

A GENTLEMAN'S GUIDE TO
LOVE *and*
MURDER

Sensory Guide

This guide highlights the visual, auditory, and emotional impacts within the performance, with each element time-stamped and annotated with its type and a brief note on the content. (Times may vary slightly.)




Content Considerations

Depictions of murder, death, and themes of violence

Approximate Run Times

2 hours 20 minutes, with one intermission
















Sensory Impact Key

-  Visual Impact
-  Auditory Impact
-  Emotional Impact



This guide was created by and reviewed by the Arvada Center's Inclusion, Diversity, Equity and Access (IDEA) Committee and neurodivergent staff members.














Act I

Time	Description	Sensory
0:00	Blackout at start of Act I	
1:34	Narrative announcement	
7:00	Music box sound	
9:20	Narrative announcement	
11:35	Sibella steps on Monty's foot	
15:12	Car horn beep	
21:09	Ensemble group noise	
21:45	Whispering "Monty" in surround sound	
22:42	D'Ysquith carries dead fox	
23:00	Ensemble scream	
24:35	Points gun and yells	 
25:31	Gun pointed at orchestra pit	
26:32	Narrative announcement	
28:10	Echo effect as he climbs the stairs	














Act I

Time	Description	Sensory
28:48	Bells ring	
28:50	Wind whistles	
29:28	Shouts at edge of bell tower	
30:02	Stage goes dark, actors freeze	
31:20	Falling effect	
31:37	Blood splatter projection animation	
31:55	Narrative announcement	
32:30	Loud banging on desk "chop, chop!"	
37:11	Bells ring, metal sound	
38:05	Ice cracking and screaming, lights flash	 
38:22	Blue lights shine toward audience	
38:30	Announcement narrative	
45:06	Ensemble	














Act I

Time	Description	Sensory
46:20	Narrative announcement	
47:29	Monty hit in the face	
52:07	“Ba-dum ching!” from drums in orchestra pit	
53:35	Bees buzz	
54:00	Announcement narrative	
59:47	Bees buzz, bee swarm chases D’Ysquith	
1:02:03	Doors slam, Lady Hyacinth loudly enters	
1:04	Ensemble hissing sound	
1:05	Announcement narrative	
1:05	Loud exclaiming	
1:07	Announcement narrative	
1:10	Announcement narrative	
1:10:13	Loud growling sounds of the volcano	

Act I

Time	Description	Sensory
1:10:38	High pitched talking from “newsboys” on side	
1:14:00	Scream when tossing the ball	
1:16:59	Blood splatter projection animation	
1:17:10	Decapitated prop head rolls down stage	
1:19:18	Gunshot	
1:19:31	Gunshot	
1:20:00	Announcement narrative	
1:20:20	Gunshot, Death depicted with blood streamers from offstage	 
1:20:36	Audience cheer	
1:22:50	Mirrored headpiece on doctor’s head shines light out onto audience	
1:24:00	Music swells, full black out	 

Act II

Time	Description	Sensory
0:00	Black out	
4:05	Stage brightens suddenly	
9:52 - 13:30	Doors slams	
15:45	Narrative announcement	
16:00-20:00	Loud yelling between characters	
20:27	Yelling monologue	
23:00	Tapping silverware on plates	
23:15- 26:30	Loud yelling between characters	
27:10	Gunshot	
30:02	Gunshot and screams	
31:55	Narrative announcement	
37:35	Cell door closing	
44:00-46:06	Loud singing	
50:00	Blackout	