



TOTO KERBLAMMO!

VISUAL STORY

This visual resource is for children and young adults visiting the Unicorn Theatre to see a performance of **Toto Kerblammo!**

This visual story is intended to help prepare you for a new experience and help you to become familiar with the surroundings and the performance.

This performance's themes can be **challenging** for some but ends with **hope**. All audiences will wear **headphones** throughout and the performance contains some **bright lights**.

Images in this Visual Story were taken from the 2024 Unicorn production.

THEMES

The performance has themes of **complex family relationships, mental health issues, love** and **death**. While these are challenging themes, the story is funny and hopeful, with Effy finding friendship and love in the face of adversity.

SCENES TO NOTE

There are multiple scenes where characters are **sad, angry or upset**. It's okay to feel sad if you want to but the show will end on a hopeful note.

There is one scene where Effy is angry with Toto and strikes him. Toto is only pretending to be hurt and everyone is okay really.

There is a scene towards the end of the show where Toto is shown to have died in the accident. This might make you feel sad, but Toto is represented by a toy so nobody is hurt really.

SOUND

Sound in this performance is mostly delivered through a set of headphones. You will be asked at the start of the performance to put these on, the volume can be adjusted if you ask our front of house team in advance. The sound for this show is **binaural**, this means you will experience the audio in 3D, sometimes only through your left ear, and sometimes only through your right.

If you have an issue with your headphones at any time, please speak to an **usher** who will help you.

You can take off your headphones at any time if you want to.

LIGHTING & EFFECTS

During the performance, the lighting will change between scenes. Sometimes it is **darker** onstage, and sometimes it is **brighter**. Sometimes there is only light on **one part of the stage**, and sometimes on the **whole stage**.

Sometimes the strips of light will **flash, shimmer or change colour**.

AUDIENCE REACTIONS

During the show you might find something **funny**, you can **laugh** if you like.



During the show you might see or hear something that makes you feel **sad**. You can feel sad if you like, that's okay.



During the show, other audience members might **react** to what is happening onstage, by **laughing, shouting, screaming, clapping**, being **surprised**, or **speaking out loud**. These moments may be quite **loud**.

You can **join in** or you can take off your headphones if you want to.

During the show you might feel that you need to take some time out.

If you do, don't worry about it, **find an Usher** and let them know.

You can leave the space at any time if you need to.

The performance is approximately 70 minutes. There is no interval.

THE BUILDING

Welcome to the Unicorn Theatre! We are a theatre for children, young people, and adults.

This is the main entrance of the theatre.



There are some steps before you get to the front door.

There is also a ramp you can use to get to the front door.

When you enter through the front door, you will see a big space with lots of tables and chairs in an area called the Foyer.



In the foyer, you will see the Box Office and Tuck Shop.



This is where you can ask us any questions about your tickets. You can also buy a book, snack or ice cream before the show!

You might see some adults and children sitting at some of the tables having something to eat or drink. You can also bring your own drinks and snacks with you.



When you arrive at the theatre, you will be met by one of the Ushers, who will be wearing a dark red shirt with USHER written on the front and back like the one you see here.



You can ask an Usher if you have any questions and they will do their best to help you.

If you need to use the toilet, there are some **downstairs**. You can use the stairs going down one floor, or you take the lift to **Floor -1**.



These are the toilets downstairs.



There are also some toilets upstairs, on Level 2 and 3. You can use the lift if you want to, or take the stairs up. These toilets are **family and all-gender**, so anyone can use them.



When you are ready, you can go inside the Clore Theatre. This is on the ground floor, next to the Box Office.



When you enter the Clore Theatre you will see a **dark room** with benches for you to sit on.



You can find your seats and make yourself comfortable.

An usher can help you to find your seats if you would like.

You will see a pair of headphones on your seat, please put them on before the performance begins. If you have a problem with your headphones, please speak to an usher.

You will see on stage a **fluffy white carpet** and some **strips of white light**. You will hear sound effects of **rain** as the two actors appear on the stage. **Effy** will stand in the middle of the stage and face you. **Toto, Effy's dog** will kneel down behind her.

The lights will **flicker** and the rain sound effects **grow louder** before they fade out and **the lights change colour**.

You will **hear a voice through your headphones**, it's Effy's mum. It's a recording that she has left for Effy who is currently in hospital. She hopes that this voice message will wake Effy, who has just had an accident. Effy's mum will grow more **upset as she is worried about her**. The lights will get **darker**.

Effy's mum will hang up, and the light will **get brighter** again. Toto will run around behind Effy who is on the phone. You will hear the sound of **traffic**.



Effy is **upset** as her Mum won't answer the phone. She is **shouting** at the traffic and Toto is **worried** for her safety. As a car approaches the lights will **turn purple** and you will hear a **pulsing** sound effect.

You will hear a voice talking to you through your headphones and asking questions. Other audience members might answer, and you can if you'd like.

You will hear the sound of **screeching tyres, a thud, a heart monitor and the lights will get brighter again**. Effy and Toto will be talking about things they remember. Eventually they remember they were standing in the road, the lights will **turn purple and a thudding sound effect plays**.

The lights will get brighter and Effy and Toto will start to play happily. **Rain and sirens** will play softly in the background as the **lights turn multi-coloured**.

Effy and Toto will question where they are, Toto can hear the sirens, but Effy cannot. Toto is **worried** that Effy is hurt and that she may have been hit by the car, but Effy is sure she is fine and that this is all just a dream because she can talk to Toto who is a dog and he can understand her!

Effy is upset and says that the reason she was out on the road was she was trying to save Toto. There is a **pulsing** sound effect and the lights will get **much darker**. A voice will start talking to you through your headphones once more. You will hear a mixture of **swirling and piano** sound effects.

Toto will introduce themselves and Effy to you. Effy doesn't know where her dad is but knows her mum is in a special care unit of a hospital. Toto will also say that Effy was just hit by the car but wants to start the story two weeks ago.



Effy is at the front door of her Aunt and Uncle's house carrying a box. **The lights will turn orange, and a doorbell buzz will play.** Toto is hiding in the box Effy is carrying as dogs aren't allowed in her new house.

You will hear **squeaking sound effects** as Effy walks up the stairs. On the way up the stairs Effy meets **Noah** a friendly neighbour who wants to make friends with Effy. Noah is very **chatty** but Effy doesn't really want to talk.

Noah suspects there's something in the box but Effy won't let him look. You will hear the **sound effect of a door opening and the voice of Effy's Aunt and Uncle** welcoming her into the house.

Effy's Aunt and Uncle apologise for not helping her move her things. She doesn't have much, she lost most of her belongings in a fire. Effy

lies and says there's a PlayStation in the box and that Toto is with a neighbour.

Effy is staying there while her mum is still not well. Her aunty is sad but is trying to be helpful.

Effy goes into her new room and puts on some headphones, **you will hear music**. Now alone, Toto bursts out of the box and is very happy to still be with Effy who tells him to be quiet or they'll find him!



The music fades out and the lights turn green as another recording of Effy's mum plays. She wishes she could visit Effy and hopes that she wakes up soon. At the end of the message, she starts to get **sad** again.

The lights turn **white** and the **rain sound effect plays**. We're back in the present, as Effy wonders if she's dead which Toto says she is not. Toto says Effy knew the car was coming but didn't get out of the way but doesn't understand why.

They go to play but Toto is **hurt**. Effy thinks she's dreaming and tries to wake up, Toto realises that he can't move. Toto hears Effy **shouting** his name and she realises she can't wake up.

The lights get **much darker** as Toto talks to you again. You will hear a **reverberating** sound effect. Toto will say that everything has a sound and **plays a number of sounds** which are the sounds you make when you feel certain emotions. Some of these emotions are **sad or confusing**.

Music will start to play again and we're back in the past, 5 days later than when we last saw Effy and Toto. **A phone will start to ring**, it's Effy's mum trying to call Effy's Aunt. She's not allowed to speak to Effy directly yet.

You will hear the **sound of a door knock** as Effy's Aunt says her mum is on the phone. You will hear a **creaking noise** as Effy's aunt complains about the smell of smoke on all of Effy's clothes. Effy is **upset** and answers back and her Aunt gets **angry and has an argument with Effy**.

Eventually, she leaves Effy with the phone even though she knows she shouldn't. Effy misses her mum and wants her to come home and gets **frustrated** that she can't.

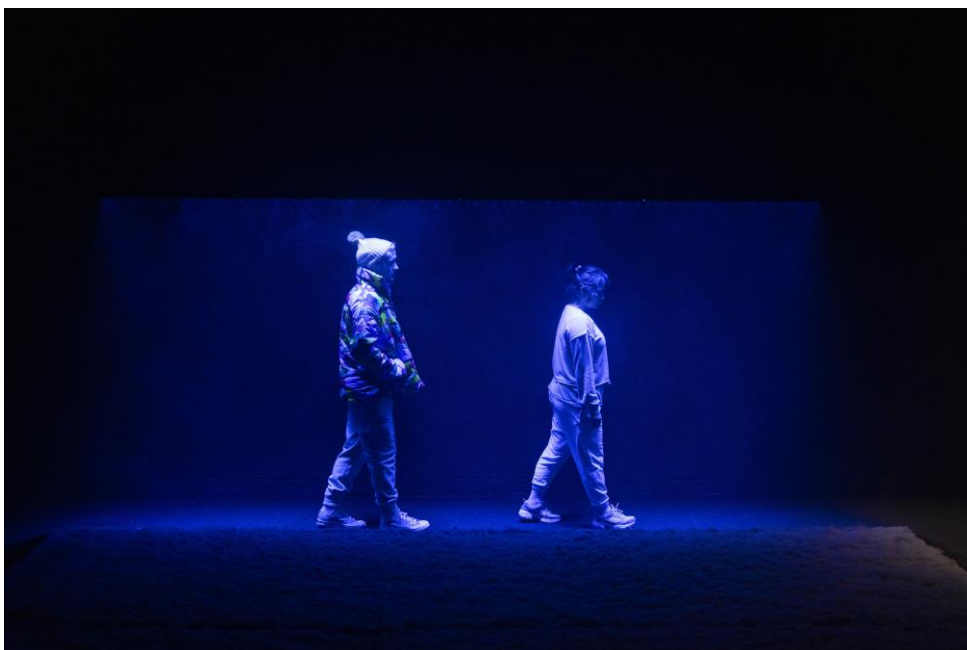
Effy takes Toto out of the flat and runs into Noah who wants to come with her, Effy tells him she wants to be left alone.

The lights **turn green and another recording of Effy's mum plays.** She has a date for her assessment. Effy's mum says that nobody can find Toto after the car accident.

The lights will get brighter and you will hear the sound of birds. Toto and Effy are in the park, Effy tries to call her Dad and ask if she can stay with him but it goes to voicemail.

Noah appears at the park, he's followed Effy there and sees Toto for the first time. He says he's heard Effy crying and asks if Effy's mum is in prison. Effy gets **angry** with Noah and says she's in hospital, but she's not allowed to visit.

Noah knows Effy is sad and tries to cheer her up, he invites her to swimming on Tuesday.



Noah leaves and Effy **calls** for Toto but he doesn't come back right away. She **calls** for him again and when he does return, he's filthy. Effy is **very angry** at Toto and **lashes out** at him, there is a **dramatic sound effect and the sound of Toto yelping**.

The lights get darker and there is a creaking sound effect. Toto talks about all the things Effy has been called and there are **grinding sound effects**. Toto says dogs can also hear the future and there is a **sparkling sound effect**.

The lights get brighter and the **rain sound effect resumes**. Effy and Toto both **shout** trying to get someone's attention. Effy wonders why Toto is not scared and asks if there's anything he fears. Toto says he's only scared of fireworks.

Effy is still **angry** at her mum for starting the fire that sent her away. Toto says he saved Effy's life, pushing her away from the car. **Soft firework sound effects** will play in the distance. Toto says that nobody hates Effy and she only hates herself.

The lights will turn green and another message from Effy's mum plays. She's **singing** her a song that Effy used to remember, she gets **sadder** as she sings.

The lights turn blue and there's a splash sound effect. Noah and Effy are at the pool swimming. Noah is surprised that Effy's family have not found Toto in the flat yet. Effy claims she's leaving next week for Scotland to live with her Dad.

Effy and Noah play in the pool and Noah asks what's wrong with Effy's mum. Noah's mum told him that Effy's mum started the fire on purpose and asks why she can't visit her mum. Effy says her mum is 'high-risk' and she's not allowed. There are **splashing** sound effects.



Noah asks if Effy's dad is really going to pick her up and pushes her under water. There are **underwater sound effects** and the lights turn **darker**. Effy doesn't come back up, and Noah gets **worried** before diving in to help her. He pulls Effy up and there is a **whistle** sound effect before the lights turn **darker**.

Toto talks to us again and explains some more sounds. There are a mixture of **underwater sound effects** that play.

The lights turn **green and another message from Effy's mum plays**. She says that Effy is starting to respond in hospital and is beginning to wake up. She promises to come and see her soon. She apologises for ever hurting Effy and says it will never happen again.

The lights get **brighter** and the sounds of **rain** and a **heart monitor play**. Toto tries to explain to Effy that she has been sleeping for days and that he can hear the rain and messages, but she can't.

Toto can't get up but reassures Effy that she will be okay. She asks Toto where he actually is, he can hear Noah and Effy's Aunt and Uncle calling for him, but they can't find him.

Toto says he's up on the bank by the railings after being hit by the car. Effy got taken to hospital, but nobody has found Toto. He says he knows she was trying to save him. **The sound of fireworks and the muffled sounds of Effy's Aunt can be heard.**

The lights change and we travel back to the night of the accident. **Effy and her Aunt are having an argument** as they've found Toto's biscuits. They reveal they've known about Toto for a while but now the whole block knows Toto is in the flat he has to leave.



Effy grabs Toto and storms out, **rock music plays and the lights flash.** Toto lies down and the **heart monitor starts beeping**, Effy can hear it but Toto can only hear **fireworks.**

Another **recording** from Effy's mum plays encouraging her to be strong and that Toto needs her.

The lights get **darker** and Toto speaks to us and explains more sounds.

The lights flash as we travel back to the night of the accident, **Effy's music plays** again as Toto runs around excited. **A rain storm sound** brews as Noah appears and asks what Effy is doing. He tries to help find somewhere for Toto to live but Effy refuses, Noah gets **frustrated** as he's only trying to help but Effy **pushes him over**.

The lights grow darker as Toto speak to us again. **Firework sound effects play and Toto sounds scared**. He encourages us to listen for the love and a **sparkle** sound effect plays. **The lights turn multi-coloured**.



The lights turn brighter and the sound of a dog whimpering plays as well as a heart monitor. Effy apologises to Toto for the accident; the

firework sound effects grow louder. Noah's muffled voice plays and he thinks he can see her moving.

Thunder sound plays and the lights flash as we go back to Noah and Effy's argument. She says she never wants to see him again and he leaves **upset** saying that he's only been trying to help her.

Effy tries to call her mum but she doesn't reply, she stands in the middle of the road as she did at the start of the show as Toto tries to warn her.

There is the sound of a crash, and the light turn purple and get darker. Toto speaks softly to us as **fireworks play** in the background.



Effy wakes up in hospital with Noah next to her. **The lights get brighter and a heart monitor sound plays.** Effy has been unconscious for a week and a half. She tells Noah where Toto is and apologises to him.

Thunder, sirens and Effy's music plays as Effy and Noah try to get back to where Toto is. **The lights get darker** as Effy approaches where Toto is.

A spotlight rises on the side of the stage where we see Toto, unfortunately Effy and Noah are too late, and Toto hasn't made it.

Noah says that Toto will be happy knowing he has saved Effy. He also says that Effy's mum is getting better and will be coming home soon. He also says that Effy can come to school with him and he will look after her. Effy smiles and is thankful for Noah's support.

Noah agrees to help Effy bury Toto in the park with a biscuit and the two share a hopeful moment. A soft sparkle sound effect plays and the lights go out.

You will hear other people **clap**. You can **clap** if you want to.



That's the **end of the show**. Please **take off your headphones** and leave them on your seat or with an usher. Thank you for coming to the Unicorn Theatre!