

Sensory Guide

PORTLAND CENTER STAGE AT THE ARMORY



General Considerations

- Total Duration: approximately 2 hours 15 minutes including one intermission
- This production is recommended for ages 12 and up. It contains strobe lights, gunfire, theatrical haze and blood, drug use, and smoking.

Sensory Impact Key



Auditory Impact (loud volume, high pitch, complex sound, etc.)



Visual Impact



Emotional Impact



Strobing (possible impact for those with photosensitive epilepsy)

ACT ONE

SCENE

DESCRIPTION

SENSORY

PROLOGUE

- Music starts immediately
- Neon lights



SCENE 1

(door opens; woman sticks her head out)

- Character's entrance is loud
- Loud, screechy music
- Onstage panic attack





SCENE 2

(apartment; Watson walks out with a bone)

- · Loud banging sound
- Scene ends with loud music



SCENE 3

(door opens; Inspector Lestrade there)

SCENE 4

(seedy hotel room)

- Fake dead body and graphic details discussed
- Screaming
- Bright red lights







ACT ONE

SCENE

DESCRIPTION

SENSORY

SCENE 5

(Holmes helps Watson out of the tub)

SCENE 6

(scene transitions into a much nicer hotel room)

- Blood poured over umbrellas
- Implication of a brutal murder





SCENE 7

(Lestrade and Watson clean up blood; transition back to #2B)

- Shouting
- Scene ends with loud transition music





SCENE 8

(Apt 2B; Holmes on sofa; Watson on laptop; Lestrade between them with beer)

Loud transition music



SCENE 9

(man in Donald Trump mask)

ACT ONE

SCENE

DESCRIPTION

SENSORY

SCENE 10

(Irene Adler appears behind Watson; Watson jumps)

Loud transition music



INTERMISSION



ACT TWO

SCENE

DESCRIPTION

SENSORY

SCENE 1

(actors reset with music playing)

SCENE 2

(the street; Holmes & Watson dress as nuns)

• Some loud bangs



SCENE 3

(Irene's flat)

• Loud explosion sound effects



SCENE 4

(Holmes, Watson, and Lestrade lounge around)

SCENE 5 (Moriarty appears)

Rapid light changes and sound effects



ACT TWO

SCENE

DESCRIPTION

SENSORY

SCENE 6

(Holmes opens door; Irene falls in)

SCENE 7

(train sounds; Watson wakes up slowly)

- Gun shot sound effects
- Train sound effects





SCENE 8

(Apt. 2B)

