

# **WITCH HUNT**

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**OPENING:** The year is 1990. During a cold November evening, Ryan walks through the woods, hunting a witch. He must navigate the area to find clues about where the witch is hiding. Additionally, he must battle against cursed trees that will attack him from the shadows.

**FADE TO BLACK.**

**TITLE: WITCH HUNT**

**SFX:**

*<Crickets chirp. Owls woot. Trees rusting. Wind howls. Torch crackles. Sounds of walking.>*

**FADE IN:**

**VIEWER POV:** The Camera with an eye line of 66" from the ground. The viewer is looking through the eyes of Ryan.

**EXT. DARK FOREST - NIGHT**

A black forest, shrouded in darkest, with trees that go on for miles, illuminated only by the dim light of the moon and torches.

**ABOVE: MOON-LIT SKY**

There are no clouds or stars in the sky, only the full moon dimly glowing above. Many tree branches cover the visibility of the sky.

**BELOW: LEAVE-COVERED TRAIL**

Autumn leaves, sticks, and dirt cover the ground.

**AT 12 O'CLOCK: TREES**

There is a path surrounded by black trees, barely lit by the moon.

*//INTERACTIVITY: The audience can move around by means of controllers, eye-tracking, and hot spots.//*

**AT 3 O'CLOCK: STEVE**

Steve walks straight forward, holding up his torch.

**IF THE AUDIENCE DOES NOT WALK FORWARD:**

STEVE

Hey? Are you coming? We can't afford to lose track of each other out here.

Steve nervously takes out a switchblade from his pocket.

STEVE (CONT'D)

Man, I'm freaked out being out here. I wish we were able to come during the day.

RYAN

Come on, man. You know the witch only attacks at night.

STEVE

Still. It creeps me out. Are you sure about this?

RYAN

Yes. The witch has been attacking campers for weeks now. We need to put an end to this.

STEVE

Yeah. I guess. Still, I can't believe you forgot your weapon.

RYAN

I'll be fine.

STEVE

I doubt it, but then again, all I have is a knife. Better than nothing, I guess.

Steve looks at his knife for a while, hesitantly.

RYAN

We'll be okay.

STEVE

Yeah...

(cautiously)

Well, at least you have your torch. That should at least scare her. Give it a wave!

*//INTERACTIVITY: The audience can wave a torch.//*

IF THE AUDIENCE DOESN'T WAVE THE TORCH:

STEVE (CONT'D)

Come on, dude. For my sanity, at least.

Steve smiles, still maintaining a nervous demeanor.

STEVE (CONT'D)

Hey, you hear what the kids in town are calling her? The salty sea witch of North Virginia. They made up a whole story about how she's from East Virginia, but she killed all of the beach-goers, so she migrated here.

RYAN

That's a pretty dumb story, man.

STEVE

(laughing)

Yeah.

**AT 12 O'CLOCK: CURSED TREES ATTACK**

**SFX:**

*<Evil tree rustling and running sounds.>*

STEVE (CONT'D)

Hey, did you hear that?

**SFX:**

*<Demonic screaming.>*

One of the cursed trees runs out and attacks from the darkness, stabbing Steve in the stomach, killing him, and dragging him away.

RYAN

Oh crap!

(hesitates)

Steve?

IF THE AUDIENCE DOES NOT WALK FORWARD, A CURSED TREE WILL RUN OUT AND ATTACK.

IF THE AUDIENCE DOES NOT WAVE THEIR TORCH AROUND, THE TREE WILL KILL THEM. CUT TO GAME OVER. RESTART AT DEMONIC SCREAMING SOUND.

**EXT. CAMPSITE - NIGHT**

A massacred campsite littered with the rotting corpses of a dead mother and son.

**ABOVE: MOON-LIT SKY**

There are no clouds or stars in the sky, only the full moon dimly glowing above. Many tree branches cover the visibility of the sky.

**BELOW: LEAVE-COVERED TRAIL**

Autumn leaves, sticks, and dirt cover the ground, as well as sleeping bags and camping supplies.

**AT 9 O'CLOCK: ABANDONED CAMPSITE**

RYAN  
What happened here?

*//INTERACTIVITY: The audience can pick up a photo of a happy family, a mother, father, and son, camping off the body of the dead son.//*

IF THE AUDIENCE PICKS UP THE PHOTO:

RYAN (CONT'D)  
Where did the father go?

**EXT. ABANDONED SHACK - NIGHT**

An old shack, with the words BEWARE THE TREES spray painted on the front door, sits under the moonlight.

**ABOVE: MOON-LIT SKY**

There are no clouds or stars in the sky, only the full moon dimly glowing above. Many tree branches cover the visibility of the sky.

**BELOW: LEAVE-COVERED TRAIL**

Autumn leaves, sticks, and dirt cover the ground.

**AT 3 O'CLOCK: ABANDONED SHACK**

RYAN  
What's this?

*//INTERACTIVITY: The audience can open the shack's door and go inside.//*

IF THE AUDIENCE DOES NOT ENTER THE SHACK A CURSED TREE WILL ATTACK.

IF THE AUDIENCE ENTERS THE SHACK:

**SFX:**

*<Door creaking sound.>*

**INT. SHACK - NIGHT**

The interior of the shack is in shambles. The windows are barricaded, and items are scattered all across the room.

**ABOVE: CEILING**

An old wooden ceiling with a broken ceiling fan is overhead.

**BELOW: DIRTY FLOOR**

Dirt, broken dishes, and clothes are strewn on the wooden floor.

RYAN

Spooky.

**AT 12 O'CLOCK: NOTE ON THE TABLE**

A note is placed on the table with information about the witch.

*//INTERACTIVITY: The audience can pick up a note on the table and read it.//*

IF THE AUDIENCE DOES NOT PICK UP THE NOTE, WHEN THEY LEAVE THE SHACK AND WALK INTO THE FOREST, THEY WILL CONTINUE TO WALK BACK TO THE SHACK UNTIL THEY PICK UP THE NOTE.

IF THE AUDIENCE PICKS UP THE NOTE:

**SFX:**

*<Distant thunder.>*

RYAN (CONT'D)

What's this?

(hesitant)

I am consumed by fear. She killed my wife and son. I worry that the witch will come for me next. I have been hiding here for days now. If I try to leave, the trees attack. I barricaded myself in, but the trees kept attacking. For now, I'm safe, but I worry they will come for me again, and this time succeed. They came for my family. I know they won't let me go. I am so afraid. If I die, please forgive me for not protecting my family.

(MORE)

RYAN (CONT'D)

There was nothing more I could do.

(pause)

Poor guy. I hope he made it out.

**EXT. WITCH'S CABIN - NIGHT**

A triangular house surrounded by satanic pentagrams and bones is illuminated by the moonlight.

**ABOVE: MOON-LIT SKY**

There are no clouds or stars in the sky, only the full moon dimly glowing above. Many tree branches cover the visibility of the sky.

**BELOW: LEAVE-COVERED TRAIL**

Autumn leaves, sticks, and dirt cover the ground.

**AT 12 O'CLOCK: WITCH'S CABIN**

**SFX:**

*<Thunder and lightning sounds.>*

RYAN

Found you. It's time to end this.

**SFX:**

*<Distant witch's laughter.>*

**FADE TO BLACK.**

THE END