

MERCURY



Based on the novel by Charles Dickens

Adapted by Gale Childs Daly

Directed by Ryan McBryde

Mercury Theatre

Welcome to Mercury Theatre Colchester.

This visual story contains photos and information about ***Great Expectations*** and the Mercury Theatre spaces to help prepare you for your visit.

Where is the show?

The play is being performed at the Mercury Theatre in Colchester.



Box Office



When you enter the theatre, you will be able to see our Box Office desk. This is where you can collect your tickets, buy snacks and your programme. It can sometimes be busy at this desk, especially before a performance starts.

Café Bar



In the Café Bar you can purchase drinks, slushies, popcorn and snacks.

It may be very busy here before the performance starts, during the interval and at the end of the performance. If you would prefer a quieter area you can go to the breakout spaces in the upstairs bar or the Creative Engagement space.

Toilets

The main toilets are on the ground floor. The female toilets are located just outside the box office, and the male and accessible toilet are at the opposite side of the café bar.

If you have any issues finding these, please ask a member of our Customer Experience team who will be wearing Mercury branded t-shirts.

Upstairs Bar



The upstairs bar is located on the first floor and will be accessible throughout the show. This is one of our two break out spaces.

There is a TV in the space, which will be live streaming the show so you can still watch even if you need to leave the auditorium for a bit!

There is also a new accessible toilet in the upstairs bar area.

The upstairs bar will not be open so any drinks or snacks will need to be bought downstairs in the main café bar instead.

Creative Engagement Space



Our second break out space is the Creative Engagement Space, which is also on the first floor.

You cannot watch the show in this space, but you can get away from it all for a bit. There will be cushions, mood lights and more to interact with in here.

Auditorium



The show will be taking place in the auditorium. When you arrive at the auditorium doors, a member of our Customer Experience team will scan your ticket and direct you to your seat.



The Actors and the Characters they play:

The stage version of Great Expectations is performed by 6 actors, who play almost 40 characters between them. The characters each actor plays are outlined below.

When the actor is playing a different character, they may change their accent and costume to indicate that they are playing a different person.



Pip is played by **Stanton Wright**

Narrator 1 is played by **Gareth Kennerley**.

This role includes the characters of

- **Magwitch,**
- **Uncle Pumblechook,**
- **Soldier,**
- **Mr. Jaggers,**
- **Headwaiter,**
- **Victor,**
- **Ghost,**
- **Laertes** and
- **Pantomime Sailor.**



Gareth Kennerley as Uncle Pumblechook



Sam Lupton as Herbert Pocket

Narrator 2 is played by **Sam Lupton**.

This role includes the characters of

- **Mr Wopsle,**
- **Sergeant,**
- **Coachman** and
- **Herbert Pocket.**

Narrator 3 is played by **Emily Pollet**.

This role includes the characters of

- **Mrs. Joe,**
- **Soldier,**
- **Miss Havisham,**
- **Traveling Woman,**
- **Amelia,**
- **Waiter,**
- **Mrs. Pocket,**
- **Molly,**
- **Gertrude,**
- **Pantomime Girl** and
- **Galley Captain.**



Emily Pollet as Miss Havisham



Bessy Ewa as Compeyson

Narrator 4 is played by **Bessy Ewa**.

This role includes the characters of

- **Compeyson,**
- **Mrs. Hubble,**
- **Soldier,**
- **Estella,**
- **Biddy,**
- **Waiter,**
- **Flopson** and
- **Ophelia.**

Narrator 5 is played by **Jim Fish**.

This role includes the characters of

- **Joe Gargery,**
- **Mr. Wemmick,**
- **Waiter,**
- **Matthew Pocket,**
- **Bentley Drummle,**
- **Claudius** and
- **Pantomime Sailor.**



Jim Fish as Bentley Drummle

What happens during Great Expectations?

The performance is split into two halves. The first half; Act One; lasts around 1 hour 5 minutes. The second half; Act Two; lasts approximately 55 minutes.

After the first Act, there is an interval. This is a 20-minute break in the performance. During this time, you can leave the auditorium if you would like, or you can stay in your seat.



You are welcome to leave your seat at any time during the performance as well if you need to.

The Story

Great Expectations tells the story of Pip and the events which transport him from the life of a humble blacksmith's apprentice growing up in the Kent marshlands, to that of a wealthy gentleman living in London.

We have highlighted any sections which we think you should be aware of in case you are sensitive to a particular stimulus, or just because we think you should be aware of a particular moment before you see it live on stage.

Some of the props/sounds and lighting effects mentioned on the next pages will be played or brought on stage in the pre-show talk. Pre-show talks occur during Relaxed Performances of Great Expectations at the usual start time of the show.

Key	
	Visual stimulus
	Sound stimulus

Act One



Throughout Act One there are references made to how Mrs Joe raised Pip 'by hand', where the actors slap their hands together.



Throughout Act One and Act Two, there is haze used to create atmosphere.

Scene One: The Churchyard



Magwitch appears with chains around his ankles. He grabs Pip by the throat and threatens to cut his throat.



Scene Two: Gargery's House



During this scene, there are 3 canon sounds which indicate that a convict has escaped from the prison ships on the Marshes. These are in the distance, so they are quite loud with a slight echo to them.

Scene Three: The Marshes



As Pip goes in search of Magwitch in the Marshes, haze is used.

Scene Four: Gargery's and the Marshes




After it becomes clear that Mrs Joe's pork pie has gone missing, Mr Wopsle transforms into the Sergeant.


The Sergeant leads the search for Magwitch through the Marshes, accompanied by Mrs Joe, Joe Gargery, Uncle Pumblechook, Mrs Hubble and Pip.

Haze is used throughout the search scene to represent the Marshlands.



Spotlights are also used.

-  During the search, the characters drag and shuffle their feet along the pallets they stand on.



-  When Magwitch is captured there are some purple flashes on stage. These are not directed out into the auditorium.

Scene Six: Satis House

-  The back wall of the set opens out to create Miss Havisham's dressing room. We see Miss Havisham for the first time.
-  When Estella leads Pip back to the gate of Satis House, she insults him and hits him.





There is a ticking sound which suggests time passing.

Scene Seven: The Countryside



Pip and Biddy sit on the edge of the stage. They do not come into the auditorium.



Scene Eight: Satis House



As Pip leaves Satis House, he is challenged to a fight by Herbert Pocket. Pip punches Herbert twice in this scene.



Scene Nine: The Countryside and the Forge



Pip strikes the Forge bench nine times with a hammer. Sounds of hammer striking metal accompany each time.



There is haze used throughout this scene to suggest the fireplace in the forge.

Scene Ten: The Three Jolly Bargemen



Haze is used to indicate a fireplace in the pub.

Scene Eleven: Gargery's and the Coach



Cable drums are used to create a horse and cart.



The coachman bangs his walking stick on a table twice to suggest that the journey has begun.

There are sounds of neighing and trotting to indicate when the cart is moving.



Scene Twelve: Mr Jaggery's Office, London



Church bells sound as Pip arrives in London.



In Mr Jaggery's Office, there are two masks resembling previous clients. These masks are created by two actors pushing their face through some

material in the wall. They speak and remain in the scene for approximately two minutes.



Scene Eighteen: Satis House



At the end of this scene, Narrators 1, 2, 5, Estella and Miss Havisham form a circle around Pip chanting 'love her'. Initially their voices are at speaking level, however their volume increases as they continue chanting. There is intense music playing in the background to add to the tension.



End of Act One

Act Two

Scene Twenty: London



As the waltz continues, there are hints of drinking and drug use through suggestive movement.



The volume and intensity of the music increases as the dance continues.



Scene Twenty-Three: Barnard's Inn



Magwitch grabs Herbert Pocket and holds a knife against his throat. Magwitch threatens Herbert but does not cut him.

Scene Twenty-Eight: Covent Garden



Magwitch, Estella, Miss Havisham and Herbert shout 'don't go home!' and there is a high-pitched sound.

Scene Twenty-Nine: The River



Compeyson watches Pip throughout this scene, appearing on the high platform and at the window. Pip is unaware of Compeyson's presence, but feels as if he is being watched.



As Pip's paranoia grows, there are knocking sounds. The intensity of the music increases to add to the tension and the volume is loud throughout.

Scene Thirty-Two: Satis House



Miss Havisham's dress catches fire. To show this, she is in a red spotlight and Narrators 1, 2 and 5 move her in a choreographed routine, and wrap her in a cloth.



There are fire sounds throughout this scene.



Scene Thirty-Four: Prison



Crates are used to form Magwitch's deathbed. We see Magwitch take his last breath and pass away.

End of Act Two

We hope you enjoyed your time at the Mercury Theatre!

If you have any questions, please don't hesitate to;

Call us on 01206 577006 and ask to speak to our Creative Engagement team

Email us at taking.part@mercurytheatre.co.uk