**Land of Green Ginger Stories**

**7 Alleys**

**Gold Nose**

* Pregnant lady. Makes a wish on the Nose.
* Bingo/lottery win
* Job success
* Young girls and elderly ladies becoming friends
* Friendships made
* Loneliness combatted
* Respite in the secret pocket – hiding.

**Longhill Burn**

* Personal story about love – engagement party backdrop. Somebody whose boyfriend has been away working, turns up as a surprise when Longhill burned. Engagement party, love is in the air, etc. etc.

**Micropolis**

* Somebody visiting the Micropolis and discovering a version of themselves in miniature – surprise, realisation.
* Discovery of city – torch on 4 different angles of city.
* Night watchman, does the rounds every time, finds miniature city and goes against his bosses to let people in to see it.

**Voice Park**

* Iris – somebody with low confidence was given the power of a collective voice, using the Essence de Voix transforming her from mouse to lion. Iris roared.

**7 Alleys**

* Elderly housebound lady, who had seen the horse and carriage, tells young boy neighbour the legend of the 7 Alleys. Young boy goes and is her eyes and ears, returns and tells her that is was exactly as she said.

**OPENING**

**Pg1**

*There once was a Land that nobody believed existed.  And every day people passed by it or around it or over it or through it, but never once saw it or felt it or heard it or knew any person or thing in it.*

**Pg2**

*Until, one day, the Land revealed itself…*

**Punctuation 1**

Hull Daily Mail front page

“Mystery surrounds discovery of crates”

Excavation works uncover section of old tunnel in city centre

**ARE THE PUNCTUATIONS DOUBLE PAGE ILLUSTRATIONS CONTAINING TEXT??**

**Act I: 7 Alleys**

**Pg 1**

*Elderly isolated lady, young boy neighbour – they don’t speak.*

*SS is very old and agoraphobic.*

*Young boy and mates gathered around horse and carriage. They see Shitty Sandra (TBC) looking out of her window. SS is a bit Ms Havisham. The kids never see her around and are a bit scared of her.*

*SS beckons the boys over, Richard is the only one brave enough to go into her house. His friends tease and taunt him for going in.*

*The reason she calls him in is because she has a story about 7 Alleys and she’s intrigued to find out what’s going on.*

ILLUSTRATION: lady in house looking out of window. Horse and carriage outside 7 Alleys, neighbours (including young boy with mates) gathered around in PJs.

**Pg2**

*SS tells Richard about 7 Alleys – various characters.*

**Pg3**

*Richard (TBC) goes to 7 Alleys.*

**Pg4**

*Richard returns to tell SS. He takes the riddle back and they try to work it out together and find themselves led to North Point.*

***Does Richard see a picture in SS’s house of he when she was younger, and when he experiences 7 Alleys her younger ghost is one of the characters who hands her a book page??***

**Act II: Gold Nose of Green Ginger**

**Pg1**

XXXX is the manager of a pawn brokers at North Point Shopping Centre in Bransholme. Usually the shopping centre is a hive of pasties, frozen foods, cheap haircuts, vape sticks, and mobile phone accessories. A steady stream of customers visit daily, some buying, some selling, some browsing, some just whiling away an afternoon.

Recently a new place has opened opposite the pawn brokers. It displays something called the Gold Nose of Green Ginger and is manned by an odd group of people in colourful pleated costumes. XXXX has a shop full of gold, but for some reason people seem to be more interested in the Nose. XXXX wouldn’t be surprised if it was part of that City of Culture thing, but then again, it’s unlikely they’d bother coming to somewhere like North Point.

**Pg2**

It’s still here, and week by week more and more people are drawn to spend time in the Nose place. They don’t seem to sell anything much, but they don’t half make a racket. Each day there’s something new happening nose flute practice, craft activities, live music and dancing – all the while the kids are running riot.

XXXX hasn’t bothered to go across him/herself, s/he’s too busy in the shop, but yesterday Fred came in with a nonsense story about a bingo win. S/he’s noticed that the girls who used to come and fuss and fawn over the rings and jewellery and gold in the pawn shop have stopped crossing his/her door. Now they’re always over the road dancing with the Guardian, hanging off her every limb and vying for her attention They’re just as noisy as ever, only now they’re pouring tea for the old ladies, reading stories to the little ones and helping to keep the place tidy.

**Pg3**

The stories are getting dafter and dafter. By now XXXX has heard of various folk’s wishes coming true - a long awaited pregnancy, a remission from arthritis, a win on the pools, a new job. Any minute now so and so (world leader) will come on the telly announcing world peace on the back of someone in Bransholme’s wish.

Eventually, at locking up time one day XXXX goes across to the Nose place and decides to have a look around this cabinet of curiosities, find the secret pocket, and what’s the harm in making a wish? After all, wouldn’t it be great if XXXX (wish to be decided).

THEY MAKE A WISH – hint to it and then leave for it to be revealed at Unleashed.

**Act III: The Longhill Burn**

**Pg1**

Young-ish man (20/30) Jimmy (TBC), lives with his mum. His girlfriend and most of his friends have moved away to university, his girlfriend might think she’s too good for him now. Meanwhile he’s dossing around Longhill doing odd jobs to make a bit of money, including helping Margaret out at the allotment, running the kids 5-aside football on the playing fields.

Jimmy’s a bit sick of Longhill, he’s lived there all his life, but now his friends and girlfriend have moved away it feels even worse. He’s a bit stuck.

**Pg2**

Balmy summers evening where the heavens opened, kids were playing rounders on the green outside XX house. Jimmy passes by and sees a strange group of people playing rounders with the kids, brewing tea for the adults and collecting things into a crate. It seems a bit odd, but Longhill folk are used to odd things happening after that weird beast appeared last year. The rounders game makes him nostalgic for childhood – he and his girlfriend grew up together on the Longhill estate.

The estate is a-buzz with the news of a big bonfire taking place on the playing fields. The 5-aside football kids have come and told Jimmy all about it. They’ve been playing rounders and chatting to the strangers (The Fire Smiths), and each of them wrote down something that gives them hope to be burnt away in the bonfire, sending their hopes out into the world.

**Pg3**

Deciding he has nothing better to do that night, Jimmy takes his mum along to see the bonfire.

On Eastmount Playing Fields there’s a huge and beautiful structure with a big heart shaped hole in the top.

A Longhill host asks Jimmy what gives him hope. He writes on a piece of paper “[something about the community, childhood]”

The whole of the Longhill community are out enjoying the music, listening to the hopes of their community and joining in a song about Longhill.

The crate that the strangers were collecting things into is pushed through the crowds and lifted up the bonfire and into the heart shaped hole.

The Fire Smiths call out to the crowd to help set the bonfire alight. The crowd claps along and blab la bla

**Pg4**

Girlfriend surprises him whilst the bonfire is at full flame and the fireworks are still going, the heart in the bonfire is still glowing bright and ‘Love in the Air’ is playing.

Jimmy doesn’t know if everything’s going to be alright, doesn’t know whether she’ll stick around, but something in the air feels different, and somehow more hopeful than it did yesterday…

**Act IV: Re-Rediffusion’s Voice Park**

**Pg1**

It’s a grey Sunday morning and Agnes is at Walton Street Market at the boot of a car browsing [SOMETHING which references the fact that she is quite shy].

A friendly man in a beige overall with a strange contraption on his back approaches her and asks if she’d like to donate her voice. She backs away from him and almost inaudibly says she couldn’t, she’s got no words to say, nothing of value, nothing that’s significant to anybody else.

The man reassures her that words aren’t necessary for the contraption – they are simply interested in vocal sounds. She’s finally coaxed into uttering the faintest squeak of an “aaah”. Agnes feels a pang of excitement, but it passes in a moment.

The man passes her a card and tells her to be sure to visit Voice Park to see the final product of the voice collecting.

Before she knows it she’s back on the bus with [the thing she’s bought].

**Pg2**

A few weeks later, Agnes is taking a stroll through Pickering Park. In the distance near the old paddling pool she sees the glow of lights and people playing and hears the murmur of voices.

Not realising that this is the Voice Park that the man told her about, she can’t help but be lured in by what she sees and the welcoming people inviting her to come and play with Hull’s voice.

**Pg3**

At the end of her journey around Voice Park one of the operatives carefully hands her a phial of elixir. She’s told this tiny phial contains the collective power of the voices of Hull distilled down to its most potent form. It is a special elixir that should be used in situations where you feel like you need the power of Hull’s voice behind you – a job interview, a presentation, a declaration of love. Simply rub the elixir onto the outside of your vocal chords and you will be given a powerful voice.

**Pg4**

Agnes becomes a volunteer.

At first using the Essence de Voix to give her the voice she needs, but eventually she becomes confident and realises her voice was there all along.

**Act V: Micropolis**

**Pg1**

Dave is a solitary, isolated, grumpy man. He does the same things day and day out, never deviating from his plans.

For 40 years he has worked for Yorkshire Water as the night watchman at Springhead Pumping Station - a less romantic job than it sounds. He spends his evenings chasing away the kids running amok at the gates, grumpily freeing dogs from the site who’ve escaped from their dog walkers, making endless rounds of the building and only stopping for a cup of tea whilst he makes meticulous notes on the happenings of each evening.

Recently a flashing light in the tower has appeared, and it’s driving him mad. Perhaps he shouldn’t care, put his feet up and have a cup of tea, but it’s driving him round the bend, and nobody’s bothered to come and fix it.

**Pg2**

One night, whilst making his rounds he hears a loud crash in a room that leads to the light tower, which has always been off limits to him. Urgently he shoves his way through the locked door, and immediately trips over what seems to be a miniature lorry. He flicks on his torch and shines it upon a pile of discarded rubbish; then a trail of tiny footprints, then a tiny lit lamp post, and finally a miniature Springhead Pumping Station complete with a miniature version of himself chasing a spider out of the gates. He stands up and shines his torch around to discover a full bustling city in perfect miniature, filled with tiny people going about their business.

**Pg3**

Dave is so mesmerised that he stays all night, watching, exploring and scrutinising the complex workings of this beautiful but idiosyncratic town. He analyses the interactions of the little people and begins to see how every part of its inner workings depends on every other part. A realisation crosses him - that we are all tiny and insignificant, and yet the whole world could not function without each individual person.

**Pg4**

Much to his dismay after reporting his discovery, Yorkshire Water decide to open the gates and allow the public in to see the Micropolis. For the first few days Dave spends his time berating members of the public for venturing into off limit areas of the station, touching and playing with things that aren’t supposed to be touched, running around excitedly, not watching where they’re going.

As time goes on, Dave relaxes slightly, realising that this place he has taken such good care of is hosting a wonder that is being enjoyed by thousands of visitors. He chats to people that visit because they saw tiny footprints at North Point Shopping Centre, East Park and Land of Green Ginger. Along the way he hears stories of old school friends, news of his cousin, anecdotes about a friend he lost touch with. He realises the interconnectedness of everyone’s lives and begins to understand that the people are the cogs that make a community work, and that everything is part of the bigger picture. He decides to reach out to his cousin.

**Act VI: Land of Green Ginger Unleashed**

**Pg1**

[Empty streets, but a bit weird. A couple of people looking at eachother weirdly]

Hull was quiet, something in the air, there’s a huge stack of LoGG crates on Lowgate. Through the city all sorts of other sized crates have appeared in shop windows, on rooves of buildings, and in the usual thoroughfares of the city. People pass through the city as normal, sometimes noticing the sounds of horses hooves and bells in the town.

**Pg2**

[Huge crowd round crates]

As the afternoon went on the sounds got louder and more frequent. A magnetic pull pulling crowds of people to the big stack of crates, not really knowing why, but knowing something what going on. Crowds build and build – big crowd.

**Pg3**

Suddenly the big stack of crate bursts open and from it come flames and sparks flying up into the air. (stuff comes flying from the crate similar to opening pages).

From all directions other strange characters make their way through the crowds towards the crates.

The parade is made up of all of the things that were found in the crate:

Little people, Pegasus, Nose guardian, etc.

Bursting out of the cracks in the city.

**Pg4**

People started grabbing hold of other people’s hands and spinning through the streets, and it wasn’t scary, it was joyful.

Old people danced with young people.

All of our characters are front and centre dancing together.

Through this shared experience, they realise that they’ve all experienced the magic of LoGG.

Agnes is there as a volunteer.

Dave

Young Richard watching enthralled.

Jimmy and girlfriend and mum

Characters all happen upon at the same time – witnessing the unleashing of Land of Green Ginger.

**Epilogue**

*There once was a Land that nobody believed existed.  And every day people passed by it or around it or over it or through it, but never once saw it or felt it or heard it or knew any person or thing in it.*

*Until, one day, the Land revealed itself…*

*And because of that, people began to believe and behave in all sorts of strange and wonderful ways.  They wanted to leave work and play and wonder and be part of this amazing world.  They wanted to share it with friends and family and neighbours and visitors and strangers.*

*And because of that, this real world changed too.  The status quo was not so fixed and people questioned things they had always accepted.*

*And then, one day, the Land started to fade away and things began to return to something a little more akin to normal.  But traces and reminders and changes and memories remained.*

*Perhaps, one day, the Land of Green Ginger will return, but for now, our world is a little more like it.*

[Street scene from beginning is characters, but this time they’re acknowledging oneanother. Underneath there is a single crate, glowing…]