

# ADVENTURES IN MOOMINLAND

A preparation story



This guide is for you to use as much or as little as you like, to help you prepare  
for your tour of  
*Adventures in Moominland.*

In this guide you will find pictures of the tour and information about what  
happens along the way.

## Adventures in Moominland – Information about the tour

- The tour is in Royal Festival Hall on the lowest floor, which is called **Spirit Level**.
- It takes approximately 55 minutes to complete the tour and there are 11 areas to explore.
- A host takes you and the rest of your group on the tour, and the host tells you interesting information about the author Tove Jansson.
- It is interesting to listen to the host, but you do not have to be quiet the entire time.
- There may be other people you don't know on the same tour as you.
- Parents or carers are part of the tour and stay with their children at all times.
- If you need to leave the tour at any time, that is fine. Re-entry is not possible because of the timing and layout of the tour.
- Anything you are invited to play with or touch must be left in the exhibition.
- If you have any questions please call the Southbank Centre Customer Relations team on +44 (0)20 3879 9555.



## What happens

When you arrive at Spirit Level, you wait outside the giant books:



Once everyone has arrived for the tour, the host says 'hello' and explains that you will be seeing and hearing information about the Moomins and their creator Tove Jansson's life and some of the things that inspired her stories.

The host opens up the giant book cover and you walk through into Area 1 and the tour begins. Once you have walked into Area 1, the giant book cover door closes behind you.



As well as the host, there is a recorded voice that speaks during the tour – this is The Narrator.

## Area 1



Area 1 is dark and has cut-outs of rocks either side and a model of Moomintroll in a display case at the other end of the room.

The Narrator's voice begins to speak.

When The Narrator finishes, the host asks you about some of the characters in the Moomin stories. After this the host leads you to the next area.

## Area 2



Area 2 has sand and pebbles on the floor and a tent pitched in it. There are benches and logs to sit on and there is some camping equipment around the tent. You hear sounds of a crackling campfire and see flickering lights outside the far tent wall. These lights represent the campfire.

It smells like wood burning on a fire in this area. You hear the sound of birds singing.

The Narrator talks about Tove Jansson and how she first came to draw Moomintroll when she was a child. You watch a short animation which is projected on the tent wall.



Once The Narrator has finished, the host explains some interesting information about Tove Jansson. You hear the sounds of a bird flapping its wings and making a cawing noise. After this the host leads you to the next area.

### Area 3

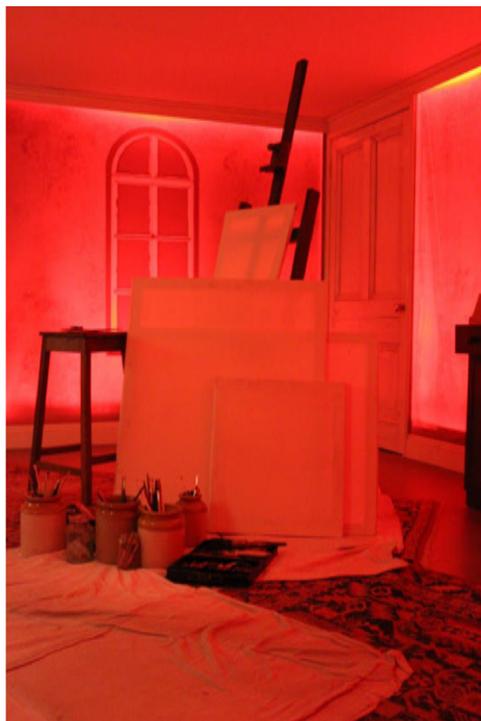
Area 3 is an artist's studio. There are paint tubes and brushes on the floor coverings and the room smells of paint.

The host winds up the gramophone to play some jazz music.



The Narrator explains that Tove Jansson wrote her first two Moomin stories during World War 2. The host shows you some artwork in the cabinets and tells you about them.

The jazz music gets louder and the lighting in Area 3 flashes red. The Narrator says that 'The comet is coming' and the host leads you into the next area.



#### Area 4



Area 4 is dark and narrow and smells of damp moss. There is sand on the floor and an echo sound of dripping water. The lighting is red and you can hear the loud jazz music and The Narrator speaking. The area looks like a cave and has a blanket hanging over the mouth of the cave at the far end of the space.

There are the sounds of a comet swooshing down to destroy Moominvalley. It is not scary and the comet misses Moominvalley so the Moomin Family are safe.

You hear a cuckoo sound and the host then holds open the blanket covering the mouth of the cave to let you through to the next area.



## Area 5



Area 5 is dark and the area is misty. There is forest mulch on the floor and there are trees, plants and flowers all around and a strong smell of wood and mud. Some of the branches are low, so be careful not to hit your head.



You hear the sounds of a frog croaking. The host leads you into the next area.

## Area 6



Area 6 is dark and narrow with lots of trees, plants and flowers. There is a suitcase at the far end and the host asks you to open up the lid and tells you interesting facts about what you can see inside.

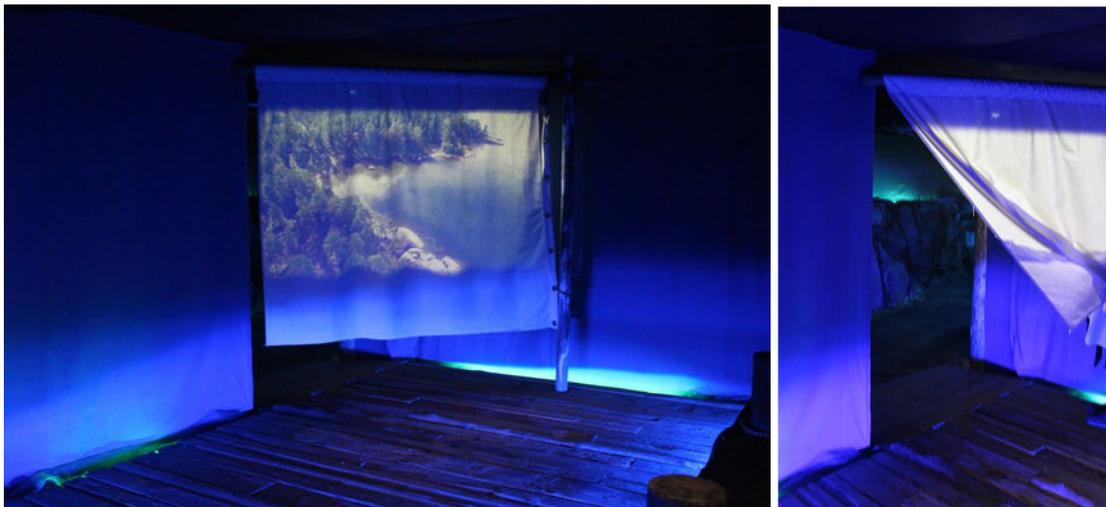


The host then leads you into the next area.

## Area 7



Area 7 is lighter than the forest and has wooden beams on the floor to make it look like a raft. The raft is a little bouncy so please sit down if you want to around the edge of the room. There is a white screen with a video projected onto it. The Host tells you interesting facts about the island you see in the film.



When the film has finished the Host leads you into the next area.

## Area 8



Area 8 is darker than Area 7 and there are pebbles and sand on the floor. There is a smell of wet rocks and seaweed. You hear sounds of seagulls crying and the sea swooshing up against the shore.



The host explains some more interesting fact about Tove Jansson and the Moomin stories and then you help look for the key to the lighthouse which is hidden in the rocks.

The host then leads you into the next area.

## Area 9



You enter a small dark corridor in the lighthouse and move in single file through it to Area 9 which is also dark, with a small amount of haze (a smoke-like effect).

Area 9 looks like a winter woodland with lots of trees and fake snow on the ground. There is an image of a full moon and lights in the ceiling look like stars.

You hear muffled low sounds of The Groke. There is nothing to worry about. The host then leads you over a slightly uneven bridge and into the next area.



## Area 10



Area 10 is lighter than Area 9 and has a cosy feel to the room. You hear sounds of a crackling fire coming from the stove on the wall and you smell wood burning on the fire.

The host tells you many interesting things about the pictures in this room. You hear the sound of scratching coming from behind the stove. This is nothing to worry about. The host then pushes open the wall to reveal a secret entrance into the next area.



## Area 11



Area 11 looks like a family home and the lighting is much brighter here. You hear sounds of snoring and peek through an open door to see the Moomins sleeping in their bedroom.



The host tells you some interesting facts about the things in this area. After this you do a fun group exercise together and create a character. The host draws this character on a blackboard.

The Narrator talks briefly at the end and this means that the tour has come to an end.

The host opens up the wardrobe door and everyone exits into the corridor.



If you go up the steps and turn right, you are back where you started.



We hope you enjoy *Adventures in Moominland* – thank you for coming.