



The Nether, A Sensory guide

A Social Story

Welcome! Before attending the sensory friendly performance of 'The Nether' explore our social story.

Sensory Friendly Performance

There will be a specially modified and relaxed sensory friendly performance of The Nether on Wednesday the 29th of January at 1:30 p.m

Content Warning:

The play contains strong language and mature themes, specifically the mention of suicide, and discussions of virtual crimes including murder and sexual abuse. There are **no** enactments of sex or violence depicted.

What to Expect.

The runtime of The Nether is approximately 1 hour and 20 minutes, with no intermission.

Immediately before the performance there will be a brief 'pre-show' welcome speech from one of our actors.

Our house lights will be dimmed, NOT darkened. **You may leave the theater at any time BUT please be aware there are entrances and exits made by actors, please be careful through the aisles.** A designated quiet space will be available for patrons and companions if they feel the need to leave the theater, and then return to the performance when they feel comfortable. Please see the House Manager to be reseated.

Who, what, and where?

Sims/Papa, a successful businessman

Morris, a young female detective

Doyle, a middle-aged science teacher

Iris, a shining little girl

Woodnut, a fresh-faced guest

Time Period: Soon

Setting: We move location throughout the production between two very different environments; firstly, the clinical and cold setting of a contemporary Interrogation room, and that of the charming and inviting setting of a Victorian home, known as The Hideaway.

At times the dialogue becomes heated and loud. The lights change significantly between the two theatrical locations.

SPOILER

It is important to make patrons with sensory sensitivities aware of some of the key components in this very complicated plot.

1. Sims is Papa in the Nether
2. Doyle is Iris in the Nether
3. Detective Morris is Woodnut in the Nether.

What happens

When the play opens, we see Morris and Sims at an interrogation table. We find out that Morris is investigating a realm of “the nether” (a virtual reality mutation of the internet) called “The Hideaway”.

During the first three scenes detective Morris interviews both real world characters Sims and Doyle; their conversations become heated and voluble.

Key moments to be aware of.

In scene 4 we enter the realm of the Nether, and more specifically the Hideaway. There we discover Iris (an avatar) and Sims in his virtual persona as Papa. Mr Woodnut also enters the Hideaway as a new guest.

In scene 6 we are in Iris’ bedroom. She is confident and happy. At one point she will show Mr Woodnut an axe. A lively game of Jacks will be played. In this scene Iris removes her dress. She will be clothed underneath.

In scene 13 we return to Iris’ bedroom. She and Mr Woodnut trust each other.

She encourages him to use the axe as part of the full hideaway experience. At the end of the scene he raises it above his head, and the scene freezes, and the lights go to blackout.

In scene 15 we are still in the hideaway, but now in the garden. Mr Doyle has assumed the role of his avatar, Iris. He wants to 'cross' and remain in the Nether forever. Papa becomes furious with Iris/Doyle and slaps her

The End of the Play

The lights will come up and the actors take their bows. Some audience members may clap their hands to show their appreciation. Then you will leave your seat, and exit the theater through the same door that you entered from. Other people will be leaving too, so there will be increased activity in the foyer as people prepare to go outside.

Renaissance Theaterworks proudly shares its home at
255 N. Water Street 53202 with Next Act Theater.

Street View of the Theatre



Designated Parking

There are 3 designated disabled parking spaces right in front of the theater, and a drop off spot for patrons requiring closer access. There is also free street parking on S. Water St. If you need additional assistance or options please contact us: info@rtwmke.org or call the box office at 414-278-0765



Theater Entrance

The entrance to our theater is at street level and the doors have push plate access; they open straight from the street into a smoothly surfaced foyer, with clear travel patterns. There will be staff members ready to greet you, and other audience members as they arrive. Some people and patrons will be mingling. If you want to hang up your coat, there is a coat rack.



As you enter the inside of the theater



What you'll find inside

Directly in front, you will find our bar area. You can purchase soft drinks, adult beverages, or tea and coffee if you wish. To the right you will find our box-office glass windows, where tickets can be collected or enquiries made. To the north and south side of the foyer are the public restrooms, each with a separate fully ADA stall. Programs will be available from our ushers, or from staff members at the Renaissance tables.

Public Restrooms



The women's bathrooms are to the right of the box office, and the men's are to the left side of the bar area.

Going into the Theater, or The House

We open the house to the audience 30 minutes before the performance or 'curtain up' begins,'

There is one main entrance to head towards the stage area, or the 'house' from the foyer, at ground level, where your electronic or paper tickets will be scanned by an usher. Then you will then either turn left or right to enter the actual stage area. Your row and seat number will be on your tickets, this is where you will sit. Ushers will also be present to help guide you to your seats if you have any questions.

Entrance to the Theater, or the House



The Stage, or Performing Space

In our theater we have what we call a thrust stage. There are rows of seats on either side and at the front. The back of the stage is where the actors will enter from. There will be accessible audience seating for wheelchair users and companion seating at ground and stage level. You will sit here to watch the performance, but you can get up and move around or leave the space if you need to. There will be a quiet space provided for you. Follow the signs or ask an usher.

