Valley of the Moon Outline/Script Writing

So you want to write a Valley of the Moon script for one of our shows. Well, that’s awesome! Congrats on having the drive and having a vision for a show at Valley of the Moon! Valley of the Moon is unique. Here’s some information and suggestions you might find helpful.

# Valley of the Moon Oddities

## Family Oriented

Every show done at Valley of the Moon is family-friendly. Our shows are not explicitly for kids; they should be funny and engaging to all ages. Because of this, you will want to make your story easy to understand yet complex enough to entertain those older audience members. One way to do this by having a very simple plot with fun and interesting characters. One exception: our experimental plays may handle more mature subject matters.

## Audience Participation

In theatre, there is a thing called the Fourth Wall: a metaphorical bearer between the audience of a production and the story unfolding before them. At Valley of the Moon, the Fourth Wall is more like a screen door: it can be open and let anything and everything through or closed but still talked through. Our shows are often designed to interact with our audience members. Consider this if you are writing a scene that requires extreme suspension of disbelief or an audience member not saying “Look behind you it's the bad guy!”.

## Inclusion

If you have seen a Valley of the Moon show before, you have probably heard “Everything you have seen here tonight is the work of volunteers.” Everyone, from those running the ticket booth to the people constructing sets in the back, is a volunteer! Our strong value on inclusion drives us to accept all who want to participate. Our casts vary widely in age, experience, skill, and challenges. Consider these things while thinking about your show idea because they may require adaptations to the script. Successful plays often include a group of characters who have few to no speaking lines.

## Walking Adventures

Although Valley of the Moon does have a stage, traditionally characters take small groups of audience members to sets located throughout the park. Using this approach requires small audience numbers (35 is typical) and multiple shows, generally at the same time. This may require adjustments to script to avoid any overlap or possibility of collision.

# Types of Shows

Our Spring show is fairy-tale based. The Haunted Ruins, also known as the Halloween or Fall show, runs weekends in October. The fall show can be suspenseful but is not intended to be scary. We are adding an experimental play, which could run in the summer or winter.

### Kindness and Goodness

Valley of the Moon has been promoting kindness since 1923. We favor scripts with strong positive messages about the value of kindness, inclusion, tolerance and treating others well.

### Traditional Stories

### Magic Stones and the Light. Mined by orcs and blessed by Astara, Queen of the Fairies, magic stones are as Valley of the Moon as it gets. Magic stones can be given out during the Haunted Ruins show and used by your audience to help defeat evil by holding them up and saying “The Light Ends the Night”.

### Kindness to All is the Golden Key to Happiness. Magic stones may be the thing people want to take home with them during a show, which is perfectly fine, but the message that we want them to take home is that Kindness to All is the Golden Key to Happiness. This is one of the oldest saying from the creator of Valley of the Moon, and it is one of our ways to keep his legacy alive.

1. Dr. Hacknchop is a frequent highlight of Haunted Ruins shows. He/she uses the shadow screen in the magic room for surgeries to extract rubber chickens and similar items

# Script Outline

A script outline can be helpful even if a full script is already written. The outline should describe each scene, where it is, what characters are there, and what takes place in the scene. It is also extremely helpful to attach a list of characters that are featured in the show with descriptions as well as any large or, in your mind, difficult set/prop/costume features of your show idea.

Collaborative Process/ Acclaim

Scriptwriters are volunteers and donate their work to Valley of the Moon. Valley of the Moon’s quirks often require script fine tuning. It’s important to understand play production is a collaborative process. Scripts may be changed without consultation for many reasons, including to better fit with Valley of the Moon’s values, a director’s input or the cast presenting for a particular production. Changes do not mean the original submission was poor, the scripts accepted are chosen because they are superior. Scripts may be produced significantly later than the submission date and plays may be produced multiple times. Playwrights get credit. When we do playbills, the playwright will be listed.

# Outline/Script Submission

Just email your outline/script to wizard@tucsonvalleyofthemoon.com

# Helpful Extras

## Places for Scenes

### Front Benches

Typically, the place the audience waits for the show to start.

### The Crossroads

By the metal directional signs.

### The Magic Castle

Originally part of the Magic Carpet Golf. Consider using it as a backdrop rather than placing characters in the Castle.

### The Tree Stump

Another addition from Magic Carpet Golf. Lots of room for acting and audience.

### The Spiderweb

Another piece from Magic Carpet Golf. If you have a spiderweb in your show use this scene! The sun setting directly behind the Spiderweb can blind the audience members.

### The Lawn

The largest area. It is the last area that is accessible to all types of wheelchairs. The Lawn also has holes from animals and a sprinkler system.

### The Magic Room

A shadow screen is set up here. for our Halloween Dr. Hacknchop surgery scene. It can be used as a normal scene as well of course.

### The Wizards Tower (Stage)

Our stage is located to the north of the Tower of Zogog and the area has become known as the Wizard’s Tower.

### The Witches Cauldron

This is a raised area to the south of the Cathedral Room. Because of how tall and deep it is scenes should be kept close to the front so our smaller audience members can see what’s going on. Mobility impaired audience members may be watching from the “Balcony” to the east, past Pennyland, so projection is important in this scene.

### Pennyland

One of the few places where you can actually sit down. This though this scene can bottleneck and slow down a tour which may lead to tour collisions. The seating is also limited so tour capacity should not exceed 35 people if Pennyland is used. Mobility impair audience are unlikely to be able to navigate the steps and can watch from “The Balcony” to the east.

### The Enchanted Garden

The heart of Valley of the Moon. This is the place everyone remembers and everyone wants to see. Sadly though it is also the most challenging place to utilize. Because of its size you can only really have 2, maybe 3 actors in the scene and never have more than 30 audience members, preferably fewer.

### The Rabbit Hole

The back It’s a big enough space for any sized audience and has plenty of places for actors to stand. It is historic however and has lots of rocky surfaces so no advanced blocking should be done in this scene.

### The Gallows

The back side of the Tower of Zogog or Wizard’s Tower. Show collisions can be problematic here. Something to keep in mind if your villain is both dying in this scene and being introduced on the Stage.

### Robbins Corner

A pause along the path to the exit. This is a good place for concluding dialog if you don’t want it done at the End Gate.

### Exit Gate

Typically used as an end point. Generally, we tell the audience what Valley of the Moon is, how they can contribute, and end with “A-ZE-O, which means health to all”

## Common Characters

### Zogog the Wizard

Zogog is a powerful and benevolent, albeit eccentric, wizard. He is older than old and is the guardian of Valley of the Moon.

### Astara, Queen of the Fairies

Astara is the Queen of all fairies residing or visiting Valley of the Moon. Queen Astara is wise and has been known to give the audience inspiring words and cryptic hints about how their Magic Stones, kindness or goodness can save the day. Traditionally appearing as a female.

### Dr. Hacknchop

If the Joker and a first-year medical student had a kid, this who he/she would be. Dr. Hacknchop is not evil, he/she is insane, which means magic stones don’t work on him. He/she also doesn’t have any evil or good plan, but nonetheless can feel dangerous. He/she does crazy, wacky surgeries that generally don’t help anyone or anything, including himself.

### Nurse Ratchet/Monkeywrench

The assistant to Hacknchop. Maybe an equally insane and even less qualified person, or someone completely normal with a PhD in neuroscience, or a loud-mouthed monkey with a wrench.

### The Evil One

Well… He/she is the Evil One. He/she is Evil, and the only one. He/she wants to take over Valley, or the world and can be stopped by magic stones but is never truly defeated. The Evil One has a sad history and prior mistreatment has caused him/her to go astray.

### Scarlet the Witch

Resident witch of Valley he/she is good at heart but can be scary when first encountered. She/he knows how magic stones work better than anyone else at Valley save Queen Astara.

### The Gravedigger

A cranky oldster who has a garden and a graveyard and doesn’t know the difference very well. The garden, or was it the graveyard, has a zombie problem and they are always digging themselves out. Can be annoying.

### The Fortune Teller

Can’t actually see the future but really wants to make people believe.

### Dibber the Troll

Not your classic mean aggressive troll. He/she is kind at heart and just wants to help everyone out but can be a tad excited when doing so.

### Gnolly the Gnome

He/she is a cartographer and was last seen making a map of valley. He/she is tall for a gnome and is scared of Phoenix… It is too hot there.

