CHARACTERS

CHARACTER		The boss of a large corporation. He's been round the houses a lot, but now just wants an easy life.
CHARACTER	#2	A young worker, nervous, timid.
CHARACTER	#3	A department manager who thrives on interviewing prospective new staff.

(Characters are generally listed in order of importance with some kind of brief description.)

SETTI NG

Several small offices in a large corporate building situated in the far West side of London, England.

TI ME

The day before an interview. And the following morning. The present.

(The setting and time page is formatted as above. How much setting description you include will depend on how rooted your play is in reality. The more fantastic the setting, the more description it will need. If your play has a particularly complex structure, you can also include a scene breakdown, either on this page or the next, as in the example below.)

ACT I

Scene 1	An office.	Now.
Scene 2	A small office.	Last week.

ACT II

Scene 1 An office.

Now.

ACT I

SCENE 1

(Act numbers are specified in roman numerals with scene numbers specified in arabic numerals. Scene action appears in upper and lower case text enclosed within round The opening paragraph of brackets. a new scene is indented slightly further than subsequent paragraphs. Scene action should only deal with set description or what is happening on the stage and must never stray into superfluous novelistic text related to character thoughts or backstory.)

CHARACTER #1

Character names appear in capitals indented to around the middle of the page, but not centered. A character is designated by either their first or last name, but a role designation may be used instead with personal titles abbreviated. The designated character name should remain consistent throughout the entire script.

CHARACTER #2

Dialogue appears directly under the character name in upper and lower case text.

(If scene action interrupts a character's speech on the same page...)

CHARACTER #2(Continued)

Then you must begin a new character cue when continuing the dialogue. Paragraphs of dialogue must always be preceded by a character name and never appear on their own.

CHARACTER #1

(Beat)

Parenthetical instructions appear in upper and lower case text enclosed within brackets on a separate line in the body of the dialogue.

(Pause)

Never leave a parenthetical hanging at the bottom of a page when breaking a character's speech. Move it to the top of the next page under the character name.

CHARACTER #1 (Continued) Split dialogue between pages only if at least two lines appear on the first page, and only after a sentence.

 $(I\,ndi\,cate$ the end of a scene or act in the scene action.)

ACT II

SCENE 1

(Begin each new act or scene on a new page. Don't forget to number all of your pages - page one begins with act one/scene one, not the title page. And keep all your pages together with a simple paper binder in the top left corner. Unfastened pages can become separated from the rest of the script and get lost.)

CHARACTER #1

As a general rule of thumb, finish off an act and/or the script in the following way.

(Blackout.)