

# *psychoPharm*

a mindbender by Shawn Nacol

INSANITY ISN'T CONTAGIOUS. IDEAS ARE.

*psychoPharm* is a high-impact cybercomedy for two actors that explores the outer limits of inner space. It's a futuristic thriller about an outlandish innovator in the business of changing people's minds.

It's 2069... Pharmaceuticals have been deregulated. The "War on Drugs" is over and the War in Drugs is worth trillions. With full-length doses of chemical entertainment available, movies and books have become extinct. Happiness can be bought. And Love. And Danger. Artificial intelligences run the industry but rely on human brains for invention.

Pharm is the ultimate entertainment. This unholy marriage of science and business has spawned a new breed of demigod: neurochemists who enjoy rockstar celebrity. In a future where every mood is treatable and boredom insurance yields astronomical claims, it's a Pharmer's market.

Hieronymus Phicks has proved himself the greatest consciousness designer on Earth. Out on the edge of the Amazon basin, this fad scientist is on the verge of releasing a drug that opens the door to Heaven... and might just kick *homo sapiens* up the evolutionary helix. But is Phicks having a breakthrough or breakdown?

The play takes place on a unit set: a treemounted bioLab on the rim of the rainforest. Via low-tech quick-changes, two actors (*1m;1f*) get to play six characters with some fancy footwork and friendly froglicking.

*psychoPharm* is a fast, funny dose of intellectual piracy, adverTerrorism, and extremely nervous systems. It defies expectations and redefines the possibilities of possibility... Hold onto your head and find out if Heaven is worth the trip.

*psychoPharm*: where the future grows wild