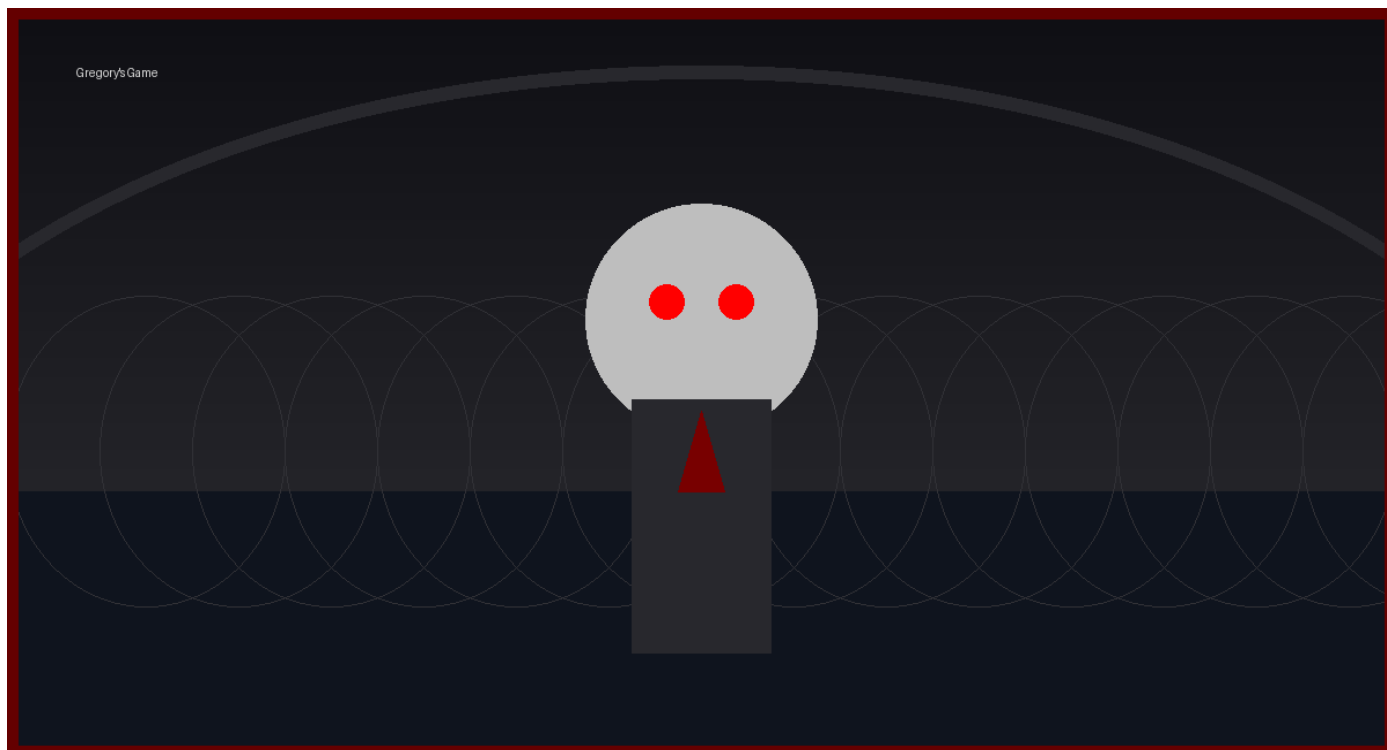
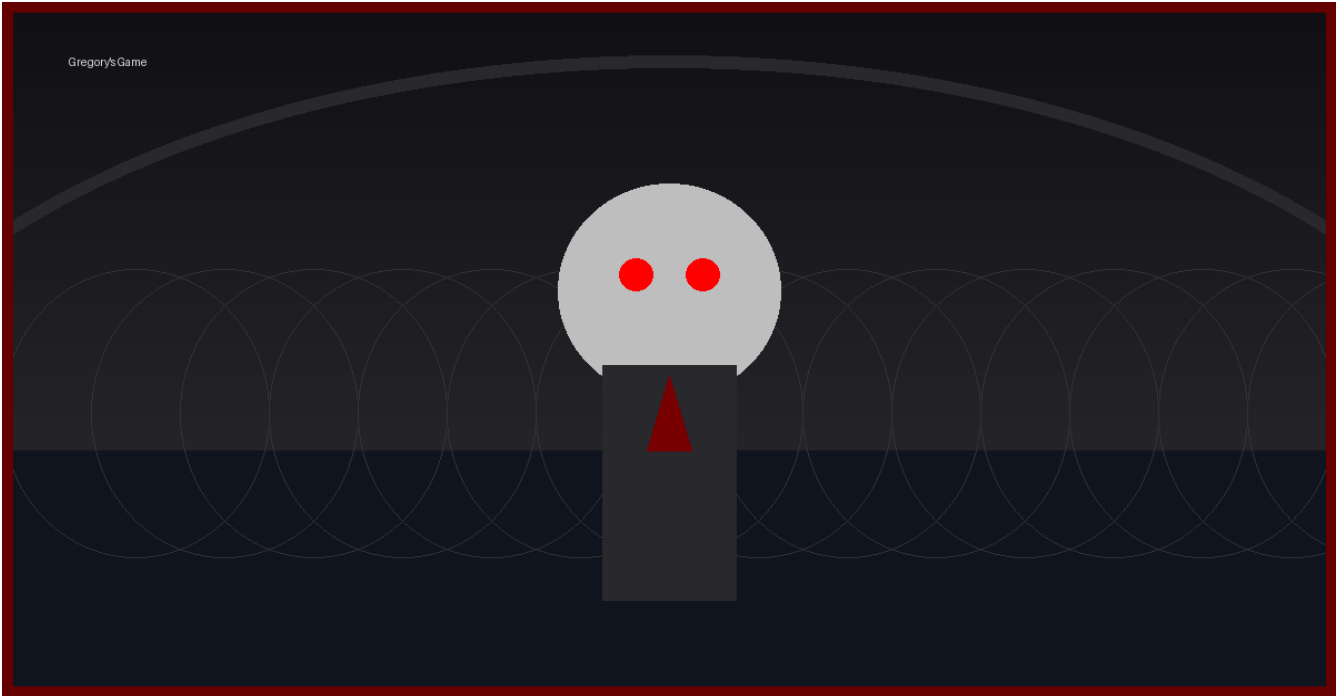


THE GREGORY'S GAME TRILOGY

One legend. Three chapters. A nation slowly pulled into play.

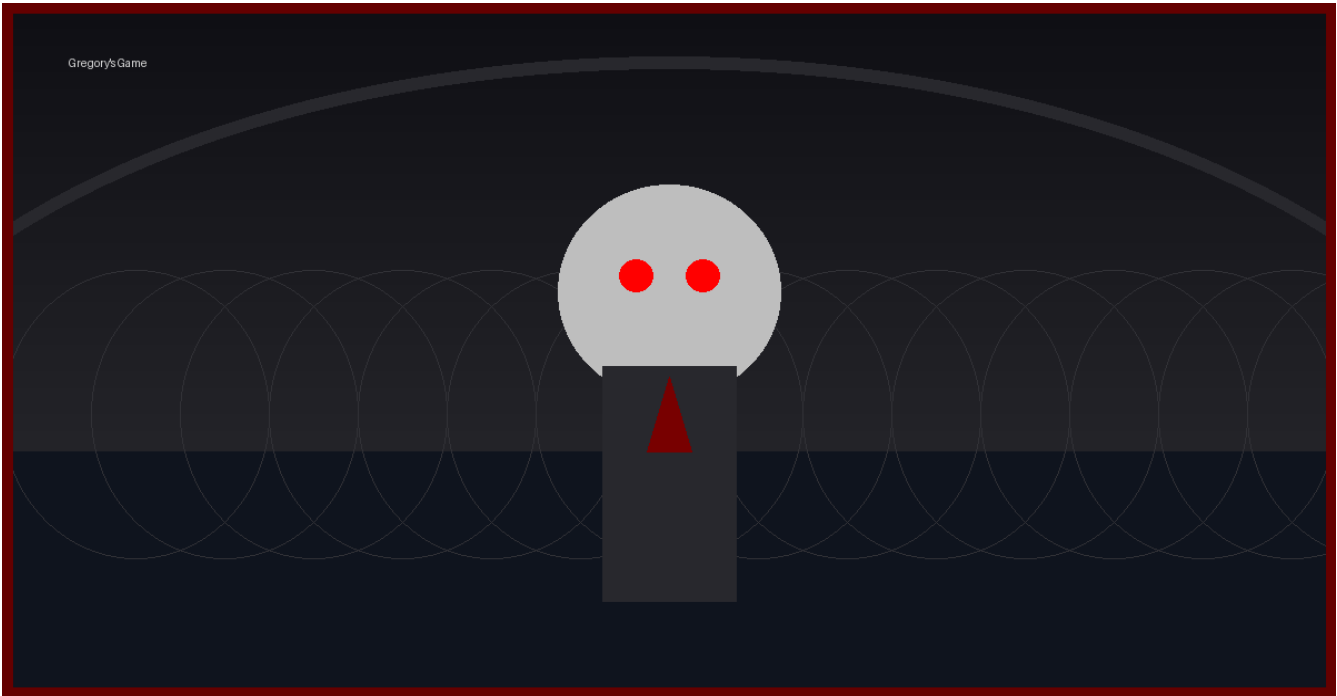


The Hook



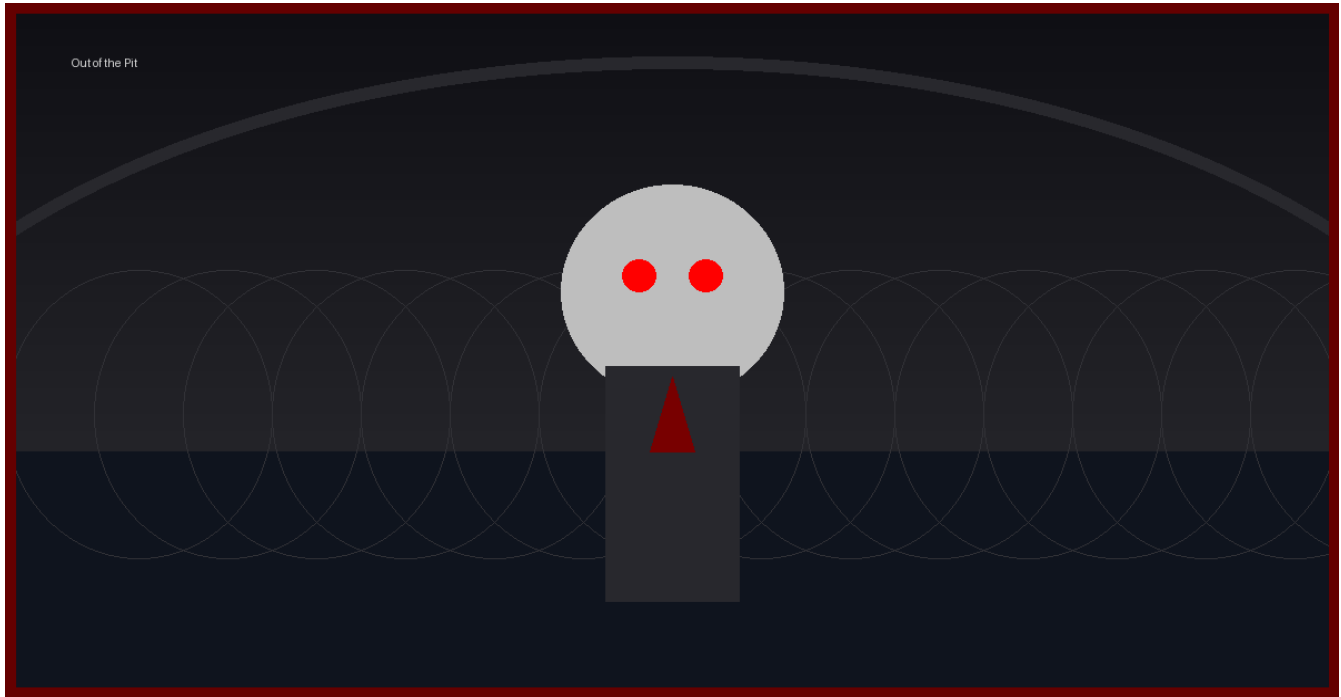
A forbidden children's game hidden beneath a Midlands canal system awakens an ancient force tied to grief, shame, and collective memory.

Part I: Gregory's Game



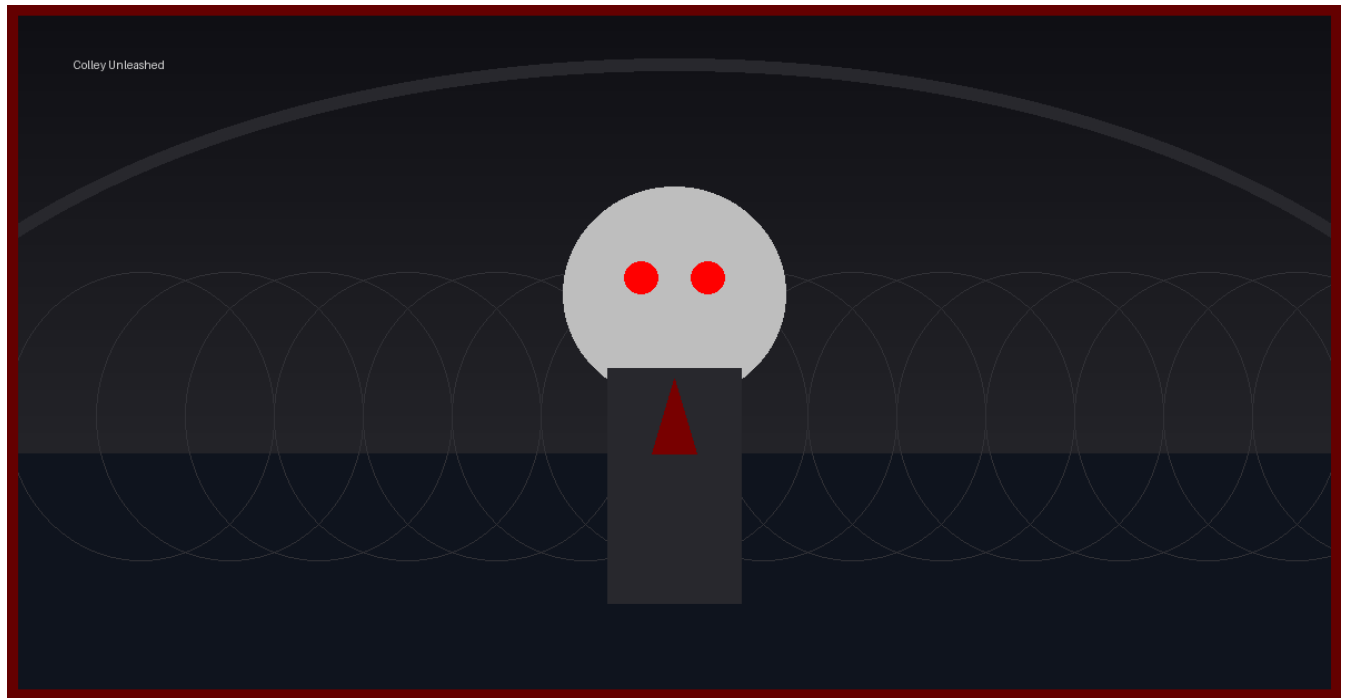
Six teenagers sneak into forbidden canal tunnels during a school trip. One by one, they disappear into a maze haunted by drowned children, mannequins, and Gregory himself.

Part II: Out of the Pit



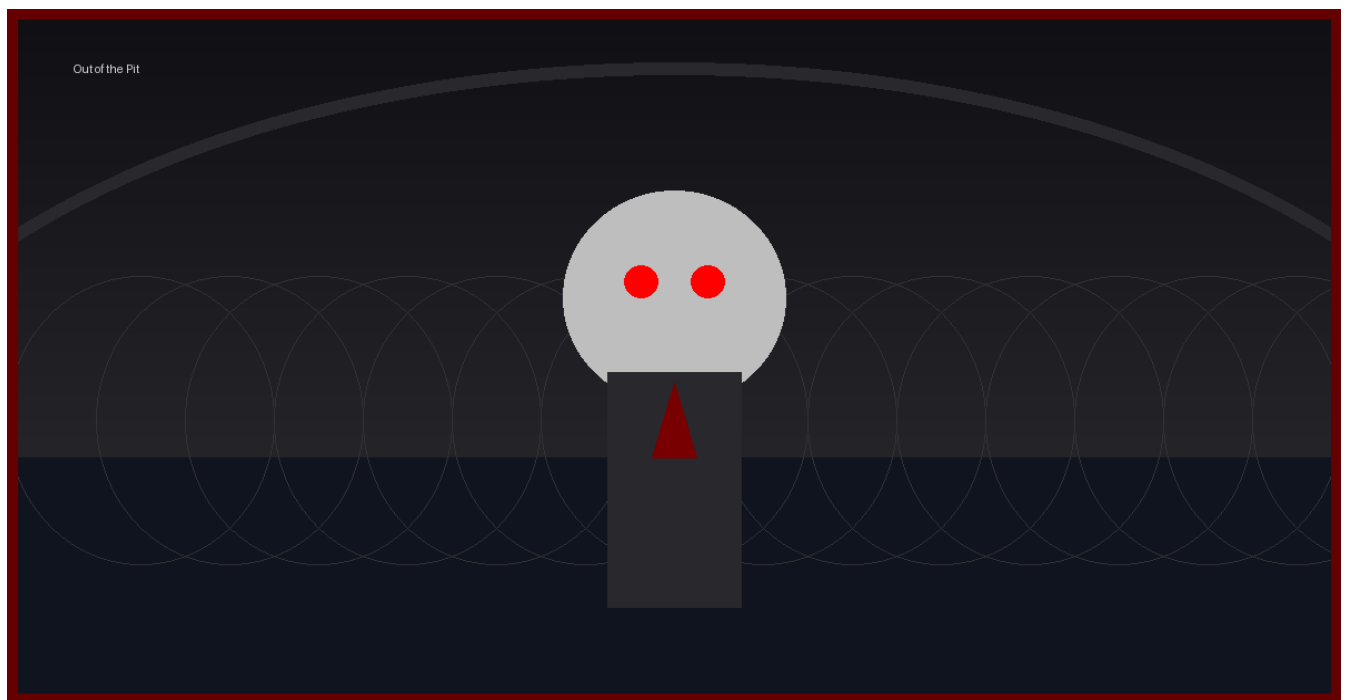
Dudley council resurrects Gregory's Game as a tourist attraction. The horror becomes monetised, livestreamed, and celebrated.

Part III: Colley Unleashed



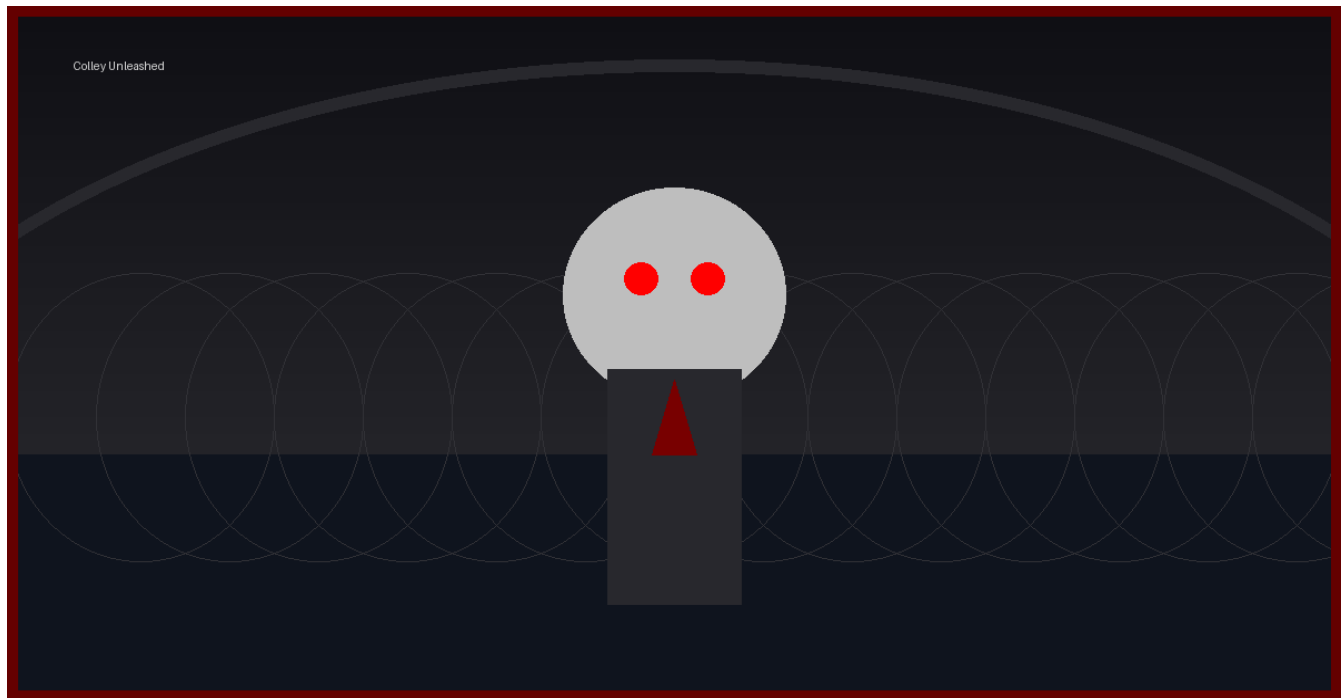
A haunted livestream triggers nationwide hysteria as mannequins rise in shopping centres and schoolchildren obey Gregory's rules online.

Themes



The trilogy explores nostalgia, neglected towns, generational trauma, public complicity, and the commodification of tragedy.

Franchise Potential



The mythology supports streaming side stories, ARG campaigns, immersive horror attractions, and anthology spinoffs.

Final Statement

The Gregory's Game Trilogy is a scalable British horror franchise blending folk horror, social satire, and digital apocalypse storytelling. What begins as a local ghost story evolves into a national nightmare driven by participation itself.