

1 **EXT. GAME: VILLAGE OUTSKIRTS - NIGHT**

1

Here the player gains control of MC

MC
(to the owner)
What happened?!

OWNER
(shaking his head)
One of the wheels got stuck on this
massive rock and broke. I apologise
sorry, my dear guest.

I do not have a spare,
unfortunately.

There are some houses nearby. I will
run and ask for assistance.
I will be back without delay.

Please, stay near the light of the
lantern. Don't wander off!

OWNER runs towards lights in distance.

Player gets familiar with the movements and wanders around.
The light from the lantern is flickering slowly. If the
player steps into the dark - cue *distant zombie sounds*.

MC
(upset)
What was that?!

Player goes back to light, when near the lantern
- cue *distant grandfather (PAWPAW) advice*.

PAWPAW
 Better light a candle than curse the
 darkness...

Instruct the player to pick up the lantern. The light stops
 flickering.

MC
 (relieved)
 sigh Let there be light!

Player can now wander off everywhere. Objective: find the
 OWNER. Player moves towards the distant lights. Two stones
 are in the path. If you trip over them - cue BOOK quote.

BOOK
 Humans are the only creatures that
 trip over the same stone twice...

The zombie sounds are now more intense, maybe add MC scared
 voice. A bit before the first houses, MC encounters the
 OWNER.

OWNER
 My dear guest!
 I believe I asked you to stay put!
 Nights here are... dangerous!
 However, you survived. Brave
 American!
 You are almost in town.
 Go straight and you will arrive at
 the inn.
 I will join you promptly!

OWNER goes back to fix the car.

Player can wander around but only the B&B is available for
 entry. They enter the B&B. The only option is to interact

will a bell on the reception. When they do - cue receptionist IGOR.

IGOR
(comes in from a door
behind reception desk)

You rang?

MC

H-hello, I am-

IGOR

The American, yes. We have been
expecting you. I will show you to
your room.

IGOR takes MC to their room and leaves. Player can interact with items in the room, eventually they interact with the bed and option: Go to sleep? Y/N. If they go to sleep, we show the dream

2 INT. DREAM: PICTURE OF A BEDROOM/SITTING ROOM, ETC - NIGHT 2

We see ACE and GRANDPA (PAPAW), PAPAW sitting on an armchair reading the BOOK, ACE leaning/sitting on the arm of the chair, behind them a fireplace or some sort of lighting source. Maybe this scene is sepia or b&w or faded, because it's a dream.

PAWPAW
You see here, Asthore, banshees
visit the families at night and warn
them about people dear to them
dying...

MC
My Papaw would always tell me
stories about mythical creatures
from all around the world.
I was so fascinated...
Now, I only have his book to keep me
company...

3 INT. BEDROOM - DAY**3**

Next day the MC wakes up and the player has the freedom to roam around

Villager monologues/dialogues:

SHOPKEEPER

OLD LADY

YOUNG BOY
(blocking the way to the castle)

TBC.