

PLAYBILL

SPARKSOIL THEATER



GLIMMER GRAVITY

LOVE • GRAVITY • LOOK AGAIN

A LIVING MUSICAL IN ACTS

VIP DRESS REHEARSAL

This playbill lives on your seat.
The lights are still being adjusted.
Act I is open.
The rest is still blooming.



WELCOME TO SPARKSOIL

Sparksoil is for entering.

You do not need to understand
this world before you come inside.

These songs were made as rooms:
places to listen, notice, wonder,
breathe, and look again.

You may hear voices.
You may meet characters.
You may notice the room itself
beginning to participate.

Nothing needs to be decoded.

Come as you are.

Find somewhere comfortable.
Headphones are lovely,
if you have them.

And when you're ready—
welcome inside the room.

A SMALL NOTE

BEFORE WE BEGIN

Sparksoil is my personal creative world—
a place where I explore what I'm learning,
noticing, feeling, and understanding
through story, character, art, and music.

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It is not produced by or affiliated with
Jehovah's Witnesses, and it is not
intended to replace personal Bible study,
congregation meetings, or the spiritual
food Jehovah provides through
his organization.

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When Scripture appears here,
it is being encountered through
my own creative reflection.

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For Bible-based teaching and
spiritual resources, please visit jw.org.

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Sparksoil is simply one little place
where I make things
from what I am learning.

**THE SOURCE IS
NOT THIS ROOM.**

*This is just one place
where I let the light in.*

SPARKSOIL THEATER PRESENTS

THE COMPANY

KITTY — *The One Inside the Story*

She learned to read the room before she learned to read herself. Kitty is the one living the questions in real time—adapting, noticing, losing access to the thread, finding doors, and slowly discovering that she is also someone in the room.

SHE / THE WOMAN — *The Unnamed Presence*

She seems to know the room unusually well. She notices shifts before anyone explains them, sometimes speaks directly to the audience, and has been here from the beginning.

For now, that is enough to know. ☹☹

OTTER — *The Glorious Interruption*

Curiosity with no respect whatsoever for the agenda. Otter notices the weird thing, asks the question everyone else was about to walk past, and occasionally discovers important principles entirely by accident.

THE COMPANY

RON — *The Ground*

Ron notices edges, limits, weight, and structural integrity. He says NO often enough that everyone assumes it's his favorite word. Ron maintains that everyone simply keeps requiring it.

He has strong opinions about boundaries, load-bearing structures, and metaphors that have gotten entirely too ambitious. When something is leaning, costing too much, or asking a living thing to disappear in order to keep working, Ron tends to notice.

He is particularly useful when everyone else has become extremely excited and somebody needs to check whether the floor still exists.

MINT — *Discern-mint*

She calibrates, not criticizes. Mint separates what's true from what's assumed, what fits from what's merely familiar, and holds AND without forcing OR. Reality gets a vote.

Once the inner critic. Now learning to align-mint instead of police it.

PROFESSOR C — *The Pattern Cartographer*

Professor C likes chalk, diagrams, distinctions, and knowing what exactly just happened. He studies the architecture underneath ordinary moments—and is periodically reminded that the map must remain correctable by the room.

THE COMPANY

PELICAN — *The Continuity Keeper*

Pelican remembers where we have been. He gathers timestamps, echoes, recurring phrases, old glimmers, and suspiciously relevant things from three songs ago.

If something returns transformed, Pelican probably has receipts.

MARGRET — *The One Who Came Back Into the Room*

Margret knows Kitty very well. In some ways, she has been Kitty. She carries more of the map now—but she is still living inside the territory.

She can hear more than one voice at once, notice what is happening, and sometimes find a little room between signal and movement.

Kitty has not disappeared. Something has changed about who can stay.

GLIMMER — *The Living Signal*

Fast, bright, unfinished, and deeply suspicious of premature explanation. Glimmer appears when something has become alive enough to notice but not yet settled enough to name.

Her primary instruction:

SAVE HERE.

Notice first. Explain later.

THE COMPANY

LUCY — *The Somatic Noticer*

Lucy notices from inside the body: breath, pressure, energy, sensation, fog, tightening, softening, delight, overwhelm.

She catches what the body knows before there are necessarily words for it—and helps the room ask: “What is happening here?” before deciding what it means.

MUSIC — *The One You’ve Already Met*

She works in pressure, pacing, silence, repetition, unfinishedness, and state. Sometimes she arrives before meaning does.

She may take a while to tell you her name.

That does not mean she wasn’t there. ☹☹

DOC ROBIN — *The Gentle Witness*

Robin makes room for what becomes visible when nobody is rushing to fix it. He asks careful questions, stays near the tender thing, and has learned that sometimes the most useful intervention is simply not leaving.

AVOIDANT COFFEE — *The Reluctant Participant*

Present.

Technically. ☕

Avoidant Coffee specializes in strategic silence, suspiciously timed exits, and demonstrating that distance, absence, and non-response change the field too.

THE COMPANY

WORDBAKER — *The Language Kitchen*

Where sounds, phrases, rhythms, alliteration, crumbs, and half-formed meanings get kneaded until something unexpectedly sings.

Wordbaker is less interested in perfect sentences than in finding the words that make the room move.

THE ENSEMBLE — *The Room Around the Story*

Voices. Expectations. Inherited sentences. Other humans. Echoes. Pressure. Recognition. Community.

Sometimes the Ensemble tells Kitty what the room requires.

Sometimes it carries language when one person cannot.

And sometimes, from somewhere in the dark, it answers:

“There you are.”

ACT I

THE ROOM CHANGED

01 Arrival: Welcome

"you don't have to know where you're going..nobody else does either."

02 Welcome

"You don't need to know what this is yet."

03 Walls Go Here

"this is the way the room is"

04 The Door That Wasn't There

"there was a door that wasn't there"

05 Play Again

"play again before you solve the whole thing"

06 Fog Fort / Glimptersection

"they weren't alone they were untranslated"

07 And the Room Changed

"and the room changed"

08 Save Here

"SAVE HERE before the knowing"

You are welcome here.



A FEW REMINDERS FOR YOUR VISIT

- ◆ Nothing needs to be decoded.
- ◆ All feelings are welcome.
- ◆ Breathe. Let the room hold you.
- ◆ Take what you need. Leave what you don't.

**NO PROOF OF UNDERSTANDING
REQUIRED FOR ADMISSION**

