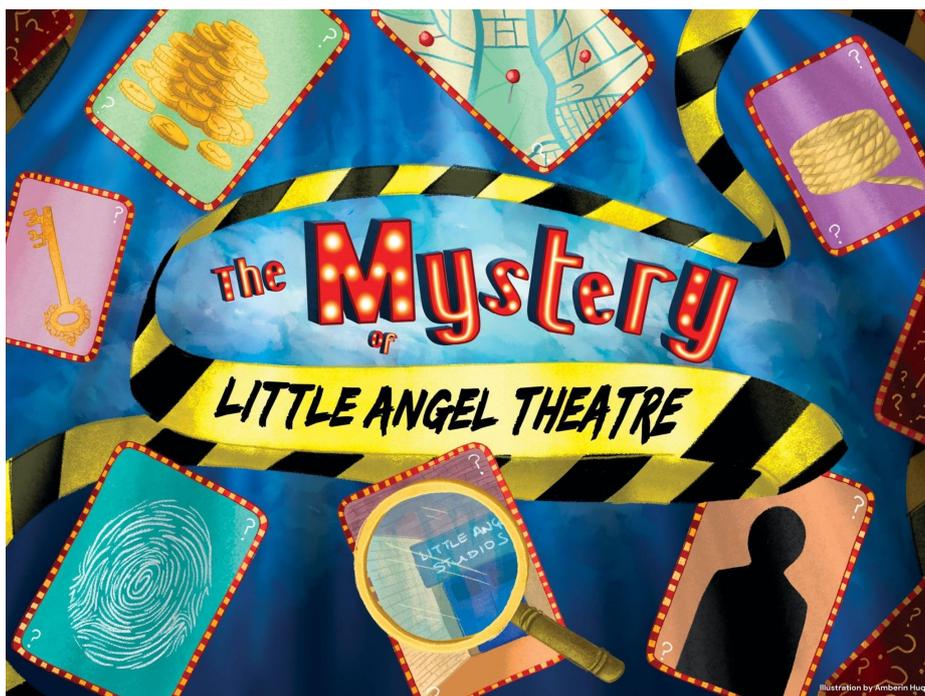




The Mystery of Little Angel Theatre Visual Story



A visual resource for children and adults with Autistic Spectrum Disorder.

This resource is intended to help prepare any visitors for a new experience and to help them to become familiar with the show, surroundings and situation.

This show has one performer, Danyah Miller. Danyah is playing a mystery solving game, and they ask the audience to play the game with them and help to solve the murder mystery. There are points in the show where the audience decides what happens next, and so every single performance is different. This visual story is a guide to what happens in the performance, but each one will be slightly different.

The show is approx. 1 hour with no interval.

There is recorded music in the background, recorded voiceover and video clips to watch throughout the show.

This is a show that has choices. There are slightly different scenes and characters to meet and you won't see all of them. At some points in the show members of the audience are given the opportunity to choose what happens next and some will be invited to go on to the stage and take part.

Audience members can contribute and join in if they want to, by putting their hands up to volunteer or answer questions, but you don't have to if you don't want to, you can just watch.



“Join super sleuth Danyah Miller to unravel ‘The Mystery of Little Angel Theatre’.

From the award-winning creators of ‘I Believe in Unicorns’ comes this new brain-teasing interactive adventure. Combining live board game elements with a thrilling evidence hunt, you'll become a detective faced with intriguing suspects, curious objects and a detailed theatre map. Can we crack this case together?

Navigate through secrets and surprises, watch camera footage and uncover hidden clues, every riddle bringing us closer to the truth.

Expect mischief, intrigue, spontaneous stories and of course a sprinkle of magic. Get involved... get it solved!”

The show is a murder mystery ‘whodunnit’ set as a board game. It was developed with groups of 6-11 year olds to be a playful, suspenseful and exciting experience for those in the recommended age group and above. The show is not scary to watch, but the premise of the story is that there has been a murder.

Characters

Danyah takes on the role of the game player. Once they start playing the game they become 'Constable Newbie'. It is Constable Newbie's job to solve the crime with the help of the audience. The audience become part of the show and are the 'Trainee Detectives'.



Danyah Miller: The Game Player / Constable Newbie



Detective Chief Inspector Squeezer speaks to Constable Newbie on the phone. We hear her voice but we don't see her.



Danyah sometimes plays the part of other characters, these could be the suspects or witnesses. They use costumes and props and voice changes to represent different characters. Sometimes audience members do this too.

'The Game Voice' speaks at various points in the performance to guide the players around the stages of the game. We do not see The Game Voice. The victim and suspects are also portrayed using photos, video clips and tiny cut out character pieces on the game board.

The Show

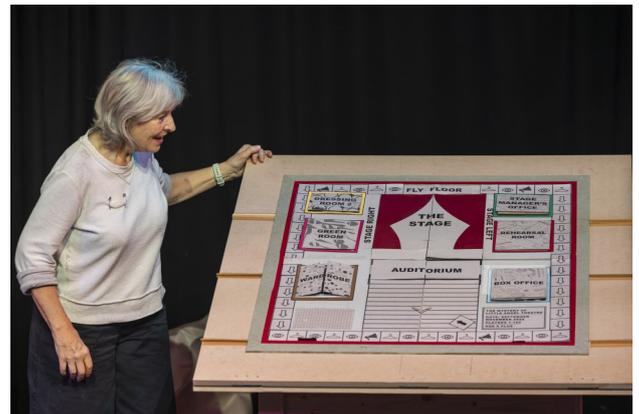
In this visual story special alerts are written in blue ink.



When you enter the auditorium and sit down to watch the show the stage is set. Music is playing quietly in the background and the lights are quite dim with some mist in the air.

Danyah enters and says hello to the audience, high fiving people on the front row. The lights flash and jazzy game show music plays.

Danyah welcomes the audience to the game. She gets the game out of the box and explains what everything is. They haven't played this game before and they need to look at the instructions.



Danyah finds a large red button which starts the game. She asks an audience member to press it and the rest of the audience to count down. When the button is pressed the lights go darker and we hear The Game Voice over the speakers.



The Game Voice instructs Danyah to choose their character. They choose 'Constable Newbie'. Danyah is now Constable Newbie and they need help! She asks the audience to become Trainee Detectives.

Constable Newbie asks the Trainees to join the game by repeating what they are saying and swearing in to be part of the team. She asks them to hold their noses and press their foreheads at the same time.



The Game Voice announces that there is a new game incoming. The voice announces that there has been a murder in a theatre. An actress, Chloe Branding, has died and the team playing the game have to solve the mystery of what happened. We hear a voice recording of Chloe introducing herself.



The phone rings. We hear the voice of Detective Chief Inspector Squeezer who tells the team some more details about the case and the suspects involved. They tell them to get on with it and not to make a mess of it!



Constable Newbie finds an envelope that says 'Who did it!' They pin it up on the board. It is now the job of the game players to see if they can work out who the murderer is. They also add a photo of the murder weapon, a piano which has fallen on top of Chloe on stage, on to the board. Every time some new evidence is discovered it is added to the board.



Constable Newbie introduces the 5 suspects. We see a photo of each suspect and hear recorded voice introductions. Each suspect tells us who they are and why they couldn't have been the murderer!

The suspects are:

Paul Chalmers, Chloe's Co-Star

Ryan Flattage, Stage Manager

Dame Olivia Stratford, Theatre Royalty, Co-Star

Kitty Backstitch, Dresser/wardrobe assistant

Lucas Quill, Producer and Playwright/writer



ROUND ONE

Motives

The Game Voice announces that a new round is about to start. The lights flash.

In this round the team decides which suspect they want to see connected evidence for to try and work out their motive.

As each suspect is chosen Constable Newbie shares the evidence linked with that suspect.

Sometimes the Trainee Detectives are asked to help. If you want to help you can put your hand up, but you don't have to.

Once all of the evidence has been revealed the lights flash and The Game Voice asks the Trainee Detectives to examine the evidence. There is a re-cap of evidence. What are the motives of each suspect?

Constable Newbie asks the Trainee Detectives who they think the murderer is.

The phone rings. We hear the voice of Detective Chief Inspector Squeezer who asks if they have solved the case yet? Constable Newbie asks the Trainee Detectives to vote for who they think it is by putting their hands up.

She reassures Chief Inspector Squeezer that the team are getting closer to solving the case.



ROUND TWO

Alibies and Means

The Game Voice announces that a new round is about to start. The lights flash.

In this round the team are able to examine evidence around alibies. Where was each suspect at the time of the murder?

Constable Newbie reads out the rules.

There are only 5 minutes to examine as much evidence around alibies as possible.

The Game Voice starts the countdown.

Your Time Starts Now!

Constable Newbie goes through the evidence around each suspects alibi and means. Where were they and could they have done it? They move the pieces representing each character around the game board.

As time passes The Game Voice announces how much time is left.

Constable Newbie asks the Trainee Detectives who they think the murderer is and to vote for who they think it is by clapping.

The phone rings. We hear the voice of Detective Chief Inspector Squeezer who asks if they have solved the case yet?

She tells the team that Chief Inspector Squeezer is very pleased with their progress.



ROUND THREE

Secrets

The Game Voice announces that a new round is about to start. The lights flash.

In this round the team use a spinning wheel on the game board to determine which suspect they are going to investigate and a dice and the board counters to find out how.

They have the opportunity to watch videos and meet suspects or people linked to the suspects to try and find out any secrets that might help to solve the case.

Video screens are revealed as part of the evidence board.

Sometimes Danyah is in character as a suspect or another person linked to a suspect. The Trainee Constables can ask questions to find out secrets.

Sometimes audience members act as the character and Constable Newbie asks them questions. You only have to volunteer to do this if you want to.

There is limited time for each suspect. The Game Voice announces when time runs out.

Constable Newbie goes through all the secrets that have been revealed.

The phone rings. We hear the voice of Detective Chief Inspector Squeezer speaking very fast. You can't understand what they are saying.

It's time for the final vote! Constable Newbie asks the team to vote by standing up.

Constable Newbie asks for a drum roll and opens the envelope to reveal who the murderer is.

Did you get it right?



Danyah asks the audience not to reveal who the murderer is to anyone else!

The lights go dark. Music plays.

The game board transforms into a tiny theatre. A camera projects what is happening in the tiny theatre on to a screen in the evidence board.

We see what happened on the night of the murder as it is acted out in the tiny theatre.

The murderer admits it was them.

There is a crash of thunder and the lights go out!

You got involved and got it solved! But remember, don't tell anyone who did it!

This is the end of the show—We hope you have enjoyed being a Trainee Detective and part of the team playing the game.

