

CHAPTER FOUR

BOOMTOWN

POWER OF NOW

6-10TH AUGUST 2025

Oldtown District Workshop Theatre Information Pack

This Year's Theme - Power of Now

Guiding Statement - The future starts now, in the choices we make today. In every moment, no matter how small, our actions send ripples through the world around us. We can choose to connect or retreat, to show up with love or hold onto fear. It's not always easy, and sometimes the right choice is unclear - but every step we take matters. Every moment is a new opportunity to turn it all around. This year we invite you to be here now. To live this life with purpose and presence. To create the world you want to live in, one ripple at a time. Claim this moment as your own, and enter the power of now.

In one sentence: Find your power to change your world, one ripple at a time.

In three words: Connect. Choose. Change.

Topline Story Summary

- Although the Collector led Area 404 to victory in the district elections, the Guardians - the dominant 404 gang - have been managing the day-to-day running of the city under the guidance of Head Guardian Mr Biga.
- Area 404 has expanded rapidly with little regard for the surrounding districts.
- The Collector is not seen beyond a handful of strange public broadcasts, sparking suspicion and unrest.
- A Portal appears where Origin once stood, carrying prophecies of doom.
- The Network are working tirelessly to understand the message of the portal, decipher the Collector's bizarre broadcasts, and find a better way forward for Boomtown.



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Topline Story

Although the Collector led Area 404 to victory in the district elections, the Guardians - the dominant 404 gang - have been managing the day-to-day running of the city under the guidance of Head Guardian Mr Biga.

The people voted for a borderless paradise, but with Area 404 having all the power, other districts have no power to advocate for themselves, and Boomtown is tipped out of balance. Area 404 doubles in size, cutting black goo deals with Metropolis to power their expansion, causing air purity levels and insect populations to decline. Oldtown took their houses down, painstakingly rebuilding them far up the hill where the air and soil are better. Many Area 404 residents have fled to the woods to escape the oppressive Guardians.

Simultaneously, an ancient, temple-like structure emerged from the earth where Origin once stood, with a swirling vortex at its peak. Theories about the new structure have split the city, with many believing it's the work of The Collector, whilst others blame its appearance on the mycelium entity, Iona. The Collector has a long history of opening portals, but Iona's mycelium stretches deep through the city's foundations... Surely only a creature with such a hold on the earth could have uncovered the gateway?

Every night, the Portal delivers a message from a seemingly doomed Boomtown... a world of desolation, with a well-known Boomtown resident appearing, warning citizens, "*The future of Boomtown is under threat. Your leader is not who he says he is. Find the Network. Save the future. There is another way.*" Videos depicting The Collector circulate, assuring residents that the portal situation is in hand, but the threat is still being assessed. In the meantime, they should stay safe and obey their local Guardians.

The Network set to work to understand the message of the portal, the Collector's bizarre broadcasts, and what can be done to find a better way forward for Boomtown.



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District Identity

Oldtown is the founding root of our now sprawling city, populated by circus hustlers, fortune tellers and lovable rogues. As neighbouring district Area 404 steadily expands since winning last year's election, cautious Oldtowners, sensing impending turmoil, followed their intuition and moved their entire district. Taking their buildings down brick by brick, and putting them back together as best as they can, a topsy turvy vision of Oldtown has reappeared at the top of the hill.

Last year's influx of magical creatures from faraway lands has brought new ideas to the oldest community in the city, with strange new inventions and curious apothecaries appearing and multiplying.

THEMING: Boomtown oldest district. A notorious smugglers port, styled to a bustling Tudor era slum.

PHILOSOPHY: Luddism

POLITICS: Sociocratic / People's Assembly / Emergent Non-Hierarchical

EVERYONE KNOWS: We've been pushed up the hill by The Guardians! We want to separate from Boomtown!

SOME KNOW: The Network's secret HQ is here! We should NOT separate, but join them!

MAIN CHARACTER: Rufus the Red

GROUND CREW: Carnifolk

BALCONY/ANIMATION: Betwixxt

VENUES: Shamrock, Pomegranate Parlour, Da Graaf's Reforitorium, Tough & Tender, The Network, La Luna Coven, Postal Posse Hatch



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District Story

After a hard year of moving their entire community up the hill brick by brick, Oldtowners have had enough of Boomtown. The Den of Disorder have begun a separatist movement to found the 'Peepols Rebulic of Oldtownia'. Meetings on how to run their self-governed nation state have begun in earnest, with much to talk about.

However, many are saying 'There is Another Way'... and indeed there is an alternative movement forming, right under the Den of Disorder's noses! The Network have founded a secret HQ in the district and, after uncovering all of last year's dirt, are ramping up their organisation, preparing for direct action against the current leadership. The urge to give up on Boomtown is understandable, but is there yet a chance of keeping Boomtown unified?

Oldtown Resident? Have these answers ready...

Opinion on the Election: Are you happy with the result of the Election? Are you happy with Area 404 rule?

Opinion on the Peepols Republic of Oldtownia: Are you for or against the separatist movement? Why?

Opinion on The Network: Are they welcome in Oldtown? Do you like them? Why?



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Theatre Code of Conduct

Boomtown HQ must brief all Venue, Ground Crew and Walkabout Managers on this code.
Managers must in turn, brief all of their performers.

1. No actors should work on their own.
2. Fully interactive performance shifts in character should not be longer than 3 hours without a break
3. Performers cannot touch audience members without permission
4. Audience members cannot touch performers without permission
5. Interactive theatre operates between 1pm and 7pm.
6. Theatrical venues must stay open during that time with **no closures** to prevent bottlenecks and breaking games.
7. When dealing with difficult audience members, we have a 3-strike rule policy;
 - Strike 1: 1 warning in character, to stop that specific behaviour
 - Strike 2: 1 warning out of character, they will be removed if they repeat the behaviour
 - Strike 3: Find your venue manager if inside or the nearest security if outside to have the person removed
8. Regardless of the strikes, if a performer feels that someone needs to be removed from their venue at any point, that needs to be respected. *Note - A friendly corrective approach is encouraged at first, as many of our audience are new to immersive theatre and may be unfamiliar with the rules. However, performers are under no obligation to keep going or stay in character if they feel uncomfortable at any point.*
9. Boomtown will provide a point of contact and information on the nearest radios for emergencies on the ground
10. Boomtown will be using ASK for ANGELA - this will be used for all members of staff of all genders as well as audience members.

