



# A MERRY MISRULE

VISUAL STORY

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This Visual Story uses accessible language and is intended to be used by all.

# A MERRY MISRULE

The story of A Merry Misrule is told through speech, puppetry, poetry and song. It is based on an Icelandic folk story about the Yule Cat.

There are points where the characters seem upset or scared, and make it seem as if you are in danger – this is all rehearsed, safe and part of the performance.

Throughout the show the performers will speak directly to the audience as well as each other.

## RUNNING TIME

The performance lasts for 40 minutes, without an interval.

## AGE GUIDANCE

Suitable for ages 3+

This production contains occasional references to mild threat, alongside playful references to a cat eating humans.

There is haze at points along with flashing lights.

## THE ROUTE

The performance takes place through various rooms in our building. You will be led through the route by different performers. Sometimes, you may have to move through a flap in a piece of fabric, or through some hanging beads. This is all safe and part of the performance.

A map of the route and a sensory map can be found after the visual story at the end of this booklet.

## MUSIC AND SOUNDS

In A Merry Misrule there is a soundscape in every room. The sound level is similar to a busy cafe.

A Merry Misrule has music and songs included. The music is played through speakers from a recorded track. Sometimes, the performers will sing and play instruments live, and ask the audience to join in. This is completely optional.

At the end of the performance, the performers will hand out pots and pans and ask audience members to bang on them and make a lot of noise, including shouting and singing. This will be very noisy.

The audience may cheer and clap at certain points in the show.



# BEFORE THE STORY STARTS



You will be met in the foyer by a member of the BAC team to scan your tickets.



You will then be directed to stand outside of the first room in a line. The first room is on the first floor of our building and is accessible via stairs or lift.

## THE CHARACTERS

There are 3 main performers in A Merry Misrule. Sometimes a different performer will play one of the roles if the original performer is ill or unable to perform, but the character will always be in the same costume. You will be notified if a different performer is playing one of the characters through the screens around the foyer.

This is what the characters will look like in the show:



The REVOLUTIONARY RABBIT is the Yule Cat's biggest fan and an old friend of Pigeon



PIGEON is an old friend of the Revolutionary Rabbit



MOUSE is from a storybook and tells the tale of the Yule Cat

# THE STORY OF A MERRY MISRULE



This is Room 1. It is part of the city where the story is set. The soundscape of this room has chimes and a cat purring in the background.



You will be greeted by the Revolutionary Rabbit, who will explain that the city is now ruled by the Yule Cat, who wants everyone to have brand new toys. The Rabbit will ask the audience if they like cats, and speak directly to you. All audience participation is completely optional.

The scene will end when Rabbit sends you through to the next room to see if there is any anti-Yule Cat activity happening in the city.



This is Room 2. It is part of the city where the story is set.



As you walk through, Pigeon will try to get your attention.



You will then follow Pigeon to Room 3 through a set of beads.



This is the next room you will enter. It is Pigeon's Thrift Emporium. There are lots of items on the shelves in different colours and in different materials.

Whilst Pigeon speaks, music will play at a low level.

The Revolutionary Rabbit will enter the scene, with a siren playing on a megaphone. This may be quite loud and happen suddenly. Pigeon will take the megaphone from the Revolutionary Rabbit, and they will speak at a regular volume from then.

Pigeon will ask the audience to join her and Rabbit in a song called a 'wassail'. This is completely optional.





An alarm will then sound that might be quite loud. The lights will also flicker and the room will become darker. There will also be loud 'meow' sounds as the Yule Cat's eyes, shown through two yellow lights, flicker through the room.

The Revolutionary Rabbit will tell the audience to be very still to avoid being caught by the Yule Cat. It is ok if you are not very still, do whatever makes you comfortable.



The Revolutionary Rabbit will then take a pop-up book from the shelf and ask an audience member to read from it. This is completely optional.



As the Revolutionary Rabbit or audience member reads from the book, Mouse will enter the room.



Mouse will lead you into Room 4, which looks like a woodland area, with seating available. There will also be haze in this room.



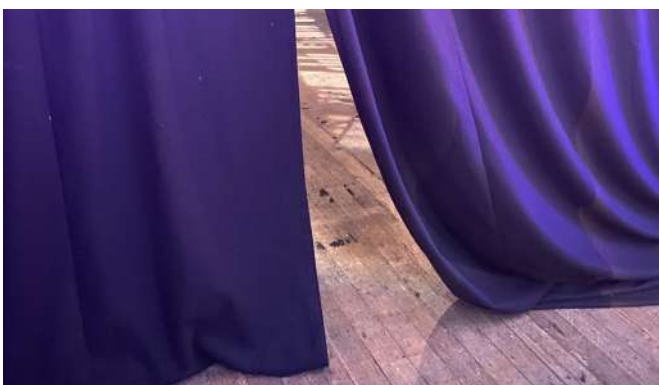
There will be a hut with a small kitchen in it. The soundscape will be of gentle woodland sounds.



Mouse will then tell the story of the Yule Cat.

Once Mouse has finished telling the story of the Yule Cat, Pigeon will enter and Mouse will exit. Pigeon will then ask the audience how they can stop the Yule Cat. Feel free to say your ideas, but this is completely optional.

Pigeon will also ask someone from the audience to donate a gift to give to the Yule Cat. You do not have to give anything if you don't want to.



Pigeon will then lead you to the next room through a flap in a black curtain.





Room 5 looks as if you are in a city street with lots of tall white buildings. There will be haze in this room. The Revolutionary Rabbit will speak on a walkie-talkie to Pigeon, saying that the Yule Cat is on her way.



The lighting will become quite dark, and large green eyes will be projected to represent the Yule Cat's eyes to show that she has entered the space.

Pigeon will ask an audience member to offer up the gift that they donated in the last scene.



The Yule Cat will be projected walking across the buildings getting smaller and smaller until a performer appears with a puppet of the Yule Cat.

The Revolutionary Rabbit will enter. When he does, alarms will sound.



Room 6 is an allotment. There will be wooden signs around the room and some real plants and trees.



Pigeon and Rabbit will hand out some metal pots and pans to audience members.















Pigeon will also be playing the accordion in this section.

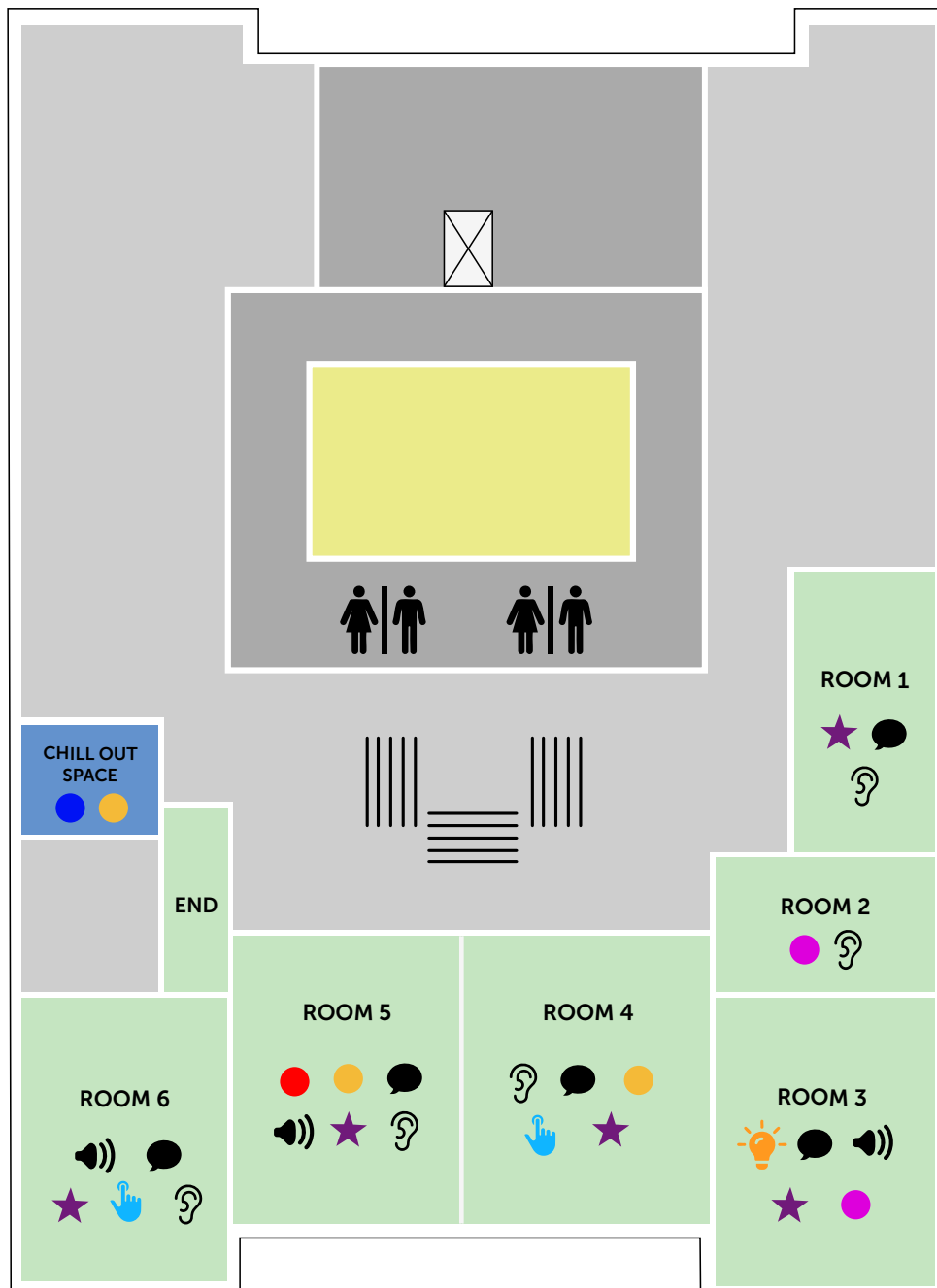
They will encourage the audience to hit the pots and pans with wooden spoons.

There will be lots of loud noises in this section, as the performers will also ask you to sing along with them. This will be done by the whole audience together and is completely optional.

# SENSORY MAP OF PERFORMANCE ROUTE

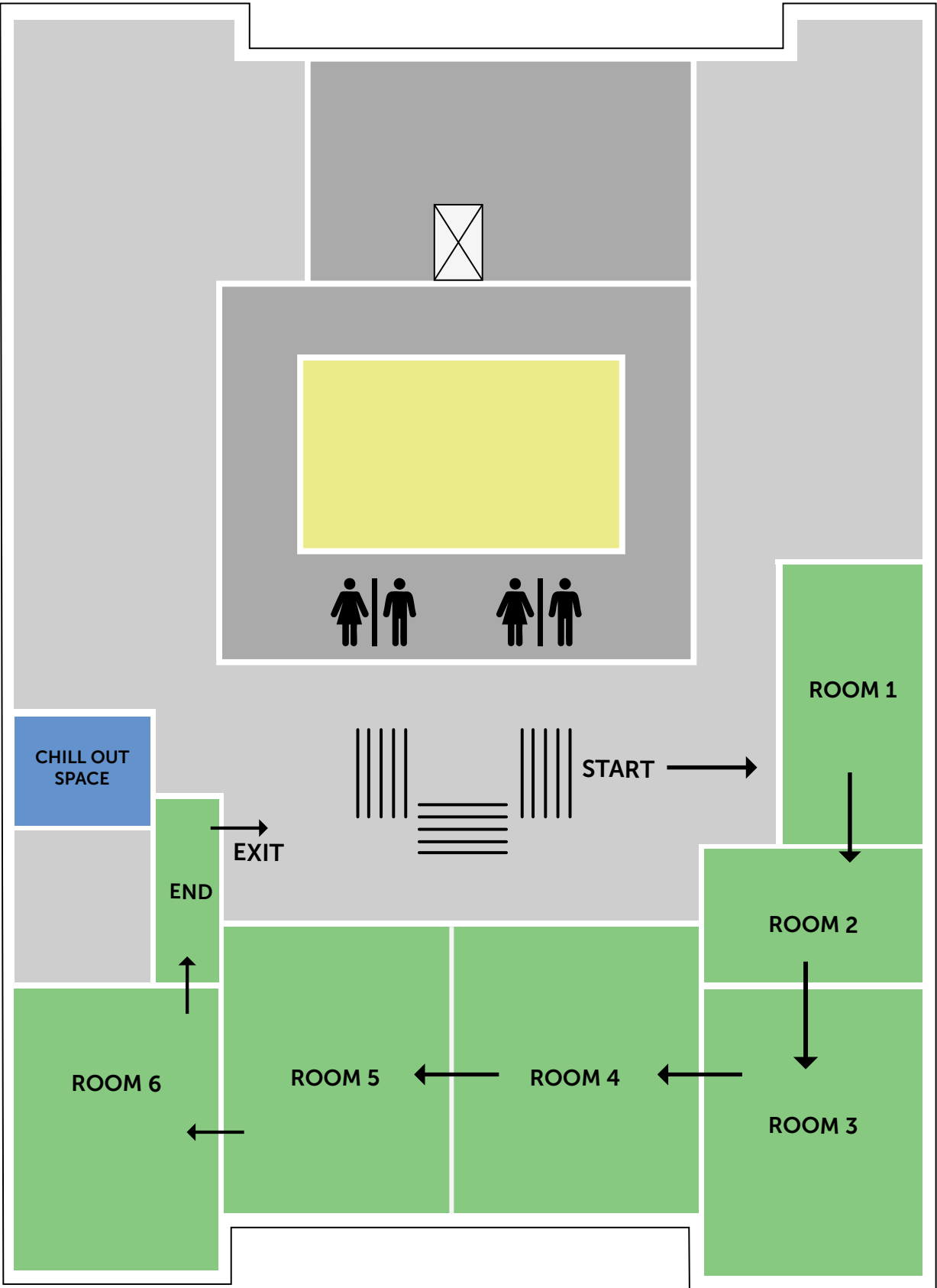
Please note there is artificial light throughout the performance route. There are sound effects and soundscapes throughout the experience. This map will show you where they are so you can prepare.

- |  |   |  |
|--|---|--|
|  Low Light              |  Sound Effects   |  Touch           |
|  Quiet Area             |  Lighting Effect |  Lighting Change |
|  Audience Participation |  Loud Noise      |  Lift            |
|  Speech                 |  Bright Light    |  Toilets         |





# PERFORMANCE ROUTE MAP



Thank you so much for using this Visual Story and coming to ***A Merry Misrule.***