

Beyond the land of Hattamala (for LAYOUT)

Characters

K: Older thief

B: Younger thief

U: Utopia. Characters of the new land

D: Doctor

B: Which way now?

K: That way... into the river

B: Are you mad? We'll drown

K: There's no other way... we'll just go with the flow.

<dive... splash>

U: The thieves finally jumped into the river. They'll drown. There's no hope.

<Chants of "bolo hori, hori bol... bolo hori, hori bol">

K: Where am I? What's going on? (nudges B)

B: (confused) whe... where am I? Brother?

K: No I am the king of the river.

B: Oh... but where are we?

K: Grrrh... 1 2 3 4 5

B: what... I mean why are you counting?

K: nothing ... 6 7 8 9

B: but why ... why...

K: My mentor told me to count before I murder someone.

B: but why? Why are you angry?

K: stop asking. (shouts)

B: look ... smoke

K: Where there's smoke there must be fire...

B: Rice mill?

K: No I think it's a railway station... lets just go

B: Hmmm it's not a farm, nor a jungle. It's a beautiful garden. I don't think these are our parts.

U: would you like some coconut? It's very sweet.

<both have it>

K: Daamn I have left my wallet on the shelf. Don't worry we'll pay you later.

U: Pay? Eh?

K: Ya cash.

U: Cash??? Ash??? Sash?? (wonders)

<Music>

B: Are we in Calcutta.

K: Calcutta is not meant for petty thieves like us. Unless you're a murdered or a high class fraud, you can't be in Calcutta.

B: But this town is huge. It wont suit us.

K: keep walking. Let me ask someone...

Hey can you tell me where's the police station.

U: I have not heard of a place like that.

K: It's not a place. Ok just tell me where's the prison... or the dungeon?

U: Luncheon?? (Smiles) Just go straight and then left, you'll find the eatery.

K: Daaamn this is a country of idiots.

<Music>

B: Hmm the food smells really nice.

K: Have you seen the dishes? Stainless steel! Worth a lot. (smirks)

U: Hello hello. You are new here. Like the food?

K & B: Hmm hmhhh

U: Have the dessert.

K: Is this shop yours?

U: Shop?

K: the eating house?? Are you the owner?

U: No no no... I am just Mr. Konar

<music>

B: How do they make money?

K: Hmm lets just rest in the garden and talk.

B: Is everything here for charity? ... I am feeling hungry again.

K: Here have the jackfruit?

B: but...

K: from the doctor's garden we just crossed.

B: Strange place... something is always happening here. Lights, dance... fun

K: Hmmm... I have got a plan.

<they both start using their jimmy and start poking a hole in a wall>

U: wow, how did you make such a perfect hole with just that stick? Is it some kind of game?

K: <trying to act smart.> oh we were testing how sound your wall is.

U: oh... architects. You go around testing the soundness of buildings don't you?

K: don't make fun of us just because you caught us red handed. Ok we are thieves. Do what you want.

U: Thieves???

B: ya we were trying to sneak in through the hole.

U: But why didn't you enter through the front door?

B: We wanted to take your dishes. Which you wouldn't have given if we entered through the front door?

U: Why not? If you needed them why not?

But you can just eat here. why would you need to carry the dishes? It's a heavy load.

K: load??? Unbelievable. Pinch me

<B pinches hard... K punches back... they start fighting>

U: I think they have some disease. I will take them to the doctor.

B: Nooo. We have eaten the doctor's jackfruit.

U: What do you mean doctor's jackfruit? It grows on trees. Everyone eats them.

K: Blockheads. Don't people pay for food?

U: Pay???

B: How do you live then? Or eat? How do you manage?

U: manage?... Oh and I eat here, my children eat at school and my wife eats in the library she works in.

B: Don't you have to pay money anywhere?

U: Money???

K: Oh I think they haven't invented money yet.

B: Ya terribly backward.

U: You didn't say why do you want the dishes.

K: Oh we ... hmm we'd just play a game with it.

U: Oh wonderful... I would like to know about it.

< K and B searching for some place >

U: Hello friends. Can I help you?

K: Do you know where's the library?

U: Ya. I work there. Go straight and take left.

B: Hmmm (cunningly) Someone told us there's gold jewellery in the library.

K: Everyone must have borrowed everything.

U: Oh no no. Who wants gold and silver when you can get fresh flower ornaments. Aaah they are so lovely, amazing , beautiful, fragrant.

B: Idiot (hush hush). Brother lets go.

K: Lets break in and take the gold.

B: Here take the gold watch. The ring.

K: I will take what I want. All the gold is mine. Ha Ha Ha.

D: What's the matter?

U: Oh doctor... these are the people I was talking to you about.

D: Oh you two... I heard that you...

B: Ate your jackfruit and then...

D: My jackfruit??... oh wasn't it sweet?

B: Hmmm

D: I wasn't talking about that. I have heard that you can make precise holes in the wall?

K: Yes we can. So what?

D: No I am serious. You should be proud of something you do good. Will you teach me?

<starts using jimmy imitating their moves.>

Each blow, then straight.

Each blow, then straight.

Work work.

Man and work.

Work work.

Man and work.

<K and B feel a certain realization growing inside them.>

K: hmmm one has to work. Just has to.

B: then why do people like us starve to death.

K: the rich people hog a lot.

D: but how much can they eat. Look at us, don't we all eat well here?

K: but I haven't eaten anything today.

D: you chose not to.

K: Doctor, does everyone really get everything free here?

D: no not free. Not at all. We all work hard. That's why we get everything we need. If we didn't work, you'd get nothing.

B: but we didn't work at anything, but still ate for free.

D: you didn't work today. But tomorrow you will. Man cant live without work.

B: Oh I tell you what I want to do. I'll be a gardener. I will dig holes ever so carefully with precision to plant trees, flowers and a world without obstruction.

D: oh that's a wonderful occupation.

K: I think I'll be a builder. But then I have ruined so many walls, made so many holes. I don't know whether I can be of any good.

D: Don't worry. You can always build something for change...
