



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.)

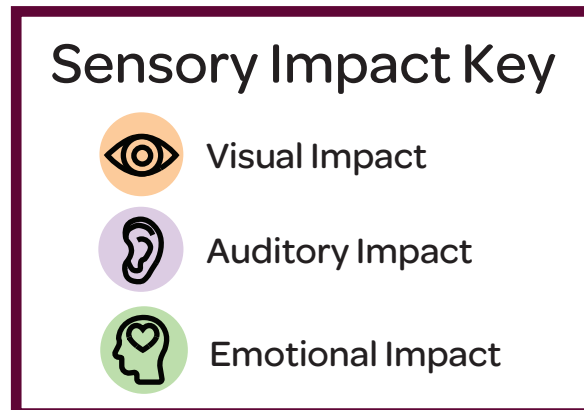
Approximate Run Times

Act I - 1:16:18 (with overture)

Act II - 0:49:00 (with entr'acte)

















Intermission - 20 Minutes

Total - 2:28:40














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
Pre-show	Birds chirping/ambient forest sounds	
5:42	Thunder sound	
8:40	Suspenseful game show sound and lights flash after "a curious quiz"	 
11:35	Wizard loudly counts down the seconds	
12:22	Princess loudly cries and leaves	 
15:20	Wizard exclaims loudly	
15:40	Jester shakes stick with loud jingling	
23:50	Queen Aggravain shakes Prince Dauntless	
26:02	"Mom" repeated	
29:00	Thunder sound	
29:20	Visual- night to day change	
33:02	Booming "Ladies and Gentlemen...." voice	
37:10	Over the wall shout	
39:32	Drawbridge slams down	

Act I

Time	Description	Sensory
41:50	“AAAAHH!”	
46:18	Sudden light and sound change	 
47:17	Jester exclaims loudly as lights go dark and put him in spotlight	 
47:20	Curse echo & staff slam	
50:07	Winnifred loudly singing	
50:46	Winnifred yodels	
1:12:40	Ensemble loudly cheers “F-R-E-D” several times	
1:15:30	Lights out	
Intermission	Same birds chirping/forest sounds from preshow	

Act II

Time	Description	Sensory
3:30	Cane taps	
6:00	Queen yells "QUIET!"	
7:42	"QUIET!" yelled again	
21:16	Prince Dauntless loudly exclaims "It isn't the stork!" in Man To Man Talk	
38:10	Fire flashes	
42:28	Fred yells "QUIET!"	
44:04	"Kill myself" mentioned	
46:50	Yells "shut up!"	 

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