

Franklin's Key

Relaxed Performance Guide



Table of Contents

Relaxed Performance Description...	1
Content and Sensory Notice...	1
What to Expect...	3
Main Entrance...	4
Lobby...	5
Restrooms...	9
Auditorium...	7
Live Performance...	14
Getting There...	16
About the Show...	18
What Is On Stage?...	19
Characters...	20
Design...	24
Action of the Play...	25

Relaxed Performance Description

What is a Relaxed Performance?

A relaxed performance eases the expectation that theatre audiences should be quiet and still. Relaxed performances encourage you to be comfortable as yourself and react intuitively to your theatre experience, and respond to the show without inhibiting your impulses or stifling your physical needs. Relaxed performances embrace the range of human behavior and seek to create a welcoming and inclusive experience.

What does this mean for you?

- The actors' performances will not change.
- The lights and sound effects for the show will not change.
- Pre-show materials will be available before the performance to help prepare attendees for the experience of visiting Plays and Players Theatre and attending these performances. This will include more detailed content and sensory information so you can know when to expect certain things during the performance.
- The environment of a relaxed performance is a judgment-free and "shush"-free zone. You, our patrons, are invited to engage as your full selves, which may involve vocalizing, moving, using assistive screen devices, etc.
- You are encouraged to enter or exit the theatre as needed throughout the performance.
- We invite you to bring noise-cancelling headphones, fidget/handheld manipulatives and stress sensory toys, and anything else you may need to ensure maximum comfort and safety. There will also be ear plugs available for patrons.

Content and Sensory Notice

Franklin's Key contains theatrical violence, mild language, and some discussion of death. If the play were a movie, it would be rated PG. We recommend it for audiences aged 8+.

This play contains the use of sudden flashing lights, lights that shine into the audience, theatrical haze, fire effects, and loud sounds.

Staff Help

Pig Iron's Staff is here to answer your questions and offer help. Before the show, you can find us in the lobby, at the box office, and in the theater. During the show, you can find us in the lobby. We will be wearing name tags.

Quiet Space

If the show is too loud or you need a quiet space, please feel free to exit the auditorium and find Pig Iron Staff in the theatre lobby. We can direct you to a quiet space indoors, or to the outdoors, and you can re-enter the performance any time.

While the building does not have a designated quiet space, we can direct you to areas that are likely to be more quiet and private, although they may involve going up or down stairs. You are also welcome to spend time in the lobby outside of the auditorium as needed, which is wheelchair accessible.

Ear Plugs

We will have ear plugs in the lobby for anyone who would like them.

Restrooms

Our (2) restrooms can be found down the stairs at the left of the lobby and are available during performances.

Unfortunately, the restrooms are located on the Lower Level of Plays & Players Theater and are not wheelchair accessible.

Performance Time and Intermission

The performance runs for approximately 2 hours and 10 minutes with one 15-minute intermission in between acts. Act 1 runs for approximately 1 hour and 10 minutes, and Act 2 runs for approximately 1 hour.

What to Expect

You will be seeing a play at the Plays and Players Theatre in Philadelphia.

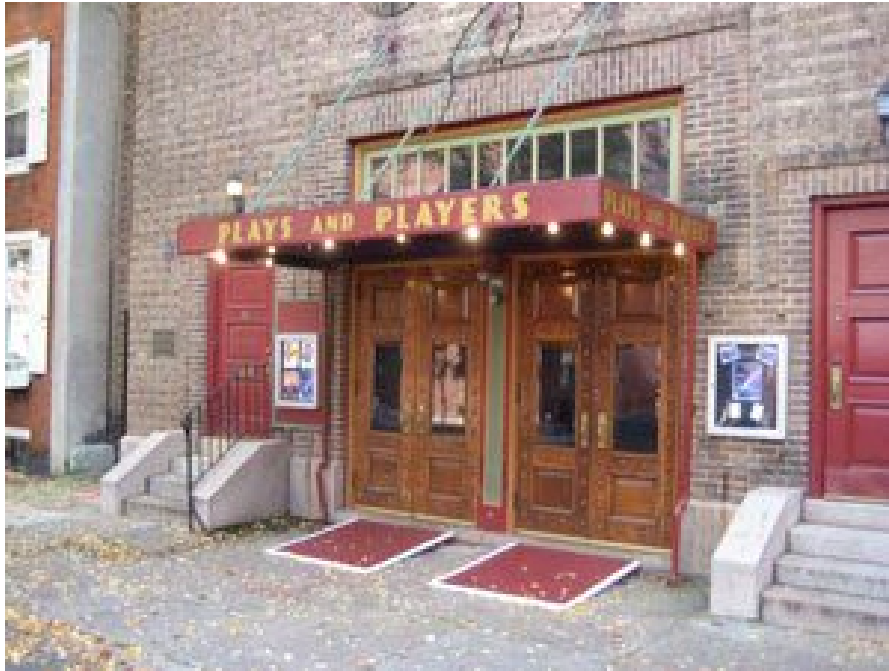


The play was made by Pig Iron Theatre Company.

The play is called *Franklin's Key*.

It's about Temple, a brilliant high-school senior, who lives in West Philadelphia and cares for her brother, Arturo. She discovers a mysterious object, hidden behind a Benjamin Franklin statue, that allows her to unlock secret powers: the ability to animate objects, control the weather, and turn thoughts into energy. However, she also attracts the attention of the New Prometheans, a secret society that lives beneath the city. Temple and Arturo find themselves fighting for the future of Philadelphia as they are caught between the warring sections of this society.

Main Entrance



There are two doors with ramps leading to the main entrance of Plays and Players Theatre.

Plays & Players Theatre is a historic theater over 100 years old. Unfortunately this historic theater does not currently have handicap accessible restrooms, nor an elevator. Wheelchairs can access the main theater via a ramp, but there are no restrooms on the ground floor.

Lobby



The doors of the theater enter into the lobby. In the lobby, you will find the box office, and members of the Pig Iron staff who will help you with your tickets and finding your seat.

It may be crowded in the lobby before the theater door opens. Pig Iron staff can assist you if you need anything, and you are welcome to wait outside or ask the Pig Iron staff to help you find a more quiet space in the building (although this may require going up or down stairs.)

When you enter the auditorium, it will be through the doors you see when you walk in.

On the left, there will be a desk where there will be a staff member to help with box office needs.



That desk is where you will check in when you arrive.

Auditorium



This is the view of the stage when you walk into the auditorium.

Red velvet padding covers the seats, and there is one center aisle, and an aisle on the right and the left. There are 2 exit doors at the back that lead to the lobby, and two exit doors on each side for emergencies only.

The balcony seating will be closed for this show.



This is a view of our audience seating from the stage. This is what the actors see when they perform!

Restrooms

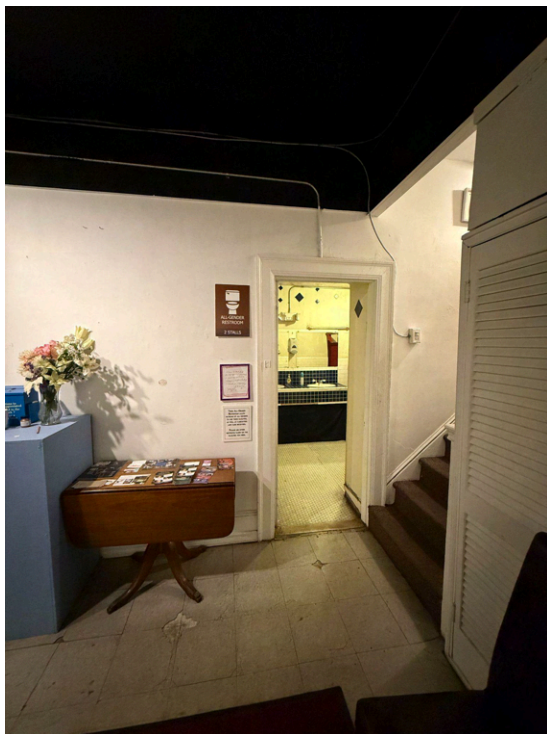
Our (2) restrooms can be found down the stairs at the left of the theatre lobby and are available during performances. Both bathrooms are Gender Neutral.



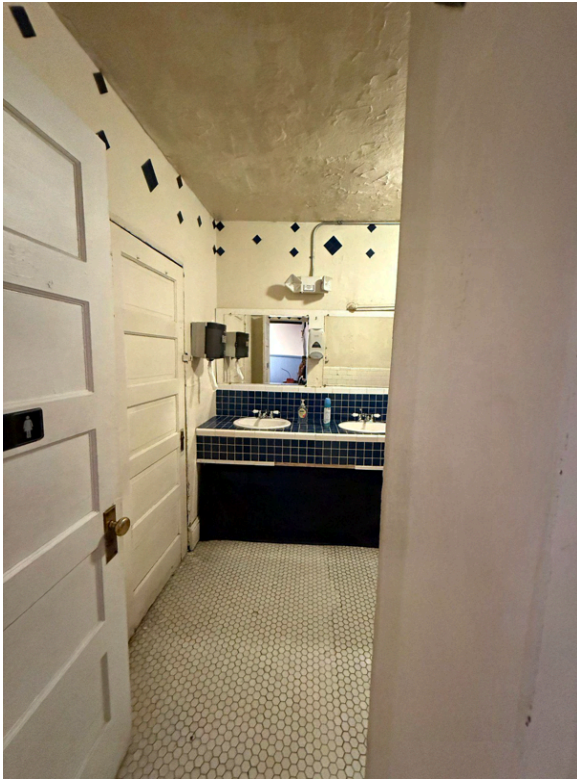
Unfortunately, the restrooms are located on the Lower Level of Plays & Players Theater and are not wheelchair accessible.



The first bathroom is to the right when you reach the bottom of the stairs.



In this bathroom, there are sinks and two stalls.



The second bathroom is across the room.



This bathroom has one stall and two urinals.



LIVE PERFORMANCE



Unlike in a movie, the actors in this production will perform on stage in person. Sometimes during the play, the actors may make you laugh. You can laugh if you want to.

Other times, the actors may get loud and yell, or they may pretend to be hurt. They are not really mad or hurt, they are just pretending.





You will see the lights go up and down. You will see the set move to show different settings in the play. There will also be special effects and sounds, like thunder and lightning and things that look like they are floating, or sparks of fire. These illusions are rehearsed in advance, and are pretend.

And sometimes you will hear other people in the audience clapping. If you want to clap, you can.

At the end of the play, the actors will come to the front of the stage and take a bow. You will hear people clap. You can clap if you want to. If you need to hold your ears or leave the room, you can.

Getting There

Plays & Players Theatre is located at **1714 Delancey Place** in Center City Philadelphia.

Driving Directions

From New Jersey/Ben Franklin Bridge:

From the Ben Franklin Bridge, follow signs to 676 West/Vine St Expressway. Make a left on 17th Street. Main entrance to the theater can be accessed on Delancey Place from 17th street by taking a right on Lombard Street (one block south of Pine Street), right on 18th Street and another right on Delancey Place (essentially making a U-turn from 17th St).

From Points West:

Take 76 East to 676 East (left exit). Take 676 East to the Broad/15th Street Exit. Make a right onto 15th Street (going south). Make a right on Lombard Street (one block south of Pine Street), another right on 18th, and a final right on Delancey Place.

From Points North:

Take 95 South to 676 West. Follow directions from New Jersey/Ben Franklin Bridge above.

From Points South:

Take 95 North to 676 West. Follow directions from New Jersey/Ben Franklin Bridge above.

Public Transportation

Subway:

From the Walnut-Locust Station on the Broad Street Line the theater is a 10-min walk. Head west on Walnut Street and then south on 17th street. Delancey Place will be on the right-hand side, just past Spruce Street.

From the 15th & Market Station on the Market-Frankford Line riders can get a free transfer to the Broad Street Line or take a 15-min walk to the Plays and Players Theater (see map above).

Regional Rail:

All Septa Regional Rail Lines stop at Suburban Station, where riders can transfer to the nearby Broad Street Line at City Hall Station or take the 15-minute walk to the Plays and Players Theater (see map above). Riders can also take the PATCO and get off at the 15th-16th St Station on Locust Street and take a 10-min walk.

Bus:

Riders can take any bus to Market Street and get off anywhere between Spruce and Pine and take a short walk west to the Plays and Players Theater.

Videos showing walking routes to the theater from City Hall and Rittenhouse Square can be found at <https://www.franklinskey.com/accessibility>

About the Show

The Setting of *Franklin's Key*

The action of the play happens in the present, though the characters sometimes refer to historical figures like Benjamin Franklin, who lived in the 1700s.

You will see the set move and change to represent different locations: a science fair, Temple and Arturo's apartment, the Junto House (a historical building in Philadelphia), the Philadelphia Museum of Art, Dr. Prentiss' office, an underground Artifactuary, underground tunnels and rooms, the Wanamaker organ, the Wanamaker building, and the roof of City Hall.

What is On Stage?



The set has several pieces that stay on the stage, and some that “fly” in and out. There is a balcony on the left of the stage, a structure with an arch and a door and a platform where actors can stand and where there is a circle cut out. There’s also a set of stairs that can move about the stage.

At points, things will fly in and hang in the air above or in front of the actors. There will be a roof that represents the Philadelphia Museum of Art, pipes of a giant organ, a mysterious cabinet, and other smaller set pieces.

Pieces of furniture, like tables and chairs, also help change the scenery.

Sometimes, there is a black piece of fabric, called a scrim, that images or videos are projected onto.

The Characters

This play has eight characters, and ten actors. Some actors play more than one character. Some characters are unnamed and act more like dancers or magic beings in the performance.

How do the actors perform as different characters?

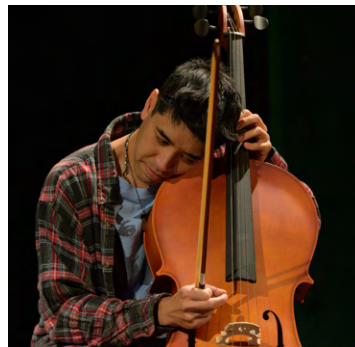
The actors change their costumes and voices to look and sound like each of the characters. The actors also use gestures and the physicality of their bodies to become the characters in the play.

CHARACTERS



Temple

Temple is a brilliant, independent-minded young inventor who is adventurous and resourceful. The gears in her brain are constantly turning. She has lived alone with her brother since their mom died and has become a pro at keeping it a secret from authorities.



Arturo

Arturo is Temple's younger brother. He is a brilliant cellist with perfect pitch. Soft and sweet inside, Arturo appreciates order and knowing what comes next. He is very trusting. Arturo lives with his sister Temple.



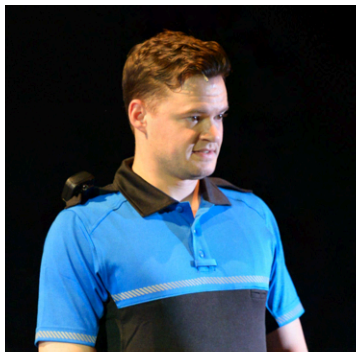
Dr. Prentiss

Dr. Diane Prentiss is the Curator of Historical Technology at Philadelphia Museum of Art. She has a mischievousness that turns into magic at times. She is the leader of the New Prometheans. She likes Temple from the start, but worries about entrusting dangerous information to a teenager.



Fordhook

Fordhook is the gravekeeper at Ben Franklin's grave. Fordhook seems like a self-taught historian and Benjamin Franklin enthusiast. He is an engineer and inventor, who used to be New Promethean. Throughout the play, we learn that he has different intentions than he first says.



Richard

Richard is the security guard at the Philadelphia Museum of Art. He is a good-hearted guy who is sweet and optimistic. He is Temple's ex-boyfriend.



Armantrout

Armantrout is a husky, gravel-toned and mustachioed blacksmith/inventor who builds all the big machines and weapons for the New Promethean Society. He is gruff but lovable.



D'Angelico

Victor D'Angelico is a no-nonsense scientist and technologist. He works with the New Prometheans.



Jenkins

Jenkins is a savvy and competent worker with the New Prometheans. She works closely with Dr. Prentiss.



Jimmy

Jimmy is a hapless intern who maintains the Wanamaker Organ but is sent on secret missions he is not qualified for. This character is played by the same actor who plays Armantrout.



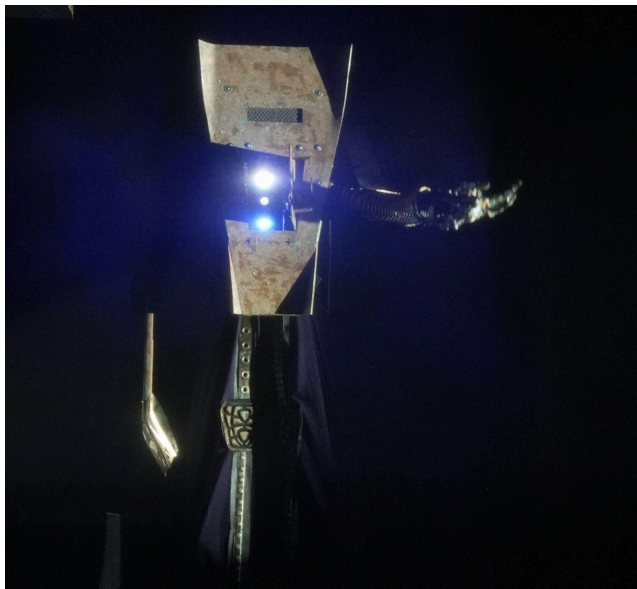
Persephone

Persephone Poledouris is a brave and bold inventor who used to work with Dr. Prentiss. This character is played by the same actor that plays Jenkins.



Gogglers

The Gogglers are figures in the show that the characters can't see. They are dressed in interesting clock-punk costumes, with goggles, hats, and aprons. The Gogglers move things around and make some of the magic happen in the show. Sometimes the actors who play Gogglers also play small characters, like a teacher and like police officers who only appear briefly in the show.



Automatons

The Automatons are robots built by Fordhook.

Design

In addition to the costumes and set, the performance is supported with lights and sound, as well as magic illusions.

There are strobe effects, sudden loud noises, and other lighting effects in the show. Sometimes, there is bright light that flashes at the audience to create the effect of an alarm or a storm.

Language and content warnings.

You can expect some spookiness, some intense moments of physical struggle, yelling, and a complicated plot.

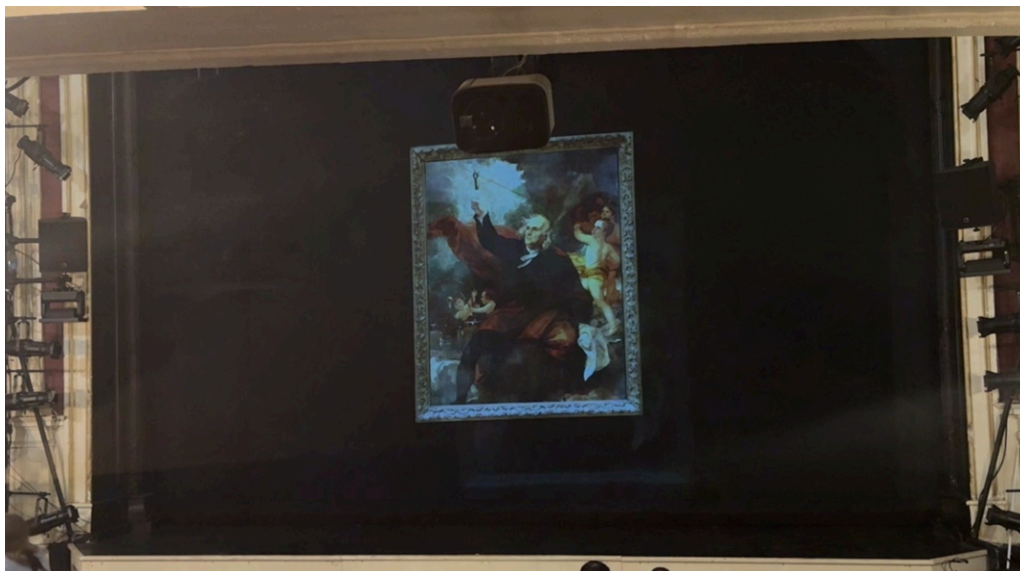
This play includes emotional memories involving the death of loved ones.

Recommended for ages 8+.

*Should you have any questions about this content,
please inquire with our staff or with the box office
(267) 494-1919
boxoffice@pigiron.org.*

Action of the Play

PRE-SHOW



The play begins with a projected image on a black scrim of the painting “Benjamin Franklin Drawing Electricity from the Sky.” This is what you will see as you get seated.

Before the play begins, Pig Iron’s Managing Director will come onto the stage to welcome the audience and explain the parameters of the Relaxed Performance.

Then, you will hear a curtain speech from the show’s character Dr. Prentiss over the speakers.

Often in the transitions between scenes, there will be a **blackout** and sometimes **loud music** as the actors and crew change the scenery. Often, you will see Gogglers. Gogglers are figures in the show that the characters can’t see. The Gogglers move things around and make some of the magic happen in the show.

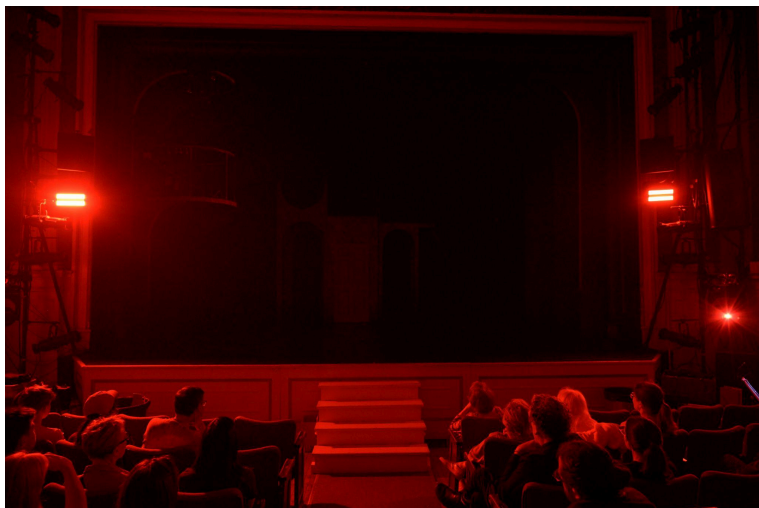
ACT ONE

Intro/Art Heist

Three “Gogglers” enter making sound from water glasses that become a song. You will see them play with light in this introduction, but it is otherwise very dark. **Some of the light pulses.** The Gogglers move small and large lightbulbs around, moving light around the stage. A larger **light shines toward the audience** behind cut-outs, creating silhouettes of iconic Philadelphia landmarks.



Then you will see the painting of Benjamin Franklin again, but it will **disappear suddenly** into the **darkness**, followed by a **loud alarm** and **flashing red lights pointed at the audience**. There will be **shouting**. The painting has been stolen.



Science Fair

The actors will come out and form the Science Fair scene. An actor will introduce the science fair, welcoming the audience as if they are parents and teachers. **The first student's project will fall apart.**



Then you will see Temple and Arturo. Temple is competing for a \$5,000 prize. Next you will see Dr. Prentiss and Jenkins, who are measuring something called “bioether.”

Temple gives her presentation about an energy force she has discovered and the device she has invented to measure it, and Arturo assists her. When they turn on the device, it **malfunctions - there is a moment of darkness and a strobe light effect.** The actors **shout** and move about the stage, changing the scenery to Temple's house. As Temple and Arturo rush away, Temple's machine **falls apart.**



Temple & Arturo's House

Temple and Arturo are in their house in the next scene. Arturo is practicing cello while Temple is trying to fix her device. There is a **knock** on the door. Arturo pretends that Temple is not there, but when the person at the door (Dr. Prentiss) mentions the \$5,000 prize from the competition, Arturo lets her in. There is some **shouting** and **arguing** in this scene.



They **pretend** that their mother is in the shower. Dr. Prentiss says that Temple won the prize! But a parent needs to sign a form for them to get it, but Temple and Arturo insist that they will have her sign it later and bring it to Dr. Prentiss at the museum. Dr. Prentiss mentions that there have been blackouts (sudden loss of electricity) in Philadelphia but of course Temple's machine didn't cause one.

After Dr. Prentiss leaves, Temple and Arturo celebrate the prize and forge their mother's signature. Temple begins to think about something Dr. Prentiss said. The Gogglers manipulate a red rope to represent Temple's thoughts as she tries to figure out where the next blackout in the city will be. She realizes where it will be, and takes Arturo with her to check it out.



Prentiss On the Phone

Dr. Prentiss is on the phone and she says she thinks someone has a device called a pyre.

The Junto House

This scene begins outside the Junto House, a historical building. You will hear cats meowing. The Junto House is represented by a gate, held by two Gogglers. Temple and Arturo sneak past the fence, even though they're not supposed to.



Then there is a **blackout**.

When the lights come up, the scenery is inside the dimly lit Junto house where there is furniture covered in sheets. Arturo turns on his **flashlight** then **yells** when he gets **frightened by the statue**.



Arturo is **worried** about being late for his cello rehearsal. Temple finds a pair of bifocals in an old coat, and they goof around with them. When Arturo touches the statue's arm, **it moves up and down on its own!**

Temple puts the bifocals on the statue. There are then **two sudden bright flashes of light**. They look like **sparks of fire**, like very small fireworks. One happens in the balcony on the left of the stage, and one happens behind the statue. Temple and Arturo are **startled** and **shout** both times.

The statue's arm lowers and raises again, and this time when it raises it is holding a lantern-like prop. Temple takes it. She doesn't know it yet, but this is the pyre. When she takes it, there is a **blackout**, and there is a **flashing strobe light effect onstage**.



Temple and Arturo hear **voices** and **footsteps** getting closer, and see **lights like flashlights**. Arturo tries to find his cello, but they have to run away and leave the Junto house before they can find it. There is **yelling** and **confusion** in this scene.

Goggler Transition

Music plays, and Gogglers remove the Junto house furniture and bring back the table, chairs, and lamps that show us we are back in Temple and Arturo's house.

Temple & Arturo's House II

Temple and Arturo rush in, **slamming the door** behind them. Arturo is **upset** that they left his cello behind, but Temple is distracted by the Pyre. She does not want to go back and look for the cello because they might get in trouble with the police.



Temple notices a **sound** coming from the Pyre device. She and Arturo talk about which musical note the sound is, and the pattern on Temple's invention that appears when Temple moves the pyre closer to and further away from the machine. Temple turns something on the pyre, and the **light from the lamps begins to pulse**. There is a short **blackout** and Temple starts **moving strangely**. She begins to make the lamps "float," though onstage this is represented by the Gogglers moving the lamps.



There is a **knock** at the door from a man claiming to be from the energy company. Arturo **loudly** tells him he can't come in, but the man tries to get in anyway.

The **table magically moves against the door suddenly**, trapping the unknown man's hand in the door. He **yells loudly** as though he is **hurt**. Arturo frees his hand and **slams the door**.



The lights return to normal, the strange sound stops, and **Temple falls to the floor** from her chair. Arturo tries to touch the pyre and **it zaps him**. He **yelps**. Temple is acting loopy and having trouble standing after using the pyre, so Arturo helps her to bed.

Fire

The Gogglers remove the furniture and bring some cable onstage. They bring out a small house that represents the Junto House. There is a **pyrotechnic** effect that looks like **the house has caught fire**. The Gogglers exit.



Outside Junto House

Temple and Arturo arrive back outside the Junto house as two workers are setting out caution tape. Arturo is **worried** about his cello. The workers say there was an **electrical fire** and leave. The Junto House has burned down.



A man, Fordhook, enters with a metal detector. He talks to Temple about the blackouts that have been happening in Philadelphia and about Benjamin Franklin. He says the historical Junto House that burned down was used by Ben Franklin's secret society where he did experiments with electricity. He notices that Temple's notebook has the Junto symbol on it, but she says it is the output of a graph from her invention. Arturo approaches Temple to ask about his cello again. Temple decides they will go to the Museum to get the prize money to buy Arturo a new cello.

The Philadelphia Museum of Art

A guard and an officer move the caution tape as music plays and **the stage darkens** slightly. When the lights brighten, you can see the roof of the Philadelphia Museum of Art, which is now closed because of the theft of the painting that you saw at the start of the show.



Here Temple and Arturo see Richard, Temple's ex-boyfriend, who is a security guard at the Museum. Here Temple and Arturo **argue** as they explain that they are looking for Dr. Prentiss to ask her about the prize money.

Temple, Arturo, and Richard walk toward the stolen painting room as Gogglers take away the tape and bring on an art frame. There is now a **projection** of the painting on moving panels held by Gogglers. They talk about how strange the painting is.



They find Dr. Prentiss and she tells them to come to her office on Monday. She is interrupted by an urgent phone call and exits abruptly. She drops a paper and Temple sees the symbol of the Junto on it. They follow her.



Prentiss' Office

The roof of the Museum flies out, and the Gogglers bring on the furniture of Dr. Prentiss' office, including a door, cabinet, desk and chair. Temple, Arturo, and Richard **knock loudly** at the door, **shouting** to be let in. In the office, Temple **yells** Dr. Prentiss's name. Temple opens the cabinet door and they find an astrolabe. Things are **tense** between Temple and Richard because of their dating history. Arturo presses a strange pump and a whispered voice says "Where are we?"



Temple adjusts the astrolabe to show the coordinates of Philadelphia. Richard wants her to stop. The room **darkens**, **the desk moves**, and a **trap door opens**. The trio looks down into the trap door. A light shines out of it. Richard wants to leave but Temple goes down the stairs and calls Arturo to come too. Richard follows. The stage goes dark as they go down the trap door. There is a **blackout** as **music plays**.



Tunnels under the Museum

Squares of light shine on and off, representing corridors where Temple, Arturo, and Richard are trying to follow Dr. Prentiss without being seen. **The music becomes loud and suspenseful.**



Gogglers carry on panels which represent walls that move around the space as the characters walk around, and then they become a thick door that makes a **loud sound** as it closes behind Dr. Prentiss.

Arturo, Richard, and Temple are stuck because the door is locked and too heavy to open. Arturo starts to get **anxious** about being underground. There is some **yelling** in this scene. Temple uses the power of the pyre to open the door and they go through. There is a **blackout**.



The Artifactuary

Now the set is in an underground operations room, or Artifactuary. On the balcony stage left, a character called Armantrout with a gruff voice and a beard stands. The **bulbs flash on and off** in his control station. On the right of the stage is Victor D'Angelico, at a computer desk. A Goggler moves the stairs to the center of the stage, where Bonnie Jenkins is standing on top of them working.



Dr. Prentiss discovers Temple, Arturo, and Richard hiding at the back of the room. Temple doesn't trust Dr. Prentiss and the other adults. She yells up to Armantrout, and everyone begins to **argue loudly** until Dr. Prentiss **loudly yells "Stop!!"**

She decides to tell the teenagers everything about the secret society of the New Prometheans. Dr. Prentiss and the others work together to keep Philadelphia safe from the buildup of "bioether" energy, the same force that Temple discovered with her invention. Usually the buildup is like a natural storm, but it seems something or someone is causing a more dangerous build up than usual. While Dr. Prentiss explains this, the other workers talk to each other about their measurements and tasks, while **lightbulbs flash** at the different worker stations.



One of the characters says “3,2,1, Release!”, followed by a **loud sound** and **smoke near the balcony**. They have released the bioether buildup and protected Philadelphia.

The workers introduce themselves and explain more about their work. Dr. Prentiss asks if Temple has a pyre but she denies it. With the pyres, a person can harness the energy of bioether and manipulate it, giving them special **powers**.

The Explosion

Tension rises, and a sound builds. The adult workers begin to **shout** and return to their stations. Arturo tells them that Temple has the pyre, and Temple gets **angry** and **yells at him**. During their argument, the sound gets louder, and the workers **yell** and seem **distressed**. Arturo leaves. There is a **sudden** and **very large explosion sound**. **Bright lights flash repeatedly at the audience.**



A projection shows **falling rubble**, while an **ominous song** plays. The rest of the stage is dark. There is a brief **blackout**.

Tunnel (Arturo + Fordhook)

When the light returns, two Gogglers are holding set pieces that represent a tunnel under Philadelphia. Arturo is **lost** after the explosion, and realizes he is alone. He hears **a voice calling for help**. He goes through the tunnel, up a ladder, and finds Fordhook who is **stuck** on top of the set piece at the back of the stage.



Fordhook asks where Temple is. He is suspicious of the New Prometheans because he says they are keeping dangerous secrets about historical technology. He tells Arturo to follow him to a place where they can find a phone to call Temple. There is a **blackout**.

Tunnel (Temple + Richard)

A big square shape of light shows Temple on the ground, **looking like she has fallen**. She wakes up and **shouts** for Arturo and Richard. She finds Richard **who has also fallen and may be hurt**.

Using the power of the pyre, she lifts Richard and he wakes up **confused**. She uses the power to make him move and dance, but then a **bright light** shines on him, representing **a subway train approaching**. The stage goes dark in a **blackout** after a **loud sound** and a **yell** from Temple.



When the lights come back up **Richard has fallen on top of Temple**. She asks him to get up and they talk about the pyre. Richard thinks Temple should trust Dr. Prentiss. He gets **upset** that she was using the pyre to control him. They **argue** about her need for control and about their breakup. She confesses that things have been very hard because **her mom died**, and that's why she broke up with him. She has dropped out of school to take care of Arturo and work. Richard comforts her.



They hear a **sound** and begin to **shout** for Arturo and exit to look for him.

Fordhook's Lair

The lights **darken** for a moment, before the Gogglers bring on the pieces that signify Fordhook's underground lair.

Fordhook and Arturo enter and Fordhook shows him his inventions and his phone. But before he lets Arturo call Temple, he says that the New Prometheans are bad people. Arturo leaves a voicemail for Temple to warn her against them and to meet him at Benjamin Franklin's grave under Christ Church. Fordhook gives Arturo some tea, and reveals that he has Arturo's cello. Fordhook starts **ranting** and **acting suspiciously**, and **yelling**, "Is your sister normal?"



Arturo tries to stand up but he **collapses** to the ground. The tea was **drugged** and has made Arturo **fall asleep**. Fordhook laughs and **stomps on Arturo's cello**.



There is a **blackout**. A projection says “Intermission.”

INTERMISSION

There is a fifteen minute intermission. You may stay in the theatre to wait or exit to use the bathroom, get some air outside, wait in the lobby, etc. Staff members will let the audience know when the intermission is ending and it's time to return to your seat to watch the rest of the show.

ACT TWO

Goggler Transition

There is a **blackout** to begin the second act. The lightbulbs above the balcony **turn on and flash a bit**. Gogglers are up there too. They touch the bulbs, but unlike before, they can't take the light from the bulbs, they instead seem like they get **zapped**. Finally, they do move a light down to a Goggler on stage.



Tunnels

A spotlight shows Dr. Prentiss who has **fallen** in the tunnels after the explosion in Act One. She has **hurt her leg**.



The Apiary

A video circle with moving lights represents **bees**. You will hear the buzzing **of bees** and Temple and Richard's **voices**. They come up through the trap door in the floor of the stage into "The Apiary," a room full of beehives.

Temple finds an inscription and Richard translates the writing from Latin. Temple notices the "bees." The pyre is causing them to fly in patterns: they write out "To hold power you must cede it." Temple and Richard realize this is the "key." Temple and Richard try to figure out what this means.



They laugh and **hold hands**. They **almost kiss**, but they are interrupted by Dr. Prentiss who enters with a cane. They quickly separate.



Richard helps her to a chair. She notices Temple's pyre and explains that this Apiary was built by Ben Franklin. She realizes that the other blackouts in the city must have

also been pyres that were taken by someone. She says the power of the four pyres can be combined using something Franklin called “the key” to create a powerful “Typhon.” Dr. Prentiss gets **upset** that someone dangerous may have discovered Franklin’s secrets.

Temple shares the message from the bees. She gets Arturo’s message, and leaves Dr. Prentiss and Richard to find him. Richard runs after her, and **gets sucked into a tunnel**. There is a **blackout**.

The Rowboat

Arturo is sitting and Fordhook is rowing behind him with an oar. They are in a rowboat in the sewer tunnels. Fordhook has given him an herbal recipe that will make him tell the truth. Arturo shares his frustrations about his sister, and reveals that Temple has a pyre. Fordhook sings to Arturo, a song describing how he intends to destroy the city, and the world, using the power of the pyres and the key. There is a **blackout** and **loud music**.



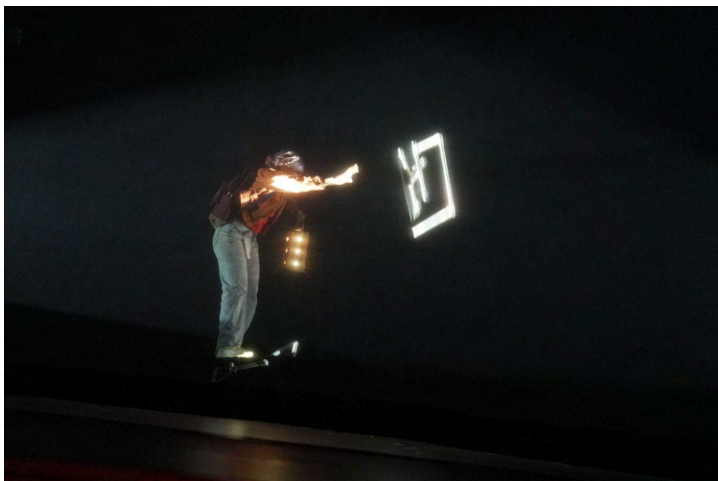
Temple Runs through the Tunnels

Temple runs center stage as projections show moving lines that look like she is running through a tunnel. There is a **blackout**.



Lights come up on Temple looking around. She runs offstage. **A light flashes at the audience** at the same time as the **sound of a horn** plays. There is a **blackout** and you will hear the **sound of a train** getting farther away.

Temple runs back onstage. You will hear running water. She stands on a block as though she is at the edge of water. Using the power, she causes a pipe to **float** toward her through the air. She **jumps** on it, and brings another pipe toward her. Then she floats the first pipe over her head and in front of her to jump on. She moves forward this way using the magic of the pyre. There is a **blackout** and music plays.



Temple re-enters. You will hear **loud metallic footsteps**, and a large **automaton**, a type of robot played by an actor on stilts in a costume, emerges from the shadows. Temple cannot use her magic against the automaton. The automaton opens a small door in its chest, revealing lights. The robot moves its arm and seems to control Temple and make her pyre float out of her hands. Fordhook's voice **yells** "Enough!" and there is a **blackout** as **suspenseful music** plays.



Wanamaker Waiting Room

This scene starts with a **big yell** in the **dark**. Richard **falls** out of a tunnel into a chair that looks like it's in a waiting room. There is a line of chairs and a house plant in front of a yellow wall. A new character, Jimmy, enters and says there's been a mistake. Richard is confused as the character offers him beverages and says he works for someone named Persephone.



Persephone enters on the phone. She hangs up and talks to Richard, revealing that they “swooshed” him in a tube when they were trying to swoosh Temple. They are in the machine shop of the Wanamaker organ in the Macy’s building. She says she is not a New Promethean and that Temple is in danger. There is a **blackout**.



Under Christ Church Burial Ground / Fordhook’s Lair

This scene is under the Christ Church Burial Ground. There is a roof with the year 1790 written on it. Temple is in a cot. Fordhook enters.



Temple asks about Arturo but Fordhook pretends he hasn’t seen Arturo.

Temple **swoons** when she tries to stand. Fordhook talks about Ben Franklin and how the New Prometheans have hidden Franklin’s secrets. He says they will never give up power.

A Goggler on the balcony plays the **memory** of Arturo's voice talking about the musical keys of C, E, D, E. Temple realized the musical notes C, E, D, and E are the key.

When Fordhook learns this, he begins to laugh. Temple discovers the Benjamin Franklin painting, with writing all over it. Temple realizes he has **stolen** the painting and her pyre. Fordhook explains that he believes the world needs to be **destroyed**.



Temple **throws** her notebook at Fordhook and tries to run away. **He grabs her** and forces her to look at the painting. He says that they are both alone, both outcasts, and talks about how good it feels to use the power of the pyres. He asks her to join him. She refuses. Fordhook leaves with the pyre and tells her Arturo is behind an electrified fence. You will hear the sound of **footsteps** and **thunder**. The automatons are Fordhook's inventions. He leaves, saying he cannot miss the storm.

The Escape

Temple finds Arturo behind the fence. She touches it with a stick, and **light strobes** as a **spark sound** plays. Temple uses a device to draw the power out of the fence. There is a **spark of pyrotechnics** behind the fence and a **loud sound**. Temple and Arturo both **yell**. Temple falls. Arturo helps her up. They **reconcile** with each other and leave. There is a **blackout**.



Armantrout's Armory

You will hear **loud knocks**. Up on the balcony, Dr. Prentiss and Armantrout talk about Persephone and her theory about a different way to channel bioether. They talk about contacting Temple to meet them at the Wanamaker organ. Dr. Prentiss starts using an orb to control **bees**. There is a **blackout**.



Following the Bees

Arturo and Temple are walking around trying to find their way out. The lights representing **bees** from before are flying above them, and make the shape of an arrow. They run in that direction and follow a bee that is being held by a Goggler. There is a **blackout**.



Inside the Organ

The **bees** lead Temple and Arturo to the Wanamaker organ. Jimmy enters carrying pipes. Arturo notices his **injured hand** and realizes he is the energy worker who tried to enter their house earlier in the play.



Richard enters and hugs Temple and Arturo. Richard **bangs on the floor** and **yells** for Persephone, who climbs out of the trap door. Persephone says Temple should reconsider dating Richard. There is the sound of a **buzzer** and Persephone yells for whoever it is to enter. Armantrout and Dr. Prentiss enter. They hint at a complicated past between Dr Prentiss and Persephone.



When they hear that Fordhook has all four pyres and the key, they begin to make a plan. Persephone tells Armantrout and Richard to go to City Hall

You will hear **thunder** in this scene, and through the rest of the play. There is a **storm**.

Richard is exiting after Armantrout, Temple stops him to **kiss** him before he leaves.



Persephone explains she needs a musician to play the organ. They all look at Arturo, who reluctantly agrees. Persephone sends him down the trap door. Persephone reveals she has built a Prometheus Valve which can channel bioether, but needs someone who can withstand the energy of the pyres. Temple volunteers. They exit. There is a **backout**.

On the street

Richard and Armantrout enter. The **storm** is getting worse. You will hear loud metallic footsteps again. Two **automatons** surround them. There is a **blackout**.



The Prometheus Valve

Dr. Prentiss and Temple go up to the balcony. Temple thinks the New Prometheans should share their knowledge with the world, Dr. Prentiss says Temple is now a New Promethean herself. There is a **blackout**. You will hear **thunder** and see **flashing lights**.



The Organ

This scene is Inside the Wanamaker organ. Arturo touches a key causing a **loud organ sound**. Persephone puts a seatbelt and helmet on him. She reveals that the organ is in fact a **huge automaton robot**, or mecha, built by Benjamin Franklin. Arturo is **nervous** but Persephone encourages him to play.



The Battle / The Mecha

This scene is a **battle** that takes place around City Hall. You will see different characters lit and the action will move **quickly**. There will be **loud dialogue** and **sound effects**.

There is a projection of the organ transforming into a robot. An **army of the smaller automatons** approaches and Richard and Armantrout **fight** them while standing on the stairs. They realize Arturo is in the giant robot, controlling it by playing organ music.



The **storm** is big now, and it is **raining**. There is **thunder** and **lightning**. There is **yelling**.

You will see a projection of the statue of William Penn **falling down**.

Fordhook is on top of City Hall flanked by two automatons. He has them play the notes C E D E. Richard and Armantrout enter to fight him but are too late. He says, "Begin" and there are **flashes of lightning**.



There is **pulsing light** and a **circle of blue energy light** around Fordhook. His voice becomes **distorted** as he says “I have the fire, I am the fire, and the fire will consume the world.”

There are more **flashes of light**. There is a projection of the giant robot approaching City Hall. Fordhook gestures and **lightning rays** are projected from his hands. These knock the robot over and it **falls**. Richard **yells** “Arturo!”



Fordhook is gaining power. Everyone is **afraid**, but then they see Temple who is flying in a kite-like machine. Temple draws the energy from Fordhook, shown like **yellow lightning** that is projected. Temple **falls**.



Temple Falling

You will see Temple inside a projection of rain falling from overhead as she is **falling**. She speaks about what she has learned about working with and trusting other people, and sharing power.



The giant robot's hand extends. A puppet of the robot hand onstage **catches** Temple. Arturo has saved her.



Warm light shines toward the audience. A circle of light like the sun rises over the cut out of City Hall.

Temple + Arturo Handshake

Gentle music plays as Temple and Arturo do their secret handshake **in slow motion** and **hug** now that they are safe.



A Goggler notices the light bulbs on the balcony are back to shining normally. There is a **blackout**.

The play is finished.

Lights will come up on the stage. The actors will come to the front of the stage and take their bows. The audience will clap. You can clap if you want.



Thank you!

CONTACT US

If you would like more information or if you have any feedback for us, please send us an email at boxoffice@pigiron.org

Thank you for joining us!