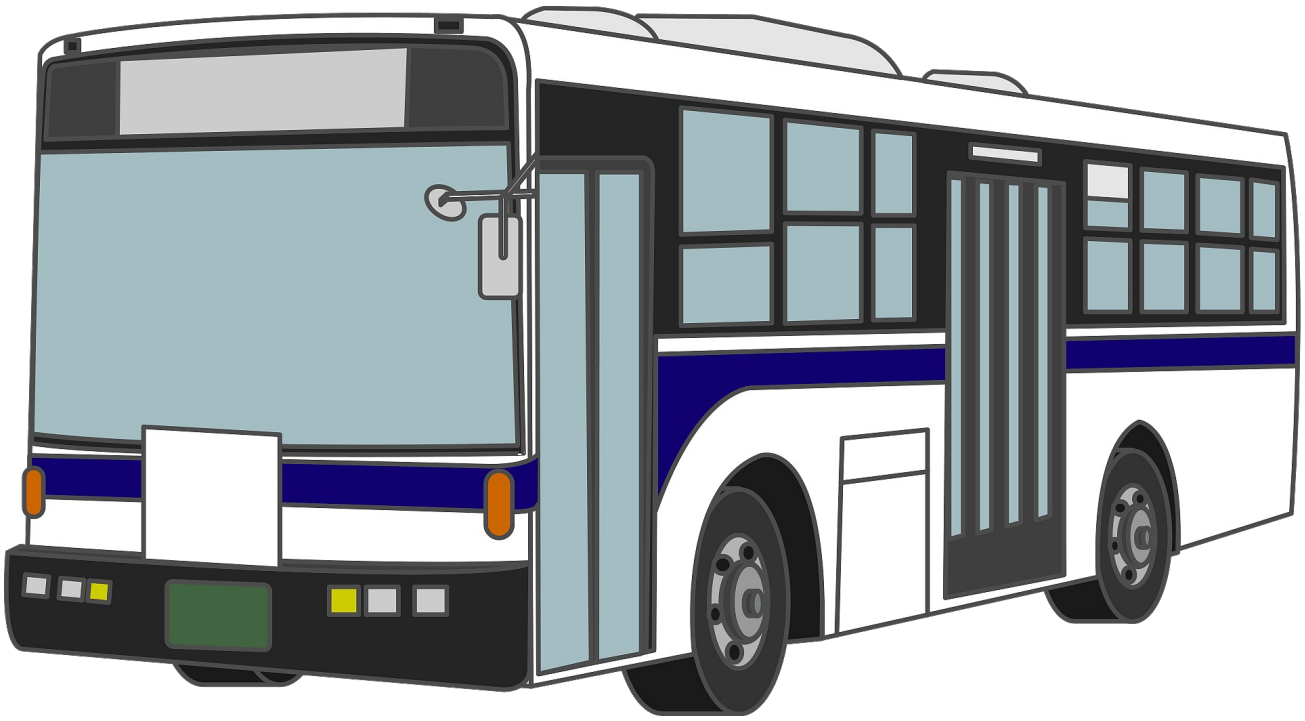


Bus Stop

A Horror Short

Horror Rules 2 Adventure Script

by Chris Weedin

STORY

SYNOPSIS

A simple, common, everyday busride turns into a life-and-death struggle for survival thanks to a deranged lunatic.

PLOT

Escape
The only way to survive this one is to get the heck off the bus. It's harder than it sounds.

PLOT POINTS

And Then There Were None

No Second String Characters allowed.

CASTING CALL

Regular Joes only
Everyone is a passenger on City Bus #57.

SETTING

City Bus #57

A somewhat distressed but still functional inner city bus, this workhorse of the mass transit system has hauled travelers to and fro for more than 10 years - and it's about to have one of those nights.

CAST

Robert “Bobby” Cleveland

Character Type: Regular Joe
Occupation: Bus Driver

BLK: 3
BRN: 3
COR: 3
WIL: 3

Morality: Good
Health: 9
Grip: 9
Move: 6

Skills
Technical 2
Watchfulness 2

Description (Casting: Al Roker)
A heavyset Black man in his late 40's. Bobby has short hair graying at the temples, a kind smile and warm brown eyes. He wears his blue bus-driver uniform and hat proudly but usually removes his clip-on tie.

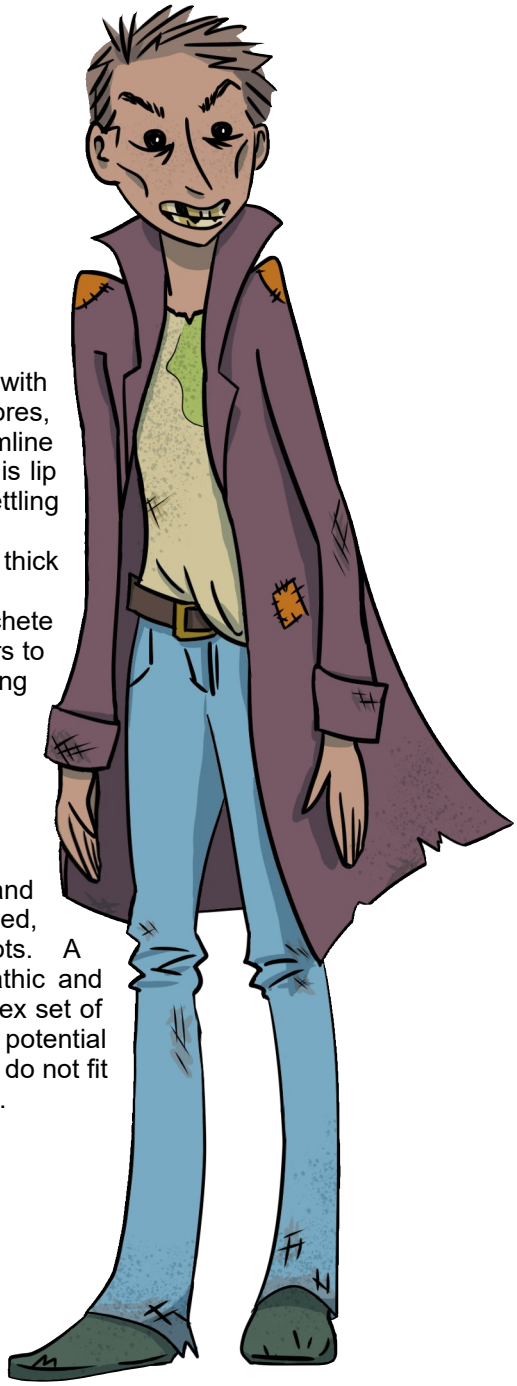
Brief
Bobby is friendly, outgoing, cheerful and doomed. Very, very doomed. He likes jazz and can often be heard humming or whistling a tune. But he’s doomed. (Did we mention that?)

Weapons & Equipment
Bus #57

Bad Guys

Lester Specks

BLK: 3
COR: 4 **Move:** 7
Health: 10 **Weak Spot:** 5
Grip Check: Startle
Attack: By Skill (see below)
Damage: Moderate (Machete), Severe (Shotgun)



Skills
Gun 6
Hand to Hand 5
Melee Weapon 7
Watchfulness 6

Powers

- *Bad Teeth:* Lester has a mouthful of very bad teeth, with various discolorations, gaps, mismatched sizes, open sores, exposed roots and even one that juts out above the gumline at a bizarre and unsettling angle. When he curls back his lip and flashes his crazy-tooth grin, it's an extremely unsettling sight - Scare Check for all who see it.
- *Body By Kevlar:* Under his trenchcoat, Lester wears a thick vest of Kevlar body armor.
- *Armed and Dangerous:* Lester carries a long, rusty machete and a sawed-off shotgun under his trenchcoat. He prefers to use the cutting tool, but if anyone goes for a gun he'll bring out the sawed-off.

Vulnerabilities

- None

Description
Lester is a lean, wiry, slouching fellow dressed in a stained and weathered trenchcoat. He is unshaven, wild eyed and disheveled, with long, stringy brown hair, fingerless gloves and thick boots. A complete mental case, Lester is homicidal, delusional, sociopathic and generally not a lot of fun to be around. He labors under a complex set of paranoid delusions of his own construct, and sees everyone as a potential threat (and thus victim). His only purpose is to expose those who do not fit into the “good” mold of his fanatical psychosis and eliminate them.

Production Notes

Special Rules

None

Mood

1. **The Fear of the Ordinary**
   The scary part of this Script is that it's set in a normal, everday setting that any of us could find ourselves in on any given day. Everyone has ridden a bus at one time or another, but no one expects it to turn into a bloodbath. You never know who the person sitting beside you will turn out to be...

Plot Pushers

None

Walk-Ons

None

SCENES

OPENING SCENE (CINEMATIC)

EXT. CITY STREETS – NIGHT
A light rain falls and the city broods under heavy clouds as night settles in. Characters take turns boarding ol #57 as Bobby stops to pick each of them up. They might be on the way home, on the way to work or just out riding the roads. Have them decide where they're sitting on the bus. This will matter later.

INT. BUS #57 – NIGHT
Give the Characters a few stops to interact (or not) and observe each other. A few people get off and on. Eventually, it is just the Characters.

SCENE 1

INT. BUS #57 – NIGHT
The bus pulls into a stop in a less desirable part of the city and Lester Specks boards. He sits right behind Bobby and seems to be having a quiet discussion with him. Watchfulness Tests will reveal that shortly thereafter the bus deviates from its normal route and begins to head into a secluded and rundown section of the city. (Lester has quietly hijacked the bus). The bus will drive for a few minutes and then pull into a dead-end alley. Lester can be seen quietly whispering to Bobby again. Then he stands up abruptly and WHOP! chops Bobby's head off with a machete (Freak Check).

If anyone tries to escape they'll find the emergency exit jammed shut (Lester's work from earlier in the day) and the window openings too narrow to crawl through. At this point Lester will make his way back through the bus, asking each person in turn a series of three questions, drawn from the darkest reaches of his twisted, paranoid psychotic fantasy. He will ask each question only twice, and if a PC fails to answer or answers incorrectly, WHOP! He will chop them with his machete. On a correct answer, Lester will move on to the next question. If a PC answers all three questions correctly, Lester will release her.

Lester's Three Questions:

1. "Blood or fire?"
   Correct Answer: Blood

2. "Do you wear the black hood?"
   Correct Answer: No

3. "Are you the One, or the One Who Comes Before Him?"
   Correct Answer: Both answers are correct… once. However, there can be only one of both the One and the One Who Comes Before Him, so once they've both been used, there is NO safe answer. (Don't blame us - he's nuts.)

END SCENE – FOR WINNERS (CINEMATIC)

INT. BUS #57 – NIGHT
The surviving Characters slowly debark the bus, shaken but thankful to be alive. As they hug or weep or cheer as appropriate, some retrieve cell phones and call 911. Meanwhile, a figure in a tattered black hoodie watches from the shadows of a darkened doorway further down the alley.

EXT. INNER CITY ALLEY – NIGHT

SHADOWY FIGURE
(Muttering)
They were not the One. You have done well, my servant. You will be avenged...

END SCENE – FOR LOSERS (CINEMATIC)

EXT. INNER CITY ALLEY – NIGHT

Lights and sirens flash, illuminating the outside of Bus #57. Police and EMT's swarm the scene, taping off areas, snapping photos of the crime scene and holding crowds of onlookers and news crews at bay. The camera pans back to show the side of the bus, on which is written in large, bloody letters: "THE ONE IS COMING".

THE END

1. Announce each category
2. Take nominations
3. Vote on winners

Casting Director
Best work with making an interesting Character, either created or developed on the fly and played with flair and creativity. Great overall roleplaying goes here.

Stunt Coordinator
Best work with action or putting yourself in a situation to take a lot of punishment, lose Health or just plain die. Great physical sacrifice (or stupidity) goes here.

Key Grip
Best work with playing scared, losing Grip, roleplaying insanities or Panic Reactions. Great mental sacrifice (or stupidity) goes here.

Best Boy
Best work overall with nothing really to show for it. The person who made the game enjoyable for no particular reason – they didn't stand out in any particular way or do anything super great, but they were solid, played in Character, didn't hog the Scenes, made it feel like a cheesy horror movie and were generally liked. People who had a humble role but were always engaged and just made the game fun go here.