

Promoters Information

# ImMortal2

Written and directed  
by Firenza Guidi

**nofitstate**®

 **BRITISH  
COUNCIL**

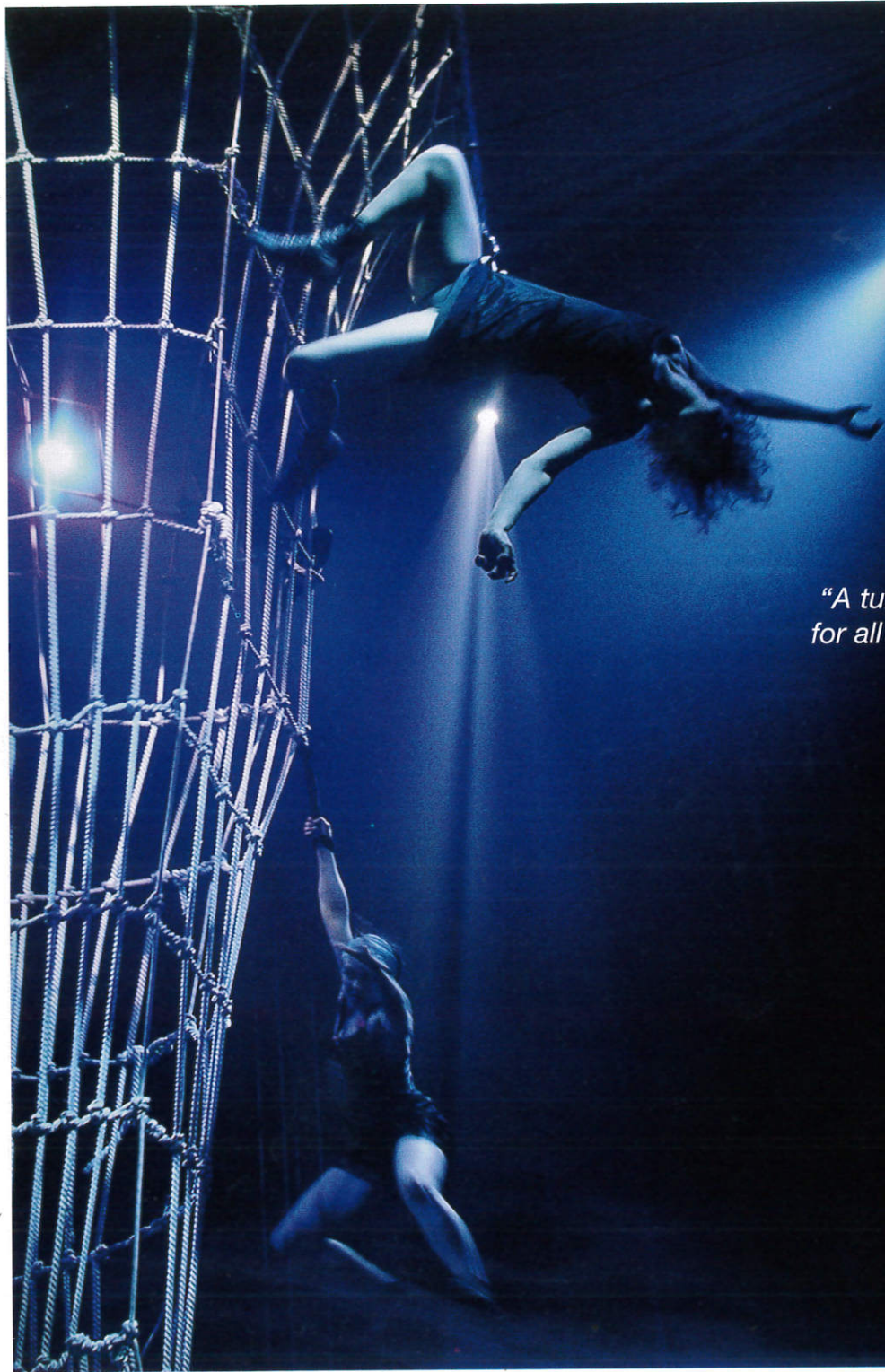


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*"A tumultuous, intoxicating performance  
for all ages." The Times*



# After a critically acclaimed UK tour, ImMortal<sup>2</sup> is now being offered for a national and international 2006/07 season.

**nofitstate**® circus was established in Cardiff in 1985 and is now celebrating 20 years of its unique brand of circus.

2005 sees the company celebrating in style with a bigger and better show, a longer tour and the first international showcase of ImMortal. **nofitstate**® is leading the renaissance of contemporary circus in the UK, winning the 2004 Theatre in Wales Award for Best English Language Production.

In the last twenty years the company has produced a wide range of national tented tours, some large-scale events, some huge site-specific community productions, and many workshops and community projects in Cardiff, South Wales and across the UK.

The company is now a charity, and is firmly established as the leading tented touring company in the UK. **nofitstate**® also provides quality acts and performers for a wide variety of community and corporate events. We are proud to be rooted in the local community and we are excited to have become a flagship for Welsh Culture.

In 2004 the company toured the UK with their new show "*ImMortal... Cominout alive*". It was the biggest ever **nofitstate**® touring production, and was hugely successful in raising the company profile and attracting new audiences. The show was critically acclaimed and received excellent reviews from all the press.

In 2004 for the first time, the company ran an apprenticeship training programme to enable young and enthusiastic members of the community circus to further their training, and gain experience of living and working with a real circus. Following on from the success of that project, 2005 sees a developed programme that enables some of the previous years graduates to take part for a second year and for new trainees to start. **nofitstate**® is particularly proud of the trainees, the skills they learned and the way they developed over such a short space of time. We are sure you will be equally impressed when you see them in this performance.

# The Show 2005 11 locations over 120 performances

A fusion of circus, theatre, visual imagery, dance, music and multi-media creates a show capable of appealing to a wide and diverse audience base. The inspired vision of Director Firenza Guidi creates a subtle and sophisticated theatrical experience yet the sheer energy; enthusiasm and talent of the company ensure that the younger members of the audience remain boggle eyed with excitement.

ImMortal<sup>2</sup> is a multi staged promenade event where the action happens next to you, above you, behind you, all around you and inside of you.

*"ImMortal<sup>2</sup>, a show like you've never seen before... you'll be wandering around the space, enjoying the live music, marvelling at the skills, revelling in the colours and costumes, smiling at the gags."* Western Mail

We promote ImMortal as an adult show that is suitable for children, especially targeting the young adult market.

The spaceship structure is the ideal venue; it is the only one of its kind, designed by the company for this style of work. It has a totally unique look and feel with a strange and fantastic TARDIS-like effect. It comfortably accommodates up to 350 earthlings, and it is so visually striking and different on the outside that the tent itself conveys the untraditional nature of the work.

Critics choice - Time Out, London - two weeks running.

2005 - 11 locations - over 120 performances. Many sell-out performances.

*"You will never have seen anything like this before - less of a show, more of an experience that will stay with you forever. It would be a crime to miss it."* Bath Chronicle

*"This is an invigorating performance to leave audiences both shaken and stirred."*  
The Guardian



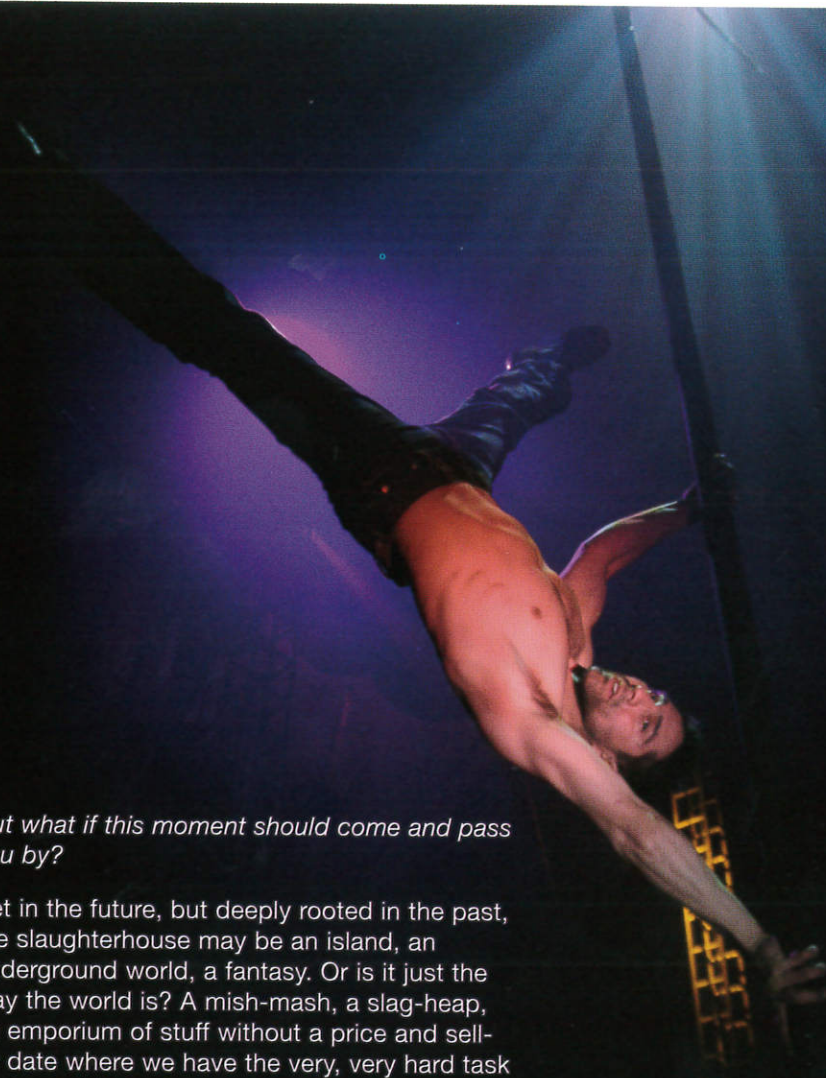
# The Story Our Lives are made of Fragments

After death, another batch of human beings have arrived at the slaughterhouse. William, the guardian angel, has the hard task of helping them wade through all the stuff humanity is made of, so they will be able to recognise and seize their moment of happiness. Only then can they journey from this to another life - while William waits for new arrivals.

Our lives are made of fragments. There are only fragments, like in memory and dreams. They say that if you focus on one of these fragments, one single moment of happiness in your life, eternity falls to go by. It might be a movement, a smile, a touch, a step in time and in the right direction, a song, a cluster of meaningless words like the drooling of babies in a cot, anything that might give you that unmistakable surge of happiness: a sense of weightlessness and rising up; a wholeness and peace where all the little mechanisms of being connect in one single artefact.

*But what if this moment should come and pass you by?*

Set in the future, but deeply rooted in the past, the slaughterhouse may be an island, an underground world, a fantasy. Or is it just the way the world is? A mish-mash, a slag-heap, an emporium of stuff without a price and sell-by date where we have the very, very hard task of recognising our moment of happiness?







# The Directors Process In the directors words



The question I've heard most in the last few months: "So, what is Immortal going to be about this year?" You start searching through boxes, books, pictures and paper bags left over from last year, from a trip to Cuba, from fragments of conversations in Starbucks. Each time you're asked that question, you answer with the information you have available at that moment in time and, of course, the conviction that you are on the right tracks. Yet you don't leave the train. You know you have not reached the final destination. At first, the answer is still imbued with the memory and pictures of last year's travel: "Immortal continues its journey into what it is to be human". It still rings true. It is true. You turn and turn this phrase in your head as you sharpen your pencil a dozen of times without writing a single line. Yes, Immortal still reflects the belief that its secret is deeply rooted in the stuff humanity is made of: dirty stuff. Messy, uncomfortable, at times embarrassing or kitsch or pathetic or funny or endearing or helpless. Always uncompromisingly human.

ImMortal2 still focuses on humanity as an almost extinct species, a bunch of dinosaurs on their way out. Both impressive in their skills and obsolete in their continuing love for life. Placed between a cave and a spaceship, the big top is a refuge for survivors and discarded humanity. Men and women - like piles of old-fashioned crockery that nobody wants to buy. A temporary place where people set up homes away from home. A place which might have once served a different purpose - for example a slaughterhouse, full of metal grids and hooks and hanging flesh.

I begin to think: what if there were millions of these temporary places scattered round the

world where people can abide after death before moving on to immortality. One might find them in caves, ships, houses, disused churches and hospitals, islands, old factories and warehouses.

The idea of the slaughterhouse comes from my feverish readings of Kurt Vonnegut. I like thinking of the tent as a disused abattoir. A kind of preservation place for the body while it's still whole. An intermediate station between life and eternity, where people have a last chance to live to the full or straighten up unfinished business before they can move on to immortality. The setting is an imaginary future made of layers of past. The time is strictly the present.

*"I want to feel the electricity running right through me."*

*"Drawing on similar sources as Cirque Du Soleil, its latest show is a sensual overload of aerial acrobatics, rope work, tumbling and performance art."* The Metro

# Bringing ImMortal<sup>2</sup> to you



**nofitstate**® have years of technical and logistical experience with touring circus productions, which means we can provide all the support needed for you to have a simple, professional and enjoyable experience when booking ImMortal<sup>2</sup>. To set this off on the right foot, here is some information about the site and infrastructure requirements for the ImMortal<sup>2</sup> show.

When touring in the UK, ImMortal<sup>2</sup> travels with a completely self-contained infrastructure. Each company member has their own live-in vehicle or trailer, we tour our own toilets, catering, generators and box office. This minimises site and accommodation costs but our transport costs can be high. We would be happy to discuss other models where the distance involved is prohibitive.

## **nofitstate**®

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## *Basic site requirements:*

1. *Site* - The ideal space is 60m x 100m. It must be reasonably flat and well drained.
2. *Access* - There needs to be access for articulated HGV lorries with 40ft trailers to within 30m of the proposed site of the tent.
3. *We also have all the standard requirements of a touring circus:*

Power, Plant and Equipment, Security, Water, Waste Disposal, Toilets and Showers.

For more detailed information or if you have any questions about these or anything else regarding ImMortal<sup>2</sup> please contact Tom Rack. We will be happy to arrange a site visit to discuss the site and any issues you may have.

For further details, booking availability and quotes, please contact: Tom Rack or Ali Williams