

**KALEIDER**

**The Money<sup>®</sup>**

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**Tech Spec**

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## Background Information

### Where to play The Money

The Money should be sited in a place of past or present civic decision-making. So this might be a Town Hall, City Chamber, or a Guildhall. The show works less well in blank spaces. It has worked best to date at the UK Houses of Parliament, and Exeter Guildhall – a building in which civic decisions have been made for around 10 centuries. On rare occasions, we play The Money in theatre spaces: Tianjin State Theatre in Shanghai and Sydney Opera House.

The gravitas of the space itself is important. The Money is an immersive experience. We borrow the real works of the host venue, rather than dressing a space to create a fiction.

The venue needs to be agreed in advance with Kaleider.

### Requirements of the host venue

We need a room that can hold up to 150 people in a committee style set-up.

15 people will be seated around a large table or a horseshoe of tables in the middle of the room. These are the Players.

Up to 135 people will be seated on two or three sides of the table/horseshoe of tables. These are the Silent Witnesses. With more than 50 people, the seating will need to be raked to ensure that everyone can see the central table.

Using a floor plan and photographs, the company will help you plan the best layout of the room. The layout must be agreed by the company.

We will need fast wifi and/or cabled internet connection.

The venue must be wheel-chair accessible.

## Front of House

You will also need an area to greet your audience/a temporary box office and give them tickets.

Our performers will separate ticket holders into Players and Silent Witnesses OUTSIDE the main playing space. As soon as they greet the audience, The Money has begun. They will need a foyer area or holding room to do this.

The performers will lead the audience into the main playing space. Anything that happens inside the main playing space is 'inside' the show. There can be no external interruptions.

Due to the nature of the show, we do not allow latecomers.

## Ticketing

At the point of buying a ticket, audience members have a choice:

Player (Capacity 15). To be a Player, they can pay a minimum price (which the promoter sets – for example £20) but they need to be encouraged to pay as much as they like, over this minimum. This ideally is a box to fill in but could be a drop down with different denominations.

Or

Silent Witness (Capacity 135). Silent Witnesses buy a ticket either full price or concession. The promoters set this price. For example £25.

Please note: We intentionally make the Silent Witness ticket price higher than the Player ticket to encourage people to be Players.

The tickets must be marked in some way as 'Player' or 'Silent Witness' or you should provide the company with a list of names, stating whether they have

bought a Player or a Silent Witness ticket. The audience will not remember which ticket type they bought. We MUST have a way of checking, either with a list of names or different ticket types.

The Player takings become the pot of real cash that the Players play with. This amount will equal the number of players multiplied by the minimum price or more. Before each show, box office staff need to hand this cash to one of our performers.

If the Players do not come to a unanimous decision, the money rolls over to the next show – even if that show is in another country. There may be money in your first show that has come from another country.

Comp tickets can be Silent Witnesses only. This is important. The Players need to have invested their own money.

Silent Witnesses are able to buy in – and we often suggest somewhere in the marketing that they may want to bring cash in case they decide to buy in.

## The set up

- 2.5 meter long table, ideally solid wood OR a horse shoe of tables for at least 20\* Players to sit round (\*This is not a typo, Silent Witnesses can convert to Players during the show so there need to be 5 spare seats at the table from the start).
  
- Raked seating on two sides of the table or in a horseshow around the table for up to 140\*\* people. (\*\*This is not a typo, Players can become Silent Witnesses during the show, so there need to be 5 spare seats at the start)

- 4 additional chairs for the performers
- 2 additional tables – one for the timer, and one for the wine glasses  
OR 3 additional tables if in horseshoe setup

### **For the show**

- License to serve alcohol
- 150 wine glasses and jugs for water
- Wine to serve one glass each to the 150 people present.

## Get-in and get-out time

One day get-in for a first show no earlier than 7pm.

The company can get-out of the space within 30 minutes – leaving the furniture as is.

## Technical

### **Sound / Live Stream / LX**

We tour with the sound rig (mics and mixer): Shure SCM810E Automatic Microphone Mixer with RKC800 XLR Connector Kit, 6 x Audio Technica U851a Boundary Microphones. The microphones pick up the speech of the 15 Players sitting around the table.

We need the sound reinforcement equipment (i.e. amplifier and speakers) to amplify line level output from the Mixer (the Shure SCM810E Automatic Microphone Mixer) out to the Silent Witnesses (up to 150 people). The Silent

Witnesses will be seated around the Player's table – on two, three or four sides. The Silent Witnesses are not allowed to speak (so do not need microphones) but they absolutely **MUST** hear everything said by the Players.

We will also bring a MEVO camera and an iPad to live-stream the shows if appropriate.

We require a fast broadband connection for this purpose.

We need a PA (as above) and CD player or other means to play a CD or MP3. For reference, the music is Chopin Nocturnes no.12 in G, played by Nelson Freire, published by Decca.

We usually use the light available in the venue but additional lighting has been used to great effect in other venues. We can design additional LX in liaison with the promoter if necessary / available.

We tour with a large LED clock on a tripod for which we need a power point.

## People

### Staff Time

We need a dedicated production/technical person for the get-in, the shows (to help us operate sound and live stream iPad/camera) and the get-out.

Liaison with FOH and box office staff

Language Interpreter if non English speaking

An Interpreter for Deaf audience members whenever possible

### Our Team

1 production manager, 2 performers, 1 producer

## Wardrobe

Laundry facilities, including access to an iron and ironing board at the start of each day of shows

## Running Time

1 hour 40 minutes. Publicity for The Money states that the Players have 1 hour to decide how to spend the money. This is true but that happens within the show. It must not be confused as the length of the show.