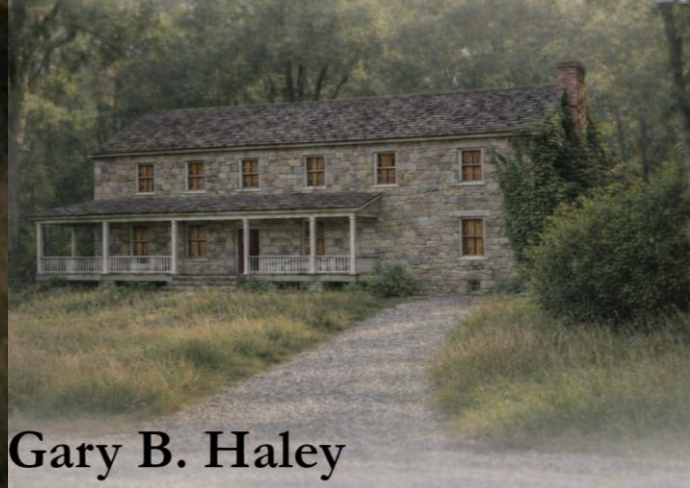


666 Challenge



Gary B. Haley

666 Challenge

A haunted-house legend across 17 decades of fear, folklore, and a remarkable old home.

Feature Screenplay • Horror Mystery with Comic Bite

GARY B. HALEY

A challenge daredevils can't resist.

Stay inside the Clacher Home for 666 minutes.

Most run. Two went insane.

Now a scientist must prove the house is only a house.

But the last shot suggests that science has only solved some of the mysteries... but something still lurks.

**666
MINUTES**

**11 HOURS
6 MINUTES**

Alone. At night.

A simple premise with decades of escalation.

The 666 Challenge is instantly understandable: enter the house alone, stay 666 minutes, and survive the night to earn bragging rights.

The story turns that clean hook into a generational legend, revealing how fear changes with each era — flashlight, radio, VHS, phone, press conference — until science finally walks in.

“Since learning about this 666 Challenge, I’ve been having nightmares.”

MARKETABLE DARE

HAUNTED-HOUSE MYTH

COMIC NARRATOR

TWIST ENDING

The Clacher Home: built to stand for centuries.

Built by Alexander Clacher in 1859 near Stones River, the house carries the marks of immigrant ambition, Civil War bloodshed, family grief, neglect, tourism, and every dare that follows.

Alexander narrates from beyond the grave: offended, mournful, funny, protective, and still desperate to be understood.



What frightens the challengers.

**WAILING
CHILD**

**RASPING
BREATH**

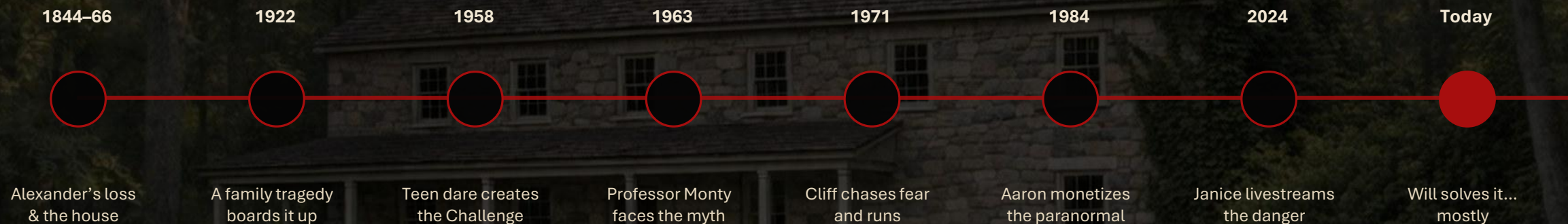
**UNSEEN
POKES**

**EYES
WATCHING**

Every visitor arrives primed by a story. The house does not have to do much — the legend does the heavy lifting.

The screenplay pays off each reported phenomenon with grounded explanations... then leaves one final image that refuses to behave.

A haunted-house legend told through eras.



The result is anthology energy inside one cohesive mystery: each new decade adds a layer of rumor, technology, comedy, and dread.

Each challenger experiences different fears.

ALEXANDER CLACHER

Dead narrator with a living grudge — funny, wounded, and deeply protective of his home.

JEFF

The bullied teen whose breakdown turns a local dare into a legend.

MONTY / CLIFF / AARON

A skeptic, an adventurer, and a paranormal hustler — each era gets the visitor it deserves.

JANICE / FRIGHTTINGLE

A modern thrill seeker who discovers *real* fear does not tingle in a good way.

WILL ROCKPORT

The scientist who respects the house enough to listen to it.

Creepy, then funny, then creepy again.

HORROR

A locked-in dare, a dark stairwell, bad smells, old wood, unseen noises, and one house that punishes certainty.



The movie scares you into believing the legend — then makes the explanation just as satisfying.

COMEDY

Alexander's wry V.O., the ridiculous paranormal industry, and Will's clean scientific confidence keep the scares entertaining.

The Challenge keeps reinventing itself.

1958 — A teen erupts from the house screaming, but no one can find the flashlight he abandoned.

1963 — A professor hears a wailing child and flees to his car.

1971 — A thrill-seeker learns fear is different when nobody is watching.

1984 — A paranormal investigator mistakes bats and electricity for Bigfoot.

2024 — A content creator turns terror into viral evidence.

TODAY — A scientist turns folklore into evidence — until the final eyes appear.

Fear is framed by whatever light you brought.

Each era has a different way of seeing the dark:

D-CELL FLASHLIGHT

1958

ZIPPO FLAME

1971

VHS NIGHT VISION

1984

PHONE LIGHT

2024

LED HEADLAMP

TODAY

The camera can move from Gothic dread to folk-legend Americana to social media video immediacy without ever leaving one house.

A haunted-house movie with a fresh engine.

For audiences who like:

- Haunted-house suspense with clear rules
- Scares that grow out of character choices
- A comic narrator who gives the movie personality
- A mystery that rewards attention
- A final supernatural wink after rational closure

SELLING LANE

A single-location legend that feels bigger because the story travels through time.

Contained, cinematic, and franchise-friendly: every era could hide another version of the Challenge.

DON'T TAUNT THE AFTERLIFE.

The mystery is solved.
The house doesn't care.

666 CHALLENGE / 1-Hour TV pilot for a miniseries screenplay by Gary B. Haley. © 2026



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