: I guess that's easier.

THE BLINDFOLD

PLAYER 2: I didn't think that I'd see you today.

PLAYER 1: Oh shit, sorry. I forgot to put the blindfold out for you.

PLAYER 2: I thought about just closing my eyes...

PLAYER 1: That doesn't really have the same sort of (searching)...gravitas.

PLAYER 2: As a blindfold? No, not quite. There's definitely something in the trying to see.

PLAYER 1: And, of course, in the failing to see.

PLAYER 2: How poignant.

PLAYER 1: Well, you had the foresight to set me up for it.

PLAYER 2: I see what you did there.

PLAYER 1: Which is the exact opposite of how this was supposed to go down. I could still blindfold you. I mean, we've lost some of the mystery—you know what I look like—but we can still do the whole "I can't see what you're doing to me" part.

PLAYER 2: That's probably the best part, anyway.

PLAYER 1: Yeah, except now you can't imagine me to look however you want.

PLAYER 2: I still could if I really wanted to.

PLAYER 1: And?

PLAYER 2: And what?

PLAYER 1: Do you want to?

PLAYER 2: This has taken a bit of a turn.

PLAYER 1: Sorry, that was weird. I don't do this very often. You don't have to answer that.

PLAYER 2: It's OK.

PLAYER 1: Is this usually how this goes for you?

PLAYER 2: Do people usually forget to put out a blindfold?

PLAYER 1: No, I mean do you normally do this with a blindfold.

PLAYER 2: Yeah. I've actually never had sex without one.

PLAYER 1: Really? Why is that?

PLAYER 2: I'm not entirely sure. You could call it a habit. Have you?

PLAYER 1: Wearing one, or with someone wearing one? I don't know why I asked, either way no, I haven't. Which is why I was intrigued by your ad. I read through the ads periodically, mostly out of curiosity, and occasionally I respond. But I've never ended up meeting up with anyone until today. I still wasn't sure I would go through with this until the last minute. That's probably why I forgot the blindfold, I was too busy worrying. Sorry. I'm a mess.

PLAYER 2: It's alright. I'm honored to be your first blindfolded, anonymous hookup.

PLAYER 1: Is it still anonymous if you've seen me?

PLAYER 2: We haven't exchanged names.

PLAYER 1: That's right.

PLAYER 2: So, what have you got for me?

PLAYER 1: Oh right! Duh, the blindfold. I have this black tie. Is that alright? It's pretty dark, I tried it on myself and it seemed to work. I stubbed my toe on the night stand.

PLAYER 2: That's perfect.

PLAYER 1: Stubbing my toe?

PLAYER 2: The tie, I mean.

PLAYER 1: Right. Should I stay here, or step back out and let you put it on and get undressed?

PLAYER 2: I won't be able to see, remember?

PLAYER 1: Oh, yeah. Of course. What's the safe word again?

PLAYER 2: Bee Movie.