**Operator?**

**The Overture**

* Scenario: You are walking down a country lane and as you pass a red telephone box the telephone rings from inside
* Scenario: You are walking down a country lane and you enter a red telephone box

**ACT 1 – the setup**

* Scenario: You enter the phone box and pick up the receiver.
* Scenario: You are in the phone box and a label on the dial instructs you to call the operator.

Op 1 A machine voice (the operator?) tells you a story and then asks you to dial a 3 digit number. The numbers lie between 100 and 999 and unbeknown to you are based on the letters accompanying the numbers on the dial. Every number you call ends up connecting to the same machine voice telling a different story and encouraging you to dial a new number. The three (Ac1 Sc1, 2, 3) stories are personal and become increasingly more urgent.

* Scenario: You dial a completely wrong number – you hear beep beep beep
* Scenario you dial a three digit number that isn’t the right one - the voice complains (Op 2) and directs you back to the operator (Op1).
* Scenario: You dial a number from a point in the story that you have should not have arrived at – you are confused but it doesn’t matter (probability of n (number of story numbers) 7/899)
* Scenario You leave the phone box – a sound plays (Ex1) (external speaker)

**ACT 2 – the crossing**

Scenario: You stay and continue to follow instructions  
  
The phone line appears to cross and the voice (now less like a machine) tells you he is called Chris (Ac2Sc1). He tells of a machine that captures memories left in phone boxes, storing them until the person dies and then replaying in their heads forever. Vivid, painful memories of the past that drive him mad. So maybe this is what you have been hearing? Chris says you can free him.

* Scenario: You have had enough - You get bored or you suspect he may be lying. The stories are probably all lies and Chris is really just a machine. You slam the phone down and leave the booth - a sound plays (Ex2)

**ACT 3 – the question**

* Scenario: You agree to stay on the line and listen.

Chris says (Ac3Sc1) he punctured his own ears with a screwdriver but it didn’t work for even though he is deaf he can still hear his own memories endlessly playing in his head. He says

you must try to answer his questions now and break the spell

* Scenario: You have had enough and leave the phone box – a sound plays (external) Ex3
* Scenario: You answer his question or - Scenario: You remain silent

Chris urges you to try again (Ac3Sc2)

* Scenario: You have had enough and leave the phone box – a sound plays (external) Ex 3
* Scenario: You answer his question or Scenario: You remain silent

**ACT 4 -the box**

The final story (Ac4Sc1) stretches your endurance to the limit. It is fragmentary, dislocated and frightening. Sounds echo around the box and beneath your feet. The instructions to dial another number are shouted and screamed

* Scenario: You have had enough and leave the phone box – a sound plays Ex 4
* Scenario: finally you dial 4355 (HELL)….Chris is free but your voice has been captured.

**ACT 5 – the end**

Your answers are layered into other materials and played back to you in the booth transformed into hellish cries that loop until you leave the box.

* Scenario: You leave the phone box – a sound plays Ex 5

Script fragments

Stepping off the mat – “Do not leave the kiosk.”

Dialing a non-route number - “You have dialed a wrong number. Dial zero for the operator or try dialing the number again.”

How did you get here? Did you come from Swanley, Mother, Julia

You have dialed xxx

Close the door.

I remember

You have reached Julia