

## **Storytelling Theatre**

### **Attraction Scriptment**

#### **The Theatre**

Stepping through the door, we enter a dome structure not too different from a planetarium. In fact, overhead, we see stars shimmering upon the ceiling. The night scene above does not reflect the true natural evening sky, as stars not only shimmer in a fantastic fashion but shooting stars can easily be seen streaking above the sky. Over in a corner, stars switch places and in another part two stars seem to shake in place as if in a sort of dance with one another.

Where the walls are not covered by ornamentation, we spot the large hewn rocks that create the dome's structure. The walls for the most part, though, are not simply these rocks. This area consists of a natural circular formation of crystals which lie on the outer edges.

In the center lies a very large Master Crystal. The walls were built around this cluster in order to protect a powerful mystical space, used in the past and present for the sharing of stories.

Zigzagging through the groups of crystals along the outer wall sit small mounds of plant life, flourishing upon the life-giving energy of the crystals.

Lastly, even in this space, there are a few pieces of artwork and tapestries upon the walls, displaying storytelling ceremonies and some of the stories told within this space. Taken all in, the space brings a warmth and coziness of a campfire tale blessed by the Residents with a meaningful appreciation for what occurs in this space.

#### **The Storyteller, Their Role, and the Master Crystal**

The Storyteller hosts the audience, assisting in their seating, and chatting with Seekers. The Storyteller dresses in a mostly modern fashion with touches of ritually significant extravagances, such as a fabric that wraps around the torso from a single shoulder and under the opposite arm. In this land, the role of Storyteller is special and significant, and it is marked in a physical manner.

In the center lies a very large Master Crystal. The Storyteller explains that this particular crystal provides the means for human storytelling to come to life, making the human imagination tangible. The Residents believe this room was used as a storytelling retreat built by and for the Ancient Protectors. Eventually they gifted it to the First Residents who now continue that tradition, telling the stories and myths they have collected through their discovery and exploration of the Valley.

#### **The Story – Beginning/Setup**

Once the story is ready to begin and all audience members are safely seated, the Storyteller begins to tell the tale. Very early on, they touch the Master Crystal which instantly reacts to their storytelling. Its glow changes color and a ripple of light and color flood over the room and the ceiling where the stars collect and form the shapes of the early story and eventually melt into a full depiction of the events.

As the immersion of the story increases, the Storyteller may melt away (not literally) to the outer edges of the theatre. Their voice still emanates from the crystal, but they are no longer central, allowing for the eventual lift of the theatre to occur safely for audience and Storyteller.

## The Story – Clash of the Titans

*“Before the village was built, there was the World Before! A land dominated by nature including Creatures of Light and Dark. The Light and Dark held domain over the natural world and gave life to things that, today, only live in a stationary manner.”*

Upon the dome, we see clouds of white and black swirl within the brightening sky and shoot down into the walls of the space. We see Dark fill a tree planted by the edge of the room or Light enter a rock formation nearby.

Within the room, a shift in lighting continues the effect into the landscape nearby and eventually as the dome projects a natural landscape, we see it happen in the horizons of the space. Plant life begins to wave as if self-aware and other natural formations shift and move of their own will both within the space and throughout the dome projections.

*“The Light and Dark gave power to their children; the Light chose this very land as its domain and here lived a people grander than have ever been seen! They roamed and roamed the earth until they found suitable soil. Here in this Valley!”*

In the dome, we see the Ancient Protectors rise above our heads as wonderous creatures! The landscape shifts and move as well, until we notice we’re in the very land this theatre sits upon! Protectors are flocking to the cliffs and looking around in wonder.

Upon a cliff edge, a group of them are gathered around a crystal cluster. We zoom closer to this group.

*“Light attracts light.”*

A Protector touches a crystal and light pulses within the crystal. We see a ripple effect through the valley. The cliffsides awaken with crystal shimmer, a joyous movement of light, a homecoming.

*“These creatures built a new home, integrating this light, the Light of the Crystals, into their life and work. Creatures of the Dark longed for different and more spacious realms, having been locked away to those corners where Dark dominated. Still, they hungered for more and more and more. The saw power as a means to gain more and more land.”*

We teleport, now immersed in the Cave City in all of its grandeur! Protectors roam with families in tow. They thrive and joyfully celebrate!

Outside the walls of the Cave City, we see Shadows form and cluster together. We watch as their disembodied limbs reach out of the ground, hungry, snatching.

The story spills out into the walls and we see images of them form upon the stone and tapestries. They then march forth toward the cliffside entrance to Cave City.

*“One day, without warning, they tried to claw their way greedily to steal away the home of the Protectors. The Shadows surrounded the Protectors’ home as the Protectors took arms to fight back. They hoped to defend their Realm of Light and so, did something they never imagined doing. They harnessed the crystals into a weapon to do their fated work: to protect the land of crystals.”*

We see Shadows grasp at crystals which change color before bursting brightly and then going dark. Shadows cluster on the walls and the Master Crystal in the center of the room changes color as the story continues.

The Shadows, a continued projection of the story, surround the theatre, and the theatre lifts up into the dome. The dome shows the very land the theatre sits in, but not in the peaceful nature of the present but in the midst of a war.

A shield of energy protects the audience as the battle plays out in full color and reality.

We watch the Protectors focus crystal energy to chase the Shadows away. We see the Shadows cling onto crystals, only to be quickly ripped away by a Protector. The Shadows grab and claw at the Protectors. When one is caught, many Shadows claw and clamber upon them until the Protector becomes covered in Shadows and seems to melt into the ground.

This battle plays out in a thrilling manner all around us. After the loss of several Protectors, a renewal in the will to fight surges as we feel the hope and goodness of the Protectors overcome the Shadows.

The Shadows realize their defeat and seemingly retreat, but they commit another act, one final blow to the Protectors of this Realm of Light.

We see the entrance to the land: the bridge over the brook where crystals sit embedded heavily on the side of the bank while the other side lies plain and ordinary. The Shadows enter into the brook where we see a black mist rise and make the land unable to be seen.

*“The Shadows retreated from the battleground but not the war. It was then that they cut the land off. They hid the gate from all wandering souls who happened to pass by, essentially removing this land from the greater world outside and trapping the Shadows in the land with the Protectors.*

*“The Protectors quickly learned there was a cost to such a war. The thriving lifestyle they formerly enjoyed could no longer be maintained. This war was not a short one, but one that would last ages. They joined with their beloved crystals in the caves and slept, on guard at all times for the Shadows to steal away the Light of this earth. Under their gaze, it would never happen again.*

*“But the crystals have (and always have had) a will of their own. They would let those Seekers of Pure Light enter into the land as added defense. They call upon explorers who wish to enjoy and enrich themselves upon the land, which longs for life. It is this power that brought you, me, and all who come here to this land: the desire to witness its light and protect it.*

*“With the Seekers who have entered the Valley and through the blessing of the crystals by the side of those Ancient Protectors to defend the land, this Realm continues to bask in the light. It’s said one day a generation of Protectors would shed that name and responsibility and once again thrive upon the land they so valued and loved. Until then, the current sacrifice will always be worth the bright future it affords to the young.”*

After witnessing the cutting off of the land, the theatre descends back down, the Shadows can still be seen upon the walls, but the Master Crystal begins to grow bright with light and energy. The Storyteller enters the center of the theatre once again and touches the Master Crystal which instantly

grows even brighter, and the Shadows around the outside are vanquished. The room glows with crystal dust that shimmers, embedded into the stone and rocks upon the outer edges.

The Storyteller finishes and then bows to applause in the tradition of the Storytellers of this land. They then remind the audience that no story is meant to be told by just a single person and that each and every attendee may share this story to their loved ones in hopes that one day the Light of the Crystals will shine over every being.