

Ike Rich Players, Goose High School
Happy Valley-Goose Bay
present

“ Time.....And Time Again “

Cast

Young Gods..... Pudister.....Jocques Butler
Andromeda Erin Henderson
Jacob Sheldon Campbell
Mother..... Holly Callahan
Eternal Time-Keepers Other 1Justin Igloliorte
Other 2 Stephen Barrett
Labyrinth/River of Time Jessica Wall, Jessica Bitsack, Clare
Henderson, Tonya Pardy, Sharon
Chandra, Melissa Metcalfe, Danielle
Fequet, Samantha LeBlanc, Tara Kelly,
Regina Wells, Paula Thomas

Lights & Sound Harry Borlase, Bryan Winters

Stagecraft (& moral support) Yvonne Moorhouse

Director Dorrie Brown

Writers:..... Jessica Bitsack, Clare Henderson,
Amanda Pardy, Michael Fleet, Justin
Igloliorte, Danielle Fequet, Regina
Wells, Melissa Metcalfe, Jessica Wall

Jacob, an adventurous lad, finds himself at the mercy of two young gods in the River of Time. Envying the life of mortals, and wanting to make some sport of him, they trick the Eternal Time-Keepers (The Others) into letting them “riddle” Jacob back to his own world. If, however, they can get him to speak his name while in the watery labyrinth, he will have to stay — forever. The River recognizes that Jacob does not belong there — “not now, not yet” — and tries to help him return.

Music

“Best of Kodo” Cut #2, Columbia Records

“TimeAnd Time Again”

(Two businessmen — The Others — walk onto stage from opposite sides. They meet, DC)

Other 1: Do you have the’time?

Other 2: Oh, yes. *(Pulls out a pocket watch)* It’s half past eternity.

Other 1: Thanks very much. *(Tips hat; they nod and walk off)*

(Mother appears on elevated box, SL. She is in Medieval dress, carrying a basket of clothes to wash at the river.)

Mother: Jacob? Jacob? *(Looks around, puts basket down)* Where are you? Jacob? *(She searches)*

(Labyrinth begins to form between the two elevated boxes. Music; chanting; choreographed movement.....)

Jacob: *(Appears on elevated box, SR)* Mother! I’m over here!

Mother: Jacob?

Jacob: Can’t you see me? I’m just across the river!

Mother: Jacob! Always where you’re not supposed to be! How did you get over there?

Jacob: Stepping stones. I’ve done it before!

Mother: That’s dangerous.

Jacob: Not when you’re not afraid.

(Andromeda and Pudister have entered the Labyrinth; they are hidden from view, but we can hear sounds of them laughing and playing tag.)

Mother: Jacob! Stay where you are — *(scoops up her things and starts towards him)* I’m coming to bring you back where you belong.....

Jacob: *(Laughing)* Catch me! *(He jumps into the “river”/labyrinth which has now formed below his box)*

Andromeda: *(From inside the labyrinth)* Caught you!

Pudister: Hah! Almost!

Andromeda: Weights on your feet?

Pudister: Faster than you!

Andromeda: If they find us running in here again, we'll be cooked!

Pudister: What are we supposed to do? Day in, day out; what's a day? Watch time reach backward and forward and still stay the same. Eternity is no place for the young! I suppose we should sit around and watch the mortals all day?

Andromeda: They probably have more fun than we do!

Pudister: Maybe so — but we know more.

Andromeda: I do — I'm not so sure about you!

Pudister: Cheeky brat! *(Labyrinth walls shift and open, so we can see inside. Pudister chases after Andromeda, but comes upon Jacob, who is wandering through the Labyrinth, lost and bewildered. Pudister stops short and backs away. He runs to find Andromeda. He tries to catch her)* Annie!No come here, Annie!

Andromeda: Gotta catch me first!

Pudister: No! Andromeda! Stop. I've got something to tell you.

Andromeda: *(stops abruptly)* Shhh! What's up? You're never supposed to call me that — at least not so The Others can hear! Names are a mortal thing — and they'll get us in trouble! We're not supposed to lust after mortal things. Our names are just between us --

Pudister: *(lowers voice; agitated)* Andromeda --

Andromeda: What? You're trying to get us --

Pudister: Androm.....

Andromeda: You're mad at me all of a sudden. *(Mimicking)* Whassamatter. He doesn't like it when his little baby sister can outsmart him, does he?

Pudister: Stop it, will you!? There's someone here. In the Labyrinth!

Andromeda: Of course there's someone here. There's always someone here! We're never alone — have you checked out these walls? And then there's the ever-present — dare I say Omnipresent — OTHERS --?! They always seem to be keeping a close watch on things, if you get what I mean.....

Pudister: listen, will you? There's someone here — in the passages -----

Andromeda: You mean, like a walking, breathing -----

Pudister: Person! Yes! There's a person walking around here, and I almost caught him, thinking he was you.

Andromeda: Do you mean a mortal?

Pudister: Yes.

Andromeda: Did he see you?

Pudister: I don't think so.

Andromeda: *(grabbing Pudister and running to find the boy) Let's go. (Spying Jacob, Andromeda and Pudister skirt around him.) Is hereal?*

Pudister: What kind of question is that? Are you real? Is this Labyrinth real? Is time real? Of course he's real..... he's here isn't he?

Andromeda: Well, how would I know? I've never seen one up closeand I've never seen one in here!

Jacob: *(turning around; Andromeda and Pudister jump back to hide in wall) Hello?*

Labyrinth: Hello.....

Jacob: Is someone here?

Labyrinth: Someone's here.....

(Andromeda taps Jacob on shoulder, but jumps back to not be seen; as Jacob turns towards the tap, Pudister taps him on the other side)

Jacob: Is it a game? I know somebody is here. OK, if it's a game, two can play.....

Andromeda:or three

Labyrinth: Or threeor more..... (*walls break open to play tag also, and when Andromeda and Pudister try to hide within the wall to avoid being seen, the wall steps back, to expose the 'little gods'*)

Pudister: (*to wall*) Hey! (*To Jacob*) Ummm, who are you?

Andromeda: Are you really really a

Pudister: You live.... there?

Jacob: And do you live ...here?

Andromeda: You answer a question with a question?

Jacob: Don't you? (*They continue to eye one another, unsure*) Look, I don't have time for this — if this is some sort of game, let's just ---- (*Andromeda's and Pudister's laughter cuts him off*)

Labyrinth: Timegame.....game of time.....

Andromeda: (*still laughing*) Time? You have all the time there is.....

Pudister: (*still laughing*) — on the other hand, there is no time here.....

Jacob: What do you mean, 'no time here' — 'all time here'? What is this here?

Pudister: (*brightening*) tell you what! If you can the answer a riddle (*looks knowingly at Andromeda*) you'll know where you are?

(The Two Others mount the boxes on either side of the stage and look down, disapproving, on Andromeda and Pudister)

Andromeda: (*catching onto Pudister's idea*) Yeah! Let's make a game out of it!

Labyrinth: Game.....time.....game of time.....time-game.....

(Others jump down from the boxes to walk among the walls, noticeably looking at their watches, and pursuing Andromeda and Pudister — who, of course avoid them. Labyrinth moves into clue formations, chanting the riddle, and ending up in clock formation with sweeping 'hand', that "jumps" Jacob, who is caught inside the clock circle. Andromeda and Pudister are watching from outside the circle; Others have stepped out to stand behind them.)

Pudister: This thing all things devours:

Andromeda: Birds, beasts, trees, flowers

Pudister: Gnaws iron, bites steel;
Grinds hard stones to meal;

Andromeda: Slays king, ruins town,
And beats high mountain down.

Jacob: Will I know how I can get out of here, too?

Pudister: *(laughing)* Oh, yeah, that too ----- all in due time! *(Andromeda joins in the laughter at the word 'time')*

Andromeda: Come on. Guess!

Labyrinth: *(still in clock formation)* Hurry, Young One, hurry! You have no ----

Jacob: Time!

Labyrinth: Time it is! *(Immediately breaks out of clock and reforms walls. Andromeda and Pudister, discovering Others close-by, dodge out of their way, into the passages, with Others in hot pursuit.)*

Other 1: *(chasing)* Come here, Novice! (/you two/)

Other 2: *(chasing)* This isn't right!

Andromeda: *(Calling over her shoulder as she runs away)* We're only playing!

Other 1: You're playing with something you know nothing about! This boy doesn't belong here -- not now -- not yet!

Labyrinth: He doesn't belong here. Not now. Not yet.

Pudister: *(calling back as he runs)* We'll let him go back --- after we've had some fun! Just one more riddle...!

Andromeda: Just one more...ok?

Other 2: *(climbing up on his box) (sigh!)* You have just one more.

Other 1: *(climbing up on his box)* One more. Or...

Pudister: Or --?

Other 2: Don't ask.

(Andromeda and Pudister run off to find Jacob, who has probably been walking along passages, intently studying "faces" in the walls — and probably trying to find a way out!)

Andromeda: *(Catching up to him)* There you are! Do you have a ...name?

Jacob: Wait. No more questions. Answers now. I got the riddle right — now you have to tell me where I am.

Pudister: Oh, but we already did! But maybe you didn't underst... *(he has a sudden idea)* That's it! We'll keep on 'riddling' until you get it! The answer will always be in the riddle!

Andromeda: *(aside to Pudister)* Puds! The Others said we could only have 'one more'!

Pudister: *(to Andromeda)* Exactly. Always 'one more'! *(Andromeda catches on)*
(to Jacob) We'll give you another chance. If you can untangle the riddle, you'll not only know where you are, you'll know the way out!

Mother's voice: *(off)* Jacob!

Jacob: That's no bargain. You've broken your word. You said you would tell me where I was if I guessed the other riddle...!

Pudister: No, we didn't say we'd tell you...we said you'd know. If you don't know yet, we'll give you another chance. But you have to figure it out for yourself. We can't tell you. That would be breaking the rules.

Jacob: What rules?

Pudister: Hers *(indicating Andromeda)* and mine.

Jacob: How can I trust you about another one? Will there be another and another?

Andromeda: *(conspiratorially)* There's 'one more'. The Others said we could ask 'one more'.

Labyrinth: One more. One more.? Only one. *(Mother call, off: "Jacob!")* One. Only? One only. Only one. One more....

Jacob: No! I'm not going to do it. Forget your riddles. I'll find my own way...*(he runs off into the passages towards the voice)*

Pudister: Now what?

Andromeda: Well, either we get him to speak his name, in which case he stays, and we have a riddling companion *(and the Others' wrath!)* forever, or we have to get him out of here before too long ...before the Others catch on to our 'one more' scheme, and we end up in epic trouble! The kind myths and legends are made of! *(She thinks for a moment)* Either one sounds like a helluva good time!

Pudister: Yeah, if they find him before we do, they'll probably just show him the way out: "Hey, over here: here's the way you came in .. here's the way out!" They're so 'right and wrong': no sense of 'what-if'; no 'maybe'.....Eternal time-keepers are so.....

Andromeda: ...anal retentive?

Pudister: *(mimicking)* Hardly the way for a lesser-god to speak, Andromeda!....I was about to say 'unchanging'.....

Andromeda: *(lowering her voice, and pulling Pudister closer)* Listen!

(Jacob, while searching on his own for a 'way out', has been muttering to himself, wondering aloud 'where' this place....and he.....might be. The walls, anxious to help him out, have engaged him in a game of miming (mirroring) and doing "time charades" and they are having great fun with it: 'no time'; 'time to run'; 'time-out'; 'times table'...Andromeda and Pudister run over and 'pop out' of the wall where Jacob is.)

Andromeda: Hey! Can we play? *(Andromeda and Pudister immediately form a charade of 'time's up!' and Jacob is caught up in trying to answer it before he realizes it)*

Jacob: *(after playing out the charade)* Time....up.....time's up!!

Pudister: Time's up,....."What should I call you?

(Jacob is about to answer, when the entire wall coughs to distract him and prevent him from speaking; simultaneously, Mother calls from off: "Jacob!")

Pudister: *(frowning at the wall, but continuing)* You haven't found a way out on our own, so we've come to help you...

Andromeda: ..."just in time" for one more riddle!

Jacob: *(pulling away)* I'm not interested. I've already told you. *(He turns his back to them)*

Pudister: *(conspiratorially)* Alright. Annie, he doesn't want our help.

Andromeda: Seems that way. Had a good one, too, Pudister. He couldn't have missed it...and absolute giveaway! A real chestnut!

Pudister: *(feigning - for Jacob's benefit)* It would have helped?

Andromeda: Practically a diagram out of here!

Pudister: Oh well.....we tried.

Andromeda: *(they start to move away)* Yeah. Well, good luck,....? What did you say your name was?

(Jacob turns and opens his mouth to answer, but the wall moves to encircle him, pressing fingers to his lips to "shush" him. They spin him around as they speak.)

Labyrinth: Shh-h-h! Don't tell. Don't leave your name in the Labyrinth...you'll have to stay here with it. Don't give your name to the Labyrinth...We'll keep it. Names are on earth. There are no names in the Labyrinth. This is a nameless, timeless place. Shh-h-h! Don't tell. *(They open up the circle to reform the wall, and "spit him out" to face Pudister and Andromeda)*

Jacob: *(recovers briefly; then, always the adventurer, and maybe somewhat the opportunist, hits upon his own bargain)* Wait! Annie, is it?

Andromeda: Andromeda.

Jacob: ...and Pudister?

Andromeda

and Pudister: Shh-h-h!! *(They come closer, looking around furtively)* Not so loud!!

Jacob: *(a little quieter)* Andromeda? Pudister?

Andromeda

and Pudister: *(shuddering, agitated)* Shh-h-h! Not at all!

Jacob: What do you mean, 'not at all'? Those are your names, aren't they?

(The Others begin making their way slowly along the wall)

Andromeda: *(keeping her voice low)* No, not really. We don't really have names in the Labyrinth...

Pudister: It's just something between her and me...it's like a code, or a game...but no one else can know.

Jacob: You seem awfully interested in my name...

Andromeda: *(covering)* Yeah, we like to collect names! What's yours?

Jacob: Not so fast. You seem to want my name very much, for whatever reason. And I really want to get out of here. It's a fun place, no doubt, but I don't really think I want to live here. So-o, tell you what...I'll tell you my name, when you tell me the way out.

Pudister: we already explained that: we can't tell you the way. It hasto be found. There are no easy answers in life, you know. That's all part of the game we play.

Jacob: Alright. I'll play it the same way. I'll 'riddle' my name to you.

(Mother's voice, off: "Jacob!")

Jacob: If you can guess it, you can keep it...for whatever it's worth to you... You win.

Labyrinth: *(superimposed on Jacob's speech)* No! Don't give your name!

Jacob: But, for every clue I give you, you have to give me one more riddle that will lead me out of here. If I find my way out before you guess my name, well, sobeit! I win! Deal??

Andromeda: *(to Pudister)* Who wins? If I guess his name, he doesn't need a way out. If he finds the way out, then we don't 'need' his name. This may be a riddle in itself...or a race!

Pudister: *(to Andromeda)* Exactly! *(to Jacob)* Deal! Ok, here's 'one more'...

**What five-letter word can you make from the letters:
H I J K L M N O?**

(Andromeda and Pudister stand aside to watch as Jacob tries to work out the riddle. The wall breaks into individuals, who form the letters. Jacob arranges and rearranges them.)

Labyrinth: *(repeats the riddle; says individual letters as they are formed; attempts to 'read' each word arrangement Jacob makes. When nothing seems to work, Labyrinth asks:)* What letters do you see? *(They show them all again, in order)*

Jacob: H, I, J, K.....

Labyrinth: *(cutting him off)* No! *(I, J, K, M, N step away; 'L' uses arms to point "to" "O")*

Jacob: H.....to.....O

Labyrinth: *("L" re-shapes into a "2")*

Jacob: H.....2.....O. H.....2.....O. I don't get it.

Labyrinth: Later in this place, Young One...which is to say, later in this Labyrinth- place, Young One....which is to say, Later!
.....You would know, that H₂O,
Is **water** (later!) **water** (later!) **water!** *(Labyrinth moves with ensemble fluid movements.)*

Jacob: *(musing)* Water? Water. Water. And what was that other one? Time. Time and water. *(Sarcastically)* Oh...I think I'm getting really close to the answer now! Time-water. Water-time.

Labyrinth: Where are you now, Young One?

Jacob: *(exasperated)* Here!

Labyrinth: *(patiently, persistently)* The first riddle.....

Jacob: Time.

Labyrinth: Yes, you are here: Time. Nameless and timeless: Time.

Jacob: How can time be timeless?

Labyrinth: How can it, Young One?

Jacob: When it has no beginning and no end.

Labyrinth: Yes. No beginning and no end. Reaching forever backward and forward at the same time. Eternity. Time and timeless..all in one.

Jacob: Alright. But how is time 'nameless'? We've named it. We've called it 'time'! Isn't that a name?

Labyrinth: Oh, time is not nameless. You are! When you are here, you are without a name. Names belong to 'mortal time'...which is to say, 'time' with a beginning and end. If you give your name to us, here, we will keep it. You will lose it. And you, too, will become nameless and timeless...this place...this time...this "time-place" will be where you belong.

.....And how did you get here, to this nameless, timeless, 'time-place', Young One?

Jacob: I don't know!

Labyrinth: The second riddle...

Jacob: Water?

Labyrinth: *(makes the same fluid movements; Jacob wanders 'in and out' of the wall and starts to leave; Andromeda and Pudister call him back)*

Andromeda: Wait a minute! What about 'the deal'? Don't you owe us something in return?

Pudister: Yeah.....the name?

Jacob: Uhh? Oh, right. *(He searches in his pocket, and pulls out a jack, which he throws to Pudister)* Here. **What five-letter word can you make?** I haven't got the first clue!....You do. *(Jacob wanders off, repeating "Time...water..." and apparently looking for the way out.)*

(Andromeda and Pudister study the jack, and as they are engrossed with it, the Others enter, and stand over them. Andromeda and Pudister startle.)

Other 1: That's it. That's 'one more'.

Other 2: Now he goes back.

Andromeda: *(impishly)* Oh, but you said we could have 'one more'!

Other 2: You've had one more!

Pudister: Yes! We'll just have....'one more'.....

Other 1: Ah-h,...and one more anda ‘trick of the gods’?

Other 2: We should have known. We rather fell into that one.

Other 1: This is very selfish fun you’re having. You’re throwing time out of order.

Other 2: Right now, it’s at a standstill, waiting for the boy to go back.

(Mother: (off): “Jacob!!”)

Other 1: But it won’t remain that way much longer...

Other 2: Soon it will resume its relentless pace.....

Other 1: And he....

Other 2:will become its casualty.

Andromeda: What kind of ‘casualty’?

Other 2: He is not like you....for him to be here, he has to give up something...his name, his life....he has to suffer before he can stay. That will happen, but it’s not for you to decide when. And his ‘when’ is not now.

Pudister: Well, why don’t you just show him out, then?

Other 1: Because we gave him into your hands when we granted you ‘one more’ riddle. It was on the understanding that you would be pointing him to his way back.

Other 2: You insisted on riddles and with your trickery, you have now turned ‘one more’ riddle into what could be an endless supply. You are responsible for his return. When you play with someone’s life, you then become responsible for it.

Pudister: Is this some sort of an eternal threat?

Other 2: Not a threat...just an eternal truth. You will have to decide what to do with it...and **him**.

Andromeda: How much time do we have?

Other 1: We don’t know.

Andromeda: What if he doesn’t catch on? I mean, we’ve already given him two riddles, and

he has the answers, but he doesn't seem to put it together. This may take a long time...can't you sort of 'hold' time? We are trying to help him, but now we're bound by riddles, and we can't help it if his mortal mind works slowly.

Other 1: We just keep time. We watch it...but we don't govern it. *(They turn abruptly to leave)*

(Labyrinth breaks up into games of jacks.)

Andromeda: We better get busy. Let's see that thing.

Pudister: *(giving Andromeda the jack)* This should be easy enough. I've watched mortals play a game using these things. This is a jack. His name is Jack. Not much of a clue.

Andromeda: Not much of an answer! 'Jack' doesn't have five letters!

Pudister: Maybe it has a silent 'h' ...J-A-H-C-K. Maybe he can't spell. Maybe he can't count. It's got to be Jack. What could be more obvious?

(Jacob enters and joins Labyrinth going from one game of jacks to another.)

Andromeda: Or maybe it's not this thing, exactly. Maybe the clue is something about the jack; something related....

Pudister: I still say it's 'Jack'.

Andromeda: For a Being who's supposed to 'know more'you don't!

Pudister: *(muttering; insistent; petulant)* I still say it's 'Jack'.

Andromeda: *(impatient)* Come onnnn!

(They head back to Labyrinth, looking for Jacob. Pudister rushes up to him.)

Pudister: Is it 'Jack'?

Jacob: *(playing him along and continuing to play jacks from group to group.)* Jacks.

Pudister: *(counts out the letters on his hand; makes a triumphant face at Andromeda)* Jacks! That's it! Your name, right?

Jacob: The game. Jacks. Know how to play?

Andromeda: *(makes a triumphant face at Pudister)* The game. Not the name.

Jacob: I guess it's your turn now.

Andromeda: Alright. *(Labyrinth stops playing jacks and gets up)*

**What has a head
But doesn't weep?**

**What has a bed
But doesn't sleep?**

**What has a mouth
But doesn't talk?**

Pudister: **What always runs
But never walks?**

Jacob: Fair's fair. Here. *(He reaches into his vest pocket, and produces an apple. He takes a bite and tosses it to Andromeda)* Food for thought.

(Andromeda and Pudister take the apple between them, and alternate watching interaction between Jacob and Labyrinth, and puzzling aloud about the clue. Labyrinth asks each couplet, alternating first and second phrases between groups.)

Labyrinth: What has a head, but doesn't weep?

Jacob: A pin. A flower. An issue. A household. A....

Pudister: Apple. What kind of an apple is it? A....a Macintosh. A Roman. A.....

Labyrinth: What has a bed, but doesn't sleep?

Jacob: Feathers. Flowers. Nails.....

Andromeda: Jack. Apple. Jack-apple?

Labyrinth: What has a mouth, but doesn't talk?

Jacob: A fish. A sheep. Any animal. A cave.

Pudister: Wait. What was that story...about the apple. The mortals...the first ones, and the serpent...the woman...

Andromeda: Eve. And the serpent tricked her into eating the apple.

Pudister: And then, because she was afraid she'd get into trouble, she took it to share with her husband...what was his name?

Labyrinth: What always runs, but never walks?

Jacob: Water?? Time??? Ohh...not this again! I don't understand!

Andromeda: Adam.

Pudister: Adam! You can't get any more 'male mortal' than that! (*Andromeda and Pudister run over to Jacob.*)

Jacob: (*growing exasperated*) I can't do this anymore!

(*Mother (off): "Jacob!": He gasps slightly for air.*)

Pudister: Is it Adam?

(*The Others enter and look meaningful at their watches and at Pudister and Andromeda.*)

Jacob: (*ignoring Pudister; to Labyrinth; agonizing*) I've already got 'water' and 'time'....I know that much. I can't do anything with old answers...I need new ones. New riddle = new answer!

Labyrinth: (*moves in; Pudister and Andromeda are tossed around and ignored as Labyrinth tries to help Jacob find the answer.*)

Watch. (*The Others move to the sides, to observe; entire Labyrinth repeats first couplet, but as each one is completed, three [more] Labyrinth members make 'river'*)

What has a head, but doesn't weep? (3~~~~)

What has a bed, but doesn't sleep? (+3 ~~~~~)

What has a mouth, but doesn't talk? (+3 ~~~~~)

What always runs, but never walks? (+3 ~~~~~)

Jacob: WATER runs but never walks! No, but water doesn't have a bed....Water doesn't have a mouth. River! River has a mouth...river-bed....head: head of a river...!!!
Yess! Yes. A river runs but never walks. RIVER!!! (*He joins Labyrinth, "splashing" through the "River-line", they echo "River!" anti-phonally, in a crescendo; picks up a bewildered Andromeda and then Pudister and dances them*)

around.)

Pudister: (*picking up Jacob's ecstatic mood, shouts*) IS IT ADAM??

(*EVERYTHING STOPS*)

Jacob: No. (*The Others exit*) Not Adam. (*Mother (off): "Jacob!" pause; from behind his ear, he takes a coin, and flips it in the air, landing it on his wrist; then tosses it high to Pudister*) Here, I owe you this. (*Jacob looks back at the Labyrinth-"river"*) River...What does that tell me? (*To Andromeda and Pudister*) WHAT DOES THAT TELL ME?? (*To himself; Pudister and Andromeda move away, frightened a little by his anger and seeming desperation*) Time. Water. River.

Labyrinth: You are...

Jacob: ...here.

Labyrinth: 'Here' is....

Jacob: ...time.

Labyrinth: You came by the

Jacob:water.

Labyrinth: The water is the

Jacob:river.

Labyrinth: How can you get back?

Jacob: I can't. I CAN'T GET BACK! I can't.....

Labyrinth: Don't. Don't say "can't".

Jacob: But I don't know....I'm so confused. (*Mother's voice: "Jacob!"*) I answer these riddles but I know nothing more than I did without them!

Labyrinth: Listen!

Jacob: What?

Labyrinth: Your name.

Jacob: I can't hear anything.

Labyrinth: You've nearly bargained it away! You'd better hurry.

Jacob: *(gets up and goes to where Andromeda and Pudister have been mulling over the coin)* I need another riddle. I...uh....I really need to hurry. Could you ask me another, to speed things along?

Pudister: Hold on. It's not time, yet. We haven't guessed this one. *(Indicates coin; to Andromeda)* What is it made of? Copper. Copperfield. David Copperfield. D-A-V-I-D. Five-letters! David?

Andromeda: *(still consulting)* Nickle. Nicholas? Too many. Nick? Only four. Nicky? That's five. Nicky?

Pudister: No, maybe it's the image on it. Who's that? Caesar? No, that's six.

Jacob: That's not it! You're not even close. Look, just to prove I'm in good faith, I'll give you the next clue...if you'll give me a riddle in return. Two for one! What do you say?

Andromeda: What's in it for you?

Jacob: The way out, I hope!

Pudister: Why not? I say we'll do it.

Jacob: Good-o! *(Reaching behind his back, brings out three oranges, which he juggles; he catches them again and throws one each to Andromeda and Pudister)* One for you. One for you. And...Oh, yes. One for me. *(He pockets the last one)*.....for the journey!

Well??

(Andromeda and Pudister consult for a moment....The Others have come out and joined the wall, catching the eyes of Andromeda and Pudister, and reminding them that there is no time to waste.)

Andromeda: Only Others and gods are the ones who can go Here to this place under something that flows. There is a way out....it's the way you came in.

Pudister: Still, you should beg forgiveness for your untimely sin!

Andromeda: Where are you treading, angels fear to fly
For Here is a place where no Time goes by.

Not something that's spoken, but something that's found
The way back is hidden, but guided by sound
Of a life-giving word - you must tune your ear to it
To lead to the gateway, and then, to lead through it.
Before you can hear it, you must understand
that this place has four parts that are scarce known to man.
This Labyrinth, you've met, and before you are done,
KNOW:
The River, its Water, and Time are all _____.

Jacob: *(he whispers)* One. Thanks. And here.....*(he takes a small rubber ball from his sleeve, and bounces it towards them. Andromeda catches it, surprised)* You can bounce around a few more ideas while I'm searching for 'the gate'.

(Faintly, at first, and then gaining in volume, music/drums are heard. The Labyrinth breaks into individuals and progresses through a movement piece in which Labyrinth is trying to lead Jacob towards the 'gate', while Andromeda and Pudister are, from time-to-time interfering. Andromeda and Pudister carry all five 'clues' with them; they break out of the movement patterns from time-to-time, to suggest other name-possibilities: "Oscar? Bartholomew?" "No, wait...you have to think of others, too: Jack, Apple, Coin, Orange, Ball. Maybe, like our riddles, you have to piece them all together somehow.....")

(At the end of the piece, Mother enters and stands atop "Jacob's" rock, reaching out her hand to help him up. He emerges, wet, and climbs up. At the same time as she calls, "Jacob!", so, too, do Andromeda and Pudister, for they have finally pieced together the clues: together, the first letters of the clues spell his name. Once Jacob is "out" of the "river", the Labyrinth, singing and chanting, fades upstage, and, if wearing black, simply turns "back on" to blend with back curtain. Pudister and Andromeda are left alone, with the clues. They sit down, resigned, and begin playing jacks, eating apple & orange, and flipping the coin....enjoying these mortal treasures, even if they can't have a real mortal.)

Mother: *(as she pulls Jacob from the "river")* Jacob! Always the adventurer! Always going where you don't belong! What will the others think of you?

Jacob: Oh, they already know about me...and I think they would agree with you!

Mother: Always pushing the limits, Jacob! That's so dangerous!

Jacob: Not when you're not afraid...*(they go off)*

(The two Others enter from opposite sides of the stage. They meet at center stage.)

Other 2: Well.....?

Other 1: *(gestures: What do you want?)*

Other 2:Time-check??

Other 1: *(looks back at Pudister and Andromeda, then to Other 1)* It's half-past eternity.

Other 2: *(nods, knowingly)*.....and all is well.