

Who is Guy 1 & 2 ?

GUY 1 & GUY 2

Age: 20s–30s

The Innovators. The Tech Guys. Two Smart Men Trying to Turn an Idea Into Power.

UNDERSTANDING GUY 1 & GUY 2

Guy 1 and Guy 2 are very different from most of the men surrounding Tavon.

THEIR WEAPON IS TECHNOLOGY.

They're entrepreneurs.

They're tech guys.

They're trying to acquire the old Murphy store and turn it into an electronics business—repairs, phones, gaming systems.

But that's only the business everyone will see.

Their real idea is much bigger.

They have developed a way to secretly place identification tags inside electronics brought into their shop, allowing them to track information and potentially know things people never intended them to know.

Guy 1 sums up their philosophy perfectly:

"There's a difference between knowing what people want you to know... and knowing everything."

That's why they're valuable to Tavon.

WHO THEY ARE

These aren't hardened street guys.

In fact, Mitch refers to them as the two **"nerdy"** guys when they arrive.

That's intentional.

THEY DON'T LOOK LIKE THE PEOPLE WHO SHOULD BE WALKING INTO TAVON'S WORLD WITH SOMETHING HE MIGHT WANT.

But they have something Tavon understands immediately:

Information.

And information can become power.

These two believe they've created something valuable enough to get the attention of people who normally wouldn't give them five minutes.

They're trying to turn intelligence into leverage.

THE DIFFERENCE BETWEEN THEM

They work together, but they should **not** feel like interchangeable characters.

Their differences are already visible in the script.

GUY 1 — THE BUSINESS MIND

Guy 1 reads people better.

He's more direct.

More confident.

More capable of adjusting when a situation isn't going according to plan.

When they first sit down with Tavon, Guy 2 begins with his rehearsed introduction:

"What do you like to be called?"

Tavon completely ignores him.

Guy 1 immediately reads the room and gets to the point:

"We're trying to buy the old Murphy store. But he won't sell."

That's Guy 1.

HE CAN PIVOT.

He's thinking:

This presentation isn't working. Forget the pitch. Tell him why we're here.

GUY 1'S PERSONALITY

Guy 1 is **intelligent, entrepreneurial, confident, observant, practical, enthusiastic and slightly impatient.**

He's probably the better salesman of the two.

He understands that technology alone doesn't matter if you can't make someone understand why it's valuable.

That's why he gives Tavon the real pitch:

"Information is king."

He's not selling a little electronic tag.

He's selling what the tag provides.

Knowledge.

GUY 1 ALSO HAS A MOUTH

This is important.

Guy 1 can sometimes become so caught up in what's happening that his filter disappears.

Tavon tells Lip the disturbing story about the men who used to come through his mother's house when he was a child.

Tavon asks why none of those men ever made it upstairs again.

Guy 1 is completely caught up in the story and blurts out:

"You killed 'em."

Guy 2 immediately nudges him.

That's a great character moment.

Guy 1 is smart.

But smart doesn't mean socially perfect.

Sometimes his curiosity gets ahead of his judgment.

GUY 2 — THE TECH MIND

Guy 2 feels slightly different.

He's more rehearsed.

More nervous socially.

Potentially more comfortable talking about the technology than dealing with

someone like Tavon.

He walks into the meeting prepared to give a presentation.

The problem is Tavon doesn't care about presentations.

So when Tavon ignores his opening question, Guy 2 has to adjust.

Guy 1 helps rescue the pitch.

That's their dynamic.

GUY 2'S PERSONALITY

Guy 2 is **intelligent, technical, enthusiastic, socially less polished, observant and a little more visibly uncomfortable around real danger.**

That doesn't mean he's weak.

It means this isn't his normal environment.

He's probably far more comfortable around:

computers,

electronics,

tracking systems,

hardware,

software,

and ideas

than around someone like Tavon.

THAT CONTRAST IS GOOD.

Don't try to erase it.

GUY 2 & THE REHEARSED PRESENTATION

For the actor playing Guy 2:

The script specifically describes your opening as your **best over-rehearsed presentation.**

Use that.

You came prepared.

Maybe you've practiced this.

Maybe you and Guy 1 talked about exactly how you were going to approach Tavon.

You walk in thinking:

Okay. We got this.

Then your first question lands—

and Tavon doesn't even acknowledge you.

NOW THE PLAN IS GONE.

That's funny without you trying to make it funny.

THEY NEED TAVON

This is important for both actors.

They're trying to buy Murphy's store.

Murphy won't sell.

So why are these two sitting in front of Tavon?

Because Tavon can potentially solve problems they can't.

That means this isn't simply:

"Look at our cool invention."

There's an objective underneath the meeting.

WE NEED SOMETHING FROM THIS MAN.

That should create just enough pressure.

You want him interested.

But you also understand who you're talking to.

THE DEMONSTRATION

Once Tavon allows them to explain the real business, Guy 1 pulls out the laptop.

A map appears.

They demonstrate that one of their devices is already tracking something nearby.

Then Guy 1 places a tiny tag in front of Tavon.

Guy 2 explains that it's untraceable and why the Murphy location is so important.

Now they're in their element.

THIS IS THE MOMENT THEIR CONFIDENCE SHOULD GROW.

Before this, they're trying to sell themselves.

Now—

they can show him.

They know the technology works.

Let that confidence appear naturally.

THE PEN

There's a clever little character beat.

As Mitch leaves the room, Guy 1 hands him an ink pen.

"It's free."

Mitch casually takes it and walks away.

Then the technology demonstration reveals what these guys are capable of.

The audience should begin wondering:

WHAT WAS IN THAT PEN?

That's the world these guys live in.

Ordinary objects can become information.

THE LIP/TAVON MOMENT

Then something happens they weren't expecting.

Lip enters.

The business meeting essentially stops.

Tavon pulls Lip into an intense psychological lesson.

The two tech guys are suddenly witnessing a completely different world.

THIS IS WHERE THEIR REACTIONS MATTER.

Guy 1 becomes caught up in Tavon's story.

Guy 2 is aware enough to nudge him when Guy 1 says too much.

Later, when Tavon suddenly returns to business and asks about their device, Guy 2 is still shaken and has to force himself back into presentation mode:

"It's, ummm, yeah, but umm, it's more than that. It's information."

That's excellent for the actor.

YOUR BODY IS STILL IN THE PREVIOUS MOMENT WHILE TAVON HAS ALREADY MOVED ON.

That's how different Tavon is from them.

THE HUMOR

These two can be funny.

But again—

DON'T PLAY COMEDY.

The humor comes from two intelligent tech entrepreneurs trying to navigate a world that operates completely differently from theirs.

The best example happens after Tavon dismisses them.

Tavon hands the tag back and jokes that he wouldn't want them accidentally bugging him.

Guy 1 starts correcting him:

"That's not..."

He pauses, frustrated.

"That's not how it works."

Then Tavon shuts the door.

That's funny because Guy 1 genuinely cares that Tavon understands the technology correctly.

Even now.

THEN THE HALLWAY

The door closes.

Guy 1 looks at Guy 2.

"He still has our computer."

Guy 2:

"I know."

Guy 1:

"And our pen."

Guy 2:

"I was there. Come on."

That's their relationship.

And that little exchange tells us a lot.

THEY'VE HAD CONVERSATIONS LIKE THIS BEFORE.

Guy 1 is processing out loud.

Guy 2 already knows.

There's almost a brother-like rhythm between them.

Find that chemistry.

**FOR THE ACTOR PLAYING GUY 1
PLAY THE ENTREPRENEUR.**

You're excited because you know this idea is valuable.
You're reading Tavon constantly.
You're trying to get him to understand the business potential.
You can adapt quickly.
You may occasionally talk when you shouldn't.
You're smart enough to know technology—
but curious enough to sometimes forget where you are.
Your internal engine is:
"IF I CAN MAKE HIM UNDERSTAND WHAT THIS CAN DO, WE'RE IN."

FOR THE ACTOR PLAYING GUY 2

PLAY THE TECH GUY WHO PREPARED FOR THE MEETING.

You had a plan.
Probably rehearsed it.
Then Tavon destroyed the plan in about five seconds.
You understand the technology.
You believe in what you've built.
But you're slightly better at recognizing when your partner needs to stop talking.
Your internal engine is:
"CAN WE PLEASE GET THROUGH THIS MEETING WITHOUT GETTING OURSELVES IN TROUBLE?"

DON'T PLAY THEM AS FOOLS

This is extremely important.
They're funny at moments.
THEY ARE NOT STUPID.
In fact, their idea is potentially extremely powerful.
They're bringing a completely different kind of intelligence into Tavon's organization.
Tavon already has muscle.
Street information.
People.
Connections.
What these two are offering could give him something different:
DATA.
That's why their introduction matters beyond the humor.

DON'T PLAY "NERD"

Mitch may call them nerds.
That doesn't mean we want a stereotype.
No exaggerated awkwardness.
No fake glasses pushing.
No cartoon computer-geek behavior.
No strange voices.

No physical clichés.

THEY'RE SMART YOUNG ENTREPRENEURS.

Let the circumstances create the awkwardness.

CHEMISTRY BETWEEN THE TWO

This is going to matter in casting.

We need to believe these two built something together.

They've argued about it.

Tested it.

Failed.

Fixed it.

Probably stayed awake all night working on it.

They know each other's habits.

Guy 2 knows when Guy 1 is about to say something stupid.

Guy 1 knows when Guy 2's presentation is dying.

THEY COVER FOR EACH OTHER.

That's the relationship.

WHAT NOT TO DO

Don't play stereotypical computer nerds.

Don't play them like gangsters.

Don't force comedy.

Don't make both characters identical.

Don't act terrified of Tavon from the first second.

Don't make Guy 1 overly slick.

Don't make Guy 2 incompetent.

Don't forget that they genuinely believe in their technology.

Don't treat the invention like a joke.

And don't forget:

THEY CAME THERE BECAUSE THEY WANT SOMETHING.

WHAT WE'RE LOOKING FOR

For **Guy 1**, we're looking for intelligence, confidence, natural humor, entrepreneurial energy and the ability to read a room.

For **Guy 2**, we're looking for intelligence, technical enthusiasm, natural awkwardness under pressure and excellent reactive acting.

Together—

WE NEED CHEMISTRY.

They should feel like two smart guys who may eventually become much more important than anybody in Tavon's house realizes.

Because they're introducing something into this street world that can change the rules:

INFORMATION AT SCALE.

THE HEART OF GUY 1 & GUY 2

Everybody else around Tavon understands traditional power.

Money.

Fear.

Violence.

Reputation.

Territory.

Guy 1 and Guy 2 walk into the room carrying another kind of power.

KNOWLEDGE.

They don't need to be the toughest men in Baltimore.

They don't need people afraid of them.

They've figured out something much more valuable:

**IF YOU KNOW WHERE PEOPLE ARE, WHAT THEY'RE DOING AND WHAT THEY
DON'T WANT YOU TO KNOW—YOU DON'T HAVE TO BE THE STRONGEST
PERSON IN THE ROOM.**

You just have to know more than they do.

And that's exactly what Guy 1 tells Tavon:

There's a difference between knowing what people want you to know...

...AND KNOWING EVERYTHING.

That's Guy 1 & Guy 2.

Now show us your version of them.