



Script written by
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SUMMARY

Main Genres: Horror/Action/Thriller

Sub-genres: Contained Horror/Monster

Logline: A resourceful woman—who never asks for help or accepts it—tries to kill a nocturnal monster that's after her and her disabled best friend.

Theme: Ask for help when you need it, and accept help when you need it.

Similar Movies: “30 Days of Night” (because of the nighttime element) and “It (2017)” (because of the monster in a small town element)

Pages: 91

Budget: Low-budget

Setting: Battlefield, North Carolina (fictional small town with a population of 5,000)

Locations: Three (most of the scenes in the script are interior)

- Large, two-story house (most of the script takes place here);
- Woods (only five very short scenes);
- Military surplus store (only two scenes).

Cast: Seven characters and four non-speaking extras

- Four major characters (most of the script focuses on them);
- Three minor characters;
- Four non-speaking extras (only in the script for a few seconds).

The script and a pitch deck are available.

ACTOR SAFETY/DISTANCING

I've rewritten the script for actor safety/distancing (because of the virus and new production guidelines). I've done a separate rewrite where I went through the entire script focusing on actor safety/distancing. These rewrites (and the suggestions on this page) will decrease the spread of the virus.

There is no hugging, kissing, or sex in the script.

There are scenes that only have one actor.

The script has fight scenes, but:

- The actual fighting in the fight scenes is short, so the actors won't be close to each other for long;
- Most of the fight scenes only have two actors (main character and monster);
- I've rewritten some of the fight scenes so it'll be safer for actors. I've replaced knives and brass knuckles with a Katana sword and a long spear (so actors will be farther apart in the fights). The Katana sword is about three feet long, and the spear is eight feet long. The weapons can be disinfected during and after scenes;
- There are only five punches, one elbow, and a few kicks in the entire script;
- I've figured out a way to have the monster (an actor; not CGI) bite characters without the actors being close to each other: *make props of the hands and the legs that the monster will bite, then use camera shots so it looks like the hands and the legs are attached to a body. The same thing can be done when an actor punches, kicks, uses a sword, touches another actor, etc.* The props can be disinfected during and after scenes.

Suggestions for actor safety/distancing on set:

- In certain scenes, film actors separately, then use camera shots so it looks like the actors are in the scenes at the same time;
- In certain scenes, put a board (or something) between actors so they don't spit, cough, sneeze, and breathe on each other. The board (or something) can be disinfected during and after scenes. The board (or something) can be removed in post-production;
- In certain scenes, actors can wear medical gloves. The gloves can be removed in post-production;
- In certain scenes, you can use large plastic boxes or large glass boxes (made of sugar glass, which is used in movies). Actors can perform inside of the plastic boxes or glass boxes, then the boxes can be removed in post-production. Plastic and glass are clear, so it might not be hard to remove them in post-production. Add breathing holes on the boxes for actors. Using plastic boxes or glass boxes will allow actors to perform scenes together. **Note:** I don't know how fragile sugar glass is, so adding breathing holes on sugar glass boxes might be difficult. Maybe add breathing holes as the sugar glass boxes are made;
- If something needs to be filmed but it will put actors at risk, use CGI or come up with a creative alternative.

CHARACTERS

Major Characters:

Kelsa Banks (age 30) – Main character. She's resourceful, brave, fierce, tough, and stubborn. She's physically fit and right-handed. She has long hair. She talks proper and without a country accent. She's a neat freak. She never asks for help or accepts it (because of the way she was raised). She's an expert shooter, she's an expert at using a Katana sword and a long spear, and she's a very skilled kickboxer.

She has a big crush on Arch, but she hasn't told him. She's Dakota's best friend. She's an investor (she invests in businesses). She's a very skilled cook and baker. She's working on her business plan so she can own a business (her main life goal). Her childhood dream was to own a business.

Dakota Lopez (age 28) – She's humorous, lively, sharp-eyed (notices things), and fearful. She's Mexican. She's tiny and physically fit (upper body). She has a country accent. She's disabled/wheelchair-bound. She's a huge Horror fan, a Horror writer who wants to be famous (her main life goal), and an expert shooter. She's Kelsa's best friend. She lives with Kelsa. She's grumpy when she wakes up.

Arch Briggs (age 30) – He's brave, tough, very kind, and helpful. He's physically fit and very handsome. He has a heavy country accent. He's an expert shooter, and he owns a military surplus store. The store belonged to his parents. He wants to run it the best that he can (his main life goal). He likes to hunt. He went through a breakup five months ago. He doesn't know Kelsa likes him.

“Characters” continues on the next page

CHARACTERS (Continued)

Major Character:

Night Crier (age 21) – She's an aggressive, dangerous, nocturnal monster and predator with green monster eyes and sharp teeth. She looks like a woman. She's physically fit. She has long hair. She wears country clothes and dirty hiking boots. She doesn't have a country accent.

There are thousands of Night Criers. They're male and female. They kill and eat people. Sometimes they travel alone. Sometimes they travel in a pack. A Night Crier travels alone because it doesn't have to share food. If a Night Crier travels alone, it won't attack more than three or four people at once, because it's too risky (the most important thing to a Night Crier is surviving).

They're called Night Criers because they go to people's houses at night and cry. People think they're hurt, so they take them inside. After Night Criers get inside a house, they kill the residents.

Night Criers live in big nests. There are nests in different states.

Night Criers wear clothes so they don't bring attention to themselves (ex: walking around naked would bring attention from the sheriff department). When Night Criers travel, they steal clothes and shoes, then stash them in hideouts.

Night Criers use abilities against people. Their abilities: The strength of two men; enhanced speed; they take a lot of damage; their bodies can heal; shoot electricity; spit slime; bite; paralyze people with poisonous nails (it's only temporary); crawl on things; see in the dark (they cut the power and attack in the dark).

The more damage Night Criers take, the longer it takes for their bodies to heal. They don't go out during the day. They can't stand sunlight.

Minor Characters:

Naylene Johnson (age 55) – She's curious and helpful. She's black. She has a heavy country accent. She's Dakota's home health nurse. She has been buddies with Sheriff Walker since they were kids. She's a skilled nurse, but she isn't shown being a skilled nurse until the sequel.

Sheriff Maurice Walker (age 55) – He's brave, serious, and hates nonsense. He's black. He talks in short sentences with a heavy country accent. He's physically fit and handsome. He likes to wear hats (mainly cowboy hats). He has been buddies with Naylene since they were kids. He's an expert shooter, he's wise, he has a lot of knowledge, and he has photographic memory, but he doesn't use these things until the sequel.

“Characters” continues on the next page

CHARACTERS (Continued)

Minor Character:

Duncan Grimm (age 45) – He looks intimidating because he's huge, muscular, and he has old scars on his face, but he's really friendly and humorous. He was beat up by a bully when he was a kid (how he got the face scars).

His family was attacked by a pack of Night Criers when he was eight. He was the only one who survived. He was attacked by a Night Crier when he was twenty. He captured it and interrogated it. It wouldn't talk, so he tortured it, making it talk. This is how he learned so much about Night Criers.

He wrote a Horror short story about Night Criers. He wrote it to warn people about them. In the story, he wrote that it was true, and he wrote about his encounters with Night Criers. People think he's crazy, and they think the story is fiction. He has a TV channel and a website where he tells people about Night Criers.

He's an expert shooter and a demolition expert, but he isn't shown being an expert shooter and a demolition expert until the sequel.

Non-speaking Extras:

Two men (age 30s) – Arch's buddies. They're named Buck and Gunner. They wear country clothes and old country caps.

Employee (age 20s) – An employee at Arch's military surplus store.

Confused customer (age 20s) – A person Arch helps in his military surplus store.

A STORY, B STORY, SUBPLOT

A Story: A resourceful woman—who never asks for help or accepts it—tries to kill a nocturnal monster that's after her and her disabled best friend.

B Story: Kelsa spends time with Arch (an expert shooter and a military surplus store owner) so he will develop feelings for her and they will become a couple.

Subplot: Dakota (Kelsa's disabled best friend) asks people to help Kelsa kill the monster (since Kelsa won't ask for help).

ACT STRUCTURE

Opening (page 1): In a flashforward scene, Kelsa Banks tries to kill Night Crier in her house.

Inciting Incident (page 9): Night Crier discovers Kelsa's house.

Act Two Starts (page 19): Kelsa tells Dakota she's going to kill Night Crier (by herself).

Midpoint (page 50): Night Crier bites Kelsa's right hand, so Kelsa has to rely on one hand (her left hand) to fight Night Crier from now on.

All is Lost (page 68): Night Crier scratches Kelsa, and Kelsa has two minutes before she becomes paralyzed and Night Crier kills her.

Act Three Starts (page 73): Kelsa, Arch, and Dakota go over the plan to kill Night Crier.

Climax (page 82): Kelsa and Arch try to kill Night Crier.

Epilogue (page 91): Kelsa, Arch, Dakota, Naylene, Sheriff Walker, and Duncan Grimm have been hunting Night Criers for a year. They meet and talk about searching for Night Crier hideouts.

Closing Image (page 91): The team of hunters leaves Kelsa's house to find more Night Crier hideouts.

SYNOPSIS

In a flashforward scene, a resourceful woman named Kelsa Banks (30) tries to kill Night Crier (21) in her house. It's a large, small-town house that's far from others and surrounded by woods. Kelsa never asks for help or accepts it. She's an expert shooter, she's an expert at using a Katana sword and a long spear, and she's a very skilled kickboxer. Night Crier is a nocturnal monster that kills and eats people. She uses abilities against them. She looks like a woman and dresses in country clothes.

Kelsa's best friend, Dakota Lopez (28), waits in the locked basement as Kelsa and Night Crier fight. Dakota is wheelchair-bound. She's sharp-eyed (notices things). She's a huge Horror fan, a Horror writer who wants to be famous, and an expert shooter. Night Crier gets the upper hand, and it looks like she's going to kill Kelsa.

In present time, Dakota's home health nurse named Naylene Johnson (45) offers to help Kelsa (because Kelsa has a lot to do). Kelsa doesn't accept her help.

Night Crier discovers Kelsa's house. As she starts to ring the doorbell, Arch Briggs (30) drives up. Two men are with him. Night Crier hides. Arch is an expert shooter, and he owns a military surplus store. Kelsa talks with him. She has a big crush on him, but she hasn't told him.

After Arch and the men leave, Night Crier rings the doorbell and cries. Kelsa thinks she's hurt, so she takes her inside. After Dakota notices Night Crier's monster eye, she realizes she's a Night Crier. Kelsa fights Night Crier. Wounded badly, Night Crier flees.

Dakota tells Kelsa Night Crier will be back tomorrow night. Dakota tells her how she knows about Night Crier: Dakota read a Horror short story about Night Criers. Kelsa tells Dakota she's going to kill Night Crier (by herself).

During the day, Kelsa gets ready for the second fight with Night Crier. Kelsa goes to Arch's store so she can spend time with him, hoping he develops feelings for her and they become a couple (B Story).

Night Crier returns to Kelsa's house that night. Night Crier's body is healed. After Kelsa wounds her badly, Night Crier flees.

Dakota is angry that Kelsa won't ask for help or accept help with killing Night Crier, so Dakota asks people to help Kelsa (Subplot). Dakota asks Sheriff Maurice Walker (58), then Naylene. Kelsa convinces them Night Crier is just a story.

Arch tells Kelsa he doesn't want to have a relationship with her (because she never asks for help or accepts it).

“Synopsis” continues on the next page

SYNOPSIS (Continued)

Kelsa fights Night Crier the third time. Night Crier bites her right hand, so Kelsa has to rely on one hand (her left hand) to fight from now on. Wounded badly, Night Crier flees. Arch finds out about Night Crier. Dakota asks him to help Kelsa kill Night Crier, but Kelsa refuses to accept his help.

Kelsa fights Night Crier the fourth time. All seems lost for Kelsa. She has her Character Arc (she asks Arch to help her kill Night Crier). Wounded badly, Night Crier flees.

Kelsa, Arch, and Dakota go over the plan to kill Night Crier. Kelsa and Arch become a couple.

In the biggest, most difficult fight, Kelsa and Arch battle Night Crier. Night Crier injures them badly, and Kelsa asks Dakota to help. Dakota wounds Night Crier badly. Night Crier tries to flee, but Kelsa kills her.

Kelsa, Arch, Dakota, Naylene, Sheriff Walker, and Duncan Grimm (45) have been hunting Night Criers for a year. Duncan is the one who wrote the Horror short story about Night Criers. They meet and talk about searching for Night Crier hideouts.

The team of hunters leaves Kelsa's house to find more Night Crier hideouts.