\$100,000 10 Days 1 Winner



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High Concept Big Brother in a Haunted House

Logline

Black Lake Hotel is a horror about an unemployed college graduate who is selected for a reality TV show in a haunted house and the chance to win \$100,000. When he is dragged down a corridor by an invisible force he realizes it isn't a game and the house is haunted for real. He must now try and convince the skeptical contestants to leave before they are hunted and killed.

Synopsis

Black Lake Hotel is a horror about an unemployed college graduate Sam Riley who is selected for a reality TV show in a haunted house where contestants compete to win \$100,000.

On the first night of the show the house lights go out and contestants argue over who will go and refuel the generator. They draw straws and Sam loses. In the dark basement, Sam shines a torch onto a rotting cavity in a wall. He is suddenly dragged towards it, drops the torch and slams his hands against the wall. The house lights return and he is set free. Sam races back to his housemates telling them they have to leave, "There's something in the walls." Adam reminds Sam that the object of the game is to scare them into leaving and laughs it off as a production prank.

That is until they hear weeping from an empty bedroom. Adam runs into the room next door but it's empty. Michael suggests it's coming from inside the wall and Scott takes a sledgehammer to it. They tear away plaster to find fellow contestant Alice trapped in the recess. Alice pleads for their help but she is dragged away screaming through the walls. Production arrives to let the terrified contestants out, but as they leave Martin is thrown back across the lobby and the door slams shut. As they gather in the center of the room, Sam and his housemates realize that they must work together if they are to survive the horrors that await them in Black Lake Hotel.

Cast

Sam 22. College graduate. Single. Unambitious. Conspiracy junkie. Bit of a chicken.

Lilly 19. Production assistant. Single. Motivated. Darkly beautiful. Intelligent.

Grahame 45. Game show producer. Divorced. Authoritarian. Narcissistic.

Mark 36. Assistant Producer. Has a partner. Glass is half full kind of a guy.

Scott 42. Ex Royal Marine Chef. Separated. Runs his life like his kitchen. Heroic.

Alice 30. Scientist. Single. Love is nothing more than a neurochemical reaction.

Michael 21. Youth Worker. Has a pregnant girlfriend. Wants to fight evil. Psychotic.

Martin 26. Inside man for Grahame. Married. Cold. Obnoxious.

Stephen 32. Horror writer. Divorced. Skeptic. Sarcastic.

Sasha 25. Pole dancer/waitress. Single mother of two. Hard as nails.

Adam 22. Actor/waiter. Single. Vain. Cocky.

Amanda 40. Nurse. Married mother of two. Caring. Strong.

Courtney 19. Fashion designer. Engaged. Bubbly. Emotional.

Mr. Kibbles 3. Courtney's Pug dog. Single. Has no balls.

Treatment

Sam Riley, a 22-year-old college graduate is thrown into the real world when he returns home to news that his parents are having a baby and need his room. Sam's friend offers him a sofa in his squat and a job at a bicycle couriers. In the city, Sam races through traffic and is knocked off his bike. He carries his broken bike to office towers and delivers a package where he sees auditions for a reality TV show offering \$100,000 cash prize.

Sam is interviewed by Grahame, the authoritarian producer of the show and is given a psychological evaluation. In the elevator on the way down, the lights go out and when they return, a grotesque figure stands over Sam who cowers in a corner. When the lights go out again, the figure climbs through a false wall and joins Grahame and his team to watch on the monitors and laugh as Sam runs from the building in tears.

Sam is selected and joins the other contestants on a minibus journey through the night into remote countryside where they arrive at a derelict hotel. Grahame welcomes them to "Black Lake Hotel," where they will live for the next ten days taking part in a series of haunted games, tasks and dares. The contestant who remains until the end will take away the prize money on display in the lobby.

Grahame takes them on a tour of the hotel and recounts chilling tales of Witch trials by the lake. Stephen says, "If it's called Black Lake Hotel, why is there no lake? It's probably not even haunted." Grahame tells Lilly he wants Stephen gone first. They arrive back in the lobby and Grahame says one more thing, "The lights are powered by a generator in the basement. It must be refueled once a day."

Sam and contestants unpack. Courtney screams and Sam runs into her room to see her standing on her bed holding her dog, Mr. Kibbles. A rat runs towards Sam and he jumps out of the way. Scott shuts the door and the rat escapes to a hole in the wall. It sniffs at the hole and runs back to Scott who stamps on it.

At dinner, lights go out and contestants argue over who will go and refuel the generator. They draw straws and Sam loses. In the dark basement Sam finds the generator working but as he returns he feels a strange chill on the back of his neck and shines his torch onto a rotting wall cavity. He is suddenly dragged towards the cavity and drops his torch as he slams his hands against the wall. In the control room, Grahame asks where Sam is and calls for the house lights. The lights return and Sam falls from the wall.

Sam races back to his housemates telling them they have to leave, "There's something in the walls." Adam reminds Sam that the object of the game is to scare them into leaving and laughs it off as a production prank. In the night, Stephen walks past Sam's room. Sam follows Stephen to see doors opening before him. He summons his courage and follows Stephen through the corridors. He reaches Stephen and realizes he is sleepwalking and takes him back to the safety of his room.

The next morning Sam tries to tell contestants what he saw the previous night but they mock him and say its down to production trickery. Courtney searches for Mr. Kibbles. She can hear him bark but whenever she looks into a new room, he isn't there. She eventually finds him in the ballroom, looking up, whimpering at a large hand carved wooden mural. She picks him up but he runs away. On the speakers, contestants are called to the lobby.

Contestants are given rules for 'Light as a feather, stiff as a board,' a game to ward off evil spirits during the Great Plague of London. Stephen, Courtney, Sasha and Alice lift Martin into the air using only their fingers. He begins to jerk violently back and forth and is thrown across the room. Martin confronts his housemates but they are genuinely shocked. Alice slips fearfully into the background and hides burn marks on her wrists.

That evening contestants prepare dinner. Scott takes meat from the oven and places it on the table as contestants back away urgently. Mr. Kibbles lies curled up around a joint of beef, burnt alive. Courtney accuses the other contestants and tries to leave but the front door won't open. She bursts into the diary room screaming and demands to leave.

In the control room, Grahame mutes Courtney. Keith suggests that Mr. Kibble's death might add some much needed drama to the show but Grahame points out that rule number one is never kill the dog. Fearing he could be sued, Grahame reviews the footage to discover Mr. Kibbles was led into the oven by a paranormal entity. Grahame rubs his hands together and says, "Good luck trying to sue a poltergeist."

Unable to sleep, Sam talks with production assistant Lilly in the diary room and tells her the hotel is haunted but Lilly tells him none of it is real, the show is fake. In Michael's bedroom, his door opens and something climbs into his bed. Michael picks up his bedside lamp and bludgeons it. Sam and contestants hear the screams and charge into Michael's room to find Stephen unconscious with blood pouring from his head.

The following morning, as contestants wait with Stephen for medical attention, Amanda calls them into Alice's room. They can hear weeping and Adam runs into the room next door but it's empty. Michael says it's coming from inside the wall. Scott smashes through the wall with a sledgehammer and shines a torch into the dark recess and onto Alice's terrified face. She reaches out to Scott, pleading for his help and is dragged away screaming through the walls of the hotel.

Lilly arrives with engineer Tom, who opens the door. The contestants cross to the entrance as the wooden porch creaks beneath Tom's feet. Tom looks down as a board snaps and his foot falls through. Courtney jumps and the contestants freeze. Tom is wrenched into the ground to his death. Martin charges past Lilly towards the open doorway but he is thrown back across the lobby. Sam and the contestants look to their last chance of freedom as the door slams shut. Sam grabs Lilly and they run with the rest of the terrified contestants into the conference room and barricade the door.

Scott calls for volunteers to go and contact production. Sam, Sasha and Michael go with him. They creep across the lobby as the mirrored ceiling cracks and giant shards fall and impale on the floor around them. Michael pushes Sasha and she screams at him. A giant shard of mirror lands where she was running. She thanks him and they charge into the diary room. Scott makes contact as the hotel lights begin to dim.

Grahame pulls the plug on the show and tells everyone to go home. His assistant Mark discovers Grahame has no intentions of saving Lilly or the contestants, as he is liable for the death of the engineer and Alice's disappearance. Mark calls the police and Grahame smashes a monitor over his head.

Scott thinks the reason why they can't get through is that the generator needs refueling so they head to the basement. In the corridor, Sasha runs as walls crack alongside her. As a rotting cavity approaches she is pulled into the wall screaming. Scott tries to rescue her but he becomes trapped in the recess and awaits his fate. Michael is slammed into a corridor wall. He calls to Sam as his head is smashed harder and harder into the walls until he is blinded by his own blood. Sam runs back to see Michael topple over dead.

Mark crawls from the control room as Grahame enters the hotel looking for his money. Sam reaches the basement and stands on boxes to see the minibus leaving. Mark crashes the minibus into a tree. In the basement, Sam slips and pulls the boxes to the floor and discovers a coal shoot leading to the outside world. He can't open it. He finds drawings of prison boats and the officers shooting convicts climbing into lifeboats. Back in the lobby, Grahame finds the display case is smashed and his money gone.

Sam returns for Lilly and the remaining contestants. He says that they are on their own but there may be a way out through the basement. The floor collapses and they are forced to run. Stephen helps Martin and they spill out into the corridor. Martin is suddenly ripped from Stephen's fingertips smashing through dividing doors. Stephen shits himself and runs to washrooms where he is sucked down into toilet waste pipe.

Courtney bumps into Grahame who tells her he's looking for his money. Courtney says Adam probably has it and shows him to his bedroom. They turn to see the fracturing wall corkscrewing towards them. He chases Courtney and tosses her to the entity while he hides in Adam's room. Grahame upturns the room but his money isn't there. He creeps out into the corridor looking left and then to the – SLAM! He's gone.

Sam and Lilly run for their lives as lights explode along a corridor sending darkness after them. Darkness traps them either side and they cower in a pocket of light. On the wall opposite, a large painting of a foxhunt falls to the floor to reveal a rotting cavity. Lilly is torn from Sam's arms and pulled into the wall. Sam runs alongside the walls, guided by her screams. He chases her upstairs, kicks in a wall and pulls her free. Lilly kisses him and drops her phone.

Sam decides they should go to the attic to get a phone signal. They bound the stairs but hear screaming and exit onto the next floor. Sam spots a small hole in a wall and crouches to look inside. An eye pops into view. Amanda is trapped in the recess. Sam rips plasterboard away to find her legs have been torn off. Amanda asks Sam to tell her boys how much she loves them. She is suddenly ripped along the wall of splintered wood and is decapitated.

Sam and Lilly are chased to the attic, the stairs collapsing beneath their feet. They race across the far end of the attic and get a signal. Sam calls the police and asks for help but the signal dies. They are trapped with only one way out, down through the walls. Lilly says it's suicide.

They climb down but Sam slips and falls several floors. Something hurtles towards him and stops an inch from his face. It's Adam, dead and upside down, stopped by his backpack stuffed with prize money. Sam grabs the backpack and Adam falls to the ground. Lilly shouts, "It's coming" she drops quickly as the recess caves in above her. She grabs Sam's hand and she pulls him down with her and they land on Adam. They kick out the wall and run into the stone walled basement.





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