

VIDEO

FADE IN. A DISEMBODIED HAND PLACES A VHS TAPE INTO A TV VCR. THE TAPE READS: DUNGEONS AND DRAGONS: A HISTORY.

STATIC AS THE VIDEO IS READ.

THREE INTERVIEW SUBJECTS APPEAR ON SCREEN.

THE INTERVIEW PAUSES. STILL FRAME OF BRITNEE'S FACE.

THE WORDS "DUNGEONS AND DRAGONS" APPEAR ON SCREEN.

AS THE INTERVIEWS PROGRESS, THE TV STARTS TO FADE FROM THE FRAME LEAVING THE VIDEOS ON THEIR OWN.

VIDEO OF PEOPLE PLAYING DUNGEONS AND DRAGONS INTERCUT WITH INTERVIEW FOOTAGE.

AUDIO

SOUNDS OF THE TV RUNNING, VHS BEING READ

VHS RUNNING IS LOUDER AS IT PLAYS.

JOEY: Like I guess I imagined it as a giant improv sesh.
QUADEN: Hmmmm... That's a hard one. There's not another game quite like it... BRITNEE: I like the storytelling part, I think there's a lot of imagination and creativity behind it.
JOEY: Kinda like a uh Whose Line is it anyway Skit."

NARRATOR: What game might they be referring to?

THREE DISTINCT "THUDS" AS EACH WORD APPEARS ON SCREEN.

INSTRUMENTAL MUSIC BEGINS TO FADE IN.

NARRATOR: What do you think of when you hear the words dungeons and dragons? For some people, they automatically assume... JOEY: in the 90s... sweaty heathens, but now it's just normal people that are kinda a nerd... BRITNEE: 30 year

old men playing in their mom's basement. QUADEN: Extremely nerdy...

FREEZE FRAME ON THE INTERVIEWEES FACE.

PAUSING VCR SOUND EFFECT. NARRATOR: but has it always been this way? To find out, we have to go back.

VIDEOS REWINDS QUICKLY. CUT TO BLACK.

REWINDING VCR SOUND EFFECT, STOPPING

TWO MEN'S FACES APPEAR (ANIMATED)

NARRATOR: Back in the 70s two guys: Gary Gygax and Dave Arneson created a tabletop game called Chainmail.

A SHOT THE GAME CHAINMAIL APPEARS. THE CHAINMAIL GAME TRANSFORMS INTO THE GAME RISK, AND MAPS ARE SHOWN WITH ARROWS POINTING IN DIFFERENT DIRECTIONS. EVENTUALLY THE WORDS "DUNGEONS AND DRAGONS" APPEAR ON SCREEN.

CONT: It was basically a medieval version of Risk. But pretty soon they started playing around with the rules until it turned into something different. The medieval strategy game transformed into the tabletop role-playing game known as Dungeons and Dragons.

SHOTS OF TABLETOPS WITH FOOD, GAME PIECES, DICE, ETC. PEOPLE LAUGHING (PERHAPS IN SLOW MOTION)

CONT: Back then, the game was mostly about getting a big group of friends together, sitting them around a table and telling stories together about what their characters were doing in some fantastical world they had created.

ANIMATION OF A SWORD AND FIREBALLS BEING THROWN. THE COVER OF ADND BEING SHOWN.

CONT: From this emerged many new rules and key stats. Rules about things from swinging a sword to conjuring a fireball to slay the undead. And thus

Advanced Dungeons and Dragons was born.

THE WORDS "MORAL PANIC" APPEAR ON THE SCREEN.

CONT: ADND was pretty cool, but in its wake it created what's known as a "moral panic." People started getting concerned about what the implications of this game were.

INTERVIEW CLIP WITH PAT ROBINSON APPEARS.

INTERVIEWER" Dear Pat, I want to ask for your opinion: Is it safe for a Christian to enjoy video games that have magic in them, if the person playing the game is not practicing the magic? PAT: I, I, I think, you know, the idea here is, not how close can I get to danger, but how far away from it can I stay? I don't know what game you're talking about but I know there is one called Dungeons and Dragons that literally destroyed people's lives. I mean, they got into this thing and they got almost like it was demonic.

AN IMAGE OF PATRICIA PULLING APPEARS, THEN CUT TO AN IMAGE OF HER SON.

CONT: In 1982, Patricia Pulling founded BADD - Bothered about Dungeons and Dragons - in 1982 after her son Irving committed suicide. As her son had played D&D, she filed a wrongful death lawsuit against her son's high school principal, holding him responsible for what she claimed was a D&D curse placed upon her son shortly before his death.

FOOTAGE FORM 60 MINUTES

PULLING: we found what we thought were just regular composition notebooks for schoolwork. But inside we found his DND writings, and the curse that was put on him in the game. It was obvious from his writings that he believed this curse transferred into real life.

ANOTHER IMAGE OF PULLINGS,
LATER IN LIFE.

NARRATOR: She later filed suit against TSR, publishers of the game at the time. The case against TSR was thrown out in 1984, and most of her claims were disproved by reporters.

PEOPLE PLAYING DND. (JOEY,
BRITNEE, AND QUADEN)

NARRATOR: Not many people seem to know the specifics about the history of DND. They do, however know about its lingering reputation. JOEY: Oh like Satan and stuff... I can imagine it.

SHOW NEWS ARTICLE HEADLINES
READING CDC DOES DND AND
FANTASY PLAYERS KILLING
THEMSELVES?

NARRATOR: Years later in 1990 the Center for Disease Control and Prevention did multiple studies concerning players of DND and their likelihood to commit suicide. According to one study they stated that there is "no significant correlation between years of playing the game and emotional stability." Years later, another study done in 2015 suggested that psychiatrists do not associate role-playing games such as *Dungeons & Dragons* with poor mental health. Which leads to now. How is DND perceived in the

world? Do the stigmas still exist?

INTERVIEWS

BRITNEE: No I don't think I fit the stereotype for what a DND player is. JOEY: I've only played with one group of people ... I wouldn't say that any of those people fit that stereotype. QUADEN: I don't feel like I fit into some sort of mold. NARRATOR: Is there something that may have shifted society's perception of DND players?

CUT BACK TO INTERVIEWS,
INTERCUT WITH B-ROLL OF
INTERVIEWEES PLAYING DND.

STRANGER THINGS THEME COMES IN
SUDDENLY AND WITH GUSTO
(QUICKLY FADES) QUADEN:
Stranger Things. BRITNEE:
Stranger Things. JOEY: I think
that Stranger Things had a
positive effect overall, on
the mindset of people who play
DND.

SCENE FROM STRANGER THINGS
WHERE THE DEMAGORGON IS
MENTIONED.

THREE BOYS: The demagorgan!

FINAL SHOTS OF INTERVIEWS WITH
LINGERING SHOTS ON THE
PARTICIPANTS FACES SO AS TO
LEAVE WITH AN IMPACT.

BRITNEE: Being a girl, I
haven't talked to many girls
that play DND... think it's
worth making a shot. QUADEN:
Don't knock it til you try it.
That's what I would say to
those that are hesitant about
it. JOEY: It's really just
hanging out, but in the
background we're playing along

this story. QUADEN: When I in
the game I don't think about

that. I'm just having a grand
old time. BRITNEE: I think you
should go for it, girls add a
different perspective and
ideas... JOEY: I'd say just play
it, fun game. Just hang out.
Play the game. Just play.

FINAL SHOT OF THE GROUP
PLAYING AND LAUGHING AS SCENE

MUSIC FADES AWAY.

FADE TO BLACK.