

# Jack and the Beanstalk

The Rock 'n' Roll Panto

Visual  
Story

# Index

<b>Information about the show</b>	pg. 2
<b>Information about the auditorium</b>	pg. 3
<b>Things to look out for</b>	pg. 4
<b>Characters in the show</b>	pg. 8
<b>The story</b>	pg. 11

This guide has been created to help you prepare for your visit to see the relaxed performance of **Jack and the Beanstalk: The Rock 'n' Roll Panto** with information about what to expect. If you have any more questions, please contact [info@leedsheritagetheatres.com](mailto:info@leedsheritagetheatres.com).

We hope you enjoy the show!

# Information about the show

**Running time:** Performances may last up to 2hrs 30mins  
(including a 20-minute interval)

**Age Guidance:** We do not recommend our pantomime for under 4s, but if you do want to bring younger children, we recommend ear defenders, and you will be required to purchase a ticket for any child aged 1+

**Triggers and Advisories:** Our Rock 'n' Roll Panto contains loud music, smoke effects, pyrotechnics and water pistols

## **Changes for the relaxed performance:**

- An open door policy throughout the show so that you can come and go
- Freedom to move to alternative seating if required
- Our Circle bar area will be used as a chill-out space for anyone who wishes to take time out from the performance
- A relaxed attitude to noise (voluntary and involuntary)
- The lights in the auditorium will be on at a low level
- Certain light and sound effects may be reduced, or not used
- The sound levels from the stage will be reduced
- Our cast will not enter the auditorium seating area at any time
- At the start of the performance the characters and cast members will be introduced

# Information about the auditorium

The auditorium is the part of the theatre where the audience sits to watch the show.

The stage is the area where the actors perform the show.

The set is the name for the scenery, furniture and objects used on stage during a show.



# Things to look out for

Below, we have listed some moments throughout the show where the action gets loud or otherwise overwhelming, which may be helpful to know about. The timings provided are approximate. Pantomimes involve improvisation and audience interaction, so things may not always happen at exactly the planned time.

## ACT ONE

- **Start of the act:** Fairy Aubergine enters and addresses the audience, accompanied by haze effects
- **5 mins in:** Audience participation is encouraged
- **6 mins in:** During the song 'Fire' there is hypnotising actions and haze effects
- **8 mins in:** Fairy Aubergine enters and addresses the audience, accompanied by haze effects
- **9 mins in:** Thunder and lightning effects
- **10 mins in:** Dame Dolly enters and addresses the audience, encouraging a call-and-response
- **12 mins in:** Dame Dolly picks an audience member and makes them stand up and say hello to the audience. This person will be addressed at various points throughout the show
- **16 mins in:** A cast member appears through a trap door stage left
- **17 mins in:** Dame Dolly reads the audience shoutouts, interacting with the audience throughout
- **25 mins in:** Audience participation is encouraged

- **25 mins in:** The audience is encouraged to shout for Bessie the Cow
- **27 mins in:** Audience participation is encouraged
- **34 mins in:** Billy enters and addresses the audience
- **35 mins in:** Billy places a box at the front of the stage which contains a prop boxing glove, designed to punch people when opened
- **35 mins in:** Fake fight involving a pretend mallet and frying pan
- **36 mins in:** Fake fight involving a pretend mallet and frying pan
- **37 mins in:** The audience is encouraged to shout "Open the box!"
- **40 mins in:** A cast member opens the box and gets play-punched on the nose
- **41 mins in:** During the song 'Take On Me' there are haze effects
- **45 mins in:** Thunder and lightning effects
- **46 mins in:** Jack encourages the audience to shout "He's behind you!"
- **48 mins in:** Fleshcreep enters to haze effects
- **49 mins in:** On Dame Dolly's entrance, the audience is encouraged to shout "Hello Dolly!"
- **51 mins in:** During the song 'Give Me Just A Little More Time' puppets appear through trap doors at the front of the stage
- **56 mins in:** Dame Dolly play-hits Jack with a bag of beans
- **60 mins in:** Full auditorium blackout
- **61 mins in:** Fairy Aubergine enters and addresses the audience, accompanied by haze effects
- **64 mins in:** Gunshot sound effect
- **66 mins in:** Fairy Aubergine enters and addresses the audience, accompanied by haze effects

## ACT TWO

- **Start of the act:** During the song 'Higher Ground' there are projections and haze effects as Jack climbs the beanstalk
- **2 mins in:** Fairy Aubergine enters and addresses the audience, accompanied by haze effects
- **7 mins in:** Jack addresses the audience
- **8 mins in:** Loud sound effect of the Giant's footsteps
- **11 mins in:** During the song 'We Will Rock You', the audience is encouraged to join in with the dance
- **13 mins in:** Fleshcreep enters, accompanied by haze effects
- **14 mins in:** Jack and the Giant perform a chase scene. The Giant swings a fake club and roars loudly
- **15 mins in:** Full auditorium blackout
- **20 mins in:** Dame Dolly encourages the audience to shout "Hello Dolly!"
- **21 mins in:** Dame Dolly play-hits Billy
- **25 mins in:** Audience participation is encouraged
- **26 mins in:** During the song 'What Becomes of the Broken Hearted' there are haze effects
- **28 mins in:** Fleshcreep enters, accompanied by haze effects
- **29 mins in:** During the song 'I Put A Spell On You' there is hypnotising actions and haze effects
- **32 mins in:** Dame Dolly play-hits Billy
- **35 mins in:** Dame Dolly encourages the audience to shout "Hello Dolly!"
- **38 mins in:** During the song 'We Will Rock You' the audience is encouraged to join in with the dance
- **40 mins in:** Jack and the Giant perform a chase scene. The Giant swings a fake club and roars loudly

- **41 mins in:** The Giant opens the box and gets play-punched on the nose. There is a fake fight scene involving a pretend mallet and a frying pan
- **45 mins in:** Loud sound effect of the Giant's footsteps
- **46 mins in:** Fleshcreep exits the stage via a trap door, accompanied by haze effects
- **47 mins in:** Fairy Aubergine enters and addresses the audience, accompanied by haze effects
- **48 mins in:** Dame Dolly encourages the audience to countdown from 10 while Jack shops the beanstalk
- **50 mins in:** During the song 'I'll Be There', there are haze effects
- **53 mins in:** During the song 'Brown Eyed Girl' the audience is encouraged the clap along
- **55 mins in:** Fairy Aubergine enters and addresses the audience, accompanied by haze effects
- **56 mins in:** Fairy Aubergine introduces the cast members, and the audience is encouraged to shout "Thank you!" and cheer loudly
- **58 mins in:** During the song 'Never Gonna Give You Up' confetti falls on the stage
- **60 mins in:** Streamer cannons are shot into the audience and balloons fall



# Characters in the show

There are seven male and four female actors in Jack and the Beanstalk. All the actors sing, dance and play musical instruments. Some of the actors play several roles – you will be able to tell when they change character because they will change their costumes and accents.

## Harry F Brown plays Jack



## Lucy Ireland plays Jill



## Simon Nock plays Dame Dolly



**Kenny Davies plays Fleshcreep**



**Guy Freeman plays Billy**



**Dan Carter-Hope plays Squire Snuffbox**



**Anna Soden plays Fairy Aubergine**



## Max Bower plays Axeman and Cow



## Maddie Hansen plays Cow and is in the Ensemble



## Timothy Roberts plays The Giant



## Stephanie Cremona plays The Giant's Wife



[Find out more about our cast by clicking here!](#)

# The story

## SPOILER ALERT!

Below is a summary of the story which means we tell you what will happen. This might be helpful to know before you come to the theatre but if you want the story to be a surprise, we suggest that you do not read these pages. Please don't share these with other people as they might want the surprise. There are things about the show that have been changed from the original story to make it suitable for our pantomime.

## ACT ONE

In the charming Old Parish of Much-Piddling-in-the-Marsh, we find the tumbledown farmstead of Dame Dolly Durdun. She lives a contented life surrounded by her spirited son, Jack, and a lively collection of farmyard animals. Today should be a day of joy, as Jack is set to marry Jill, the Squire's daughter. Preparations are in full swing when their celebration is interrupted by a booming voice from up above. Fleshcreep, the Giant's sinister henchman, arrives, demanding a sack of gold and threatening that the Giant will descend to claim Jill – and eat her up if they don't pay. Just as despair sets in, the magical Fairy Aubergine appears, boldly warning Fleshcreep that Jack is braver and more resourceful than he seems.





Unaware Dolly continues her cheerful preparations when Jack bursts in, frantic, to deliver the dreadful news of Fleshcreep's demands. Matters worsen when the pompous Squire arrives to collect overdue rent. With no gold to offer, Dolly admits she is penniless. Enraged, the Squire declares that the wedding must be called off, leaving Jack and Jill heartbroken.

With no other option, Dolly and Jack decide to sell their beloved cow, Bessie. Tearfully, Dolly bids Bessie farewell, recalling fond memories, as Jack sets off to market to secure a bag of gold.

The Squire's yeoman, Billy, arrives to show off his new contraption, the "Giant Basher," which he plans to use to defeat the Giant and win Jill's heart. In their enthusiasm to test the device, they mistakenly target the Squire himself. Furious, the Squire fires Billy on the spot. When Jill learns what has happened, she resolves to help Billy find a new job.

Meanwhile, in the Deep Dark Wood, Jack encounters an old woman who offers to buy Bessie, sparing him the trip to market. Instead of gold, she offers five mysterious magic beans. Though hesitant, Jack accepts the beans. As he walks away, the old crone reveals her true identity – it's Fleshcreep in disguise!

Back on the farm, the Squire returns, impatient for his rent. Dolly assures him Jack will return with gold. At that moment, Jill arrives with Billy, asking Dolly to give him a job. Jack soon returns, proudly presenting the beans. When he explains they are magic, Dolly is unimpressed and throws them into the dung heap, angrily telling Jack to leave.

That night, a beanstalk grows from the dung heap, stretching high into the clouds. Early the next morning, as Jack bids a sorrowful goodbye to the animals, he notices the enormous beanstalk. Excited, he calls for Dolly, who remains unimpressed – it doesn't even have any beans on it! As Jack prepares to leave Much-Piddling-in-the-Marsh, Fairy Aubergine appears, reassuring him that the gold he seeks lies at the top of the beanstalk. Bolstered by her encouragement, Jack begins his daring climb, seeking fame, fortune, and adventure!

## ACT TWO



Jack climbs higher and higher up the towering beanstalk, eventually reaching a fantastical land in the clouds. There, Fairy Aubergine awaits to guide him toward the Giant's castle. Jack sneaks inside and finds himself in the Giant's massive kitchen, where he is discovered by Jemima, the Giant's kind-hearted but exasperated wife. Jemima warns Jack of the dangers but sympathizes with his plight, secretly helping him by disguising him as a member of Giant Blunderbore's Backing Band.

Soon, the thundering Giant appears, trailed by the scheming Fleshcreep, who delivers a sack of gold stolen from the sale of Bessie. While the Giant revels in his riches, Jack seizes the opportunity to grab the gold and makes a daring escape.

Back at the farm, Jack triumphantly hands the gold to Dolly. Wasting no time, Dolly splurges on a lavish transformation, turning their humble farmstead into a dazzling Vegas-style hotspot complete with flashing lights and gambling tables. When the Squire arrives to collect the rent, he is stunned by the spectacle. Sensing an opportunity, Dolly turns on her charm, attempting to woo him once again. However, when Jill arrives and catches her father in Dolly's embrace, the charade unravels. Realizing the Squire only cares about the rent, Dolly dismisses him, sending Billy to fetch the payment.

With the debt cleared, the Squire reinstates Jack and Jill's wedding plans, but Dolly, drunk on her newfound wealth, refuses to allow her son to marry into what she calls the "minor aristocracy." Heartbroken, Jill flees in tears. When Jack returns and learns of Dolly's interference, he vows to set things right.

Meanwhile, Billy, wandering through the spooky woods, hears Jill approaching and hides to avoid intruding. To his horror, Fleshcreep appears and puts Jill under a spell, capturing her to deliver to the Giant. Despite Billy's efforts to stop him, Fleshcreep succeeds. When Jack and Dolly find Billy, he explains what happened, and the three decide to climb the beanstalk together to rescue Jill.



In the Giant's kitchen, Fleshcreep chains Jill up and leaves to summon the Giant. Just as Jack, Billy, and Dolly arrive to free her, they hear the Giant approaching. Thankfully, it's only Jemima, who introduces them to Josephine, a magical goose that lays golden eggs. Moved by their bravery, Jemima helps them free Jill and gifts them Josephine.

As they prepare to flee, the real Giant arrives, furious. A chaotic chase ensues as Jack and his team use Billy's "Giant Basher" to outsmart the Giant and escape the castle. Fleshcreep and the Giant pursue them down the beanstalk, setting the stage for a final showdown.

The Giant begins his descent down the beanstalk, bellowing with rage and seeking revenge. Just as all seems lost, Fairy Aubergine appears, handing Jack a gleaming axe. With courage and determination, Jack swings the axe, chopping down the mighty beanstalk. The Giant tumbles headfirst into Dolly's dung heap, bringing his reign of terror to a messy end. With the day saved, Billy is rewarded with the magical golden goose, and Jack and Jill finally get to marry. The stage is set for joy, laughter, and a triumphant finale!

