



**imaginary theatre company**

2013–2014 SEASON

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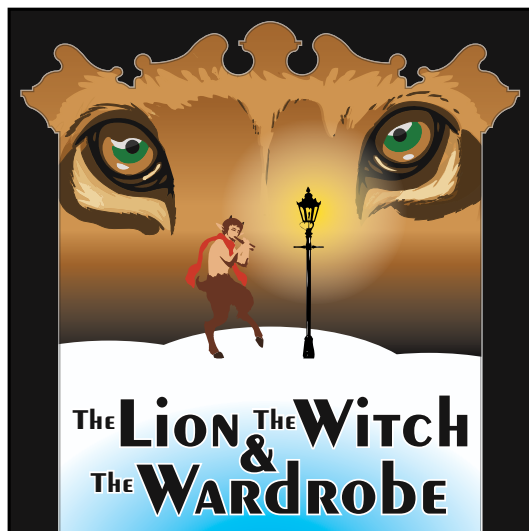
by le Clanche du Rand  
Directed by Bruce Longworth

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# Imaginary theatre company



by le Clanche du Rand  
Directed by Bruce Longworth

|                                 |                      |
|---------------------------------|----------------------|
| Scenic Designer                 | Scott Loeb           |
| Costume Designer                | Elizabeth Eisloeffel |
| Sound Designer                  | Tom Haverkamp        |
| Stage Manager                   | Ashley Newman*       |
| Director of Education           | Marsha Coplon        |
| Associate Director of Education | Sarah Brandt         |
| Education Programs Manager      | April Strelinger     |
| Study Guide Writer              | Laura Schlereth      |

## The Company

|                       |        |
|-----------------------|--------|
| Michael Fariss*       | EDMUND |
| Katie Hamilton-Meier* | LUCY   |
| Alan Knoll*           | PETER  |
| Laurie McConnell*     | SUSAN  |

\*Member of Actors' Equity Association, the union of professional actors and stage managers in the United States.



Financial assistance for this theatre has been provided by the National Endowment for the Arts, a federal agency; the Missouri Arts Council, a state agency; the Arts and Education Council of Greater St. Louis; and the St. Louis Regional Arts Commission.



## Setting the Scene

One rainy day, four siblings—Peter, Susan, Edmund and Lucy Pevensie—decide to explore the large country house they recently moved into. One big room they enter has nothing but an old wardrobe. Unimpressed, Peter, Susan and Edmund leave, but Lucy stays. Deciding to explore, Lucy steps inside the wardrobe—and finds a little more than just storage. Just past the coats exists a magical wintery land named Narnia, with mystical creatures including a friendly faun (half man, half goat) named Mr. Tumnus, a helpful beaver named Mr. Beaver, and a mighty, benevolent lion named Aslan. Lucy eventually returns to the house through the wardrobe to tell Peter, Susan and Edmund what she's discovered. They don't believe her at first, but then go into the wardrobe and see Narnia for themselves.

The children explore this wonderful new world and soon find out that Narnia is under the oppressive control of the White Witch. They are also told about a prophecy that children would one day arrive in Narnia, and with the help of Aslan, be crowned Kings and Queens of the land, therefore breaking the Witch's spell. However, not only is the White Witch very powerful, but she has also been informed of the children's arrival. Will they be able to avoid being attacked and defeat the Witch? Is there possibly a traitor in their midst who is sabotaging them? Will they ever be able to return home or is Narnia where they belong?



## Who's Who?

**Lucy:** The youngest of the Pevensie children, Lucy discovers Narnia

**Edmund:** The second youngest of the Pevensie children who persistently mocks and teases Lucy

**Susan:** The second oldest of the Pevensie children who doesn't believe Lucy until she arrives and sees Narnia for herself

**Peter:** The oldest of the siblings, Peter acts as a leader

**Mr. Tumnus:** A faun who is the first to see Lucy in Narnia and welcomes her to his cave for hot chocolate and cookies

**Mr. Beaver:** A friendly beaver who informs the children of the prophecy that foretold their arrival in Narnia

**Aslan:** A wise lion whose power and compassion help the children in their quest

# What's the Story?

The Pevensie children, 14-year-old Peter, 12-year-old Susan, nine-year-old Edmund and eight-year-old Lucy, have just moved into a new house in the country. One rainy day, they are especially bored, and decide to explore the house. They come across one large room with a big wardrobe inside. Deciding there's nothing exciting about an old wardrobe, Peter, Susan and Edmund all leave. Left alone, Lucy decides to step inside the wardrobe. She makes her way past the coats, but instead of finding the back of the wardrobe, she steps into a magical land where it's very snowy and cold. Luckily she runs into a kind faun named Mr. Tumnus who invites her back to his cave for hot chocolate and cookies. The two chat for a while, and Mr. Tumnus tells Lucy she's in the land of Narnia. After, Lucy decides to return home through the wardrobe. She immediately tells her siblings what she found, but no one believes her. Lucy tells them she had been in Narnia for hours, but Peter, Susan and Edmund all tell her that's impossible as they only left her a minute ago. Edmund is especially condescending towards Lucy and mocks her for telling such a fantastic story.

Deciding to tease Lucy, Edmund follows her the next time she enters the wardrobe. He is shocked to be in Narnia, discovering that Lucy was telling the truth. He then runs into the White Witch who is being pulled in a sleigh by reindeer. She interrogates Edmund and asks if he's a centaur or a baby giant. Edmund tells her he's just a boy. "A human? A human son?" asks the Witch nervously. Edmund confirms that he's a human. The Witch then invites him into her sleigh where he can warm himself with her furs and eat some candy

called Turkish Delight. Edmund feasts on the delicious treats, and asks for more. The Witch tells him he can have all the Turkish Delight he wants, but only if he brings his siblings to her castle. Edmund agrees and returns home where he again tells Lucy, who is unaware that Edmund was in Narnia too, that's she's a liar who made the whole thing up.

A week later, during another rainy day, the four children are playing hide-and-seek and all accidentally hide in the wardrobe, eventually stumbling into Narnia. Edmund accidentally reveals that he's been to Narnia too, and Lucy is furious with him for lying before and making her out to be the deceptive one. She then leads her siblings to Mr. Tumnus' cave, but instead of finding the kind faun, they find his place wrecked. Right then, a robin flies into the cave and tells them to follow him. The bird leads them to a dam where they meet Mr. Beaver, who is surprised to see humans in Narnia. He informs them that the White Witch is a tyrant who is malevolently ruling Narnia through a spell. He also tells them of an old prophecy in Narnia that states: "When four human children shall come to Narnia and be crowned Kings and Queens, then the White Witch's spell will be broken."

Mr. Beaver says Mr. Tumnus' cave was likely a wreck because he was taken by the Witch and turned to stone for not turning Lucy over to her. The children are scared, but follow



## Add It Up answers from page 10

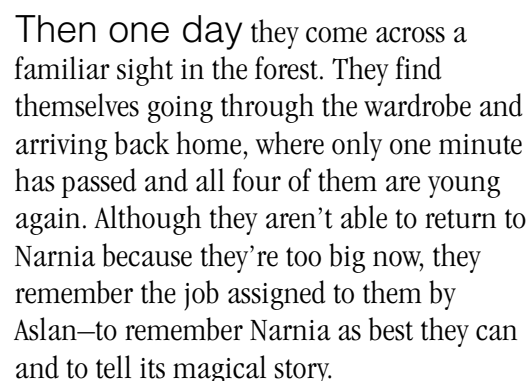
1. 3:30 pm
2. 15
3. a) 4:00 pm  
b) An hour and a half

Please feel free to adapt these materials to suit your classroom needs and reproduce them for future use.



Meanwhile, Peter, Susan and Lucy have arrived at the Stone Table, where they meet the great Aslan, who is beautiful with a golden mane and huge eyes. An awe-inspiring presence, the children are comforted by the idea of his helping them. He tells them they must go and save Edmund right away. They eventually find their brother in the middle of the forest with the Witch, who reminds Aslan that according to the Law of Deep Magic, all traitors belong to her, and she is allowed to kill Edmund. Aslan says he knows this to be the law, but he reminds her that someone is allowed to trade places with the traitor and die for him. Aslan then informs the Witch that he wants to take Edmund's place. The Witch gleefully accepts and kills Aslan. However, he surprisingly comes back to life because there's a "Deeper Deep Magic" that states that when an innocent victim dies for a traitor, death works backward.

stone until Edmund smartly breaks her magic wand. She kills Edmund, and believing Aslan is dead too, says that the prophecy won't come true and Narnia remains hers. Aslan then surprises her and the two battle long and hard, but Aslan eventually kills the Witch and also brings Edmund back to life. The next day, Aslan crowns Peter, Susan, Edmund and Lucy kings and queens of Narnia, and they rule over the land for 30 years.



# Words to the Wise

**Wardrobe:** a tall, upright piece of furniture for holding clothes

**Faun:** a man with the ears, horns, tail and hind legs of a goat

**Centaur:** a creature with the head, torso and arms of a man but the body and legs of a horse

**Sprite:** an elf or fairy

**Turkish delight:** a sugar-coated candy made of fruit juice and gelatin

**Prophecy:** the foretelling or prediction of something to come

**Dam:** a barrier to stop the flow of water in a stream or river, sometimes made of sticks and earth

**Courtyard:** an area that is enclosed on all four sides but is open to the sky above.

# Read More About It

**We encourage you to examine these topics in-depth by exploring the following books and movies.**

***The Lion, the Witch and the Wardrobe*, by C.S. Lewis.**

If you liked the play, you'll probably want to read the book it's based on. *The Lion, the Witch and the Wardrobe* is actually the second book in a series of seven that makes up *The Chronicles of Narnia*.

***The Chronicles of Narnia: The Lion, the Witch and the Wardrobe*, Walt Disney Pictures, 2005.**

If you're a movie lover, check out what Hollywood did with Lewis' story in this popular film starring James McAvoy as Mr. Tumnus and Tilda Swinton as the creepy White Witch.

***The Hobbit*, by J.R.R. Tolkien.**

Another fantasy series that inspired a very popular motion picture is J.R.R. Tolkien's *Lord of the Rings*. An adaptation of the first book in the series,

*The Hobbit*, is in theatres this year, and the first three movies are available on DVD.

***Percy Jackson and the Olympians: The Lightning Thief*, by Rick Riordan.**

The fantasy genre often includes mythological characters. One series that has capitalized on the intrigue of classic mythology centers on young Percy, who realizes that his father is Poseidon, the God of the sea.

# Face to Face

It takes quite an imagination to envision a world as inventive and detailed as Narnia. The visionary who created *The Chronicles of Narnia*, one of the most famous fantasy series of all time, was C.S. Lewis.

Born in Belfast, Ireland, in 1898, Lewis showed an interest in fantasy from an early age. He was especially intrigued by Beatrix Potter's stories, which featured animals having human qualities such as emotional moods and the ability to talk. Along with his older brother Warren, with whom he was very close, Lewis created the imaginary land of "Boxen" with its own complex history that entertained them for years.

Lewis experienced tragedy at the young age of nine when his mother died, after which Lewis' grieving father sent him to a boarding school, which Lewis hated. As a young man, Lewis did a tour of duty during World War I and seeing so much suffering weighed heavily on him.

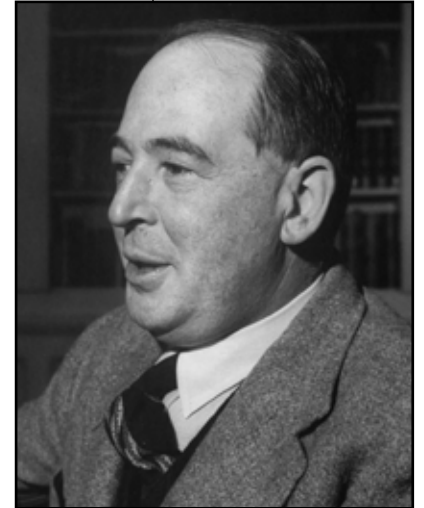
However, Lewis found a family-like community in 1925, when he began teaching at Oxford University's Magdalen College where he was a member of the literary group "The Inklings." The group was an informal gathering of friends who met twice a week to discuss writing and theology in a local pub. Other members included Lewis' brother Warren and writer J.R.R. Tolkien, who would soon publish the fantasy series *The Lord of the Rings*. An atheist for years—meaning he didn't believe in a god or afterlife—Lewis soon developed spirituality again as a result of the enlightening discussions of The Inklings. Soon after, Lewis eventually became a Christian "apologist," meaning he attempted to use rationale rather than emotional sentiments to give credibility to his faith. For

instance, he believed the Gospels were too unimaginative to be fiction—they read more like reported real-life accounts.

Lewis published a great deal of work after the war including the poetry narratives *Spirits in Bondage* (1919) and *Dymer* (1926), as well as *The Allegory of Love* (1936), which studied how love was described in medieval and Renaissance literature, and *Out of the Silent Planet* (1938), the first book in a science fiction trilogy. During World War II, Lewis gained a new level of notoriety through his popular broadcast talks about faith, making his voice second only to Winston Churchill as the most recognized on BBC radio.

In 1950, Lewis published *The Lion, the Witch and the Wardrobe*, the second in the wildly popular seven-book *Chronicles of Narnia* series. The rest of the novels in the series were published over the next six years, the final one fittingly titled, *The Last Battle* (1956).

In 1954, Lewis became a literature professor at Cambridge University and married an American English teacher named Joy Gresham two years later. The marriage was unfortunately brief, however, as Gresham died of cancer in 1960. Lewis, who was very much in love with his wife, described his grief over her passing in *A Grief Observed* (1961), which featured collections so personal, Lewis first published the book under a pen name. He died of kidney failure only a couple years later in 1963, but his prolific work is immortalized in literary and pop culture, and has left a powerful legacy achieved by only a handful of other writers.





# It's A Fantasy

*The Chronicles of Narnia* is one of the most beloved fantasy series of all time, but if you think its lasting popularity is only due to children or young teenage readers, think again. Many adults are enthralled with the tales of Aslan and the Pevensie children, as well as many other fantasy stories like *Harry Potter* and *The Lord of the Rings*. Sure, many of those adults might have been drawn to the stories as children, but they often re-read the books throughout their lives and are usually first in line when a movie based on a fantasy book comes out.

There's something endlessly endearing about a fantasy story. In the space below, write down what you personally like about fantasy stories—whether they be in books, movies or plays.

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You've nailed down why you like fantasy stories, but there are many reasons why other people like them so much—and they actually might be reasons you like them too, but you just didn't know it!

- **They allow us to envision a time and place where we can overcome limitations by unlocking superpowers within us.** For example, think of how Harry Potter didn't even know he was a wizard for much of his childhood, and then he was told that he was born with magical powers, which he would use to become one of the most powerful wizards of all time.
- **They provide a form of escapism.** Sometimes you just have a bad day, whether it's getting in a huge fight with a friend, doing poorly on a test, or one of your parents losing their jobs. Fantasy transports you to another world where you forget about your own problems temporarily and can relax and feel safe through entertainment.
- **They usually provide a lesson—often without you realizing it.** Many fantasies feature a battle of good vs. evil, and readers are taught a moral lesson through a dramatic story. For example, think of how Frodo in *The Lord of the Rings* was tempted to selfishly keep the ring for himself even if it meant the destruction of Middle-earth. In the end, he is forced to deal with the consequences of his greed.
- **They help us grow.** Fantasies are often transformation stories that involve a coming-of-age theme. The Pevensies might only be children, but they are tasked with the responsibility of saving a land, and after doing so, they become rulers of that land. Think of how in *Spiderman*, Peter Parker gets bitten by a radioactive spider and goes from being a shy and awkward kid to a self-assured superhero. Fantasies encourage self-discovery.
- **Plus, they're just plain fun!** Fantasies allow us to explore worlds outside of reality and encourage us to stretch the boundaries of our imagination—and what a thrill ride that can be.

Look what these famous artists and thinkers have to say about fantasy:

*The gift of fantasy has meant more to me than my talent for absorbing positive knowledge.*

— Albert Einstein

*I like nonsense, it wakes up the brain cells. Fantasy is a necessary ingredient in living, it's a way of looking at life through the wrong end of a telescope. Which is what I do, and that enables you to laugh at life's realities.*

— Dr. Seuss

*If one is lucky, a solitary fantasy can totally transform one million realities.*

— Maya Angelou



# Fantasy World

The land of Narnia is an incredibly imaginative and detailed place. It's amazing that it was created by the inventive mind of one individual. Have you ever thought about writing a story that takes place in a fantasy world? If you don't think you have it in you, just think of writers like Lewis, Tolkien and J.K. Rowling. They all had to start somewhere. Rowling has said the idea of Harry Potter and Hogwarts came to her abruptly one day and everything grew from there.

"I really don't know where the idea came from; it came into my mind when I was on a train to London," she's said "Harry as a character came fully formed. . . It started with Harry, (and) then all these characters and situations came flooding into my head. It was an excitement I'd never known before."

Using your answers to the questions below, describe your own personal fantasy world, the only limits being your own creativity!

1. What is the climate like? In Narnia, under the White Witch's rule, it's always winter. Does your land only have one season or does it change based on certain factors?

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2. What kind of creatures live in your land? Humans, talking animals, aliens, mythological creatures like unicorns or trolls? Or are they original creatures you make up yourself?

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3. How do you get there? Is there a secret passageway from reality to your fantasy world like the wardrobe that leads to Narnia?

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4. There's usually a battle of good vs. evil in a fantasy story. What's that battle like in your land? Who are the good guys and who are the bad guys?

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5. Add as many other details as you'd like!

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# Add It Up

Even in Narnia, the Pevensie children are asked to put their math skills to the test. Help them solve these tricky problems. Answers can be found on page 4.

1. Lucy is expected at Mr. Tumnus' cave for a delicious cup of hot chocolate at 4:00 pm, and now that she's a queen, she can ride her horse there. But she's not sure when to leave. Mr. Tumnus measures everything in meters, and he tells Lucy his cave is about 4,500 meters from her castle. She knows her horse can trot about approximately 9 km/hr. If there's 1,000 meters in a kilometer, when should Lucy leave by to arrive to the cave on time?

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2. Edmund is dying for some Turkish Delight, but he obviously can't get it from the White Queen anymore. However, Mr. Beaver tells him that he has a stockpile of 25 candies which he'll sell to Edmund for three silver coins a piece. Edmund only has gold coins on him, and one gold coin equals five silver coins. If Edmund buys nine gold coins worth of Turkish Delight, how many candies does Mr. Beaver have left?

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3. To get the lay of the land, Susan and Peter have made it a point to explore Narnia as much as possible. Aslan really wants to show them the mountains that are about 30 miles away. Susan will ride on Aslan's back there, but Peter says he'd rather take the scenic route and hike there over two days. Each day he will start walking at 9:00 am and take two one hour-long breaks. If he walks at 3 mph and covers 15 miles each day, at what time will he reach the mountains on the second day?

Aslan and Susan plan to leave at 12:30 pm on the second day, and want to spend time at a lake that's a halfway point. If Aslan plans to travel at a pace of 15 mph, and they plan to meet Peter at the same time he arrives, how much time can they spend at the lake?

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# I've Got An Inkling

C.S. Lewis was an imaginative writer whose originality made him one of the most cherished writers of all time. Creativity is a natural talent in many individuals, but it usually takes more than talent for inventiveness to be taken to special heights. There's no question Lewis was influenced greatly by **The Inklings**, the literary group at Oxford University that met weekly to discuss big ideas in literature and the arts. Discussing these kinds of topics with other people can often be fun and enlightening and spur new ideas for those who want to be writers, artists, actors, website creators—the list goes on and on!

Here are some tips for creating a group like The Inklings for your friends:

**Have a regular meeting place:** It's always great to plan ahead where the meeting will take place. Some good ideas are a park, the local library where you can usually reserve a room for free or taking turns hosting it at one of your houses every week.

**Serve refreshments:** Snacks always make a get-together better! You can each always bring something to share or take turns every week where someone brings food and drinks for the whole group.

**Discuss a new topic each week:** This is where you can be as creative as you want to be! There are many things you can talk about or do during meetings, including—

- Talking about a book or play that you all read before the meeting.
- Doing artwork or crafts together.
- Watching a movie together that you can discuss after.
- Playing a trivia game where you all learn new things.

The point is to do something that is fun and enriching!

Write down here other ideas you have for your own Inklings group:

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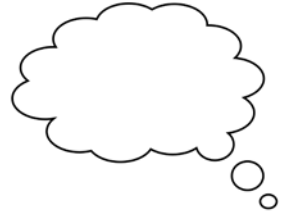
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# Word Search

Words from *The Lion, the Witch and the Wardrobe* can be found in the puzzle below. Search horizontally, vertically and diagonally to find all 10 hidden words.

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|---|---|---|---|---|---|---|---|---|---|---|---|
| T | K | Z | N | M | C | Z | K | W | Y | L | Z |
| T | F | L | L | C | E | R | Z | C | N | M | C |
| U | L | P | G | G | N | N | U | W | D | J | W |
| M | P | R | F | D | T | L | A | Z | X | S | L |
| N | K | O | W | A | A | G | Q | R | I | W | X |
| U | M | P | L | M | U | M | N | W | N | K | R |
| S | T | H | C | Z | R | N | E | N | M | I | X |
| L | B | E | G | K | M | L | A | J | P | R | A |
| V | G | C | M | V | S | L | B | R | X | J | D |
| N | R | Y | L | C | S | C | P | D | M | G | Q |
| K | J | N | W | A | R | D | R | O | B | E | N |
| W | H | I | T | E | W | I | T | C | H | F | P |

ASLAN

CENTAUR

C S LEWIS

FAUN

LUCY

NARNIA

PROPHECY

TUMNUS

WARDROBE

WHITE WITCH