



AROUND THE WORLD IN 80 DAYS: A VISUAL STORY
A visual resource to accompany today's relaxed performance.

This pack is designed to help familiarise your group / family with the story, characters and events of the show. It highlights moments of sudden action, lighting/sound changes, and explains the story to you as it unfolds.

Welcome!

We hope you enjoy our production of *Around the World in 80 Days*.

This visual guide can be read before the show. It tells you more about the play, so you will know what to expect during the performance.

How long does the play last?

Act One is 1 hour and 15 minutes.

Act Two is 50 minutes.

There is one 20 minute interval.

THE SET (what the stage looks like)

- When you arrive at the theatre, the auditorium lights will be on, so you can find your seat and see the stage. You will sit in your allocated seat to watch the play. An usher will help you find your seat if you are unsure where to go.



- On the stage, you will see a large staircase, made out of suitcases. It is very tall and colourful and some of the suitcases can be moved, so they can be used as other things in the play.
- Actors will climb up and down this staircase during the play. It will become lots of different places as the characters travel around the world.
- There is one very big suitcase at the top of the staircase - this is actually a door! Actors will enter and exit through the door during the play.
- During the play, props will also appear on the staircase. Sometimes you will be able to see the actor carrying them, sometimes they will appear as if by magic.
- On the floor, you can see a map of the world. This map shows all the different countries Fog visits on his trip around the world.

- Sometimes the lighting will change - there will be different coloured lights, like **red** and **green** and **blue**. Sometimes it might go darker, and other times, it will be bright. It will never go completely dark.
- Sometimes you might see smoke on stage. Don't worry, it is special stage smoke made from water. It helps the stage look exciting.
- There is lots of noise in the play, and some sounds are quite loud. Look out for **this blue star symbol** - this means a scene has loud noises or some action, which might be a bit surprising.
- We use sounds for our on stage fights. None of the actors actually touch each other when they fight. They do it with lots of space between them, so we use sounds to help create the story. These sounds might be slaps and punches if there is a fight, or the noise of an animal! **This guide will put any sound effects in bold** as part of the story guide, so you can be prepared.
- We also use music to help tell the story. Music will play during each scene to help us imagine where Mr Fogg and his companions are.
- Sometimes our actors also use puppetry to help tell the story - for example, a grey coat becomes an elephant! There is a picture of this in this pack.



THE ACTORS

Here are pictures of all the actors you will see in the play. There is a picture of them out of costume, and a picture of them as one of their characters in the play. When our actors change character, they will put on a different costume.

Pushpinder Chani- Ralph / Mr Naidu



Nyron Levy - Flanagan / Batlucar / Captain Speedy



Kirsten Foster - Mrs Aouda



Matthew Ganley - Stuart / Judge Obadiah / Colonel Proctor



Dennis Herdman - Inspector Fix



Mike Hugo - Passepartout



Joey Parsad - Flower Seller / Miss Singh / Von Darius



Andrew Pollard - Mr Fogg



THE STYLE OF OUR PRODUCTION

There are only 8 actors in our cast, which means the actors play lots and lots of parts to help tell the story. This also means the costume changes might be very quick, and the actors will use different voices to play different characters.

Our actors also like you to feel like you are part of Mr Fogg's journey. This means it might sometimes feel like they are talking to you, from the stage.

Some actors also move through the audience to help tell the story of Mr Fogg's journey, and sometimes they may be quite close to you. More information about this is given in the story notes, and is in green writing, so you can easily see where this happens. Other moments which might surprise you are also in green.

We hope to take you on an exciting journey, one as exciting as Mr Fogg's! In this play, you will see actors pretend to be on boats, trains, a sledge and even an elephant!

There is one moment in the show when it snows. All of the snow is on stage though, and won't come into the audience. There is also a small balloon which floats down from the roof, as if by magic! This also stays above the stage and won't come into the audience.

The actors will also pretend to throw money and passports to each other - this is a magic trick, designed to look like paper and props have been thrown when really, nothing is thrown at all!



Story Notes

These notes describe what happens in the play.

If there are any sudden sounds, actions, changes or other surprises, you will see this symbol. **All the sound effects are also printed in bold**, so you can see where they are in the play.



ACT ONE



The stage goes darker at the beginning of the play, before the lights snap on. **You will hear music, and a clock ticking**, then Mr Fogg enters with other members of the cast. As the scene continues, you will see a movement sequence which is quite quick. This movement sequence is called 'A Day in the Life' and it repeats. We can see Mr Fogg wake up, play cards, and go to bed.

Next, we learn that there has been a robbery at the Bank of England! We also meet Passepartout. He is French, and has come to ask Mr Fogg for a job as his new valet.

Mr Fogg offers Passepartout the job and asks him to return to his home. Fogg tells Passepartout that he will be home for exactly 10.59pm, after he has played whist (a game with cards) at the Reform Club.

Mr Fogg meets three men at the Reform Club and, **as the clock ticks**, they begin to play whist. The men are called Stuart, Flanagan and Ralph. Stuart makes a bet with Mr Fogg, that he will not be able to travel around the world in 80 Days. He is so sure Mr Fogg will fail that he bets £20,000 on it. Mr Fogg says he will succeed, and decides to leave this very same evening. The bet is on!

Mr Fogg returns home and tells Passepartout that they are leaving tonight to travel around the world in 80 Days! Fogg tells Passepartout that he has packed one bag for the trip. This bag contains twenty thousand pounds and a big red book called 'The Bradshaw', which contains the timetables of all the trains and steam boats in the world! Mr Fogg will use this book to plan his journey.



First, Mr Fogg and Passepartout travel by train, then steam boat, then train again to arrive in Brindisi, Italy. The cast make the trains and boats out of suitcases and rails. **There is lots of music here, and a dance.**

Mr Fogg and Passepartout arrive in Suez, Egypt, where they get their passports stamped. Here, we meet Mr Fix. Fix is a police detective who mistakes Fogg for the thief of the Bank of England. Fix decides to follow Fogg and arrest him as soon as he can.



★ **At the sound of a steam boat**, Fogg and Passepartout must hurry to catch *The Mongolia*, a boat which is sailing to Bombay, India. **After watching a dance**, Passepartout meets Mr Fix, but still doesn't yet know he is a detective (or that Mr Fix thinks Mr Fogg is the thief of the Bank of England!)

★ We arrive in Bombay, **where it is quite noisy with lots of music!** Fogg and Passepartout are also joined by Mr Naidu, an Indian businessman. Fogg tells Passepartout that there is a little time for him to look around Bombay. **In a noisy market**, Passepartout meets Mr Fix (again!) Mr Fix persuades Passepartout to visit a temple on Malabar Hill with him.

★ Mr Fix doesn't tell Passepartout that he must take his shoes off, before he steps inside the temple, and Passepartout finds himself in a fight! But Passepartout is excellent at getting out of tricky situations, and he escapes, unharmed. Mr Fix is furious that Passepartout has escaped, and decides to follow him and Mr Fogg all the way to Calcutta. **There are lots of fight sounds here, such as slaps and punches.**

★ Mr Fogg, Mr Naidu and Passepartout have made the train to Calcutta, but suddenly **the train stops with a loud screech!** A train guard tells them to get out, because the train track isn't finished yet! We have **special sound effects of a train door**. They must now find another way to get to Calcutta, so Mr Fogg can continue his journey and win his bet of twenty thousand pounds. **From the stage, Mr Naidu and Passepartout might ask you if you have anything which might help them to continue their journey!**

★ Suddenly Passepartout has an idea - could they ride an elephant to Calcutta? **Here, the cast make an elephant** from trunks, **some special elephant sound effects** and a coat and, after buying the elephant from Miss Singh, Mr Fogg, Passepartout and Mr Naidu are off on their journey again! **There is lots of loud music here.**

★ Passepartout spots a young woman in the jungle. Her name is Mrs Aouda, and she is being led away to her death. Mr Fogg decides they should save her. Passepartout fights the guards who were keeping Mrs Aouda prisoner, and they all escape on the elephant together! Now everyone can see what an amazing fighter Passepartout is! **There are lots of fight sounds here, such as slaps and punches** and some special lighting in both green and blue. **There is also loud music.**





Miss Singh, and the elephant, arrive safely in Allahabad where Mr Fogg, Mr Naidu and Passepartout plan to catch the train to Calcutta. Mr Naidu says goodbye to his new friends. As one friend leaves us, another is found, as Mr Fogg invites Mrs Aouda to accompany them as far as Hong Kong where she can be reunited with her cousin. But before Mr Fogg and his travelling companions can leave Calcutta for Hong Kong, Mr Fogg is arrested and sent to trial! **Mir Fix and a policeman will run around the stalls looking for Mr Fogg.**



Mr Fogg is brought to trial, not for his actions in saving Mrs Aouda, but on behalf of Passepartout, who has been arrested for not taking off his shoes in the temple. As Mr Fogg is his employer, he is responsible for Passepartout's actions. Mr Fix is delighted when the Judge sentences Fogg and Passepartout to prison, **(look out for Mr Fix, he's sat somewhere in the stalls section of the auditorium, near the stage.)** But Mr Fogg is very clever, and able to convince the Judge to let both himself and Passepartout go free, after paying a fine. Once free from the threat of going to prison, Mr Fogg, Passepartout and Mrs Aouda head for the ship, *The Rangoon* to travel on to Hong Kong.



On board the Rangoon, the waves are quite strong! **The actors will tip the table, and the white rail, to help tell the story that we are at sea and on a boat. Mrs Aouda and Mr Fogg have tea cups, which slip over the table each time it sways from left to right, and back again.** Passepartout arrives to tell Mr Fogg that the next ship they must catch, *The Carnatic*, is late arriving into Hong Kong - an excellent bit of news for Mr Fogg, as he will now certainly make this connection and be able to continue his journey around the world in eighty days. Satisfied the journey is going well, Mr Fogg leaves to play whist and Mrs Aouda goes to bed.



Passepartout is joined on the boat by Mr Fix. Together, they sway in time with the rest of the boat. Mr Fix then invites Passepartout to come and try kulfi with him (an Indian dessert). But as Mr Fix and Passepartout try to leave, they realise the chairs and table cannot continue to sway without help - **so they will ask some people in the audience to come on stage and help sway the chairs for them! Don't worry, you don't have to go on stage if you don't want to. Passepartout will ask for volunteers so put your hand up if you would like to have a go! You will need to climb some stairs to get to the stage. Members of the cast will offer their hands to you to help you up and down the stairs.**

Mr Fogg, Mrs Aouda and Passepartout arrive in Hong Kong. Mrs Aouda learns that her cousin, who she thought was living in Hong Kong, now lives in Holland. So she is not alone, Mr Fogg asks her to accompany him and Passepartout for the rest of his journey.

Meanwhile, Passepartout sees Mr Fix on the streets of Hong Kong. Mr Fix, who has still not received a valid warrant for Fogg's arrest, is now desperately trying to find ways to stall Mr Fogg's journey around the world. He decides to trick Passepartout by inviting him to a local tavern, where they smoke a special kind of tobacco from clay pipes. Passepartout isn't sure he should go - he has learnt that the boat they must catch, *The Carnatic*, is leaving tonight instead of tomorrow. He must tell Mr Fogg in good time so they can all make the boat. But having never tried anything like this before, Passepartout decides to take a quick look....



In the tavern, there are people sleeping on rugs on the floor, **some gentle music**, and some special red lighting. Mr Fix buys a pipe of special tobacco, and gives it to Passepartout to try. Passepartout falls down; he is knocked out by the effect of the smoke! Mr Fix is delighted as Mr Fogg will now not get the message about *The Carnatic*, and runs

out thinking he has Mr Fogg trapped in Hong Kong! But Passepartout is determined to get to Mr Fogg and make the boat - with great difficulty, he will make it out of the tavern, **but he might need a little help from the audience first! Passepartout will ask for people to volunteer to help him exit the stage, and help him get his hat.**

The next morning, at the Hong Kong docks, Mrs Aouda and Mr Fogg are looking for Passepartout, when Mr Fix arrives to tell them they have missed *The Carnatic*! Unsure where Passepartout is, and desperate to travel to Yokohama, Mr Fogg persuades a local sailor to take him, Mrs Aouda and Mr Fix to Japan. They are now in pursuit of *The Carnatic*, but still have no idea what has happened to Passepartout! Mr Fix is furious that Mr Fogg has found a way to continue his journey, but accepts the invitation to join him and Mrs Aouda on their way to Yokohama.



Meanwhile, on board *The Carnatic*, Passepartout is relieved to realise he has made the boat! But where is Mr Fogg? **After the sound of a loud ships horn**, Passepartout asks someone for help and, after seeing for himself that Mr Fogg and Mrs Aouda are not on the passenger list, he realises he has been tricked by Mr Fix! But worst of all, Mr Fogg has missed the boat and now the bet is ruined! As Passepartout desperately **shouts** for Mr Fogg, the lights will go much darker, as it is now time for the interval.

DURING THE INTERVAL



Passepartout is stranded in Yokohama, Japan! During the interval, he will be in the audience, singing songs to try and raise money to travel to America where he hopes he will be reunited with Mr Fogg. Passepartout might try and talk to you - but he won't touch you, so don't worry! Passepartout might also ask if he can sing a special song for someone. Put up your hand if you wouldn't mind if Passepartout sang a song for you. After this, Passepartout will lead the whole audience in a sing-a-long of 'Yanke doodle'.

ACT TWO



Next, there is **a drum roll** and Batlucar, in a red jacket and top hat appears! He tells Passepartout he has an acrobatic troupe and today is their final performance in Yokohama, before they leave for America. Batlucar shows Passepartout some acrobatic tricks, which Passepartout tries to copy. He asks Batlucar if he can perform in his acrobatic troupe too - Passepartout has joined the circus! **He might ask someone to hold on to a few things for him whilst he performs! There will be a noisy circus performance here!**



Luckily for Passepartout, we're not the only ones watching the circus! **Mr Fogg and Mrs Aouda are in the audience too! They might be slightly close to you, but don't worry, they don't have time to stop and talk** - they need to get to America! Unluckily for Passepartout, **Mr Fix is also in the audience watching the circus.** Having made it to Yokohama, he is still following Mr Fogg.



Mr Fogg, Mrs Aouda and Passepartout have boarded another boat, called *The General Grant* and are making their way to America. On deck, Passepartout spots a man he thinks he recognises - it's Mr Fix! Still furious with Mr Fix for giving him the special tobacco in Hong Kong, Passepartout fights Mr Fix! There is lots of slow motion here, some blue lighting and **fight sound effects too, such as slaps, punches and even a metal clang!** Mr Fix is forced to tell Passepartout the real reason he has been following them - that he

thinks Mr Fogg is a thief and has stolen £55,000 from the Bank of England. Reluctantly, Passepartout agrees he will not tell Mr Fogg about Mr Fix, as long as Mr Fix allows Mr Fogg to win his bet first, and make it around the world in 80 days.



Reunited, the cast have now made a train from suitcases, and are travelling across America, from San Francisco to New York. As they sit on the train, a man appears. His name is Colonel Proctor, **he spits a lot**, and him and Mr Fogg don't get on very well at all.....

Suddenly a train guard runs in and yells out that the train is under attack by bandits! The two bandits have guns and shoot at the train. Don't worry! These guns are not real and the sound of the gun is a sound effect. Colonel Proctor has a gun too, but his is also not real and the noise is a sound effect. This fight will also go into slow motion and has lots of special blue lighting - once again, it looks like Passepartout will save everyone! by catching all the bullets himself! But just as everyone thinks they are safe, a bandit lasso's Passepartout and pulls him from the train!

Mr Fogg is determined to save Passepartout, no matter what delay it will cause to his journey. He asks Colonel Proctor, who **has fired his gun after the bandits**, to help him save Passepartout, and leaves Mr Fix and Mrs Aouda behind, to wait for them to return.

Mr Fix and Mrs Aouda wait for Mr Fogg to return. It is cold, and some snow falls from the sky. Don't worry, all this snow will stay on the stage. As they wait, a man appears. He doesn't say anything out loud, but it looks like he has something to say to Mr Fix.... but then **we hear 3 gunshots!**

Mr Fogg and Colonel Proctor are back, and with them is.... Passepartout! But on hearing the train has left without them, Colonel Proctor gets very angry and **fires his gun into the sky!** Some feathers will drop at this point, but like the snow, it will stay on stage. Colonel Proctor and Mr Fogg decide to part ways, but that doesn't help them work out how they're going to continue their journey across America!

Then, Passepartout has a brilliant idea! What about a balloon? A hot air balloon? **Look carefully, and you might see one fly down from the sky!** It is only a little balloon, and it will be lowered slowly from the top of the theatre, above the stage. But Mr Fogg is very sure there is no balloon in the Bradshaw, and **the balloon disappears!** Mr Fix then remembers the man he has just met, named Mudge. He explains that Mudge has a sledge, and in such cold conditions, it might even be faster than the train! The cast help



make Mudge's sledge and are off on their journey again! There will be more special blue lighting here, **lots of music** and a cast member will throw some fake snow over the stage, and the sledge!

Mr Fogg and his companions arrive in New York - but they've just missed the boat! Mr Fogg is already thinking about how he can get back to Liverpool, and persuades Captain Speedy of the Henrietta to let him and his friends to sail with them to Bordeaux, France. The cast help make the Henrietta boat from trunks, suitcases and rails.



Aboard the Henrietta, Mrs Aouda asks Captain Speedy if they have any hope of making it to France at this speed. To her astonishment, Captain Speedy has been replaced by... Mr Fogg! Mr Fogg has managed to persuade the crew of the Henrietta to sail to Liverpool, not France, and now he is captain of the ship! Their delight at Mr Fogg's actions are short lived though, for **there is a loud storm coming.... there is the sound of thunder here, to help us create the idea of a storm**, and some bright lights.



Passepartout is thrown overboard by the waves! But Mr Fogg is quick thinking and manages to pull him back to the safety of the boat. Once the storm passes, Mr Fogg pays Captain Speedy the rest of the money he has to buy the Henrietta from him. Now, Mr Fogg stands a chance of making it to Liverpool on time for the train to London!

The boat arrives safely in Liverpool docks. But before Mr Fogg can run to catch the train to London and win his bet of £20,000, **Mr Fix whistles** for a policeman and arrests Mr Fogg for the robbery of the Bank of England! Passepartout and Mrs Aouda are so angry with Mr Fix, but before the arrest can happen, the policeman tells Mr Fix that the man who robbed the Bank of England has already been caught, so it couldn't possibly be Mr Fogg! **Mrs Aouda is so angry with Mr Fix, she punches him!** Finally, Mr Fogg is free to return to London - but there is hardly any time left, so they have to run! **There is lots of music here.**



Mr Fogg is so close to London - he and his companions run **through the audience**, past a paper seller, and Passepartout **breaks an invisible pane of glass with a loud smash** (by accident!) Even Queen Victoria wishes Fogg good luck! But just as it looks like Mr Fogg will make it back to the Reform Club, he sees a clock and realises that he is too late... five minutes too late. **There is lots of music here.**

Back home, Mr Fogg and Mrs Aouda discuss the lost bet. After reassuring Passepartout that he will do everything he can to help him find a new job, Mr Fogg tries to give Mrs Aouda all the money he has left. She refuses to take it, and instead, asks Mr Fogg to marry her! Mr Fogg, who has also come to love Mrs Aouda very much, agrees! Mr Fogg calls for Passepartout to tell him they plan to be married tomorrow, and sends Passepartout to the Reverend to make the arrangements.



As Passepartout is running to speak to the Reverend, he meets the Flower Seller. She tells Passepartout not to bother speaking to the Reverend as he'll be far too busy planning his Sunday service. This confuses Passepartout - surely today is Sunday, and tomorrow is Monday? But the Flower Seller tells him today is not Sunday, but Saturday. Suddenly Passepartout remembers what both Mr Naiduand Mrs Aouda told him! By travelling eastwards, they have gained a whole day! It is Saturday, not Sunday, and that means Mr Fogg has won his bet! He made it around the world in 80 days!! Passepartout runs to tell

Mr Fogg, who makes it to the Reform Club and wins his bet of £20,000 pounds! The lights will go a little darker at this point, and there will be some blue lighting for the slow motion, but you will still be able to see.



Passepartout explains to the Flower Seller just how Mr Fogg won the bet - by gaining a whole day as he travelled constantly eastwards around the world. Because nobody re-set their watch, when they returned to London, they knew the exact time but had the wrong day! **Passepartout might ask the audience to tell Flower Seller how many hours they gained by travelling eastwards.** Mr Fogg and Mrs Aouda are now married and, just as Passepartout is ready to settle into quiet life with Mr and Mrs Fogg, they tell him to go and pack their bags - they are off on their honeymoon and around the world once again! **There is lots of music here, and loud music for the curtain call.**

The End

