

Mysteries and Lies Synopsis

Mysteries and Lies is an immersive interactive experience that tests the limits of trust and perception. It takes place in the intimate 46-seat Sweet Action Theatre; a space which was once a children's school classroom.

Magician James also presents a series of classic pieces of magic while highlighting their relationship modern social and political concerns – trusting experts, “alternative facts”, deepfakes, fortune telling, scams and cults. In this performance, the focus is on the audience. A panel of experts appointed by the audience will sit in on every demonstration on stage alongside the magician making the choices that drive the show forward and making sure that everything that happens is honest and above board. Or at least doing their best against impossible odds.

The audience, guided by James will:

- See modern variations of classic magic tricks
- Choose, lose and find cards pushing the boundaries of luck, coincidence and free will
- Be cheated out of their money as they explore the origins of crypto currency.
- Have their future foretold with Tarot cards
- Channel their psychic powers to bend metal objects
- Start a religion
- Generally make a mess of things

The audience is, naturally, encouraged to view all this with appropriate skepticism and doubt, not that it will do them much good.