

GUYS & Dolls

AUGUST 8 - 13

CONTENT GUIDE

Hailed as the perfect musical comedy, this award-winning classic gambles with luck and love under the bright lights of Broadway.

GUYS & DOLLS features some of Frank Loesser's most memorable tunes including the hilarious "Adelaide's Lament" and the crowd-pleasing classic "Luck Be a Lady."

Music and Lyrics by Frank Loesser
Book by Jo Swerling and Abe Burrows

MUSICAL NUMBERS

ACT I

Overture
Runyonland
Fugue for Tinhorns
Follow the Fold
The Oldest Established
I'll Know
A Bushel and a Peck
Adelaide's Lament
Guys and Dolls
Havana
If I Were a Bell
My Time of Day/I've Never Been in Love Before

ACT II

Take Back Your Mink
Adelaide's Second Lament
More I Cannot Wish You
Crapshooters Ballet
Luck Be a Lady
Sue Me
Sit Down, You're Rockin' the Boat
Marry the Man Today
Reprise: Guys and Dolls

RUN TIME

About 2 hours and 40 minutes, including one 15-minute intermission

PARENTAL GUIDELINES

Recommended Audience: 10+ (Mild Adult Themes)
Please note that children under the age of 3 will not be admitted to the theater.

CHARACTERS

Nicely-Nicely Johnson: Just like his name suggests, he is the nicest and cheeriest of the gambling crooks.

Benny Southstreet: Nathan's right-hand man and a gambler himself.

Sarah Brown: bright-eyed woman who serves as Sergeant of the local Mission.

Arvide Abernathy: The bass drum and cymbal player in the Mission band, he is Sarah's loving grandfather.

Harry The Horse: a tough guy with dollar signs as his bottom line.

Lt. Brannigan: a New York police officer who is on to Nathan's illegal craps games

Nathan Detroit: A good-hearted gambler and craps game organizer who could never hit the bigtime.

Miss Adelaide: Nathan's fiancé and a lead performer at the Hot Box nightclub.

Sky Masterson: a high-stakes gambler whose luck never seems to run out, and a wild card who surprises himself when he falls in love with the unlikeliest of women.

Big Jule: a big time craps player from Chicago who bullies his way into never losing.

SYNOPSIS

(CONTAINS SPOILERS)

Act I: Amidst the hurly-burly of Broadway, Sarah Brown and her gallant band from the Save-A-Soul Mission endeavor to recruit sinners. Nathan Detroit and the gambling fraternity are more concerned with finding a place for their illegal floating crap game and Adelaide, Nathan's long-time fiancée, is preoccupied with trying to get him to the altar.

Sky Masterson saunters into town and gets suckered into a bet with Nathan that he can take any doll he likes to Havana. Nathan names Sarah Brown, and, undaunted, Sky presents himself at the Mission as a sinner. When this doesn't work, he guarantees her a dozen sinners in return for having dinner with him - in Havana. Sarah's response is he's not her type of guy ("**I'll Know**").

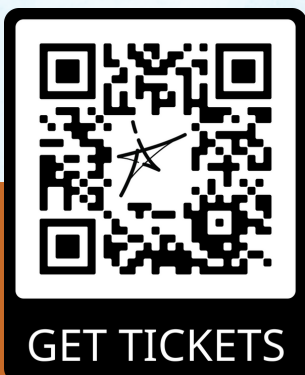
At The Hot Box night club where Adelaide stars ("**Bushel and a Peck**"), Nathan promise; her he will reform, Meanwhile, his side-kicks Benny and Nicely-Nicely complain she's taking his mind off his work ("**Guys and Dolls**"). The arrival of General Cartwright, intent on closing the Mission through lack of support, galvanises Sarah into accepting Sky's invitation. Nathan, still hoping to win his bet and the thousand bucks he needs to set up the game, is having trouble with the gambling fraternity - Big Jule, Harry the Horse and Rusty Charlie, to name but a few - who are getting increasingly restless. The appearance among them of Lt. Brannigan spells trouble, but the day is saved when they tell him they're celebrating Nathan's and Adelaide's elopement.

In Havana, Sarah becomes decidedly more friendly after drinking several of the local 'milkshakes' and causes a riot at El Cafe Cubano when she objects to Sky dancing with another girl ("**If I Were A Bell**"). He is shamed into telling her about the bet and takes her back to New York where they arrive just before dawn -sober, and in love ("**I've Never Been In Love Before**"). Their idyllic moment is soon shattered; as Arvide -Sarah's grandfather and the Mission Band return wearily from all-night canvassing, the sound of a police siren sends the gamblers scuttling out of the Mission, where Nathan had finally found a place for the game.

Act II

Adelaide entertains The Hot Box customers ("**Take Back Your Mink**"), still blissfully believing she is about to become Mrs. Nathan Detroit. Arvide consoles Sarah as the deadline for closing the Mission approaches and tries to put in a good word for Sky, who is still determined to honor his pledge. He follows the gamblers - and the game - into the sewer and bets each of them a thousand dollars against their souls on the roll of the dice ("**Luck Be a Lady**"). When he wins, they are obliged to attend the meeting at the Mission where - after some initial reluctance - they join Nicely-Nicely in giving testimony ("**Sit Down, You're Rocking the Boat**"). Though Lt. Brannigan, hot on their heels, remains unconvinced, General Cartwright is impressed.

When Sarah learns that Sky told Nathan he had lost the bet and did not take her to Havana, she realizes he can't be all bad. She and Adelaide commiserate with each other on the problems of getting their guys to change their ways and decide the answer is to marry them first, which they do, and live happily ever after.



TICKETS
START AT
\$29

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