



BELLEM
ENTERTAINMENT

MANHUNT

THE DARKER GAME OF HIDE N' SEEK

A MAN WITH A VIOLENT PAST MUST PROTECT HIS NEW FAMILY FOLLOWING THE DEATH OF HIS SOON-TO-BE STEPDAUGHTER'S INSTITUTIONALIZED FATHER, WHEN A PRANK-FILLED "TEEN" VERSION OF HIDE N' SEEK TURNS DEADLY.

HORROR FEATURE PITCH DECK

Manhunter is a teen game where players are divided into **Hunters** and **Runners/Prey**. A Runner has to make it from point **A** to point **B** (the safe space) without being seen/tagged by a Hunter. If they are seen, they must join the Hunters and turn on their own team. (In this version, if you don't turn on your fellow Runners, you are figuratively **slaughtered** as an example and must drop where you're slain until the end of the game.)

THE GAME

(LINK)

Manhunt

is a Found Footage Teen Horror with more than one twist

Comps

Truth or Dare meets Ouija and the game Charli Charli

Distinguishing Features

- Contained grounded horror. The supernatural element is subtle -- a fear plaguing the teens until the last beat/reveal.
- A teen flick where an adult is the lead
- A who dunnit in the found footage horror space



LOCATIONS

(All locations have been secured)

- The Green Mountains of Vermont and the Appalachian Trail
- Remote Cabin, North Clarendon, Vermont
- Private Residence, North Clarendon, Vermont/Psyche Ward
- Colonial House/Kingsley Grist Mill Estate & Covered Bridge -- [LINK](#)



LOCATION 1

Private Cabin and surrounding land in North Clarendon, VT. The Outhouse serves as the **“safe spot”** in the game.

The mood and tone of the cabin and trails set up the world naturally and becomes a character in its own right.

LOCATION 2

([LINK](#))

The Grist Mill, The Colonial House, and the Covered Bridge are filled with fabled local lore and lend an eerie vibe to the production.



LOCATION 3

- Psyche Ward, (for ending)
- Abandoned House, (for Game)
- Private Residence

All three locations have a rich history and decor that fits the tone of the film.



LOCATION 4

The North Clarendon Gorge & Shelter Pass adds menace, and the landscape lends itself beautifully to “the chills that thrills” the game of **MANHUNT** demands!



FILM TONE

- Intense
- Suspenseful
- Bloody
- Unsettling
- Menacing
- Spine-Tingling
- Bone-Chilling
- Emotional
- Dark/Disturbing
- **MEMORABLE**



A close-up shot of a man and a woman in an outdoor setting. The man, on the right, is wearing a grey baseball cap and a light-colored jacket, looking down with a serious expression. The woman, on the left, is looking towards him with a concerned or intense expression. The background is a blurred green landscape.

THE SET UP

KAM ARSLAN (40s) finds himself right smack in the middle of a dysfunctional family after reconnecting with an old flame, LANEY NOTT (50s). He'd do anything for Laney, including taking the challenge to help get her troubled teen under control after her institutionalized ex-husband's death -- though his tough love methods might not be to everyone in the household's liking.

Kam's soon-to-be stepdaughter, ANNA NOTT (15), is turning fifteen, and he must survive the night -- or is he plotting a night from hell of his own?



THE BACKSTORY

A grieving Anna is doing her best to fit into a new house and a new school while coming to terms with the awareness that she is about to have a new dad. To make matters worse, her father, THEODORE NOTT (60s), just committed suicide. And the new urn, containing Theodore's ashes, that Anna demands to have front and center in the living room of the new house isn't helping the tensions with her mother.

Theodore was institutionalized after a psychotic break, witnessed by Anna, that left his wife Laney near death.

Kam and Laney are throwing a party for Anna with her new friends in hopes of lifting her spirits to help her cope with the move. However, Anna's may not be the only spirit that gets lifted!



THE STORY

Anna and her friend, MACK [15], spend the day preparing pranks and jump scares for the game of Manhunt, which she and her friends intend to play for her big night. All the while, Kam's patience is being tested by Anna's antics and her continued disrespect of her mother.

As the guests arrive, it becomes clear to Kam that there is going to be trouble. Mack, Anna's oldest friend, is jealous of Anna's new friends and of Anna's life period. Her envy is not a good thing, and Kam warns Laney that he fears Mack is up to no good. An argument ensues over his condescending attitude that sends Laney over the edge, and when Anna tells her mother that she's "embarrassing," Laney, hurt and enraged, takes off to cool down, leaving Kam to deal with the house full of teens.

It's not long before strange things start happening, and the teens are convinced it's the ghost of Anna's recently deceased, to quote them, "psychopath" father. Kam has a hard time swallowing how the gang is treating and poking fun Anna over her recent loss. As the events unfold, Kam gains a better understanding of Anna's emotional fragility and the reasons behind her defiance as of late.

The murders begin when he jumps in to defend his soon-to-be stepdaughter from the barrage of mean-spirited teens.



THE TWISTS & TURNS

As the game of manhunt begins and the grisly murders are occurring, it is unclear if Kam is slaying the teens, if Mack's jealousy lead her to plot a pre-meditated massacre, if Anna planned the entire bloodbath using her pranks that were so carefully and skillfully laid out beforehand, -- or if her deranged father's ghost is present and killing the teens off one by one.

THE ENDING

Kam, knocked out and left for dead, is taken off the suspect list.

Mack is murdered, so there's that!

All signs point to Anna when she goes after her mother in a fit of rage, blaming her mother for Mack's death. She is taken to a psych ward. Laney and Kam plead for her release, trying to prove her innocence to no avail.

Later at the house, the urn containing Theodore's ashes inexplicably ends up at the foot of Laney and Kam's bed.

Kam tosses the urn into the river. "Does a ghostly image emerge as the ashes and broken porcelain float away?" He isn't sure.



ANNA'S FATE



What does this mean for Anna?

Anna, angry and distraught, slaps at the wall of the hospital observation room.

The next morning, a box arrives at the nurse's station, addressed to Anna. The psychiatrist checks the contents, and inside the urn is intact and unbroken.

Anna rocks, facing the wall in her observation room; as she turns, her eyes flash black, and her face twists into a sinister grin.



THE FOUND FOOTAGE ELEMENT

Film Femme
Jan 3

ould like to publically apologize for my mothers
Snapchat use and posts

FILM
So dang funny. But feet. NO THANK YOU

KEY CHARACTERS



barehandedkiller
Park Avenue Hairplace the Day Spa



[View insights](#)

[Boost post](#)



Kam Arslan (40s)

KAM is ex FBI who was let go for his uncontrollable temper and excessive use of force. He has spent years learning to tame his wild side after almost killing a child trafficker during an interrogation. Laney, his childhood crush, has come back into his life, bringing with her a whirlwind of drama to deal with. Her daughter, Anna, isn't easy; her resentment and bad behavior test all his willpower to stay calm and collected. This not-so-small fact marks Kam as the killer -- at first.

12:48

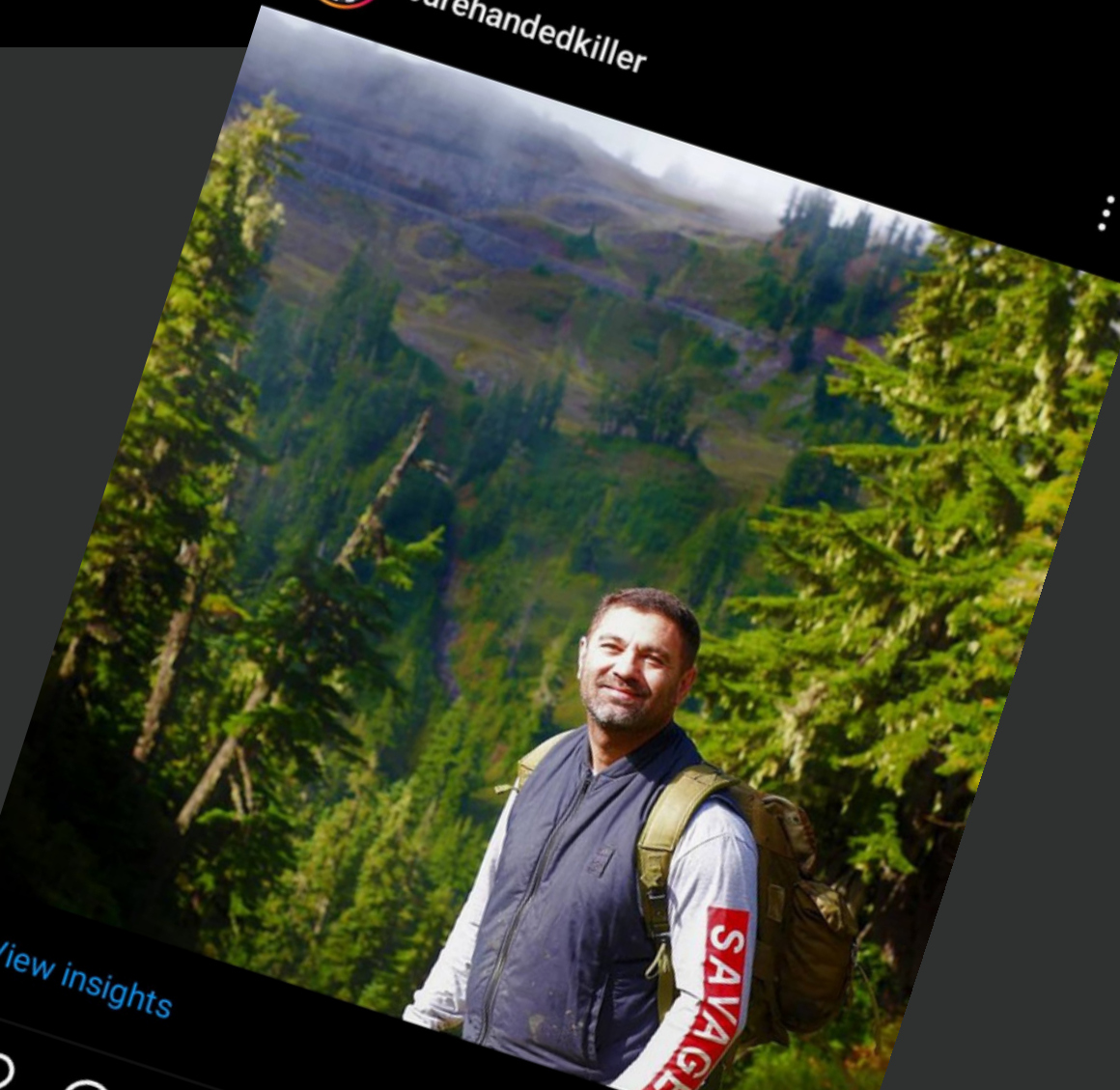


Posts



barehandedkiller

68%



[View insights](#)

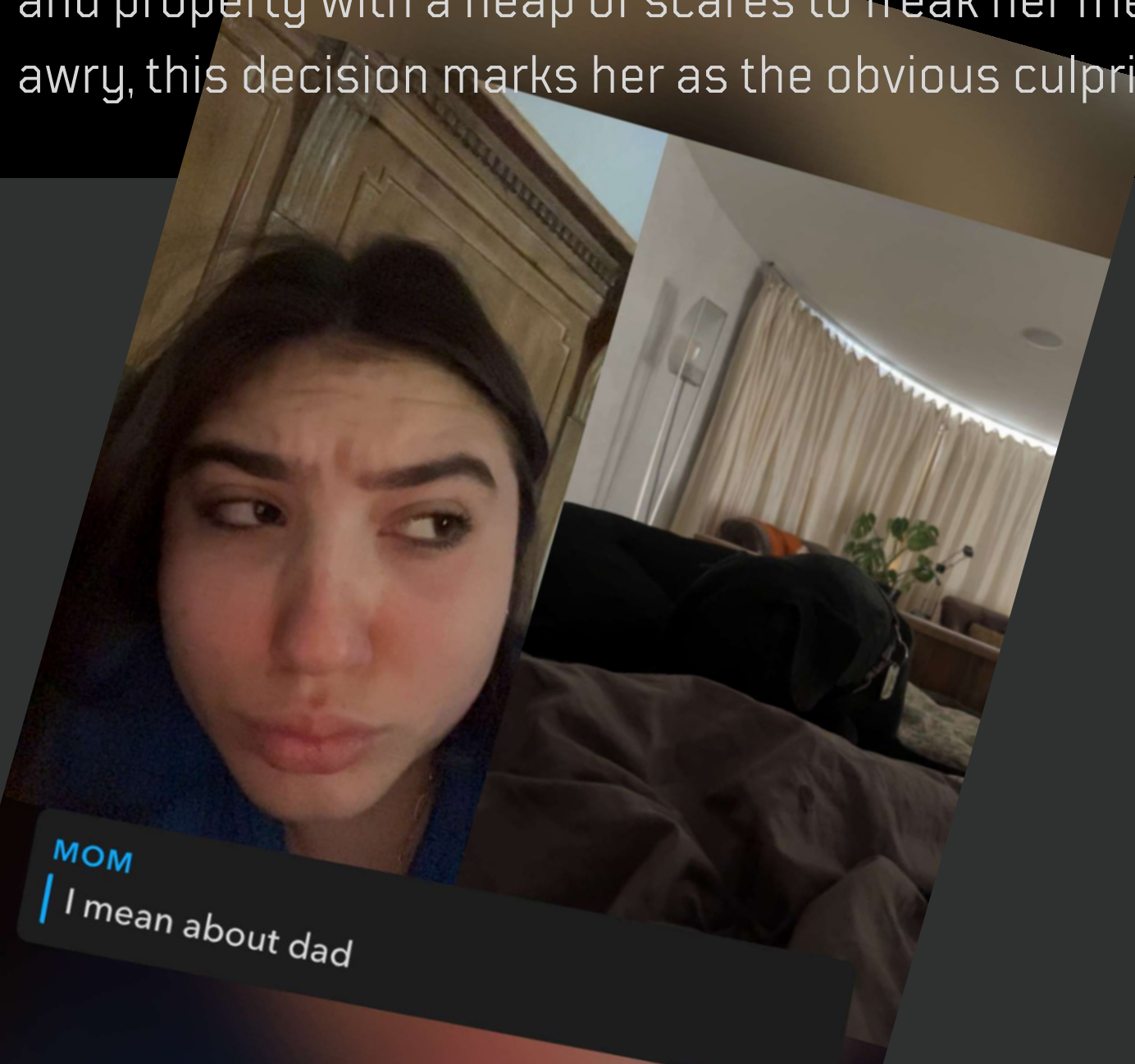


KEY CHARACTERS



Anna Nott (15)

ANNA is your typical teen girl going through typical teen girl mood swings. The only problem for Anna is that her family has a history of mental illness and depression. We meet Anna coping with her institutionalized father's death, her mom's new beau, and a new school -- all while trying to hold onto her old friends while making new ones. Anna's pitfall was choosing the **GAME of MANHUNT** to play for her birthday and spending an entire day with her best friend, **MACK**, setting up her new house and property with a heap of scares to freak her friends out. When things really go awry, this decision marks her as the obvious culprit in the end!



MOM
| I mean about dad

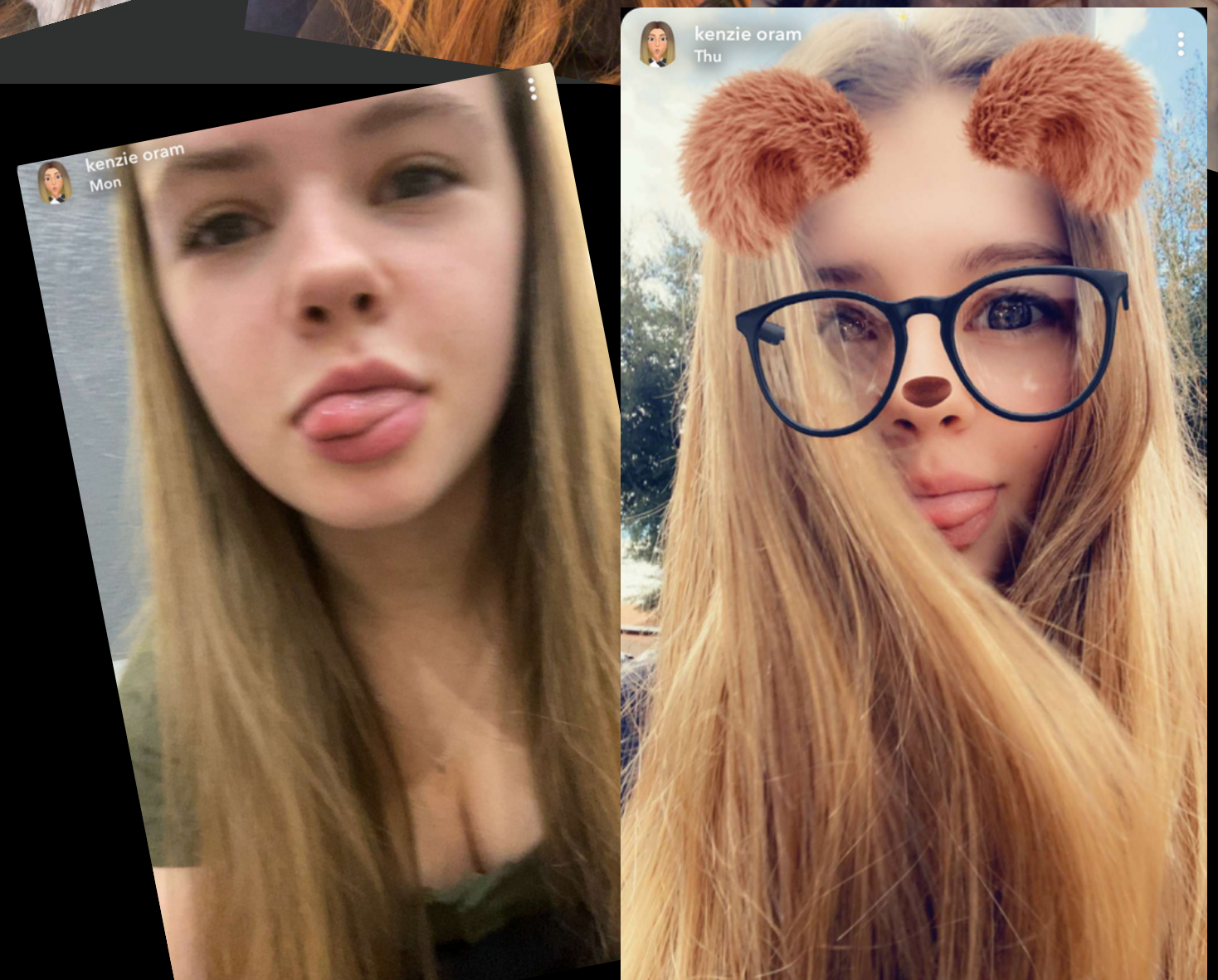
Laney (50s)

LANEY, desperate for human connection outside of her teen daughter and her daughter's friends, puts too much pressure on Kam to offset the imbalance. She has a difficult time, however, when he steps up to the plate to help with Anna's emotional upheaval. Being an over-compensating mom, his less-than-kind approach causes strife.



Mack (teen)

MACK is Anna's childhood best friend and has always been jealous when Anna makes new friends. This overbearing trait makes everyone wonder if Mack planned the entire series of murders, given she was the only one who knew about all the pranks both she and Anna laid out for the Game of **MANHUNT**. It doesn't help that she is the one everyone sees attack Kam. Unfortunately, this was done innocently because, up to this point, everyone was convinced it was Kam -- **OR THE GHOST** of Anna's dead father -- and since no one really believes in ghosts, Mack is the new suspect.



THE REST OF THE GANG



THE NEW BOYFRIEND



THE DOUBTFUL BFF HOLDS A SECRET CRUSH FOR ANNA



THE JEALOUS EX-GIRLFRIEND



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