

Valley of the Moon Outline/Script Writing

By: The Theatrical Team

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! That being said, there are a few things to know. Firstly, Valley of the Moon is, let's say, unique. We aren't your normal mom and pop theatre, more like your eccentric uncle's spiritual and mental wellness garden. Secondly, you should be mindful of the setting that your story will be taking place in as well as the people acting in and coming to our shows. This is by no means a definitive text and it is better to think of this document is more what you'd call "guidelines" than actual rules.

The quick and dirty of it is to send the Theatrical Team of Valley of the Moon an outline or full script as described in [Outline/Script Submission](#). However, as described above, Valley of the Moon is a unique place, so you may want to read on to learn more about how Valley of the Moon shows have been done in the past and if we are the right place for your story to be told.

Valley of the Moon Oddities

There are several things that Valley of the Moon shows all have and several others that are staples or classics to a Valley of the Moon show.

Family Oriented

Every show done at Valley of the Moon is geared to kids and families as a whole. Although we have Halloween shows they are not scary (cue 3 year old that is scared of everything). Our shows are not explicitly for kids, however, 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; a good way to do this by having a very simple plot with fun and interesting characters.

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 almost always designed to interact with our audience members, and over the years, it has become an expectation from those coming to see our shows. 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!". Being part of a Valley of the Moon production will give you a vivid sense of the nature of this audience interaction and can't be recommended enough.

Volunteer Driven

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.” We mean this—everyone, from those running the ticket booth to the people constructing sets in the back, is a volunteer! For shows, this means that how spectacular your story will be depends completely on the cast and crew that decide to show up during casting call.

In recent years, we have picked up our game when it comes to costumes, props, and sets, but even so, we will always be limited by the cast that Valley of the Moon pulls in. Our casts vary widely in age, skill, and maturity: we have had actors as young as 5 and as old as 70 with maturity levels that don't always match, we have cast those who have never acted a day in their lives, and we have had real actors who have been paid for their skill (if you are reading this, thank you for staying with us even though our pay is a piece of pizza and maybe a couple of hugs).

Consider these things while thinking about your show idea because they may require you to make compromises in your story. A good example would be building into your story extras or throw-away characters—characters within the story who have few to no speaking lines and can be easily portrayed by those with little to no acting ability. In this way, new actors can feel a sense of accomplishment and build the confidence and skill needed to perform larger, more impactful roles. Another useful tip would be to participate in a show at Valley of the Moon. This will give you the opportunity to interact with the other actors and crew, which will give you a much deeper sense of the community Valley of the Moon has created as well as what your story will have to work with if it is produced.

Walking Tours

Although Valley of the Moon does have a stage, it is not where the entirety of any show takes place. Instead, the property of Valley of the Moon is used more as a park where each scene is actually a different place within the property. This is very unique and can cause all manner of fun, and painful, shenanigans. Included in this document is a map of the property with the most commonly used scenes and paths marked. Use this when creating your outline and keep it in mind throughout the writing process.

Because our shows walk to each location, so do our actors, therefore you must keep in mind where each scene is and where the actors and audience need to go next. If a character needs to get to the very next scene and for some reason has a huge costume change, you will not have enough time before the audience walks to that next location.

Additionally, consider that, unlike many other theaters, Valley of the Moon generally has multiple shows, or tours, going on at the same time, each of them at a different part of the story. Because of this, there is a possibility of tour collisions, where one tour either catches up to a tour that started ahead of them or, god forbid, crashes into another because of the path the show takes through Valley of the Moon.

The Map at the end of this document, as well as the list of places within Valley for scenes, will be a great help and will also give guidance to the size and usability of each scene and any unique challenges a given location will have in your show.

Types of Shows

Valley of the Moon has 2 main shows during the year with a possible third generally during the summer. In this section you will find information on the differences between each show type which should give you a better idea of where your show idea could be placed. Keep in mind though that there is a string that runs through most, if not all, Valley of the Moon shows that should be considered even before placing what time of the year your show idea will be.

Elements of Almost All Shows

Even though the themes of Valley of the Moon shows vary there is a set of traditions that our larger shows generally have. Again, these are guidelines but really do help.

Wholesome Morals

Since the beginning, Valley of the Moon has been a place for community and healing. These should always be reflected in our shows. It should always be the case that, after a show, the audience knows the moral of the story and has grown from the experience. This is, of course, much more important to the kids and teens that come see the show, but if we can teach some adults as well, great!

Canonical Characters

Much like the Marvel Cinematic Universe, Valley of the Moon has its own canonical characters that have backstory and have been used in Valley of the Moon shows since time began. Consider using these characters in your story if it is taking place at Valley of the Moon (your story's setting is actually Valley of the Moon itself rather than Valley of the Moon simply hosting your story). The audience will recognize the characters and will help skip boring introductory dialog or who this eccentric wizard and that insane doctor are. These characters, and their descriptions, can be found toward the end of this document in [Canonical Characters](#).

Halloween (Fall)

The Halloween show (also known as the Fall show) is the biggest for Valley of the Moon and has the longest history. As such, there are certain expectations that Valley of the Moon looks for in shows and audience members expect when coming to see a Halloween show. One thing to say before any of this is that Valley of the Moon Halloween shows almost always have the words "The Haunted Ruins" in the title.

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. If you don't have magic stones given out during your Halloween show and used by your audience to help defeat whatever bad guy there is you better have a darn good

reason! The magic stones are used by the audience to help defeat evil by holding them up and saying “The Light Ends the Night”. Do not listen to the troll, it is not, and has never been “The Right Ends the Left”.

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. If you are writing a Halloween show, this should be one, if not *the*, take away from the show. 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.

Halloween Themed

I mean, duh! We don't call it a Halloween show for nothing. Dracula, Ghostbusters, Sleepy Hallow, even Sherlock, are all themes that can be done for a Valley of the Moon Halloween show (but don't because they have mostly already been done). That being said keep in mind the aspect of Family from [Family Oriented](#): the goal is not to scare audience members.

Spring

Although smaller than the Halloween show, our spring shows are slowly getting bigger and hopefully will one day be as big as the Halloween shows. Because they are usually smaller they offer a larger array of possible story ideas. Here are a few hints of what a spring show at Valley of the Moon is like.

A Storybook Story

Classic Fairytales are fantastic and fit right in at Valley of the Moon. With their fantasy sets to their, generally, good story morals, they make excellent Spring shows. However, and this can not be overstated, they have been overdone. If you are thinking of adapting a fairytale for Valley of the Moon, strongly consider making it your own and placing it fully and completely within the morals and traditions of Valley of the Moon. A classic story like Sleeping Beauty is great and fits at Valley. Everyone already knows the story, though, so put it on its head, look at it from a different perspective, and Vallify it! As an example, consider the difference between The Wizard of Oz and Wicked.

Summer

Summer shows are very, very new; so new that their only “requirement” is that there aren't any. Because summer is squished in between the Spring and Halloween shows they receive fewer actors and audiences. For the few shows we have done during the summer, the theme has generally been cult classics that would otherwise not fit into a Spring or Halloween style. They also longer and less frequent run times. Examples have been The Princess Bride, Young Frankenstein, and Monty Python and the Holy Grail. It should be noted, however,

before sitting down and writing a summer show, that they have recently been put on the back burner as Valley of the Moon tries to focus on enhancing our Spring and Halloween shows.

Special

Sometimes, a show idea does not easily fit into any of the above. This does not necessarily mean that your idea can not be done at Valley. It could mean that you simply need to take more time to think about how your story can be changed to fit into one of our main show times, or it could mean that your story is extra special and should have its own place.

This does not happen often, but when it does, it's generally because, although the show doesn't fit within one of the main themes of our yearly productions, it fits so well with the mission and values of Valley that it is given its own special place. One example is a show that deals with mental health, a story that fits perfectly with the values that Valley of the Moon stands for but doesn't fit with the classic humorous family friendly ideals of a Halloween or Spring show.

Script Outline

Currently, the Theatrical Team requires an outline for script to be submitted even if a full script is already written. In this way, all script ideas can be looked at on an even playing field. Once an outline is selected for a show, the Theatrical Team will reach out to the writer and determine creation of the full script from there.

The outline should describe each scene in the show, where it is, what characters are there, and what takes place in the scene. At the end of the day, your outline should give the Theatrical Team a good idea of what the show will be like in the end.

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. It would be really bad if the Theatrical Team learned after deciding on your outline that it actually requires a giant CGI dragon to work.

Outline/Script Submission

So, you have crossed all your *T*'s, dotted all your *I*'s, and you now want to submit your outline or script to the Theatrical Team. Now, how do you do that?

Simple! Just email, in PDF form, your outline/script to vomartisticboard@gmail.com with your name and contact info. You are, of course, also welcome to send anything else you think would help the Theatrical Team get an idea of your show idea (I.E. Character lists, set and prop lists, pictures, starbuck gift cards, first borns, magic stones, etc.).

Helpful Extras

Places for Scenes

Front Benches

The first place the audience is for a show. This is where they will be waiting for the show to start. We try to utilize the hill with the Valley of the Moon logo on it as where to address the audience from because everyone can see and hear the actor from there. It's best to keep this scene short and not be too info-dumpy because there may be people outside the entrance who can be distracting.

The Crossroads

The connection point between all of Valley. From here you can lead the tour easily to the Tree Stump or the Magic Castle, though, the Magic Castle would be quite close.

The Magic Castle

Originally part of the Magic Carpet Golf place on Speedway it is a nice addition to Valley of the Moon. If you want to incorporate it into a show use it as a backdrop rather than placing characters in the Castle. It is quite small and hard to act and project in.

The Tree Stump

Another addition from Magic Carpet Golf. Lots of room for acting and audience. For a long time we would have the audience walk through the Stump, however, it can be difficult for some actors, some costumes, and some audience members. Keep this in mind when using this scene with large set pieces.

The Spiderweb

The last piece from Magic Carpet Golf. If you have a spiderweb in your show use this scene! The Spiderweb is placed at a bit of an odd angle so space for audiences and actors is a bit limited. A last note is that it is perfectly placed to have the sun setting directly behind the Spiderweb and blind the audience members.

The Lawn

Probably the largest area to have a scene in. Watch out though if you want to have a large sprawling scene with many actors. The Lawn also has many holes from animals and has a sprinkler system.

The Magic Room

The least magical room at Valley of the Moon. we primarily have a shadow screen set up for our Halloween Dr. Hacknchop surgery scene. It can be used as a normal scene as well of course.

The Wizards Tower (Stage)

In general the audience will stand below the Stage on the Lawn with the tour guide of a show and the scene will take place on the actual Stage. You can also have the scene in the opposite direction with the scene still on the Stage but the audience between the Stage and the Wizards Tower facing north.

The Witches Cauldron

This is a raised area that connects to the Magic Room, Enchanted Garden, and Pennyland through the caves of terror. 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.

Pennyland

Number 2 on the most iconic places at Valley of the Moon and one of the few places where you can actually sit down. Because of 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.

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 people in a tour. The Enchanted Garden would normally connect to the Rabbit Hole but currently can not so there is only one way in or out of the scene.

The Rabbit Hole

The connection point between the Gallows, Enchanted Garden, and Pennyland. 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 main end scene. This is generally where a show reaches in climactic conclusion. This scene also shares a wall with the Wizard's Tower and can interfere with that scene if it is going on. Something to keep in mind if your villain is both dying in this scene and being introduced on the Stage.

Robbins Corner

A newish scene. This is a good place to have concluding dialog if you don't want it done at the End Gate.

Exit Gate

Conclusion! This is where it all ends and you get your applause. Make sure to tell the audience what Valley of the Moon is, how they can contribute, and ALWAYS end with "A-ZE-O, which means health to all"

Canonical Characters

Zogog the Wizard

The old fart himself. Zogog is a powerful, albeit eccentric, wizard. He is older than old and is the guardian of Valley of the Moon. He is best described as the wizard from The Sword in the Stone movie. Or... Harry Potter Puppet Pals Dumbledore.

Astara, Queen of the Fairies

Astara can always be found in the Enchanted Garden and is basically Valley's version of the great elven queen Galadriel from Lord of the Rings. She does not act directly but instead tells the audience inspiring words and how their Magic Stones can save the day.

Dr. Hacknchop

If the Joker and a first year medical student had a kid, this who he would be. Canonically Dr. Hacknchop is not evil, he is insane, which means magic stones don't work on him. He also doesn't have any evil or good plans. He is just kind of there and does crazy, wacky surgeries that generally don't help anyone or anything, including himself.

Nurse Ratchet/Monkeywrench

The assistant to Hacknchop. Equally insane and even less qualified or completely normal and actually has a PhD in neuroscience. Ratchet was his former assistant, sadly was fired due to health code violations... Or something. Has been replaced more recently with a loud mouthed monkey with a wrench and a dream.

The Evil One

Well... He is, the Evil One. He is Evil, and the only one. He wants to take over Valley, or the world and can be stopped by magic stones but is never truly defeated.

Scarlet the Witch

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

The Gravedigger

A cranky old man who has a garden and a graveyard and doesn't know the difference very well. His garden, or was it the graveyard, as a zombie problem and they are always digging themselves out. Can be annoying.

The Fortune Teller

Can't actually see the future but really really wants to make people believe she can.

Dibber the Troll

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

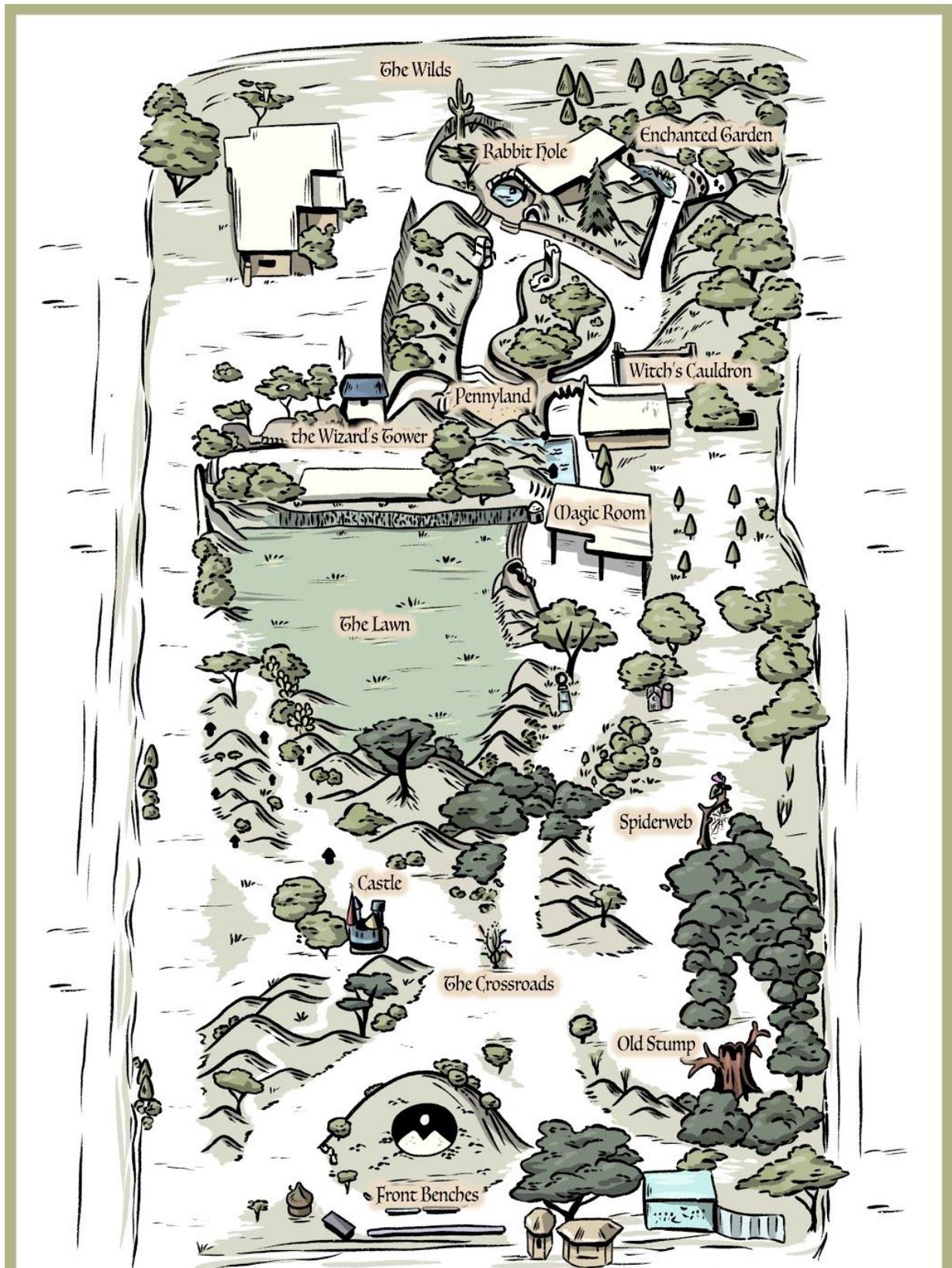
Gnolly the Gnome

Newest addition to the Valley of the Moon family. He is a cartographer and was last seen making a map of valley. He is tall for a gnome and is scared of Phoenix... It is too hot there.

Links

So you have read all this and are now thinking "Geez, there's a lot to this. I wish I had some examples!" Well, lucky for you there are! In the link below, you will find every digitally scanned script Valley of the Moon has put on. I would recommend keeping to those since 2010 or, even better, 2015 because they have been not only our most productive but were done after the creation of the Theatrical Team. Now, go forth, brave, young (old?) writer, create your tale, and may the odds be ever in your favor!

[Valley of the Moon Scripts \(https://goo.gl/ESdPoJ\)](https://goo.gl/ESdPoJ)



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