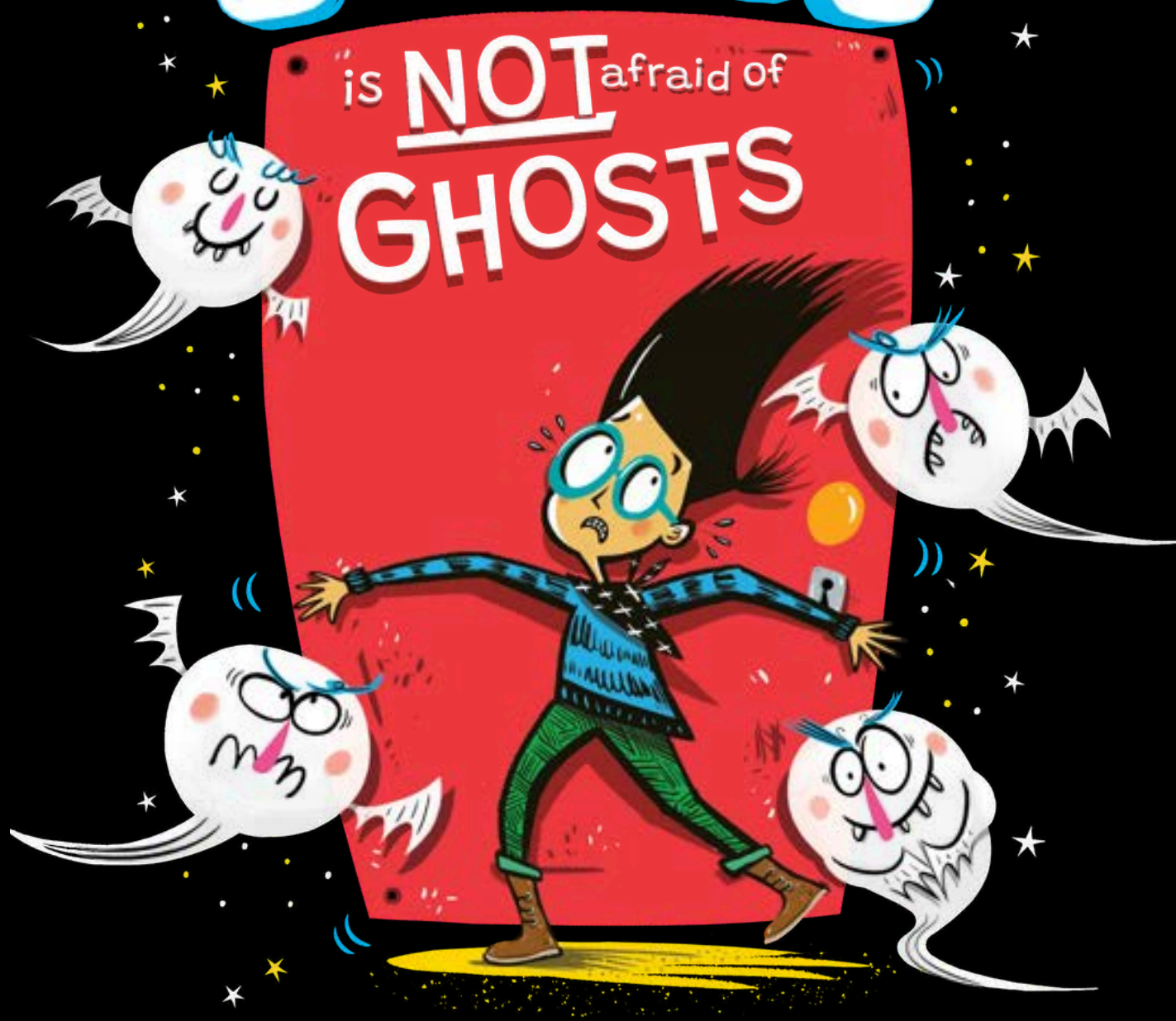


POLKA

# SAM WU



Social Story



# **Sam Wu is NOT Afraid of Ghosts**

**Sam Wu is NOT a scaredy-cat (except he is). When a trip to the Space Museum goes terrifyingly wrong, Sam begins a mission to prove to everyone that he is a fearless space adventurer...**

**Join Sam and his deadly pet snake sidekick as he faces his fears and tries to defeat the Ghost King once and for all at the premiere of this brand-new adventure.**

**Please note, this performance contains flashing lights, loud noises, the use of haze, short blackouts, audience interactions and contains scenes that young children may find scary.**

## **Creative Team**

From the book by **Katie and Kevin Tsang**  
Adapted for stage by **Julie Tsang**  
Directed by **Emily Ling Williams**  
Set and Costume Designed by **Liam Bunster**  
Video and Lighting Designed by **Gillian Tan**  
Sound and Composition by **Holy Khan**  
Movement Direction by **Chi-San Howard**  
Puppet Creation by **Judith Hope**  
Puppet Direction by **Roman Stefanski**

## **Cast**

**Sam Liu**  
**Kudzai Mangombe**  
**Ed Cooke**  
**Yuki Sutton**  
**Daniel York Loh**

## The Location

When you get to Polka Theatre, this is what it looks like:



When you enter through the main entrance, to your left will be the Box Office and the Shop. Please feel free to browse the shop whilst you wait.

## Box Office



## Shop



## Café

When you enter through the main entrance, to your right will be the Café. We serve hot and cold food, pastries, sweet treats, and hot and cold beverages.



## Main Theatre

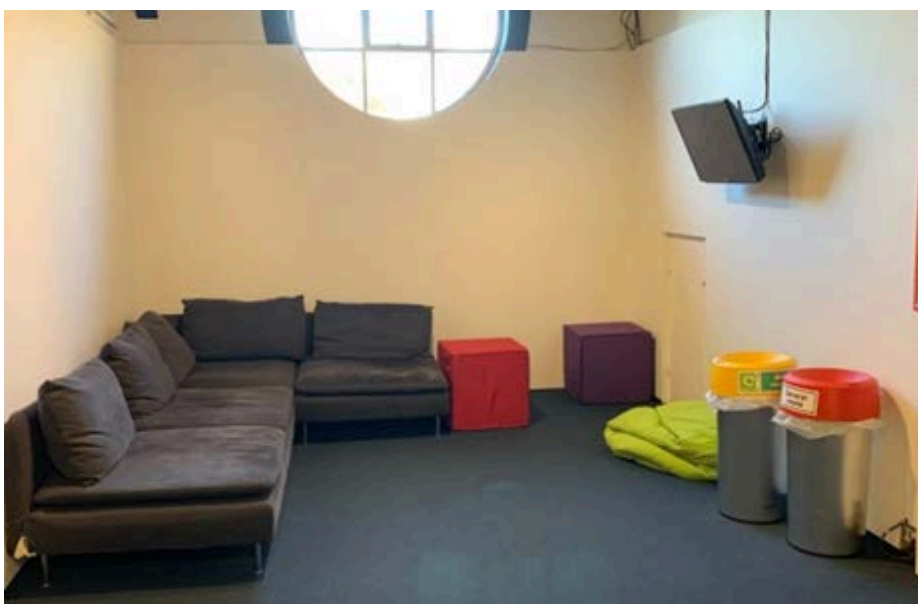
This is where the performance will take place. To get there, you will go up a set of stairs between the Box Office and the Play Den. The Polka Staff will show you where to go, and how to get to your seat.

This show offers a relaxed environment meaning you can move around the space, make noise or leave the auditorium at any time.

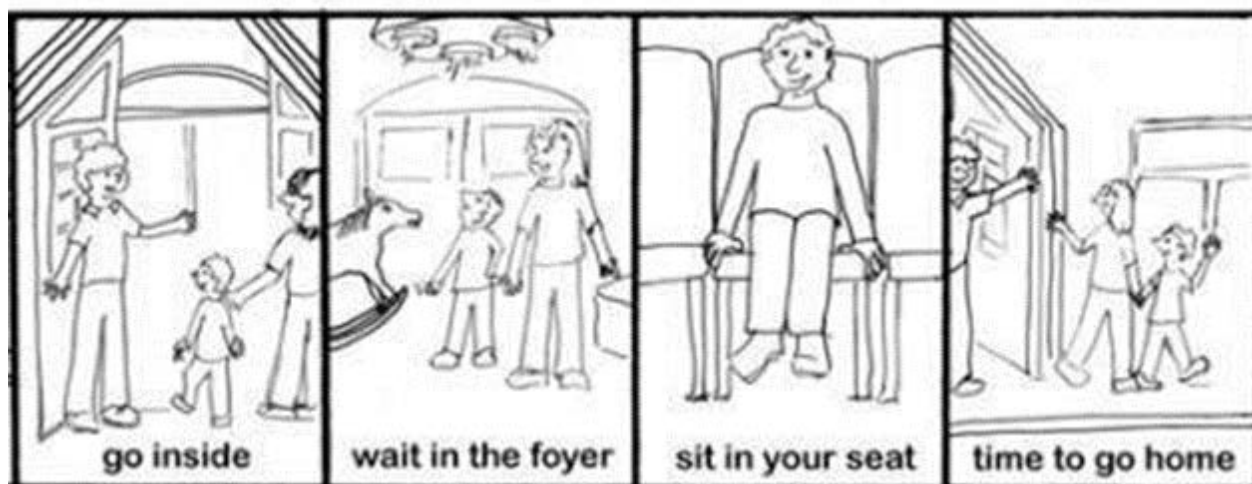


## Chill Out Space

This is located outside of the Main Theatre upstairs. You can leave the theatre at any time and come back in when you are ready. There will be a TV monitor which will relay the live action happening on stage, so you don't have to miss anything.



Picture information strip- this is what you will do when you go inside:



To prepare you for your visit to Polka Theatre we have put together a synopsis - this is to help you to understand the story that you are about to see and prepare you for what to expect during the performance.

The performance will last approximately 60 minutes with no interval.

# Sam Wu is NOT Afraid of Ghosts

This show has 4 actors and some of the actors will play more than one role. The actors playing more than one role will change costumes to represent their change in character.

This is what the characters look like:

**Sam Wu**



**Lucy**



**Zoe**



**Bernard**



**Butterbutt the Cat**



**Pet Shop Owner**



**Na-Na**



**Ralph**





This is the performance space and set as you first see it:



As you enter there will be upbeat, synth music playing at a low level.

There is an arch at the very front of the stage which has vents in the top and cupboards at the side. This will have lights on when you enter.

The whole stage is red and blue and at the front of the stage is Sam's beanbag, rucksack and helmet.

There is a large TV screen at the back of the stage, with a table and seating underneath it. The screen will be lit up red when you first come in.

There are lots of cupboards hidden across the stage that will be opened throughout.



During the show, the actors might interact with you. You are welcome to respond to characters performance, sing along and laugh or smile at any time.



During the show, you might see something that makes you feel sad or scared. You are allowed to feel sad or scared, that is ok.



If you see this symbol, it means there will be a loud or unexpected noise and you can put your fingers in your ears.



If you see this symbol, it means there will be projections, or something visual happening onstage that will help with the storytelling.



If you see this symbol, it means you will hear music or there will be a song.



If you see this symbol, it means you will hear a sound effect coming from the speakers.



If you see this symbol, it means there will be a change in lighting and you can cover your eyes.



If you see this symbol, it means the audience may clap. You can join in, too!

If you are watching our designated Relaxed Performance, some sounds and lights will be reduced or removed, and the auditorium will remain dimly lit throughout. The characters will not approach any audience members.

## Scene 1 - Space Blasters TV Show



The light will go down and the show will start with a projection on the screen at the back of the stage. This is a TV show called Space Blasters. The image you see will be of the 'Ghost King'. He is wearing a skull mask, so might seem quite scary.



The TV will suddenly glitch and you will hear white noise and the lights will flicker. Then the rest of the stage will be lit up more brightly as we are introduced to Sam in his living room.



As Sam tries to fix the TV screen, the face of the Ghost King will appear on it and then disappear quickly. This will scare Sam and he will scream. The TV will then be turned off.





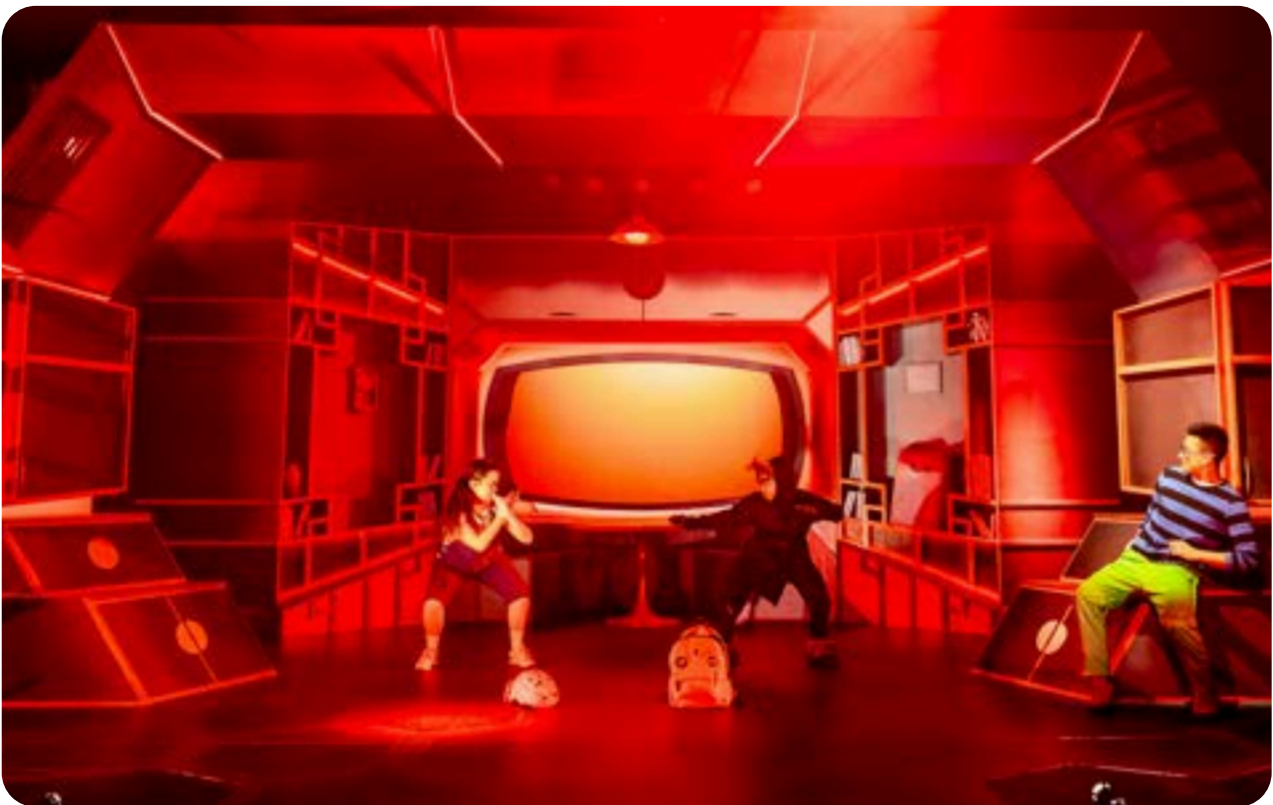
Then we are introduced to Na-Na, who comes to check Sam is okay. You will hear the sound of her oven pinging and she exits to get her cakes ready.



We are next introduced to Sam's little sister, Lucy, and her cat, Butterbutt. We first see Butterbutt as a puppet.



We next see the Ninja version of Butterbutt the cat. For this, the lights will turn red and the 'Mission Impossible' theme music will play whilst Lucy and Butterbutt do a ninja dance. The lights will return to normal after they leave.



## Scene 2 - The Event That Must Never Be Spoken Of, Ever Again



As we enter the space museum, the stage will be covered in projections of purple stars and planets. Three glow-in-the-dark planets will also come down from the ceiling above the stage.



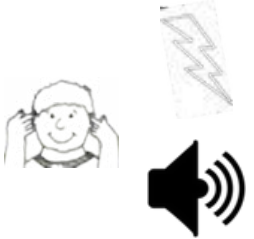
We are next introduced to Bernard and Zoe - Sam's best friends. At this point the lights will become a little brighter.



Bernard and Zoe have never heard of Sam's TV show 'Space Blasters', so Sam explains the story to them. Underneath this, the 'Space Blasters' theme music we heard in the show will be playing at a low level.



One of the Space Museum staff members will then bring out the 'Astro Blast Space Simulator'. This is a small rocket which has a seat inside. For this, the lights will go dark and projections of galaxies of stars will appear all across the stage. The theme music from '2001: A Space Odyssey' will play.



Then, suddenly, the simulator breaks. We hear a big crashing sound and it will light up red.



### Scene 3 - The Unfortunate Incident



We are then introduced to Ralph, Sam's nemesis, who bullies Sam into getting into the Astro Blast Space Simulator. As Sam walks towards it, the '2001: A Space Odyssey' music plays again.

## Scene 4 - Inside the Astro Blast



There will be a blackout and then the galaxy star projections will appear all across the stage again, as we see Sam sat in the Astro Blast by himself. He will turn on the little fairy lights attached to his helmet and so the lights will get a little bit brighter on him.



Sam is scared but then he hears Spaceman Jack's voice reassuring him over the speakers.

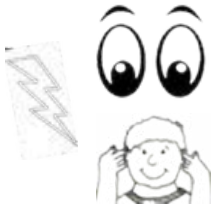


As the Astro Blast begins to work, the lights will turn red and we hear pulsing sound effects and a computer voiceover doing a countdown from 5. There will also be lights pulsing to match the countdown.

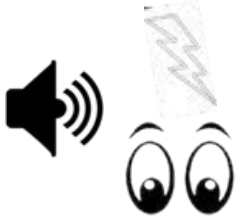


The Astro Blast will start to move and shake, scaring Sam and causing him to scream. There will be smoke coming from the Astro Blast and blue pulsing lights.





Because Sam is scared he starts thinking about the Ghost King, who appears on the TV screen. The lights turn red and Sam screams some more. Then, there will be a short blackout.



When the lights come back up to the star and planet projections, we see that Sam has wet himself because he was so scared. There will be a 'wa wa wa' comedy sound effect, and Ralph will laugh at him.

## Scene 5 - Runaway



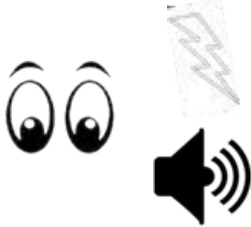
The lights go back to neutral and we're in Sam's house again. He is sat on the floor packing, because he wants to run away due to the embarrassment. Lucy and Butterbutt interrupt him and Butterbutt hisses at Sam.



## Scene 6 - Park Bench



As Sam goes on his adventure to find a new home, 'Here I Go Again' by Whitesnake plays. The lights on the front of the stage will flash neon colours and Sam will walk up and down the stairs of the auditorium.



Tired, he will then sit at the front of the stage on the right, and there will be just a spotlight on him. The music will stop and we will hear birds tweeting. On the front arch of the stage, there will be projections of the sky, to indicate we are now in the park.

## Scene 7 - The Pet Shop Owner / A Dangerous Sidekick



Since Sam decides he needs a pet sidekick for his adventure, we are introduced to the Pet Shop Owner, the lighting will change to a spotlight on him. You will see him open his 'Pet Shop' in the left corner. It will have pretend animals inside. The Pet Shop Owner, will sing an upbeat song about all of his animals. He will also dance.



At the end of the song, as the music gets faster, the lights will begin gently flashing to match the beat of the music.



The song will end abruptly with the sound of a shop bell, as Sam enters.







Halfway through the scene, the Pet Shop Owner will bring on a giant snake crate. You will be able to see inside because it will be lit up.



Scary music will quietly start to play as the crate is brought on.



When the Pet Shop Owner takes the cover off the crate, you will hear the sound of the snake hissing. The lighting will change to be more orange around the crate.



The Pet Shop Owner will open the top of the crate and a little bit of smoke will come out.



When the Pet Shop Owner is listing the rules for looking after the Snake, his pet shop music will play underneath.



He will then put a pretend mouse in the snake tank, to feed the snake. You will hear hissing and squeaking.



When the Pet Shop Owner lists the final rule, scary music will play quietly again.



The Pet Shop Owner's song will play again as he exits with the crate. The lighting will change to a lighter blue colour.



## Scene 8 - The Next Morning



The scene will suddenly shift as Sam's school alarm will sound briefly. The lighting will change quickly from blue to neutral. The back wall will be lit up red.



When the snake gets delivered and Na-Na brings the tank in to Sam, the scary snake music will play quietly again.



When Na-Na leaves and Sam is left alone with the snake, the lights will go darker and the tank will start flashing inside.



Suddenly Butterbutt and Lucy will sneak up on Sam and make him jump. The lights will then return to normal and Butterbutt will hiss at Sam.





Lucy and Butterbutt will then do a short dance to prove they are more interesting than Sam's snake. The lighting will turn pink for their dance and will quickly end when the cooker bell pings.



Towards the end of the scene, when Sam is talking to Fang the snake, we hear lots of snake hisses.



As the scene changes, there will be pulsing blue and pink lights and upbeat, synth transition music will play.



## Scene 9 - Back at School



The school bell will ring to start the scene and Sam will be in a spotlight, whilst Ralph runs around him and taunting him loudly.



The light will return to neutral and trees will be projected onto the front arch of the stage to show we are in the school playground, where Sam invites Zoe and Bernard around to his house.



The school bell will ring to end the scene.



## Scene 10 - Sam's House



Sam starts in a spotlight again, telling the audience the reasons why he has never invited his friends over before. The lights will return to neutral when he has finished.

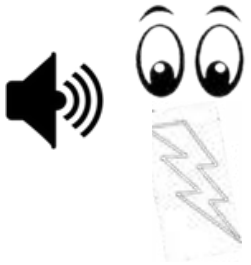


Lucy and Butterbutt come and interrupt Sam and his friends. Sam tells them to go away and Butterbutt will hiss at him as they exit.

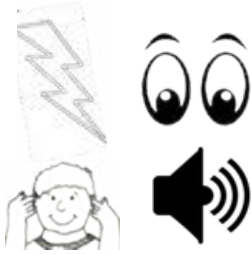


Next, Na-Na comes and serves Sam and his friends some dinner. Gong music will play and the lights will turn yellow. Na Na will perform a short sequence with a large knife to cut up the food.





After dinner, Sam and his friends will sit on bean bags at the front of the stage to watch 'Space Blasters'. The video will appear on the large TV at the back of the stage. The lights will turn blue and there will be loud spaceship noises.



At the end of the video, the Ghost King will appear. The video will end with a large bang and the stage will go to blackout (all the lights will go out). The screen at the back will stay red.



## Scene 11 - There's a Ghost in the House



Sam and his friends will scream because of the blackout. Na-Na will enter holding a candlestick, saying she will fix the lights.



Suddenly Sam and his friends hear a strange scratching sound from somewhere in his house. The scary snake music will start playing again and the scratching will get louder and louder.



Sam and his friends believe it must be the Ghost King who is making all the noise and this causes them to scream.



They try to calm down but the noises keep happening and so they scream again and run around the stage.



Suddenly, a big 'thud' will come from Sam's cupboard at the back of the stage. Sam decides to look in the cupboard and try to catch the ghost.



When they open the cupboard, all of Na-Na's jumpers fall out on top of them. At the same time, the lights will come back on. This is accompanied by the sound of white noise to indicate the lights working again.





After tidying up the jumpers, the three friends begin to think there is no ghost after all. However, just then, the TV screen flickers and we hear a ghostly sound effect. The lights will also flicker. This makes the group believe there still is a ghost in the house.



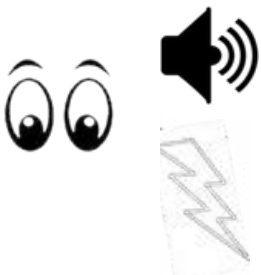
Whilst Sam and Bernard are trying to make a plan to catch the ghost. Zoe realizes Fang the snake's tank is open and he's gone missing. We hear a 'dun dun dun' sound effect whilst the lights turn red.



## Scene 12 - The Plan



The next scene starts with the school bell ringing. A spotlight lights Sam while he talks about the research he has done on catching ghosts.



The school bell rings again as Zoe and Bernard greet Sam. The lights will come up to neutral and the school playground trees will be projected onto the front of the stage arch.



After the group announce themselves as Ghost Hunters to Ralph, they all quote a line from 'Space Blasters'. When they do this, a spotlight will be on them. As they all smile in unison, we hear a 'ding' sound effect.



As the scene changes, we hear the transition music again the lights will pulse blue and pink.



## Scene 13 - A (Very Brief) Introduction to Ghosts



Back in Sam's house, Bernard explains his ghost research. He has made some drawings of each type of ghost, which appear on the screen at the back of the stage.



The group create a 'Ghost Catwalk' to show off each type of ghost. When this starts, the lights will pulse pink as catwalk music is played and Bernard will announce each ghost using a microphone. Sam and Zoe will walk out pretending to be the ghosts, with white sheets over their heads.





Sam stops the catwalk, asking why none of the Ghosts sound friendly. The lights will return the neutral, the music will stop and Sam and Zoe will take the white sheets off.



Bernard suggests that, to catch the ghost, they need to think like a ghost. The catwalk music play briefly before being interrupted by Sam, who thinks they need a better plan.



## Scene 14 - The Master Plan



Sam announces he has a 'Master Plan' and begins to sing a song explaining it. The TV will show a screen saying 'The Master Plan' and the lights will turn blue, pulsing in time with the music. Every time they sing each step (Step 1, Step 2 etc...) the lights will flash once. You can clap and dance to this song if you would like to.



Towards the end of the song, some blue spotlights will shine over the audience for a short amount of time. When the cast sing 'bam!' the lights will flash quickly.



The song will abruptly finish and the lights will go back to neutral.



The three friends sit under the table at the back of the stage, waiting for the ghost. The lights will go a little darker and we hear the sound of a clock ticking.



As they begin to taunt the ghost, we hear a banging sound. The scary snake music will play again as the banging gets louder. We also hear a 'whoosh' sound effect.



Because they think the ghost is near, they try and throw flour at it. However, Sam accidentally throws flour over his Na-Na instead. The lights will become brighter when he realizes his mistake.



Transition music will play, and the lights will pulse pink and blue as the scene changes.



## Scene 15 - The Bake Off!



The lights come back up to show Sam and his friends tidying up the flour and honey. Lucy asks if she can join the hunt for the ghost. When Sam finally agrees, she and Butterbutt do a celebratory dance. The lights will turn pink and upbeat music will play.



The hunt for the ghost resumes when they hear a clanking sound. The lights will turn red as they try to catch the ghost.



Sam and his friends will run round around the stage and the auditorium shouting and throwing 'flour' (which is actually little bits of paper), they may throw some of this into the audience, it might land on you. Some paper may also fall from the ceiling, this also might land on you and the rest of the audience. The lights in the auditorium will come up during this.

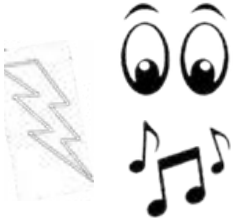


Lucy then hears the noise coming from the vents at the front of the stage, so she opens it.

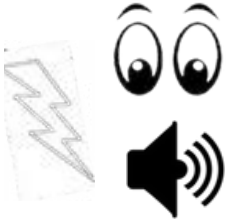


Whilst Lucy has her hands in the vent, we hear the clanking sound again. The stage will go very dark and the vent will light up red. Sam will also be in a spotlight as he realizes he must save his sister.





As Sam goes to save Lucy, he will be moving in slow motion, with the 'Chariots of Fire' theme music playing. The lights will become a little brighter and there will be some orange lights pulsing.



When Sam reaches Lucy, she will have a small pretend snake in her hand. We will hear the white noise sound effect and the lights will return to neutral. Sam and Lucy will stop moving in slow motion.



When they realize it was the snake causing the strange noises, they try to figure out what was causing the lights to go out. We hear the cooker 'ping' and the lights flickers, with a white noise sound effect. The friends realise that the cooker was causing the blackouts



The scenes ends with the friends still trying to figure out if there really was a ghost. The scary snake music will play for a short time, before the lights begin pulsing pink and blue, and synth music starts to play.



## Scene 16 - Show and Tell



The school bell rings and the stage lights up with projections of tree branches, showing us we are back in the school playground. Sam, Zoe and Bernard tell Ralph about their adventures, and say they will help Ralph catch the Zombie Werewolf in his basement.

## Scene 17 - Ghost Hunters



As the show comes to a close we see a home-made video on the TV screen of Sam and his friends ghost-hunting. The lights will flash and upbeat synth music will play.



We then hear the 'Ghostbusters' theme, as Sam, Zoe and Bernard re-enter the stage in their ghost hunter jumpsuits. The lights will continue flashing as the group sing their ghost hunter song. You can sing, dance and clap along if you'd like.



On the screen and on stage the group will also have 'Turbo Ghost Catcher 3000s' - which look like toy water pistols.





The song ends abruptly when the TV cuts out and we hear white noise.



However, Sam and his friends aren't afraid this time, we see them all smile in unison as we hear a 'ding'.

The End.



The show has now finished. Everyone will clap their hands, which is to show the actors and production team that they have enjoyed the performance.



Thank you for coming - we hope you enjoyed the show!

### Discover Polka Theatre

Whether you're seeing a show or getting creative in a workshop, relaxing in the Café, or exploring our free-to-access indoor and outdoor play spaces, there's something for everyone at Polka.

Connect with us on social media [@polkatheatre](https://www.instagram.com/polkatheatre)



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