



INDIANA REPERTORY THEATRE

CHRISTEL DEHAAN

STUDENT MATINEE PROGRAM

at the Indiana Repertory Theatre



— SENSORY GUIDE FOR —
MARY SHELLEY'S FRANKENSTEIN
— ADAPTED BY DAVID CATLIN —

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WELCOME TO THE ————— INDIANA REPERTORY THEATRE!

This guide is designed to help prepare you or your group for the show you are going to see.

WHILE ATTENDING THIS SENSORY FRIENDLY PERFORMANCE, YOU MIGHT SEE A VARIETY OF BEHAVIORS, INCLUDING:

STIMMING: A physical or verbal response to over- or under- stimulation that can provide self-regulation and self-expression. This might be repeated hand-wringing, rocking, or clapping.

ECHOLALIA: Some patrons may repeat phrases, quotes, and speech. Sometimes, this aids comprehension, and sometimes, this can be a calming or relaxing activity.

TICS: Involuntary movements or vocal sounds (please note: tics and stimming are separate behaviors).

TOUCH SENSITIVITY: Some patrons may be very uncomfortable with physical touch from others, and/or aware of the sensation of materials on their skin.

ALTERNATIVE COMMUNICATION: Some patrons might use non-verbal forms of communication in response to over- or under- stimulation. Types of communication can vary, and may include: sign language, typing, body language, facial expressions, and/or using pictures.

FIDGETS: Some patrons may bring small objects with them to a performance—like stress balls, drawing pads or putty. Using these objects can relieve stress, aid relaxation, and increase focus.

SENSORY AND EMOTIONALLY- INTENSE MOMENTS: The ushers at each performance will have a list of sensory-intense moments throughout the play. For example, the list may note lights, sound effects, or other sudden changes that could be overwhelming to some patrons.

SPECIAL THANKS TO HANDS IN AUTISM FOR THEIR HELP IN PREPARING MATERIALS FOR THIS PERFORMANCE.

If you have any questions regarding this play or the story, please feel free to reach out to:

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SETTING

This show takes place in multiple locations and time periods throughout Europe and the Arctic Ocean. These locations represent both the house in Geneva, Switzerland where Mary and her friends are staying, and the imagined locations of the ghost story that Mary is telling.

We see these locations in non-traditional ways. The writers turn the house into the different places in the play by collecting items from the room. We have to use our imaginations to “see” that they are moving from space to space. Throughout the show there are times where the show lights change in intensity, and we see lighting and hear thunder throughout. These sudden changes in light and sound may be startling to some audience members.

Actors will enter and exit the stage from a variety of locations. Sometimes they will be seen appearing from a trapdoor in the floor or from the top of the mountain onstage.

EMOTIONAL IMPACT

The stories of Frankenstein and his creature as well as those of Mary and her fellow writers are full of big emotions. They have to confront birth, death, love, and loss, and these events can make the characters laugh and cry. There are times when the characters fight or yell at each other. There are also characters in the show who are frightening. Sometimes these moments we can anticipate, and sometimes they feel like they come unexpectedly.

At our Sensory Friendly performance, we will be using visual indicators who will sit at the front of the stage to indicate these moments. For every performance, a Trigger Moment List will be available online and at our Ticket Office. This document will list moments of heightened emotion or jarring technical elements and when they happen during the show.

THE WORLD OF THE PLAY

In this adaptation, the play has a story within a story. Mary Godwin, Percy Bysshe Shelley, Lord Byron, Claire Clairmont, and Dr. John Polidori have come together in Geneva, Switzerland in 1816 to see who can tell the scariest story. While these were real people, and this event happened, the scenes that describe those characters are imagined by the playwright. When Mary and her friends act out the story of Frankenstein, the playwright has adapted Shelley’s novel. Some of the language comes from the book, and some has been slightly changed to make the story flow easily.

Every actor in our story plays more than one character. You may see the same actor onstage, but they might be playing a different character and wearing a different costume.

While the story is told in a linear way, we do jump locations and time periods throughout the show. The audience learns parts of the story in the way that Mary is telling them. Sometimes that makes parts of the play confusing, but that’s okay!



Picture of Cast

WHAT HAPPENS IN THE STORY

Mary Godwin, Percy Bysshe Shelley, Lord Byron, Claire Clairmont, and Dr. John Polidori have come together in Geneva, Switzerland in 1816 to see who can tell the scariest story. As the play starts, Percy is just finishing his story.



The group teases Mary since she has not told a tale yet, and they believe that she could not think of one. She tells them she has come up with a story, and begins.



As she tells her story, she asks the listeners to play all the characters. The story begins in the Arctic Ocean when sailors looking to reach the North Pole rescue a man who is walking on the ice.



They take the half-frozen man to the captain's cabin. When he is revived, he tells Captain Walton that his name is Victor Frankenstein, and he is trying to destroy a creature.



Captain Walton persuades Victor to tell his story. It begins when Victor is a little boy. His mother brings an orphan named Elizabeth home to live with them. The two become great friends, and explore the natural world around them together.



Mother has a baby named William. The children give him the nickname Willmouse, and they promise their mother they will always protect him. The story stops when Mary gets very sad thinking about her own baby that has recently died.



The story begins again with the introduction of the friend Henry. The three older children play knights. Victory begins reading books about bringing the dead back to life. The children do a ritual to see if they can raise the dead. When they are not looking, a hand comes up from the ground, then disappears.



The three friends race to a giant oak tree. While there, the tree is destroyed by a lightning bolt. Victor is inspired to learn about the power of electricity. While they are playing, Elizabeth suddenly becomes ill.



Elizabeth has yellow fever. Her mother nurses her back to health, but upon doing so catches the fever herself. Before she dies, Mother makes Victor and Elizabeth promise to love and take care of each other. She also gives Elizabeth a locket that says, "You are loved."



Victor decides it is time for him to go to university in Ingolstadt. While there, his professors teach him about the modern advances in science. He becomes obsessed with bringing the dead back to life, so that illness will no longer be feared by humans. By studying anatomy and decay, he begins to learn the secrets.



Elizabeth writes many letters asking Victor to come home, but the letters go unanswered. Mother's ghost comes to Victor. She begs him to turn away from studies on death and return to his family and life. He does not heed her warnings.



After 6 years of experiments, Victor succeeds in bringing the Creature to life. As soon as the Creature opens his eyes, Victor realizes his error, and he rejects his creation and locks him underground. When the Creature stops pounding, Victor leaves his apartment determined to head back to his family in Switzerland. The Creature appears again; Victor throws his cloak on him and runs away.



As he is leaving town, he collapses from self-neglect and fear. Elizabeth has sent Henry to bring Victor home, and Henry finds Victor delirious. Henry nurses Victor back to health, and Elizabeth sends letters of how much brother William has grown.



The night Henry and Victor prepare to leave, they receive a letter from Elizabeth that says William has been murdered. They rush home to find Elizabeth in mourning. She says William has been strangled and the necklace that their mother gave her has been stolen. Victor realizes it was the Creature who has killed William. He tries to tell Elizabeth what he has done, but instead runs away into the Alps. There he meets the Creature.



Victor rejects any responsibility toward the Creature. The story breaks and Mary and Percy discuss her loneliness and grief. The first act ends with a knock coming from the wardrobe.



INTERMISSION

In flashbacks that show the beginning of the Creature's life, he bursts from the wardrobe and enters the world. Everyone he meets beats and yells at him. The only comfort he finds is with the moon.



Eventually the Creature finds a cabin in the woods inhabited by a loving family. He secretly watches them and learns to speak and read. One day when the young couple is out, the Creature approaches the blind father. This man is kind to him, offering food and rest.



When the couple return, they are repulsed by the Creature's looks. They beat him and abandon the house. The Creature does not hurt the family, but when they are gone he burns down their house in rage.



The Creature finds a notebook written by Victor in the pocket of his cloak and decides to go to Switzerland to find Victor. He meets William who is frightened by his appearance. As the Creature tries to quiet the child, he accidentally strangles him. The Creature takes Mother's locket from William's neck and runs away.



This brings the story back to the top of the Alps where Victor and the Creature are talking. The Creature says he is just lonely, and if Victor will make a companion, then the Creature and the Mate will hide away from humans and live peacefully in exile. At first Victor refuses, then he decides he will do what the creature asks.



He tells Elizabeth that he must go and study more in England. She is very sad and angry that he is not staying with her. He confesses his love and they agree to get married as soon as he returns.



Henry and Victor depart for Great Britain. They part ways in Inverness, and Victor travels to the remote Orkney islands to make the Mate.



Victor imagines making a woman so perfect that she will be able to turn the Creature good. Then he worries that she may be even more evil, and together they will create a race of murderers.



Victor destroys the Mate before he has brought it to life. The Creature finds out what Victor has done and promises vengeance, saying, "I will be with you on your wedding night."



Victor takes the body he destroyed and throws it into the sea. The Angel of Death appears and causes a violent storm. Mary stops the story and she and Percy talk of their sorrows, but also how they met and fell in love.



Mary starts the story up again with Victor washed upon the shores of Ireland. An old woman accuses him of being a murderer. She takes him to the body, and sees it is his friend Henry. Victor knows that it was the Creature who killed Henry, but he is still jailed until Elizabeth comes to his rescue. She finds someone who was able to provide an alibi for Victor, and so the two return to Switzerland.



Elizabeth and Victor are married, and Victor promises that he will tell her everything tomorrow. As she prepares for bed, he goes to hunt down and kill the creature.



The creature finds Elizabeth alone and strangles her, leaving Mother's necklace on her body. Victor finds the Creature and gives chase, but the Creature always escapes.

The story then returns back to the boat with Victor and Captain Walton. Victor says that it is his fault that the Creature was murderous. If Victor had taken care of his creation, none of this would happen. With that realization, Victor dies.

The Creature has heard this confession, and expresses the loss of the father he never had. He says he wishes for death and then leaves the boat never to be heard from again. This ends Mary's story.

Mary then begins to tell how each member of the party is to die. Each writer descends to the grave as she tells their fate and she is left alone. The play ends with her own foreseen death.

MARY SHELLEY'S FRANKENSTEIN TRIGGER MOMENTS

BEFORE YOU SEE THE SHOW: There are a few moments in this production that might be intense to some audience members. Below is a list of these moments so you can be ready for them when they happen. **(Contains Spoilers!).**

INDICATOR LIGHTS: Moments below are intense moments or jarring technical effects and will be indicated using a glow stick during our Sensory Friendly performance. Two staff members at the front of the stage will hold up glow sticks 10-20 seconds before the moment happens.

BREAKSPACE: If at any time you feel like you need a break from the performance, please feel free to use our accommodations or break space locations. Ushers are available if you need assistance.

TIME	ACT 1 DESCRIPTION
THERE ARE THUNDER AND RAIN SOUNDS AS WELL AS LIGHTNING FLASHES THROUGHOUT THE SHOW. WE WILL SIGNAL THE LOUDEST SOUNDS AND BRIGHTEST LIGHTS.	
START OF ACT I	THUNDER RUMBLES LOUDLY, THE ANGEL OF DEATH IS AT THE TOP OF A WALL AND A SCREAM IS HEARD.
1:08	THUNDER CRACKS
5:07	MARY AND PERCY KISS
5:55	MARY STARTS HER STORY. THUNDER CRACKS AND BYRON YELLS.
8:11	SOUND OF ICE CRACKING ON THE SIDE OF A BOAT
10:30	STRANGER YELLS
13:00	BYRON SLAPS PERCY ON THE REAR END
15:28	BABY CRIES FOR FIRST TIME
17:08	MARY LETS THE BABY BLANKET FALL, AND WE SEE THERE IS NO BABY.
20:42	VICTOR PRODUCES A KNIFE AND THE THREE FRIENDS EACH CUT THEIR FINGER AND TAKE A BLOOD OATH. THIS ENDS WITH BYRON YELLING.
22:33	A HAND RISES FROM THE FLOOR AND DISAPPEARS

23:14	THUNDER, LIGHTNING, AND THE SOUND OF A TREE EXPLODING
23:52	THUNDER AND LIGHTNING ENDING WITH ELIZABETH COLLAPSING
25:38	MOTHER GETS SICK AND DIES
32:28	VICTOR HOLDS UP A BLOODY LUNG THEN A MAGGOT
34:10	THUNDER AND LIGHTNING AND AN ARM RAISES INTO THE AIR
35:00	VICTOR IS IN A GRAVE AND DESCRIBES WHAT HE COLLECTS
37:28	SEVERAL THUNDER RUMBLES AND LIGHTNING CRACKS
39:18	LETTERS DROP FROM THE SKY
39:45	THUNDER AND LIGHTNING SEVERAL TIMES, A HAND REACHES UP AND VICTOR PUSHES IT AWAY AND SHUTS IT UP. SOUND OF POUNDING
41:34	POUNDING STARTS AGAIN. THE GRAVE OPENS AND VICTOR THROWS HIS CLOAK IN. HE YELLS THEN COLLAPSES
46:42	SEVERAL ROUNDS OF THUNDER AND LIGHTNING
48:50	CREATURE APPEARS FROM THE MOUNTAIN TOP
49:18	CREATURE AND VICTOR YELL AT EACH OTHER
50:40	KNOCKING FROM WARDROBE, THUNDER AND LIGHTENING THEN FADE TO BLACK
TIME	ACT 2 DESCRIPTION

THROUGHOUT THE SHOW THERE ARE TIMES WHERE THE LIGHTS BECOME BRIGHT AND LIGHT UP THE WHITE SNOW. THE BRIGHTNESS OF THE SNOW MIGHT BE INTENSE TO SOME AUDIENCE MEMBERS.

START OF ACT II	THUNDER AND LIGHTNING, STROBE LIGHTS. CREATURE BURSTS THROUGH WARDROBE. PANTOMIME SCENES OF PEOPLE BEATING THE CREATURE. SCENE LASTS ABOUT THREE MINUTES.
55:39	THUNDER AND LIGHTNING
58:03	CREATURE AND FELIX FIGHT
59:13	CREATURE BURNS DOWN COTTAGE

1:02.00	CREATURE GRABS WILLIAM, AND UNKNOWINGLY STRANGLES HIM
1:11.17	BLAST OF THUNDER AND LIGHTNING
1:12.43	THUNDER AND LIGHTNING, THE CREATURE AND HIS MATE DANCE. VICTOR YELLS "STOP" THEN CUTS UP BODY IN COFFIN. BLOOD IS SEEN
1:14.00	CREATURE AND VICTOR YELL AT EACH OTHER
1:16.17	VICTOR THROWS MATE'S BODY OVER THE BOAT. THE ANGEL OF DEATH CAUSES A STORM WHICH THROWS VICTOR OUT OF THE BOAT, AND IT LOOKS LIKE HE MAY DROWN. THERE IS LOTS OF YELLING AND THUNDER
1:20.03	CREATURE KILLS HENRY
1:25.25	VICTOR AND ELIZABETH KISS. WHITE PETAL FLOWERS FALL FROM THE SKY.
1:26.25	VICTOR PULLS OUT PISTOL AND HUNTS FOR THE CREATURE. THE CREATURE FINDS ELIZABETH AND STRANGLES HER
1:28.59	VICTOR SHOOTS THE GUN AT THE CREATURE BUT DOES NOT HIT HIM. THEY CHASE EACH OTHER AND YELL
1:31.40	VICTOR DIES
1:35.00	POLIDORI CONVULSES AND GOES INTO GRAVE. HE IS FOLLOWED BY ALL THE OTHER WRITERS EXCEPT MARY
1:37.10	MARY HOLDS BLOODY HEART AND DIES

BEFORE THE PLAY

- Follow your class to your seating area. If you need a different seat than the one assigned to you, tell your teacher.
- Choose a fidget spinner or noise-reducing headphones at Coat Check if they will help you.
- Before or when the bell rings, enter the theatre and find your seat.
- Sit down in your seat.
- Listen to the pre-show announcement
- Watch the show.

CHOICES DURING THE PLAY

- Stay seated and watch the play.
- Move to the back of the theatre to move around while watching the play.
- Move to the lobby to watch the play from a TV monitor.
- Return to your seat whenever you are ready.

CHOICES DURING INTERMISSION

- Stay in your seat
- View the displays on the Mezzanine
- Purchase and eat a snack.
- Use the restroom.

CHOICES AFTER THE PLAY

- Return a fidget or noise-reducing headphones to Coat Check
- Ask a question about something you saw during the play.
- Leave the theatre when you are ready.



ONEAMERICA MAINSTAGE SEATING MAP

