

INTERNATIONAL CONFERENCE
BETTER CITIES FOR BETTER LIFE

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PLAY ALICE

A working title



DIRECTION AND CREATIVE COOPERATION
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*Actually,
all what is needed to do is just wait until the grandfather will go to feed rabbits,
and then it takes a bit of courage...*

... just put a stool under the window for Alice to reach the handle...

... and then she is opening a window by window.

*Which of those windows will she run through into the garden?
Which one will lead her to the sea beach?
And which one opens the way to a village funfair or straight to the circus?
Each of these windows opens into another wonderful world and Alice
has to just choose the right one. For the first time, second time, third time...*



*The great white rabbit i
s her guide and also seducer,
who leads her along paths towards
the Palace of the Great Queen.
With clanging cymbals in his paws,
with a large key in his back.
The mechanical rabbit
with a vacant look is banging
with metallic cymbals,
spinning on the spot to lure Alice closer,
and then skipping farther and farther.
And Alice is obediently running after him,
curious and excited about the world,
where are sounded rabbit`s
cymbals louder and louder.
And she would not occur
to her even in her dream,
that the ridiculous rabbit
is only a lure of the merciless Queen,
who lures her into
a trap which there is no escape from it.*

OPENING INFORMATION

CONCEPT - The main idea of the stage show **PLAY ALICE** is the story of a trusting and inquisitive child who gradually discovers the appealing, colorful world full of temptations, grows up ... but she does not realize how harshly pays for her credulity – by deafness and permanent loss of all beautiful that sounds bring to our lives.

IMPLEMENTING IDEA – Given the international composition of the audience we give up the possibility of using language during the stage show. Our expressional resources will be the music, sound effects, mime, ballet, circus acrobatics, fire-show, the projection on large screens placed not only on the stage but in the entire hall.

The stage show **PLAY ALICE, in no case, will not be a series of individual acts of popular singers, entertainers and presenting checks.**

It is the comprehensive show with a clear, generally comprehensible story.

OVERALL IMPRESSION – We want to provide the audience with the quality art experience that mediates feelings and pain of a human who is going deaf. Therefore, we want to deliberately involve the audience into the story by the projections and motion of individual artists throughout the hall, among the audience.

OTHER POSSIBILITIES – If it is possible, we would like to involve someone from the honorary guests of the conference (by prior arrangement!) in our stage show and if he/she is capable of any artistic performance which we could integrate into the show.

LENGTH OF SHOW – cca 40 – 50 min

WHY JUST THE STORY OF ALICE RUNNING AFTER THE WHITE RABBIT?

Mainly, we do not tell the story of Lewis Carroll's Alice.
This concept is loosely inspired by the original work.

- The character of Alice and her journey to Wonderland for the runaway white rabbit is internationally understood. The audience is quickly knowledgeable in the story and used symbols.
- The story of a wandering and cheated child is so engaging and moving that the audience will be undoubtedly emotionally attracted.
- Alice immerses deeper and deeper into the strange surreal wonderland, as well as our character of the girl.

What belong to the journey of little Alice, it is picturesque scenes and bizarre characters – it will be such a world where our Alice will hurry for her white rabbit.

The time limit and the implementing possibilities force us to assemble the whole scenic show from more or less finished acts that we modify and include to the story of a fragile and wandering little girl.

PLAY ALICE – the structure of the story

Main characters of the story:

Girl Alice	(grown-up ballerina)
Grandfather	principle of goodness, love, wisdom, understanding, safety he returns as the old clown, theater prompter, cleaner at a techno party, homeless in a city (present on the stage)
Queen	principle of alienation, glitz, insatiable consumerism, selfishness just delusion entering the story through screenings, in overlarge size
Mechanical rabbit	actor – puppet – screening... we will use all possibilities

1) GRANDFATHER'S HOUSE – the shortest part

Alice is experiencing a carefree childhood in the house of her grandfather. She is playing with a living white rabbit, but it is already boring for her. She is curiously turning to windows through which light enters the house. She is surrounded only by quiet, pleasant sounds and melodies – the birdsong, murmur of sea, laughter, quiet music. And when the grandfather leaves Alice alone, the mechanical rabbit is entering in her world for the first time. The Great Queen sent him. The rabbit is much more amusing than the ordinary, alive. And it is not so easy to catch him. Alice is running after him, but the rabbit is running away from her. The unreachable dream toy. Alice is opening the windows, looking out where the rabbit disappeared. And she will climb out the window, running after cymbal sound as the lure.

2) VILLAGE FUNFAIR WITH CIRCUS

Alice is running up to the rabbit to a village funfair with a circus in the open air. She is surrounded by the showmen with their amusements, sounds of the cheerful funfair with a barrel organ, with a fanfare of trumpets and drums. Alice is excited about the circus performers, who are playing out their numbers.... And the rabbit with cymbals is still getting beneath their feet. He does not leave them alone. Alice will spot him again and start running after him. Even the kind old clown /grandfather/ will not stop her. Alice has eyes only for the rabbit, which disappeared in the circus caravan. Alice is not changing her mind and is climbing through the window after the rabbit.

3) THEATER BACKSTAGE

Alice finds herself in a theater backstage that symbolizes the world on the brink of adulthood.

Suddenly there are illusions, shams, cheapness studded with sequins all around. Alice is scrambling through costumes for the departing cymbal clatter. Actors /mime and acrobatics/ will start playing a poetic performance around her, where Alice could still change the direction and open another window than that which rabbit's cymbals are sounding behind. Neither the old theater prompter cannot prevent Alice from opening the window that will lead her to the skipping rabbit.

4) TECHNO PARTY

Alice again approaches adulthood.

She finds herself in an environment that has openly expressed sexuality, is attacking Alice uncompromisingly and drawing her to itself.

Dancing people resemble ghosts and comics characters, there do not miss lighting effects and a fire show.

The old cleaner who is sweeping the garbage will not get to Alice at all.

Alice is absorbed by the pounding music, stunned by dark and provocative environment.

She can still escape... but Alice will not even bother to turn around and pick out the windows, which could return her back,

to the quiet house of the kind grandfather.

When Alice will remotely and with great exertion hear the rabbit cymbals in the roar of techno, she will not change her mind anymore.

She will open the last „bad“ window and run to where she cannot return.

5/ CITY

Alice finds herself in a big city, in the heart of the hectic stressful rate, that it literally crushes her.

The unbearable noise, which is rolling from everywhere,

the blinding flashes of neon signs, advertisements,

reflectors, the car hooting, the hooting of police cars and ambulances....

Just panoptical ghosts are all around her instead of people.

The homeless (grandfather) is trying to address Alice,

but Alice is running away from him.

Deafened and frightened, she will finally catch her rabbit with the key in his back.

But the rabbit is broken down, is not skipping,

still only banging cymbals due to the inertia...

And this is the only sound that Alice can hear.

However, the sound is fading and Alice, nearly deaf and numb,

is entering the large open doors - to the Palace of the Great Queen.

6/ FACTORY

Alice finds herself in a great bizarre factory, where tens, hundreds, thousands of mechanical rabbits are produced in the assembly line.

And there are working tens, hundreds, thousands deafened unhappy Alices on them.

They make other rabbits for the Great Queen.

The rabbits will lure more and more gullible curious children into her trap.

However, there is still hope for our Alice.

The endless series of mechanical rabbits are falling like dominoes lines.

Her right and mainly alive white rabbit is coming for Alice.

Maybe Alice will still manage to come back.

The factory is disappearing behind her and even when Alice could not hear, we can again hear the quiet nice sounds - the murmur of sea, the birdsong, the rustling of leaves....

And singing children are walking among the audience.

Their voices sound from everywhere and fill the entire space of the hall, as a powerful and moving catharsis of the story of little Alice, where was left a little place for the hope.