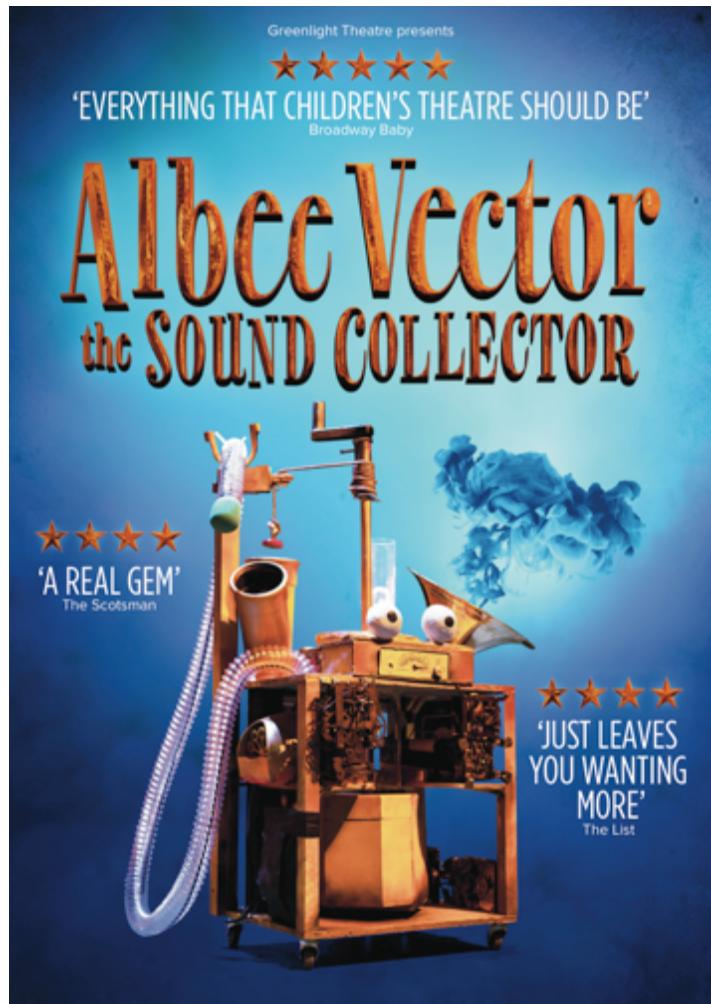


## Albee Vector the Sound Collector

### Visual Story for Relaxed Performance



This Visual Story is designed for visitors to the Relaxed Performance of Albee Victor the Sound Collector.

A Relaxed Performance is an adapted performance of a show. Some adaptations have been made to reduce loud sounds in the play and a reduction in bright and flashing lights. There is a relaxed attitude to noise and movement in the auditorium and low level lighting will be on throughout the play.

This Visual Story contains information and pictures about the play that you may like to know before your visit.

If you have specific questions about your trip to see Albee Vector the Sound Collector please contact the theatre directly.

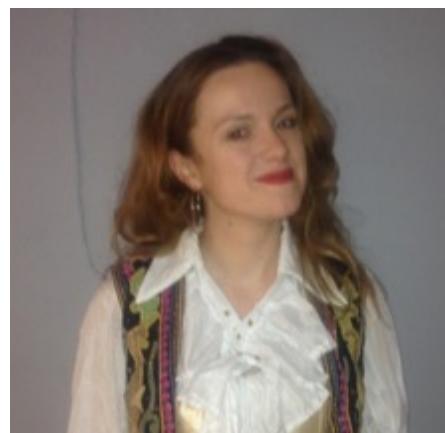
Albee Vector the Sound Collector is a play about a man called Albee, his friend Andromeda and, a sound-hoover called Mustard.

A play is a way of telling a story with people speaking and moving around a stage. These people are called actors. The stage is the area where the actors perform the play.

Here is a picture of Albee



Here is a picture of Andromeda



Here is a picture of Mustard



Albee and Andromeda pretend to be lots of different people and use lots of voices to tell their story.

**This is the stage where the actors perform the play**



In this play Albee and Andromeda tell a story about Albee's journey to find the most beautiful sound in the world. To help them tell the story Albee and Andromeda will use sound effects that they have stored in glass jars, like these.

When they open the jars you will hear the sound.



They are stored on shelves on the stage like this



Albee and Mustard collect different sounds by sucking them up into the sound-hoover and then storing them in glass jars.

When Mustard is sucking up a sound, you will see bubbles appear out of the Sound-Hoover! And when Mustard is tired you might see a little smoke appear out of the Sound-Hoover.

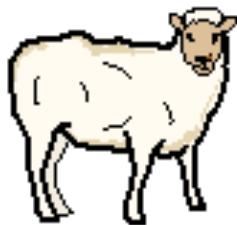
During the play the audience (that's you) may be asked to help create new sounds that can be sucked up and stored on a jar like clapping or making animal noises.

On this page are some sounds you will hear during the play.

You could bring these symbols with you to help you to tell Albee and Andromeda when you hear a sound.



Bubbles



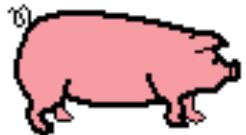
sheep



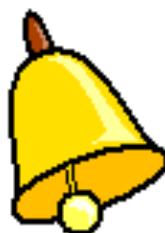
horse



cow



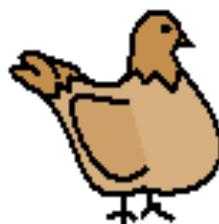
pig



bell



clock



chicken

## Performance Notes

The play is 55 minutes long.

There is no interval.



### Chill out space

If you need to need a break at any time during the play you can visit a chill out area and then come back in when you're ready.



When Mustard the sound-hoover gets tired smoke appears from the top of the machine. If you feel this will be uncomfortable or you would like to be further away from it, please let a member of staff know and they will make sure you are sat in the best place.



**We hope you enjoy the show!**