



Sensory Guide

This guide highlights auditory, visual, and emotional sensory impacts within the performance. Please note that content notations contain minor spoilers. Sometimes, the magic of live theatre means unexpected things will happen, and not all moments can be accounted for.

Approximate Run Time

Act 1: 60 Minutes

Intermission: 15 Minutes

Act 2: 60 Minutes

Total: 2 Hours and 15 Minutes

Show Synopsis

It's 1979, and New York's hottest A-listers are lining up for the opening of a floating casino and discotheque. Also attending is a faded disco star, a sexy nightclub singer with her eleven-year-old twins, a disaster expert, a feminist reporter, an older couple with a secret, a pair of young guys who are looking for ladies, an untrustworthy businessman, and a nun with a gambling addiction. What begins as a night of boogie fever quickly changes to panic as the ship succumbs to multiple disasters, such as earthquakes, tidal waves and infernos. As the night turns into day, everyone struggles to survive and, quite possibly, repair the love that they've lost... or at least escape the killer rats.

Relaxed Performance

Saturday, April 4 | 7:30 p.m.

A **Relaxed Performance** is an inclusive theatrical experience designed to be welcoming to individuals with neurodiverse needs and those attending with them. Along with offering a few technical modifications and support materials, this supportive environment provides an opportunity to participate in live theatre in a comfortable setting. As the name suggests, these performances are less formal and more supportive of sensory, communication, movement, and learning needs. At no time will anyone be asked to leave the performance due to sound, movement, or behaviors related to differing cognitive/developmental abilities. This is a judgment-free environment.

- House lights will remain on at a low level throughout the relaxed performance.
- The last row of the center section will be clear for pacing and movement
- A quiet space is available in the Scott Lobby for our audience members who may need it.
- Sensory kits are available at our Box Office.



General Sensory Considerations

DISASTER! is a fast-paced comedy musical parody of 1970s disaster films.

- Dimmed lights and frequent scene transitions with music
- Sudden loud sounds (explosions, alarms, rumbling) and actors shouting
- Characters may simulate injuries, death, or danger throughout the show
- Simulated disasters (earthquake, storms, fire) with flashing/strobe-like lighting
- Fog, haze, and smoke effects used throughout
- Rapid light changes and darkened stage moments
- Strong language and emotional panic/comedic “danger” scenes
- Finale includes multiple disasters happening at once (played for humor)
- The show is a comedy, so many moments are meant to be funny
- **Even though the disasters look scary, the actors are safe and pretending**



Sensory Impact Key



Auditory



Visual



Emotional

DISASTER! Sensory Guide (ACT 1)

Sensory Impact

Description

PRESHOW



Audience enters the theatre while 1970s-style music plays.



Sounds of the pit band warming up or tuning their instruments may be heard before the show begins.



RELAXED PERFORMANCE ONLY: Before the show begins, there will be an in-person curtain speech.



A prerecorded speech is played. During the speech, actors will begin to enter.

ACT 1, SCENE 1



House lights fade out completely as the first song begins at all performances except for the Relaxed Performance, where house lights will remain on at a low level. Music underscores the opening.



70's style phone ringing before HOT STUFF.



HOT STUFF

ACT 1, SCENE 2



Theatrical haze may be visible.



TRANSITION: Stage darkens, music plays.

DISASTER! Sensory Guide (ACT 1)

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Impact

Description



THE LORD'S PRAYER



TRANSITION: Stage darkens, music plays, set shifts.



Emotional dialogue, but mostly comedic. Some arguments between different characters. Actress pushed/ Falls to the floor



Tremor is heard and earthquake is symbolized onstage. Characters are frightened and upset.



SATURDAY NIGHT



The casino ship opens with a large party. There's loud disco music, bright colorful lighting, and large ensemble dancing.



An argument between a few characters, along with the mention of death.



TRANSITION: Stage darkens, music plays, and set shifts.



DO YOU WANNA MAKE LOVE?



Toilet flush and loud crash as tray of drinks is dumped into a garbage can.

DISASTER! Sensory Guide (ACT 1)

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WITHOUT YOU



TORN BETWEEN TWO LOVERS



Tremor is heard and earthquake is symbolized onstage. Characters are frightened and react to the tremor.



Character mimicks being drunk and argues with another character about love.



Bottle is thrown offstage and is heard breaking.



Doll is shown decapitated, and the head is thrown offstage, causing another crash.



I AM WOMAN / THAT'S THE WAY I'VE
ALWAYS HEARD IT SHOULD BE



TRANSITION: Stage darkens, music plays, and set shifts.

ACT 1, SCENE 3



Some characters are upset and scared about the possibility of an earthquake. There's mention of death and grief.



Tremor is heard and earthquake is symbolized onstage. Characters react to the tremor and are thrown off balance.

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MOCKINGBIRD



The ensemble breaks into a large dance party. There's loud disco music, bright colorful lighting, and ensemble dancing. Actor is chased around for comedic effect.



TRANSITION: Stage darkens and music plays.



STILL THE ONE



TRANSITION: Stage darkens and music plays.



NEVER CAN SAY GOODBYE / TORN BETWEEN TWO LOVERS



Sad music underscores a discussion about grief and the death of a character's wife.



FEELINGS

ACT 1, SCENE 4



FEELS SO GOOD

DISASTER! Sensory Guide (ACT 1)

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Shirley discusses being sick and dying in a few weeks. She implies suicide as a way to go instead.



Tremor is heard and earthquake is symbolized onstage. Characters react to the tremor and a piece of set breaks.



TRANSITION: Stage darkens and music plays.



KNOCK ON WOOD



Characters are scared and begin running around onstage, yelling and arguing with each other.



HAWAII FIVE-O



An earthquake is heard, and pieces of the set begin falling apart. Characters simulate stumbling and falling.



A wire falls to the ground, and the chef grabs it. He is electrocuted and dies.



END OF ACT 1: Curtain down, house lights brighten.

INTERMISSION



Recorded music plays during intermission.

DISASTER! Sensory Guide (ACT 2)

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ACT 2, SCENE 1

House lights dim, music plays, and the curtain rises.



HAWAII FIVE-O / ALL RIGHT NOW



Scott is shown injured after being impaled by the slot machine arm.



A chandelier falls on a character and kills her. She is then dragged offstage.



Two characters lose a tooth but the situation is handled comically.



TRANSITION: Stage darkens, music plays, and set changes.



Characters are shown injured and discuss different deaths that occurred during the earthquake. A few argue.



TRANSITION: Stage darkens, music plays, and set changes.



Character blindly stumbles around looking for help & is ignored by 2 other characters.



THREE TIMES A LADY



Characters discuss recent deaths. One holds a dummy, and the other has several different body parts.



Body is heard splashing into the sea. Body parts are then heard splashing into the sea.

DISASTER! Sensory Guide (ACT 2)

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ACT 2, SCENE 2



Sister Mary is upset and discusses wanting to die because she feels the disaster is her fault. The ceiling collapses while they talk and nearly kills them.



TRANSITION: Stage darkens and music plays.



Characters are panicked, searching for "Ben", and in search of lifeboats. There is running, screams, and loud sounds.



"Ben" is found but needs medical attention. He is rushed to the infirmary, which is on fire. It is feared that "Ben" has died.



BEN



"Ben" is given a shot of medication (insulin) and sits up signalling he is well. Characters are joyous.



Characters are in a lifeboat and scared about an incoming tidal wave, afraid they are going to die.



Chad dives into the water and a splash is heard. He can be heard swimming back to the boat.



BABY HOLD ON TO ME



Chad and Marianne see the tidal wave and are scared, worried they are going to die.

DISASTER! Sensory Guide (ACT 2)

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ACT 2, SCENE 3



The tidal wave can be heard approaching. Lights flicker in response. The characters are scared and scream.



The tidal wave can be heard crashing into the ship. The lights flicker on and off. Characters are strewn about.



A character (prop dummy) falls to their death, and the group covers them with a tablecloth.



25 OR 6 TO 4



Explosions are heard throughout the song, and the characters scream. They worry about the possibility of dying.



Lights flicker on and off.



Chad is bleeding and Marianne helps him. They discuss missing each other.



TRANSITION: Stage darkens and music plays.



Levora can't find her dog, Baby. While she's looking for her pet, a large explosion is heard.



Tony and Ted argue about the death of other characters. Meanwhile, Marianne and Chad argue about their love.



SKY HIGH

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TRANSITION: Stage darkens and music plays.

ACT 2, SCENE 4



Jackie, Ben, and Lisa are hanging from a wall. The two kids believe they'll never find a father who loves them.



WHEN WILL I BE LOVED



Ted faces his fear of heights to save Jackie, Ben, and Lisa. Music underscores as he saves them.



Doors are heard opening and slamming shut. Rats are heard squealing and appear for a second.



DON'T CRY OUT LOUD



Tony is shown sinking under the water, before being attacked by sharks. He screams in fear and pain.



Jake is bit by piranhas and pulled under water. Chad pulls his skeleton out of the water.



TRANSITION: Stage darkens and music plays.



COME TO ME

DISASTER! Sensory Guide (ACT 2)

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TRANSITION: Stage darkens and music plays.

ACT 2, SCENE 5



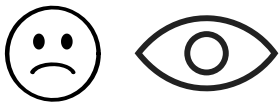
I'D REALLY LOVE TO SEE YOU TONIGHT



A piranha jumps up out of the water and scares Marianne.



TRANSITION: Stage darkens and music plays.



Two fake sharks are shown biting Tony's arms for the rest of the production.



I WILL SURVIVE



Characters fear of rising water and deadly piranhas.



KNOCK THREE TIMES



Trapped characters communicate "S.O.S." using Morse Code through a series of tap dancing steps.



A FIFTH OF BEETHOVEN

DISASTER! Sensory Guide (ACT 2)

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YOU'RE STILL THE ONE - REPRISE



Shirley collapses exhausted, and sings one final song with Maury before dying.



REUNITED



Explosions are heard from both sides of the stage.



Characters are scared of drowning or burning alive.



MUSKRAT LOVE



A candle is used to provide light. The candle is not real.



Characters are attacked by rats. They try to escape into an elevator. Lights flash off and on.

ACT 2, SCENE 6



Another explosion is heard. Characters escape through a trap door.

DISASTER! Sensory Guide (ACT 2)

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Impact

Description



DAYBREAK



Sounds of a helicopter, which has come to the rescue.



HOOKED ON A FEELING



Characters are taken to safety.



TRANSITION: Stage darkens and music plays as cast exits.

CURTAIN CALL



Stage brightens as cast returns for curtain call. Music plays. The audience will likely applaud and cheer loudly.



BOWS



EXIT MUSIC (NEVER CAN SAY GOODBYE)

END OF SHOW