

Same Time



Next Week

A PUPPET MUSICAL ABOUT D&D AND CANCER

Book, Lyrics & Directed by
Scott McArdle

Composed by
Jackson Griggs

We acknowledge that our show takes place on the unceded lands of the Whadjuk Noongar people.


We pay our respects to Elders past and present, as well as extend that respect to all First Nations People who are here with us tonight.

Always was, always will be Aboriginal land.

**The
Blue Room
Theatre**


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CITY OF PERTH
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Synopsis

Mark has leukaemia.

Between chemo and hospital visits, he has only one wish: to play Dungeons & Dragons. Enter Drew, Digby, and Liz – his loyal friends who have no clue what they're doing. Together they dive into the world's most beloved game and are forced to face goblins, necromancers, sexy lizards, and their own mortality – one week at a time.



Filled with DIY stage trickery, toe-tapping songs, and an ensemble of Perth's best puppeteers – Same Time Next Week is a love letter to the friends we lean on and the importance of recapturing the love of play as adults.





A note from the Writer-Director

I love games.

Board games, theatre games, card games, video games, drinking games, and, yes of course, tabletop roleplaying games (TTRPGs).

There is something inherently theatrical to TTRPGs: the funny voices, dedication to character work, a game master holding the strings of the world and narrative together.

You can see how a 14-year-old (who was described in school reports as having an "overactive imagination") lover of D&D could go on to become a writer and director.

And despite being a game master for more than half-my-life, I couldn't tell you the intricate details of my campaigns nor the names of every character or town I created. But I vividly remember the face of every new player I've inducted into the TTRPG world, the shock in the room when one player betrays the others, the nervous laughter during a romance scene, the utter triumph (hooting and hollering) at a perfectly timed Nat 20.

And I'll never forget playing one last solo session in a hospital room a decade ago. I hold that very close to me.

I love these games because they're not just games. Not to those who play them. They're memories, stories, that we tell with those we love.

I hope that our little musical inspires you to go out there and make beautiful, silly, meaningful memories with your friends. Life is short but love never ends in memory.

-Scott



A note from the Puppetry Directors

We are passionate about puppets. There's a magic that we all seem to want to believe in, when an inanimate object is brought to life. It's open and playful.

Growing up, there were myriad puppets on TV: from Agro to Mr Squiggle, from The Ferrets to that faceless monster in Lift Off. There is a great history of puppetry in Australia, puppets that raised us. We believe it is time to return to an era of openness and play.

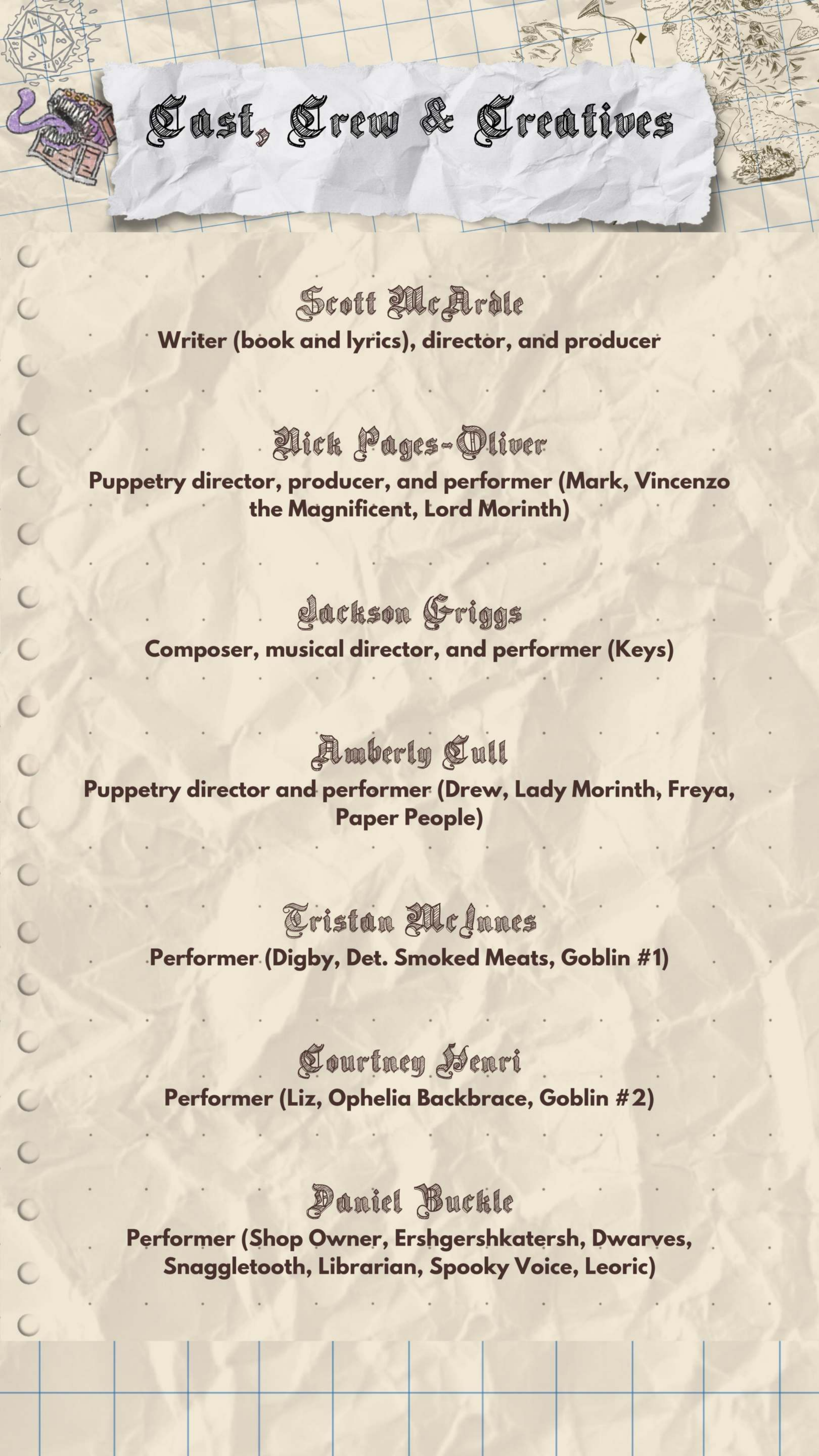
STNW is hugely ambitious, with a thousand moving parts. Our cast has incredible puppetry instincts and manipulated every character in such delightful and surprising ways. It has been inspiring to watch them find the tricks, quirks and limitations of each puppet, designed and built by Bryan Woltjen and Jesse Wood.

STNW is the sort of theatre show we'd love to see. We want to share the magic of puppets with anyone and everyone— tap into that innate desire— we all want to believe in something.

Welcome to the start of the puppetry renaissance.

—Nick and Amberly





Cast, Crew & Creatives

Scott McArdle

Writer (book and lyrics), director, and producer

Nick Pages-Oliver

Puppetry director, producer, and performer (Mark, Vincenzo the Magnificent, Lord Morinth)

Jackson Griggs

Composer, musical director, and performer (Keys)

Amberly Cull

Puppetry director and performer (Drew, Lady Morinth, Freya, Paper People)

Tristan McInnes

Performer (Digby, Det. Smoked Meats, Goblin #1)

Courtney Henri

Performer (Liz, Ophelia Backbrace, Goblin #2)

Daniel Buckle

Performer (Shop Owner, Ershgershkatersh, Dwarves, Snaggletooth, Librarian, Spooky Voice, Leoric)

Bryan Woltjen

Set design concept and Puppet designer/maker (Vincenzo the Magnificent, Ophelia Backbrace, Det. Smoked Meats, Librarian)

Jesse Michael Wood

Puppet designer/maker (Snaggleteeth, Lady and Lord Morinth, Freya, Ershgershkatersh, Goblins, Skeletons)

Kristie Smith

Lighting designer

Shannen Moulton

Stage manager

Rosalie Schneider

Costuming, props, scenery, and puppet maker (Paper People and Dwarves)

Maddi Asquith

Producing assistant and collaboration liaison

Stella Potter

Scenery and props assistant



Grace Johnson
Vocal Coach

Sam Knox
Scenic artist

Andrew David and Anna Sheehy
Set builders (puppetry tables)

Jordan Lee
Set builder (puppetry booth)

Barnabas Le Grand
Puppet maker (Leoric)

Naomi Gors
3D printer





Special Thanks

**The Blue Room Theatre
(Bri, Pete, Sim, Julia, Ayo, Sukhjit, Joel, and Matt) and their
casual staff and volunteers for being the champions of indie
theatre in Perth and our heroes.**

**The Department of Local Government, Sport, and Cultural
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our big bold ideas.**

**Spare Parts Puppet Theatre (especially Philip, Katie, and Mon)
for their development support in the early years.
All of our local retailers and streamers who donated prizes or
promoted our show.**

**Rhi Walker for her initial work on puppet costumes.
Jack Maher for his contributions to the music in the early days.
John King for bumping our set in and Tim Brain for equipment
loaning.**

WA Ballet for equipment loaning.

Kate, Anthony, Rachel, and Georgia for painting and wine.

Johnny Ma for speedy map dropoffs.

Will Gammel for sandbags.

Magnets for saving the day.