

FRONTIER: HEALING

Herald flutters in, humming the Mother's lullaby.

HERALD

Oh hello! Did you stumble here by accident? Do you have a listening partner? Are you in search of healing hive?

(Beat)

Sorry, I'm ahead of myself. We're about to embark on a unique adventure together. You'll notice there are two paths—Hurting and Healing. No matter which pathway you choose, they will both lead to healing in the end. Whether with a listening partner or journeying alone, I have a friend to keep you company in each story, so don't be a passive listener. Engage with the imagined world around you.

The atmosphere shifts.

And pay attention. You didn't even notice we've stepped back in time to 1896.

We hear humming of a lullaby and children laughing in the distance.

FRIEND

(To you)

Look they're playing Awaken!

(To Friend #2)

Remember Aki?

(To you)

She's the Indian woman who taught us how to play the game.

FRIEND #2

This was the first year the Winter Carnival had Indian Village in Aurora Park. Aki said her and her family used to play it before they had to leave... She kept saying Minnesota funny.

FRIEND

Min-ne-ShOO-tuh

FRIEND #2

Min-ne-ShOW-tuh

A KID

You all playing?

FRIEND

Yes!

(To You)

The game is easy. Those two kids are pretending to be asleep. And we have to find something in the world we think is beautiful. The sky. A rainbow. Then we go back to the sleeping kids and tell them what we found.

FRIEND #2

And then we shout “Awaken, Awaken” until we bring something that makes them open their eyes.

We hear the children running and shouting “Awaken”.

You run, find your beauty and run back.

FRIEND

All the colors in the sky!

(To you)

You go!

Hopefully you shout something.

All the children are shouting awaken.

FRIEND

Now wake up! Awaken!

(To you)

Louder! Louder!

Their laughter fades. You’re back to the present.

HERALD

I hope you shouted loud enough to wake your friend up. Looks like they’re having one doozy of a nightmare. And remember, there are many pathways to healing, I hope to see you there.

END OF PLAY.