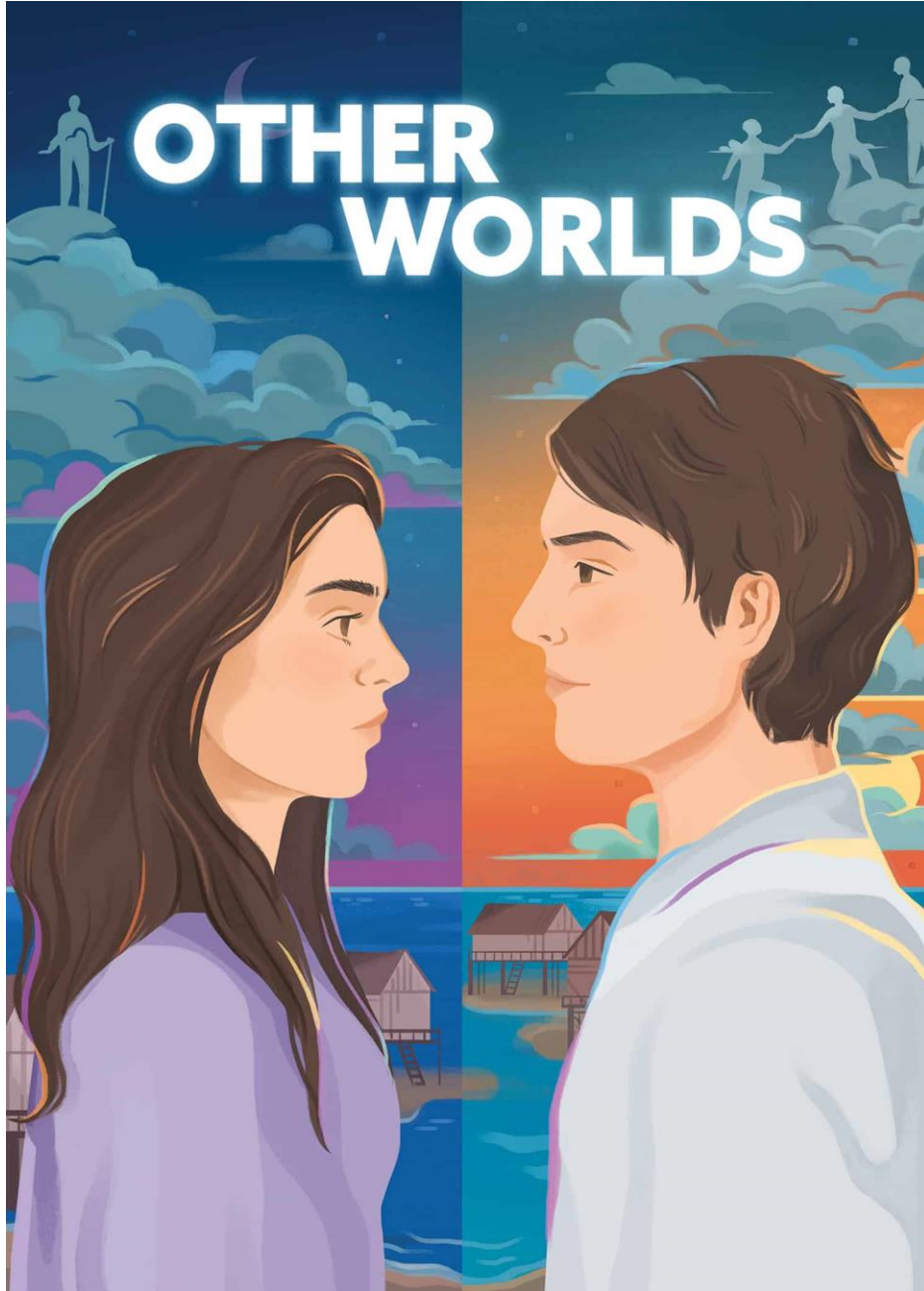


Visual Story

# Other Worlds



La Maison Théâtre

September 29-October 7, 2023

Questions? Contact Geordie Theatre: [info@geordie.ca](mailto:info@geordie.ca)

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### What is a Visual Story?

A visual story is a tool to help audience members familiarize themselves with a venue and/or with a show. It allows audience members to know in advance what to expect from a theatrical experience, so that they can prepare themselves accordingly. Visual stories were created as an aid for autistic people and people with learning disabilities, but they can be used to help anyone prepare for their visit to the theatre.

### About the Performance

#### Performance Time

The performance is approximately 65 minutes in length.

#### Pre-Performance Talk

Geordie staff will tell you a little bit about the show before it starts. They will also talk about the land on which the theatre is located.

#### Post-Performance Talkback

There will be a 10 to 15 minute talkback after the show. This is a time where audience members can ask questions to the actors or special guests. Audience members can leave the performance before, after or during the talkback.

## Things to Look Out for

- You are welcome to come and go from the performance as you please. Here are some of the different spaces you can spend time in before, during and after the show:
  - The Quiet Room is directly at the bottom of the staircase and to the right. It has objects meant to be calming, like noise-cancelling headphones, weighted plushies, and comfortable chairs and cushions.
  - The Dynamic Space is perfect if you need to move around and get rid of excess energy. It is at the top of the staircase on the side of the theatre with the odd-numbered seats. You can move around in the hallway, and/or use the benches and dynamic seats.
  - The Reading Corner is in the hallway between the odd and even-numbered seats. You can relax and read books there.
- During the show, you can ask the theatre staff for a weighted blanket, weighted plushie, noise-cancelling headphones and/or fidget toy.
- There are music and sound effects in the show. If audience members are sensitive to loud noises, they are encouraged to use noise-cancelling headphones.
- There are lighting effects in the show. Sudden light changes are limited as much as possible.
- There are smoke effects in the show.
- There is a glossary at the end of this document. There you will find the definitions of some of the more complex words in the play.
- Some themes explored in this play are: Unique intelligences/traits and alternative lifestyles, development and capitalism, community versus seclusion, connection and friendship, and celebrating neurodiversity.

## The Characters

This is Christopher. He plays the role of Kale.



Kale is community-oriented, open minded and selfless. His outlook is dependent on the community around them. His hobby is quilt-making and he lives in a tight-knit community on the shore.

This is Robyn. She plays the role of Riley.



Riley is self-sufficient, practical and handy, with a preference for solitude. They prefer not to be dependent on anyone. Their hobby is wood-carving and they live in a reclusive community of stilt houses on the water.

The Mayor and a Newscaster are also characters in the show. They are never seen onstage; we only hear their voices.

## The Locations

- The play takes place on a small remote island that is being overtaken by developers. There is tension between Kale's community who lives on the shore, and Riley's community who lives in stilt houses on the water.
- Some scenes take place in a mysterious bunker with a secret door that leads to the unknown.
- Some scenes take place in a tunnel connected to the bunker.
- Some scenes take place in Riley and Kale's "inner worlds". These are rich and personal safe places they have created for themselves in their minds, inspired by their passions of sewing and carving.

Diana Uribe designed the set for this show and Zoe Roux designed the lighting. Together they made the stage look like the island, the bunker, and Riley and Kale's inner worlds at different moments in the play.

Eric Caissie composed the music for this show and Rob Denton is the sound designer. They decided which music and sounds to use to help bring the audience into Riley and Kale's world.

Diana Uribe is also the costume designer for this show. She decided what clothes Christopher and Robyn should wear to look like Kale and Riley.

## The Story

Other Worlds is written by Stephen Booth and directed by Jessica Abdallah.

This is what happens in the play. Skip to the Glossary on page 6 if you don't want spoilers!

Other Worlds follows Kale and Riley. Riley carves masks and likes being alone, and Kale makes quilts and likes being around other people. We learn about the town they live in and the tension that exists between their two communities.

There are land developers constantly doing construction work and changing things in their town. Everyone is worried about what will happen to their homes and the places they love. The developers make promises about how great everything will be once they finish their project, but Riley and Kale are not sure if they believe them.

There is a huge storm. Kale and Riley vaguely remember reading about an old secret bunker, so they decide to go look for it and take shelter there. At the bunker, they meet each other for the first time. At first, they don't get along, but over time, they bond over their hatred for the developers and talk about their wishes for their communities' futures. Although they want different things, they kind of understand each other.

While exploring and getting stuck in a tunnel they found behind a locked door in the bunker, Kale and Riley overhear a newscaster and the town's mayor talking about the true plans for the town: something about demolition, sending everyone away on a boat and not letting them come back. The new condos being built are for tourists, not Riley and Kale's communities.

By working together and helping each other, Riley and Kale make it out of the tunnel. They see how much the town has been destroyed and they are afraid. The storm rages on, the water is rising, and Kale and Riley continue to make their way through the storm together.

End of play.

## Glossary

**Affordable:** Not expensive

**Anemone:** A small sea animal that looks like a flower

**Approachable:** Friendly and easy to talk to

**Army barracks:** Buildings where military workers live

**Athlete's foot:** An infection that makes the skin on the feet itchy, dry and cracked



Anemone

**Avant-garde:** A work of art that is avant-garde has unusual and new ideas that may seem strange to people who prefer more traditional art.

**Barefoot skiing:** An adventurous water sport where a person is holding on to a rope being pulled by a boat. Like water skiing, but without skis.

**Broaden your horizons:** Become smarter and more open-minded by learning about a lot of different things

**Chisel:** A tool with a handle and a blade used for carving



Chisels

**Claustrophobic:** Scared of being stuck in small spaces

**Cooperation:** Working together

**Cove:** A pocket formed by a part of a body of water and the land around it



Cove

**Demolition:** Destroying something big, like a building

**Distorted:** Deformed

**Driftwood:** Wood that has been in the water and has drifted onto the shore

**Drought:** When there is not enough water and it hasn't rained in a very long time

**Elaborate:** Detailed and complex

**Entrenched:** Firmly established and unlikely to change

**Evacuation:** Going away from a place, usually for safety during a disaster

**Gaggle:** A noisy and chaotic group

**Griffon:** A mythological creature who has the head, legs and wings of an eagle and the body, back legs and tail of a lion



Griffon

**Gruesome:** Horrifying

**Hermit:** A person who lives alone and away from other people, and who usually avoids contact with other people

**Hurricane:** An extremely violent and windy storm that starts in the water

**Hypnotic:** This word is used to describe something that is so calming it could put someone to sleep

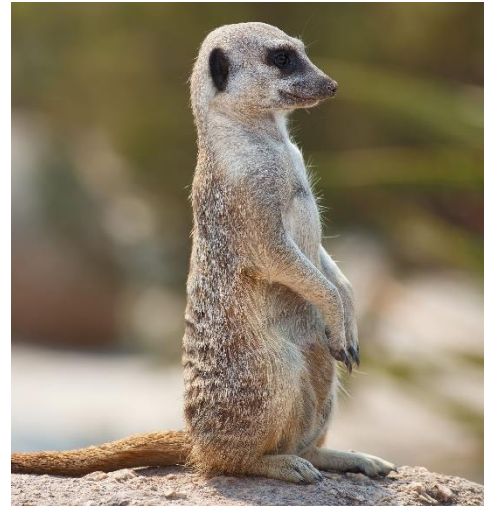
**Land developer:** A person who buys a bunch of land to exploit it or build things on it to make money

**Landfill:** A place where garbage gets buried

**Machete:** A big knife used for farming or as a weapon

**Marina:** A place where people park their boats

**Meerkat:** A small animal that kind of looks like a lemur and sometimes sits up on its back legs



Meerkat

**Minotaur:** A monster with the body of a man and the head of a bull



Minotaur

**Monolith:** A tall and thin structure, in this case a skyscraper

**Oasis:** A place in the desert where there are plants and water. It can also just mean any place that is peaceful and beautiful.

**Paisley:** A pattern made of curved shapes that kind of look like feathers

**Panoramic:** A panoramic view of something is a view from very high up where you can see the whole thing



Paisley



**Pterodactyl:** A kind of dinosaur that had wings and a beak, and could fly

**Revitalize:** Bring back to life

**Sacrifice:** Giving up something in order to get something else

**Secluded:** A secluded place is quiet, private and away from other people.

**Self-righteous:** A self-righteous person believes that they are always right

**Shelter in place:** In an emergency, shelter in place means staying indoors where you are until it is safe to go out.

**Snob:** An insult used against people who look down on other people because they think they are better than them

**State of the art:** An expression used to describe something that is made using the very best and most modern technology

**Stilt house:** A house that is built on top of tall stilts. Stilt houses are usually on top of water, so they are build high up to protect them from flooding.

**Surgical:** Very precise

**Tapestry:** A artistic piece of fabric, usually hung on a wall as a decoration

**Telecom tower:** A structure used for transmitting or receiving radio, television or other telecommunication signals



Pterodactyl



Stilt house



Telecom tower