

GHOSTBUSTERS

Revised Cut-Scene Script - 3rd Draft

October 8, 2007 Version 3.0

SIERRA LOGO MOVIE

TRI LOGO MOVIE

SONY COMPUTER ENTERTAINMENT LOGO MOVIE

SFX(Music) - Start GB SOUND-TRACK over BLACK.

FADE IN:

CUT SCENE 0 - GHOSTBUSTERS GRABBER

INSERT - COLUMBIA PICTURES LOGO MOVIE

It starts like normal, but then begins to FLICKER. The disturbing implication is that the logo itself is being haunted. Then, the screen turns to WHITE NOISE...

DISSOLVE TO:

INT. MUSEUM OF NATURAL HISTORY - GUARD STATION - CONTINUOUS

The hand of a Security Guard, DANNY, about 40, comes into frame and taps on the screen. After a moment, the White Noise resolves itself back into a viewable image. This time, THE GHOSTBUSTERS appear, in full-gear, standing in front of the FIREHOUSE. Behind them, the ECTO-1, its lights FLASHING.

RAY

Are you troubled by strange noises
in the night?

EGON

Do you ever experience feelings of
dread in your basement or attic?

VENKMAN

Have you or your family actually
seen a spook, specter or ghost?

RAY

If the answer is yes, then don't wait another minute.

VENKMAN

Just pick up the phone and call the professionals.

EGON

Call the...

RAY / EGON / VENKMAN

(leaning toward camera)
Ghostbusters.

EGON

Serving all your supernatural elimination needs twenty-four hours a day.

RAY / EGON / VENKMAN

Ghostbusters. We're ready to believe you!

A number and the familiar GHOSTBUSTERS LOGO appears on the screen. Then, almost as an afterthought, we hear...

VENKMAN (V.O.)

Franchises now available... call for details.

The screen FLICKERS again, and the same hand moves into FRAME, tapping it. The hands changes the channel. The monitor hangs momentarily, then the image becomes a BLACK AND WHITE Security Camera inside the MUSEUM OF NATURAL HISTORY.

The CAMERA PULLS BACK, until we are over the shoulder of Danny, the Security Guard, at his station, watching over a BANK of MONITORS. On one screen, a COLLEGE FOOTBALL GAME is playing.

DANNY

(regarding the game, to himself)

Oh, come on... run the ball.

Danny's attention is focused on the game, so he doesn't see the GLOWING WHITE FORM that appears to be floating, ghost-like, down one of the hallways on another monitor.

ON THE MONITORS

The form is FEMALE and very shapely. As she moves through the museum, she passes from one monitor to the other.

DANNY (CONT'D)
 (oblivious)
 No... no, not another screen pass.
 Up the middle. Run it up the
 middle.

THE GHOSTLY BEING

...turns a corner and appears on another monitor, moving closer and closer, until she is almost FILLING THE FRAME. DANNY looks up and is startled to see her image as suddenly, the batch of monitors SHORTS OUT.

Danny reaches for his WALKIE-TALKIE, slightly panicked.

DANNY
 (into radio)
 Hey, Harold... Harold, come in.

HAROLD, the other Security Guard holding down the night-shift, answers.

HAROLD (O.S.)
 (through radio)
 Yo.

DANNY
 Are you by the East Wing?

HAROLD
 Yep.

DANNY
 (gulping)
 B-b-by the new Shandor Exhibit?

HAROLD
 Yeah. Why?

DANNY
 The system's glitched and I've lost the cameras... but I could swear I saw a chick in there.

HAROLD
 In your dreams, Danny-boy.

INT. MUSEUM OF NATURAL HISTORY - EAST WING - CONTINUOUS

Harold stands in the hallway, looking around.

DANNY (O.S.)
 Negatory. I was not sleeping. I am
 serious. Check it out.

Reluctantly, and somewhat exasperated, Harold replies.

HAROLD
 On my way.

CUT TO:

INT. MUSEUM OF NATURAL HISTORY - HALLWAY - CONTINUOUS

Harold walks confidentially down the hall, tapping on things with his FLASHLIGHT.

DANNY (O.S.)
 (radio)
 Anything?

HAROLD
 (into radio)
 Nothin'. No chick, hot or
 otherwise.

Suddenly, a MYSTERIOUS SOUND comes from in front of Harold. He whips his Flashlight around and shines it TOWARD CAMERA.

HAROLD (CONT'D)
 Wait... I heard something... from
 the Shandor Exhibit... gonna take a
 look.

Another noise. Cautiously, Harold moves to investigate.

DANNY (V.O.)
 I was reading about Shandor...
 Into the occult. The supernatural.
 Kinda creepy guy.

Harold rounds the corner to reveal THE SHANDOR EXHIBIT. A LARGE BANNER overhead states as much. He moves cautiously forward, then suddenly Harold turns and JUMPS.

HAROLD
 Ugh.

Harold catches himself as he shines his flashlight on a very evil-looking SUMERIAN STATUE.

DANNY (O.S.)
 No... not kinda. A very creepy
 guy.

HAROLD
 Yeah, I'd love to talk about it
 some other time. Any other time.

He freezes as RUSHING FOOTSTEPS come towards him. He sees something. He's paralyzed except maybe a 'YELP' coming out of him as...

A WOMAN

...runs towards and pass Harold, bumping him as she goes. She's not a ghost. In fact, for a brief moment, we catch a fleeting glimpse of her face in Harold's flashlight. (She is ILYSSA. We should see enough of her that we recognize her later). Harold composes himself.

HAROLD (CONT'D)
 Hey! Hey, you can't be in here!
 Stop.

DANNY (O.S.)
 Harold come in. Harold, what's
 happening?

Harold runs to catch up with the woman.

HAROLD
 Wait up! Hold it!

As he turns a corner, Harold is knocked from his feet by a BLAST OF BLUE ENERGY that whizzes past him and through the wall. He reacts, EYES WIDENING, as he looks at some unseen horror. Harold lets out a SCREAM as we...

SMASH CUT TO:

GHOSTBUSTERS LOGO AND THEME

DISSOLVE TO:

CUT SCENE 1A - INTRO THE RECRUIT

Note: This could be an in-game, real-time sequence.

EXT. GHOSTBUSTERS FIREHOUSE H.Q. - NIGHT

We OPEN on a WIDE SHOT of the FIREHOUSE. The moon hangs over Ghostbuster H.Q. Clouds drift by as we hear a PHONE RING, then a familiar voice.

JANINE (O.S.)

(bored)

Ghostbustas. Is your haunting an apparition, poltergeist, phantasm, wraith, banshee, demon, specter, tortured soul or...

(a beat)

What? No, you gotta wrong number. That's a crime show. We do ghosts, not gangs.

(a beat)

Yeah, well, same to you, pal.

DISSOLVE TO:

INT. THE FIREHOUSE - NIGHT

The CAMERA, moving GHOST-LIKE, pushes into the Firehouse, past...

SLIMER IN A TANK

..looking like a pet fish. It stops when it reaches Janine sitting at her desk, working on her nails. Suddenly, she looks up, as if she felt the CAMERA'S PRESENCE.

JANINE

(absently)

Another exciting night, huh?

She looks at THE RECRUIT (the Player), who is standing beside her desk. Janine begins to ask him questions (which correspond with the options for the Player).

GO TO PLAYER
OPTIONS:

CUT SCENE 1B - INTRO THE RECRUIT

Note: This could be an in-game, real-time sequence.

INT. THE FIREHOUSE - LATER

The Player moves away from Janine.

JANINE

Oh, if you put anything in the fridge, don't eat the stuff that looks like cheese. It's one of Egon's spore collections.

In the LAB AREA, we see RAY and EGON busy conducting research on one another with a contraption made from a SPAGHETTI STRAINER connected to an elaborate series of wires and electrodes.

EGON

This might be a little dangerous.

RAY

Great.

Egon puts the strainer on Ray's head.

EGON

(regarding device)

We'll start at fifty-percent power. That should keep any burning or tissue damage to a minimum.

RAY

Wait. I've got another idea...
(then)
Louis?!

LOUIS TULLY, working at his desk, suddenly gets up and moves toward them.

LOUIS

Okay.

PETER VENKMAN steps forward, butting in.

VENKMAN

No... the new kid. The Recruit.

RAY

(nodding)

Right. What's his name again?

VENKMAN

Just call him Recruit. I'm trying to give him a sense of belonging. In a marginalized way.

EGON

Never mind, Louis.

LOUIS

Okay.

Louis turns around, un-fazed, and heads back to his desk.

THE RECRUIT

...sits down and the CALIBRATION SEQUENCE BEGINS.

EGON

You may feel a little tingle.

GO TO
CALIBRATION
SEQUENCE:

CUT SCENE 2 - THE FIRST MISSION BEGINS

INT. THE FIREHOUSE - LATER

RAY AND EGON

...look at each other.

EGON

Is he tuned and ready?

WHOOSH. The same pulse that hit the museum slowly rolls through the Firehouse, a ripple that undulates as it passes by. Then it is gone. Everyone reacts.

EGON (CONT'D)

Wow.

VENKMAN

Ray?

RAY

Some sort of paranormal energy pulse.

(recovering)

At least a level-seven non-centralized necromantic radiation.

Egon looks at some measuring instrument.

EGON

(urgently)

Agreed. We're gonna need to check the readings.

On Slimer's "tank", we see that the pulse has done damage. There is a CRACK. No one else notices, but Slimer is freaked. He rattles back and forth against the tank with his natural squash and stretch, cracking it more.

VENKMAN

(clueless)

Level-seven, huh? Of course it was a level-seven. I mean, what else could it have been.

JANINE

I know the answer, but I'm gonna ask anyway... is that bad?

RAY

Only if you don't like corpses rising from graves and specters haunting the streets.

(alt)

For the city... Terrible. For us it means business... Lots of business.

LOUIS

It could be good for business.

(if alt is used)

Good for business is good.

CRASH! Slimer's tank-front explodes in shards and SLIMER ESCAPES, racing from the Firehouse.

RAY

Look out!

VENKMAN

(droll)

He's making a break for it.

EGON

Go... go.

RAY

All hands on deck.

Egon and Ray rush to ECTO-1.

EGON

Where to?

RAY

The Sedgewick. It's the first place that lil' spud will go.

EGON

Right. Back to his old haunting grounds.

RAY

And he can't resist the buffet.

VENKMAN

Janine. Tell Winston to meet us at the Sedgewick.

(then, turning toward the Player)

You're on, kid.

CUT TO:

EXT. THE FIREHOUSE - NIGHT - CONTINUOUS

The Ecto-1 blasts out of the front of the Firehouse, LIGHTS FLASHING and SIREN BLARING. Janine and Louis watch them go.

JANINE

I never liked having that ghost here anyway.

(alt)

You know... It wouldn't be the worst thing if they never did find that oversized booger.

The Ecto-1 zooms into the New York night.

DISSOLVE TO:

CUT SCENE 3 - SEDGEWICK ESTABLISHING

INT. HOTEL SEDGEWICK - LATER

The Ghostbusters step into the lobby of Sedgewick, still focused on each other.

VENKMAN

Get 'em hot.

The Ghostbusters activate their Proton Packs and Particle Accelerators.

RAY

Maybe we should have the Recruit capture the little bugger alone. Good training, and he's mostly harmless.

EGON

Except for the ectoplasm and bad temper.

Hotel GUESTS react to the Ghostbusters. Venkman makes eye contact with some of them.

VENKMAN

Nothing to worry about, folks. There's absolutely no need to panic... we are trained professionals.

A MANAGER rushes up to them.

MANAGER

Can I help you?

RAY

Do you have any experience removing spectral anomalies or fourth-dimensional apparitions?

MANAGER

Uhm... no.

EGON

Then, no. No, you cannot help us.

VENKMAN

Okay, let's get that little green glob of snot. (alt: Nose Oyster)
(to the Manager)
Step aside. Ghostbusters at work.

GO TO GAMEPLAY:

CUT SCENE 4 - ILYSSA INTRODUCED

Venkman and the Recruit move toward the Elevators as suddenly, A WOMAN, steps out. We recognize her instantly... the woman that was at the Museum in the first scene.

VENKMAN (CONT'D)

Hello. You're safe now, Miss. The Ghostbusters are here.

The Woman, who we will come to know as ILYSSA, walks right past Peter as if she were in a trance, ignoring him completely.

VENKMAN (CONT'D)

(reacting)

I thought women loved a man in uniform. Especially one with a nuclear particle accelerator strapped to his back... Okay, I'll call you later, then.

The Manager rushes toward them, surveying some of the damage the Ghostbusters have already caused as Ray and Egon approach.

MANAGER

Who's going to pay for all this?

RAY

No need to worry, sir. We invoice the city for all captures and eliminations now.

MANAGER

No... the damage!

EGON

The city has an extensive insurance policy as well.

VENKMAN

I'm sensing some hostility, so I guess we could just leave the ghosts here if you'd prefer.

MANAGER

No... no. But please, be discreet.

RAY

Discreet is our middle name.

The Ghostbusters and their gear noisily pile into the elevator.

EGON

Let's take separate floors.

VENKMAN

Yeah, we can do more damage that way.

GO TO GAMEPLAY:

CUT SCENE 5 - WINSTON ARRIVES

INT. HOTEL SEDGEWICK LOBBY - LATER

The Ghostbusters look beat. Everyone is catching their breath. Ray looks at his traps.

RAY

We got the little bugger.

VENKMAN

Sooner or later, we're gonna have to have a serious sit down with that ghost, or we'll have discipline issues when he's a teenager.

Suddenly, there's a LOUD THUMP coming from outside. It rattles the building. Then, we HEAR WINSTON ZEDDEMORE over the radio.

ZEDDEMORE (O.S.)

(radio)

Uh, guys... I'm here. And so is something else.

Thump, thump, thump. The sound is getting closer and closer.

RAY

I know that walk.

VENKMAN

Don't, Egon. Don't ask.

EGON

(into radio)

Whadya see, Winston?

ZEDDEMORE (O.S.)

It's big... it's white, and you ain't gonna like it.

(alt)

It's big, it's white and it goes well with graham crackers and chocolate.

RAY

No... it can't be. Not again.

They all rush out of the Hotel.

GO TO GAMEPLAY:

CUT SCENE 6 - INTRO THE ECTO-1

EXT. NEW YORK STREET - MOMENTS LATER

Winston is by the Ecto-1. Behind him, moving and smashing his way through the streets of New York, is STAYPUFT. The Ghostbusters rush toward the Ecto-1 as Ray studies StayPuft.

RAY

I swear it wasn't me this time.

EGON

That's one ticked-off confection.

RAY

(looking at StayPuft)

It's like watching my childhood dreams shattered all over again...

VENKMAN

If Ray didn't bring him here, then who did? Any ideas?

EGON

It's almost certainly connected to that pulse we felt.

StayPuft smashes into a huge ADVERTISING SCREEN, sending sparks flying in all directions.

VENKMAN

(to StayPuft)

Hey! Watch it, Sailor!

ZEDDEMORE

So, what're we gonna do?

EGON

I've mounted an experimental containment trap on the roof of the Ecto-1. It might work, but it's only for class-six spectral visitations.

VENKMAN

Uh, Egon... I think he qualifies.

EGON

(turning to the Player)

Right. Okay, get on the turret.

VENKMAN

We'll cover you.

EGON
 And be careful... it's new.
 (alt)
 Let's hope it works. We haven't
 tested it yet.

The Player gets up on the roof of the Ecto-1.

RAY
 Poor StayPuft. I'm not sure I can
 do this again.

Zeddemore gestures to the Proton Pack and then to StayPuft.

ZEDDEMORE
 Sure you can, Ray. You just
 point... and SHOOT!

GO TO GAMEPLAY:

CUT SCENE 7 - UP THE BUILDING

EXT. ILYSSA'S HOTEL - ESTABLISHING

StayPuft, roaring with anger, starts up the side of the Building, climbing it like King Kong. The Ghostbusters react.

RAY
 He's gone vertical.

VENKMAN
 You ever wish you had a really big
 graham cracker and some chocolate?
 (alt if we use previous
 smores reference)
 This ain't over until he goes
 puddle.

EGON
 He's headed for the roof.

RAY
 Go. We can't let him get away.

GO TO GAMEPLAY:

CUT SCENE 8 - ON THE ROOFTOP

EXT. ROOFTOP OF THE ARCHITECTURE BUILDING

Ray, Egon, Zeddemore and Venkman peer over the side of the building.

GHOSTBUSTERS' POV

StayPuft is smashing into the building with his fists. Further below, the streets of Manhattan are in CHAOS.

RAY

His movements are not random.

EGON

He's after something.

Suddenly, StayPuft pulls a screaming WOMAN from the building's interior, holding her in his massive sugary hand.

ZEDDEMORE

Or someone.

EGON

Perhaps we can gain some insight into the mating rituals of psychically-generated demigod apparitions.

Venkman looks at him.

VENKMAN

Egon... don't you think we should rescue that woman?

EGON

Uh, yeah... sorry.

RAY

Someone's gotta go down there.

Venkman turns to the Recruit and slaps him on the back.

VENKMAN

I think we've just found our someone.

(alt: to player)

How's it feel to be someone?

(alt., looking at the Recruit)

Get down there, someone.

GO TO GAMEPLAY:

CUT SCENE 9 - THE GHOSTBUSTERS AND ILYSSA MEET

EXT. ROOFTOP OF THE ARCHITECTURE BUILDING - LATER

The Woman is brought to roof. As she recovers, catching her breath, the Ghostbusters surround her.

Egon scans her shapely body with his PKE Meter. The Woman looks at the device, and we realize that it is Ilyssa, the woman we've seen at the museum and the Sedgewick elevator. She looks at Egon as if he were an alien.

ILYSSA
Thanks. I owe you my life.

EGON
(to Ray)
She's clean.

Then he steps behind Ilyssa and shakes his head as if to say "not really".

RAY
How do you feel?

Ilyssa looks up at Ray.

ILYSSA
(breathing heavily,
unintentionally sexy)
Okay, I guess... I mean, as well as
I can be considering I was just in
the clutches of giant marshmallow
man.

VENKMAN
We've dealt with his kind before.
(then, realizing)
Hey, wait a sec. We've meet
before, earlier tonight. At the
Sedgewick.

ILYSSA
We did?

VENKMAN
(eyeing her up and down)
I never forget a... face. But I
didn't get your name.

ILYSSA
Ilyssa.

VENKMAN

I'm Peter Venkman, he's Egon, Ray, Zeddemore, and you met the new guy.

ZEDDEMORE

Okay, this is not a coincidence.

EGON

You wouldn't happen to know anything about a temporal-rift event?

ILYSSA

A temporal what?

RAY

Like a pulse of energy.

ILYSSA

Yes. I have this vague notion that I was at the museum... and then for some reason, I had to go to a room on the thirteenth-floor of an old hotel.

ZEDDEMORE

The Sedgewick.

ILYSSA

There was a strange pulse of blue light. It was pulling me like a magnet. I thought it was a dream.

RAY

The Sedgewick doesn't have a thirteenth-floor.

Ray and Venkman exchange a look.

EGON

You should come to our headquarters. We can run some tests.

VENKMAN

Just to make sure you're all right.

GO TO GAMEPLAY:

CUT SCENE 10 - MEET UP WITH THE MAYOR

INT. THE FIREHOUSE - LATER THAT NIGHT

Ilyssa sits in Egon's lab, wired up to a bunch of gear.

ILYSSA
Is this necessary?

VENKMAN
No, but it's really cool.

EGON
Don't listen to him... we just need
to get a few readings.

RAY
Ma'am, you've just had a inter-
dimensional encounter with the
destructor form of one very nasty
demi-god named Gozer.

ILYSSA
I know.

EGON
You do?

ILYSSA
Well, that is, I know about Gozer.
I have to. I'm the curator of the
Shandor Exhibit at the museum.

The Ghostbusters all exchange a look.

VENKMAN
Really?

ZEDDEMORE
I'm officially weirded out.

Ilyssa looks at them.

ILYSSA
Earlier tonight, I was going
through a final check on the
exhibit when I saw this strange
blue light, and...
(she trails off)

THE GHOSTBUSTERS
(in unison)
And...

ILYSSA
 ... when I came back around, I was
 in the clutches of a giant
 marshmallow.

VENKMAN
 You do realize that we are the ones
 responsible for making Shandor
 famous in the first place?

ILYSSA
 Yes.

RAY
 And that we, the Ghostbusters,
 haven't even been invited to the
 opening.

ILYSSA
 That's wasn't my doing.

PECK (O.S.)
 No, that was mine.

The Ghostbusters all react, turning to see WALTER PECK.
 Janine is standing with them.

JANINE
 You have visitors.

VENKMAN
 Thanks, Janine. Efficient as
 always.

Janine leaves. Venkman looks at Peck.

VENKMAN (CONT'D)
 Walter Peck. I didn't recognize
 you without the Mayor's backside
 attached to your nose.

Peck steps out of the way revealing THE MAYOR.

MAYOR
 Okay... let's not start.
 (beat)
 Ilyssa, are you alright?

ILYSSA
 Yes, thank you. Though I'm worried
 about the exhibit.

MAYOR

Are you kidding? We couldn't buy this kind of publicity. My hand-picked curator of the Shandor Exhibit is attacked the night before the opening by ghosts?

VENKMAN

The Mayor hand picked you to run the Shandor Exhibit?

ILYSSA

Small world, huh?

EGON

So I guess that means we are going to get an invite to the opening after all?

PECK

No. But I've got discount passes. You even get a free bag of popcorn. Unbuttered.

VENKMAN

Come on, Lenny, what gives?

MAYOR

Look, you know that when you get around this Shandor stuff... bad things tend to happen. I just want a quiet opening, unlike tonight. You caused a lot of destruction out there.

EGON

StayPuft did his share.

Peck turns to the Mayor.

PECK

Can I tell them their license has been revoked?

RAY

Technically, we don't have licenses.

PECK

Well, can I arrest them?

MAYOR

No.

PECK
Harass them at least?

MAYOR
No. You can work with them.

They Ghostbusters and Peck react almost in unison.

VENKMAN
What?!

RAY
No way, no how...

EGON
Impossible.

PECK
That's not gonna happen.

VENKMAN
Forget it.

The Mayor ignores them all.

MAYOR
Here's how it's gonna work. Peck,
you are oversight, assigned to
supervise the Ghostbusters.
However, if they cease to exist,
you are without a job. City
ordinance...

PECK
One-two-four-oh-two. The union
fought that one.

MAYOR
And lost.

Peck is humiliated. He steps back.

MAYOR (CONT'D)
And Ghostbusters, if you are
without oversight, I will have you
shut down. I want my office in the
loop. Peck, you report directly to
me.

VENKMAN
Lenny, please...

MAYOR
That's Mr. Mayor to you, Venkman.

Venkman squares himself.

VENKMAN
That's Doctor Venkman.

MAYOR
(smiling at his own
brilliance)
Good. So, we have an understanding
then.
(off their reactions)
Ilyssa, do you need a ride back
somewhere?

ILYSSA
No. I'm gonna stay here and finish
up.

MAYOR
Very well. Peck, let's go.

Peck turns to the Ghostbusters.

PECK
I'll be seeing you around. Count
on it.

The Mayor and Peck leave.

EGON
That guy is such a dick.

RAY
I thought he didn't have one?

GO TO GAMEPLAY:

CUT SCENE 11 - HEAD TO THE MUSEUM

INT. THE FIREHOUSE - LATER

Egon and Ray cross to Venkman.

EGON
Ray and I have been talking...

VENKMAN
That always leads to mischief.

RAY
...and we think that we should have
a look at the museum.
(MORE)

RAY (CONT'D)
 Whatever happened tonight, it
 started at the museum. It started
 with her.

Ray looks over at Ilyssa.

VENKMAN
 (mock remorse)
 Yeah, okay. I'll take one for the
 team and stay with Ilyssa.
 (off their reactions)
 Strictly professional. You guys go
 with Winston and the kid.

EGON
 What about Peck?

RAY
 What he doesn't know can't hurt us.

VENKMAN
 Janine will give him a call...

JANINE
 (mockingly)
 Yeah, I'll get on it right after my
 break. If I can find his number.

CUT TO:

EXT. NEW YORK STREETS - LATER

The Ecto-1 is blaring through the streets of New York. We
 hear Janine come over the radio.

JANINE (O.S.)
 (radio)
 Hey Guys, you need to make a
 detour. Something big is going
 down. It's on the news now.

RAY (O.S.)
 Tune it in.

RADIO NEWSCASTER (V.O.)
 ...and another ghostly sighting
 tonight, this time in the most
 unlikely of places, the New York
 Public Library.

EGON (O.S.)
 Go!

The Ecto-1 does a hard turn and heads off in the other direction.

GO TO GAMEPLAY:

CUT SCENE 12 - ESTABLISHING AT THE LIBRARY

EXT. THE NEW YORK CITY PUBLIC LIBRARY - EARLY MORNING

ECTO-1 races through the streets and skids to a stop in front of the Library. FLASHING POLICE LIGHTS bathe everything in stroboscopic blue and red. A crowd of onlookers has gathered. They're being held back by POLICE OFFICERS and temporary barriers.

ANGLE ON THE GHOSTBUSTERS

...as they pile out and get their gear. Egon begins moving toward the steps. Ghostly apparitions are swirling around the Stone Lions on either side of the steps when suddenly...

CRASH

...the Lions BLOW APART, raining stone debris in all directions. The Ghostbusters dive for cover as ANIMATOR GHOSTS are released from the interior of the destroyed statues. The WHOOSH into the main doors of the library and are gone.

RAY
(almost laughing)
Wow.

EGON
(scanning with his PKE
Meter)
Class-five Phantasm. No doubt.

Ray and the others get to their feet.

RAY
Class five? We haven't had an anthropomorphication event like this in years.

ZEDDEMORE
(head spinning)
Could you do that in English,
Ray...
(MORE)

ZEDDEMORE (CONT'D)

(then)

...you know, for the new guy.

Zeddemore indicates the Player.

RAY

We're dealing with the most difficult kind of haunting imaginable.

ZEDDEMORE

How so?

RAY

Look, when the ethereal realm crosses into ours, apparitions usual haunt living objects...

EGON

Things with spirits. Like themselves. It's easier.

RAY

But this is something huge... power big enough to animate the inanimate.

EGON

Powerful enough to bring a stone to life.

PECK (O.S.)

Just what do you think you're doing?

Walter Peck crosses with toward them with a couple of COPS.

PECK (CONT'D)

The Mayor gave very specific instructions, and I don't remember authorizing you to be here.

EGON

Janine didn't call you?

Ray is looking at his PKE Meter. It shoots up.

RAY

You don't know what you're dealing with, Peck.

PECK

Really? Well, what I do know is that New York didn't have a ghost problem until you guys illegally went into business.

EGON

Look, we've got a serious paranormal infestation problem in that building... and it may only be the tip of the iceberg.

PECK

Really? Or is this another one of your scams?

Suddenly, howls and screams come from inside the Library.

RAY

We don't want to miss this.

ZEDDEMORE

(staring at Ray)
Says you.

EGON

We're going in there 'cuz we ain't 'fraid of no ghosts.

RAY

You wanna come along.

Peck knows his bluff has been called. He stews.

PECK

I'm calling the Mayor.

EGON

Nobody likes a tattletale.
(then)
Believe me, I know.

The Ghostbusters charge past Peck and up the steps.

GO TO GAMEPLAY:

CUT SCENE 13 - SEE THE GRAY LADY

INT. THE NEW YORK CITY PUBLIC LIBRARY - LATER

Ray and Egon are carefully creeping through the Library, Particle Accelerators at the ready.

RAY
Egon, has it occurred to you
that...

EGON
(finishing the thought)
...all of these events are
interrelated?

RAY
The Shandor Collection, the pulse,
Ilyssa, the Sedgewick...

EGON
StayPuft.

RAY
That one I'd like to forget.

EGON
Even this. But what is our point
of origin?

RAY
Maybe it's not a place... but a
person.

EGON
Right. Ilyssa.

RAY
I'm just saying.

EGON
But she didn't start this.

RAY
Maybe not intentionally.

Suddenly, they are shushed by the GRAY LADY GHOST.

GRAY LADY
(finger to mouth)
Shhhh...

Ray and Egon lower their particle throwers and are about to
fire when...

RAY
(loudly)
Wait!
(then, softly)
I mean... wait.

The Gray Lady Ghost is summoning them to follow.

EGON
Contact.

RAY
She wants us to follow her.

EGON
This can't be good.

RAY
But it could be interesting.

EGON
Or deadly.

RAY
Let's find out.

GO TO GAMEPLAY:

CUT SCENE 14 - THEY GET THE CODEX

INT. THE NEW YORK CITY PUBLIC LIBRARY - LATER

The Gray Lady Ghost throws herself at the COLLECTOR, a murderous apparition, and together they explode into a ball of energy, opening a PORTAL to the GHOSTWORLD. As she changes to her spirit self, The Gray Lady Ghost drops a book that she was carrying.

Then, she and the Collector begin fighting in their ethereal forms...

RAY
Look.

Ray rushes to the book.

RAY (CONT'D)
It's some type of Codex...
Sumarian. She wanted us to have
this.

EGON
And she's sacrificing herself to
buy us time.

ZEDDEMORE
Then let's not waste it.

RAY
 Guess that means we're crossing
 over to...

Ray points to the Portal covered with a VISCOUS MEMBRANE.

EGON
 Ghostworld.

RAY
 After you.

ZEDDEMORE
 No, Ray, I insist.

RAY
 (to the Player)
 Hey, kid. You take point. We'll
 be right behind you.

EGON
 Don't worry, we've done this
 before...

ZEDDEMORE
 (bad liar)
 Yeah. Hundreds of times.

The Ghostbusters crowd together and move toward the Portal.

GO TO GAMEPLAY:

CUT SCENE 15 - THE NODE IS SHUT DOWN

INT. THE NEW YORK CITY PUBLIC LIBRARY - LATER

The Portal seals behind the Ghostbusters as they return to
 the real world. They take a moment to catch their breath.

EGON
 Hey, Ray, you remember seeing this
 before?

Ray looks up to a MANDALA MAP SYMBOL etched into the wall.
 It glows for a moment, then a NODE on goes dark.

RAY
 What's it mean?

EGON
 Not sure. But whatever it is... I
 think we just turned it off.

Suddenly, Venkman comes over the radio.

VENKMAN (O.S.)

(radio)

So, you'll be very happy to know that Ilyssa and I have compatible zodiac signs.

RAY

(not really)

That's great, Venkman. Did you ask her anything useful?

EGON

You know, something that might help us.

VENKMAN

These things take time. What did you find at the museum?

EGON

We never made it there.

VENKMAN

Wait... I'm doing all the hard work with a beautiful and confused young woman and you guys pop out for beers and pizza.

(beat)

Okay, I see how it is. Venkman out.

Ray looks at Egon and Zeddemore.

RAY

You thinking what I'm thinking?

ZEDDEMORE

Beers and pizza?

EGON

We should go back to headquarters.

RAY

Take a look at this Codex and analyze the data we've collected.

EGON

It could help us when we go to the museum.

ZEDDEMORE

Okay, just beers.

RAY

And we need to know what this is...

Ray points at the Mandala Symbol.

GO TO GAMEPLAY:

CUT SCENE 16 - STARTING TO FIGURE IT OUT

INT. THE FIREHOUSE - LATER

Ray and Egon are hunched over the Sumerian Codex, studying it feverishly. Venkman watches with Ilyssa.

VENKMAN

(regarding Ray and Egon)
Eggheads. They mean well, but they're a little... retentive.

ILYSSA

God is in the details.

VENKMAN

I'm a big-picture man myself. Big picture. Big man.

ILYSSA

Is that a line?

VENKMAN

Perhaps. Did it work?

ILYSSA

If you were an egghead you'd know.

Venkman is about to respond when Ray pops up from the Codex.

RAY

I found it. Here it is. That ghost at the library was trying to tell us something. That symbol on the wall... it was a Mandala.

VENKMAN

A what?

EGON

A mandala. It's like a prayer labyrinth. A maze...

VENKMAN
 (faking it for Ilyssa)
 Of course. Who doesn't know that.

RAY
 This one's specifically for the
 undead. Some kind of a trap for
 beings in the afterlife.

Ilyssa looks at them all.

ILYSSA
 Ivo Shandor was trying to build
 one. His plans for it are part of
 the exhibit.

They all stop and turn to her.

EGON
 Did he finish it?

VENKMAN
 Yeah... that's kinda important to
 know.

ILYSSA
 Based on what we have, it would
 have been impossible.

EGON
 Why's that?

ILYSSA
 Because his plans are for a
 mandala, a prayer maze, the size of
 Manhattan.

VENKMAN
 Even Shandor couldn't pull that one
 off... could he?

Venkman looks at Ray and Egon. They both shrug.

VENKMAN (CONT'D)
 Ray... Egon... the correct answer
 is "No, Venkman. That would be
 crazy-talk". And then we'd all
 laugh.

Ray and Egon look at each other.

RAY

The recent visitations. The increased paranormal activity centered around certain parts of the city.

EGON

Spirits trapped in the labyrinth.

ZEDDEMORE

Why do I have a feeling that the worms are about to burst out of the Big Apple again?

EGON / RAY

(to Venkman)

We've got to warn the Mayor.

ILYSSA

He'll be at the grand opening of the exhibit. That's where I should be too.

VENKMAN

Ilyssa... I love this idea. Business casual is okay, right? I don't have a tux.

ILYSSA

No, no, no. The Mayor said he didn't want you there. I could lose my job.

VENKMAN

You could always come work for us.

ILYSSA

Some choice. I've got to get over there.

RAY

Ma'am, we're talking about saving the city from a hostile take-over by the spirit realm.

EGON

And, if it wasn't for us, you'd be the concubine of a giant marshmallow.

VENKMAN

You say that like it's a bad thing.
(then, to Ilyssa)
So?

Ilyssa takes a deep breath.

ILYSSA
I guess I owe you. You'll be on
your best behavior?

Ray and Egon strap on their Proton Packs as Venkman checks his, firing it up.

VENKMAN
Of course. What could possibly go
wrong?

GO TO GAMEPLAY:

CUT SCENE 17 - SNEAK INTO THE MUSEUM

EXT. THE MUSEUM OF NATURAL HISTORY - NIGHT - ESTABLISHING

Lights dance across a huge banner hung over the doors of the museum. The banner reads:

THE SHANDOR EXHIBIT - GRAND OPENING TONIGHT

A crowd of INVITED GUESTS is waiting out front.

EXT. ALLEY BEHIND MUSEUM - CONTINUOUS

Ecto-1 is parked behind the museum, as stealthily as a gaudy white ex-hearse can be parked. The Ghostbusters finish gearing up as a DOOR opens up and Ilyssa is revealed.

ILYSSA
(regarding their suits and
gear)
Do you have to bring all that?

EGON
Tools of the trade.

RAY
Ma'am, if what we suspect comes to
pass, we're gonna need all the
firepower we can get.

ILYSSA
Well, please be careful and try not
to break anything...

VENKMAN
Us? Break things?

They all move through the door.

VENKMAN (CONT'D)
(smiling at Ilyssa)
Trust me.

ILYSSA
(smiling back)
Like that's gonna happen.

The Ghostbusters start to move out.

GO TO GAMEPLAY:

CUT SCENE 18 - CONFRONTATION AT THE PARTY

INT. THE MUSEUM OF NATURAL HISTORY - GRAND HALL - LATER

The Opening Gala of the Shandor Exhibit is in full swing. People mill about the ancient statues and artifacts. The CAMERA slows as it passes by a Mandala Symbol carved on one of the tablets.

ON PECK

...thoroughly enjoying himself. A SOCIALITE approaches him.

SOCIALITE
Fabulous party, Mr. Peck.

PECK
You can expect no less when I'm in charge.

SOCIALITE
The Shandor Exhibit. Perfect. I mean, everyone's taken such an interest in the occult since the Ghostbusters...

PECK
(cutting her off)
The Ghostbusters are charlatans. Nothing more.
(then, seeing something)
Excuse me.

Peck quickly crosses the room...

PECK (CONT'D)
Eject them immediately.

He's drowned out by the ROAR OF THE CROWD as they applaud the arrival of the Ghostbusters.

SOCIALITE
Oh, the Ghostbusters. What a wonderful surprise.

VENKMAN
Thank you, New York.

The Ghostbusters are intercepted by Peck. Ray takes it all in.

RAY
(meaning it)
Great show.

EGON
Especially the part where you acknowledge our contribution.

Ilyssa arrives behind Peck.

PECK
(to Ilyssa)
Your doing?

VENKMAN
Don't blame Ilyssa. We need to see the Mayor.

PECK
He's running late. And you are outta here.
(then, calling out)
Security. I want these men removed. Forcibly.

VENKMAN
(regarding crowd)
They won't like you anymore.

Ray and Egon square themselves.

RAY
If we leave, we quit.

EGON
And if we quit...

VENKMAN
 ...you're unemployed.

RAY
 Look, Peck, the entire city is
 about to be hit by a mass
 visitation.

EGON
 It's already started. This place
 is crawling with ghosts.

PECK
 More of your tricks. I don't see
 any ghosts.

VENKMAN
 (leaning in toward him)
 They're ghosts. They're invisible.

Ilyssa begins to laugh as Ray's PKE METER suddenly spikes.

RAY
 Except when they want to be seen.

CRASH. Ghosts pour into the room as the Guests run and
 shriek in terror, escaping in all directions.

EGON
 Like now, for example.

Peck is shaking with rage.

PECK
 I'll get you for this.

VENKMAN
 (regarding ghosts)
 Pray they don't get you first.

Peck tries to run from the room but is POSSESSED BY A GHOST.
 The Ghosts begin to get other party-goers as well. Ilyssa
 stands in the center of the ghosts, as if she were in a
 trance. The ghosts swirl around her, but don't possess her.
 Ray and Egon notice.

VENKMAN (CONT'D)
 Winston, you've got Ilyssa.

ZEDDEMORE
 On it.

Zeddemore grabs Ilyssa, which seemingly breaks her trance.

ZEDDEMORE (CONT'D)
 (to Ilyssa)
 Come on.

He leads her from the room as Ray turns to the others.

EGON
 We're gonna have to excise these
 people.

RAY
 Let's do it.

GO TO GAMEPLAY:

CUT SCENE 19 - THE MANDALA MAP IS PUT IN PLAY

INT. THE MUSEUM OF NATURAL HISTORY - LATER

Ray is looking at the Mandala Symbol in the Shandor Exhibit
 as Zeddemore enters with Ilyssa.

ZEDDEMORE
 All clear?

EGON
 For now, anyway.

VENKMAN
 (to Ilyssa)
 You okay?

ILYSSA
 Compared to what?

RAY
 (to the others)
 Look. The Mandala. It's glowing.

The Mandala has three points glowing BRIGHT RED, while one is
 dark.

EGON
 Those have to be the locations of
 the Portals to Ghostworld.

RAY
 And that one's dark because we shut
 it down at the library.

VENKMAN

So we shut down the rest, problem solved.

EGON

All we got to do is find them.

ILYSSA

Maybe the plans I was telling you about can help.

RAY

Right. Shandor's Mandala blueprints.

EGON

Yeah, we definitely need to see those.

Ilyssa moves toward one of the cases.

ILYSSA

It should be right here.

VENKMAN

Should be?

ILYSSA

It's gone.

Suddenly, a GHOSTWORLD PORTAL OPENS right next to Ilyssa, and the CHAIRMAN, a horrible creature, emerges from it, grabbing her.

ILYSSA (CONT'D)

(screams)

Peter!

VENKMAN

Stop him!

EGON

Don't let him take her.

GO TO GAMEPLAY:

CUT SCENE 20 - GHOSTBUSTERS APPEAR AT THE PARADE

EXT. NEW YORK STREET - PARADE ROUTE

The Ghostbusters push up through GhostWorld and out a MANHOLE COVER. Suddenly, a monstrous CREATURE floats into view. Ray goes for his Particle Accelerator...

RAY

Look out!

...and is about to fire when Venkman slaps it away.

VENKMAN

It's just a balloon, Ray. A big balloon filled with magic and wishes.

Venkman's right. The creature is in fact a distinctive floating balloon, an icon of the Thanksgiving Day Parade.

RAY

(realizing)

The Thanksgiving Day Parade. I completely forgot it's the holidays.

VENKMAN

The Mayor will be here. Let's find him.

The Ghostbusters move through the crowd with forced cool as we...

EXT. MANHATTAN STREET - THE PARADE - LATER

The Ghostbusters approach the MAYOR'S GRANDSTAND. Peck is near him. The Ghostbusters are intercepted by a security detail of POLICE. After a beat, the Mayor waves them through.

MAYOR

Ah, the Ghostbusters. I wasn't sure I'd see you again.

VENKMAN

Sorry to disappoint.

RAY

We have urgent news, Mr. Mayor.

PECK

It's a trick. Don't listen to them. They're lying.

VENKMAN

Okay, forget it. I'm sure you and Peckerwood can handle another disaster beyond biblical proportions.

RAY

Stock up on clean underwear. You're gonna need 'em.

MAYOR

Wait... wait. Okay, tell me what's so important it can't wait.

Ray and Venkman move toward the Mayor.

RAY

We discovered a Mandala... a ghost maze, if you will. And someone, or more precisely, something is trying to open it.

VENKMAN

We think it started at the Shandor Exhibit.

RAY

If the ghosts trapped in the Mandala get free, they'll run rampant through the streets of the city.

MAYOR

How many are we talking?

RAY

Unknown. But a lot. I mean, a hell of a lot.

MAYOR

So what do you need from me?

PECK

This is a scam. I bet they were behind the trouble at the library and the exhibit opening.

(beat)

It's part of their ploy to take control away from the city... away from you.

The Mayor reacts, thinking, as Egon appears.

EGON
I got it.

VENKMAN
That's debateable.

EGON
No, the location of the next node
of the Mandala.
(beat)
Without the blueprints from
Shandor, I had to triangulate the
nodes, using the library and the
museum as points of reference. And
you'll never guess where the next
node is located.

VENKMAN
The Hotel Sedgewick.

EGON
(deflated)
Or maybe you will.

RAY
(to the Mayor)
Your Honor, we need to stop this
parade and get ready for the worst.

Egon looks with concern at his PKE Meter.

MAYOR
I can't stop the parade. It's
tradition. Besides, they're just
balloons...

EGON
Balloons breathing fire!

Egon's right. The Chairman has taken control of one of the
balloons. People on the street start running in panic as the
huge, inflatable float TRANSFORMS into hideous PARANORMAL
BEAST.

VENKMAN
Who doesn't love a parade?

The Ghostbusters jump into action.

GO TO GAMEPLAY:

CUT SCENE 21 - THE BALLOON GETS PECK

EXT. MANHATTAN STREETS - THE PARADE ROUTE - LATER

The massive balloon, possessed by the Chairman, has the Mayor and Peck cornered. The Ghostbusters are rushing to intercept it.

EGON

Hurry.

ZEDDEMORE

Anybody got a really large safety pin?

The balloon lets out a roar as the Mayor ducks behind Peck. Peck reacts, too late, as the balloon hurls gallons of BLACK SLIME, covering Peck in goo.

PECK

Ugh!

Ghost begin to gravitate toward Peck as he flails about.

RAY

(regarding the ghosts)
Check it out.

VENKMAN

Peck's never looked better.

EGON

They're attracted to the slime.

The Ghostbusters all lower their Particle Accelerators and watch.

VENKMAN

Hmmm... so they are.

EGON

This is very interesting.

They watch a little more. Peck is crying like a little girl as ghosts SWARM around him like angry bees.

RAY

I guess we gotta help him.

VENKMAN

We don't "gotta" do anything.

EGON

The Mayor is watching.

RAY

And he said if Peck goes, so do we.

VENKMAN

Egon, Ray... you're right.

Regretfully.

(beat)

Get 'em hot.

The Ghostbusters all raise their Particle Accelerators.

VENKMAN (CONT'D)

Let's save this turd.

GO TO GAMEPLAY:

CUT SCENE 22 - THE CHAIRMAN IS CAPTURED

EXT. MANHATTAN STREETS - THE PARADE ROUTE

Ray rushes toward the trap, checking it out.

RAY

That's it. He's ours.

The Ghostbusters catch their breath.

VENKMAN

You heard the man. Smoke 'em if you got 'em.

The Mayor surveys the destruction.

MAYOR

What a day.

VENKMAN

The crowd definitely got their money's worth.

MAYOR

Thanks, I think.

RAY

No prob.

MAYOR

I've got to do damage control.

The Mayor leaves as Peck crosses to the Ghostbusters, covered in Black Slime. Egon approaches behind him, taking samples of the goo from Peck as he rants.

PECK

(seething)

You... you did this to me. You brought these horrors to this world, and destroyed a holiday institution in the process. Now that we don't have a Thanksgiving one anymore, what's next on the Ghostbusters hit-parade?

RAY

You're welcome.

PECK

One more screw up like this... and I'll personally make sure you flim-flam artists never work again. Do I make myself clear?

VENKMAN

Perfectly. I mean, as perfectly clear as a man covered in putrid paranormal tar can be.

PECK

(regarding Egon)

And get him off me.

Egon takes one more sample and backs away as Peck leaves in a huff. Egon moves to the others.

EGON

We need to keep an eye on him.

ZEDDEMORE

Uh, duh.

EGON

No... I mean, we need to keep an eye on him.

Egon holds up his PKE Meter in Peck's direction. The meter pings the max. They all react.

GO TO GAMEPLAY:

CUT SCENE 23 - ILYSSA IS THE KEY

INT. THE FIREHOUSE - GHOSTBUSTERS' H.Q. - LATER

Ray, Egon, Venkman and Zeddemore are with the Recruit, feverishly prepping gear. Louis and Janine are helping as much as they can.

LOUIS

Did we fill out warranty cards for any of this?

Ilyssa crosses toward them.

ILYSSA

I saw... on TV. What you guys did at the parade. You're heroes.

Venkman, tweaking his Proton Pack, spots his opportunity.

VENKMAN

Well, there you go. The secret's out. I'm a hero. I've even got the hip uniform to prove it. Embroidered name tag and everything.

JANINE

(eavesdropping)
Paaah-lease.

VENKMAN

And thank you, Janine. Think of a letter, and TYPE IT!

Ray and Egon are going over the Codex and the Mandala Map Image.

EGON

(overlying image)
See, it fits perfectly.

RAY

So, Shandor did build it after all.

ZEDDEMORE

What fits?

RAY

Look.

Ray crosses to a map of Manhattan on the wall.

RAY (CONT'D)

(drawing on the map as he talks)
(MORE)

RAY (CONT'D)

Here. Put the Mandala over the city. The first portal... the library. The second, the museum. And the third, the Sedgewick.

They all watch him.

JANINE

Which is where you're headed now?

VENKMAN

Damn skippy.

RAY

All hot with paranormal activity.

EGON

And that means the fourth portal must be here.

Egon points to a spot on the map.

ZEDDEMORE

The middle of the Hudson River?

RAY

Well... that's where it should be on the Mandala.

EGON

We may have to tweak that a bit.

VENKMAN

Or gets us some scuba gear.

Ilyssa moves toward the map.

ILYSSA

But why me? What did I do?

RAY

You were at the museum and the Sedgewick.

EGON

Maybe you were some sort of catalyst... accidentally setting things into motion.

ILYSSA

You're saying this is my fault?

VENKMAN

(looking hard at Egon)

No. What Egon meant to say is that you have some sort of connection to this thing, and we're going to the Sedgewick to find out what. Correct, Egon?

EGON

What he said.

RAY

Do you remember where were you going when you were at the Sedgewick?

ILYSSA

I was being pulled toward a room. Thirteen-thirteen.

RAY

The Sedgewick doesn't have a thirteenth-floor.

Venkman steps in front of Ray.

VENKMAN

We'll check it out.

Zeddemore heads for the Ecto-1.

ZEDDEMORE

We're burning moonlight.

VENKMAN

I got shotgun.

EGON

Hey, it's my turn.

VENKMAN

Did you call it?

EGON

(resigned)

No.

The Ghostbusters pile into the Ecto-1.

VENKMAN

(to Ilyssa)

Don't wait up. Unless you want to.

ILYSSA
 (smiling)
 We'll see.

RAY
 Let's make some noise.

The Ecto-1 tears out of the Firehouse, lights flashing and siren wailing.

GO TO GAMEPLAY:

CUT SCENE 24 - THE HOTEL IS CLOSED

EXT. THE HOTEL SEDGEWICK

The Ecto-1 screeches to a halt in front of the Hotel Sedgewick. It's dead. The lights are all out. Newspaper blows past it like tumbleweeds blowing through a western ghost town.

ZEDDEMORE
 If this place were any more dead,
 we'd need a coroner.

RAY
 It's not the dead we're worried
 about.

VENKMAN
 It's the un-dead.

EGON
 Technically, displaced living non-
 organic temporal matter.

ZEDDEMORE
 That the PhD way of saying "ghost"?

RAY
 Yep.

They all step toward the FRONT DOOR. There is an official NOTICE ATTACHED to it, like a "closed due to rodent infestation" warning you see on a restaurant shuttered by the Health Department.

Ray takes the Notice from the door.

RAY (CONT'D)

(reading)

Closed until further notice by the Department of Paranormal Activities, Walter Peck, Administrator of Affairs. Entrance into this establishment is strictly forbidden and is punishable by fine and imprisonment.

EGON

I guess that's that.

VENKMAN

This notice is for the general public. It doesn't apply to us.

RAY

(finishes reading)

Especially the Ghostbusters.

Venkman takes the document from Ray and tears it up.

VENKMAN

A typo.

ZEDDEMORE

(trying door)

It's locked.

VENKMAN

Nothing a little blitzing shoulder power can't handle. Okay boys, we bust-in on "three".

The Ghostbusters ready themselves like a defensive line, preparing to attack the door. They look at Venkman in anticipation.

VENKMAN (CONT'D)

Three!

They all charge forward. Everyone but Venkman. CRASH. The door gives way and Egon, Ray, Zeddemore and the Recruit tumble into the lobby of the Sedgewick. A moment later, Venkman follows, calmly stepping over them as they struggle to recover.

INT. THE SEDGEWICK HOTEL - LOBBY - CONTINUOUS

The Ghostbusters look around. The place is deserted. Egon takes readings with his PKE Meter. Nothing.

EGON

This is disappointing.

ZEDDEMORE

Disappointing is the Jets losing in the last two minutes. Not being covered in slime by phantom ghouls out to kill us... doesn't exactly make me reach for a hanky.

Suddenly, the PKE Meter begins to ping.

RAY

Wait a minute.

A split-second later, the Lobby is teaming with GHOSTS that seem to appear from every opening leading to it.

VENKMAN

That was less than a minute, Ray.

The Ghosts attack.

GO TO GAMEPLAY:

CUT SCENE 25 - THE 13TH FLOOR

INT. THE HOTEL SEDGEWICK - 13TH FLOOR

The Ghostbusters stand in front of Room 1313. They ready their Proton Packs.

EGON

Okay, how do we want to do this?

VENKMAN

(regarding door)

I'd try turning that knob right there. Then you push. These things are usually on some type of hinge.

RAY

No telling what's on the other side of that door.

ZEDDEMORE

Whatever it is, it wanted Ilyssa.

VENKMAN

Let's go inside... and by that I mean let's have the new guy go inside.

ZEDDEMORE

All in favor?

THE GHOSTBUSTERS

(in unison)

Aye.

EGON

Opposed?

Silence. Venkman looks at the Recruit.

VENKMAN

Silent as always.

(beat)

We'll back you up from out here.

The Recruit stands in front of the door as the rest of the Ghostbusters step back.

GO TO GAMEPLAY:

CUT SCENE 26 - SHANDOR ISLE IS REVEALED

INT. THE HOTEL SEDGEWICK - 13TH FLOOR

The Black Widow Ghost is captured. Ray rushes toward the trap.

RAY

We got her... we got her.

VENKMAN

Tough old broad.

EGON

Guys... check this out.

They move toward Egon. He is looking at a Mandala Map carved into the floor. It glows. The SEDGEWICK NODE goes dark. Only one remains lit.

EGON (CONT'D)

The final node.

ZEDDEMORE

That would be the one in the middle
of the Hudson River?

RAY

We have to know for sure.

EGON

Close this last one, and we seal
the Mandala, trapping the ghosts
inside it.

RAY

Come on.

They rush from the room. Venkman follows.

VENKMAN

Time to do a little ghost fishing.

GO TO GAMEPLAY:

CUT SCENE 27 - ECTO-1 GOES TO THE SHORES OF THE HUDSON.

EXT. THE BANKS OF THE HUDSON RIVER - LATER

The Ecto-1 races along the banks of the river. We hear the
Ghostbusters.

ZEDDEMORE (O.S.)

So how's this going to work?

EGON (O.S.)

I knew I should have added
amphibious capabilities to the Ecto-
1.

RAY (O.S.)

Flight takes priority.

VENKMAN (O.S.)

Right now I'll take anything that
doesn't get my feet wet.

Zeddemore brings the Ecto-1 to a stop at the shoreline. The
Ghostbusters all pile out and look out toward the middle of
the Hudson. It's dark. Cold. A boat drifts by in the
distance.

EGON

It's out there somewhere.

Suddenly, as if on cue, we see a GHOST ISLAND begin to rise out of the Hudson.

ZEDDEMORE

Look!

VENKMAN

That's either a ghost island, or some new Trump Resort.

EGON

Now all we gotta do is get on it.

RAY

Ideas?

VENKMAN

You are strong swimmer, Ray?

ZEDDEMORE

Maybe they offer ferry service.

EGON

We're not going to need it.

Like the Island, a GHOSTLY BRIDGE rises from the water, its entrance making landfall literally right at their feet.

VENKMAN

You get the feeling someone is expecting us?

RAY

(testing the bridge with his foot)

A dense-packed protoplasmic construct. I've only seen it in the literature.

ZEDDEMORE

Will it hold?

EGON

Theoretically, it can support an almost infinite amount of weight, since it straddles two dimensions simultaneously.

VENKMAN

That's good then, because we just need it to support our car.

RAY

And Venkman's ego.

EGON
It'll manage.

VENKMAN
Right. Mount up.

The Ghostbusters jump in the Ecto-1 and it races across the Ghost Bridge toward the Island.

GO TO GAMEPLAY:

CUT SCENE 28 - ILYSSA IS REVEALED AS A SHANDOR

INT. SHANDOR MANSION - LATER

Ray and Venkman are moving through the Mansion with the Recruit. Suddenly, Ray stops, as if he's having a vision.

RAY
Ilyssa. I see her.

VENKMAN
She's here?

RAY
Well, kinda...

Venkman looks at what has caught Ray's eye. It's a PORTRAIT, a perfect painting of Ilyssa, but wearing 19th-Century clothing. The picture seems to glare at them.

VENKMAN
Wait... Ilyssa is a Shandor?

RAY
She's the spitting image of that woman in the painting. Shandor's mother.

VENKMAN
Why does this always happen to me. I meet a girl, and the first thing I find out is she's got ghosts in the closet. And everywhere else.

RAY
This is all making sense. Ilyssa must have inadvertently triggered the Mandala because she has Shandor blood.

VENKMAN

But she doesn't know it. When I did her profile, she told me she was adopted.

RAY

Some coincidence, huh?

VENKMAN

You don't really believe this happened by accident?

RAY

Yeah... someone must have known and set this up.

They both look at each other.

RAY / VENKMAN

Peck.

RAY

We gotta tell the others.

They race from the room.

GO TO GAMEPLAY:

CUT SCENE 29 - BEAT THE BUTLER GHOST (FALSE ENDING)

INT. SHANDOR MANSION - GREAT ROOM - LATER

The Ghostbusters step through the chaos and the destruction following the defeat of the Man-Servant.

VENKMAN

And that's that.

The Mandala Map TAPESTRY hanging in the Great Room fades away. Egon and Ray study it.

EGON

With the nodes all closed, the ghosts are trapped in the Mandala.

RAY

Right where they belong.

ZEDDEMORE

Shandor's plan failed because he didn't factor in that he was messin' with the Ghostbusters.

The Ghostbusters give each other a high five.

VENKMAN

Yeah. Peck made the same mistake.
We're gonna have a long talk with
him.

RAY

Oh, Ilyssa. She's a Shandor.

VENKMAN

I'm gonna have a long talk with her
too. Over a candlelit dinner.

Suddenly, the entire building shakes.

EGON

Uh, guys, we are on a ghost island.

RAY

With no ghosts.

The building begins to rattle apart.

VENKMAN

Run!

The Ghostbusters dash for the Ecto-1.

EXT. SHANDOR MANSION - MOMENTS LATER

The Ecto-1 peels out and races for the Bridge as the Island
sinks back into the Hudson.

EXT. THE BANKS OF THE HUDSON RIVER - CONTINUOUS

The Ecto-1 zooms just ahead of the Bridge collapsing behind
them.

EGON (O.S.)

Hurry!

The last of the Bridge sinks into the Hudson as...

THE ECTO-1 GOES AIRBORNE

...and jumps to the banks of the river.

RAY (O.S.)

(to the Recruit)

Heck of a first day, huh?

VENKMAN (O.S.)
Winston, takes us home. Quietly.

ZEDDEMORE (O.S.)
Yeah, right.

EXT. THE STREETS OF NEW YORK

The Ecto-1 races through the streets, all flashing lights and sirens, as we...

FADE TO BLACK.

(Note: It might be a fun idea to really make this a false ending and begin to roll the game credits here. Whether the Player watches the credits or buttons through them, the next scene would begin to play when they end.)

CUT SCENE 29 - ILYSSA IS GONE

INT. THE FIREHOUSE - LATER

The Ecto-1 pulls into Ghostbusters H.Q. as Janine rushes to meet them. The Ghostbusters get out of the car.

JANINE
(panicked)
She's not here.

EGON
Ilyssa?

JANINE
Gone. Along with Peck. I think he took her.

VENKMAN
Go slow, Janine, and tells us exactly what happened.

JANINE
Well, I went to get her some tea, you know, honey-flower and sassafras, and then Peck arrived, saying that he needed to see you, and he wanted coffee, decaffeinated, or course, with cream and...

*

VENKMAN

Okay, not exactly what happened,
Janine. Skip to the Ilyssa's
missing part.

JANINE

Sorry. Well, then I heard Peck say
something about the park, and when
I came with their drinks, they were
both gone.

RAY

The park?

Ray moves to the map of Manhattan. He studies it as Egon
steps up alongside him.

RAY (CONT'D)

(realizing)

Oh... how could we have missed
this?

EGON

It was right there in front of us
the whole time.

VENKMAN

Guys?

Ray takes a pen and draws lines that connect the nodes. They
all intersect in one location.

RAY

We weren't shutting down the
Mandala... we were concentrating
all of its activity to one
location.

EGON

Forcing the ghosts to all move
toward its center. A central
location.

VENKMAN

(realizing)

Central Park.

EGON

Peck was using us.

RAY

That much ethereal energy in one location is an irresistible draw to any spirit or specter in the entire Tri-State Area.

EGON

It'll be a ghost army. We'll never be able to stop them by ourselves.

ZEDDEMORE

We need a ghost army of our own.

Venkman looks at them.

VENKMAN

We have one.

Ray and Egon turn to Venkman. They realize what he is suggesting.

RAY

No, Peter. No... we can't.

VENKMAN

Says who?

RAY

We can't shut down the containment grid. We'd be setting hundreds... maybe thousands, of ghosts loose on the city.

VENKMAN

You yourself said they'll head straight for the park. They'll be quite a distraction for whatever Peck has planned.

EGON

It's insane.

VENKMAN

Yes it is.

RAY

And it just might work.

Egon takes a deep gulp.

INT. THE FIREHOUSE - CONTAINMENT GRID - MOMENTS LATER

The Ghostbusters are standing by the CONTAINMENT GRID. Janine and Louis stand off to the side. Egon and Ray glance at each other, and then Venkman.

VENKMAN

Do it, Ray.

Ray takes a deep breath and throws the switch. We hear the GRID POWERING DOWN.

LOUIS

You realize that this could open us to all kinds of liability.

BAWHOOMP! The room EXPLODES in paranormal energy as hundreds of captured GHOSTS escape from the grid and begin to swirl around the Ghostbusters. They all try and keep their cool.

Janine shakes as ghosts whiz by her.

JANINE

Oh, lordy, this isn't worth three twenty-five an hour.

ZEDDEMORE

You get three twenty-five?

Egon crosses to Venkman.

EGON

Now what?

VENKMAN

(smiling)

Now... we ride!

SMASH CUT TO:

EXT. THE STREETS OF MANHATTAN - NEAR CENTRAL PARK

Ecto-1 races toward CAMERA, lights flashing, with THOUSANDS OF GHOSTS swirling around it, all heading for Central Park.

ECTO-1 AND THE GHOSTS

...blast through the FRAME.

GO TO GAMEPLAY:

CUT SCENE 30 - THE HIDDEN CEMETERY IS REVEALED

EXT. CENTRAL PARK - NIGHT

The Ecto-1 races up to Central Park.

EGON

There, near the cemetery.

RAY

Central Park doesn't have a cemetery.

VENKMAN

It does now.

GRAVE-MARKERS and TOMBSTONES start SHOOTING out of ground, creating an instant CEMETERY. Ghost swirl all around them.

ZEDDEMORE

Oh man, this is creepy.

A huge MAUSOLEUM has risen in the distance... in the center of the park. Storm clouds and lighting hover over it. Ghosts zip all around the structure, which is Sumerian in style and similar to the top of Dana Barrett's Apartment Building.

EGON

Anybody want to guess where we'll find Peck and Ilyssa?

VENKMAN

T.G.I. Fridays.

They all look at Venkman.

VENKMAN (CONT'D)

No? Then I guess it's time to kick some ghost-heinie.

In unison, the Ghostbusters fire up their Proton Packs and dive into battle.

GO TO GAMEPLAY:

CUT SCENE 31 - THE MAYOR IS REVEALED AS SHANDOR

INT. THE MASSIVE TOMB AT THE BRINK OF THE GHOSTWORLD

The Ghostbusters enter the Tomb. It is dark, sinister, nasty. Lots of Sumerian statuary and iconography. Then, they hear something.

ILYSSA
 (muffled cries for help)
 Help... I'm here... Help me.

Venkman stops.

VENKMAN
 Listen. It's Ilyssa.

GHOSTBUSTERS POV - ANGLE IN THE DARKNESS

At first, they simply see a bunch of weird Babylonian ARTIFACTS. Then, through the darkness, they see Ilyssa in clutches of a GIANT SUMERIAN GOD STATUE. She is off her feet, a stone arm is around her waist, a stone hand is over her mouth.

ZEDDEMORE
 It's like that statue came alive
 and grabbed her.

EGON
 And then turned back to stone.

RAY
 Right. A type-three petra-
 possess...

EGON
 (cutting him off)
 Not so fast, Ray. It's perhaps a
 type-two. We don't know if it is
 sentient...

RAY
 ...or acting on a demonic protocol.

All the time they are having this conversation, Ilyssa is writhing in the arms of the statue, her eyes pleading to them to get her free. Venkman steps forward.

VENKMAN
 (sarcastically)
 Let's continue this debate later,
 shall we? Right now, let's get
 Ilyssa down from there.

RAY
 Sorry, Venkman.

VENKMAN
Winston, you got the jackhammer?

ZEDDEMORE
No, I seem to have forgotten it
tonight.
(then, annoyed)
And why would I have a jackhammer.

Venkman ignores him.

VENKMAN
Can we destroy that thing with a
beam?

RAY
Risky. If we hit Ilyssa... well,
you know.

THE CAMERA MOVES CLOSER to Ilyssa in AN EERIE POV. She looks
upward. Venkman follows her glance and sees...

WALTER PECK

...dangling above her. He's mumbling something that sounds
like an incantation.

RAY (CONT'D)
There he is. Caught him in act.

ZEDDEMORE
Of what?

Peck is desperately trying to say something.

VENKMAN
Cat get your tongue, Peck? Or are
you so deep in on your incantation
that you didn't notice five grown
men with nuclear reactors on their
backs enter the room.

EGON
You were right the first time,
Venkman. He's got temporary
larynxphycixic paralysis.

RAY
He's scared speechless.

EGON
Slightly less common than the loss
of bladder or bowel control.

VENKMAN

Then I guess we can count our blessings.

(beat)

But if he did this, why is he afraid?

The CAMERA pans up to show that Peck is being held by his feet by ANOTHER GIANT STATUE.

EGON

He didn't. He was being controlled by someone else.

VENKMAN

So, in addition to being a moronic, lilly-livered, petty bureaucrat, Peck is also a stooge?

MAYOR (O.S.)

I couldn't have put it better myself.

The Ghostbusters spin around to see...

THE MAYOR

He moves toward them, menacingly. As he passes through the space, TORCHES IGNITE on the walls, as if they are catching fire just being near him.

EGON

Your honor?

RAY

It's the Mayor.

VENKMAN

No, Ray... no it's not. It's Ivo Shandor.

EGON

Of course. He's been possessed the whole time.

VENKMAN

Peck isn't the only stooge here.

(then, to the Mayor)

You used us to shut down those nodes...

MAYOR

I couldn't have done it on my own.

RAY

...and concentrate all of the ghost energy here. But why?

MAYOR

To initiate my transformation. Now I have everything. I have my spirit minions from the Mandala, thanks to you.

VENKMAN

Don't mention it.

MAYOR

But to take my destructor form, I need my blood. Which is kind of difficult when you're ghost. But now I have it... because I have Ilyssa.

EGON

What about Gozer? I thought you built this all for him?

MAYOR

I did... but when he failed, I thought to myself... why worship a god when you can become one?

The GHOST OF IVO SHANDOR separates itself from the Mayor, who collapses to the floor.

SHANDOR

She will bleed. You will die. And I will be reborn as the true destructor...

The Ghostbusters start backing away from him.

SHANDOR (CONT'D)

...and sample all of the fruits of this planet before I destroy it and remake it in my image. And now, there is nothing that can stop me.

VENKMAN

Nothing but us.

Venkman stands in front of Ilyssa.

SHANDOR

Hmm... just who do you think you are?!

The Ghostbusters form a line. Egon activates his Proton Pack.

EGON
Spengler.

Zeddemore fires up his.

ZEDDEMORE
Zeddemore.

Ray activates his pack.

RAY
Stantz.

VENKMAN
(looking toward the
Recruit)
He's the new guy... and I'm
Venkman.

Venkman lowers his Particle Accelerator.

VENKMAN (CONT'D)
Egon, tell this two-bit wannabe god
who we are.

EGON
We're the Ghostbusters.

Shandor attacks as the Ghostbusters open fire.

GO TO GAMEPLAY:

CUT SCENE 32 - THE GHOSTBUSTERS GO INTO GHOSTWORLD

INT. THE TOMB - GHOSTWORLD PORTAL

The Ghost of Ivo Shandor reaches Ilyssa and passes through her. Ilyssa screams and then passes out. The MASSIVE STATUE releases its grip, and Ilyssa drops to the floor. Venkman rushes toward her.

RAY
She's free!

VENKMAN
(taking hold of her)
Ilyssa... Ilyssa...

Egon moves to them, checking her out.

EGON
She's alive.

VENKMAN
Oh, no.

The Ghostbusters all turn to Venkman. He slowly lifts up his hand. There is blood on it.

RAY
Her blood.

Suddenly, there is a massive ROAR as Shandor takes his DESTRUCTOR FORM. A HUGE PORTAL to Ghostworld opens up behind Shandor the Destructor, and the Ghostbusters are pulled toward it.

EGON
Hang on!

ZEDDEMORE
Too late... we're going in!

The Ghostbusters and Shandor the Destructor are sucked into Ghostworld through the Portal.

GO TO GAMEPLAY:

CUT SCENE 33 - THE BIG FINISH

INT. THE TOMB - GHOSTWORLD PORTAL

The Ghostbusters hold steady as they CROSS THE STREAMS of their Particle Accelerators and aim them at Shandor the Destructor.

SHANDOR
I am a god!

EGON
We eat gods for breakfast.

The energy increases, creating an infinite loop of power. KABOOM! Shandor is blasted into PROTOPLASMIC VAPOR...

SHANDOR
NO!

...collapsing the Portal in the process. The Ghostbusters are tossed through it back into the Tomb by the force of the blast.

The Ghostbusters struggle to recover.

RAY
We eat gods for breakfast?

EGON
Too much?

RAY
No. I liked it.

Egon smiles as Venkman moves toward Ilyssa. She's dazed, but otherwise okay. Venkman throws his arms around her.

VENKMAN
I've got you.

ILYSSA
I'm fine. Really.

VENKMAN
(ignoring her)
Make a path. Coming through.

Venkman tries to pick her up, awkwardly.

ILYSSA
This isn't necessary, Peter. I'm okay.

VENKMAN
I have lots of experience with this sort of thing.

ILYSSA
Why do I feel I just went from the frying pan to the fire.

VENKMAN
(struggling)
It's for your own good.

ILYSSA
This is either the worst, or best, pick-up of all time.

VENKMAN
When will I know?

ILYSSA
(smiling)
Later.

Venkman puts her down.

VENKMAN

By the way, you're a Shandor.

ILYSSA

Yeah, I kinda got that.

Ray and Zeddemore help the Mayor back to his feet.

MAYOR

The Ghostbusters? What are you doing here?

(then, looking around,
confused)

What am I doing here? Uh... where is here?

RAY

You were the victim of a trans-dimensional possession, your Honor.

MAYOR

I was? What's that mean?

ZEDDEMORE

Your body was kidnapped by a ghost.

MAYOR

Oh. It didn't effect my poll numbers, did it?

Ray and Zeddemore exchange a look. Egon moves toward Peck, who is still hanging upside down.

PECK

Get me down from here!

Suddenly, the whole building begins to shake.

VENKMAN

That's our cue. Time to go.

RAY

We'd better hurry.

They move away from Peck.

PECK

Wait!

EGON

You hear something?

VENKMAN

Nope. Nada.
 (to Ray)
 Ray?

RAY

Nothing.

The building is shaking violently. Parts of it begin to collapse. One the statues tumbles over.

PECK

Please... I'm begging you... let me
 down.

The Ghostbusters stop.

RAY

Whadya think?

EGON

I'm torn.

MAYOR

You can't leave him there... can
 you?

VENKMAN

What's the new guy want to do?

The Recruit fires his Proton Pack, blasting Peck from the statue. Peck struggles to recover as they all run from the collapsing building.

EXT. THE TOMB - CONTINUOUS

The Ghostbusters, Ilyssa, The Mayor and Peck all run from Shandor's Mausoleum a split second before it sinks back into the ground and is gone.

Central Park returns to its normal, semi-quiet self. Everyone begins moving toward the Ecto-1.

VENKMAN

Shotgun.

EGON

Dang it.

RAY

It looks like things are going to
 be slow around here for a while.

ZEDDEMORE

Which means we might be heavy by one too many Ghostbusters in New York.

ILYSSA

(regarding the Recruit)

Wait. You're not going to fire him after everything he's done?

VENKMAN

No. Of course not. I was thinking we could offer him a potentially lucrative Ghostbusters franchise opportunity in Chicago, or Los Angeles, or Elmyra.

EGON

Ready to expand the Ghostbusters family and be your own boss?

VENKMAN

Financing is available.

RAY

You can take Peck with you.

ZEDDEMORE

In fact, we'd insist on it.

RAY

So, whadya say?

Just as the Recruit is about to open his mouth and speak the first words we'll ever hear him say...

SLIMER RUSHES TOWARD THE CAMERA

...closer and closer, screaming as he comes. He dive bombs the FRAME, filling the screen as we...

SMASH CUT TO
BLACK.

THE END

*

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