



KILL THE MONSTER

A woman with dark hair and a distressed expression is shown in a close-up. Her hand is raised to her face, with fingers splayed. In the background, a large, dark, and textured hand reaches towards her face, creating a sense of imminent danger. The scene is dimly lit with a reddish-brown tint.

LOGLINE

A fiercely independent woman tries to single-handedly kill a hungry humanoid monster each night it visits her house.



RUNDOWN

Horror Action feature script

87 pages

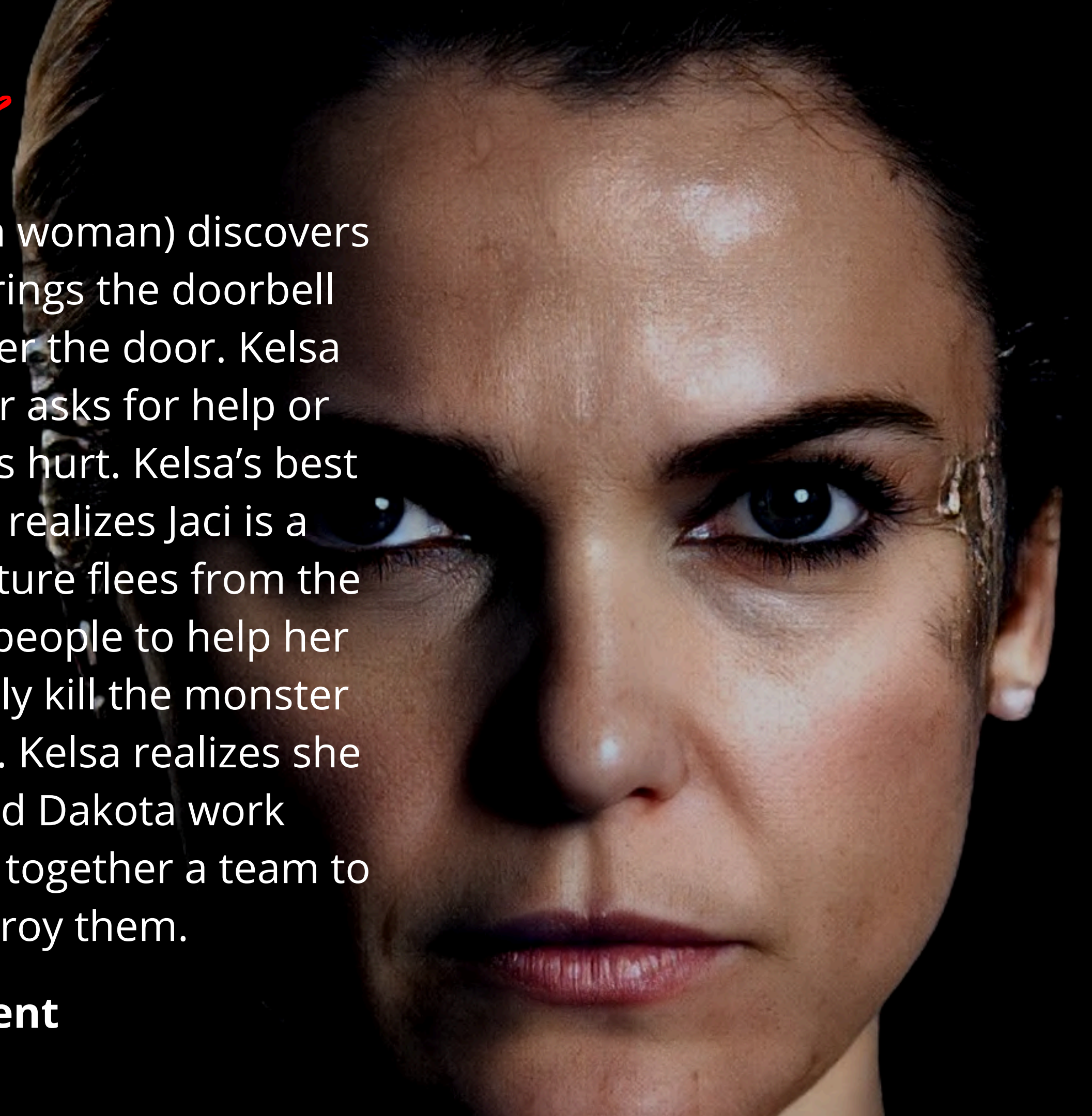
Low-budget (\$3MM-\$5MM)

Target Audience/Rating: Young adults and adults/R

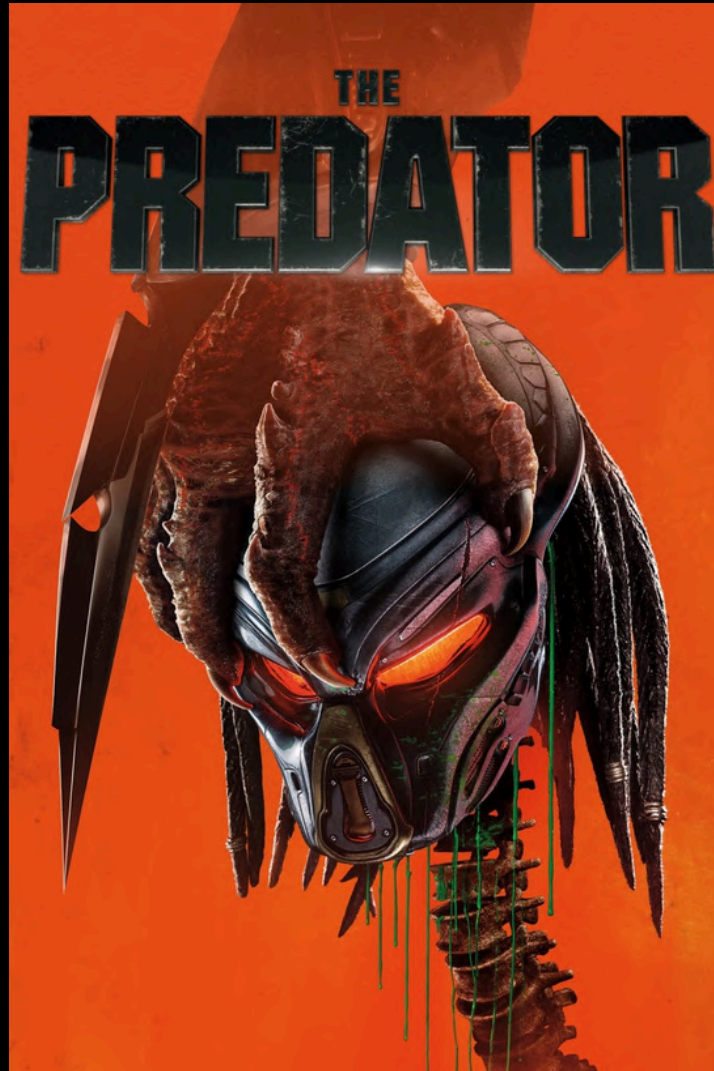
SHORT SYNOPSIS

Jaci (a nocturnal monster that looks like a woman) discovers a secluded house in a small town. She rings the doorbell and cries, waiting for someone to answer the door. Kelsa Banks (a resourceful woman who never asks for help or accepts it) takes Jaci inside, thinking she's hurt. Kelsa's best friend and housemate, Dakota López, realizes Jaci is a monster, and Kelsa shoots Jaci. The creature flees from the house, badly wounded. Despite having people to help her against Jaci, Kelsa tries to single-handedly kill the monster each night it visits to eat her and Dakota. Kelsa realizes she needs help to kill Jaci. Kelsa, Arch, and Dakota work together and kill the monster. Kelsa puts together a team to find monster hideouts and destroy them.

Full synopsis in treatment



COMPARABLES



Budget: \$88MM

Box Office:
\$160,542,134



Budget: \$35–40MM

Box Office:
\$702,781,748



Budget: \$30MM

Box Office:
\$80,276,156



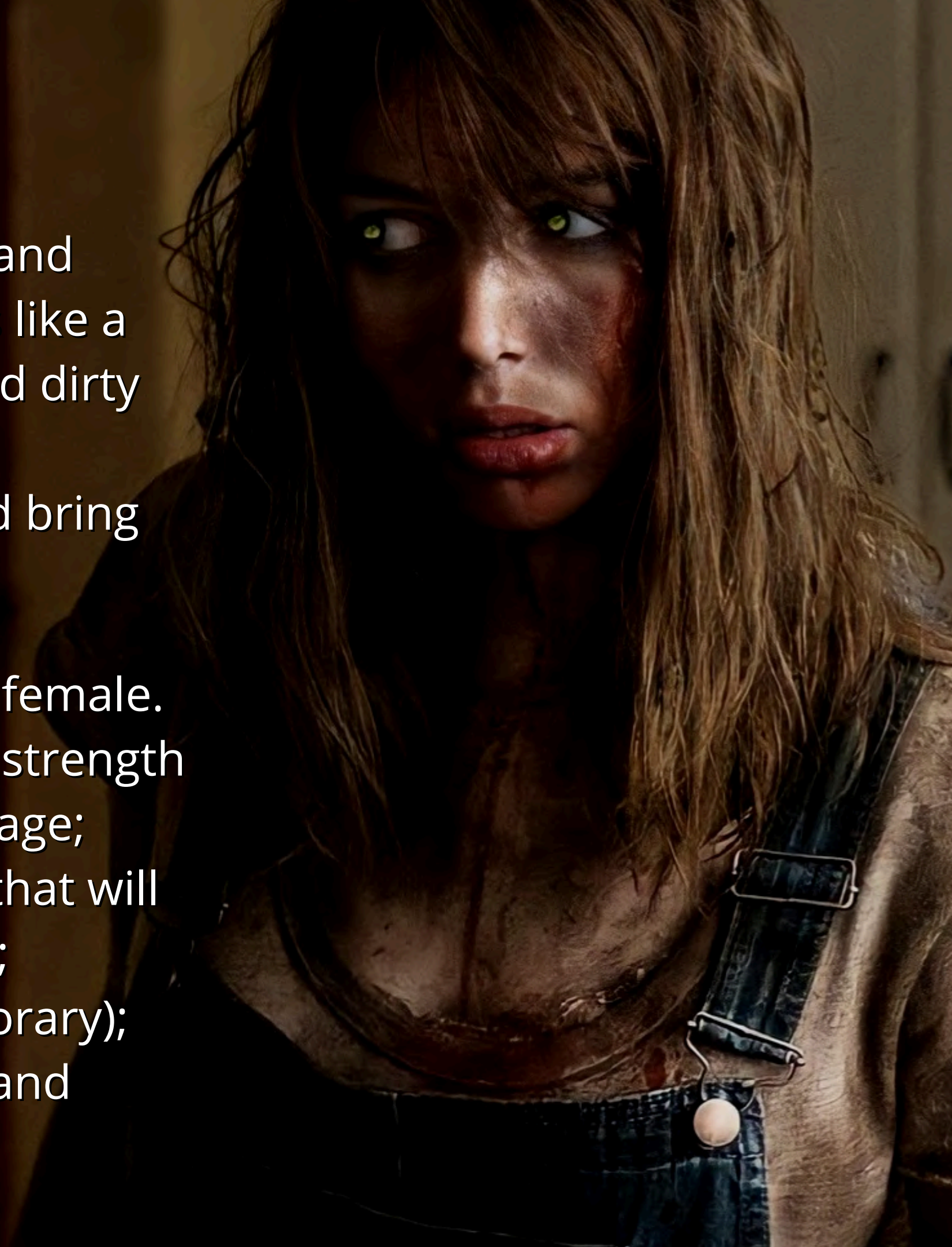
KELSA BANKS

Kelsa is resourceful, brave, fierce, tough, and stubborn. She never asks for help or accepts it (because of the way she was raised). She's right-handed (also left-handed). Her back is covered with small, old scars. She's an expert shooter, an expert at using a Katana sword and a long spear, and a very skilled kickboxer (she taught herself in these areas).

JACI

Jaci is an aggressive, dangerous, nocturnal monster and predator with green eyes and sharp teeth. She looks like a woman with long hair. She wears country clothes and dirty hiking boots. She wears clothes so she doesn't bring attention to herself (ex: walking around naked would bring attention from the sheriff department).

There are thousands of monsters like Jaci, male and female. They use abilities against people. Their abilities: The strength of two men; enhanced speed; they take a lot of damage; their bodies can heal; spit slime (green, sticky slime that will blind people if they take too long to wash it off); bite; paralyze people with poisonous nails (it's only temporary); crawl on things; see in the dark (they cut the power and attack in the dark).



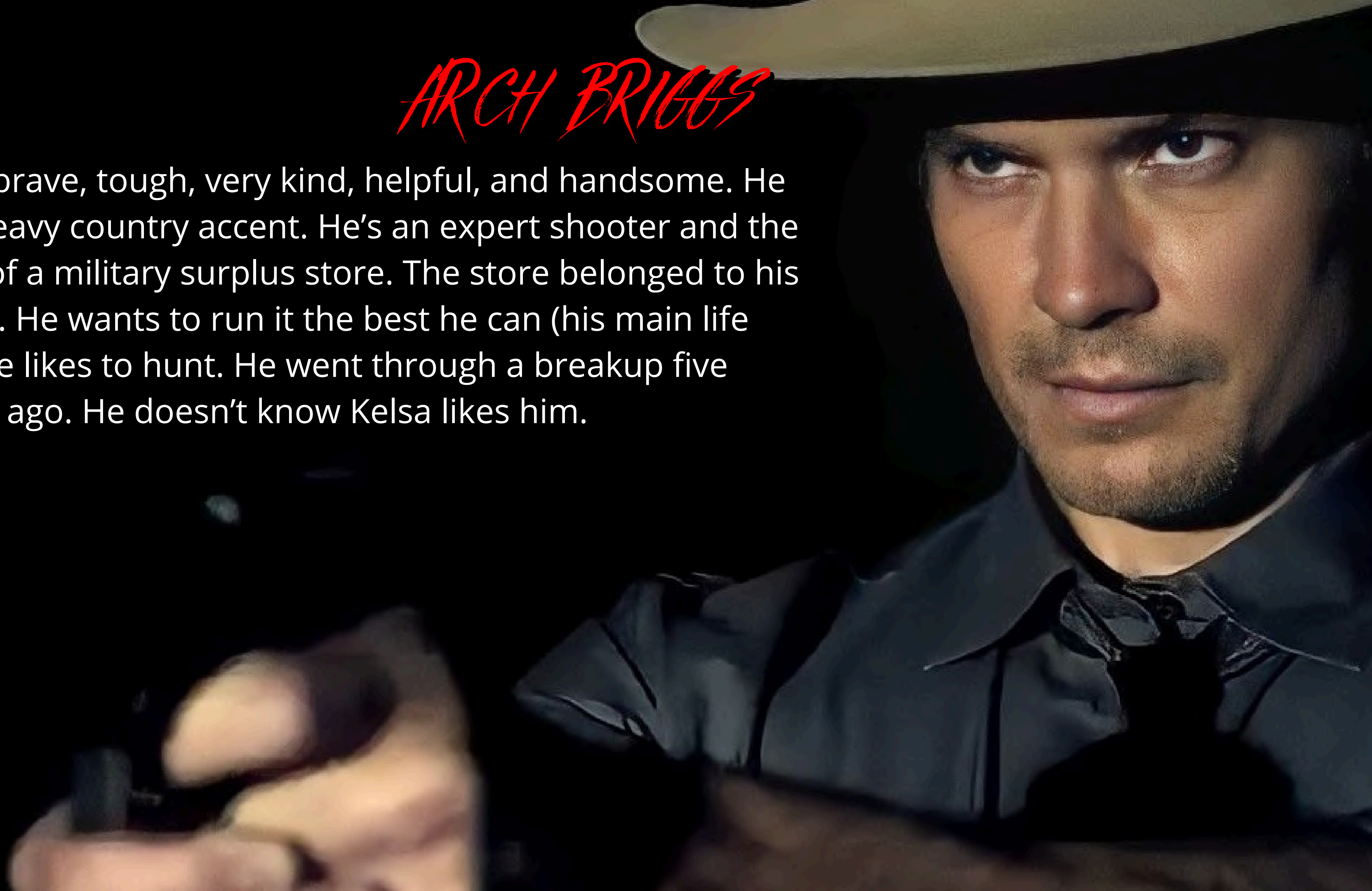
A close-up photograph of a woman with long, dark, wavy hair. She has a wide-eyed, open-mouthed expression of shock or fear, looking slightly off-camera. She is wearing a dark green, possibly velvet, garment with a thin gold chain necklace. The background is dark and out of focus.

DAKOTA LÓPEZ

Dakota is humorous, lively, sharp-eyed (notices things), and fearful. She's tiny, and she has a country accent. She's a huge horror fan, a horror writer who wants to be famous (her main life goal), and an expert shooter (Kelsa taught her). She's Kelsa's best friend and housemate. She's grumpy when she wakes up. Dakota is too scared to help Kelsa against Jaci.

ARCH BRIGGS

Arch is brave, tough, very kind, helpful, and handsome. He has a heavy country accent. He's an expert shooter and the owner of a military surplus store. The store belonged to his parents. He wants to run it the best he can (his main life goal). He likes to hunt. He went through a breakup five months ago. He doesn't know Kelsa likes him.





SEQUELS / FRANCHISE

The ending of the first script sets up a franchise with various unique characters.

Kelsa Banks will be the main character in the sequels/franchise, or a different character can be the main character.

The sequels/franchise will move from the small town (the location in the first script) to a dangerous, unique world where the monsters live (their hideouts and nests).

The main goal of the sequels/franchise is to find and destroy the monster nests.

Kill the Monster can become comics, a TV series, and a video game franchise.

MAURICE VAUGHAN



I'm a screenwriter, ghostwriter, commercial writer, and pitch deck designer. I love to write strong, flawed characters and unique stories. I write quickly, I work well on a team, and I'm very detail-oriented.

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I don't own the photos in the pitch deck. The actors and actresses in the photos and on the cover are not attached to Kill the Monster. The green eyes in the photo on pages seven-nine were added using the FoxEyes app (app owned by GameSmileStudio). The pitch deck was made with www.Canva.com