



TERRAFORMING MARS

AN IMMERSIVE GAME THEATRE EXPERIENCE



LUDENS
THEATRE
COMPANY

Made to Play

ABOUT TERRAFORMING MARS

You are humanity's last chance. The **climate crisis** has passed the point of no return, and humanity is facing an extinction level event. But there is still a glimmer of hope. You and your fellow adventurers are on your way to Mars, armed with the skills and knowledge to create a new home for humanity.

Time is ticking, and there are crucial, irreversible decisions to be made. **What future will you choose for humanity?** And more importantly, will there still be a humanity left to save?

Terraforming Mars is a playable immersive experience which places you in the driver's seat. Join an intrepid band of explorers in a race against time to be the first community on Mars. Utilizing unique gameplay elements and **real environmental science**, this production challenges you to govern your territories using **brand new immersive technology**, build unprecedented scientific advancements with your own hands, and outwit rival factions in a military coup. Build a home, defend your legacy, and unlock the untamed wilds of Mars. Explore a custom-built world that **responds and reacts to your every move**, just be prepared to grapple with the consequences. Humanity's future is yours to control. What will you do with it?



Danny Romeo, Founding Director -
Terraforming Mars (2023)



Who are Ludens?

We are an international company of immersive experience creators. We create innovative playable experiences which place the audience in the driver's seat. Established in 2021, we have already performed a number of successful playable productions across the UK, including **The Dead Library** in London, **The Tight Squeeze** in Brighton, and **Among the Leaves** in Oxford (Commissioned by Cara Delevingne).

Ludens has also committed to building and enriching community development through education and audience engagement. We have cultivated partnerships with Watford Palace Theatre, The Institute for Contemporary Theatre in Brighton, the Royal Central School of Speech and Drama, and the Norwich University of the Arts, developing educational programs for each Institution at a variety of skill levels.



The Dead Library (2023)



Ben Chamberlain, Artistic Associate - *Flicker (2021)*



The Tight Squeeze (2022)

Ludens Values

At **Ludens Theatre Company** we believe humans are **made to play**. We thrive on the playful aspects of competition necessary for survival, building narratives around the games we play in our daily lives.

Our interactive experiences place guests at the centre of the action. **Accessible** and **Community driven** storytelling which offers audiences the opportunity to proactively collaborate and work towards solutions across a multitude of socially engaged ideas. Our participants are **part of the action**, making decisions and shifting the focus from opinions about an issue to a call for action. We spark unlikely partnerships, gripping narratives and inspire healthy and constructive dialogue.



THE JOURNEY TO MARS...

February 2023

Ludens Theatre Company finishes its R&D of ***The Dead Library*** at the immersive venue **COLAB Bankside**.

July 2023

Ludens Theatre Company applies for **Watford Palace Theatre's** inaugural **Agitate** programme and is successfully commissioned.

October 2023

Terraforming Mars is the first **Agitate** show performed at **Watford Palace Theatre**



April 2023

Ludens Theatre Company begins development on ***Terraforming Mars***, develops new in-house Creative Software Development Team

September 2023

Terraforming Mars completes its R&D period with support of **The Actors' Church** in Covent Garden.

AUDIENCES

2 hour long performances

3 facilitators

Up to 35 audience

Ages 16+ (teens welcome with adult supervision)

Book in advance

Average £35 sph* + Optional Bar

Primary

Demographic

Adults 25-45

Experience seekers

Gamers



Secondary

Demographic

Families with teens

School groups

Escape room enthusiasts



Reach

Demographic

Traditional Theatre Audiences

Science enthusiasts



SPACE REQUIREMENTS

This is a scaleable, flexible event which can be adapted to fit a variety of spaces. The production thrives on found spaces, and incorporates unique architecture and scenography into the narrative. As a minimum, one larger space for the audience capacity and one smaller space for back of house functions.

TECHNICAL REQUIREMENTS

A large television screen (Company can provide)

Internet connection.

A speaker system with two microphones.

Atmospheric lighting.

AUDIENCE REVIEWS



"It was emotional - how we mistreat each other, repeat the mistakes we have made in the past and how we move to exploit and destroy the worlds we want to claim as ours. The production provoked an emotional reaction of how we continue to exploit the selfish gene in ourselves."

Jamie Arden - Executive Director, Watford Palace Theatre

"It is pushing the boundaries of the genre of immersive experience. They have an essential part to play in the educational immersive sector in the UK"

Phil Edgerley - Head of Acting, Institute for Contemporary Theatre

"This was the most I'd felt a sense of purchase in any immersive show I've been to."



Danny Romeo, Founding Director - *Terraforming Mars* (2023)

"I was still chatting to my companion about it all the way home."



Emily Jane Kerr, Artistic Associate - *Terraforming Mars* (2023)



**DANNY ROMEO (HE/HIM)
FOUNDING DIRECTOR**

Danny is an immersive creator, performer, designer, and educator. He has created work across the US and UK, and been nominated for regional awards such as the Offies and Helen Hayes awards. He also works as an Experience Designer for Phantom Peak, and performed with Sleep No More



**DIANA VALLVERDU
(SHE/HER)
CREATIVE SOFTWARE DEV**

Diana is a mathematician-theatre maker who combines her two passions through developing creative technology for the stage. She's also co-artistic director of ANTS Theatre, and Lecturer at Norwich University of the Arts. Diana designed software for The Tight Squeeze and Terraforming Mars.



**EMILY JANE KERR
(SHE /HER)
ASSOCIATE ARTIST**

Emily is an actress, improviser and facilitator. She's been on TV, stage and spent the last 6 years working in the immersive theatre world, including Luden's productions such as Echos, The Dead Library and Terraforming Mars.



**BEN CHAMBERLAIN (HE/HIM)
PRODUCER**

Ben has been creating and producing immersive events for half a decade, working with Ludens on a variety of projects. Alongside his theatre work, Ben manages the grade I listed Actors' Church, hosting over 500 events a year.



TO HEAR MORE, GET IN TOUCH



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www.LudensTheatreCompany.com

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