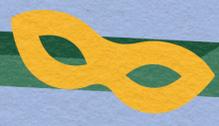


ENRICHMENT GUIDE



# ESCAPE FROM PELIGRO ISLAND



A CREATE YOUR OWN  
ADVENTURE PLAY

 **FIRST  
STAGE**  
TRANSFORMING LIVES THROUGH THEATER

PROUD CORNERSTONE MEMBER  
  
UNITED PERFORMING ARTS FUND

## DEAR FIRST STAGE FRIENDS,

Callaway Brown – an unlikely young hero – has been stranded on a desert island, and it's up to YOU to decide what happens next! In this interactive production, audience members vote on Callaway's actions in an energetic romp through time and space. Will Callaway time travel to the Wild West and meet a talking horse? Develop superpowers and fight crime in the future? Or have a crush on a vampire? The choice is yours!

Enjoy the show,



Brinn Hill

Interim Education Director

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# PLOT SUMMARY

Callaway Brown is just an ordinary kid who is tired of feeling so ordinary. Little does Callaway know that on this day, his life is about to become anything but ordinary and it's all up to the audience to help him out on this exciting new journey!

But first, Cal needs to start what he thinks will be another ordinary trip: his mom is driving him to the airport to spend the next month with his father. With his parents being divorced, Cal has to make a trip every month between his mother's home in Adelaide, Australia to his father's home in Milwaukee, WI. After a quick call from Cal's dad, Cal's mom drops him off at the airport. Cal swipes an eyelash off of his cheek and makes a wish as he blows it away.

When Cal settles into the departure lounge, he meets a strange man. The man, Giles Feznick, strikes up a conversation with Cal and after saying something strange about dancing with bull ants, says goodbye and walks away. Cal turns back to the book that he was reading and discovers a first class ticket and an odd package that was left behind by the man. Before Cal could find the man, the hostess announces it's time for boarding. She sees the first class ticket in Cal's hand and ushers him into first class, and into the start of what might be the most interesting day of his life, before he can make a peep about the ticket not belonging to him.

In 1st class, Cal enjoys all of the fancy luxuries he normally doesn't get. He grabs the mysterious box from earlier and hears a

strange sound: what might be inside? As he wonders about what wild adventures the box could contain, the hostess approaches Cal and offers him more orange juice. She grabs the mysterious box from Cal and, in a suspicious way, asks if she can look after the package for him. Cal notices another suspicious person—a man with a scar—watching the conversation closely. He grabs the box back and turns down the Hostess's offer. Suddenly, there's a large bump and the plane drops worryingly. The pilot comes on over the PA system as the plane starts to shake violently to announce: the plane has lost one of its wings and is plummeting out of the sky. Within seconds, the plane crashes into a small island and Cal is knocked out.

When he awakens, he finds himself in a strange, new place and he feels strange and new himself! Callaway Brown finally has a chance to reinvent a whole new life. What surprises await on Cal's journey? That is up to the audience to decide! Throughout the rest of the story, the audience will get the chance to vote for what Cal chooses to do as he explores the mysterious island called Peligro.

What the audience picks could send Cal down one of four different storylines that are filled with adventure and mayhem, comedic and silly antics, cartoonish fights, threatening and powerful villains, love and romance, grand parties, and even... Vampires. Take a look at the story descriptions here to help you decide how you'll guide Callaway's story:

# PLOT SUMMARY



## **If you pick time travel to the Wild, Wild West...**

Callaway travels back in time to the wild west town of Maynard. The citizens of Maynard have been suffering under a terrible drought that the town of Longreach has forced upon them. Callaway, with the help of his wild and unpredictable steed Matilda, is tasked with getting the water back from Longreach—a mission that has proven impossible by even the bravest person in town. Will Cal decide to help the people of Maynard or will the mayor of Longreach change his mind? Are the cowboys from Longreach willingly going to give up the water they're keeping from everyone? Or will Cal need a more extreme approach to releasing the water?

## **If you pick time travel to the future city of Peligro...**

Callaway flies through a strange time leap into the future and has his atoms scrambled. When he reemerges in the future, he discovers that the time leap gave him super powers! As Cal explores Peligro Island, he discovers a bustling, and ominous, futuristic city that is filled to the brim with crime! The mayor of Peligro City asks Cal to stop the criminals running rampant. Will Cal be able to bring these criminals to justice or does this crime ring go deeper than the depths of the sewers? How much danger is Peligro City *really* in because of Cal's time traveling?

## **If you pick the Top Secret Document...**

Callaway opens up the mysterious box and finds a top secret document that reveals the existence of vampires! The document asks Callaway to investigate a man named Captain Chatts who is on the very island he crashed onto. He follows a trail of footprints to find... Captain Chatts and a pretty girl named Maggie who turns out to be a vampire and they need Cal's help in bringing down an evil vampire who lives on this very island! Will Callaway figure out what's so strange about Captain Chatts? Will Maggie get her revenge on the evil vampire? And will Callaway's crush on Maggie bloom into something more?

## **If you pick the Pyramid...**

Callaway swims down deep in the ocean to grab the pyramid that falls out of the mysterious box. Before the ocean can claim him as a part of it, Cal swims into a cave that turns out to be the hideout of an evil organization that captures him and Giles Feznick. While locked up, it's revealed that his parents are spies that work for Giles and have been training Callaway his whole life! Will Callaway (and Giles) be able to escape the secret hideout and be reunited with his parents? Will Callaway be able to stop the evil organization from using their giant laser? And what is up with that suspicious flight attendant!?

# PRE-SHOW QUESTIONS



1. *Escape from Peligro Island* is a create-your-own adventure play! Have you ever been to a show where you got to control the actors on stage? How do you think the actors memorized all the different possible endings?
2. The main character, Callaway Brown, yearns for something different in his life than his regular routine. Do you ever feel like you're stuck in a routine? What are some ways you break your routine? What does your daily routine look like?
3. Our create-your-own adventure starts with a plane crash on a deserted island. What three items would you bring with you to a deserted island? Would you try to escape the island or stay and explore?

# CREATE YOUR ADVENTURE

## HOW DO YOU DREAM YOUR LIFE WILL GO?

Callaway Brown is tired of the life he currently lives: he's tired of switching from one parent's home to the other's every month, of having no friends, and of his bad haircut. When his plane crashes on Peligro Island, he finally has the opportunity he's been waiting for. He has a chance to become someone entirely new—or at least a chance to add a sprinkle of vampiric, superhero, secret spy, or cowboy excitement to his life.

While there are a lot of fantastical and comical things in *Escape from Peligro Island*, there's still plenty we can learn from Callaway's adventures. We learn there's always time to rewrite your future and that all it takes to become someone extraordinary is to make a choice. So, what will *you* do to become someone extraordinary? Follow the activities provided to dream up your future.

### **A Day in Your Life**

The journey to becoming someone extraordinary is to first see what the ordinary looks like; an ordinary day in your life, that is! Using the empty comic strip below, draw pictures of important things, or habits, that you do every day in the morning, afternoon, and evening. If you would like to draw more habits than there are squares, feel free to print out more copies of the comic strip. When your "Ordinary Day" comic strip is done, repeat this activity. This time, though, fill in your comic strip with things you wish you could do in the morning, afternoon, and evening. Once you have both the "Ordinary Day" and "Dream Day" comics done, ask yourself (and feel free to write down or draw your response): what parts of your "Ordinary Day" do you want to or need to keep? What can you do to start adding parts of your "Dream Day" into your ordinary life?

**EVENING**

**AFTERNOON**

**MORNING**


# CREATE YOUR ADVENTURE

## HOW DO YOU DREAM YOUR LIFE WILL GO?

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### **Dream Big!**

Now that you have an idea of what you want your days to be like, let's take our dreaming to the next level! In the space provided, write or draw your responses to the following questions:

What would you do if you won a million dollars?

What would you wish for if a Genie granted you three wishes?

If you had superpowers, what would you use them for?

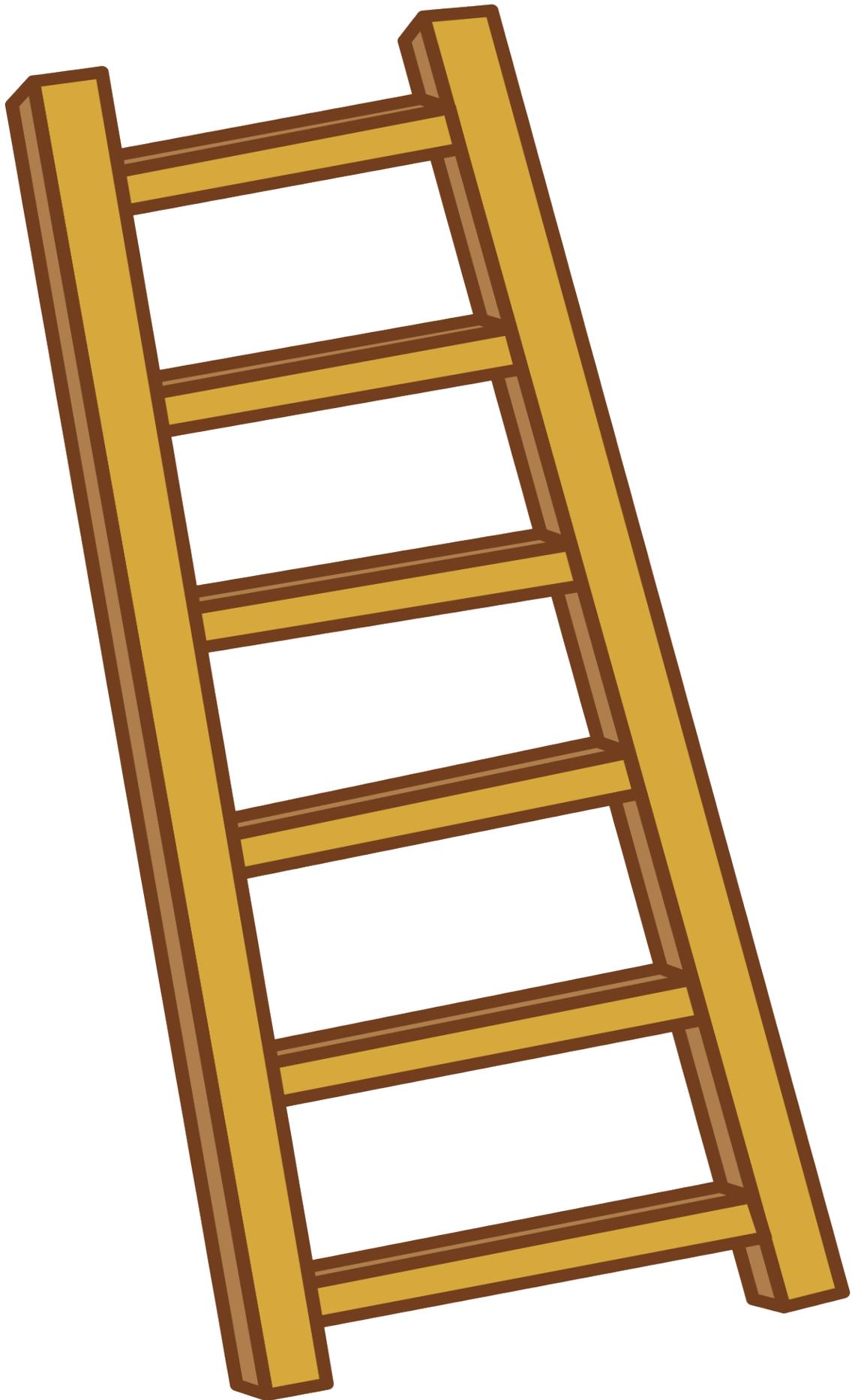
# CREATE YOUR ADVENTURE

## HOW DO YOU DREAM YOUR LIFE WILL GO?

Once you've answered these questions ask yourself: what parts of these supernatural or magical dreams can you find in the real world? What can you do to make these things a part of your life?

### The Steps to Extraordinary

You have everything you need now to set your sights on an extraordinary future! Think about how you completed the last two activities and what you've learned about yourself and what you're dreaming of. It's time to make your dreams a reality. Pick something you really want to do or become (for example: maybe you learned that you want to become an amazing dancer or an MVP baseball player!). This will be your goal! Write your goal on the top step of the ladder. You can also draw a picture of yourself doing your goal. Then, turn your attention to the very bottom of your ladder and ask yourself: what is the *easiest* thing you can do right now to get closer to your goal? Write or draw a picture of your response on the first step of your ladder. Then, for the next step, ask yourself: what is the *next easiest* thing you can do? Write or draw your response on the second step of your ladder. Continue to write out or draw a picture of the things you will do on each step of your ladder until you've filled it in completely. Now you have a great plan to help you reach your dreams! Feel free to save your ladder to track how you are doing in completing your goal. You can even redo this activity for other goals or dreams!



# TECH TALK: PROP MASTERY!

## WHAT IS A PROP?

PROP is short for PROPERTY and is an item that an actor uses on stage when performing in a play! Can you name FIVE props you saw in *Escape from Peligro Island*?

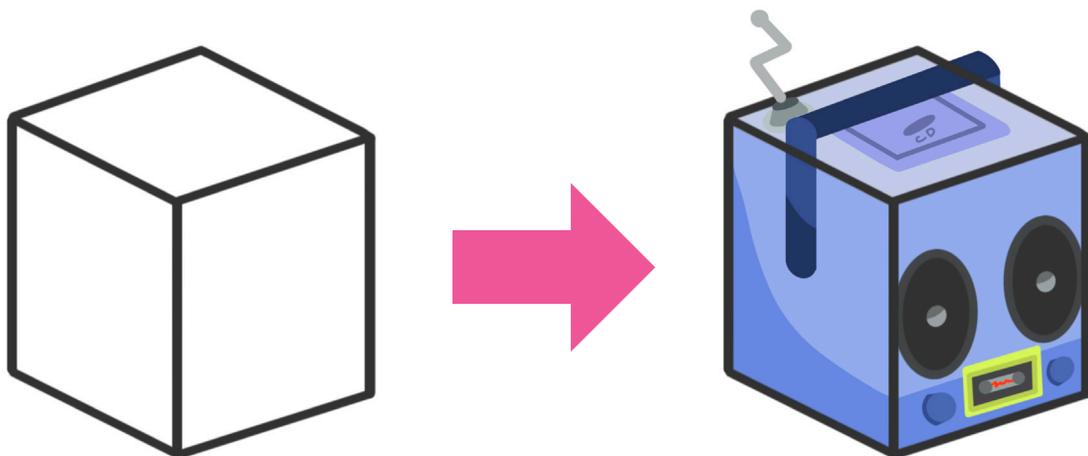
- 1.
- 2.
- 3.
- 4.
- 5.

## WHO MAKES PROPS?

Props are made by the PROP MASTER. This person is in charge of finding props that are already made OR creating new props custom for a production. The Prop Master for *Escape from Peligro Island* is Nikki Kulas.

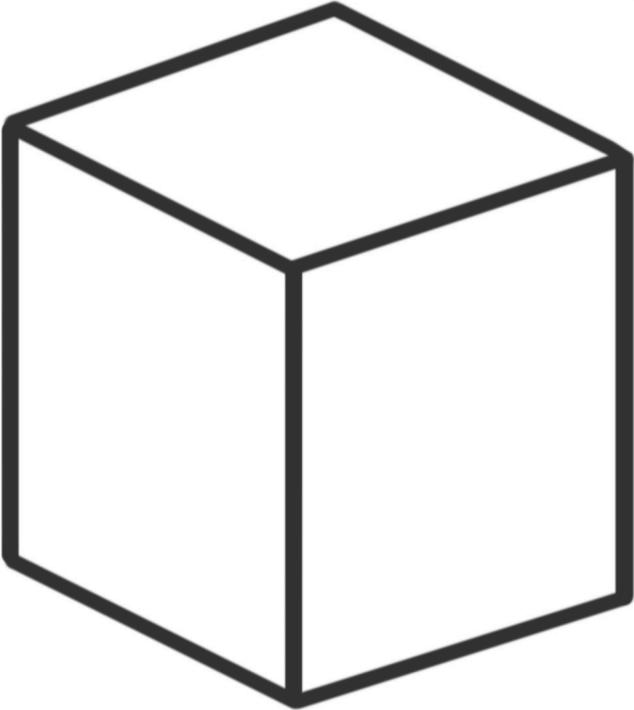
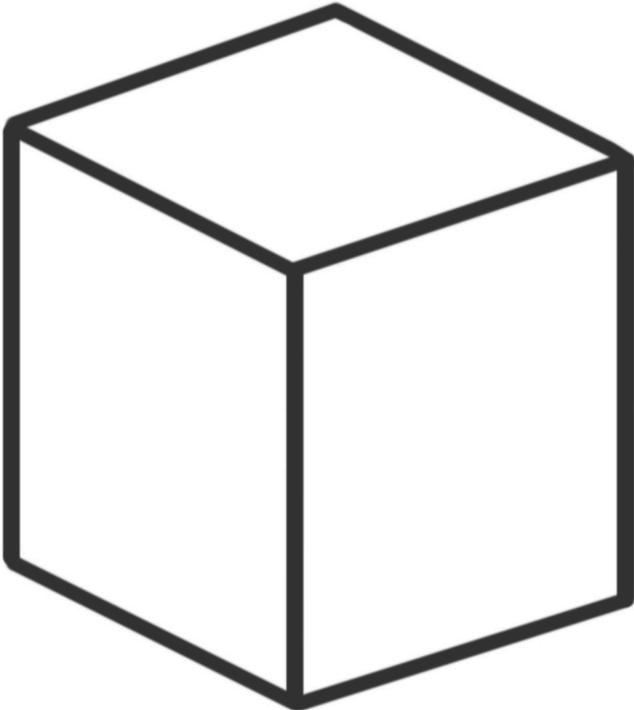
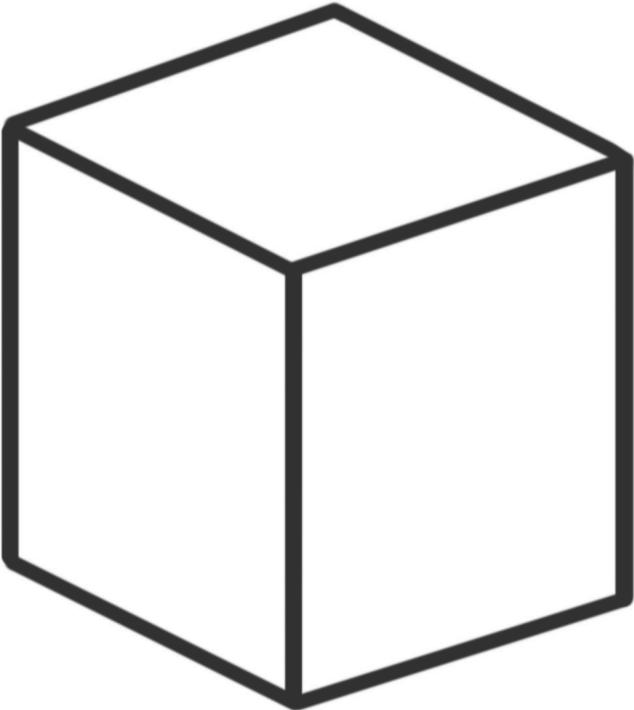
## BECOME A PROP MASTER!

In this activity, you will step into the shoes of Nikki and create your own props! Props masters have to sometimes get creative and repurpose one item to become something new! Take this box for example, it started as a plain box but became a BOOM BOX!



# TECH TALK: PROP MASTERY!

It's your turn to try! What can you turn these boxes into?



# POST SHOW QUESTIONS



1. Throughout the story Callaway is faced with multiple choices that ultimately decide his fate. How did he handle these decisions? Did he face them with bravery or shy away from his winding adventure? How often did the rest of the audience vote for what you wanted for Callaway?
2. Callaway had a chance to re-write his story and change his fate. It was mentioned how 'the old Callaway' died in the plane crash and it was time to re-invent the 'new' Callaway Brown! If you had a chance to start your life over, what would you do? Would you live somewhere else? Go to a different school? Make different friends? Start a new hobby?
3. There are 4 Strands for Callaways adventure: The Wild West strand, Superhero strand, Vampire Island strand and the Super Spy strand. What do you think happens to Callaway in the other strands that your audience did not vote for? What did you think of the ending you and the audience voted for for Callaway?

# WHO SAID IT?



*\*Disclaimer: Some quotes may be from adventures your audience did not choose for Callaway Brown\**

1. "Like every month, you catch yourself in the reflection of the airport door - you see a kid who's always traveling, and has hardly any friends because he's never in one place long enough. And has a bad haircut."
2. "Have a safe flight and remember - when dancing with bull ants, be sure to wear your good shoes."
3. "You've never been in first class, always way up the back, stuck between giant men who smell of cigarettes, or little babies who fart all the time."
4. "More of this wonderful hand-squeezed Peruvian free-range orange juice picked by silkworms that were selectively bred in captivity?"
5. "I would advise you please to take your super dooper ultra wide reclining chair bed massager 2000, and place it in the crash position. Obviously, you all in economy don't have that feature, so we suggest you just tie the in-flight magazine to your head using your complimentary headphones like a helmet, and quickly buy a bottle of water for \$12 to support your lower back."
6. "Die, Callaway Brown? Why ever would you die? Your adventure is only just beginning."
7. "No dice, Captain Chatts. I've spent all my life running away - from bullies, from possibilities, and just now in the crash, from myself. But those days are over, my English friend. I hope you speak the language of pain...because I've been taking evening classes."
8. "...It wasn't quite my thinking, no. What say we rock, paper, scissors?"
9. "Anyway, the person pushing the button can get away. But the other one at the top, they won't have time to run clear. It's an all or nothing mission I'm afraid."

# WHO SAID IT?



*\*Disclaimer: Some quotes may be from adventures your audience did not choose for Callaway Brown\**

10. "Oh foolish Callaway Brown. Do you not understand how evil geniuses work?"
11. "Okay, you highfaluting band of skinny, ingrate no-names."
12. "The name's Bessie Henderson, stranger, and I think you look mighty kissable."
13. "I'm a Sagittarius. I'm allergic to ant bites."
14. "My folks in Maynard, they're pretty mean. And the people of Longreach, they're awful bad as well. Way it looks, they're about as bad as each other. And personally, I bin stuck out in this desert so long I'm basically just itching for a fight wi' somebody."
15. "Quiet kid. I'm a heartless villain who doesn't care about grandmas or sick puppies or paper routes. All I care about is making money through unsavoury actions and generally being not nice."
16. "The name's Callaway Brown, Mr The Mayor. And honestly I was just doing what any normal citizen - who has amazing magical powers, travels through time, and can fly - would do."
17. "I hate you!"
18. "Exploso Boy to the rescue!"
19. "The man who is hosting this party isn't just a wealthy businessman like you - he is something much worse. Please believe us when we say that the man is actually hundreds of years old - he is a vampire!"
20. "And I won't let some ugly old sharp-tooth tell me who I can and can't waste my energy on."

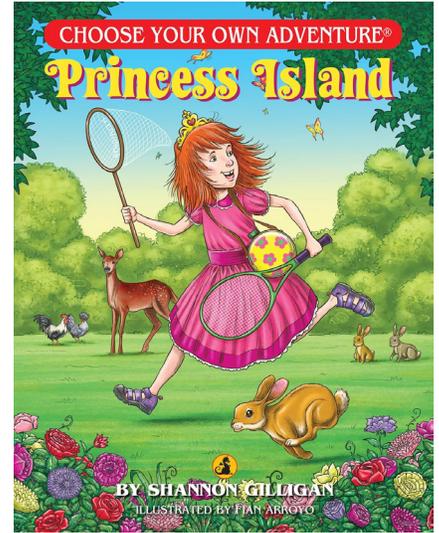
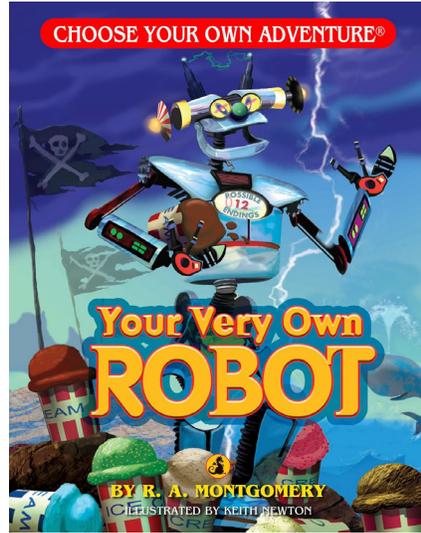
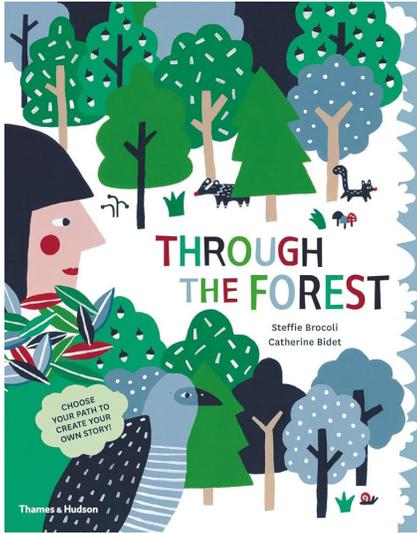
# ANSWER KEY

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1. NARRATOR
2. GILES
3. NARRATOR
4. HOSTESS
5. CAPTAIN
6. HOSTESS
7. CALLAWAY
8. GILES
9. GILES
10. LADY GRANGER
11. MARGIE
12. BESSIE HENDERSON
13. MATILDA THE TALKING HORSE
14. SELMA
15. ROBBER
16. CALLAWAY
17. BOY
18. CALLAWAY
19. CALLAWAY
20. MAGGIE

# RECOMMENDED READING

## FOR EARLY READERS



## FOR MIDDLE GRADE READERS

