



GUTHRIE
THEATER

Cyrano de Bergerac

KEY CHARACTERS AND SENSORY MOMENTS

Characters



Bellerose



Marquis



Cuigy



Brissaille



Ragueneau



Le Bret



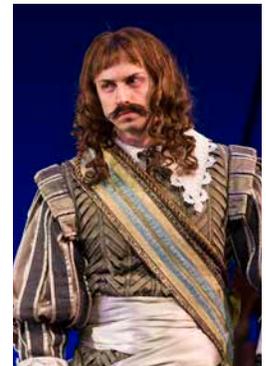
Roxane



Duenna



Count
de Guiche



Valvert



Montfleury



Cyrano



Christian

Sensory Moments

Below is a chronological summary of the key sensory moments in each act. Visual, dialogue or sound cues indicating dramatic changes in light, noise or movement are in **bold**.

Between each act, there is music and changes in lighting. There may also be scenic changes.

Preshow

- A preshow announcement plays in French and English.

Act One

- Music plays and the large feather and letter onstage are pulled up into the ceiling.
- When a cavalier says, "**Come, a bout with the foils to pass the time,**" he and another knight fence briefly.
- The marquis and two cavaliers enter from the left audience aisle.
- When Le Bret says, "**So much the better,**" there are three loud pounds. Montfleury enters with music as the lights dim.
- During Montfleury's performance, Cyrano's voice is heard offstage. **Cyrano claps loudly three times.** On the final clap, Montfleury runs offstage screaming.
- When Cyrano says, "**I have them, here we go,**" he fences with Valvert. Onlookers clap and cheer during the duel. Valvert slaps one of the women watching.
- When Cyrano says, "**Friend of mine,**" music plays. When he says, "**Porter, the doors,**" the doors open and the lights dim. Sword fighters enter from the stage, audience aisles and exits closest to the stage. A large sword fight begins and the action happens onstage, in the audience aisles and near the front row. Ragueneau runs down the right audience aisle followed by cavaliers, whom he fights in the aisle.

Act Two

- A group of poets loudly enter the pastry shop.
- When Roxane says, "**Tell me you still remember by the lake,**" music plays.
- When Le Bret says, "**Our hero is sulking,**" there is offstage groaning before a group of cadets enter singing loudly.
- When a cadet says, "**Now the tale of your adventure,**" Cyrano climbs onto the table. When Cyrano says, "**One could see no further,**" he stomps his foot and music plays.
- When Cyrano yells, "**Mother of God,**" the cadets shout and exit the stage.
- When Cyrano says, "**One storybook hero,**" music plays.
- When a cadet says, "**It's strong enough,**" Cyrano punches him and knocks him out.

Act Three

- When Roxane says, "**No such impediment,**" music plays.
- When Cyrano says, "**My words, my words,**" a lute plays offstage.
- When Cyrano says, "**I know,**" drums play offstage.
- When Cyrano says, "**That, I promise you!**" the lights dim and intermission begins.

Intermission

- House lights go up and the theater may become noisy.
- House lights dim when Act Four begins.

Act Four

- Loud gunfire and flashes of red light occur throughout the battle scene, pausing briefly when Ragueneau arrives with food.
- When Cyrano says, “**In his native dialect,**” music plays.
- When Cyrano says, “**Farewell, Roxane,**” a series of especially loud gunfire sounds.
- When Cyrano boldly sings the “Cadets of Gascony” march song, a burst of red paper leaves drop from the ceiling and the gunfire ends.

Act Five

- Nuns enter singing. Paper leaves continue to fall.
- When Cyrano says, “**Listen,**” he bangs his walking stick three times on the ground. When he says, “**Roxane, adieu,**” music plays, and when he says, “**It interrupted my Gazette,**” he bangs his walking stick three more times on the ground.
- When Cyrano says, “**My white plume,**” the lights black out and the show ends.

Curtain Call

- House lights go up and music plays as the actors come back onstage for the curtain call.