

MERCURIAL WRESTLER

Mercurial Wrestler present Magna Mysteria

Magna Mysteria, a site-based contemporary performance piece that utilises ubiquitous digital technologies to bring a magical mystery to those who choose to enter the world.

Magna Mysteria is an interactive experience. It takes the audience on a journey, infiltrating their consciousness and teasing them with conflicting stories.

The performance begins with the audience collecting their tarot card from the Magna Mysteria Fortune Telling Machine, and then unravels. Age-old stories emerge from out of nowhere, mysterious characters tell conflicting tales, and the audience choose who, or what, to believe. It's not a game, there's no right or wrong, but there are many paths, and no one will experience *Magna Mysteria* in the same way.

The audience is invited to explore fabulous characters, meet fellow magicians and decipher the mysterious communication they receive. Can they solve the riddle? *Magna Mysteria* is the greatest mystery of them all.

The performance takes place over a couple of hours and will culminate daily with a final event. Access to a mobile phone and Twitter is advised to enjoy the experience to the full.

The total integration of sometimes concealed, sometimes overt uses of technology, wrapped in the narrative as the old world of the magician meeting the modern age of the audience offered an intriguing model for the use of digital technologies in theatre. Magna Mysteria has laid down a compelling blueprint for other practitioners, the impact of which, I believe, will resonate in their work and those of other companies for many years to come." Verity Alexander, Pervasive Media Studio

"It's a kind of magical mystery tour, in which you sign up at a beautifully crafted fairground sideshow fortune-telling booth, receive a sort-of tarot card (mine was The Sisters – there's also a Policeman, a Siren, and a Magician), and then await instructions, which arrive some time later by text"

"..you become a participant in the creation of the story (which is a kind of post Angela Carter / Erin Morgenstern tale of shady alternative reality happenings in Victorian music halls)"
Dorothy Max Prior, Total Theatre Review on Magna Mysteria at Brighton Festival

TWITTER:

[@MagnaMysteria](#) it felt great to be part of separate world within Hanley [#magnamysteria](#)

Intriguing fun at [#sirf13](#) with the magician and morellinis. Siren and policeman to come.
Love the interactivity of this!

[@MagnaMysteria](#) [@sirf2013](#) was brilliant! A modern technical show with an olden day story
that really gets you thinking

Mystery, beauty and suspense in abundance in [@MagnaMysteria](#) by [@mercurialw](#).
Everything is significant..

[@MagnaMysteria](#) paracosmic interactive art, Sunday, don't miss: scary sisters, eccentric
policeman, melancholy magician

[@MagnaMysteria](#) thank you for engaging show. puzzling (dis)appearances. Recommended
smart ph adventure

[@MM_Siren](#) [@MM_Magician](#) [@MM_Morrelinis](#) [@MM_Policeman](#) I'm sad it's all
over. It was truly beautiful to be a part of - [#MagnaMysteria](#) [#bf2013](#)

twitter:

[@MagnaMysteria](#) [@MercurialW](#)

Magna Mysteria is commissioned by Without Walls, Winchester Hat Fair, Falmouth University Performance Centre and Hall For Cornwall. Supported by AIR Falmouth University. With funding from Arts Council England and Feast.

Mercurial Wrestler

Mercurial Wrestler are resident Theatre artists at AIR Falmouth University, Hall for Cornwall and Pervasive Media Studio, Watershed, Bristol who create a unique form of immersive audience led performance, inspired by the pervasive nature of the media around us and the ability to make the impossible, possible. They are experience engineers who fabricate worlds in which the audience are the major players.

www.mercurialwrestler.com

[@MercurialW](#)

Pervasive Media

A simple explanation of pervasive media, taken from the Pervasive Media Studio website is “any experience that uses sensors and/or mobile/wireless networks to bring you content (film, music, images, a game...) that’s sensitive to your situation – which could be where you are, how you feel, or who you are with. Pervasive Media is Digital Media delivered into the fabric of real life and based on the situational context at the moment of delivery”.

FEE: £7,500

(plus travel, accommodation and per diems for the company – 10 on the road)

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