



Presents

# THE WRONGWAY ROUND

## Start Here

A Complete Guide for Directors,  
Cast and Crew.

# Welcome

Thank you for choosing 'The Wrong Way Round', a frightfully funny musical for young people!

We have divided this guide into two helpful parts:

## 1. Quick Overview

A ten minute read to quickly get you acquainted with The Wrong Way Round, answering common questions and showing you the fun to come!

## 2. Building Your Show

A comprehensive guide that your team can dip into whilst preparing your show.

Remember, we're here to help you at every stage. Throughout this guide, there are clickable links in [blue](#) to point you in the right direction. You can also contact [support](#) at Musicline, where our staff are present during UK office hours to respond to any questions you may have.

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# **Part 1**

## **Quick Overview**



## FAQS

*What age is 'The Wrong Way Round' suitable for?*

- *Viewing*  
Any age.
- *Singing and minor speaking roles*  
Recommended seven years or older.
- *Main speaking roles*  
Recommended nine years or older.

*Is 'The Wrong Way Round' suitable for sensitive or nervous performers / audiences?*

Yes. The story is a comedy, science-fiction mystery, similar in tone to 'Scooby-Doo', with some mild, funny scares and friendly monsters!

*Is 'The Wrong Way Round' suitable for faith schools?*

Yes. It is multifaith-appropriate and religiously non provocative.

*Is 'The Wrong Way Round' based on the 'Stranger Things' Netflix TV series?*

No. 'The Wrong Way Round' is designed for family audiences and young performers, whereas 'Stranger Things' is made for teenagers or older. Fans of the TV series will probably enjoy some of the similar influences in 'The Wrong Way Round', but viewing of 'Stranger Things' is not required and certainly not recommended for children until they reach the appropriate age determined by Netflix. 'The Wrong Way Round' is not a direct adaptation or parody of 'Stranger Things'.

*Can an entire school perform 'The Wrong Way Round'?*

Yes. There are several non-speaking roles that can be multiplied, infinitely, to accommodate large cast sizes.

*Can a single year group / class / small group perform 'The Wrong Way Round'?*

Yes. We offer detailed instructions on how to reduce the number of required performers to as few as 25.

*Is 'The Wrong Way Round' good for school leavers?*

Yes, it is ideal as a last 'hurrah' for adolescents moving onto the next stage of their education, with some of the story elements and songs accommodating this theme.

*I've seen that 'slime' is mentioned in the story. Isn't this a health and safety risk?*

With our extensive, first-hand experience of working in schools, we have, of course, thoroughly researched dry methods that don't create lots of mess and risk safety! In short, we recommend using dry costumes, makeup and props, - all readily available from online retailers or probably already lurking in your parent's homes or in your resource cupboard! Our audio albums include some very convincing sound effects to assist with the effects!

*How does our school / theatre group go about licensing 'The Wrong Way Round' for performances and recordings?*

Our licensing system is simple and cost-effective for groups of all sizes. On our [pricing page](#) you will find all the detailed information you need to proceed with obtaining the necessary rights for your performance or you can contact [support](#) here.

*If I have any more questions, what do I do?*

If you still need help after reading the included materials, you can contact [support](#) here.

*I'm keen to get started. What do I do now?!*

Head onto the next section, where we'll set the scene and explore the exciting world of 'The Wrong Way Round!'

**CONCEPT**

For maximum flexibility and fun, 'The Wrong Way Round' is set in a fictional universe which is slightly different to our own and adaptable to the needs of your specific production!

**PLACE**

The action takes place in the small town of 'Ennville', in an unspecified country in the Western World. The idea of the Ennville name is that it can be anywhere you want it to be.

However, if you want to give your production a more local flavour, the script can be easily adjusted to reflect this without affecting the story. You could, for example, keep 'Ennville' as the name of the town, and set it within your local county.

**TIME**

'The Wrong Way Round' is set in the present day, with a smattering of 1980s and 1990s pop culture.

**PREMISE**

The 'Enn-Elite Investigators', a group of inquisitive, young classmates, are having a quiet final term before moving up to High School. However, when their teacher disappears and unfamiliar faces intrude, the team tackles the case and delves into a dimension of mysterious mischief!

'The Wrong Way Round' is a hair-raisingly hilarious, musical mystery adventure, oozing nostalgic charm across generations! The intriguing plot, loveable characters and slapstick set-pieces will tickle and grip all ages, while the spine-tingling songs will ignite every performer's inner pop star.

Hitmaker, Steve Tifford, ('Shakespeare Rocks' and 'The Island That Rocks!') teams up with acclaimed mystery writer, Ben O'Hare, to bring you the ultimate school leavers' musical!

## FREE RESOURCES

There are several FREE digital download [Resources](#) available from 'The Wrong Way Round' page on the Musicline website. They include:

- **Start Here.** This document.
- High-resolution images:
  - **'The Wrong Way Round' Logo**
  - **'The Wrong Way Round' Portrait Poster**
  - **In-Story Logos** for Ennville Primary School, The Ennville Eagles, Clawhammer (plus associated materials), Zinnistar Research and a Pumpkin logo for Miss Sharman's laptop computer.
  - **Illustrations** of the main characters.

## PURCHASABLE RESOURCES

You can find more details of these on ['The Wrong Way Round'](#) page of our website. We recommend checking this regularly throughout your production journey, as new materials become available and existing ones are improved. You are entitled to free updates of all materials you have purchased during the time that your [performing licence](#) is valid.

Our [Purchasable Resources](#) include:

For Directors, Instructors and Pupils:

- **Script.** Available as an editable Word Doc, PDF, or print version. Includes photocopiable song lyrics.
- **Sing it!** Our online / downloadable, karaoke-style song lyrics platform.

Available as mp3 downloads or audio CDs:

- **Learn it!** A complete audio readthrough of the script and songs. Watch our video about this [online](#).
- **Backing Tracks Album.** Includes all the songs and other audio used in the show, plus isolated sound effects for use with live backing musicians if you have them. (Due to storage limits inherent with CDs, the isolated sound effects are NOT included on the physical CD edition. However, you can download all of the sound effects for FREE from our [Resources](#) area.)
- **Vocal Tracks Album.** Has the same track listing as the Backing Tracks Album, but contains guide vocals for all the songs.

For Directors, Crew and Musicians:

- **Project it!** Beautifully drawn, high-resolution, projectable backdrops. Watch our video about this [online](#).
- **Piano/Vocal Score.** For music specialists who wish to provide a live piano accompaniment during rehearsals or performances.

**NEXT STEPS**

'The Wrong Way Round' is a joy to learn, and getting to know the show with your cast and crew is all part of the fun! You can, of course, do this in any way you like. However, we suggest the following:

**1. Acquaint Yourself with the Script and Songs**

Enjoy the story, songs and music on a broad level to begin with. We provide plenty of detailed help with all the practicalities later in this guide, and you also have our [support](#) team ready to assist you. A brilliantly efficient way to experience a readthrough of the show is by using our '[Learn it!](#)' tool. This really helps to get your imagination going!

**2. Introduce Yourself to the Show**

As part of a group readthrough of the script, 'Learn it!' is also great for demonstrating to your cast how the characters' lines can be performed. This is fantastic fun as a classroom literacy activity!

**3. Get Your Crew Onboard**

Assemble your production team and go through this guide with them. By involving them at this early stage, you can give your team plenty of time to make suggestions and prepare for the performance. Remember that this guide can be downloaded by anyone, for free, from our [Resources](#) area.

**4. Explore Additional Materials**

We've touched upon these earlier. Before you begin your production journey in earnest, take a closer look at our [Free Resources](#) and [Purchasable Resources](#) on 'The Wrong Way Round' page of the Musicline website with your team. You'll be amazed at how much time these tools will save everybody!

**5. Commence Casting, Learning and Rehearsals**

Begin learning the songs with your cast. You can start this right away, whilst continuing to plan everything else. The rest of this guide is packed with helpful hints and details on every aspect of 'The Wrong Way Round'. It is designed as a handy reference to be dipped into as required. There is no need to read everything right now (unless you want to). We suggest keeping this guide handy as you study the script.

We're confident that you and your team will find your feet in no time, with most of your questions being answered in this guide. However, in case we haven't thought of something, please do [get in touch](#) if you need more help!

# **Part 2**

## **Building Your Show**

## LEARNING THE SONGS

'The Wrong Way Round' has a set of very catchy and easy-to-learn songs, produced by hit songwriter Steve Titford. All the songs feature melodies that your cast can comfortably sing together. There are also some optional solo parts, and harmonies, if you want to give your more confident singers a chance to shine.

All the audio required to stage this production, including music and sound effects, can be found on the Backing Tracks album. A Vocal Tracks album is also available as a guide and to enable the swift learning of songs. Both products are available as mp3 downloads or audio CDs. The songs are also available on all popular music streaming services (including Apple Music, Spotify and Amazon) for your cast to learn anywhere.

The Backing Tracks, without vocals, are ideal to use in rehearsals and performances, and the score gives vast flexibility if you have the luxury of a live pianist.

A great product called 'Sing it!' is also available. This can help children learn the songs without any teacher input. Pupils can use it at school or at home. Think of the time it will save you! Most schools use it in class on an interactive whiteboard, or in the school hall on the overhead projector to allow a full cast practice.

The songs (apart from a few optional solos) are designed to be performed with simple actions by the entire cast. The help of a separate choir is highly recommended. A good technique is to use any cast members who are not in the current scene to boost the number of singers in the choir. The choir should also be part of the show, performing the actions and any spoken dialogue marked 'ALL:'.

The choir can also perform the solo lines if a suitable soloist isn't available.

## INCORPORATING LIVE INSTRUMENTALISTS

A [Performance Piano Score](#) is available and is also helpful when arranging parts for a live band. Should you wish to perform all the music in the show exclusively with live musicians, you can download all the isolated sound effects used in the show from the [Resources](#) area. We have compiled them into a ZIP file called '[Xtra Tracks](#)'.

## GENERAL STAGECRAFT

Performing is an exciting aspect of staging a production and is rich with potential teaching fodder! Below, we've included some basic tips based on our own teaching experiences, which you may find useful. Of course, feel free to embellish these or use your own methods as you see fit!

### Positions

To save time when blocking scenes (making sure that all the performers are in the right place), the stage directions in the script often refer to traditional stage positions. It will help if your cast and crew know these positions.

Backdrop		
Upstage Right	Upstage Centre	Upstage Left
Centre Right	Centre Stage	Centre Left
Downstage Right	Downstage Centre	Downstage Left
Audience		

Consider using tape to mark out the stage so your performers know where to stand. They should try and avoid standing in rows when acting to avoid a 'school assembly' look! Semi-circles are useful shapes to mark out on the stage to encourage more natural positioning.

### Delivery

It is essential that all performers deliver their lines clearly so that the audience can enjoy the story and the comedy. Performers should be encouraged to 'relax', 'breathe', 'leave gaps' and use 'big voices' to project their lines to the back of the audience. They should also be reminded to wait for any audience laughter to quieten down before continuing the scene. Every performer should be encouraged to make the audience 'love' their character by giving an energetic and memorable performance!

### Timing

Within the script dialogue, the punctuation and stage directions will help with the timing of the lines. Some of the dialogue is performed to music in accordance with the stage directions. All of this particular dialogue is performed on the 'Learn it!' to provide examples of how it can be done.

### Movement and Choreography

In the script, we have often suggested actions in the songs where they may assist the plot. Where we haven't made specific references to actions, we still encourage the use of simple choreography to boost the energy of your cast's performance. For this, feel free to devise your own movement.



## ACTING TO MUSIC AND SOUND EFFECTS

For ultimate simplicity, all scenes can be performed without any of the accompanying music or sound effects, if you wish. However, we **highly recommend** using the audio tracks included in the [Backing Tracks](#) album to greatly enhance your show.

With a little practice, and by utilising our user-friendly tools, your cast can be massively enthused from acting to the audio tracks, making them feel like they are starring in a movie!

Learning these simple set pieces is similar to learning the songs and, in many cases, even easier! This is where our '[Learn it!](#)' tool comes into its own. 'Learn it!' is a complete audio readthrough of the script and songs. Think of it as a thrilling audiobook that you can enjoy with your pupils whilst they learn their lines!

We have provided obvious audio cues on the Backing Tracks and Vocal Tracks albums for your cast and crew to time their actions to. These cues are also clearly noted in the script.

### Scenes With Recorded Dialogue

The first scene features a 'Voiceover', which introduces the setting over music. By default, this 'Voiceover' is pre-recorded with the music on the Vocal Tracks and Backing Tracks albums. We also provide an 'Alternative Track' of the music without the voiceover so that it can be performed live by a cast member. This alternative track number is denoted in the album track listings.

There are also some scenes containing 'transmitted voices'. These include scenes depicting the use of walkie-talkies plus the climactic 'laboratory' scene, where the unseen 'Boss' talks through an intercom. Again, we have included some alternative tracks, so you can utilise the dialogue as you wish. The Vocal Tracks and Backing Tracks albums allow for the following options:

#### 1. Tracks with Pre-recorded 'Transmitted' Dialogue

Considered as the default option, these tracks appear in the main track listing in the Backing Tracks and Vocal Tracks albums, with the track numbers corresponding to those denoted in the script. They include music, sound effects and pre-recorded dialogue spoken by various, unseen characters. This pre-recorded dialogue is voiced by professional actors for your real-life cast to interact with. The pre-recorded dialogue is purposely distorted to reinforce the idea that it is being 'transmitted' from another location, away from the current scene. All these characters (apart from Tank) also appear in person, so the intentional distortion of their 'transmitted' dialogue means that your real-life actors don't have to mimic the voices of their pre-recorded counterparts.

Or:

#### 2. Alternative Tracks without Pre-recorded 'Transmitted' Dialogue

If your cast numbers and circumstances permit it, you can use these tracks, which appear after the main track listings of the Backing Tracks and Vocal Tracks albums. These Alternative Track numbers can be found on the album track listings. They allow for you to use your own actors to voice the unseen characters, live but out of sight. This can be done either with microphones or by simply placing the actors within earshot of the audience.

**CASTING**

Our detailed Casting Notes are included in the script and offer you maximum flexibility with:

- The **size** of your cast:
  - **Expandable** to an unlimited number of ensemble parts (singing together) and non-speaking parts. This is perfect if, for example, you need to include every pupil, from every year group in your school.
  - **Reducible** to as few as 25 parts. This is achieved by some actors playing more than one role.
- The **gender ratio** of your cast:
  - Although the script references the preferred gender of each character, many of the characters have gender-neutral names that can easily be assigned to male or female actors.
  - The story can also be adapted to accommodate single-gendered casts.
- The **age** of your cast:
  - All the characters can be portrayed by child actors.

Or...

  - For a bit of extra fun, there are a few supporting grown-up characters that could be portrayed by adult actors, for example, some of your school's teaching staff or support staff! The characters that could potentially be played by members of staff are: Mr. Donner, Principal Laurén, Mrs. Bewler, Miss Sharman, Additional Teachers, Ranger Ron, along with any Scientist and extra Ranger roles.



## ENNIVILLE PRIMARY SCHOOL PUPILS AND UNIFORM

It is **not** essential for you to match our illustrations of the Ennville Primary School uniform. For simplicity, and cost-effectiveness, you could use your own school colours and uniform. If you wish to adapt your existing school uniform slightly to represent the fictional school, our [Free Resources](#) area contains a downloadable high-resolution version of the 'Ennville Primary School Crest', which can be printed onto badges or, if your budget allows, sent directly to a printing company to use on custom clothing.



The school uniform is worn by all 'NPCs' and 'Enn-Elite Investigators'. The story is set in the Summer Term, so coats are not necessary!

Our version of the 'Ennville Primary School' uniform is as follows:

### Girls:

- Blue jumper or cardigan with the 'Ennville Primary School' crest
- Blue blouse or polo shirt
- Black skirt, shorts or trousers
- White socks
- Black shoes
- Optional blue baseball cap with the 'Ennville Primary School' crest

### Boys:

- Blue jumper with the 'Ennville Primary School' crest
- Blue shirt or polo shirt
- Black shorts or trousers
- Black socks
- Black shoes
- Optional blue baseball cap with the 'Ennville Primary School' crest

## CLAWHAMMER ACCESSORIES

The Enn-Elite Investigators are fans of 'Clawhammer', our fictional version of a popular gaming franchise! Included in the [Free Resources](#) area is a high-resolution 'Clawhammer' logo, which can be printed and affixed to various accessories. These could include badges, lunchboxes, drink bottles, and bags.

In Scene Three, Cameron (a member of the Enn-Elite Investigators) reads a Clawhammer comic. We have also supplied a mock front and back page in the [Free Resources](#) area that can be printed and wrapped around a dummy comic, magazine or even the script to provide some onstage prompting assistance!



Also in Scene Three, Enn-Elite members Leo and Ollie exchange Clawhammer playing cards. In the [Free Resources](#), we have supplied a printable set of playing cards for the characters to use.

## THE ENN-ELITE INVESTIGATORS

The Enn-Elite Investigators are a group of endearingly awkward eleven year-olds who attend Ennville Primary School. They present themselves as the most intelligent pupils in the school, although there is no official confirmation of this status! Each member wears the Ennville Primary School uniform, subtly accessorising it with Clawhammer merchandise, as described in the previous section.

### RIVER Suggested Gender: **Male**

The elected leader of The Enn-Elite Investigators, River is charismatic and caring towards his friends. He takes himself a little too seriously sometimes, losing his temper when feeling vulnerable. He asserts his leadership status by sometimes wearing his tactical vest (actually a fishing vest!) over his school uniform. His vest can hold his journal, writing implements and his inhaler.

Suggested costume add-ons:

- Camouflage headband
- Digital watch
- Clawhammer badge
- Backpack

### RILEY Suggested Gender: **Female**

The elected 'Deputy Leader' of The Enn-Elite Investigators, Riley is confident and outgoing. She is an aspiring, social influencer and is always looking for good content to capture on her smartphone.

Suggested costume add-ons:

- Digital watch
- Smartphone
- Clawhammer Badge
- Backpack
- Baseball cap
- Glasses

### CAMERON Suggested Gender: **Female**

As the most introverted member of The Enn-Elite Investigators, Cameron is also the most sensitive to others' feelings. She also has the deepest knowledge of the Clawhammer franchise.

Suggested costume add-ons:

- Clawhammer Comic
- Clawhammer Badge
- Backpack

### OLLIE Suggested Gender: **Male**

Amiable with a positive attitude, Ollie is River's best friend and fellow founder of The Enn-Elite Investigators. Although the others find him infuriatingly flippant at times, Ollie's cheeky smile lights up the room and provides comfort to the group, even in the most serious of circumstances.

Suggested costume add-ons:

- Digital watch
- Clawhammer badge
- Backpack

### LEO Suggested Gender: **Male**

A squeaky voice and worrisome personality belie Leo's inner bravery and intelligence. Having only just turned eleven, he is the youngest and least physically-developed of the group. However, he is the most outwardly honest member of the Enn-Elite Investigators, often voicing what his friends are *really* thinking behind their bravado.

Suggested costume add-ons:

- Digital watch
- Clawhammer badge
- Backpack

## THE ENNIVILLE EAGLES

The Ennville Eagles are Ennville Primary School's boisterous basketball team of eleven year-olds. They consider themselves more popular than The Enn-Elite, with whom they have a long-standing rivalry.

The Ennville Eagles basketball kit consists of:

- School baseball cap, worn backwards
- Blue basketball jersey with 'Ennville Eagles' branding and unique numbers for each player. The [Free Resources](#) area includes a downloadable logo for printing.
- Blue shorts
- Ankle-length white socks
- White trainers

### **ACE** Suggested Gender: **Male**

Being the primary school basketball captain isn't enough to calm Ace's feelings of insecurity. In response, he tries to assert authority through his bullish behaviour.

Suggested costume add-ons and props:

- Number 1 on basketball jersey
- Sports bag
- Basketball

### **COURTNEY** Suggested Gender: **Female**

A defector from The Enn-Elite due to her sporting aspirations, Courtney secretly misses hanging out with her old friends.

Suggested costume add-ons:

- Number 2 on basketball jersey
- Sports bag

There are three more Ennville Eagles with minor speaking roles in the story. They are Jo (number 3 on her basketball jersey), Mickey (number 4 on his basketball jersey), and Jay (number 5 on his basketball jersey).

**THE TWINS**

Evan and Evangeline are eleven years old. Enroled in 'Ennville Primary School' late into the year, under strange circumstances, they are painfully shy and look very out of place among the existing pupils. Their shared curious traits include:

- Frequently speaking in unison with dreamy voices
- Very pale skin
- Telekinetic and telepathic abilities

Little of the Twins' origin is known, except that their apparent "Mother" is Miss Sharman, - an imposing supply teacher who begins working at the school at the same time as their enrolment.

**EVAN** Suggested Gender: **Male**

Suggested costume:

- White shirt
- Black waistcoat
- Black shorts
- Black knee-length socks
- Black shoes
- Old-fashioned school satchel

**EVANGELINE** Suggested Gender: **Female**

Suggested costume:

- White blouse
- Black pinafore dress
- Black knee-length socks
- Black shoes
- Old-fashioned school satchel

**THE TEACHERS**

**MISS SHARMAN** Gender: **Female**  
Age: **45+**

A supply teacher with a stern, odd, unfriendly and scary demeanour, creating a very tense and uncomfortable classroom environment.

Suggested costume:

- Orange jumper
- Pleated knee-length skirt
- Black ankle boots
- Thick glasses
- Orange wig
- Large brown handbag

**MR. DONNER** Gender: **Male**  
Age: **30+**

Bumbling, but intelligent and kind-hearted, 'Mr. Donner' loves working with children and is idolised by his pupils. He is incapable of losing his temper, except with inconsiderate monsters!

Suggested costume:

- Glasses
- Smart Watch
- Tan shirt (needs a duplicate, 'slimed version' later in the story)
- Quirky tie
- Beige trousers
- Smart shoes
- Withering leaves poncho / waistcoat (throw over in the 'Wrong Way Round' scene)

**MRS. BEWLER** Gender: **Female**  
Age: **30+**

Determined to appease her pupils and stay in touch with her youth, Mrs. Bewler runs two after-school clubs - 'Street Dance' and 'Clawhammer'. She is kind and well liked by her pupils.

Suggested costume and add ons:

- Modern blouse (needs a duplicate, 'slimed version' later in the story)
- Jeggings
- Ankle boots
- Hairband
- Bracelet
- Handbag
- Withering leaves poncho / waistcoat (throw over in the 'Wrong Way Round' scene)

**PRINCIPAL LAURÉN** Gender: **Male**  
Age: **50+**

The Principal of 'Ennville Primary School'. Tall and imposing, he struts around the school and thinks he is knowledgeable with the trends of the younger generation. He is very sensitive about how his surname is pronounced.

Suggested costume add-ons:

- Glasses
- Smart watch
- White shirt
- Tie
- Three piece suit
- Smart shoes



**THE GREAPIERS**

'GREAPIERS' is a "lame" acronym for 'Gruesome, Repulsive, Ectenic, Antagonistic, Plasm InducERS'. They are initially portrayed as scary creatures, but it is discovered that they don't want people to be scared of them, as they are just trying to live in peace alongside the Ennville community.

**THE STICKY SHADOW**

Suggested Gender: **Male**

The Sticky Shadow is the Leader of the Greapiers. He is commanding and confident, but he also has a sense of humour and a caring side.

Suggested costume:

- Black, hooded, long cape
- Black sunglasses or eye mask
- Face paint to give the appearance of being faceless

**THE WONKY WEREWOLF**

Gender: **Non-specific**

A charmingly clumsy Werewolf. His heart is as big as his howls and he always means well. He may not always get things right, but his infectious enthusiasm and unwavering optimism make him a beloved character!

Suggested costume:

Werewolf fancy dress costume.

**ALIEN**

Gender: **Non-specific**

Alien is the classic, peace-loving extra-terrestrial.

Suggested costume:

- Green, Alien onesie or Alien-type jump-suit
- Alien headband and glasses
- Green face paint
- Large upper-cranium headpiece

**SKELETON**

Gender: **Non-specific**

He may be a Skeleton, but beneath his ribcage lies a heart filled with warmth and compassion. He is determined to prove that he is a responsible citizen and caring member of society!

Suggested costume idea:

Skeleton fancy dress costume.

**ZOMBIE**

Gender: **Non-specific**

Despite his decaying appearance, he is a gentle soul who just wants to be loved and appreciated. He also wants to get positive travel reviews for the dimension of 'The Wrong Way Round.'

Suggested costume idea:

- School uniform in tatters
- Face and body paint.

## OTHER CHARACTERS

### RANGER RON

Suggested Gender: **Male**

Age: **30+**

Ranger Ron is the diligent Park Ranger, who takes his job of keeping everyone safe very seriously. He is fond of the Enn-Elite Investigators and despite his serious demeanour, his dry wit adds a touch of humour to his character. His deadpan delivery never fails to elicit laughs from the audience.

Suggested costume add-ons:

- Ranger Uniform
- Beige shirt with various badges
- Beige trousers with belt
- Fedora-style hat
- Boots

### OFFICER FELDMAN

Suggested Gender: **Male**

A lower rank member of the local Police Force who is covertly working for Zinnistar Research.

Suggested costume add-ons:

- Police uniform
- Blue shirt
- Black trousers with belt
- Peaked cap
- Boots

### THE SCIENTISTS

Gender: **Non-specific**

A stereotypical group of eccentric scientists, who work tirelessly in the laboratory concocting energy from slime!

Suggested costume add-ons:

- Safety glasses / goggles
- White laboratory coats

### THE MAYOR

Suggested Gender: **Male** Age: **50+**

A proud leader of the local residents, who stands tall as a symbol of friendship and community spirit.

He is the epitome of warmth and goodwill. As the Mayor of 'Ennville', he takes great pride in the achievements of his fellow citizens.

Suggested costume add-ons:

- Civic Regalia Chain of Office
- Suit
- Shirt and tie
- Smart shoes





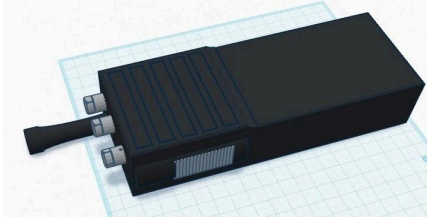

## PRODUCTION DESIGN

'The Wrong Way Round' is written to be easily achievable, but to also accommodate ambitious production values if you have the scope and budget. To that end, we offer several downloadable [Free Resources](#), along with optional [Purchasable Resources](#), all made for this specific musical, to give your cast, crew and audience the best experience possible.

## PROPS

A full list of properties is included in the script. Below, we have included some ideas to help you with making or obtaining some of the less-obvious ones! If you are pressed for time or personnel, our [External Links List](#) may assist you with finding purchasable ready-made props that can be delivered in your area.

Please note that the images below are for illustration purposes only.

		
<p><b>Projector</b> Scene 4</p>	<p><b>'Pumpkin' Laptop</b> Scenes 4 and 11</p>	<p><b>Slimemometer</b> Scene 5</p>
<p>Can be an old non-functioning projector but will look better if it lights up.</p>	<p>Can be an old non-functioning laptop. The pumpkin logo is available from our <a href="#">Free Resources</a> area.</p>	<p>A handheld device. Does not need to be functioning.</p>
		
<p><b>Specimen Pot</b> Scene 5</p>	<p><b>Walkie-Talkies</b> Scenes 7, 8, 9 and 10</p>	<p><b>Conical Flasks Containing Slime</b> Scene 11</p>
<p>Available at most doctor's surgeries or a clean school painting pot will do.</p>	<p>Although there are two walkie-talkies in the story, only one prop is needed, as there is only ever a single walkie-talkie on stage in any scene.</p>	<p>Can be plastic flasks filled with diluted green-coloured concentrate, such as lime or lemon squash, which the actor can safely drink for real. Could also be flasks that are painted green or cardboard cutouts.</p>

		
<p>The Core Scene 11</p>	<p>Charging Tower Scene 11</p>	<p>Cooling Tower Scene 11</p>
<p>This can be a large, bright green (or painted green) exercise ball.</p>	<p>Can simply be a large bin with a large sign fixed to it. Shown with 'The Core' placed on top of it!</p>	<p>Can simply be a large bin with a large sign fixed to it. Shown with 'The Core' placed on top of it!</p>

**NON-MESSY SLIME!**

This is dry, simple and safe to implement, as there is no need for the audience to see the 'sliming' process! Mr. Donner and Mrs. Bewler are the two characters who are 'slimed'. For depicting this, we suggest:

- Face paint that is applied offstage, between appearances. There is a gap of at least one scene between the characters' appearance to allow for this.
- Poncho-style costume add-ons that can quickly be donned and removed.

In two scenes, two 'Greapiers' are described as having slimy protuberances. In reality, they can be slime-free, as the slime is amply suggested by the accompanying sound effects on the Backing Tracks.

In the climactic 'Laboratory' scene, Miss Sharman 'drinks' a conical flask full of slime. Suggested ways of achieving this safely are:

- Half-filling a plastic conical flask with a diluted green-coloured concentrate, such as lime or lemon squash, which the actor can safely drink for real.
- Dressing a plastic conical flask to appear like it is holding green liquid, which the actor can pretend to drink from. This could be done by simply painting the outside of the flask.
- Making a cardboard cutout flask that is depicted as holding green liquid.

## SCENERY (BACKDROPS AND STAGE PROPS)

The simplest way to implement this is to use projected or painted backdrops, then augment these with the 'Stage Props' included in the script's 'List of Properties'.

Below are previews of our ['Project it!' purchasable digital backdrops](#), or you can use these thumbnails as a reference for designing your own. To save time, we highly recommend using the 'Project it!' backdrops, which can be displayed on the biggest of screens, at a huge resolution.

Please note that some backdrops are used more than once throughout the show.



01: Title Backdrop



02: School Road



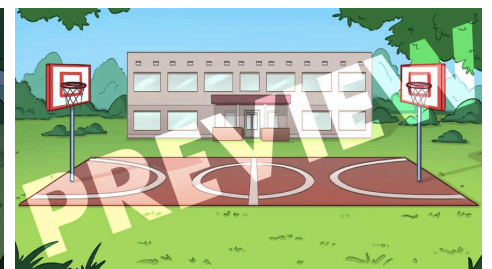
03: The Wrong Way Round Logo



04: Playground



05: Stormy Sky



06: Playground



07: Classroom 6DD - 'Projector' Switched Off



08: Classroom 6DD - 'Projector' Switched On



09: Staffroom



10: Playground - Dusk



11: Ranger Station



12: The Wrong Way Round

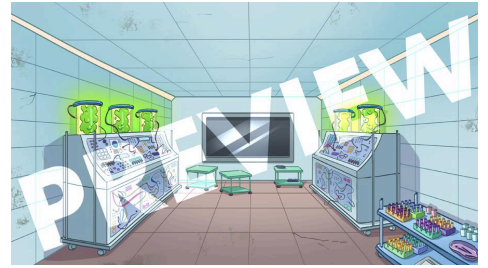




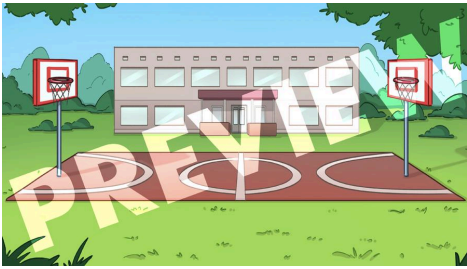
13: Old Research Facility Perimeter Fence.



14: Ranger Station - With Slime



15: Laboratory



16: Playground



17: The Wrong Way Round Logo

## TABLES

In the 'List Of Properties', the script specifies four different tables that are used throughout the show:

- Teachers' Desk (in Scene Four)
- Staffroom Table (in Scene Five)
- Wooden Table (in Scenes Seven and Ten)
- Laboratory Bench (in Scene Eleven)

If your space and resources are limited, you could use a single table to portray all of the above and dress it accordingly for each scene.

**LIGHTING**

The 'Wrong Way Round' can be performed with simple lighting. At the very least, simply switching your venue's lights off between scenes will suffice.

For those with the means to have more ambitious lighting, we have designed a set of numbered cues, which are included throughout the script.

- 01: DIM HOUSE LIGHTS / BLACKOUT
- 02: OUTDOORS - DUSK
- 03: SUBTLE PULSATING
- 04: DUSK
- 05: SUBTLE PULSATING
- 06: FADE TO BLACK
- 07: ENERGETIC ROCK
- 08: BLACKOUT
- 09: SUNNY
- 10: OVERCAST
- 11: SUNNY DAY
- 12: LIGHTNING
- 13: SUNNY
- 14: BLACKOUT
- 15: INDOOR BRIGHT
- 16: INDOOR DIMMED WITH PROJECTOR EFFECT
- 17: FADE OUT
- 18: INDOOR BRIGHT
- 19: SPOTLIGHT AND COLOURFUL SPOTS
- 20: INDOOR BRIGHT
- 21: FADE OUT
- 22: OUTDOORS DUSK
- 23: SUBTLE PULSATING
- 24: FADE TO BLACK
- 25: INDOORS COSY
- 26: BLACKOUT
- 27: GREEN
- 28: BLACKOUT
- 29: MOONLIT NIGHT
- 30: BLACKOUT
- 31: INDOOR
- 32: BLACKOUT
- 33: BRIGHT, WHITE
- 34: BLACKOUT
- 35: A SUNNY DAY
- 36: ENERGETIC ROCK
- 37: A SUNNY DAY
- 38: ENERGETIC ROCK
- 39: A SUNNY DAY



## **SOUND**

The show can be performed with nothing more than a CD player. However, a good sound system along with confident performances will really help make an engaging atmosphere. Ideally, performers should be trained to speak and sing loud enough for the audience to hear them without microphones. This way, if you have the luxury of microphones, they will simply enhance the show rather than prop it up.

If solo microphones are available, they should be used by any solo singers. If you have a limited number of headset or lapel microphones, these should be allocated to the main speaking characters first.

A powerful set of speakers with a good bass response will allow the performers and audience to get into the show. The volume of the backing tracks and music should be as loud as possible without overpowering the voices of the performers.

If possible, enlist the help of an experienced sound engineer.

## **MUSIC PLAYBACK**

The various sound effects and music tracks can easily be played from a computer, tablet, smartphone, or even a traditional CD player! Every track ends with enough recorded silence to ensure that your operator has the time to press pause and prevent the next track from starting too soon. However, there are even easier options that we highly recommend exploring:

In our [Tech Tips](#) area, you'll find our most up-to-date advice on tablet, smartphone and computer playback for PC and Mac users, along with links to the best free software available for these platforms. All of these utilise a method called 'non-continuous playback', where the device automatically pauses playback between tracks. This really does take the heat off of your operator as they perform this vital, yet often overlooked task!

## PUBLICISING AND SHARING YOUR SHOW

This is an essential part of your production experience. To help you with this, we provide lots of helpful high-resolution components in our [Free Resources](#) area that you can use to make posters, programmes, tickets, social media posts and video graphics:

- **The Wrong Way Round Logo**  
Supplied with a transparent background for maximum flexibility.
- **Cover Graphic Portrait**  
As used in our own promotional materials.
- **All Characters**  
Separate illustrations of the characters that appear on the Cover Graphic Portrait. Supplied with a transparent background for maximum flexibility.

## MAKING YOUR OWN LOGO AND CHARACTER ILLUSTRATIONS

We understand that schools sometimes like to involve pupils and staff in making their own unique versions of publicity materials (as part of a school competition, for instance). This is absolutely fine by us at Musicline, whether or not you choose to use our original versions for inspiration. All we ask is that you do NOT change the title of the show. It should always appear on any printed or digital publicity material as '**The Wrong Way Round**'.

## CREDITING US

Normally, it is not compulsory to credit our personnel on any of your publicity materials. There are many people involved at our end in building the show, and it would be a long list to include! However, we do appreciate it when our writers are credited. For 'The Wrong Way Round', there are two versions of the main credits:

- **Full writer credits** if you have the space. Please include the following line verbatim:  
Music, lyrics and concept by Steve Titford. Script by Ben O'Hare and Steve Titford.
- **Truncated writer credits** if you are short on space. Please include the following line verbatim:  
By Steve Titford and Ben O'Hare.

If you are crediting any of *your* personnel for *written* material, then it **is compulsory** to credit the original writers of the show too, regardless of how much of the original material has been used or adapted. The best example of this would be:

Music, lyrics and concept by Steve Titford. Original script by Ben O'Hare and Steve Titford.  
With additional dialogue by *Writer's Name(s)*.

## SHARING YOUR SHOW WITH US

While we understand that some schools and theatre groups are limited by internal policies as to what they can share online, we *love* it when customers share posts of people enjoying our shows! Where we can, we like to respond with encouragement and congratulations, sometimes even with messages from the writers themselves! Please do follow our social media accounts, so that you can tag us in your posts.

Facebook <https://www.facebook.com/musiclinemusicals>

Instagram [https://www.instagram.com/musicline\\_musicals/](https://www.instagram.com/musicline_musicals/)

YouTube <https://www.youtube.com/user/MusiclineMusicals/videos>

TikTok [https://www.tiktok.com/@musicline\\_musicals](https://www.tiktok.com/@musicline_musicals)

X <https://www.x.com/mlmusicals>

We also encourage the use of the hashtag #thewrongwayroundmusical where possible, please. This may also help you exchange ideas with other schools and theatre groups who have recently or are currently working on the same musical.

The songs from 'The Wrong Way Round' are also available on all popular music streaming platforms, and are therefore searchable as 'sounds' for use within TikTok posts.

With all publicity and social media posts, we kindly remind you to observe Copyright laws, particularly on video licensing. If you are unsure about any of these you can visit our [Licensing page](#) or [contact us](#) directly.

## REVIEWING YOUR EXPERIENCE WITH US

Your feedback helps us make more great musicals for you, and it helps us to improve existing ones.

We have been providing musicals to schools since 1990, so we have a lot of experience that we can call on to help assist you. If you are having any difficulties with any aspect of your show, we encourage you to first check through the production notes in the script along with this guide. If you still have questions, then please do get in touch with our friendly support team, either by emailing [sarah@musicline-ltd.com](mailto:sarah@musicline-ltd.com) anytime or by calling 01827 281 431 within UK office hours.

If you have time and would like to point out any ways in which you think we could improve this musical, please do email your thoughts to [sarah@musicline-ltd.com](mailto:sarah@musicline-ltd.com).

Lastly, if you have enjoyed staging this musical, we would be very grateful if you could please leave us a public review, either on our [product page](#) for 'The Wrong Way Round' or on [Trustpilot](#), stating which musical you staged. This helps other schools and theatre groups with their decision making and it helps us to continue building even better musicals.

Thank you very much and we hope you enjoy staging 'The Wrong Way Round'.