



Alice in Wonderland

Relaxed Performance Guidance Sheet

Welcome to this Relaxed Performance of Guildford Shakespeare Company's *Alice in Wonderland*.

This Guidance Sheet contains important information about the performance you are about to watch.

Throughout the play there will be bright lights and lots of different noises – some loud and some very strange – which are all part of the strange world of Wonderland.

Some of the characters might talk to you; some of them might be loud; some might be grumpy; some very happy. They are here to help you enjoy your time in Wonderland.

You will visit three different buildings: St Mary's Church, Guildford Museum and Guildford Castle. To reach these, you will be led by a character from the story.

Here is a list of some of the unusual things you will find in Wonderland:

St Mary's Church

This is where your adventure starts. You will meet the Reverend Charles Dodgson who is very nice. You will also meet Alice who is a little girl. It is her story you will be following.

Everyone in the audience will be asked to stand up and sing a church hymn

During the Lord's Prayer, The White Rabbit will suddenly appear in the pulpit with quite a loud noise. He is always late and talks quite fast, but he is very nice and little bit nervous.

Alice will fall down a rabbit hole which starts with a loud bang and the lights will go off for a moment. As she is falling, the sound can be quite loud and there will be flashing

lights; but don't worry, she doesn't fall for very long and is quite safe when she lands at the bottom.

Alice will shrink when she drinks some blue liquid to help her get through a tiny door – there will be some shrinking sound effects which you may find loud as well as some flashing lights.

When Alice asks you to follow her into the tunnel it is quite dark, but it is very safe and coloured with green lights.

At the end of the tunnel you will meet a very colourful Caterpillar. This room is quite dark but very safe. The Caterpillar is a bit grumpy, but he likes talking to Alice and helps you all to get to Wonderland. There is a small amount of theatrical smoke in this room.

Guildford Museum

Here there are many fabulous rooms to explore in your time, with many strange characters in them. They are all very friendly even if they seem a bit grumpy.

The Cheshire Cat

This is a puppet that has been filmed. He appears and disappears. His voice is very friendly.

The Playing Cards

These are very silly. They might argue a bit but really like each other.

The Pool of Tears

This room is quite dark – but you can sit in here and put on some headphones and listen to a story. There will be a Playing Card to help you; they can adjust the volume if you find it too loud.

Mock Turtle & Gryphon

This is a dark room with cardboard cut outs of the characters. You can stand or sit in here to listen to the story. The voices are Brian Blessed and PG from Eagle Radio.

Duchess & Cook

This is a crazy scene! The Cook and Duchess are having an argument about cooking, and you are very close to them.

Sometimes the Cook might throw bread rolls around because the Duchess is telling her how to do her cooking.

The Duchess will speak to you and wants to be your friend. She has a baby doll which will eventually turn into a pig. There are some crying and pig sound effects with this.

White Rabbit House

Alice will end up in here and she might get stuck – when this happens Alice might scream a bit but don't worry, she's having lots of fun putting her head through the windows!

There are buttons in here which you can press that make different noises; these are the sounds of Alice shrinking and growing.

The Mad Tea Party

Everyone is called to tea when a big clock chimes, which you will hear throughout the Museum.

This is a very busy scene with lots going on, and lots of running around!

The March Hare and the Mad Hatter might speak to you. They can be loud, and they might shout, but they are having lots and lots of fun. They will shout at everyone to move places – you will need to find a new seat, if you can, when they do.

The Dormouse lives in the teapot and will pop out of the top – he is very sleepy, and they keep him awake by pinching his nose, which doesn't really hurt.

Guildford Castle

The White Rabbit will play a fanfare on his trumpet to announce the King and Queen who live in the Castle. This will happen twice outside the castle and three times inside.

The Queen is quite grumpy and keeps saying things like 'Off with his head!' – but this never happens. The King is very silly and will look after you.

The Cheshire Cat returns for a bit to see Alice. When it leaves, there is a sound effect that makes you think the King has thrown the cat out, but he hasn't really – it's just a sound effect.

At the end of play there are some flashing lights and lots of voices from the characters you have already met, this when Alice begins to wake up from her dream.

The end of play is when all the lights go out – but the Alice and the White Rabbit come back so you can clap them, and they will bow.