

## Sensory Advisory Guide for

# Frankenstein presented by ABLE\*

*Please note that this breakdown is as of 4/14 and may change throughout tech*

## Run-time:

Approximately 1 hour 35 minutes

Intermission: there is no intermission

## Plot Synopsis:

The production will transform the Upstairs Studio into a punk club called The Arctic. Music journalist Roberta Walton is on site to cover the closing of the club, but instead finds a disoriented Victor Frankenstein and a much more interesting story! The neurodiverse ensemble - composed of 9 actors with varying disabilities and a team of facilitators - will play multiple characters as they bring Doctor Frankenstein's memories to life. This original adaptation blends music, movement, and scenes devised by the group into a provocative and personal exploration of ambition, isolation, and the balance between the head and the heart.

## General Sensory Notes:

This sensory guide is not intended to scare anyone away from seeing *Frankenstein*. For some people, seeing this information ahead of time can help them know what to expect and make it easier to enjoy the show.

Here are some things you should know about *Frankenstein*:

- Just inside the theatre, there will be a sensory support table with fidgets, headphones, and sunglasses available for you to borrow. You can also bring your own sensory tools if they will make you more comfortable.
- The house lights will remain on at a low level throughout the show. We will never go to a full blackout.
- The back wall of the set is a large projection screen. There will be images projected throughout the show to accompany the settings of the different scenes.

- Open captions will be at the top of the screen. Text will be in yellow if a character is speaking in a memory. Text will be in white if a character is speaking in the present.
- There is a designated movement zone in the balcony on the left side of the audience if you like to move or be out of your seat.
- This story includes moments of bullying, threats of violence, and death.
- People with sensitivities to sound should be aware that the music and sound effects might be suddenly loud. Sound effects include electric buzzes, screaming, and pre-recorded punk-rock music.
- Sometimes singers will sing with dialogue scattered in between pieces of the song.
- There are a few moments with very bright light and some moments with low and slow pulsing lights.
- There will be some times where actors sit in the front row of the audience or enter and exit through the aisle next to the audience.
- There may be loud applause, laughter, or emotions if the audience is enjoying the show. There may be some unexpected cheering, clapping, and laughing throughout the show.
- You are allowed to leave the theatre at any time during the performance if you need a break.

## Cue Breakdown in order of appearance:

- 🔊 Sound cues including loud music, electric buzzes, screams, crowd sounds
- 💡 Light and Projection cues including bright stage, low pulsing lights, and animations
- ⚠️ Content warning including, but not limited to, bullying, threats of violence, death

## Pre-Show: Welcome to the Arctic

🔊 **Four ensemble members will welcome everyone.**

Colleen will invite the audience to join her in something called “dropping in.” This

means she will say a sentence out loud, and you can repeat the sentence back if you would like to.

💡 After the welcome, the actors will say “Enjoy Frankenstein!”

People in the audience might clap and cheer loudly.

Then the first song, “Passengers,” will begin.

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## Scene 1

💡 The lights will dim and come back up slowly.

It will not get totally dark.

💡 At the end of the scene, the song “Bodies” will play.

The lights might gently flash or pulse with the music.

This is a big scene change - many actors will come onstage and there will be a lot of movement.

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## Scene 2

💡 The song “Dancing by Myself” plays.

You’ll see a scene where Memory Victor is reading and studying.

⚠️ A character named Alphonse insults Memory Victor.

Alphonse ends by slamming a book loudly onto the floor.

💡 The song keeps playing while Memory Victor keeps studying.

⚠️ There is a sad moment.

Victor’s mother dies. You will hear church bells.

⚠️ Another character named Krempe also bullies Memory Victor about the things he wants to learn.

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## Scene 3

💡💡 **Elizabeth sends Victor letters, but he is distracted by his work.**

When Victor is distracted, **you will hear 7 short loud buzzes**. Each buzz will be accompanied by a surge of electricity on the projected image. Later, there is **one more loud buzz** after Elizabeth leaves the stage.

⚠️ **Victor gives a pretend heart to Memory Victor.**

⚠️💡💡 **Memory Victor starts building a creature.**

The song “Anarchy in the UK” will play.

The lights will slowly pulse

He will touch pretend body parts and a body bag.

⚠️💡💡 **There is a giant buzzing sound and a big flash of light.**

This is when Memory Victor brings Memory Creature to life.

The ensemble will tap on their chests to make a heartbeat sound.

Memory Creature will yell.

⚠️💡💡 **A nightmare scene happens.**

There will be strange and spooky sounds, slow pulsing lights, and ghostly images on screen.

Some actors will wear red yarn that looks like pretend blood.

They may move like zombies.

💡 **In the next scene, there will be sounds of people talking in a tavern.**

You may hear laughing and clapping.

⚠️ **Memory Victor learns that William has died.**

This part may feel very sad.

💡💡 **The song “Bodies” plays again.**

The story rewinds to show what happened from the Creature’s point of view.

There will be buzzing sounds and big light changes.

Memory Creature will cry.

## Scene 4

💡 As the Creature recalls feeling overwhelmed and confusing, **a bright, stark light will shine for a short time.**

⚠️💰 **Villagers yell unkind things at Memory Creature.**

💰 **A soft song called “The Middle” will play.**  
Actors will sing live. People will talk over the music

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## Scene 5

⚠️💰 **Agatha and Felix yell unkind things at Memory Creature.**

⚠️💡💰 **The song “Burn” will play.**

The lights will turn red and feel intense.

The Creature and Memory Creature will act like they are burning down a house, but it's pretend.

The cottage on the screen will start to catch fire.

⚠️💰 **William and Memory Creature have a misunderstanding.**

It may look like they are fighting.

William yells unkind things at Memory Creature.

⚠️💡💰 **You will hear a heartbeat.**

As the Creature gets more and more upset, the heartbeat will speed up and the lights will get stronger.

William keeps yelling until Memory Creature shouts “BE NICE!”

There will be pretend fighting.

Memory Creature will reach out to pretend strangle William

**The lights will dim to the darkest level in the show—almost black.**

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## Scene 6

⚠️💰 **Memory Victor and Memory Creature will have a loud argument.**

They may yell and say unkind things.

💰 The song “Heartbeat” will play as partners dance together.

⚠️💰 There is an electric buzz as Memory Victor brings the Creature Partner to life.

⚠️💰 A loud record scratch sound plays as Memory Victor removes the heart from the Partner.

She will be taken off stage to "die."

Memory Creature becomes very upset.

Memory Creature and Memory Victor will shout during another argument.

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## Scene 7

⚠️💡 Henry walks across the stage like a ghost.

He is covered in red yarn that looks like pretend blood.

This shows that he has died.

⚠️💡💰 You will hear a scream from offstage.

Memory Victor will exit the stage to look. Then you hear a **second scream**.

Memory Victor will return with red yarn on his hand, showing that Elizabeth has been murdered (offstage).

⚠️💰 Alphonse dies.

This makes Memory Victor very upset. He will shout the final lines of this scene.

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## Scene 8

💰 The song “*I Against I*” plays throughout the scene. People will talk over the music.

⚠️ Walton will sit in the front row of the audience.

⚠️💡 Lights and projections will move/pulse slowly.

Victor and the Creature talk to each other. The animated projection will feature POV as if you are running through several graffitied alleys.

Memory Victor may chase Memory Creature into or near the audience.

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## Scene 9

⚠️💡 **There are several moments of loud yelling or angry voices** as characters speak to each other.

⚠️ **Walton will walk out through the same doors the audience uses.**

⚠️ **Victor will sit in the front row of the audience.**

⚠️💡 **The Creature will sing a song called “Creep.”**

The lyrics of the song include feeling

While he sings, the ensemble will act out memories from the show.

Some of these scenes show bullying but are silent.

⚠️ **At the climax of the song, the ensemble will lift Memory Creature into the air.** He is carried across the stage to the exit.

💡 **When the song ends, the lights will dim to the darkest level in the show—almost black.**

💡 **After the story ends, the audience will clap and cheer.**

The actors will come back on stage to bow to the song “TBD”.

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## Need more information?

If you have additional questions about accessibility at *Frankenstein*, or A.B.L.E.’s programs, you can contact:

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*Sensory guide format and content inspired by Nicole D’Angelo and inspired by Sydney Zarlengo*