

TAPEMOUTH MAN

(Cheerfully, like a smiling Buddha.)

The imagination

is less a separate faculty

than a quality of all our mental faculties:

the quality of seeing more things

and making more connections among ideas about things

than any list of theories and discourses

can countenance.

The imagination works

by a principle of sympathy

with the suppressed and subversive elements in experience.

It sees the residues.

the memories, and the reports of past or faraway social worlds and of neglected or obscure perceptions

as the main stuff with which we remake our contexts.

It explains the operation of a social order

by representing what the remaking of this order would require.

It generalizes our ideas

by tracing a penumbra of remembered or intimated possibility around present or past settlements.

By all these means

it undermines

the identification of the actual

with the possible.

(Nod, John, and William put the ta him, in his wheelchair, upstage, pofrom the audience; when John and Nod kicks the Tapemouth Man in

ELECTRA

Orestes,

l don't think I can bear it.

To diè

To be gone forever.

STANDBY

SC 110-120 (Cue Lt ^^)

USL Cue Lt ^^

TMM Out (into INMATES Panto) LX	146 / SC 110
INMATES 1st Clump	LX 147
INMATES Cross to Bed	LX 148
WILLIAM CROSS DS (Path UP)	LX 149
Cross US (Path OUT)	LX 149.5
Cue BH (Tape Player) US	SL Cue Lt vv
"Skippidy Do" (Anticipate)	LX 150
VIS: Hotel CA UP LX	151 / SC 115
<u>Lyric GO</u>	LX 152
Cue BH (Knife) U	SL Cue Lt vv
US Beating Up	LX 153 (14)
Beating Up Stop (@ TMM Fall)	LX 154 (101)
Knife Reveal	LX 155 (14)
TMM Stab!! LX	X 156 / SC 117
VIS: Hotel CA OUT	SC 120
EL Ent (@ BH Start to Lift TMM) USL Cue Lt vv	
, =	

<u>Anticipate EL Line</u>

LX 161 / T 32