# Follow the Leader Transcripts

#### 911 Transcript

**Operator**: Valley Falls 911, what is the location and nature of..."

Caller: Oh my God, you have to help me! The Leader is coming for me! He has a knife!

**Operator:** Ok, I need you to slow down and tell me what's going on. What do you mean 'The Leader is coming for you?'

**Caller:** "My name is Nicholas Hargrove, and I'm about to be murdererd! And it's all because of that stupid game we played."

**Operator:** Who is coming for you? What game?

Caller: He is dressed in black and wearing mirrored sunglasses. I don't know who he is. He just said to bring him the money, and no one would find out what happened five years ago. How did he even know about any of that? And why was he calling himself The Leader? It's been a long time since I've heard anyone call themselves that. Not since the game. I hope it hasn't started up again. Somebody needs to tell the others!

**Operator:** *Sir, where are you?* 

Caller: You have to believe me. It was an accident. We were scared. We didn't mean to hurt anyone. Oh God, why is the door locked? Let me out! Let me out!

\*THUD\*

**Operator**: *Nicholas*, *can you hear me? Tell me where you are.* 

\*Call ends.\*

### Cassette 1 from Envelope 1

Good evening dear follower.

Nicholas was the one who discovered the game, Follow the Leader. He said he read about it in a book. He invited the others and even chose the old store to host the meetings. Who could have predicted what would come of such a simple game.

Remember to Follow the Leader.

## Cassette 2 from Envelope 2

Good evening, dear follower.

Lacey was The Leader for the game one night. She always felt entitled and hated her job at Morton's. Playing Follow the Leader gave her a chance to feel some power and exude some control over others. She is the one who chose to let the air out of all those car tires and strand those people there.

Remember to Follow the Leader.

### Cassette 3 from Envelope 3

Good evening dear follower.

Jess was a kind person hiding a burning anger. The game gave her the outlet to take her rage out on those undeserving of it. The cemetery was an easy target. Under her leadership, they smashed headstone after headstone.

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