



"The Other Side of Darkness"

using the Hero's Journey Template

SCENE	LOC	CHAR	↑	NOTES	A	B	C	D	+
				ACT 1 - SEQ 1					
				ACTION: Someone is performing some important research	X				
		Max		PROTAG: Max Chill is a handsome, if somewhat bookish and timid young man who solves mysteries		X			
1	College Library		-	Max is reading newspaper archives, he is puzzling over the disappearance of a woman from town square in 1905 that has exactly the same MO as a current unsolved case; a woman who disappeared a week ago in broad daylight - and both women were wearing massive diamond rings.	4	5	7		3
	Max's Lab			Max's secret computer lab in the college basement				X	
				THEME: Max flashes back to the day his brother was kidnapped and the police were unable to help; he vowed to solve the cases they couldn't	X				
				ITEM: The ADA2 - Analog Data Analyzer - Max's custom-built AI computer linked to all local computer & wifi networks		X			
2	Max's Lab	Max	v	Max talks to ADA2 while puzzling over the case; ADA2 questions him about his own personal motives; he flashes back to his brother's disappearance	3	3	6	4	1
				FORESHADOWING: The college janitor, thinking no one is down here, turns off the power and Max panics - he is afraid of the dark				X	
				AMBIENCE: Max starts to freak out and cry; we can't tell if it's because of the dark or the memory of his brother	X				
				EXPOSITION: Max finds a flashlight and turns it on, it falls on a picture of his parents. Flashback: Max promises them he will solve the case		*			
		Jenny Duke		LOVE INTEREST: Jenny Duke is a mousy girl with a massive backpack full of books, she believes in Max and has known him since childhood			X		
3	Max's Lab	Jenny	v	CATALYST: Jenny enters and switches on the lights. "Max, you in here? I got bad news... Janitor Hogan says he has to kick you out of here this week. Unless we can come up with some money to pay him, he's going to tell the regents you're working out of the basement. Max, we need a REAL job."	3		5	6	2
				ACT 1 - SEQ 2					
	Dick's			ALLIED LOC: A bar where private investigators hang out	X				
				ACTION: Someone enters the psychic realm in search of answers		X			
		Karl Slate		ALLY: An experienced private eye who is ready to pick an heir and retire			X		
				ITEM: Slate's magnum pistol has been modified and shoots silver bullets that can kill (some) supernatural creatures				X	
4	Dick's	Max & Karl	^	CLARIFICATION: Max finds Karl in the parking lot - he is only 20 and cannot enter the bar - and explains his goal, he wants Karl to be his mentor and promises he will do whatever it takes to succeed. Karl agrees to take him on but thinks he'll drop out when he learns the Truth	9		5	3	4
	Karl's RV			ALLIED BASE: Out of which Karl works. Think Jim Rockford meets The Dude. Bottles of Jack Daniels and cans of Budweiser everywhere		X			
5	Karl's RV	Max & Karl	v	COMPLICATION: Sitting in Karl's RV - with doors locked and a weird hex on the door - Max learns about supernatural enemies - they're real, and the disappearances have nothing to do with diamonds		4	9		2
				EXPOSITION: The reason Max is afraid of the dark is because he sometimes sees ghostly forms in the dark, ever since his brother disappeared				X	
				[STALL FOR IDEAS]					
				AMBIANCE: Max is in total denial of this and tells Karl he's crazy		X			
6	Karl's RV	Max & Karl	^	Max has a brief flashback to his ghostly visions and insults Karl; then says "I should go, sorry to waste your time." Karl is ignoring him - he is in the psychic realm looking for answers. After a few seconds (Max trying to unlock the door), he wakes up and says "Amelia Bloom". Max startles. That's the woman who disappeared in 1905.		8	8	5	4
				PROGRESS: Max acquiring psychic skills from Karl's training				X	
		Max, Karl & Jenny			X				

				FORESHADOWING: Jenny is much better at psychic force than Max is		X			
				[STALL FOR IDEAS]					
				[STALL FOR IDEAS]					
				[STALL FOR IDEAS]					
				RELATIONSHIP: Max and Jenny touch in the psychic realm; this shocks them for a moment, then they kiss		X			
				[STALL FOR IDEAS]					
				[STALL FOR IDEAS]					
7	Karl's RV & Psychic Space	Max, Karl & Jenny	^	PLAN: Max & Jenny begin their training, she is stronger than he is, romance in the psychic realm; meanwhile, Karl is researching the phenomena: there is definitely a supernatural aspect to this, they are going to defeat it with magical force	6	8		3	1
				ACT 2 - SEQ 3					
		Max & Jenny		Together	X				
				PLAN: Max will use ADA2 to help them coordinate a citywide search for all psychic phenomena reported in the last 100 years - and investigate these locations psychically		X			
				CATALYST: Jenny senses that Max's brother Roger is still alive, she can hear him - he is calling for help			X		
8	Astral Plane	Max & Jenny	v	EFFORT: All of the above happens while they are expending effort to increase their capabilities in the psychic realm, and Roger still sounds like he is 12 years old	3	3	4	6	4
				EXPOSITION: Roger had a crush on Jenny	X				
				ACTION: They push forward to a whole new level of the psychic realm - is it... HELL?		X			
				FORESHADOWING: They feel they are being watched			X		
		Max & Jenny		Together				X	
				[PAY FOR IDEAS]					
				CRISIS: The antagonist attacks when Max is nearly drained and the outcome is uncertain		X			
				ITEM: The Ankh of Oblivion (an ankh upside-down) magnifies the psychic powers of its wearer exponentially - the antagonist owns it			X		
				[STALL FOR IDEAS]					
9	Astral Plane	Max & Jenny	v	OPPOSITION, COMPLICATION: All of the above happens and we see the enemy: a Lich King, hundreds of years dead. He feeds on the souls of those he traps in his unreal world but does not allow them to die. Sensing Max & Jenny coming, he lets Roger's voice lure them here and then attacks with psychic blasts which wound their astral bodies, pushing them to their very limits. Unable to withstand it, Max lets go of his physical body and drifts into a pitch black place - his greatest fear. Back on Earth, his heart stops beating. There is no way back.	20	7	5	3	5
				ACT 2 - SEQ 4					
				RELATIONSHIP: Jenny vows she'll get him back no matter what it takes		X			
		Jenny & Aklion		Fighting (Aklion is the Lich)			X		
		Karl		or his Astral Self, anyway				X	
				EXPOSITION: The Lich is vulnerable to silver	X				
				[STALL FOR IDEAS]					
				[STALL FOR IDEAS]					
				CLARIFICATION: The power of love can reunite a soul to its body, if the person performing the ritual is powerful enough and moves fast enough				X	
				AMBIANCE: Jenny breaks down and cries over the loss of Max	X				
				AMBIANCE: a shot of all three of their bodies, supine in Karl's RV, with Max's body not breathing		X			

10	Aklion's Lair	Jenny & Karl	^	DISCOVERY: All the above happens as Jenny & Karl approach the lair, Jenny cries and Karl explains that with the power of love, Max might be saved. They enter the lair, finding a place to hide and observe the Lich	6	6	8	5	2
				ESCALATION: The Lich begins sucking power out of Max's soul; Max's physical body becomes pale and begins convulsing				X	
		Jenny, Karl & Aklion		Fighting	X				
				ACTION: Karl shoots the Lich while Jenny grabs the Ankh and rips it off the Lich		X			
				RELIEF: We hear Roger's voice: "Jenny, I know this is kinda bad timing, but I was wondering if you wanted to go out some time...?"			X		
				[STALL FOR IDEAS]					
				[STALL FOR IDEAS]					
				[STALL FOR IDEAS]					
				[STALL FOR IDEAS]					
				PLAN: The Lich plans to suck ALL of Max's soul power, leaving him dead forever				X	
				RELATIONSHIP: Jenny and Roger have had this talk before - she doesn't like him that way and he knows it	X				
				[STALL FOR IDEAS]					
11	Aklion's Lair	Jenny, Karl & Aklion	^	All the above: Roger's voice comes to Jenny, she converses back with him psychically, Aklion announces that Max will be dead in mere minutes, Karl shoots, hitting the Lich, and Jenny rushes him and rips the Ankh off his neck.	6	4	8	5	3
				PROGRESS: Jenny puts on the ankh and her powers are magnified	X				
				ACTION: Aklion sucks the last drops of power out of Max		*			
				ESCALATION: Aklion then attacks Karl, who has a heart attack			X		
		Jenny, Karl & Aklion		Fighting				X	
12	Aklion's Lair	Jenny, Karl & Aklion	v	COMPLICATION: Jenny puts on the ankh but Aklion attacks Karl, who has a heart attack	12		4	7	1
				ACT 3 - SEQ 5					
		Max		in a dark place		X			
				ACTION: Max finds Roger and the others			X		
				FORESHADOWING: Max figures out where the bodies are kept in suspended animation, in a dark place; old subway tunnels he recognizes from his computer map of the city				X	
13	A Dark Place	Max	^	Max beats his fear and goes into the dark place, where he finds Roger and the other victims in a state of suspended animation, barely alive	1	1	4	1	0
	Aklion's Lair			where the fight continues		*			
		Jenny, Karl & Aklion					*		
14	Aklion's Lair	Jenny, Karl & Aklion	v	CRISIS: Aklion attacks Jenny, who falls wounded between Max's Astral form and Karl's - both not moving		1	1	7	2
	Subway Tunnels			Where the bodies are stored in a locked fallout shelter from the old days	X				
				ENTER, OBTAIN: Max finds an old telephone switchbox in the shelter and enters the wires, trying to reach ADA2		X			
15	Subway Tunnels	Max & ADA2	^	ADA2 can hear Max through the old phone lines. Her AI is advanced enough to feel emotions: She loves him. ADA2's power unites Max's soul with this world, and back in the RV, Max's heart suddenly starts beating again	1	4	5		4
				ITEM: Karl's gun is right next to Jenny's hand				X	
		Jenny		now superpowered thanks to the ankh	X				
				RELIEF: ADA2 reveals to Max that she loves him		*			
				[STALL FOR IDEAS]					

				THEME: Max realizes he is a great investigator					*	
				EXPOSITION: Karl's gun has only 1 bullet left in it	X					
				[STALL FOR IDEAS]						
16	Aklion's Lair	Jenny, Karl & Aklion	^	RESOLUTION: Jenny grabs the gun and fires it at the Lich, destroying it. She looks around for Max but he's gone.	2		8	1	2	
ACT 3 - SEQ 6										
		Max, Karl & Jenny							X	
				RELIEF: With her new power Jenny is able to bring Karl and herself back to their physical bodies	X					
17	Karl's RV	Max, Karl & Jenny	^	RETURN: Jenny wakes up in the RV, Karl is still breathing and Max is - ALIVE!	5	3		1	2	
	Max's Lab						X			
		Jenny & Roger							X	
18	Max's Lab	Jenny & Roger	^	PROGRESS: Roger, still 12 years old, realizes that Jenny is too old for him once he sees her	7		1	1	2	
		Max & Jenny				X				
	Max's Lab						X			
				ITEM: The diamond ring of Amelia Bloom, which she gave to Max before she went off to start a new life in this strange new world					X	
				EXPOSITION: It's worth over \$100,000 - enough to buy the whole building	X					
19	Max's Lab	All	^	AMBIANCE: Max and Jenny are married in the basement lab. Guests include Karl, Roger, Mister Hogan and several of the saved souls who now have become Max's friends and support staff. ADA2 is the ringbearer (using shiny new robotic arms Max built), and a new sign on the door (a gift from Hogan) reads "Chill Investigations".	1	10	1	1	5	
THE END.										

POINT TOTALS:

Scenecount 19

A	B	C	D	+
89	67	89	59	49

RATING:

Violence PG-13 Language G Drug Use G Sexual Content G Overall Rating **PG-13**

POST-PRODUCTION:

CGI LOCATION (2 SCENES): ASTRAL PLANE
CLOSING THEME: "DIE FOR YOU" by NELLY

SCORE CALCULATION:

BASE SCORE	Total of all players' Bonus Points	49
Scene Count	-1 for each point of difference between Optimal and Actual Count	-17
Leftover Budget	-1 for each point left unspent	
Post-Production	+1 for each token spent on Post-Production	+10
Star Power	+3d6 for each A-Star, +2d6 for each B-Star, +1d6 for each C-Star	
Emotional Range	Difference between highest and lowest emotional points in story	+6
Useless Characters	-5 for each character who doesn't affect the plot	
Throwaway Characters	-5 for each character who appears in only one scene	
Rating	-10 for G Rating, -10 for R Rating, -20 for NC-17 Rating	
Famous Soundtrack	+1d6 for every Famous Music Source	+5
Selling Out	-1 for every Product Placement	-2
Advertising	+1 for every token spent on advertising	
Premiere Response	Roll 2d6 and consult Premiere Table	-1
TOTAL SCORE	Base Score plus all modifiers above	50

CRITICAL ASSESSMENT:

C Movie - straight to video
