

TIM BRAY
THEATRE COMPANY

FIVE GO *on* an ADVENTURE



STORY SUMMARY



Oh, what a marvellous adventure!

Julian, Dick and Anne, their cousin George, and dog Timmy, head off together on an adventure brought to you by Tim Bray Theatre Company and end up having to solve a dastardly mystery. Along the way they meet some frightfully awful baddies and get into all sorts of scrapes. Luckily, our five heroes are famous for getting out of trouble! With courage, capers and plenty of sandwiches and ginger beer, this show reminds us all that fun, friendship and fortitude always fool the felons! Hoorah!



During this sensory relaxed performance, we have not changed the plot, characters, or story from our standard performances. Instead, we have done our best to adjust for sensory sensitivities and preferences while still staying true to the spirit of the play, and we provide as much information as possible so you can prepare in advance for the show you are attending. Everyone is unique in their requirements for enjoying the performance, and we have tried to accommodate a wide range of preferences and needs. Please keep in mind that you know your child best in deciding if this show will be suitable for them, and that during a live theatre performance unpredictable events and last-minute changes may occur.



Warning- Spoiler Alert! If you do not want to learn about details and surprises in the show, do not read any further.

There are 15 scenes

- Scene 1: Posties deliver letters
- Scene 2: Children meet at Pippin Village
- Scene 3: The hiking begins
- Scene 4: Timmy gets stuck in a hole
- Scene 5: Dick & Anne try to find Blue Pond Farm
- Scene 6: Dick & Anne get lost
- Scene 7: Bells and a place to stay
- Scene 8: Odd goes on in the barn
- Scene 9: Dirty Dick chases Anne & Dick away
- Scene 10: Mystery is shared
- Scene 11: Gloomy Water
- Scene 12: Out on the lake and package is found
- Scene 13: Jewellery unpackaged
- Scene 14: Dirty Dick and Maggie give chase
- Scene 15: Jewellery delivered to the Police

This story summary will give details about each scene, along with pictures.

Scene 1: Posties deliver letters



1/ The red theatre curtain is in position. We hear the theme song of the show and the four children, Julian, George, Dick and Anne march in on side of audience area followed by Timmy. They all leave the stage apart from Anne who receives a letter from a postie. Each of the children receive and send a letter via the posties (one of whom wheels a bike). The children then all arrive on stage telling us of their plans. Anne and George leave. Julian and Dick start walking as the curtains open.

NOTE: This is the only time the actors will be in the auditorium/ audience space. They will remain on the stage from now.



Scene 2: Pippin Village Store



2/ The curtains reveal a village store. Julian and Dick ask the Shopkeeper for some orangeade. Then one for Anne who arrives, and then one for George when they arrive. The Shopkeeper leaves some sandwiches out for her son to collect. The children ask if she could make them some. The Shopkeeper's son arrives to collect the sandwiches with a message for his mother to say he has to take some stuff to the prison. When the Shopkeeper returns she warns the children to stay away from the prison. They head off with packages of sandwiches and a fruit cake.



Scene 3: Off on the hike



3/ We see the children journeying – their hike is helped by other actors pushing the walls along or holding signposts to show the distance they are walking. They arrive at a moor apparently with lots of rabbits. “Timmy will love that”, says George.



Scene 4: Timmy is hurt



4/ Timmy begins to race after (unseen) rabbits and sniffs the trail of one. He ends stuck in a hole and so Anne pulls him out. He is hurt and George tells Anne off for hurting him as she tried to help. Julian suggests lunch. They sit down and eat but George is worried about Timmy and decides that they must find a vet in the nearest village. The Innkeeper at Beacons Village tells them there is no local vet but suggests they see a Mr Gaston. George and Julian take Timmy off while Julian tells Dick and Anne to make their way to Blue Pond Farm.



NOTE: The actor playing George is pretending to be angry with the actor playing Anne, and Anne is pretending to be upset.

Scene 5: Dick and Anne set off



5/ Dick and Anne set off to find Blue Pond Farm, the accommodation that Julian has organised for the night. They aren't sure of the directions and try to find their way. They meet a farmer who isn't helpful when they ask for directions. It is getting dark so Dick asks Anne to get his torch out from his pack.

Scene 6: Dick and Anne get lost



6/ Dick and Anne enter a path running between two walls that Dick thinks is a shortcut. It starts to rain so they put their raincoats on (as do the two actors pushing the wall).

NOTE the stage will get dark.

Scene 7: A loud bell and a place to sleep



7/ As Dick and Anne try and find their way in the dark, suddenly a loud bell rings out. It frightens them both. The bell stops and Dick sees a light which they walk towards.

A cottage appears and Dick knocks on the door and is opened by a Woman. Dick says that his brother booked them in here for the night but the Woman says they can't stay there. But she feels sorry for the children and so agrees to letting Anne stay but Dick must sleep in the barn. She warns them both about her son who has a bad temper.

NOTE: The bell ringing is quite loud so you may want to cover your ears.



Scene 8: Strange visitors to the barn



8/ Dick finds his way to the barn and settles down and keeps his torch on to keep an eye out for Julian and George. He falls asleep but is woken by a voice calling his name, and to hurry up and listen. Dick pretends and puts a deep voice on in response. The voice belongs to an escaped Prisoner trying to get a message to Dirty Dick (the son of the Woman of the cottage). The Prisoner drops Dick a piece of paper and leaves. Then Dirty Dick leaves the cottage and sits in the barn too. He mutters to himself.



Scene 9: Back to Beacons Village



9/ It is morning and Dick wakes up surprised to see that he is alone. He goes to get Anne and the Woman tells him to hurry. Suddenly, Dirty Dick appears and is angry to see Dick there. He tries to get him. Dick tells Anne to run. They both escape and try to figure out what went wrong. They pass by a Child who warns them not to go the cottage as it's dirty and to stay away from Dirty Dick. They find their way back to Beacons Village when Timmy comes bounding in, followed by Julian and George. They decide to have breakfast at the Inn.



Scene 10: Breakfast catch up



10/ The Innkeeper brings various items of breakfast out to the children. He tells them that the bell ringing meant that a Prisoner had escaped. Dick shares what he experienced in the barn. The children think he had a dream until he shows them the note that the Prisoner gave to him. They finish their breakfast and decide to head to the location (Two Trees, Gloomy Water) in the message from the Prisoner.



Scene 11: Gloomy Water



11/ They rush to Gloomy Water and sit and work out what they know so far. They reckon that Nailor is in jail for a robbery of jewellery and he has hidden the jewellery somewhere nearby. He's given the location to both a person called Maggie and to Dirty Dick (but Dick got the message instead). Timmy growls and Maggie and Dirty Dick appear. The children pretend to be looking for lovely things in nature (rather than the same things they are). Dirty Dick threatens them but Timmy growls at them so they leave.



Scene 12: Saucy Jane and the loot



12/ George finds a raft and they decide to take it out on the lake to see if they can find the boat Saucy Jane. Anne and Julian locate the four points mentioned on the note and they spy a sunken boat at the bottom of the lake. Maggie and Dirty Dick appear on a raft but decide to wait till the children have left and exit. Julian rolls off the raft and dives down to the bottom of the lake. He comes back with a package.

NOTE: Julian diving down is done theatrically. So we show it in reverse with him 'swimming' upwards and the package coming down from the lighting rig. It doesn't make sense but it's a way we think that we can show an underwater scene on a stage.



Scene 13: The Jewels



13/ Julian and Anne return to shore and the children gather round the package. Julian opens it to reveal jewellery boxes. George recognises it as being owned by the Queen of Fallonia from newspaper stories. They put the jewellery in their rucksacks and head to the police station.



Scene 14: Maggie and Dirty Dick give chase



14/ Dirty Dick and Maggie arrive and find the discarded package and the empty jewellery boxes. They chase after the children. Julian tells the others to stay on the paths as they are surrounded by dangerous marshland. Maggie and Dirty Dick appear and try and cut the children off but get stuck in the marshland. Dirty Dick breaks his ankle when he falls over. The children continue on to the police station.

NOTE: The actor playing Dirty Dick falls over in the marshland and says he has broken his ankle. He is pretending and has practised the fall and he is OK.



Scene 15: The Police Station



15/ The children are being interviewed by a Police Inspector who tells one of the constables to take a car and pick up Dirty Dick and Maggie stuck in the moorland. The children hand over the jewels and then watch as Maggie and Dirty Dick are led off in handcuffs. The Inspector congratulates the children and Timmy.

The End.

