

A Visual Story
To support your visit to Shakespeare's Globe.

**SHAKESPEARE'S
GLOBE**

A co-production with:
**SPLENDID
PRODUCTIONS**

A WORLD ELSEWHERE

Contents



Visual Story

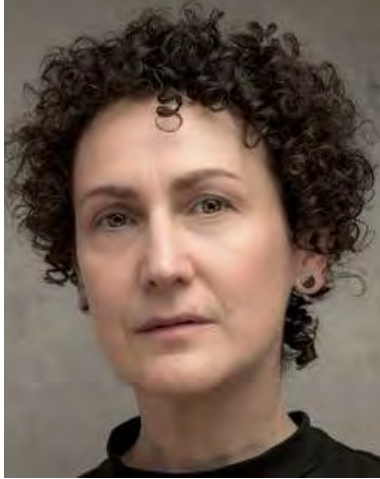
This document will give you a detailed description of what to expect from A World Elsewhere in the Sam Wanamaker Playhouse at Shakespeare's Globe.

Included:

- Pictures of the cast in and out of costume
- Show notes and helpful information
- Synopsis
- A sonic story provided by TourettesHero
- Contact details

The Cast

This shows the cast in and out of character. Some of the characters appear in multiple costumes throughout.



Kerry Frampton



Sarah and The Fool



Zweyla Mitchell
dos Santos

Cover



Kyle Ndukuba



Cass



Tanvi Virmani



Cobweb



Zachary Willis



Big Guy

Show Notes



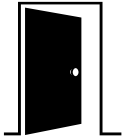
Relaxed Performance

A relaxed performance will take place on:

Thursday 13 August 2026 at 3.00 pm

and

Thursday 27 August 2026 at 11.00 am



This will mean:



- An open-door policy: you can come and go as much as you want or need to.
- A culture of acceptance and respect for however you want to experience the show.
- Movement and noise are welcome should you need or want to.
- Pre-show information packs are available online and at the welcome desk.
- A Quiet Space in the Upper Foyer.

The content of the show is exactly the same.

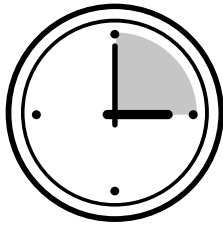
Content Notes

This play contains:

- Flashing lights

A co-production with Splendid Productions, A World Elsewhere is recommended for everyone from age 5 to 105.

Show Notes



Times

The show is roughly 1 hours and 50 minutes long.

This includes a 20 minute interval.



Music and Sound

The sonic story gives details on the music and sound throughout the show.

You are welcome to wear your own audio mufflers or borrow some from us.

Lighting

The Sam Wanamaker Playhouse is indoors. The lighting varies through the show, there are lighter moments and darker moments, and sometimes there are coloured lights and flashing lights as well.

There are no blackouts or moments where the room is pitch black at any time throughout the show.

Set and props

You can see many of the costumes used throughout the performance in the pictures throughout the synopsis.

The set looks like this:



Some of the actors move around the audience during the show. The actors interact with the audience often in the show; you are welcome to join in or stay quiet, it's totally up to you!

If you don't want to know the plot of the show, you can skip to page 14.

A World Elsewhere - Synopsis

BEFORE THE SHOW

Before the show starts, you will enter the theatre, which is decorated with drawings, paper, fabrics, and props. It's a representation of Cass, an eleven-year-old boy's, imagination. You will meet Cass's three imaginary best friends: Cobweb, a cheeky fairy; Sarah, a theatre actor who loves Shakespeare; and Big Guy, a gentle action hero giant. They will play fun, gentle storytelling games with the audience while waiting for Cass to arrive, welcoming everyone as Cass's "new friends" and inviting them to join in if they wish. You are welcome to join in or stay quiet during this time.



ACT 1

The show begins as Cobweb, Sarah, and Big Guy welcome everyone to their “playground of the mind”, a place called the World Elsewhere where they create stories together. They share the house rules, letting everyone know you are free to come and go through the doors whenever you need to. The friends demonstrate how they play different characters and invite the audience to practice making shapes, sounds, and actions, like pretending to be sea creatures, jellies, chickens, or making funny “death faces” after a pretend duel, as well as fighting imaginary villains like Craglon the Destroyer. The characters fight each other during this scene, but the actors are specially trained to fight without actually hurting each other.

Soon, Cass enters wearing his school uniform and carrying a folded piece of paper. Distant and upset, Cass says he wants to leave a note and stop visiting the World Elsewhere. The imaginary friends try to cheer him up by playing a game where they make up a story about identical twins escaping a castle, but Cass finds it too intense, loud, and dramatic. When he gets overwhelmed the lights flicker and the room rumbles as strange shadows appear; there is some cymbal and drum music at this time.



A World Elsewhere - Synopsis

Big Guy finds Cass's note, and when Cass tries to grab it back, the letter tears in half. A loud rumble occurs, and the Shadow Monster appears. The monster is a huge black puppet and looks scary but quickly leaves and won't come anywhere near you in the audience. The Shadow Monster grabs Big Guy and pulls him away. Sarah falls under a spell and speaks in lots of different voices before being pulled into the shadows too. Cobweb opens a trapdoor to go and rescue them. She tries to persuade Cass to go with her but he hesitates so she jumps down without him. After a bit of deliberation Cass decides to be brave and also jumps down into the trapdoor to save his friends.

INTERVAL



ACT 2

In the next act, Cass emerges from the smoky trapdoor and into the Shadow Land - a dark, confusing version of his imaginary world. Three masked Gatekeepers challenge him, requiring Cass and the audience to complete three tasks to enter: tell a joke to make them laugh, share an interesting historical fact, and collect pretend tears in a bottle. Once inside, Cass finds his friends trapped inside twisted Shakespeare plays with no adventure. In *Comedy of Errors*, there is no mistaken identity. In *A Midsummer Night's Dream*, everyone falls in love with who they're supposed to straight away. In *Romeo and Juliet*, Romeo is in love with Rosaline and doesn't care about Juliet. Cass tells Romeo about Juliet to try and fix the story, but changing the plot causes the Shadow Monster to return and swallow Romeo!



A World Elsewhere - Synopsis

Cass then meets The Fool, who explains that to defeat the Shadow Monster, they need the Sword of Freedom from Castle Dunsinore. Cass, The Fool, and the audience travel down the Deadly Path of Perils, negotiating the Perilous Cliff of the Flying Boulders of Brutality, the Pit of Tempting Snacks, a giant squid, the Irresistible Song of the Enchanted Flowers and the Flying Boulders of Brutality. The characters will climb through the audience and might stand on the walls near you. They throw the boulders into the audience, but they're very squishy and soft, and don't hurt! At the castle, they find Big Guy trapped in a loop of heroic battle speeches. Cass disarms Big Guy to get the sword, but when the Shadow Monster attacks and knocks Big Guy down, Cass courageously steps up to protect his friends and offers himself instead. Because Cass shows true bravery, the Shadow Monster is defeated.



A throne appears, and The Fool tries to make Cass king of the Shadow Land kingdom, but Cass discovers that The Fool has been using the words from his torn letter to keep all the stories frozen so nothing ever changes or hurts. When Cass rejects this, The Fool turns mean and tries to keep Cass hostage. We also learn that The Fool had frozen Sarah into a statue. Cobweb rushes in to save Cass but she gets hurt in the duel. Cass leads the audience in booing The Fool, which weakens him and drives him away.

With help and ideas from the audience, Cass breaks the spell by freeing himself from the throne, waking up Big Guy, unfreezing Sarah from being a statue, and bringing Cobweb back to life. Together, everyone climbs the castle walls, leaps into an ocean, and swims back to safety.

Back home, Cass realises that growing up is tricky, but he doesn't have to give up his imagination or his friends to figure out who he is. Cass accepts himself, and everyone celebrates together with a final upbeat song.



A WORLD ELSEWHERE

SONIC STORY



The first 20 minutes of the show is mainly Cobweb, Sarah and Big Guy **talking** and **acting out short stories** like 'Space Kids and the Doughnuts'.



The characters often **talk to the audience**. The audience are **often asked to clap, shout and take part in the show**.



There is lots of **laughter and silliness**.



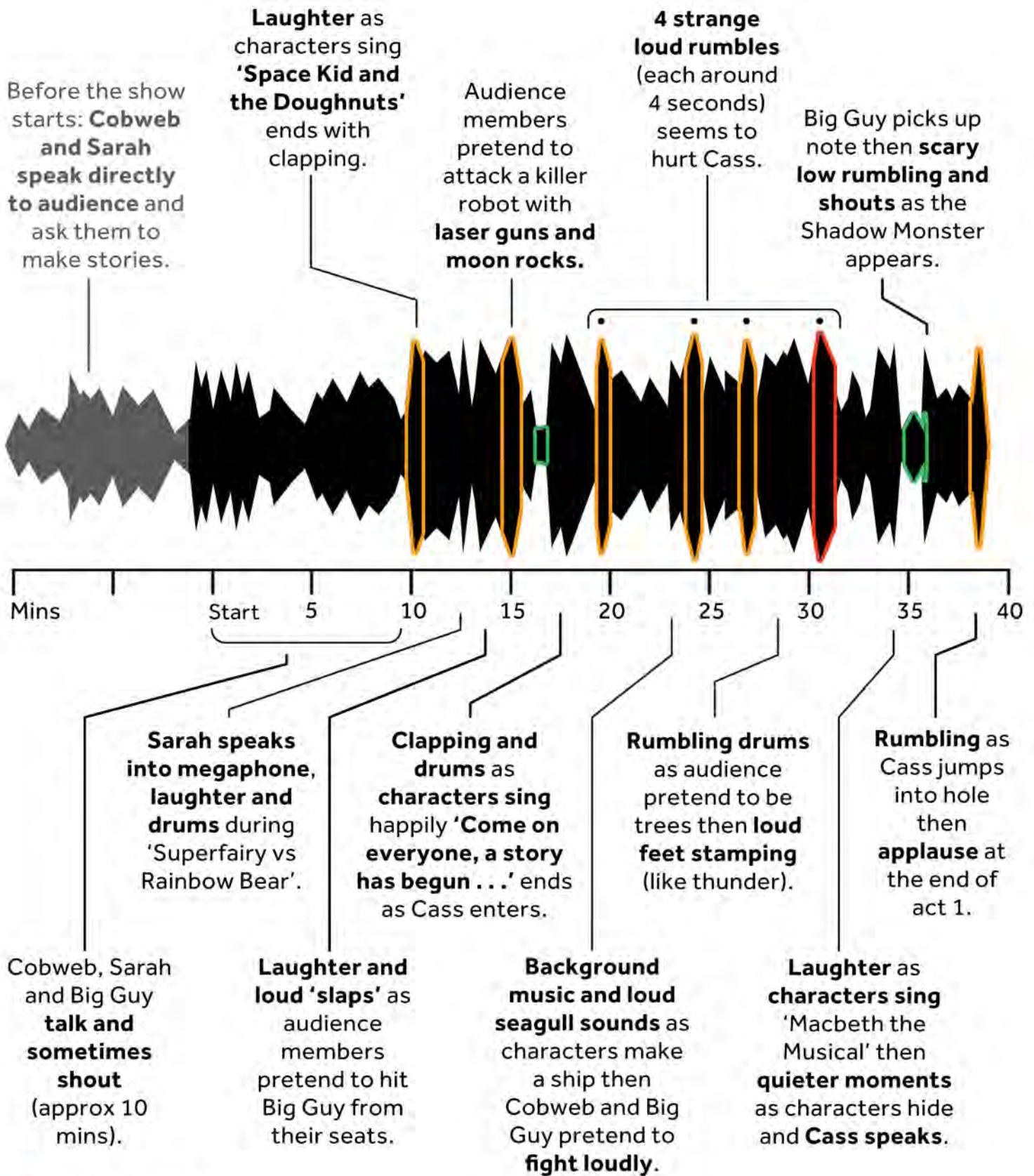
There is a scary **Shadow Monster** with long arms who comes on stage, when this happens there are **loud low rumbling sounds**.



The next two pages describe the **sounds of the show in more detail**-highlighting **loud and quiet moments** and moments when the **sound changes suddenly**.

A WORLD ELSEWHERE

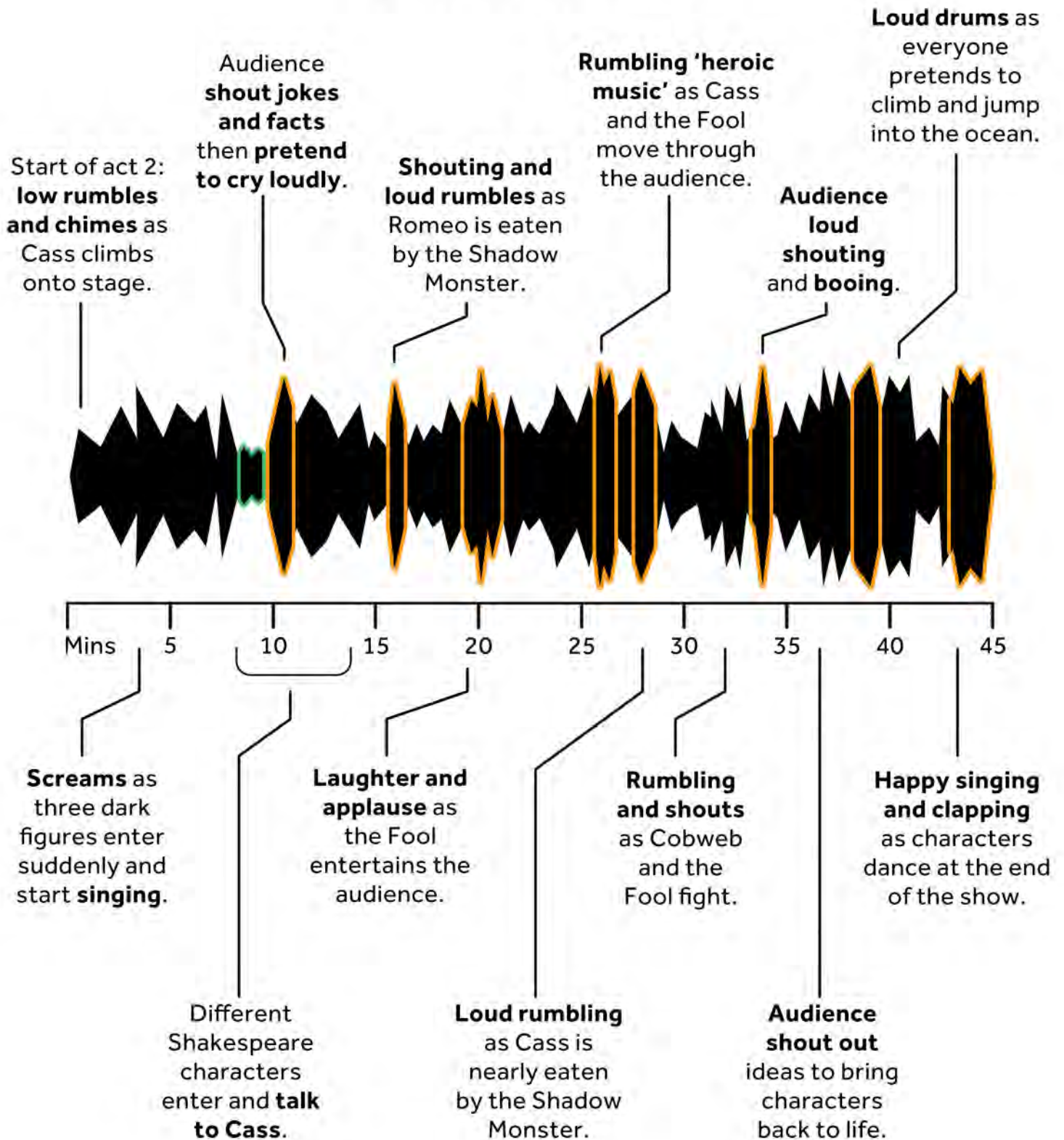
SONIC STORY - ACT 1



● **VERY LOUD**
 ● **LOUD**
 ● **QUIET**

A WORLD ELSEWHERE

SONIC STORY - ACT 2



● VERY LOUD
● LOUD
● QUIET

Further information



Contact Details

Should you require more information or wish to discuss your access requirements please contact the Access team on access@shakespearesglobe.com or 020 7401 9919.



We welcome feedback about your Relaxed Performance experience at Shakespeare's Globe. Please contact us on the above details.