

## TEASER

### 1. INT. SONS OF ERIN SOCIETY - DAY

Workman are disassembling a vast castle-like building, imported from Ireland at the turn of the century, to transport it to an amusement park in Florida.

As they work, the men unwittingly break a "mystic circle" (an ornamental circle of stones set in the ground) The headstone is a darker color than the others, and a workman removes it from it's slot in the ground and walks away, not seeing that a green glow begins to emanate from the hole.

The Workman, tossing the softball sized stone in his palm, yells to the foreman, "I think I'll keep this as a lucky charm." There is a rumble from behind him -- then a voice tinged with a thick brogue.

"Top of the mornin', me boy-o."

There, sitting atop the circle is a Leprechaun -- all in emerald cobbler's rig, smoking a pipe and hefting a gnarled shillelagh -- but there's something nasty in his toothy grin.

The worker staggers back and calls for the foreman. "What is it, Murphy?" calls the foreman from atop a scaffolding. The Leprechaun's eyes narrow. "Murphy, is it now?" He looks the worker over, circling like a shark, "Well, Murphy -- 'tis a sad day for a man, when his luck becomes a curse to him."

A sphere of emerald energy appears above the shillelagh, the Leprechaun blows and it shoots toward Murphy, engulfing him. Murphy shrugs -- he didn't feel anything.

The Leprechaun only grins as suddenly, with a shattering roar, there is a horrendous demon bull on the other side of the vast hall.

"Now if I had the brains I was born with." taunts the Leprechaun. "I'd run like the wind."

The beast's eyes glow as they focus on Murphy. Murphy tries to flee, but the ground beneath one of his feet gives way. The demon bull charges. At the last possible second, Murphy pulls his foot free and runs. His luck gets worse, for the scaffolding falls cutting off his path.

The Leprechaun laughs as the bull, moving with impossible speed, attacks the helpless man. Murphy tries to escape, but it's useless -- his back is pinned to the wall as the beast charges.

We don't see the impact, but Murphy is flung into the air. As he flies he changes to the same emerald energy.

The chunk of dark colored stone that was still in his hand falls to the ground.

The Leprechaun reaches into the hole from which he emerged and picks up a little pot (pot 'o'gold style). Murphy's energy is sucked inside. The petite pot now glows with an identical emerald effulgence and we hear something angrily banging around inside.

The imp grins, then spots an old wall plaque listing the officers of the club (dating back to the turn of the century). We don't see all the names, but note that the one on the bottom is Murphy and it's now in green.

The Leprechaun laughs evilly. "Ah, me little darlings, all in a list and just waiting for me -- to give you the very devil of a time -- and the time is now."

He laughs and laughs.

## END OF TEASER

## ACT ONE

### 2. INT. O'TOOLE PENTHOUSE - DAY

Mr. O'Toole, a successful builder, sits at his breakfast table, opening his mail with a butterknife. One envelope catches his attention -- it's emerald green. He opens it and shakes out what appears to be pieces of charred toast. He then glances at the envelope -- a green flash streaks from it. We don't see what it becomes -- but O'Toole does, and screams in terror.

### 3. INT. SONS OF ERIN SOCIETY - DAY

The Ghost Busters (including Egon) investigate. Kylie recognizes the broken mystic circle -- but only has a vague notion of how it works. As a little girl, she had an Irish Aunt who told her all about the legends.

Eduardo wonders what the Leprechaun had against Murphy. Could it have anything to do with Murphy being Irish? The foreman doubts it, he's Irish himself and so were several of the other workers -- no, this attack was something personal.

Egon picks up the stone and gets a very unusual reading from it. There's definitely supernatural activity coming from this rock -- but its a type he's never encountered.

The foreman explains that once Murphy was hit by that green glow his luck became disastrous.

Garrett doesn't buy that. "There's no such thing as luck! People make their own luck with hard work and effort."

"Only if they're lucky." answers Eduardo.

Before this can continue, the EGB get a call that there's a major para-normal attack at the O'Toole Arms.

Egon remains behind to study the rock, sending the others to battle this new problem.

### 4. INT. O'TOOLE PENTHOUSE - DAY

The EGB rush through the police cordon and race up to the penthouse. They find the door open and enter -- everything is quiet -- no one seems to be there. With proton guns ready, they start to search, following the PKE meters. They come to a closed door with an eerie green glow seeping out from underneath.

Before they can react, the door bursts open and O'Toole races out. "It's in there!" he warns them.

"What is *it*?" asks Kylie.

"A serpent!" yells O'Toole.

"Yuck! A snake!" says Kylie.

"No biggie -- a little snake doesn't bother a real man!" smirks Eduardo.

The door smashes open and a glowing green room sized serpent thrusts out, lunging for O'Toole.

"*Little* snake!" yells Kylie as the team scatters out of the way. "There's only one *little* snake around here -- and he's *not* green!" \*\*\*

They battle the writhing monster, trying to keep it from its relentless attack on O'Toole. "What's this thing got against me?" screams the terrified man.

Despite the best efforts of the team, the snake encoils the man -- there is a green flash and both vanish.

The EGB stand in the destroyed silent penthouse. "Where did it go?" asks Roland. "Go?!" huffs Kylie. "Where did come from?"

"Why my pretty colleen -- from himself of course." comes the Leprechaun's voice. He's sitting on the mantel, gleefully watching as O'Toole's green glow is sucked into the little pot.

The EGB try to attack the little imp, but he easily dodges their beams.

Kylie warns her team-mates not to take their eyes off him.

"Let's get that little runt before he causes more trouble!" yells Garrett as he fires.

The Leprechaun aims his shillelagh at Garrett -- an greenish glow forms at its tip. "So, you think you know trouble, do you? Wait 'till I darken your luck!" He fires.

Garrett races to intercept the glow -- after all, there's no such thing as luck -- he takes the full blast.

"I don't feel a thing!" he shouts at the Leprechaun. "Come on! Let's kick some mini-butt!"

He rolls forward but gets caught on a loose carpet, loses control, smashes into a bookcase, which topples several other bookcases causing the team to dart out of the way, then rolls out the door toward the penthouse balcony. He speeds toward the ledge going too fast for the brakes to stop him. He stops abruptly at a pile of fire-wood and is thrown from the chair over the edge.

His team mates race to the ledge and find him dangling by a window awning. As they pull him up, Eduardo comments that whether he believes in it or not, Garrett is now a bad-luck magnet.

Garrett flops down in the chair, telling Eduardo he's full of... his sentence is cut off as the chair flips backwards.

Kylie and Roland, searching the Penthouse, find no trace of the Leprechaun.

Garrett asks Kylie why she warned them all not to take their eyes from the Leprechaun.

"My Aunt used to tell me that it's one of their tricks -- if you look away from one, even for an instant, they disappear."

Garrett clutches his proton gun. "Trust me -- the next time I see that little twirp, he's Irish stew!"

Eduardo, examining the destruction, wonders what, besides being Irish, these two victims had in common. He finds the envelope and looks inside.

"Did you find something?" asks Kylie.

"Yeah -- somebody's mailing burnt toast!"

Roland checks it out with the PKE meter -- it goes off the scale. "I think Egon better look at this."

## 5. INT. FIREHOUSE - DAY

Egon examines the "toast" and pronounces it "toast", but checking into Irish and Celtic mythology, he finds that burnt bread or mistletoe was often given to a sacrificial victim. He also uncovers links to serpents and bulls.

Eduardo shrugs -- they don't need a computer to link Leprechauns to things Irish. Roland agrees. The question is, what does the Leprechaun want, why is he targeting these people and how do they get rid of him?

"And how do we stop all of Garrett's bad luck?" asks Kylie.

"There's no such thing as luck!" insists Garrett as he picks up a sandwich. The messy contents slide out of the bread onto his lap. Slimer swoops down like a dive bomber and then back into the air, munching the contents of the sandwich.

Eduardo looks to Garrett and shakes his head. "Hey, Garrett, 'till we nail this guy and remove the curse of the Blarney -- stay away from me."

Egon picks up the stone from the mystic circle with interest. "Blarney..?"

## **6. INT. McTAVISH GYM - DAY**

Paddy McTavish sits in his office -- outside the window is the gym where boxers spar and learn their trade. He hears a knock at the door, opens it, but finds no one there.

"What is this, some kind of dumb joke?" he calls to the men in the gym. They don't know what he's talking about. Irritated he goes back to his desk. The Leprechaun is standing on it. "Tis a sad day when a son of Erin forgets his own folklore -- for 'tis said when there's a rap at the door, but no one there -- it's a sign that your time has come!"

The Leprechaun grins his evil grin as the green glow appears at the tip of his Shillelagh. He blows at the glow and it streaks into the F.G. filling the FRAME.

**END OF ACT ONE**



## ACT TWO

### 7. INT. FIREHOUSE - DAY

The alarm bells go off and Janine rushes in -- there's been another attack. As the team races to their vehicle, they notice Egon collecting equipment. Is he coming too.

Egon replies that he's going to the "Sons of Erin" building. Eduardo strongly suggest that he take Garrett with him. "We don't need a jinx!"

"Will you cool it with that "luck" stuff!" yells Garrett as he mounts his wheel chair into the Ecto-One. "There's no such thing!" He slams the rear door shut, breaking the window.

### 8. EXT. / INT. McTAVISH GYM - DAY

The EGB race up to the gym, but Edaurdo tells Garrett to stay with the car. Garrett says no way, asking his teammates if they believe in all this "luck" nonsense. They pause for a beat, then reply that maybe he should wait outside. They rush in, leaving a fuming Garrett.

Inside the gym they find McTavish doing some fancy footwork, trying to evade the attacks of Cuchullin a giant of Irish Folk lore. The Leprechaun is there, his little pot in hand, gleefully enjoying the bout.

The Ghost Busters battle the green, glowing giant and are actually gaining the upper hand.

"When we're finished with the big guy, we're gonna start on you!" boasts Eduardo. The Leprechaun doesn't seem concerned. Just as the Ghost Busters have victory in their grasp, the door behind them opens as Garrett charges in to help. He collides with Roland, who falls into Eduardo, who makes Kylie's shot go wild.

While all this is happening the Leprechaun bags McTavish in his little pot and makes an exit, thanking Garrett for the help.

Roland, Eduardo and Kylie are furious.

### 9. INT. SONS OF ERIN SOCIETY - DAY

Workers have taken down the wall plaque and are about to box it up when Egon, following the trail of his PKE meter, is drawn to it. As he glances down at it, the third name from the bottom glows greenly. The glow fades but the emerald color remains. The foreman comments that he could have sworn only two of the names were green. Egon tells him that he's right, there were only two, then takes the plaque -- he's found his key.

### 10. INT. FIREHOUSE - NIGHT

The team gets back to the firehouse, still furious with Garrett. They don't want him anywhere near them. He's a jinx. Garrett pleads with Egon to tell the others that they're over-reacting. "Tell them there's no such thing as luck!"

"Actually, there are factors that can influence random spatial and temporal causalities."

"See." answers Kylie, knowingly.

Garrett huffs that even if he stays behind -- how will that help them stop this lethal Leprechaun?

Egon shows them the plaque and explains that the Leprechaun was inadvertently brought over from Ireland, along with the building, at the turn of the century.

"I thought Leprechauns were supposed to bring good luck!" says Roland.

"Not to those they think wronged them." Egon explains that when the officers of the "Sons of Erin" discovered what they had done, they trapped the little imp inside a mystic circle, sealed with a fragment of the Blarney Stone.

Egon hefts the dark stone he found at the site.

Kylie gets it -- the Leprechaun is going after the descendants of the club officers that imprisoned him, starting at the bottom of the list and working his way up to the club president.

"Why the descendants -- they didn't do anything to him?" asks Roland.

"No -- but they're as close as he can get to the people that did." answers Egon.

"According to my research, the club was financed by this Leprechaun's Pot'o'Gold -- so I think he's refilling his pot with the life-energy of his victims.

"So what we gotta do is find their descendants before he does!" says Kylie as she whips down to the computer and starts typing furiously. "I wonder how he finds them?"

"Maybe he just has a sixth sense -- lots of us do about certain things." says Eduardo as he leans in closer. Kylie turns back to the computer ignoring him.. "At least *his* seems to work."

#### 11. EXT. LYCEUM THEATRE - NIGHT

It's a small off-broadway house, this week four walled by: "William McCoomb" Ireland's largest Leprechaun -- Magic and Comedy. The Leprechaun sits, straddling a gargoyle, across the street, smoking his pipe. "Ah, 'Tis a touch of magic you want -- well now -- I think that can be arranged!"

He hops down singing to himself, "Up the airy mountains, down the rushy glenn we daren't go a hunting for fear of little men."

#### 12. INT. FIREHOUSE - NIGHT

Kylie finds the two remaining victims. The next on the list is a magician, performing at the Lyceum Theatre. The team rushes to the Ecto-One, but as Garrett moves to join them, they close ranks and order him to stay put.

Garrett, furious, asks Egon if he can do anything about this. Egon, examining the fragment of Blarney Stone, tells him that there just might be -- but he needs time.

#### 13. INT. LYCEUM THEATRE - NIGHT

William McCoomb, an elderly Irishman in tails, is on-stage, placing a feather in a large cage. He covers the cage with a black cloth.

The Leprechaun, hidden in the flies is delighted. "Wee folk, good folk, trooping all together -- green jacket, red cap and white swan feather".

Roland, Kylie and Eduardo race into the theatre, in time to see:

There is a green flash from behind the cloth that takes McCoomb by surprise.

Kylie warns him to run. It's too late, he whips away the cloth.

We don't see what it is, but see the Ghost Busters horrified reaction. They raise their weapons and...

**END OF ACT TWO**

### ACT THREE

#### 14. INT. LYCEUM THEATRE - NIGHT

On stage McCooomb has produced a huge white and apparently normal, swan. The EGB breath a collective sigh of relief -- for once they've beaten the little Leprechaun to the punch.

Then the bird transforms into a gigantic, hissing, emerald demon-swan, thrusting it's talons and razor-like beak at the terrified magician. The team swings into action, battling the beast, who shrugs off their proton blasts, and trying to save the magician. The audience is having a great time -- now this is a show!

The swan-demon, with a swipe of its talon, heaves McCooomb into the air, where he transforms into green energy and is sucked into the Leprechaun's pot. The Ghost Busters zero in on the Leprechaun, standing above them in the theatre's flies, ready to battle the source of the problem.

"Okay, squirt -- you're haggis!" yells Eduardo.

The Leprechaun does a jig, taunting them, dodging the proton beams. "You silly stupid man, I'm a Mic not a Mac. But if anyone's going to be a meal..."

The swan-demon roars behind the Ghost Busters. They spin, obliterating the creature with the proton-beams. They spin back to the Leprechaun -- but he's gone.

The audience gives them a standing ovation as they stalk out.

Kylie mutters, "We've got *one* more chance to stop this guy -- if we can get to the last victim before he does."

#### 15. INT. FIREHOUSE - NIGHT

Garrett, frustrated, wheels over to Egon. Slimer sees him coming, mumbles "Uh oh" and flies out of the way, but Garrett, unlucky as ever, knocks over some equipment that hits Slimer, knocking the slimy spirit into the wall, where he rebounds and smashes back -- into Garrett.

Garrett, pushing Slimer aside, asks Egon if he's, "Having any luck with this "luck" thing?"

Egon answers that he's found the "ectoplasmic random causality occurrence factor" in the Blarney Stone chip -- now if the specific vibrational pattern can be reversed, it should have a detrimental effect of the singular random fate factor of the Leprechaun."

"Sure -- what you said."

"It means that if I can put this factor into the proton beam -- we can turn that Leprechaun into a class one magnet for..."

"Bad luck!"

"Very bad luck!" Egon goes to work.

#### 16. EXT. NEW YORK STREETS, ECTO - ONE - NIGHT

The Ghost Busters race down the street in Ecto-One. Kylie, using a lap-top, has located the final victim -- a Mrs. Goldberg.

"Goldberg!" says Roland in surprise. "I thought all the victims were Irish!"



"The former Miss Colleen O'Bryan -- *now* Mrs. Colleen Goldberg." corrects Kylie.  
 "Of the Goldberg Department store Goldbergs."

**17. INT. GOLDBERG CONDO, PRIVATE GYM - NIGHT**

Colleen Goldberg, about thirty, pretty and very fit, works out as the Ghostbusters try to warn her about the Leprechaun. She doesn't believe a word of it.

"This is very serious, Mrs. Goldberg, there is evil about the city." gravely warns Kylie.

Mrs. Goldberg, doing curls with a barbell, gives her a dubious look.

"Yeah! And we can protect you!" offers Eduardo.

She hands him the weight -- it nearly floors him. "Thanks -- but I can protect myself. Now who put you up to this -- my husband's rivals?"

The Ghostbusters don't have a clue what she's talking about. She informs them that nothing is going to keep her from being on the Goldberg Department Store's float at the St. Patrick's Day Parade the next day.

"Tomorrow's St. Patrick's Day?!" exclaims Eduardo.

"As if you didn't know!" archly replies Mrs. Goldberg as she shows them the door.

The Ghost Busters, in the hallway, stare at themselves -- not sure what to do.

"What a babe! Too bad she's got an attitude!" huffs Eduardo.

"Yeah! She's really got her Irish up!" says Roland. "What do we do now?"

"We give her help -- whether she wants it or not!" answers Kylie.

**18. INT. FIREHOUSE - MORNING**

Egon, working through the night, has isolated the "luck DNA" from the Blarney Stone and distilled enough of it for two shots with the proton-gun.

Garrett wonders if it will really work. Egon replies that there's only one way to find out. To test it, he fires (at low power) at Garrett.

Garrett doesn't feel anything -- but when Egon tosses him a glass vial he catches it with no problem and no damage -- lucky thing too, for Egon tells him it contained extract of skunk.

Garrett grabs the proton-gun and heads for Ecto-Two. Now that he's no longer a jinx (not that he ever believed in that), he's ready for action.

**19. EXT. / INT. GOLDBERG CONDO - DAY**

Mrs. Goldberg, now dressed in form-fitting emerald green, hears a knock at her door -- but there's no one there. She is about to go back in when she hears the clip-clop of horses and an emerald coach comes around the corner and stops before her.

"Did my husband send you?" she asks.

The coachman makes no reply, but the door opens and Mrs. Goldberg gets in.  
 "How very clever."

The coachman smiles and his face transforms into a death's head.

Across the street, the EGB, asleep in Ecto-One are awakened by the radio. It's Garrett, telling them he's on his way. Eduardo, now awake, spots the coach, tells Garrett they'll keep him informed and tears off in pursuit.

**20. EXT. NEW YORK STREETS / ST. PATRICK'S DAY PARADE - DAY**

The Ecto-One and the Death Coach twist through the busy streets. The Death's head driver of the coach transforms into the Leprechaun (they can appear in many forms). Just as the Ghost Busters are about to overtake the coach, it turns a corner and runs straight into the St. Patrick's Day Parade.

The Leprechaun grins as he spots the huge, Irish-themed, floats all around him. With an emerald blast from his Shillelagh the floats become animated and the EGB are attacked by giant Irish shoes, vast Shillelaghs and a huge pipe. The Parade is in chaos -- people flee in panic. All to the delight of the little imp.

Then the Leprechaun spots something that really brings out a grin -- ahead of him is a huge three-story float of a Leprechaun. He glances back at the pursuing Ghost Busters and laughs, "It's time to put the little darlings out of their misery forever."

As Mrs. Goldberg tries to flee from the coach, a huge hand comes down from above, lifting her like a little toy, bringing her up to a vast, evilly grinning, Leprechaun face. The float is now *our* Leprechaun.

The team tries to fight, but are afraid of hitting Mrs. Goldberg.

"Still think you don't need our help?" yells Eduardo.

"Get me down from here -- at once!" screams Mrs. Goldberg

"Great! She's held captive by an Irish King Kong and *still* has attitude!" decides Eduardo.

Suddenly a huge shadow falls over the team -- the giant Leprechaun's foot hovers above, ready to smash them. "Ah, who's the little people now?" taunts the Leprechaun.

The EGB flee, hiding behind a large truck. "We got no choice!" decides Roland. "We've got to hit hard, hit fast and..."

"Hit Mrs. Goldberg?" warns Kylie.

The gargantuan Leprechaun is striding toward them.

"You got a plan 'B'?" asks Eduardo.

Kylie leaps up and starts firing, joined by the others. The beams smash into the Leprechaun -- with no effect. The Leprechaun aims his giant Shillelagh.

There is a screech of brakes as Ecto-Two lunges to a halt and Garrett, proton-gun at the ready, wheels out from across the street. The Leprechaun sees him and laughs. "Well, if it isn't my old lucky charm!"

"You've got one second to surrender!" shouts Garrett.

"Now you'll excuse me if I don't stand face down with my hands full of take mercy and have pity." The Leprechaun aims the Shillelagh at Garrett and fires a green blast.

The blast sends Garrett and his chair tumbling backward -- the gun flies from his hand. Garrett, dazed, tries to reach for the proton-gun, as the Leprechaun advances toward him. The other EGB's fire, but the huge imp ignores them, reaching down toward Garrett. Just as the huge hand is about to snag him, Garrett grabs the gun and fires. The Leprechaun's hand flares green -- then fades to normal.

The Leprechaun grins and reaches down, but there's a "rushing" sound behind him, he turns and looks aghast, as:

All the huge props he had animated are now streaking toward him like missiles. He drops Mrs. Goldberg, who lands of the soft floral bed of a float, and is pummeled by

the giant props. The huge Leprechaun prop explodes and when the smoke clears, all that's left is a vast pile of shamrocks.

The Ghost Busters cautiously approach and spot the Leprechaun, now normal sized, crawling out of the debris. They capture him in the proton-beams.

"Let go of me -- or I'll curse the luck of the lot of you!"

"I got news for you, "The Curse of unlucky Leprechaun" -- is over!" says Garrett.

They snag him in the Ghost-trap.

The little pot, sitting in the pile of shamrocks, starts to glow and bolts of emerald energy fire from it as the trapped people inside are released and restored to normal.

## **21. INT. FIREHOUSE - DAY**

Eduardo admits that Garrett is no longer a jinx. Garrett, taking a pot of stew out of the oven, tells him that he never was a jinx. "There's no such thing as luck! But in honor of our recent adventure, I've made the one dish I know how to cook!"

"Don't tell me -- Irish Stew." guesses Kylie.

Garrett nods and tells her she's really going to like it -- he'll even bet his "luck" on it. He takes off the cover and Slimer flies out -- he's eaten every bit. That's when Garrett drops the pot on his foot.

FADE OUT

THE END

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