

Entire Story:  
Explore; Survive the Curse.

Exposition:  
Begin exploring the mansion.

Rising Action:  
The Artifact is found.

Climax:  
Fight the Ancient Curse!

Falling Action:  
Finish the Betrayer ----- Destroy the Party.

Denouement:  
Prepare for next round.

Complications:

1. Artifacts are found.
2. The enemy is revealed.
3. Who is the Betrayer?

#### WORLD BACKSTORY:

The old mansion just outside of town has so many stories. Everyone talks about it, but nobody seems to agree what exactly haunts the old creaking wood of the house. It's almost commonplace for young adults to adventure up the road and explore the grounds. However, tonight is different, tonight, something inspires the adventurers to enter the house itself... The Curse has waited years for a new set of victims, and now they are here.

#### Character Backstory:

The characters are all brought up here by that most insidious of human traits: curiosity. They want to know what really happened, what is really happening, up in those claustrophobic halls and decrepit rooms.

Video: By showcasing our setting, and using a singular character as a voiced "main" character in the trailer, we will pull the viewer into our setting. We will play through a scripted round of the game, using other players to pull off stunts like doors slamming on their own, etc. In the end, the player will see (but not interact directly with) the Betrayer followed by a quick cut to title.