

# Adventure Cabaret

## **What makes Adventure Cabaret unique?**

### **The Show Starts Before the Audience Realizes It Has Started**

The moment a ticket holder walks into the theater, the show has already started, though the ticket holder may not realize it. The mysterious "greeters" are actually the actors, trained to interact with the audience in particular ways that are part of the production. On the screen and over the audio system, content from the show is already playing, involving the audience in serious questions and issues.

### **Interaction with the Audience and Participation by the Audience**

Several segments with the MC include interaction with the audience, including "callouts" in which the audience is asked to yell out their opinion or position. In one longer segment, the audience is taken on a journey of reflection and imagination through all of time, all of space and all of their being. In every performance, there is at least one segment in which a volunteer from the audience is asked to play in a scene with the cast.

### **Intermission and the After-Show Are a Party with the Cast**

In Adventure Cabaret, there is no barrier between the audience and the cast. The audience has already met the cast in person as the mysterious "greeters." At intermission and in the after-show, the cast mingles with the audience for a party that includes a charming dance called "The Linky Pinky."

### **The Multimedia Aspects Are Characters in Their Own Right**

The video projection screen and the audio system are characters in their own right, with their own content, and their own personality. They sometimes compliment, sometimes comment on and sometimes contradict the action on stage.

### **The Show Is Constantly Changing**

Every time the show is performed, it will contain somewhat different content. Within about three months, the show will have changed almost completely. This gives audiences a reason to buy tickets and attend again and again.

### **Each Show Is Software, with a Version Number**

Software release numbers will be assigned to the production. The first release number is 0.9. We want audiences to be able to refer to specific software release numbers, just as with software, and to build excitement about new releases.

"Have you seen Adventure Cabaret 3.4? It's amazing!"