



Welcome to *Dubliners* – A Full Day’s Epic.

We do not call this tour is not called an epic lightly. In fact it’s a great challenge! Joyce was a great walker and mapper in his youth, when he spent hours roaming across his city, and as he roamed, so does his *Dubliners* – and in the case of this ‘Epic’ for 9-10 hours across his city.

A few important things to note about your map

- **When there is a track to listen to the route arrow will be purple, when there is nothing to listen to the route arrow will be red.**
- All track numbers are colour coded to their story colour on the map.
- **Please do be sure to read the important accompanying instructions and background to each track, before pressing play.**
- **The playing time for each track is written after its verbal description at the bottom of the map.** This is not the time it takes to walk to the next location. You will also see the track counting down as it plays in the top left hand corner of your screen.
- **You have ten detailed step by step maps and one overview map in your folder.**

Tips on how your Mp3 player works

You will be shown how to use the player before you leave. However these are some things to remember along the way:

- **There is a blank 1 minute after nearly every track – this is to let you know that that track it is over and it’s time to walk to the next location.** When you hear this silence we advise you to press play/pause and then walk to the next location. When you’re ready, press play again and either wait 1 minute for the silence to play and the subsequent track to load, or better press the right hand button forward to the next track and then press play again.

- Finally we're sorry that Dublin's busy traffic can make it hard to hear. Joyce's city was certainly a much quieter one, and if you listen closely you will hear the sounds of the trams and horse and carts of his day in the background of the stories.

We're sorry but we cannot control the deafening noise of today's city, and our top volume is at the loudest level EU Regulations will allow. If that can't compete with a Dublin bus' engine, or a thundering lorry on the quays, you can deduce what could make you far deafer than listening to our Mp3 player ever could... All we can suggest is that you take in Joyce's location and then move to a quieter side street to listen again. Also if you possess your own, sound proofed in-ear headphones, this may help you some more. Due to hygiene reasons Wonderland cannot loan such headphones out, and has instead provided the best brand of over-ear headphones.

- **If the player goes to sleep, or blank simply press the on-off button and it will bring you back to the very second which you last listened to.** However rather less helpfully it will go to a default 2/3 sound level so you may need to readjust the volume up to how you'd like it.
- Sometimes in addition to the instructions on the map text, you will hear the director's voice telling you where to go next e.g. At the House of the Dead or during *Two Gallants*, *A Painful Case*, *Counterparts* and *An Encounter*. This is because these stories ask you to move around with them, which is part of the fun! And the challenge...
- **Each track is designed to be listened to in its location, if you try to listen to it in another, you may find you can't hear it,** as it was designed for a much quieter or certainly different place. E.g. Don't try to listen to *The Dead* whilst walking down the quays before you get to the House of the Dead.

The time it may take to do the tour

Before you set out, we should warn you that The Full Day's Epic with pub breaks could easily take 9- 10 hours, if you're walking and using public transport, which is why we're giving you the headset for 24 hours. And hoping it's a sunny day for you.

So if you would like to make a tour in 7-8 hours we'd advise either using a bicycle or cutting tracks 3-12, a 6 kilometre loop taking most people, an average of 1.5-2 hours through the Docklands area of the city, or cutting tracks 20-29 Chapelizod village and *A Painful Case* in the Phoenix Park, which would probably take 1.5 - 2 hours too, depending on if you used a taxi, bus or bicycle to get to Chapelizod.

Please also remember, that time wise extra features, are just that, extra.

However, we don't want you to have to cut some of these stories, so if you would like to leave one of these two loops for tomorrow morning, if you can spare the time, then we can try to spare the headset, if it's not already booked out.

To complete the tour comfortably and to not tire yourself out, we advise using bus, Luas tram or a bicycle several times during this epic, in the following places, all of which will be clearly marked in your map.

- After Track 12 – North Wall Station to Parnell Street. 2.5 kilometres .
- After Track 19- Wellington Quay, Temple Bar to Chapelizod Village. 5 kilometres.
- After Track 29 – Chapelizod Village to the House of the Dead, Usher's Island. 4 kilometres.
- After Track 30 – if you are tired, walk up the quays with Gabriel in the direction of the city, and then take the Luas Tram at Smithfield to Jervis in the city centre. Listen to tracks 31-33 on the way and retrace your steps into Temple Bar for Track 34 A Little Cloud. Luas fare €1.60 (This will mean missing tracks 31-33 in situ in The Liberties but will save you a 1km walk.)
- A final energy saving option would be to take the Luas tram from Connolly Station The Point after Track 6, though it would mean not listening to *An Encounter 3* in situ.

The House of the Dead

Wonderland are opening the House of the Dead from 11.45-15.00 for people availing of the 10.30 Half Day tour. For many it is the highlight of the tour. We are still trying to ascertain how long it takes people on the Full Day's Epic to reach the House so for this reason may phone your mobile if you are not there by 15.00 to see how you're doing, as we will happily wait for you until 16.00 as long as we know you're coming. However if you don't plan to visit the house, or decide during the tour not to, please tell Dublin Writer's Museum on 01 8722077 as someone will be waiting to let you in!



Bicycle and Bicycle Hire

If you have brought your own bike today – congratulations it's one of the very best ways to do the tour – though you will have to push it through the city centre to listen to the walking tracks.

An even better option, in fact which avoids the pushing the bike you don't need it, is to hire a Dublin Bike.

Dublinbikes is a self-service bike rental system open to everyone from 14 years of age. All stations are equipped for Long Term Hire Card and 3 Day Ticket users. 15 of the 44 terminals allow you to purchase a 3 Day Ticket today, for €2 on your credit card (but not Laeser Maestro or Visa Electron debit), including the station on Parnell Square North – slightly to the right of the entrance to Dublin Writer's Museum. (Like car hire, a €150 deposit/guarantee on your card is also taken in case you don't return the bike within 24 hours. Your card is only charged in this eventuality.) Once purchased, you can use the 3 Day Ticket to rent or return a Dublin Bike from any station in the network. All of these stations are marked on your overview map.

If your journey takes more than 30 minutes, a service charge applies which is debited from your dublinbikes account if you have a Long Term Hire Card or from your credit card if you have selected a *3 Day Ticket*.

| | |
|-----------------------|-------|
| First half hour | Free |
| Next hour | €0.50 |
| Next 2 hours | €1.50 |
| Next 3 hours | €3.50 |
| Next 4 hours | €6.50 |
| Every extra half hour | €2 |

We would suggest hiring a Dublin bike after Track 2 and then returning it before you start Track 13 – to avoid pushing it through town and to save money. Then taking a second bike from Ormond Quay after Track 19 and using it to ride out to Chapelizod and back to the House of the Dead and then on back into town where it could be returned before Track 34 to one of the stations near the top of Dame Street.

If you have time you may also enjoy a scenic, but less direct cycle, through the Phoenix Park or the War Memorial Gardens to get to Chapelizod. This could add 10 minutes to your journey time.

Taxis

Taxis in Dublin are as expensive as any European capital's. Still if you have the budget, or if there are a few of you, one could still make sense and save you a lot of time on the longer stretches where there are no tracks to play (those marked with red arrows.) Here is a table of what Dublin taxis charge between 8am-8pm if you hail one in the street.

| | |
|-------------------------|-----------------------|
| Initial Charge | €4.10 |
| Next 14km or 40 minutes | €1.03/km or €0.36/min |

| | |
|---------------------------|-----------------------|
| Next 15km or 50 minutes | €1.35/km or €0.48/min |
| Each additional passenger | €1 |
| Booking fee | €2 |

However, as Wonderland wants to beat the recession and so do Eight Twenty Cabs we have negotiated a 20% discount and priority booking service on your behalf if you call them on (+353) (0)1 8202020 and they should be with you very promptly. Simply say you are on the *Dubliners* tour and quote the Wonderland pin WON when booking. If you are lost they do have a copy of our overview maps on their system to help them locate you.

Thanks so much for walking James Joyce's *Dubliners* with us today and we hope to see you at another Wonderland show in the near future.

| Story | Map | Track |
|--------------------|-----|-------|
| The Boarding House | 1 | 1 |
| Two Gallants 1 | 1 | 2 |
| Two Gallants 2 | 9 | 39 |
| Two Gallants 3 | 9 | 41 |
| Two Gallants 4 | 9 | 43 |
| Two Gallants 5 | 9 | 44 |
| Two Gallants 6 | 9 | 45 |
| Two Gallants 7 | 9 | 46 |
| Eveline 1 | 2 | 4 |
| Eveline 2 | 3 | 12 |
| An Encounter 1 | 2 | 5 |
| An Encounter 2 | 2 | 6 |
| An Encounter 3 | 2 | 7 |
| An Encounter 4 | 3 | 8 |
| An Encounter 5 | 3 | 9 |
| The Sisters 1 | 4 | 13 |
| The Sisters 2 | 4 | 14 |
| The Sisters 3 | 7 | 32 |
| A Little Cloud 1 | 4 | 16 |
| A Little Cloud 2 | 4 | 17 |
| A Little Cloud 3 | 4 | 19 |
| A Little Cloud 4 | 8 | 34 |
| A Little Cloud 5 | 8 | 36 |
| A Painful Case 1 | 5 | 20 |
| A Painful Case 2 | 5 | 21 |
| A Painful Case 3 | 5 | 22 |
| A Painful Case 4 | 5 | 23 |
| A Painful Case 5 | 5 | 25 |
| A Painful Case 6 | 6 | 26 |

| | | |
|----------------|----|----|
| The Dead 1 | 7 | 29 |
| The Dead 2 | 7 | 30 |
| The Dead 3 | 10 | 58 |
| The Dead 4 | 10 | 59 |
| Counterparts 1 | 8 | 35 |
| Counterparts 2 | 8 | 37 |
| Counterparts 3 | 9 | 38 |
| Counterparts 4 | 9 | 48 |
| Counterparts 5 | 10 | 54 |
| Counterparts 6 | 10 | 55 |
| Grace 1 | 9 | 49 |
| Extra Feature | 1 | 0 |
| Extra Feature | 2 | 3 |
| Extra Feature | 3 | 10 |
| Extra Feature | 3 | 11 |
| Extra Feature | 4 | 15 |
| Extra Feature | 4 | 18 |
| Extra Feature | 5 | 24 |
| Extra Feature | 6 | 27 |
| Extra Feature | 7 | 28 |
| Extra Feature | 7 | 31 |
| Extra Feature | 7 | 33 |
| Extra Feature | 9 | 40 |
| Extra Feature | 9 | 42 |
| Extra Feature | 9 | 47 |
| Extra Feature | 10 | 50 |
| Extra Feature | 10 | 51 |
| Extra Feature | 10 | 52 |
| Extra Feature | 10 | 53 |
| Extra Feature | 10 | 56 |
| Extra Feature | 10 | 57 |