

THE MONSTERS OF MAURIER

Script by El Schaefer

## TABLE OF CONTENTS

CHARACTERS - - - pg. 3

MECHANICAL OVERVIEW - - - pg. 5

PART 1 – FIRST DAY - - - pg. 6

PART 2 – FOUNDERS’ DAY - - - pg. 13

PART 3 – THE DISASTER - - - pg. 17

Content Warning – Gore/character injury, body horror (in character design).

## CHARACTERS

### Maurier Residents

LORI – Lorelei Hill, player character. 3 arms, numerous black eyes. Formerly an elementary school teacher, now an unlikely but dedicated member of the city council after an underdog campaign. Caring, protective, driven.

MAYOR PRICE – Abraham Price. Grey, rail thin, forked tongue and fangs. Mayor of Maurier. Commanding, detached, dismissive, controlling – he never looks anyone in the face unless he’s asserting dominance or related to them.

CAMPBELL – Leon Campbell. Skeletal, practically devoid of muscle. City councilor. Precise, efficient, flat.

MARLOW – Robert Marlow. Bristly fur, slight snout. City councilor. Amicable, presentable.

GRADY – Christopher Grady. Slimy, semi-translucent skin. City councilor. Organized, neurotic, obedient.

DAFFY – David Price. Unnaturally wide mouth with large teeth. Lifelong best friend to Lori, son of Mayor Price. Outgoing, irreverent, supportive.

SHIRLEY – Shirley Combs. Insectoid features. Town hall secretary, grandmother.

MS. BARKER – Zelda Barker. Goat legs, eyes, and horns. Mother of Kane.

KANE – Kane Barker. Goat legs and eyes. Little boy, son of Ms. Barker, former student of Lori.

ASSORTED OTHER TOWNSPEOPLE

## Humans

OLD MAN – Army veteran, hunter, outdoorsman. Gruff, defensive, wary.

YOUNG WOMAN – Avid camper, daughter of the old man. Practical, straightforward.

YOUNG MAN – Fiancé of the young woman, less accustomed to the outdoors. Nervous, loyal.

(DIALOGUE NOTE: In reality, Maurier residents speak their own language while the humans are speaking English, but for the sake of presentation the townspeople's dialogue is presented in English while the humans' speech is garbled. Direction or translations will be provided where useful)

## MECHANICAL OVERVIEW

*The Monsters of Maurier* is a third-person survival horror game which emphasizes difficult traversal, interactive problem solving, and interactions with the world and its people. Action sequences primarily consist of traversal based on rapid evasion, stealth, defense, and tracking, which are supported by the player character's unique modes of vision (thermal, UV, etc. provided by their many eyes). Other sequences make use of puzzle solving and occasionally grappling, enhanced by the player character's increased number of arms. During gameplay sequences, players' success is not only judged by their own health, but on the safety of the town and the people they are trying to protect (which can never be preserved perfectly but can be mitigated through non-destructive defense, successful evasion, situation management, healing efforts, etc.).

In less active moments, players will have the opportunity to interact with their surroundings and other characters, building their perspective on the situation and occasionally performing puzzles or tasks. These interactions can also provide hints about puzzles and information about the environment they can use during traversal. As players gain new information, it is written down in their notebook for them to reference later during play.

**PART 1 – FIRST DAY**

EXT. STREETS OF MAURIER - AN OVERCAST MORNING.

Breaking through the quiet, we see in close-up shots a woman running down the street – her feet pounding the ground, her rapid breaths, her hair trailing behind her. Inside the shops and buildings along the road, creatures look out at and notice her, the edges of tentacles and claws coming into view, eyes shining in the darkness.

Coming to a large brick building, the woman dashes inside, closing the door behind her and whirling around to lean against it, trying to catch her breath. Looking up into the dim lobby of the building, a creature rises from behind the front desk, illuminated by a small flickering desk lamp – a hybrid of human and insect, one many jointed arm reaching out... and flipping the light switch, the fluorescent ceiling lights revealing her fluffy cardigan and reading glasses. This is SHIRLEY, the matronly secretary at the city hall of Maurier, Maine, a peaceful town populated by twisted creatures.

SHIRLEY  
Miss Hill?

INT. CITY HALL LOBBY – MORNING.

Jogging over to the front desk from the door, catching her breath and adjusting her run-rumpled clothes, is the player character – Lorelei Hill, better known as LORI, who players now see in her full three-armed, many-eyed, flustered glory.

LORI  
Good morning, Shirley – I'm sorry, I promise I wasn't trying to be late on my first day, time just got away from me, and-

SHIRLEY  
Hon, we weren't expecting you until this afternoon.

Lori seems taken aback by this, though her nervous energy remains as she checks her watch and the wall clock, both reading 9:16.

LORI  
Council meetings start at 9, don't they?

SHIRLEY  
Well, yes, but it's your first day, dear – we figured we'd give you some time to adjust, get used to your new role. I suppose you've been busy, the message got lost in the shuffle...

LORI  
Oh... I can... go if you need me to-  
(abashed, awkward as her hurriedness fades)

SHIRLEY

Oh, it's quite alright – we just wanted to make sure you transitioned well, it's no small task, getting onto the city council. I believe they'll appreciate your enthusiasm, Miss Hill.

LORI

Oh, just Lori is fine.

SHIRLEY

Oh, well if you think it's alright...

LORI

Shirley, you've known me almost since I was in diapers, it's fine. Besides, not even my students call me "Miss Hill."  
(amused, reassuring)

SHIRLEY

Little Barbara is going to miss her favorite teacher...

LORI

And I'm going to miss her, but Edgar Hendrix will be a good replacement. Plus, hopefully I'll be able to redirect some of the town's budget back toward the schools, 'Lhod knows we need it...

Teaching is great for the future, but for right now I can do more from here.

(her tone is softly confident and reassuring, though it seems she's trying as much to reassure herself of her choice as Shirley.)

SHIRLEY

I know you will dear – it's why I voted for you!

LORI

Are you allowed to tell me that?  
(half joking)

SHIRLEY

Oh, shush, dear. You go ahead and look around your new workplace, alright?  
(mock serious)

GAMEPLAY: Players are released to look around the building, where they are taught about the game's movement and interaction controls. Using said interactions, players can learn more about the setting by interacting with various displays and set pieces – council photos, Shirley's Hand of Agullhod statue, etc. – which Lori may comment on to herself. As they enter the main hall, players see a large mural of the town's history across the wall – creatures hunted by and fleeing human soldiers in 1700s garb, escaping to the woods, and coming together to build the town as a safe haven. A short scene plays where Lori looks the mural over, becoming unsettled by the depictions of humans, her breath catching before she moves on and players continue to explore. Players trigger the next scene by entering the city hall conference room where the council is meeting as they explore – they won't know this is the room until they enter it.

INT. CITY HALL CONFERENCE ROOM – MORNING.

The room is of middling size, the handful of members seated around a small oval table. At the head is MAYOR PRICE, grey and austere, long pointed tongue flicking through fangs as he speaks. To his right sits the bristle-furred Councilor MARLOW, to his left the skeletal Councilor CAMPBELL and short, slimy-skinned Councilor GRADY.

MAYOR PRICE

...and then there is the matter of adjusting the numbers, we don't want anyone –

Mayor Price looks up stern-faced to the interruption. The rest of the council follows his gaze to where Lori tentatively stands in the door.

CAMPBELL

A-ah, Miss Hill! Good to see you, we were just getting started in here.  
(surprised, retaining composure)

MAYOR PRICE

We weren't expecting you until at least noon, Lorelei.  
(measured, detached)

LORI

Ah, yes, Shirley mentioned that – I can go wait outside if you need me to...

MARLOW

No, no, come in – you're clearly eager to get started with us, it's good to see.  
(jovial)

MAYOR PRICE

Might as well. Help yourself to coffee.  
(dismissive)

Mayor Price gestures to the coffee cart in the corner

LORI

Oh, thank you sir.

MARLOW

Could you refill mine as well?

He holds out his cup. Lori hesitates before taking it, nodding.

GAMEPLAY: Players go to the coffee cart, learning the interaction/puzzle system. Meanwhile, the other councilors quietly chat, settling back into business mode as the player returns and triggers the next scene.



MAYOR PRICE

Campbell, I believe you had some items to attend to?

Lori sets down the coffees and pulls a medium-sized striped notebook and pen from her inside pocket as she sits down. She opens it to a blank page and jots down the date and time, ready to take notes. Campbell pulls out a stack of paperwork.

CAMPBELL

Just the latest round of community requests – loan applications, ruling appeals, maintenance on the Old Iron Bridge yet again– the usual issues to be mitigated.

MAYOR PRICE

And I assume met with the usual response?

CAMPBELL

Rejected across the board, I'm afraid. Shame, really.

LORI

Wait, why?

The councilors all turn to look at her, unaccustomed to such questioning. Lori shrinks a bit under their gaze but maintains composure.

GRADY

P-pardon?

LORI

I mean, the community is struggling right now, it has been for a while.

Lori gestures to the Campbell's stack of paperwork.

LORI (CONTD)

Right there, that's a lot of issues raised for just the last week. Maybe we can make a new action plan, find a more effective way to-

CAMPBELL

It's most unfortunate, but there's nothing we can do I'm afraid.  
(firm)

LORI

Don't get me wrong, I trust your judgement, but I would like to know your reasoning.  
(undeterred, gently insistent)

MARLOW

Erhm, well, there's been some issues with the town budget lately, adjustments to our distribution of funds, it's all rather complicated...

Lori flips through the notebook and pulls out some papers as the councilors share nervous glances.

LORI

I actually had some questions about that – I’ve been looking through the town’s budget reports, and I’ve noticed certain allocations which I’m not familiar with.

MAYOR PRICE

Quite some dedication.  
(flat, cold)

LORI

Oh, thank you, sir. Well, in the community outreach funds for instance I noticed certain items noted twice, all these redundancies with this code I didn’t recognize, MHP84, it popped up in a few other places as well. I thought it might be some kind of backup fund but –

Mayor Price straightens, turning to look at Lori.

MAYOR PRICE

Lorelei, I understand you’re enthusiastic, which is why I hope you will understand this in turn. The MHP fund is, as you deduced, an emergency fund – for Maurier Human Protection.  
(with a sense of finality, unquestionability)

Lori freezes, her momentum cut off as she blanches.

LORI

Oh... I... I’m sorry, I wasn’t aware that was a measure we had in place-

CAMPBELL

You had no way to know. We’ve set the fund up as a safety net of sorts, unexpected failures and all – maintaining efficiency, avoiding panic, et cetera.

MAYOR PRICE

We’d planned to go over the finer details with you this week – the less people have to think about what’s outside our borders the better.

LORI

I-I understand, preventing an attack should absolutely be our top priority.

MAYOR PRICE

Indeed, and I look forward to your contributions. However, for now we must put this aside – there is the matter of preparing for the Founders’ Day celebrations, yes?  
(somewhat absently, lip service, moving on)

Lori refocuses, flipping back to her notes page.

GRADY

Oh, uh, we're actually on track to be prepared ahead of time. Most of the relevant vending permissions still need review, but there's, well, not that many, they should be finished by the end of the week.

LORI

Hopefully this will boost the community – increase business, raise morale...

CAMPBELL

You are prepared for your role, yes?

LORI

Hm?

MARLOW

You'll be introducing the festivities, making the commemorative speech – your first big public appearance as one of us!

LORI

Oh, sure, I'll be prepared.

Mayor Price glances pointedly over at Lori, expression flat, before continuing.

MAYOR PRICE

Hm. Councilor Grady can assist you with preparing, writing your speech and all. Now then, if there are no more issues... we can move on.

Fade to after the meeting, the view of the outside through the windows showing it is now late afternoon. Some chatter can be heard indistinctly between the other councilors as Lori makes her notes before Mayor Price clears his throat, the others all perking up to listen.

MAYOR PRICE

Alright, that's the last of our items addressed for today – we got some good work done here. I believe it's safe to convene early for now, give our newest member the adjustment period we intended.

LORI

I guess I'll get settled into my new office.  
(brightly, trying to break the tension)

The other councilors nod absently, still focused on the mayor.

MAYOR PRICE

Meeting adjourned.

The councilors stand up and leave.

GAMEPLAY: Lori checks her notes, which is when players learn how to access the notebook and how it records information they learn. Players can then explore the building and engage in various optional dialogues and related activities - setting up their new office where they can look through old council paperwork, assisting and chatting with a maintenance man while learning about the building and issues around town, meeting with Grady to discuss and draft the Founders' Day speech, etc. - before leaving, triggering the next scene.

EXT. CITY HALL – LATE AFTERNOON.

The councilors start to file out of the building and into the town square, heading home. Lori steps out and her eyes land on a figure waving to her – her best friend David Price, more often known as DAFFY. He's tall and trim in nice clothing, his toothy maw curved in a bright white smile.

DAFFY  
Hey, Miss Boss Lady!  
(warm, joking)

LORI  
Daffy? What are you doing here?  
(pleasantly surprised, amused)

DAFFY  
Well, normally I wouldn't set foot anywhere near this place, but friendship comes first. How was day one? Exciting, torturous, everything you ever dreamed?  
(playful)

LORI  
It was certainly... interesting.

DAFFY  
Mm-hm, and how much did *he* have to do with that?

Lori turns around to see Mayor Price approaching them. He stops before them, looking at Daffy.

MAYOR PRICE  
Oh, good afternoon, David.

DAFFY  
Hey, Dad.

MAYOR PRICE  
Will you be joining the family for dinner tonight?

DAFFY  
No thanks – I'll be taking Lori out to celebrate her first day changing the world.

MAYOR PRICE

I see. Well, enjoy yourselves. And Miss Hill – I'm sure we'll work well together.

Mayor Price walks off.

DAFFY

Well, he seems to be warming up to you.

LORI

Do you think he's still mad about you losing the election?

DAFFY

If he is, that's on him for expecting me to beat out someone who actually wanted the job.

He playfully bumps Lori, her gently smacking his shoulder in response.

DAFFY

Hey, hey, watch the shirt! Come on, let's go do something interesting before you succumb to bureaucracy.

Lori chuckles and follows Daffy away as the scene fades out.

## **PART 2 – FOUNDERS' DAY**

EXT. STREETS OF MAURIER – LATE MORNING, A MISTY, OVERCAST DAY SOME DAYS LATER.

GAMEPLAY: Players leave their house and walk through the town to the town square, able to observe and comment on the various buildings they see along the way – the church, the school, etc. The next scene begins when they reach the road leading to the square.

EXT. TOWN SQUARE – LATE MORNING.

The square is sparsely arranged for Founders' Day, with a few vendors' tents, an undecorated dais set up at one end perpendicular to City Hall, and townsfolk milling about and chatting on the grass lawn. Lori arrives and sees Grady on the fringes nearby checking items off a clipboard.

GRADY

Decent turnout this year, though not much for them to do...

LORI

Morning, Grady. How goes the preparations?

GRADY

Ah, er, just about ready. We've got a while until the events kick off. Feel free to wander a bit, just be sure to check in with the mayor when you're ready.

Grady spots a vendor setting up and hurries off with an alarmed expression.

GAMEPLAY: As players cross the lawn, they can interact with various townsfolk, helping them set up stalls or chairs and talking about their lives – their businesses, family events, church attendance, etc. When players are about halfway across the lawn, Lori is barreled into by a frantic goatlike woman, MS. BARKER, triggering the following.

LORI

Woah- hey Ms. Barker, how's-

MS. BARKER

Have you seen Kane? He was playing hide and seek with the other kids and now we can't find him!  
(frantic)

LORI

Hey, hey, we'll find him, he can't have gone far. This is hardly the first time I've had to track him down, remember? How about I help you look for him?  
(calming, rational)

GAMEPLAY: Players look for KANE around the square and surrounding area, which teaches the traversal, stealth, and tracking/visual abilities. Lori eventually finds the young boy tucked behind a dumpster by Newell's butcher shop, triggering the following.

KANE

Hey Miss Lori!  
(giggling)

LORI

*There* you are, kiddo. C'mon bud, you need to come back, your mom's really worried.

Kane's expression turns panicked at the mention of his mother and he scrambles out.

GAMEPLAY: The player returns to the square with Kane, where Ms. Barker spots them and hurries over.

MS. BARKER

There you are, Kane! What have I said about appropriate hiding places?!

KANE

Sorry, Mama...

MS. BARKER

Oh – thank you for finding him, Miss Hill.

LORI  
No problem.

Ms. Barker bustles Kane away and play continues.

GAMEPLAY: Players may continue exploring the square. Players trigger the next scene by interacting with the Mayor, who is standing behind the dais with the other councilors.

LORI  
Happy Founders' Day, Mr. Mayor.

MAYOR PRICE  
Ah, Lorelei. I trust you're ready for your role today.

LORI  
A bit nervous – you know, campaigning was hard enough...  
(with strained levity)

CAMPBELL  
I'm sure you'll do just fine – they voted for you, didn't they?  
(flat, unconvincingly reassuring)

LORI  
I just want to keep the energy up, you know, get things moving.

MAYOR PRICE  
This is an important day for us – remembering the persecution of the past, looking to a safer future – I'm sure you'll impress our progress upon them. Now, I assume there are no other concerns?  
(officious)

In the distance, a LOUD CRUNCHING OF METAL AND WOOD, startling everyone.

MARLOW  
Merciful Agullhod!

GRADY  
What was-

Lori turns around, stepping out toward the crowd, who are all stunned and muttering to each other.

LORI  
Is everybody okay? What happened?  
(urgent, voice projecting)

Mayor Price hurriedly pulls her back by the shoulder.

MAYOR PRICE

Keep it down, Councilor, you're making a scene!  
(harried, harsh)

LORI

We need to know if everyone's okay!

CAMPBELL

Whatever happened, it didn't happen anywhere near here.

He points toward the edge of town, where a wisp of dark smoke and shaking treetops can just barely be seen above the mist.

LORI

We have to find out what happened.

CAMPBELL

W-well, we can't just abandon the people.

LORI

Someone needs to go, people could be hurt out there!

MARLOW

I'm sure it's fine, everyone's here in the square-

GRADY

Actually, we, um, will need to assess any damages...  
(timidly)

Campbell shoots Grady a reproachful glance and Grady recoils slightly. Lori, still concerned, presses on.

LORI

Look, I can go, if it's nothing I'll come right back in time for my speech, but I need to be sure everything's alright.

MAYOR PRICE

...Councilor Grady, go with her.

GRADY

Me? But, I mean, I have to manage the-



MAYOR PRICE

I won't be seen sending our newest member into danger without supervision. I trust you can keep an eye on her, make sure she doesn't get into trouble.

(pointed)

GRADY

Y-yes, Mr. Mayor. Oh, uh – here, so we can stay in touch...

He hands the mayor a walkie-talkie. Mayor Price immediately hands it off to Marlow.

LORI

Thank you, sir. Let's go.

Lori and Grady leave.

GAMEPLAY: Players walk through the town, using tracking/visual abilities to follow the smoke down Main Street toward the source of the crash. As they move past the border, the road narrowing to paths and then to animal trails, players will have to keep an eye out for the traps surrounding the town and find ways to skirt around them. While doing so, Lori notes the traps, while still appearing functional, are quite rusted and worn down. Once players reach a certain point, the next scene triggers.

### **PART 3 – THE DISASTER**

EXT. THE FOREST SURROUNDING MAURIER – LATE MORNING.

As Lori and Grady approach the source of the crash, they hear what SOUNDS LIKE PEOPLE.

GRADY

Do you hear that?

LORI

Hello? Is someone there? Are you okay?

(calling out)

MORE MUFFLED SOUNDS – movement, talking.

LORI

We heard the crash, we're here to help.

Silence. Players move closer to the source of the noise.

LORI

Hello?

(more concerned)

MORE SOUNDS, QUIETER NOW. Light shines through the mist and undergrowth. A dark suspicion falls across Lori's face. As she walks closer, she appears more concerned and apprehensive.

GRADY  
Maybe we-

LORI  
Sh!  
(clipped, urgent)

She waves Grady back.

GAMEPLAY: Players creep toward the light, urged to be careful and stealthy, until they come up behind a fallen tree in the brush and the next scene starts.

Lori looks up over the tree, and the source of the light and smoke comes into focus – the headlights of a large truck which has driven off a small dirt road a short way away. A metal trap is lodged in its underbelly which gives off foul smoke. With mounting horror, Lori sees forms emerge around the truck – humans. There are three of them, a gruff OLD MAN scanning the forest, a YOUNG WOMAN examining the damage, and a YOUNG MAN leaning against the truck, all dressed and packed for a weekend of camping and hunting. Lori's breath catches as she notices the hunting rifle on the old man's back. Slowly, she begins backing away, but a rustle gives away her position. The old man turns toward her, peering through the brush, and she freezes in terror.

OLD MAN  
*(Is someone there? Come out!)*

Lori takes off, sprinting away as the old man shouts behind her. Glancing back, she sees him begin to follow her, tromping through the brush. She comes upon Grady and grabs him.

LORI  
Give me the radio!  
(hushed, urgent)

GRADY  
What happe-

LORI  
*Now!*  
(louder, more forceful)

Grady fumbles to get it out. Lori grabs it from his hand and speaks into it.

LORI  
Get everyone to safety!

MARLOW (WALKIE-TALKIE)  
You quite startled me now Miss Hill, what was-

LORI  
We need to lock down now! Humans are in the perimeter, THERE ARE HUMANS IN MAURIER!

Grady is shocked, eyes widening with terror as he looks at Lori. The walkie talkie returns only static. Behind them, BRANCHES SNAP and they turn as they hear the HUMANS APPROACHING.

MARLOW (WALKIE-TALKIE)  
I- Gracious Agullhod...

LORI  
Run. RUN!

GAMEPLAY: The player splits off from Grady and must run from and sneak around the humans, trying to surreptitiously distract them away or draw them into traps (which may injure them but won't fully deter them) while avoiding said traps themselves. (In reality, the humans are just seeking answers and aid, thinking they're following a strangely uncooperative human and that they may be heading somewhere they can find help. They do grow more apprehensive as they come across the border traps, but for now are able to write it off as overzealous local hunters. While an observant player may catch on to this if they risk observing the humans enough, Lori is convinced of the humans' harmful intent.) In the end players reach the town and the next scene begins.