



SHAKESPEARE'S
GLOBE

THE TEMPEST

GLOBE
ON TOUR

Visual Story

To help prepare you for your
visit to Shakespeare's Globe

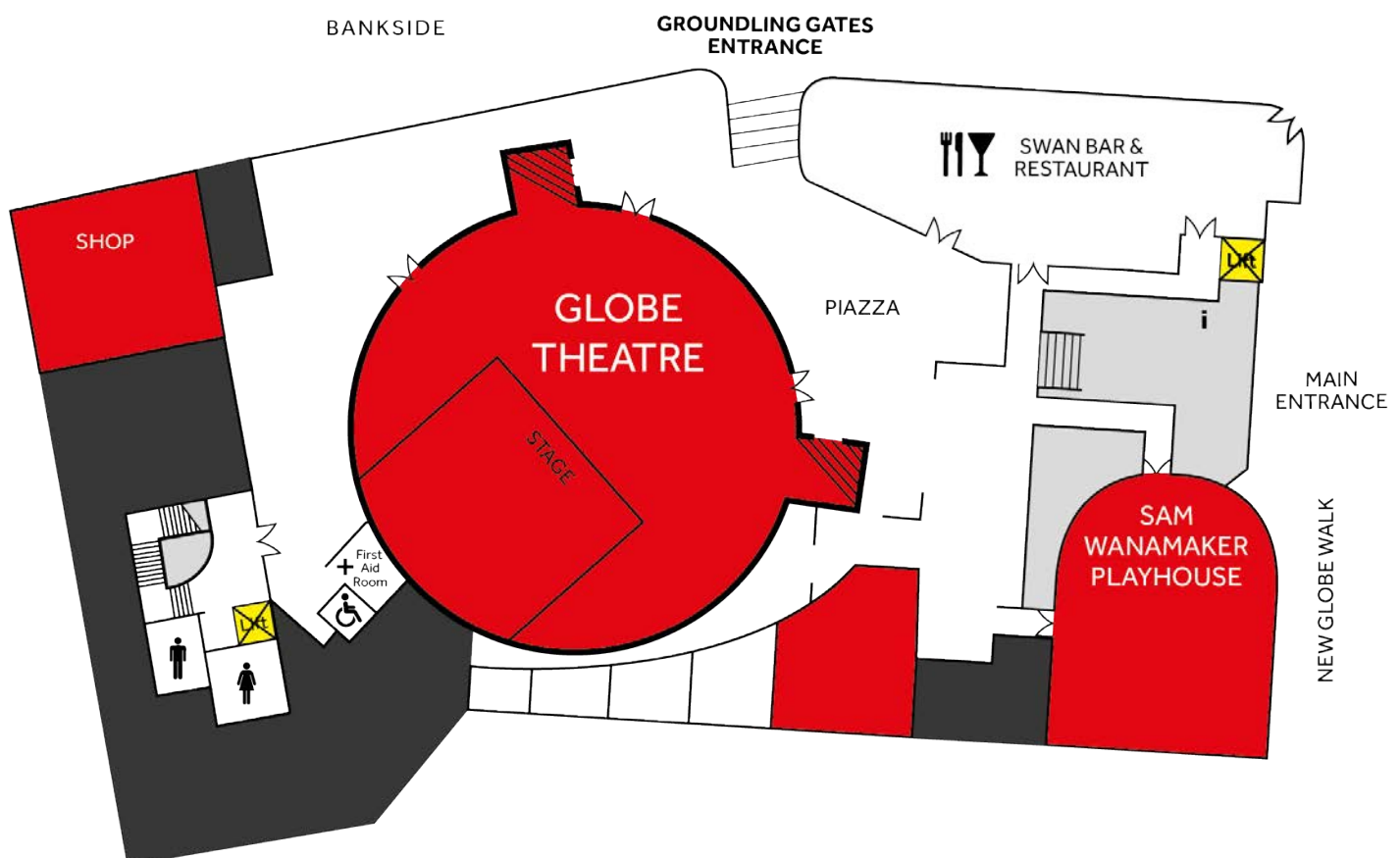
GETTING TO THE THEATRE

Due to the pandemic, we are now using two different entrances.

The entrance you will be using is marked on your ticket.

You will use either the Main Entrance to Shakespeare's Globe or the Groundling Gates.

Here is a map to show you where both entrances are.



You will need your e-ticket ready to be scanned.

The ticket has a QR code, this is an example of a QR code.



Food and drink can be bought at the Tap Houses.

Please maintain social distancing while queueing.



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Your ticket will tell you which gallery, bay and row you are in. Once you have found your row you will need to find the part of the bench reserved for you which will match the number on your ticket.



You may notice that some seats have red covers on them. This is to keep distance between people. You can't sit in these seats at the moment.



Instead of standing in the yard we have provided seats.

There isn't an interval in the show but you can get up and leave the auditorium if you need to. Our stewards will be there to help.





This is the stage. For different plays, designers add pieces of set to make it look different. This is where the actors will be performing.

These are stewards. You can recognise the stewards by their aprons or high-vis jackets.

They will also be wearing a face covering or visor.

The stewards are there to help you. If you feel tired, or need to exit please ask a steward. They can also show you where the toilets are. Stewards are good people to go to if you feel worried about anything.



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THE CHARACTERS OF THE PLAY



This is **Alonso**.



This is **Antonio**.



This is **Ariel**.



Ariel wears fake metal claws on her hands. These are not real.



This is **Botswain**.

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This is **Caliban**.



This is **Ferdinand**.



This is **Gonzalo**.



This is **Miranda**.



This is **Prospero**.



This is **Prospero**.

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This is **Sebastian**.



This is **Stephano**.

SHOW NOTES

These are notes of things that may happen during the show, or that you may want to think about for the play.

- The play roughly two hours long. There isn't an interval but you can go outside for the toilet, drinks or some quiet time if you need to.
- A bell will ring in the foyer and on the piazza five minutes before the play starts. A second bell will ring two minutes before the play starts to let you know it is time to take your place in the theatre. The person ringing the bell moves around the piazza, starting at the glass doors by the gift shop.
- The actors move around the theatre, and occasionally shout from different parts. They sometimes deliver their lines from behind the audience.
- There is music throughout the performance, none of which is amplified.
- The actors wear masks during Ariel's trick banquet.
- Shakespeare's Globe is an open air theatre, so it is best to wear suitable clothes.
- Because it is an open air theatre sometimes (but not always) you will be able to hear things from the outside (which may be cars, helicopters, or aeroplanes, or maybe nothing at all).
- Pigeons may, but not necessarily, enter the theatre.
- You are welcome to come and go from the auditorium as you please.
- If you need quiet, you may relax in the piazza or in the foyer.
- Ear defenders are available from the Box Office in the main foyer and from the pod at the start of the queue for Bankside Gates.

SYNOPSIS.

Prospero was the Duke of Milan but he was more interested in studying his magic books than looking after the city of Milan.

Prospero's brother Antonio and King Alonso forced Prospero and his young daughter Miranda out of Milan. They were pushed out to sea with his books.

Antonio became the new Duke of Milan.

After many days at sea Prospero and Miranda finally washed up onto a magical island, where some unusual creatures lived. While walking around the island Prospero discovered a tree with a magic spirit locked inside. The spirit was called Ariel. Prospero agreed to help Ariel out of the tree if they would be his servant and help him with a very important plan.

He also found Caliban, who was an unusual looking creature.

Caliban told Prospero all the secrets of the island and Prospero taught him new languages and gave him lovely food. Then one day, Caliban put Miranda in danger, and to punish him Prospero made Caliban his slave.

Twelve years have passed.

All this time, Prospero was plotting his revenge on Antonio and the King. Then one day, a ship passed the island. On the ship was Prospero's brother Antonio, Alonso the King of Naples, and Alonso's son Prince Ferdinand. Following Prospero's orders, Ariel created a tempest and shipwrecked the men onto the island.

Ferdinand is separated from his father King Alonso.

Ariel wants to be set free. However, Prospero needs his help to be revenged on the men who stole his Dukedom and so refuses to free them.

Caliban hates Prospero. Caliban plots to overthrow Prospero so he can have his island back.

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Ferdinand searches the island to try and find his father with no success. Instead, he finds Miranda. Miranda had only ever seen her Father and Caliban before. Miranda and Ferdinand fall in love.

Prospero wants to test if Ferdinand is worthy of his daughter, or if he is a traitor like his father King Alonso. So he sets him a task, carrying logs back and forth all day long.

Ariel plays tricks on Prospero's enemies. He makes a banquet appear. Before they can eat it, they are chased away.

Ariel feels pity for Prospero's enemies. Prospero is moved by Ariel having human feelings. He wants to go back to Milan, but this would mean making big changes: he would have to give up his magic and forgive his brother.

Alonso and Antonio beg for Prospero's forgiveness. Alonso tells Prospero that he has lost his son. Prospero draws back a curtain and reveals Miranda and Ferdinand playing chess together. It is agreed that the young couple will marry and everyone would return to Milan for the wedding.

Prospero sets Ariel free. He then promises to do no more magic.

Everyone leaves the island, except Caliban.

