



Treatment dotMaze: Get Lost!

dotMaze: Get Lost! is an interactive, theatrical, comedic installation. It plays for four hours per day, divided into 2 x 1.5 hours and 1x1 hour sessions. The audience spend as much time as they like inside the Maze.



The first thing the audience knows is that a green-hedged Maze has sprung up in their urban environment.

As they wait to go in they hear the sounds coming from the Maze. A living, breathing thing, it awakens, using a multi-layered soundscape which can clearly be heard from the outside, causing excitement and speculation.

Once inside, turning corners you may reach The Family, happily trapped in a dreamlike English summer from the 1950's. Father, Mother, their children Peter and Jane, and their Red Setter dog, Pat. *{Note: These characters are based on the UK Ladybird books Peter and Jane. The North American equivalent to Dick and Jane. They were used as a tool to teach children to read. There are International versions of these books}*. With the aide of the *Peter and Jane* books we take the audience into this dreamlike world; playing ball, playing with Pat the Dog, going skipping, eating jammy rolls, and learning to read with Mother.





You may meet the Tea Cup and Tea Pot. These appear as static topiary, but are actually playful creatures that dance and cause mischief with the audience, and with the other characters. The Tea Pot may even pour you some tea from her spout. These creatures will block passageways and refuse to move until you work out the password.

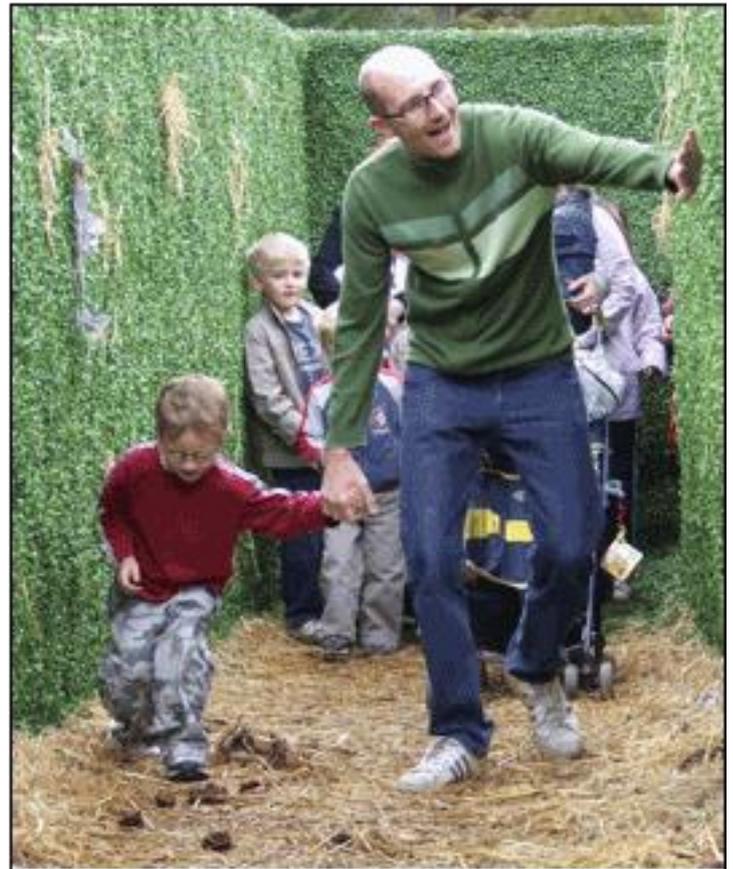
There is also Roger Hammond, carrying a broken megaphone and a list of people who have been lost in the maze. As the story goes, when the Maze was first grown, Roger was a helpful Maze guide, but after many years Roger has forgotten the way out. Still helpful but entirely misdirected, Roger will lead the audience to various dead ends.



The Hedge Lady lives by her fire and offers all whom she deems fit a piece of lucky hedge to protect them as they travel. She will sing you on your way with songs of the hedge, causing mischief and confusion.



The Gardener lives in his shed in the garden, although you may not find him home, as he loves to wander the Maze himself. A visit to see him may lead you somewhere unexpected. He never speaks, but he can show you the many treasures he has collected. Once inside his shed he may lock you in, and sometimes there will be quite a crowd! After a prolonged silence and a lot of peering, the Gardener will open a secret door in the back of his shed and there you will exit...



Once outside the shed there is no going back. You now hear the sounds and smells of the Minotaur. All around you is straw and bones and rags. In front of you is a corridor of hedge and behind one wall the Minotaur is raging and snorting. Hurry down the corridor to escape, but be careful as the Minotaur is hurling his rubbish over the hedge! Turn at the end and look back. A small window will reveal that the Minotaur is nothing more than an ordinary man with sound effects and fakery, shaking the hedge wall.

In a further corner of the Maze is Ariadni, the Spider Woman, based on the character from the Greek myth of Theseus and the Minotaur. Once you are trapped in her web she will ask you to choose a card. She holds cards for each character in the Maze:

- It could be Peter and Jane - ask them to take you to the Hill (a miniature Hill that you climb, and once on top you look over the Maze and discover the mini-world which exists on top of the hedge. There is a railway line, the Taj Mahal, and many other worlds hidden away on the top of the Maze...)

- If you choose Father's card you will be asked to find out his secret. (The secret is a hidden place in the Maze, a fairy ring, and if you believe hard enough the Fairies will appear and grant wishes.)
- If the tea pot or tea cup cards appear you will be told to go and dance with them or ask for a cup of tea.
- With the Hedge Lady's card, you may go and ask for some lucky hedge.
- If the Gardener's card is chosen, you are told to mind your head.
- When the Minotaur's card is chosen you will be told the tale of Theseus and the Minotaur. Ariadni will tell you to go and find the half-man, half-bull Minotaur but she will tie wool to your wrist so you won't get lost.
- Choose The Family card and you will be invited to go and join them for a picnic.



All this happens in any order, or none.

Each time you enter the Maze you will have a different experience; see something you didn't notice last time.

Characters change and move.

Enter...