

SHŌ AND THE DEMONS OF THE DEEP VISUAL GUIDE



SHO AND THE DEMONS OF THE DEEP - VISUAL SYNOPSIS

Shō and the Demons of the Deep is about dreams, nightmares, a young girl and her family, friends and the people in her community. The story starts in a modern-day city where Hana lives with her family.

The story takes place in Hana's home city in modern times:



During the show, we travel back in time to when Hana's grandma Shōko was a girl:



Things you should know about the show:

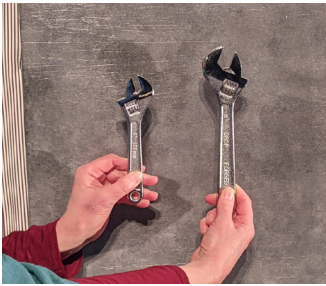
The story is told by the three performers, through loud music and sound, bright coloured lighting, set, costume and props.

The play is about dreams and nightmares and we hear about the characters' dreams and nightmares throughout the play. These are described by the performers throughout with some are acted out. We've included the nightmares from the show in the scene by scene breakdown below.

The space is dark with bright, colourful, theatrical lighting used throughout. There are moments of darkness on stage, and some very bright lighting

The running time of the show is 65 minutes and there is no interval.

During the show the set moves around & props (ordinary objects you might find at home) are pulled from cupboards and behind things in order to tell the story. For example - a soy sauce bottle becomes Hana as the three storytellers: the Dream Narrators tell the story.



Shōko - Hana's grandma who is magical, moody & mysterious, and Shō who is scared of everything but very good at fixing things



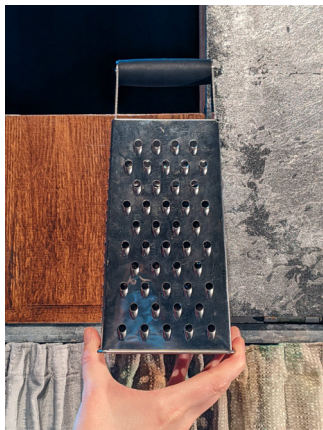
Angus - Hana's dad who doesn't say much



Hana - a girl who is unafraid of anything and determined to save the city



Miss Tamara - Hana's anxious school teacher



Michael Pillington - older Micky, a City Council amn who has forgotten how to have fun.



Maggie - Hana's mum who is worried about what the neighbours think



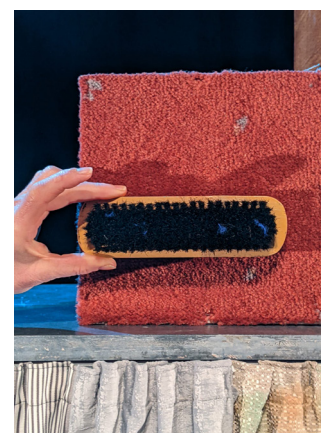
The Community (in the old city)



Simón - Hana's bus driver who is very strong but afraid of being loved



Micky - Shō's best friend who just wants to make his mum proud



Rahul - Hana's lonely neighbour who runs the post office

Shō and the Demons of the Deep is told by three Dream Narrators:



Hope - an energetic, mischievous Dream played by **Christina Strachan**



Change - a bold, confident Dream played by **Rebecca Wilkie**



Connection - a warm, peace-keeping Dream played by **Itxaso Moreno**

Other characters are played by all three Dream Narrators:

- Shōko: Hana's grandma, who is magical, moody and mysterious
- Shō: a much younger Shōko, who is scared of everything but very good at fixing things
- Hana: a girl who is unafraid of anything, and determined to save her City.
- Maggie: Hana's mum, who is worried about what the neighbours think.
- Micky: Sho's best friend, who just wants to make his mother proud.
- Michael Pillington: older Micky, a City Council man who has forgotten how to have fun
- Angus: Hana's dad, who doesn't say much
- Tamara: Hana's anxious schoolteacher
- Rahul: Hana's lonely neighbour who runs the post office
- Simón: Hana's bus driver, who is very strong but afraid of commitment
- Micky's Mum: She wants the best for him, but doesn't know how to
- The Nightmare Heart: The combined monster of all the nightmares
- The Community: Everyone else who lives in the City!

And many more Nightmares.

SHO AND THE DEMONS OF THE DEEP - SCENE BREAKDOWN



SCENE 1

The three Dream Narrators (Hope, Change and Connection) introduce themselves. They begin to tell a story about a city of people who have forgotten how to dream.



SCENE 2

The Dreams introduce Hana, a young girl who lives in the city and isn't afraid of anything. They also introduce Hana's mum (Maggie), and all her neighbours.

The Dreams describe how in this city, everyone's nightmares come to life each night. In the morning, they put them into big black bags and throw them out into the river.

We also meet Mr Michael Pillington, an old Nightmare Collector who works on the City Council and doesn't like children such as Hana.

Nightmares: swarms of flies, getting lost in a void, hundreds of puppies, eyes following me around, my daughter falling down the stairs



SCENE 3

The Dreams introduce Shōko, Hana's grandma. Shōko is strange; she has one huge nightmare she refuses to throw away, and she keeps going for long walks down to the river, which Hana's mum and dad are worried about. But Hana is too busy having adventures on the way to school to be worried.

Nightmares: empty deserts and giant fish come to gobble me up.



SCENE 4

Hana overhears her mum and dad talking about how the river is poisoned and everyone in the city will need to leave. She jumps in and asks them to fix it instead of running away, but her mum just tells her to go to bed.



SCENE 5

That night, Hana can't sleep. She hears her grandma Shōko leaving, and follows her down to the river. Shōko stares into the water with her nightmare, and Hana realises that Shōko might know how to fix the river. But before she can ask about it, Hana's mum finds them and tells them both to come inside.



SCENE 6

The next day, Hana creeps into her grandma's room and asks Shōko to tell her how to fix the river. Shōko says that in order to do that, she needs to tell Hana a story about a little girl called Shō, who lived in the city many years ago...



SCENE 7

In Shōko's story, the girl called Shō lived in a city that didn't throw away its nightmares, but stuffed them away into jars every morning. Shō had the most nightmares of all because she was scared of everything, and they all crept out every morning and made her room smell horrible.

Nightmares: falling asleep in class, parents shouting at me, clowns, storms, spiders, dogs, the dark, getting sick, a wolf as tall as a ferris wheel, strangers, bombs, rats, a dark green room with a deep deep pool in it, monsters chasing me up spiral staircases, turning into an evil witch and hurting all my friends, being kidnapped, the sea.



SCENE 8

The Dreams introduce Shō and her best friend Micky. Shō is very good at building things and fixing broken toys, and their favourite game to play together is Build and Boost. Shō builds amazing machines and Micky goes on big adventures in them whilst Shō stays safely behind. His favourite one is a hot air balloon that takes him all the way up to the stars...

Nightmares: darkness, heights, falling forever and never hitting the ground, falling a while and then hitting the ground.



SCENE 9

Shō's nightmares get worse and worse, until one day she's had enough! She grabs one and throws it out into the river, where it disappears. Shō immediately knows this was a mistake as it will only hurt the river, but it's too late; Micky has seen her. She swears him to secrecy.

Nightmares: never fitting in, growing up just like my mother, my friend getting bored of me and being alone forever



SCENE 10

Despite herself, Shō keeps throwing her nightmares away into the river; it's only hers and she has so many. Micky throws his away too and for a little while everything seems okay. But then, after he fails a maths test at school, Micky's mum shouts at him and calls him useless. He comes up with an idea to make her proud of him...

Nightmares: a maths test, a mother saying cruel things like selfish, useless, letting everyone down



SCENE 11

Micky grabs a nightmare and runs to the river. He shows everyone in the city how to get rid of them forever by throwing them in the river. His mum is proud and everyone is very impressed. However, Shō feels deeply betrayed. Micky takes credit for the whole idea, and their friendship is broken.

Nightmares: guilt



SCENE 12

Years pass by, and the city of people keep throwing away their nightmares into the river. Shō grows up, and refuses to throw away her last nightmare. She becomes Shōko, Hana's grandma. Micky grows up too and becomes Mr Michael Pillington.



SCENE 13

Shōko finishes her story and apologises to Hana for being the reason the river has become poisoned and broken. Then a bell interrupts them; it's Michael Pillington outside, with a City Council announcement that they're evacuating the whole city. Hana suggests they stop throwing nightmares in the river, but none of the adults listen to her. Her mum tells her to go and pack.



SCENE 14

Instead of packing, Hana decides to follow the nightmares down the river and try to fix it. She asks Shōko if she wants to come, but Shōko is still too afraid. Hana goes to the river and grabs a scary nightmare. She asks the nightmare to show her where they go, and the nightmare agrees. It pulls Hana into the river and the nightmares drag her all the way out to the sea...

Nightmares: doubt (creepy crawling, long fingers tugging at your skin, dark green rooms with deep deep pools, empty deserts), shame (hot, fizzy, the eyes of your neighbours, a spider dancing in your throat), hatred (pinching nails, claws, shouting through doors) pain (new teeth, weakness, white lights, waiting rooms), fear (giant fish, swarms of flies, hooks, storms)

SCENE 15

Hana almost gives up, but then she remembers her mum's advice to hold her breath and count to ten. She decides to hold her breath, and dives into the ocean. She follows the nightmares all the way down to the ocean floor.





SCENE 16

Hana meets the Nightmare Heart, a huge monster made out of all the nightmares ever thrown away. She begs it to get out of the ocean and stop poisoning the river. At first it refuses, but when Hana apologises for how people treat the nightmares, it agrees and sends Hana all the way back up the river to the City...



SCENE 17

Hana wakes the next day to find that her request worked, but with unexpected consequences. All the nightmares have been spat out of the river, but now they're all flopping around on the pavements. Everyone is disgusted. Michael Pillington decides they must burn the whole City to get rid of the nightmares once and for all. Hana argues but she is overruled, even though her mum is proud of her for trying to help.



SCENE 18

Hana goes to get her grandma to leave the City with them, but Shōko is gone. Hana runs off to look for her. Her mum Maggie goes to all the people and asks them to help her look for Hana and Shōko, before the City gets burned down.



SCENE 19

Hana finds Shōko by the river with her final big nightmare. She convinces Shōko to leave with her, but then notices the nightmare keeps trying to get Shōko's attention. Hana persuades Shōko to finally look at her nightmare. Shōko looks into the heart of her nightmare, and figures out where it is broken. She remembers that as a girl she was good at fixing things. Shōko gently turns her nightmare into a dream. She teaches Hana to do the same thing. When Hana's mum Maggie enters, they teach her how to do it too.



SCENE 20

Together, Shōko, Hana and Maggie convince the rest of the City (including Michael Pillington) that they don't need to burn the nightmares. They just need to understand them, and they can turn them all into dreams. The hours pass, then months, then years. Hana grows up.



SCENE 21

Years later, Michael Pillington (formerly known as Micky) finds his old friend Shōko and they make dreams together for a while. Shōko decides she's finally ready for her own big adventure. She says goodbye to Hana, then takes the old hot air balloon toy that Micky has given her, and she floats away into the stars.

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