

STANDARD ELEMENTS FOR STAGEPLAYS

STAGE DIRECTIONS

(i.e., *He crosses downstage. The moonlight reveals a figure in the shadows.*)

[12 pt. Courier, Italics, Full Justify, Left Margin:-3.50, Right Margin-7.25]

Action relates character and scenic information. It is always plain text & italicized. If a typewriter is used and italics are not possible, all stage directions must appear enclosed by parentheses.

CHARACTER NAME

(i.e., **ARTHUR:**)

[12 pt. Courier, Bold Caps, Left Justify, Left Margin:-3.50, Right Margin-6.50]

Character names precede dialogue, and indicate who is talking. They are always written in bold, capital letters and followed by a colon.

DIALOGUE

(i.e., Merlin! Merlin! Why have you abandoned me? Where is the grail?)

[12 pt. Courier, Plain, Full Justify, Left Margin:-1.25, Right Margin-7.25]

Dialogue is the spoken word. It is always preceded by a character name, and in plain text.

PAGE HEADERS & NUMBERS

(i.e., ***The Quest For The Grail Page 49.***)

[12 pt. Courier, Word Caps Bold, Title Italic Only,, Right Justify, Left Margin:-4.00, Right Margin-7.25]

Page headers identify the stageplay's title and page number. Each page after the first page of dialogue or action must have these on the upper right hand corner. These are always in bold word caps, title italicized, and followed by a period.

The Quest For The Grail

By
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Final Draft

SYNOPSIS

THE QUEST FOR THE GRAIL. By Xavier Caliber. (5M, 2F, w /chorus) Arthur gets a new twist in this serio-comic musical extravaganza, with all your favorite characters, and an exciting original rock score featuring songs like: "Camelot Schmamelot," "You're The Bestest Friend I've Got," and "Quit Calling Me, 'Jenny'." And, add to all of this, a singing and dancing dragon named Timmy, and your audiences will tear the castle walls down.

Character List - The Quest For The Grail

1: ARTHUR: (stately king, middle-aged, eccentric personality but warm-hearted)

2: GUINEVERRE: (beautiful, regal woman; free spirited with a passion for life)

ARTHUR stumbles onstage. He is weary, and his clothes are torn. Age and despair have lined his once youthful face. He sees something near the large elm tree. He crosses downstage. The moonlight reveals a figure in the shadows.

ARTHUR:

Out of the darkness! Who hides there. Show yourself.

MERLIN:

MERLIN steps forward, a fierce light glows from his cloak.

Arthur. I cannot help you.

ARTHUR:

Approaches.

Merlin! Merlin! Why have you abandoned me? Where is the grail?

MERLIN:

It is not I who have abandoned you.

Pause.

MERLIN:

It is, instead you who have forsaken the land, and left the way of the heart.

ARTHUR:

Collapses.

Help me!

MERLIN:

Seek not to know where the grail has gone,

Pause.

MERLIN:

but why it is gone.

A genuine moment of sadness. MERLIN vanishes. ARTHUR clutches at the air.