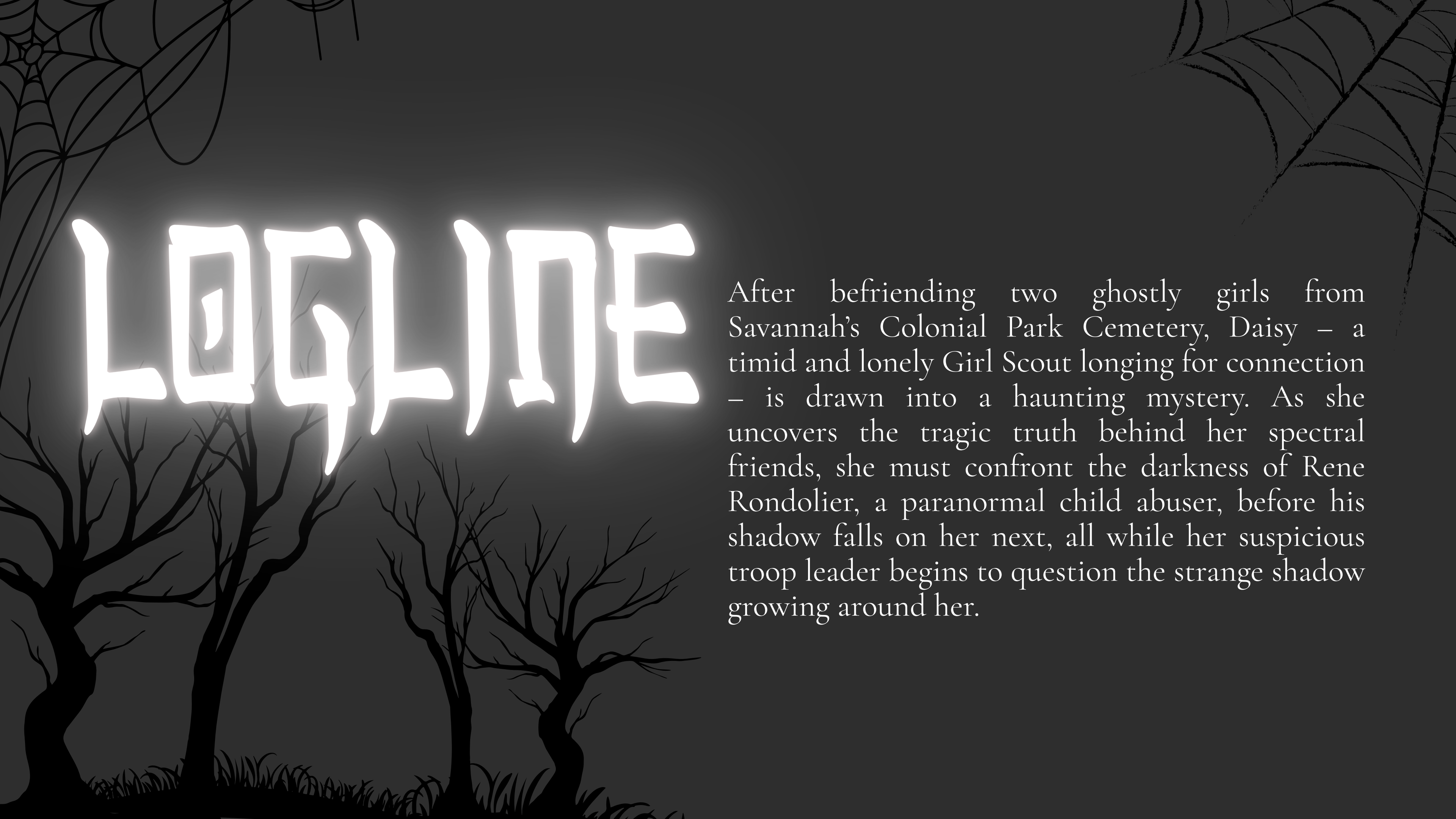


The background is a dark gray gradient. It features several black spider webs of varying sizes, some with small dots in the center. Silhouettes of bare, leafless trees are visible on the left and right sides. At the bottom, there are black silhouettes of grass or reeds.

SECRETS OF SAVANNAH

RENE'S PLAYGROUND

By Gianluca Gisone



LOGLINE

After befriending two ghostly girls from Savannah's Colonial Park Cemetery, Daisy – a timid and lonely Girl Scout longing for connection – is drawn into a haunting mystery. As she uncovers the tragic truth behind her spectral friends, she must confront the darkness of Rene Rondolier, a paranormal child abuser, before his shadow falls on her next, all while her suspicious troop leader begins to question the strange shadow growing around her.

ACT 1

- Inside the Savannah Girl Scouts Headquarters, **Daisy** (13) collects her wagon of cookies and address list from her troop leader, **Miss Madelyn** (40). When Daisy returns to her group, the other girls run off without her.
- Passing the Colonial Park Cemetery, Daisy spots a hopscotch etched on the sidewalk. When she hops across it, giggling of two unseen girls drifts from beyond the cemetery wall.
- Daisy goes door to door trying to sell cookies, but no one fully opens their door for her. Later that night, as she passes the cemetery again eating **her last box of Samoas**, a small hand reaches from the shadows and a voice whispers, “psst.”
- Daisy offers her final cookie to a girl named **Harmony** (14), who splits it with her friend **Mercy** (13) and then with Daisy. The three bond quickly, and Mercy invites Daisy to return the next day to play, and to also bring more cookies.

ACT 2

- Daisy returns with her wagon the next afternoon to find Harmony and Mercy playing by **an old swing set**. She gives them another box of Samoas and teaches them how to **jump rope**, a **game they've never seen before**, taking turns with Harmony being in the middle, then Mercy. As they share cookies, Mercy explains that they love the cemetery because it's their own private playground, which **comforts** Daisy.
- Daisy leaves to try to sell the rest of her boxes, but ultimately fails again.
- Passing the cemetery that night, she sees Harmony, hidden in the shadows, who admits she gave her **Uncle Rene (204)** a cookie, and that he wants to order “a lot more.”
- The next morning, Daisy tells Miss Madelyn about her new friends and their uncle's big order. Skeptical but humoring her, Miss Madelyn loads Daisy's wagon with extra boxes, her biggest delivery yet.

ACT 2 (CONT'g)

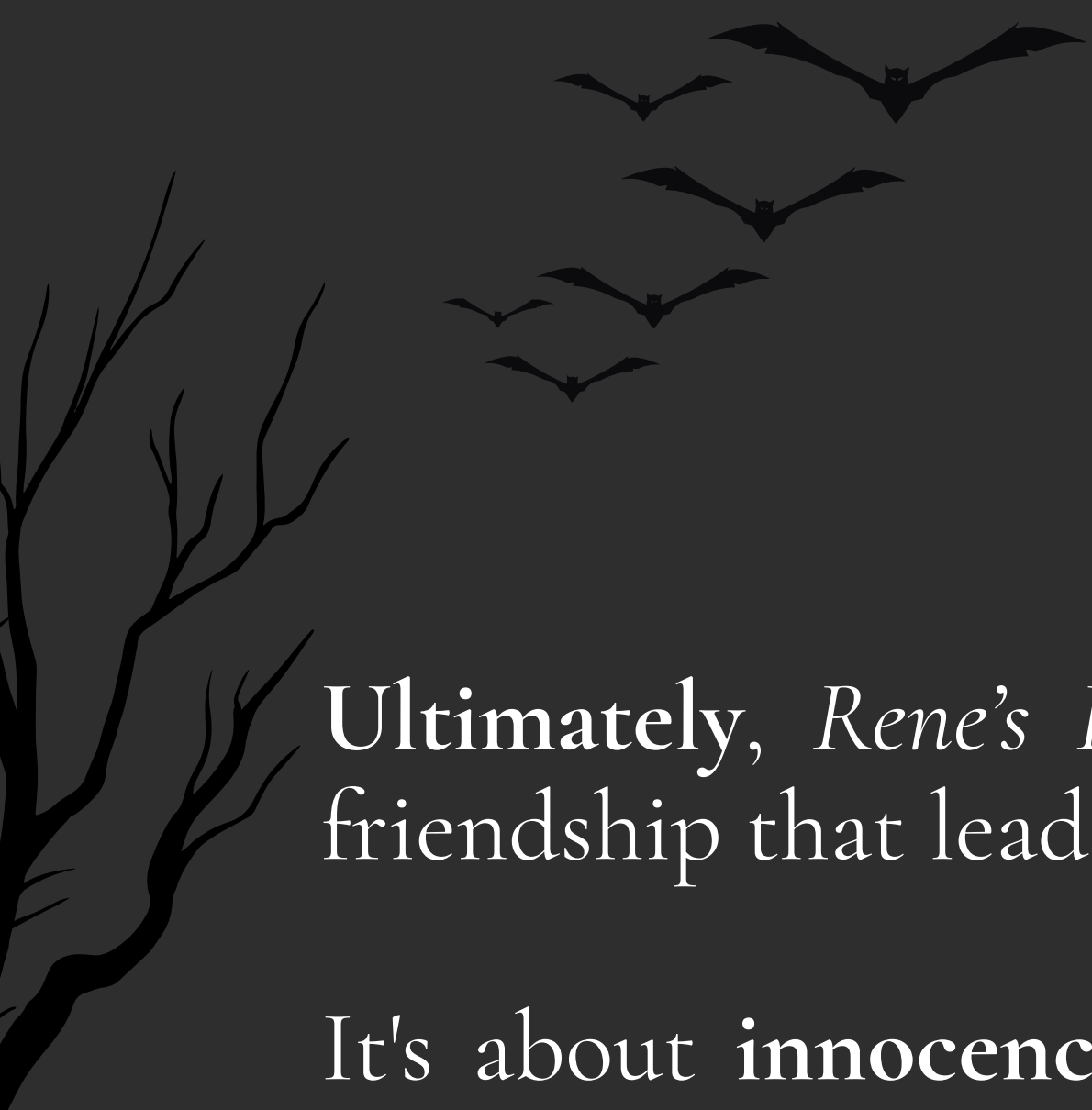
- At the cemetery, Mercy says her uncle isn't home but invites Daisy to play until he returns. They laugh and share secrets under the willow tree, Daisy wishing they could play together forever. She drifts to sleep.
- When she wakes, the girls are gone and a **towering seven-foot shadow, Uncle Rene**, looms in the branches above. Terrified, Daisy leaves boxes at the tree's base and flees as Rene's shadow slowly spreads down the tree.
- As Miss Madelyn finishes some late night paperwork at the Girl Scouts HQ, she sees Daisy outside returning her wagon and spots a **shadowy figure** slowly following her.

ACT 3

- The next day, Miss Madelyn forbids Daisy from delivering cookies to her “friends” and insists her scout team focuses on real customers. Daisy **lashes out** and **storms off**.
- Passing the cemetery again, Daisy is trailed by Harmony and Mercy, upset that she didn’t deliver to Rene. She pleads that she can still play with them, but the girls grow distant and ignore her. As Daisy argues with the empty air, Miss Madelyn watches from a distance, realizing Daisy has been talking to **no one**.
- That night, Daisy returns to the cemetery with nearly the same number of boxes. Fog thickens as she searches for her friends. Beneath the willow, she spots Harmony pushing Mercy on a swing, their shadowy silhouettes faint and cold.
- As Daisy approaches, Harmony accuses her of abandoning them. Daisy apologizes, but Mercy explains that Uncle Rene won’t let them play **until Daisy brings him more cookies**.

ACT 3 (CONT'g)

- Harmony promises that if Daisy does this one last favor, then Uncle Rene will let them play **together forever**, just the three of them.
- Through tears, Daisy agrees. Rene's shadow towers above, commanding her to hand over the box. As she obeys, his shadow hand stretches **over the box, her arm, then her whole body**, choking her in darkness.
- As the fog lifts, the silhouettes of **Harmony, Mercy, and Daisy** hang lifeless from the willow tree.
- As dawn rises, Daisy's jump rope lies coiled in the grass. Then, unseen hands lift it, and it begins to skip by itself, **echoing laughter** through the morning air.



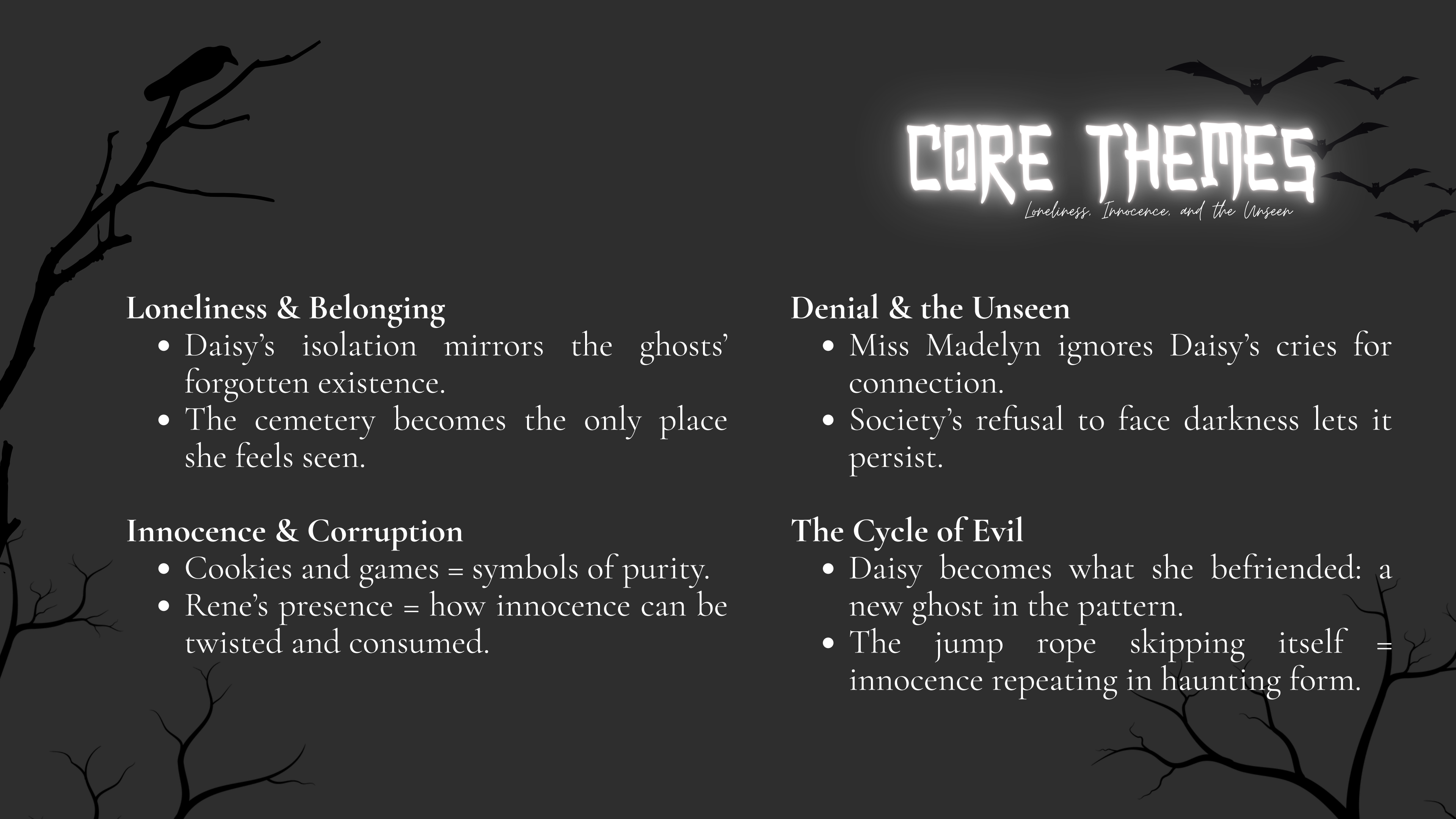
THEME

What is this really about?

Ultimately, *Rene's Playground* is about a lonely Girl Scout's search for friendship that leads her into the haunting darkness of forgotten tragedy.

It's about innocence, alienation, and unknown forces that feed on our desire to belong.





CORE THEMES

Loneliness, Innocence, and the Unseen

Loneliness & Belonging

- Daisy's isolation mirrors the ghosts' forgotten existence.
- The cemetery becomes the only place she feels seen.

Innocence & Corruption

- Cookies and games = symbols of purity.
- Rene's presence = how innocence can be twisted and consumed.

Denial & the Unseen

- Miss Madelyn ignores Daisy's cries for connection.
- Society's refusal to face darkness lets it persist.

The Cycle of Evil

- Daisy becomes what she befriended: a new ghost in the pattern.
- The jump rope skipping itself = innocence repeating in haunting form.



SHADOWS

The Ultimate Motif

Literal Shadow (Rene)

- His darkness lives on after death; abuse as an echo.
- His shadow swallowing Daisy = visual metaphor for predation.

Emotional Shadow (Daisy)

- Her loneliness is her own darkness.
- She's "half-ghost" before she ever dies.

Collective Shadow (Savannah)

- The adults' denial enables evil to endure unseen.

Visual Symbolism

- Shadows fall across the hopscotch, wagon, willow tree.

A Southern Gothic ghost tale about how loneliness can draw us toward the light, only to reveal that sometimes the light is just another shadow.



WHO'S PAISY?

A Character Breakdown

Daisy, a 13-year-old Girl Scout from Savannah, the Girl Scouts' birthplace, shares her nickname with the organization's founder, **Juliette "Daisy" Gordon Low**, expressing her humble determination to live up to the principles of **friendship, charity, and belonging**. Daisy, who is gentle and often forgotten, channels her loneliness through her cookie deliveries, viewing each one as a small act of connection.

Her greatest strength, empathy, ultimately turns into a weakness as her trusting nature and fear of isolation make her vulnerable to the ghostly duo Harmony and Mercy, who provide her with the acceptance she cannot find among humans. Daisy's journey through their dark world develops **from loneliness to a vulnerable sense of belonging, and then to self-destruction** as her need for friendship draws her into Uncle Rene's shadow. In the end, she becomes what she feared most: **unseen**, and permanently bound to the place where it all started.



SUPPORTING CAST

The Darkness of Savannah

Rene Rondolier

- Based on a real Savannah legend of a deformed man rumored to have lived near the Colonial Park Cemetery in the 1800s.
- Said to have been accused of **murdering children** and later **lynched or buried alive** within the cemetery walls.
- His ghost is said to haunt the grounds, symbolizing **buried guilt and unspoken evil**.
- In the story, Rene's shadow embodies predatory darkness and Savannah's suppressed history.
- Represents the cycle of trauma; what's buried always returns.

Harmony and Mercy

- Two ghostly friends who befriend Daisy at the cemetery.
- Serve as **mirrors of lost childhood**,
- Ultimately become both victims and vessels of Rene's lingering shadow.

Miss Madelyn

- Daisy's troop leader; rigorous, rational, and emotionally aloof.
- Represents **adult denial** and society's blindness to hidden threats.
- Symbolizes the living **world's reluctance to confront its own shadows**.

COMPS

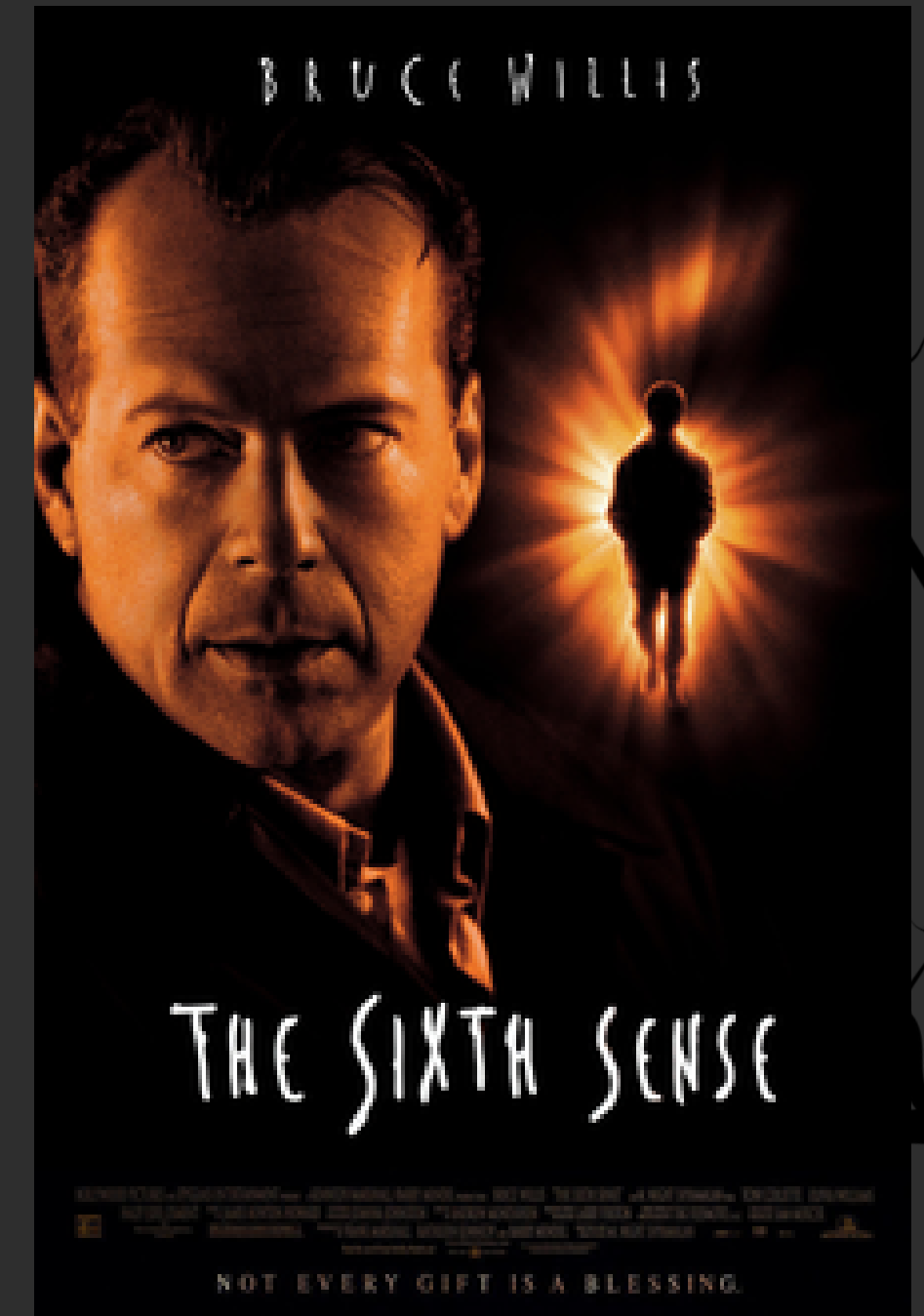
Examples that capture the vibe



Inspo for ghost children



Inspo for Rene



Plot and Thematic Inspiration

LOCATIONS

Two Central Settings

Girl Scouts Headquarters

The Colonial Park Cemetery

Also to be mentioned, a **midtown Savannah** street, but that is only for short montages of Daisy attempting to sell cookies.



CONCLUSION

Rene's Playground by Gianluca Gisone

Rene's Playground is about more than simply ghosts. It reflects how innocence seeks light in places it has long abandoned. Set against the haunting beauty of Savannah, the birthplace of the Girl Scouts and home to true folklore, this story investigates how loneliness may blur the line between comfort and danger. It explores what happens when the past refuses to be buried, compassion turns into vulnerability, and the shadows we ignore begin to reach back for us. It's a Southern Gothic story about the cost of yearning to belong, as well as the darkness that lurks when no one is watching.

THANK
YOU