
POLKA
THEATRE ROYAL BATH
the egg
Arthur
Social Story
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Arthur

It's Winter Solstice 2026. Grace is in A&E with Lego stuck up her nose, waiting for someone to notice her.
It's Summer Solstice 526AD. Arthur is setting out on the journey of a lifetime: tasked with retrieving the sword for the future King.
Overlooked and wanting to be taken seriously, Grace encounters the mysterious Merlin who transports her back to the 6th century. As Grace and Arthur's two worlds collide, their fates entwine, and together they must embark on the greatest quest they'll ever face to retrieve Excalibur.

Creative Team

Writer	**Marietta Kirkbride**
Director	**Nel Crouch**
Assistant Director/ASM/Understudy	**Ben Kulvichit**
Designer	**Rebecca Wood**
Design Assistant	**Joy Chen**
Composer & Musical Director	**Harry Blake**
Sound Designer	**Owen Crouch**
Lighting Designer	**Jonathan Chen**
Associate Lighting Designer	**Grace Aldwinckle**
Movement Director	**Deepraj Singh**
Fight Director	**Kiel O'Shea**
Production Manager	**Ed Borgnis**
Company Stage Manager	**Katie Melinda Jones**
Stage Manager	**Chaz Webb**
BSL Interpreter	**Sherrie Eugene-Hart**
BSL Consultant	**Lynn Stewart-Taylor**

Cast

Grace	**Gurjot Dhaliwal**
Arthur	**Giles Carden**
Merlin	**Rose Wardlaw**
Lancelot	**Adam Mirsky**
Gawain/Vivian	**Megan Vaughan-Thomas**

Production photography by Jake Bush

The Location

When you get to The Egg theatre, this is what it looks like:





When you enter through the main entrance, to your left will be the Box Office.

Box Office and Cafe

Our box office desk looks like this. Our friendly staff can answer any questions you may have.

When you enter through the main entrance, to your right will be the Café. We serve ice cream, sweet and savory treats, and hot and cold beverages.





Auditorium

This is where the performance will take place. To get there, you will go up a set of stairs at the back of the cafe. The Egg staff will show you where to go, and how to get to your seat.

This show offers a relaxed environment meaning you can move around the space, make noise or leave the auditorium at any time.



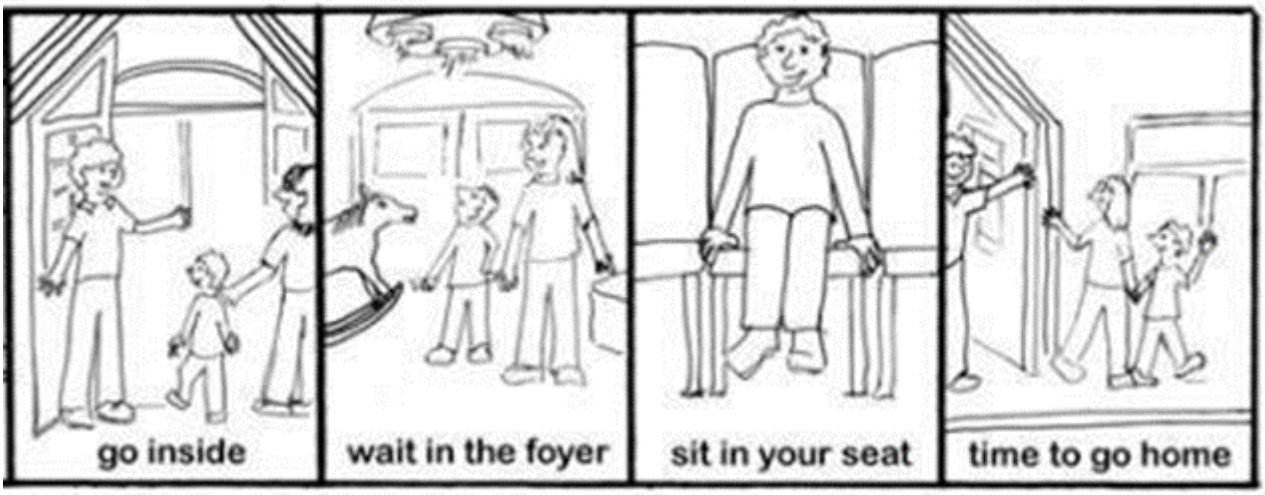
Breakout Space

There is a chill out space on level 2, just off the balcony of the auditorium. You can leave the theatre at any time to take a break in this space and come back into the Auditorium when you are ready.





Picture information strip- this is what you will do when you go inside:



To prepare you for your visit we have put together a synopsis - this is to help you to understand the story that you are about to see and prepare you for what to expect during the performance.

The performance will last approximately 1 hour and 45 minutes, including an interval.

GUIDANCE

Please be aware this show contains flashing lights and haze.

Arthur

This show has 5 actors. Some of the actors will play more than one character. This is what the characters look like:

Grace



Arthur



Merlin



Sir Lancelot



Sir Gawain



Green Knight



This is how the stage will look at the beginning of the show:

The staging consists of long white curtains with a large column in the middle covered in ivy. Medieval music will play as the audience enter.



This social story will contain spoiler plot points of the show.



During the show, the actors will interact with you. You are welcome to respond to characters performance, sing along and laugh or smile at any time.



If you see this symbol, it means there will be projections, or something visual happening onstage that will help with the storytelling.



If you see this symbol, it means you will hear music or there will be a song.



If you see this symbol, it means you will hear a sound effect coming from the speakers.



If you see this symbol, it means there will be a change in lighting and you can cover your eyes.

If you are watching our designated Relaxed Performance, some lights and sound levels will be reduced.

Scene 1 - A&E



Before the show begins there will be a voice-over by Sir Lancelot.





As the show starts there is a drum roll, the lights will flash and we hear sword sound effects.





A hospital curtain and some chairs will get wheeled on and the spotlight will come up on Grace sitting in the chairs. There are hospital sound effects playing in the background.







As Merlin goes through the portal we hear a swoosh sound effect and the lights will pulse and the stage will get slightly darker.





When Grace finds the portal the hospital set gets pushed forward very quickly and the same lighting and sound effects happen as when Merlin went through the portal.







As Grace travels through time we hear a clock ticking sound effect and different snippets of music throughout time will play with a rewind sound effect over the top of them.





The hospital set gets taken offstage and medieval music will play.

Scene 2 - The Castle





Arthur will enter through the audience and talk to everyone.



The knights will sing a song and Sir Gawain will play the recorder.



Every time Gawain enters throughout the show, trumpets will play.



Merlin will enter from the door at the right of the audience.





When Merlin first talks about the magical sword, trumpets will play and the lights will get darker.



When Merlin announces that Grace will help Arthur on his quest we hear a thud sound effect.





Arthur will go back into the audience and ask everyone if they've seen a magical sword.





As the quest song begins, we also hear and see thunder sound effects and the lights flash as if they are lightning. During the rest of the song the lights will turn purple.







When they reach the River Temese smoke will appear from the top of the stage and we will hear chime and water sound effects, the lights will turn green and have a water ripple effect.





When Merlin scares away the boar, we hear a giant roar sound effect.





When Merlin disappears there will be smoke and chime sound effects.



As the scene ends Grace and Arthur will crawl into the column.



During the scene change more smoke will appear across the stage and we hear eerie string music.

Scene 3 - The Lake Vale of Avalon





Grace and Arthur reappear at the top of the column and we hear water droplet sound effects as the scene begins.



As Vivian enters we hear thunder sound effects.





When Excalibur is mentioned we hear thunder again and the lights will flash as if it's lightning. This will happen every time the sword is mentioned.





When the sword is dropped in the lake the lights will pulse blue and we hear a splash sound effect.





As Vivian exits we hear a crash offstage and the lights will flash.



When Arthur is about to jump in the lake the lights will turn green and have a water-ripple effect across the stage.





When Arthur thinks he has been poisoned, there will be a thud sound effect and eerie string music will play.





As Arthur falls into the lake we hear a splash sound effect and there will be a blackout.





As Grace jumps in the lake, we hear a cymbal crash and the lights get darker.



During the scene change to the lake, actors will come onstage and blow bubbles into the audience.

Scene 4 - Underwater



To begin the scene we hear underwater sound effects, the lights will be dark and actors will come onstage with torches.



When Arthur is about to jump in the lake the lights will turn green and have a ripple water effect across the stage.





The actors will appear onstage with fish puppets and they will sing a song.





An eel puppet will peek through the curtains in the column and eerie string music will play.





As the sword appears, the lights will get darker and everyone's voices will start to echo.



When Grace brings Arthur back to the surface the light will get bluer and there will be a sudden flash and splash sound effect.



When Arthur tries to reach the sword we hear a thud sound effect and a spotlight pulses on the sword.

Scene 5 - England Once More



When Merlin enters the lights will get brighter again.

Scene 6 - The Road



At the beginning of this scene the lights will turn blue and we hear crickets chirping.

As Lancelot and Gawain enter we hear horse sound effects.



As Gawain is about to defeat Lancelot we hear an owl hooting.

At the end of the first act Grace and Arthur exit through the left audience door and two glowing eyes appear from the column, along with a swoosh and owl hooting sound effects.

Interval

There will now be a short break in the show.

Scene 7 - The Enchanted Forest



A giant boulder will get pushed onstage and Merlin will enter through the back of the audience asking everyone if they have seen Vivian. You can respond to Merlin if you'd like to.



As Merlin and Vivian argue they will sing a song about leadership and the lights will turn green.

Scene 8 - The Enchanted Forest



When Grace and Arthur are in the forest, the trees will sing a song.



When they stumble upon the den of the fox, a small remote control fox will get wheeled onstage.



As they reach where the wolves live, we hear wolves howling sound effects.



When Arthur reaches for the giant axe we hear eerie string music.



As the Green Knight appears we hear a thunder sound effect.

Scene 9 - Grace in the Enchanted Forest

Soon they find where the Questing Beast lives and we hear a sound effect of hisses and roars.

Scene 10 - Excalibur in the Enchanted Forest

Every time the Green Knight walks we hear booming footsteps and his voice will echo.



Choral music will play when they notice the sword.

The sword song will play as a voice over.



When Lancelot is unsuccessful at pulling out the sword from the stone, we hear a thud sound effect and the lights will turn green.



As Gawain touches the Green Knight with the axe his fake head will fall off. The lights will turn red and we hear a thud sound effect.



When Arthur comes face to face with the Questing Beast - we see the glowing eyes again. We hear thunder and the lights will flash as if they’re lightning. Then stage will then get darker and we hear chase music.



During the chase the lights will pulse green and we keep seeing the glowing eyes pop out from different areas of the stage.

Scene 10 - A Rocky Cave



The puppet version of the Questing Beast will peek it's head out of the column.



Scene 11 - The Forest Above the Cave





The scene begins with trumpet sound effects and the lights turning green.



When Grace drinks the tonic we hear chime sound effects.



As Lancelot and Gawain fight we hear swords clashing.

When Arthur pulls the sword out of the rock we hear swoosh sound effects and the lights get brighter.







As Grace transitions back to the present day we hear harp music and then music throughout the ages again, mixed with rewind sound effects. The lights will flash.



Scene 12 - A&E



As the scene begins we hear a clock ticking the lights will get darker and then brighter again.



Scene 13 - Grace's Living Room

The lights will be yellow and joyful music will play over the top of the whole scene. The column will be lit up with fairy lights.



The show will end with chime sound effects and then a blackout.

The End

The show has now finished. At the end of the show everyone will clap their hands, which is to show the actors and production team that they have enjoyed the show.