

Ghost Discoverers Script
Writing Sample

by

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Player sees static across the screen. Text is typed across it

Zoe: My name is Zoe Lark. I believe in ghosts. At the end of this episode, you will too.

Zoe: This time, on GHOST DISCOVERERS, we discover... The Dyer House.

Room 1

Player walks into the living room. There is a bookshelf, a fireplace, and a portrait. After a brief explanation about mechanics, the player follows the static to examine the portrait of Lady Bianca.

Zoe: Lady Bianca Dyer – Mother to All Lost Girls.

Zoe: According to stories, her daughter tragically passed away so old Lady Dyer dedicated her life to giving employment and shelter to young ladies with nowhere to go.

Zoe: Strangely, though, for all the stories of her hospitality and friendliness, the staff never stuck around long. Always found employment elsewhere, had family business, or had school to return to, or so Lady Dyer said.

Zoe: It was only after she kacked it that it occurred to them to follow up on her former closest employees and realize: they never made it where she said they did and nary a body was found.

Zoe: They say Dyer is still roaming these halls. Why? To collect new favourites, of course. Whoo-oo-oo-oo...

Player examines locked bedroom door.

Zoe: Unfortunately, I'm not a ghost – yet – so I can't phase through locked doors. I'm gonna have to find a key.

Player examines fireplace.

Zoe: Toasty! I could say this was ghost fire but it's more likely the house's curator lit it up before leaving for the night.

If player walks away from the shelf, a book falls out behind Zoe. Afterwards, the player can examine the book.

Zoe: Whoa. Whoa whoa whoa. Was this here before?

Zoe: It says, 'Property of Lucia Willows' ...so, not a bodice ripper. Probably.

Zoe: With how old this is, I don't think she'll mind if we sneak a peek?

Lucia (written): September 1st: new journal, new dress, and fresh start, and it's all thanks to Lady Dyer! I heard she's very selective of whom she employs in the main house. I didn't dare think she'd pick me.

Lucia (written): It's a shame the previous girl has already left. I wish I could ask her advice before starting. I'd hate to let Lady Dyer down.

Lucia (written): September 29th: I find myself conflicted. I haven't been assigned many tasks since coming here. Lady Dyer assures me she'd rather I attend to her in other ways.

Lucia (written): Maybe this *is* a bodice ripper...

Lucia (written): Sometimes we have tea or read together or she gifts me with dresses and other lovely things. It's nice but it isn't what I was hired to do. It is difficult to say no when she smiles and says, "Come here, dear."

Lucia (written): October 16th: Lady Dyer intimated I should move in with her. It's a generous offer, truly, as my own room and board is no paltry sum. However, I'm unsure if I should accept.

Lucia (written): She's a lovely woman most days. But it's becoming rather difficult to accept all her requests. I promised I would stay overnight with her to test the arrangement, at any rate.

Zoe: Huh. Missing a few pages.

Player examines key on table.

Zoe: Hello, there, Mr. Key. Take me on a journey.

Player moves towards exit door. Before they leave, they're asked if they want to go.

Zoe: I've barely seen anything, but is it even worth staying?

Room 2

Player walks into the bedroom. There is a bed, table, set of dolls, and a locked closet. Though the closet will give off some frequencies, they won't become peaked until the door is open.

Player examines closet without key.

Zoe: I'm picking up some strong readings here.

Zoe: If I could just get it open I could see why!

Player finds note on desk.

Zoe: 'Item Appraisal Summary'. I do like a good convenient summary.

Zoe: Hm. Lots of expensive stuff here. The curator would definitely notice if any of it went missing, though.

Zoe: According to this, the only thing that hasn't been appraised is...the doll?

Player examines doll.

Zoe: Would you take a look at *this* creepy thing! You'd think it would be giving off a signal, but I'm getting nothing.

Zoe: Wait, whoa, hold on a sec. Something's rattling inside.

Zoe: Just twist the back here and... huzzah! There's a small key inside!

The frequency pitches as the player opens the closet. Inside, they see a creepy collection of trophies.

Zoe: Holy *shit*, guys.

Zoe: Look at all of this! Dolls, jewellery, portraits... was the old lady a hoarder or...

Zoe: Or are these... trophies?

Zoe:

Zoe: ...

Zoe: W-well, that's a mystery for another night! Our allotted time is almost up, anyway, and our live viewers would probably like to go to bed soon.

Room 1 – Part 2

Player returns to the first room. This time the fireplace is out. When the player approaches the fireplace, a frequency goes off.

Player examines fireplace

Zoe: Why's this dang radio going off? It didn't do that before!

Zoe: Looks like... there's something in the coals. Paper. Most of it's pretty burnt but I can make a bit of it out.

?? : October 21st: ...Resignation... but rejected... door locked...

??: October 23rd: ...Wrote to friend...help... the Lady found it...

??: October 24th: ...Cut off... Help...

??: October 25th: ...Run... run.... RUN.

Zoe: You know what? That's starting to sound like good advice.

When the player heads for the door, two potential outcomes occurs.

If the player didn't find all the clues, they leave and see text typed across the screen like in the opening.

Zoe: So ends our night in the Dyer house. Did Lady Dyer lure and trap young girls to replace her daughter? Or was she involved in other activities?

Zoe: Leave a comment below and tell us what *you* think! Be sure to like and subscribe, and we'll see you next time... on GHOST DISCOVERERS. Ooo-oo-oooh...

If player found all the clues, they're unable to leave the house.

Zoe: What the hell?! The door's locked! Okay, seriously, this isn't funny.

Zoe: HEY! Let me out! Is someone listening? I'm stuck-

Zoe: Oh god-

Zoe: HELP!

The screen fades to black and static is heard.

Bianca: Come here, dear.