

Ghostbusters: Sanctum of Slime

Game script for Atari by
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Revision #3

BEGIN INTRODUCTION CINEMATICS

PAGE ONE (TWO PANELS)

Panel 1: Establishing shot of Dumazu's ancient tomb deep below the surface of what will later be called New York City, New York. The temple is massive – seemingly too large for its subterranean environment – built into rock and earth, with long, jagged columns that tower high above human height. We are inside the temple, and we see a large group of mysterious people carrying torches, each and every one of them wearing long, monk-like robes, their faces completely covered by hoods. It is a somber scene as it is a funeral for an old god – Dumazu the Destroyer. The funeral goers are forming a circle of many rings, hundreds of people deep, around a fresh tomb, upon which lays the dead body of Dumazu the Destroyer. The funeral goers chant his name as they honor and worship his dead body, and even in repose, he looks horrible and terrifying even though (VERY IMPORTANT) we cannot see him clearly.

1. CAPTION (TEXT):
2010 B.C.

2. CAPTION (TEXT):
Once, when what would someday be called the New World was old, they came.

3. CAPTION (TEXT):
They came out of respect, it was true... but mostly, they came out of fear.

4. CAPTION (TEXT):
For even though they knew he was dead, it did little to ease the terror quaking their hearts, for they also knew death would only imprison him for so long.

5. CAPTION (TEXT):
The Relic of Nilhe, impossibly broken and scattered across the land, was the key to his resurrection.

6. CAPTION (TEXT):
The relic, once again made complete, would revive the dead god, and he would return to unleash havoc on all who dared oppose him—in life or in death.

7. CAPTION (TEXT):

So, they came, praying he would stay dead and, if not, that he would remember they were here to honor him while he was—for dead or alive, they knew he remained...

8. CHANTING MONKS (quietly/reverently):

Dumazu... Dumazu... Dumazu... Dumazu...

9. CAPTION (TEXT):

...Dumazu the Destroyer!

Panel 2: We are in 1954 New York now. The Parkview Mental Hospital is being constructed unknowingly atop the long forgotten burial tomb of Dumazu, which lies hidden far below the surface. We are looking at the construction site where construction workers are busy at work putting together the inner-skeleton of the structure (steel support beams, etc.), and there is a sign to the front of the site that reads: FUTURE SITE OF THE PARKVIEW MENTAL HOSPITAL. PROUDLY SPONSORED BY THE NEW YORK CITY GOVERNMENT. Toward the center, two construction workers are looking at something curiously. CONSTRUCTION WORKER 1 pushes up his hardhat slightly and scratches at his forehead, a funny look on his face as he stares quizzically at a shard he holds in his other hand. One of his fellow construction workers (CONSTRUCTION WORKER 2) has joined him and looks at what his buddy is holding.

1. CAPTION (TEXT):

1954 A.D.

2. CAPTION (TEXT):

Later, when this part of the New World had become New York, Dumazu the Destroyer indeed remained dead, and very few remembered his name or his purpose.

3. CONSTRUCTION WORKER 1:

What the...?

4. CONSTRUCTION WORKER 2:

Yo, dat ain't no normal rock, Jimmy. Dat's one for dem museum eggheads for sure.

6. CAPTION (TEXT):

But Dumazu had not forgotten...

7. CAPTION (TEXT):

...and he simply waited for the time when he would return to remind all the world just who—and what—he truly was.

PAGE TWO (five panels)

Panel 1: It is 1989, and we are in the psychiatric ward of the fully constructed Parkview Mental Hospital. In this establishing panel, we see two doors that lead into the ward (swinging double doors that are common in hospital wards). Somebody screams from the other side of the door (though we do not seem him in this panel, it is Ismael McEnthol). There is a sign on the door that reads: PARKVIEW MENTAL HOSPITAL
PSYCHIATRIC WARD

1. CAPTION (TEXT):

1989 A.D.

2. ISMAEL (through door):

DUMAZU!!!

Panel 2: We are looking at Ismael now. He is in his bed, and he has just awakened from a terrible nightmare—his eyes are wide and sweat glistens on his forehead. A large, black, female hospital nurse, who looks bored and tired, has made her way to Ismael's side. She is carrying a large hypodermic needle. The nurse pokes Ismael in the arm with the hypodermic—a sedative to calm his nerves. She does this with the natural effort of someone who has had to do this very same act a million times over. Ismael barely even notices—he's been through it a million times, too. In the background, two other orderlies (large men, one black, one white), escort in Janosz Poha. He walks between the orderlies, a large grin on his face (he was brought here straight from being covered in positive mood slime at the end of Ghostbusters 2). Both orderlies hold him by an arm, but he is giving them no resistance.

2. CAPTION (TEXT):

Ismael McEnthol—clinically insane, prone to bizarre delusions and terrifying hallucinations...

3. CAPTION (TEXT):

...and, most dangerously, the sole remaining member of the Cult of Dumazu.

4. FEMALE NURSE:

Havin' a bad dream about that Dumazu character again, are ya, Mr. McEnthol?

5. ISMAEL:

N-not a d-dream. A... a m-m-message. He... He comes!

6. FEMALE NURSE:

No, honey, only thing comin' 'round here is some sleepy-time for you and a brand new neighbor for you to talk with when you finally wake up.

7. ISMAEL (small letters):

Ouch.

Panel 3: The two male orderlies have brought Janosz to the bed next to Ismael's now. Ismael is starting to lie his head back down on the pillow. The female nurse smiles as she motions toward Janosz, who continues to wear a goofy grin on his face.

8. FEMALE NURSE:

And here he is now.

9. BLACK MALE ORDERLY:

Hey, Loretta. Here ya go. This one's name is Jon... er... Jahn... er... Juhn...

10. JANOSZ:

Janosz. I am Janosz Poha.

11. BLACK MALE ORDERLY:

Yeah, whatever. Anyway, guy's all covered in goo. Gonna need a real good clean up before we put 'im into his pajamas.

Panel 4: The nurse and the male orderlies walk away in the background of the panel, talking as they leave behind a still-grinning Janosz sitting on his new bed, staring over at an oblivious Ismael, who himself is staring up at the ceiling, as if he is looking off into eternity. He appears distraught as he gives into the effects of the sedative.

12. FEMALE NURSE:

What happened at that museum, anyways?

13. WHITE MALE ORDERLY:

All kinds o' crazy stuff you wouldn't even believe.

14. ISMAEL (shaky balloons):

No one, my lord... no one... believes.

15. JANOSZ:

What is this nonsense you are saying, eh? You are wrong, you know...

Panel 5: Janosz leans in closer to Ismael's ear. Janosz has his goofy grin still, but it also has a conspiratorial look to it—as if he's found a kindred spirit. Ismael no longer looks distraught as he smiles at the ceiling, his eyes half open, dreamily pleased by what he is hearing, as if it is a much wished for sign from his lord Damazu.

16. JANOSZ:

...I am always happy to believe.

PAGE THREE (seven panels)

Panel 1: We are in the present day. Janosz, older now and seemingly fully recovered from his mental trauma from 1989, stares into a glass display that holds the shard from the Relic of Nilhe that was discovered by the construction workers in 1954. It is nighttime and he is standing alone inside the American Museum of Natural History. He is wearing a badge around his neck that shows his picture and his name—the kind of badge a company gives for security to readily identify their employees. His face reflects off the glass of the display and it is obvious he is lost in thought, remembering something from his past.

1. CAPTION (TEXT):

Present Day.

2. CAPTION (ISMAEL):

“It will be so simple, you will see...”

Panel 2: We are seeing what Janosz is remembering now. It is a few years earlier in the Parkview Mental Hospital. Janosz is packing his belongings into a small suitcase, preparing to leave the hospital. He has been given a clean bill of mental health, yet he only half smiles as he packs his stuff. On the bed next to him, an older-looking Ismael, still in his hospital gown, sits on the edge of his bed, watching Janosz pack and talking quietly/conspiratorially.

3. ISMAEL:

...you are a smart man, Janosz, and the museum is always in need of smart men. It is truly a rare commodity these days.

4. JANOSZ:

Yes, yes... you have said this many times, Ismael. But the shard...?

5. ISMAEL:

It will be there has I have told you. You need only take it and return it to me—it is the first piece of a glorious puzzle... part of the key that will unlock your deepest desires.

6. JANOSZ:

My Dana?

7. ISMAEL:

Yes, my friend... your beloved Dana Barrett. Bring me the shard and Lord Damazu will grant you that which the imposter Vigo so pathetically failed to provide.

Panel 3: Back to the present and Janosz has snapped out of his reverie. He holds a crowbar in his hands, prepared to smash it into the museum display. His eyes are wide, determined. The shard in the case begins to glow ominously, as if it were eagerly anticipating the destruction to come.

8. JANOSZ:
Dana.

Panel 4 (INSET TO PANEL 3): He smashes the display, shattered glass flying everywhere.

9. SFX:
KIIISH!!!

Panel 5: Back at Parkview Mental Hospital, an excited Janosz moves quietly toward Ismael's bed. It is still nighttime and the interior of the hospital is very dark. Only a single light barely illuminates Ismael's bed. Ismael sits on the edge of his bed, barely visible in the shadows as he reaches out an open hand to Janosz, who is handing over the shard to Ismael. Ismael, in the darkness, looks scary, ominous.

10. JANOSZ:
I am back, Ismael. I have the shard for Lord Damazu.

11. ISMAEL:
Give it to me.

12. JANOSZ:
And Lord Dumazu... he vill give me Dana now, no?

13. ISMAEL:
No.

Panel 6: Close in on Janosz's perplexed and distraught face.

14. JANOSZ:
No? But... but... you promised. You told me...

Panel 7: Ismael looks evil, almost possessed. He stands up and towers menacingly over Janosz, who has fallen to his knees in front of Ismael, scared and defenseless. The strange glow in Ismael's eyes matches the strange glow emanating from the shard now in his hands.

15. ISMAEL:

You fool. You seek love and affection from he who despises both. Lord Damazu is no matchmaker... he is a destroyer—it is the wicked truth the entire world will soon know. Human desires mean nothing to Damazu. Only absolute service in his glorious name matters.

16. ISMAEL:

And your service, Janosz Poha, is now complete.

17. JANOSZ:

NOOOO!!!

END INTRODUCTION CINEMATICS

BEGIN CINEMATIC #1

Panel 1: A scary looking ghost is being sucked down in one of the Ghostbusters' portable containment units. The ghost shrieks in anger and fear as it is being pulled down into the unit, and the expression on its face is similar to Janosz's at the end of the introduction sequence.

1. CAPTION (TEXT):

A few weeks later.

2. GHOST:

NOOO!!!

Panel 2: Enter the original Ghostbusters! Large panel. At the center bottom is the now-smoking containment unit, and Ray, Egon, Winston, and Peter all surround it. They are obviously older now, and they all look tired and disheveled, as if they've been battling ghosts non-stop for a week (which, in fact, they have). Peter has on his patented smart-ass grin, though he, too, looks as pooped out as the other guys. They are in full uniform, proton packs and all.

3. WINSTON:

Man, I thought that one was never gonna go down. What's that, like the tenth ghost this week? And it's just Thursday.

4. RAY:

Nine point five, actually. We only captured half of that Siamese twin Class III entity down at that warehouse on Tuesday, remember?

5. PETER:

Yeah, and the containment unit was half-full when we were done. Don't be such a negative ninny, Ray.

6. WINSTON:

Well, half-full or half-empty, I'm *all* beat. Where're all these ghosts comin' from all of a sudden? I'm gettin' too old for this.

7. EGON:

Winston's right. We've had an almost exponential spike in paranormal activity these last few weeks.

Panel 3: A new angle of the conversation. Ray lifts up the containment unit as the other three continue to talk.

8. PETER:

Egon, our bank account's been spiking, too, buddy. Exponential paranormal busting is our business, and business is good.

9. EGON:

Peter, according to our company mission statement, *Ghostbusting* is our business, and at the rate we're being forced to do that lately, we'll never be able to accomplish our mission, increased revenue or not.

10. RAY:

Egon's got a point. Maybe we should invest some of the extra money we've been making into hiring some extra help.

Panel 4: Close in on Peter. He has a funny look on his face, like someone who has swallowed something sour.

11. PETER:

Extra help?! Ray, you're not saying what I think you're saying?

Panel 5: Pull back to show the entire team again. Winston has a half-smile on his face; Egon is messing with some gear; Ray is loading the containment unit into the Ecto-1; and Peter is slapping his forehead with the palm of his hand.

12. RAY:

Yeah, Pete. We need to bring in some rookies again.

13. PETER:

Aw, no. Not rookies. They smell funny, they eat all our leftovers, and... and we have to PAY them.

Panel 6: Winston places a consoling hand on Peter's shoulder. Winston smiles while Peter rolls his eyes.

14. WINSTON:

Don't be such a negative ninny, Venkman.

15. PETER:

Rookies. Bah humbug.

END CINEMATIC #1

BEGIN CINEMATIC #2

Panel 1: We are in the interior of the Ghostbusters Firehouse Headquarters. Egon sits alone at his desk, mulling over charts and other assorted paperwork spread out in front of him. Ray enters through a side door, carrying Chinese Food take-out boxes and bags in his hands. They are both in uniform, though they do not have any gear on – they look like they've just come from a mission and are now resting afterward (sleeves rolled up, zippers and buttons loosened, etc.). As always, Ray has a smile on his face. Egon, as always, looks serious.

1. CAPTION (TEXT):

Ghostbusters Headquarters. Three weeks later.

2. RAY:

Hey, Egon, I got the take-out. Where is everybody?

3. EGON:

Peter and Winston are in their bunks relaxing after that last Class IV containment. Peter said something about no rest for the wicked, but today he'd make an exception.

Panel 2: Ray sets down the food on the desk near Egon's papers. Egon holds up a chart for Ray to see.

4. RAY:

I think the saying describes no rest for the weary, but in Peter's case, wicked works much better.

5. EGON:

Agreed. And speaking of wicked, I've been analyzing our recent string of captures and there appears to be a pattern forming. Since we first noticed the sudden increase in paranormal activity three weeks ago, there seems to be a loose directional trajectory to each subsequent case we've encountered.

Panel 3: As Ray and Egon continue their discussion on one side of the panel, Janine enters the same door Ray entered earlier.

6. RAY:

How so?

7. EGON:

It's almost as if the ghosts are engaged in some sort of migratory progression, moving southeast from the point of origin.

8. RAY:

Hmm... but where to?

9. JANINE:

Egon, we just got another call. Somethin's goin' on down at the Sedgwick Hotel.

Panel 4: Ray looks at Egon with bright eyes. Egon looks as smug as he's capable.

10. RAY:

The Sedgwick? Egon, that would...

11. EGON:

...fit in perfectly with my migration theory. Exactly. But, Ray, the four of us are far too exhausted to go out now. Do you think... it's time?

12. RAY:

Only one way to find out, Doctor Spengler.

Panel 5: Both Ray and Egon turn their attention to a bored-looking Janine.

13. RAY:

Janine... would you, please?

14. JANINE:

Sure.

Panel 6: Janine turns her head and shouts out the door at the top of her lungs.

15. JANINE:

Yo, rookies! You're up!

END CINEMATIC #2

BEGIN CINEMATIC #3

Panel 1: The rookie team, made up of four 20-something men and women, have just cleared the Sedgwick Hotel of ghosts. It was their first solo mission and they all look a mixture of frightened, exhilarated, and worn out. In many ways, they are a modern version of the four original Ghostbusters, with many of the same personality traits and quirks. Three of the Ghostbusters hold their proton wands at the ready, looking around the room warily for other ghosts to pop out. Alan Crendall (a white male – typical blue-collar kinda guy) has a serious look on his face as he carefully watches for other ghosts (he’s the Winston of this bunch – practical, hardworking, etc.). Samuel Hazer, another white male (and the Ray Stantz of this bunch – excitable, optimistic, intelligent) looks around with a big goofy grin. Bridget Gibbons (an American-Asian female who is the Peter Venkman of this group – cocky, sarcastic, etc.) stands near Samuel with a cocky grin on her face. Gabriel Sitter (a black male and the Egon of this bunch – an absolute genius with a dry personality) is holding a PKE meter in front of him and is pointing toward a nearby window that is broken to pieces (there was quite a battle in this room).

1. CAPTION (TEXT):

The Sedgwick Hotel.

2. SAMUEL:

That was... awesome! I was starting to think they’d never stop, but... wow! They’re gone!

3. BRIDGET:

C’mon, Sammy, you got Bridget “Be Gone” Gibbons on your team. Did you really think those girly ghoulies were gonna stick around when they figured that out?

4. ALAN:

Yeah, but where the heck did they all go, Ms. Be Gone?

5. GABRIEL:

According to these PKE readings, they’re heading in the very direction Dr. Spengler anticipated.

Panel 2: Pull in tighter on team. They are all looking at Gabriel’s PKE meter over his shoulders.

6. ALAN:

Which is what, Gabriel?

7. GABRIEL:

Southeast, Alan. And quite rapidly, I might add.

8. BRIDGET:

Well, what're we doin' standin' 'round here like a bunch of rookies, guys? Let's go get 'em!

9. SAMUEL:

Awesome!

Panel 3: The team stands outside the Parkview Mental Hospital. The place looks rundown and unkempt. Gabriel continues to look at his PKE meter, which is showing serious ectoplasmic activity now. The rest of the team stand near and behind him, all in their normal poses (Bridget, on the left of the panel is all cockiness and swagger, Samuel is immediately to her right and is hyper-excited, and Alan, on the far right, is wary yet determined).

10. CAPTION (TEXT):

Later, at the Parkview Mental Hospital...

11. GABRIEL:

This is the location, guys. The PK readings are off the charts.

12. BRIDGET:

Figures those spooks would pick the loony bin for a hangout.

13. SAMUEL:

Or maybe the loony bin picked them?

14. ALAN:

Sammy, you need to cook your theories with a little less conspiracy.

15. SAMUEL:

Huh?

16. ALAN:

Never mind. Let's just get in there and get to work.

Panel 4: The team enters the Hospital and are immediately met by Dr. Michael Tesmon in the lobby. He is, in reality, Ismael McEnthol in disguise (Ismael has used the shard he was given by Janosz to take over the hospital and its occupants). Dr. Tesmon acts like he's very relieved to see the Ghostbusters. They look at him quizzically. The rest of the hospital seems oddly empty of occupants. Alan rolls his eyes slightly as he tries to ignore Bridget's quip and concentrate on the true mission at hand.

17. TESMON:

Oh, thank goodness! I was hoping you would show up. Expecting you, actually. My name is Doctor Michael Tesmon.

18. BRIDGET:

Uh, Doc, I just want to let you know up front, all appearances to the contrary, we're here for a visit only. Well, all except Sammy, maybe. Alan, too, if you guys offer electro-shock therapy for someone who's strung way too tight.

19. ALAN:

Doctor, what she means is, we're picking up some heavy paranormal activity in this facility. Have you noticed anything, um... extra crazy lately?

Panel 5: Focus on Dr. Tesmon. He holds the shard out in front of him to the team. We are seeing him from their POV.

20. TESMON:

Absolutely. Just this morning a new patient arrived. He seemed normal at first—relatively speaking, of course—but within two hours of his admission, he began screaming uncontrollably, warning us repeatedly that, “the end is near” and “he is coming”... peculiar things of that nature. It was almost as if he were... well, quite frankly, *possessed* would be the best way to describe his odd demeanor.

21. TESMON (CONTINUED):

When we were finally able to sedate him, I had my staff inspect his belongings and we found this strange item in his suitcase. I have no idea what is, but as soon as we brought it out, the hospital was inundated with spirits. Honestly, everywhere we turned, a new ghost seemed to be popping up, and none of them very friendly. My staff became so frightened, I sent them all home.

Panel 6: Tesmon hands the shard to Gabriel, who grabs it with a look of intellectual curiosity in his eyes. Samuel stares at it with intellectual glee. Bridget is making a dry joke to the doctor as she holds a small parking stub in the air, and Alan simply rolls his eyes at her lame quip.

22. TESMON:

I'm guessing this thing has something to do with the sudden haunting, but you'd be the best judges of that, I'm sure. Please take this for investigation. I'd be very interested in learning what you discover.

23. GABRIEL:

Certainly, Doctor Tesmon. We'll be sure to keep you notified as to our findings.

24. BRIDGET:

Oh, and, Doc—since you're the only one here, can you validate our parking?

END CINEMATIC #3

BEGIN CINEMATIC #4

Panel 1: The team has just exited the Parkview Mental Hospital after battling ghosts inside. They look tired – it’s been a non-stop night of fighting the bad guys, after all. Gabriel is holding the shard in his hand and is scoping it with the PKE meter. And the other team members look around warily, including Samuel, who looks at something off panel with wide-eyes.

1. CAPTION (TEXT):

The Parkview Mental Hospital.

2. BRIDGET:

Man, I know it’s supposed to be all kinds of nutso in that place, but give me a break!

3. ALAN:

Yeah, that was pretty crazy.

4. GABRIEL:

According to these PK readings, it’s only going to get crazier if we don’t figure out what this shard’s purpose is. I suggest we return to the headquarters and pass this along to Doctors Spengler and Stantz for more in-depth analysis.

5. SAMUEL:

Uh, Gabriel, hold that thought...

Panel 2: From all directions, ghosts attack our heroes. Bridget and Samuel are already shooting their Proton Packs, while Gabriel stuffs the shard in one of his pockets. Alan, pragmatic as always, has found a manhole and is prying it open.

6. SAMUEL:

...we’ve got company!!!

7. BRIDGET:

Okay, who planned a block party and didn’t tell me about it?!

8. GABRIEL:

There are too many—we’ll never be able to repel them all!

9. ALAN:

Guys, over here! Hurry!

Panel 3: Alan has the manhole open and Bridget is already climbing in, a disgusted look on her face. Gabriel is following closely behind her while Samuel takes the rear guard, blasting away at the ghosts with his proton pack.

10. BRIDGET:

What the...?! Sewer diving was never in the job description!

11. GABRIEL:

Actually, Bridget, it was.

12. SAMUEL:

Guys, less debating and more escaping please!

Panel 4: The team is down in the sewer now, moving along. They have lights built into their equipment that are barely illuminating the underground surroundings. It is a narrow, tight tunnel, and rats can be seen scampering in the shadows. They all have disgusted looks on their faces as it smells awful. Samuel has gone so far as to pinch his nose closed with his index finger and thumb. As always, Gabriel is holding his PKE meter out in front of himself.

13. SAMUEL:

Oh, man, this smells worse than Doctor Venkman's footlocker.

14. BRIDGET:

Don't exaggerate, Sammy. Nothing reeks *that* bad.

15. ALAN:

What's the PKE saying, Gabriel?

16. GABRIEL:

Well, we've definitely got a much-reduced paranormal presence down here, but we're not alone by any means.

17. ALAN:

What are we dealing with?

18. GABRIEL:

I'm not certain, but I highly advise we all remain on high alert for surprises.

Panel 5: The team continues to move down the sewer to one side of the sewer tunnel, while to the other side we see a strange, scary figure lurking in the darkness behind them.

19. BRIDGET:

You mean like Sammy not crying every time that pet adoption commercial comes on TV?

20. SAMUEL:

Hey, those puppies' sad eyes get to me, okay?

21. GABRIEL:
I'm serious, guys...

Panel 6: Frontal view of the mysterious creature following them. We still only see it in shadow, but it's eyes are easily visible, and they are glowing a scary red.

22. CAPTION (GABRIEL):
"...we need to be ready for anything."

END CINEMATIC #4

BEGIN CINEMATIC #5

Panel 1: From a street level, we see Alan pushing open a manhole from below while he simultaneously climbs out from sewer.

1. ALAN:
Man! I never thought fresh air could smell so good!

Panel 2: The entire team is out now and are adjusting their equipment, wiping grime away, etc. Samuel looks extra disgusted as he wipes some extremely nasty looking goo from his pant leg. Gabriel looks down the street for something.

2. BRIDGET:
Or even New York air.

3. SAMUEL:
That was... *not* awesome. Yuck!

4. GABRIEL:
Where is Geoff? He's supposed to be here with the Ecto-4WD.

Panel 3: Suddenly, as if out of nowhere, the Ecto-4WD screeches to a sliding halt near the team, barely missing them.

5. SFX:
SCREEEEECH!

6. SAMUEL:
WHOA!

Panel 4: The passenger door pops open and Geoff leans over from the driver's side to talk to the team outside (we see this from the team's POV). He's a typical, crusty, New York cabby – short, fat, unlit and well-chewed cigar hanging from his mouth. He laughs at his own joke.

7. GEOFF:

C'mon, ya mugs! What're you standin' around like a buncha mooks for, huh? Youse all look dead tired.

8. GEOFF (Continued):

Hahahahahaha!

Panel 5: The team climbs into the Ecto, and Bridget, who is the last to climb in, has an annoyed look on her face as she talks to Alan, who is climbing in on the other side.

9. BRIDGET:

Sheesh! First everyone's a ghost tonight, and now everyone's a dang comedian.

10. ALAN:

Well, *I'm* not laughing, that's for sure.

PANEL 6: Inside the car, Geoff pulls away and talks to Gabriel, who is sitting in the passenger seat.

11. GEOFF:

Where to, chief?

12. GABRIEL:

Headquarters. We need to get something to the senior team quickly.

13. GEOFF:

Roger that. I'll get ya folks there in a jiffy...

Panel 7: Exterior shot. Ghosts are swarming the Ecto from all sides and above while Geoff is swerving like crazy to avoid them.

14. GEOFF (from inside car):

...just gotta take a little unexpected detour!

15. BRIDGET (from inside car):

Okay, now *I'm* not laughing, either!

END CINEMATIC #5

BEGIN CINEMATIC #6

Panel 1: Exterior shot of the Ecto-4WD as it streaks down a New York street toward Metro Station. They've just fended off another ghost attack (Vehicle Level #1).

1. ALAN (from inside car):
Was that all of 'em?!

2. GABRIEL (from inside car):
Yes, Alan, I believe we're okay now...

Panel 2: Inside the vehicle, Gabriel motions for Geoff to make a turn on a nearby street.

3. GABRIEL:
...Geoff, turn here, please.

4. GEOFF:
Hey, it's yer dime, chief. But I think it'd be quicker to—Whoa! Didja feel that?!

Panel 3: Exterior shot of the car again. They are near a Metro Station entrance and the ground is quaking everywhere, rocking the car and opening fissures in the street.

5. SAMUEL (from inside car):
It's an earthquake!

6. BRIDGET (from inside car):
Actually, that might be my stomach, Sammy—I'm starving.

7. GEOFF (from inside car):
Hold on to yer hats!

Panel 4: The car crashes into one of the street fissures, buried half-in, half-out.

8. SFX:
KRRRSH!

Panel 5: A little shaken up and slightly battered and bruised, the team is exiting the trapped vehicle. Geoff is staring at something off panel.

9. BRIDGET:
Geez, I'd hate to see how you parallel park this thing, Geoff.

10. ALAN:
Is everyone okay?

11. SAMUEL:

Yeah, nothing a clean pair of underwear won't solve.

12. GABRIEL:

I'm fine, Alan... a bit shaken up, nothing more.

13. GEOFF:

I wouldn't exactly say *nothin'*, Chief.

Panel 6: Big panel. From a huge crack in the street, the possessed subway train lurches out, towering menacingly over the team and their trapped vehicle. The team looks up at it wide-eyed with awe and fear.

14. SAMUEL:

I knew I should've paid that token last time I was on the subway.

15. BRIDGET:

Honesty *is* the best policy, Sammy.

END CINEMATIC #6

BEGIN CINEMATIC #7

Panel 1: After defeating the subway train monster, the team stands around the destroyed hulk of the train. Bridget is looking over at Gabriel, who is looking down at something in his hands. Samuel and Alan are looking his way, too, upon hearing Bridget's question.

1. BRIDGET:

Well, that was one serious choo-choo train beatdown if I ever saw one—which, by the way, I never have.

2. BRIDGET (CONTINUED):

What you got there, Gaby Baby?

Panel 2: The team stands around Gabriel, who is holding two shards in his hand (after winning the second shard during the subway boss battle). They all look at the two shards, which glow brightly in Gabriel's hands. In Ray Stantz fashion, Sammy stares at it with almost euphoric awe. Bridget looks at Sammy with mock annoyance.

3. GABRIEL:

It appears to be another shard, very similar to the one Doctor Tesmon gave us. This is very strange.

4. BRIDGET:

And very shiny. Sammy's in love, I think.

5. SAMUEL:

Wha...?

6. BRIDGET:

Never mind, Romeo.

7. GEOFF (FROM OFF PANEL):

Yo!

Panel 3: The team turns to see Geoff in the Ecto-4WD. He's freed it from the fissure and is standing halfway out of the driver's side door, motioning for them to come over.

8. GEOFF:

Get a move on, ya mugs! Doc Stantz just called and says he wants me to get youse down to the American Museum of Natural History ASAP!

9. ALAN:

The museum? Why?

Panel 4: Inside the car now. The team is inside and Geoff is driving down the road toward the museum. Outside the window, we can see gravestones in the distance – the Saint Joseph Cemetery, to be exact. When Alan hears Janosz' name, he has a perturbed look on his face. Samuel looks at him quizzically and with a bit of concern. Bridget has a snarky smile on her face.

10. GEOFF:

The doc says youse is supposed to meet someone name Janosz Poha down there. Somethin' 'bout him bein' an old friend of the team and that he's got some info youse can use, or somethin' like that.

11. SAMUEL:

Poha? But, Alan, isn't that...?

12. ALAN:

My uncle? Yeah... that's him.

13. BRIDGET:

Really? I wonder if he has any baby pictures of you? The naked ones in the tub are always the funniest.

14. ALAN:

Shut up, Bridget.

Panel 5: Bridget looks over at Gabriel with wide-eyes as the shards in Gabriel's hands are glowing even brighter than before now. If we can see outside the car, the cemetery is much closer now.

15. BRIDGET:

Touchy, touchy. I was only—yow! What the heck is goin' on with those things, Gabriel?

16. GABRIEL:

I... I don't know, exactly. They started doing this as soon as we got near the cemetery.

17. GABRIEL (CONTINUED):

Pull over, Geoff...

Panel 6: Exterior shot. Geoff has brought the Ecto to a stop outside the main gates of the cemetery. The team and Geoff are all exiting the vehicle, looking toward the gates. The shards continue to glow brightly in Gabriel's hands.

18. GABRIEL:

...I think we'd better investigate this.

19. GEOFF:

It's yer funeral, Chief.

20. SAMUEL:

Aw, man, did you have to say that here?

END CINEMATIC #7

BEGIN CINEMATIC #8

Panel 1: The team is walking up the stairs toward the main entrance of the AMNH. Sammy and Gabriel are in front, followed by Bridget and Alan, who drags behind, reluctant to go inside, not wanting to see Poha.

1. CAPTION (TEXT):

The American Museum of Natural History.

2. GABRIEL:

Okay, this is where Doctor Stantz said we would find Mr. Poha.

3. BRIDGET:

Wow! *The* Janosz Poha, eh? It's gonna be just like a family reunion for you, Alan. Aren't you absolutely giddy?

4. ALAN:

Shut up, Bridget. I haven't had anything to do with Uncle Janosz since... well, since what happened. Nobody in my family has. Why do you think I became a Ghostbuster, huh? To clear our family name, that's why.

5. ALAN (Continued):

C'mon... let's just get this over with.

Panel 2: Inside the museum, the team immediately runs into Janosz, who is standing nervously in the lobby, fidgeting with his hands as he talks to them. His eyes are immediately drawn to Alan.

6. GABRIEL:

Mr. Poha?

7. JANOSZ:

Yes, yes... I am Janosz Poha. Zank you so much for to be coming to see me. I knew my old friends would not fail. How are zey, by the vay—Ray, Egon, crazy Peter, and Winston. And...

Panel 3: Janosz moves closer to Alan and stares the young boy with almost father love and affection. Alan does very little to hide his disdain for the man who once kidnapped him.

8. JANOSZ:

...how is my sister, your mother?

8. ALAN:

She's fine, no thanks to you.

9. JANOSZ:

Yes, yes... I know you are hating me. I understand. I vas very naughty ven you were just a little child, but I vas never vanting to hurt you or the family, eh? No, no. I only wanted... wanted...

Panel 4: Suddenly guilt-ridden, Janosz turns away from Alan and covers his face with his hands. It is time for him to testify and it is very difficult for him.

10. JANOSZ:

...love!

11. JANOSZ (Continued):

Oh, friends, I am so sorry. Janosz has been weak again! A very bad man tricked me into something so not good. He made me to believe he could be giving me everything I wanted...

12. ALAN:
Dana Barrett?

13. JANOSZ:

Yes, yes... lovely Dana! He said I only needed to be bringing him a little magic puzzle piece, so I did. Janosz did, and zis bad man, he vas not giving me my Dana. He vas only slapping me like the little bug. Zis man and his ugly lord Dumazu. But I vas able to escape, but only just.

Panel 5: This last bit of information catches Gabriel's attention. He holds out the two shards for Janosz to view. Janosz has a rapt look of recognition on his face.

14. GABRIEL:

Dumazu? That name sounds familiar. I've read about him somewhere before.

15. GABRIEL (Continued):

Mr. Poha, did the item you retrieved for Dumazu look anything like this?

16. JANOSZ:

Yes, yes! That is it, though there vas only one before. Ismael told me about more, but I did not see them.

17. GABRIEL:

Ismael?

18. JANOSZ:

Yes... Ismael McEnthol. Very bad man. Insane, definitely.

Panel 6: Gabriel ponders the information while Janosz has a confused look on his face. In the background, an angry Alan sulks away, his hands shoved down in pockets and Samuel puts a consoling hand on his shoulder. Bridget looks at something off panel.

19. GABRIEL:

Hmm... I wonder if that's the raving individual Doctor Tesmon at Parkview mentioned.

20. JANOSZ:

Doctor Tesmon? Who is zis Doctor Tesmon you speak of?

21. ALAN:

I can't believe this nut is *still* doing these things. Hasn't he put my mom through enough?

22. SAMUEL:

It's alright, man. Don't sweat it.

23. BRIDGET:

Um, Alan...

Panel 7: From all sides, attacking ghosts close in on the team. They instinctively reach for their Proton wands while Janosz runs away screaming.

24. BRIDGET:

...you're gonna have to deal with your mommy issues later!

25. JANOSZ:

Yaaaaagh!!!

END CINEMATIC #8

BEGIN CINEMATIC #9

Panel 1: Exterior shot of the Ecto-4WD as it pulls away from the Museum. The team has just survived the Museum battle and all are inside the Ecto.

1. BRIDGET (from inside car):

You know, normally I find the museum to be boring as heck...

Panel 2: Inside the vehicle, Bridget is smiling smugly while Alan continues to sulk. Sammy is looking out the window and Gabriel is taking a close look at the shards in his hand.

2. BRIDGET:

...funny how a little family squabble and gazillion ghosts can liven a place, eh?

3. ALAN:

Shut up, Bridget.

4. GABRIEL:

Domestic disputes aside, Mr. Poha certainly provided us with some interesting clues. We really need to get these to headquarters for the senior team's analysis. If Dumazu the Destroyer has anything to do with these shards as he implied, the world may be in danger of disaster at a colossal scale.

5. SAMMY:

Uh, Gabe, I see what you're saying, and all, but...

Panel 3: Outside the Ecto-4WD, we see ghosts closing in from behind, ready to attack.

6. SAMMY (from inside Ecto-4WD):

...I think we've got a more pressing and personal disaster to worry about right now.

Panel 4: Back inside the Ecto-4WD, Bridget gives Geoff the driver a faux annoyed look.

7. BRIDGET:

Seriously, Geoff, you need to come up with some better routes home, man.

END CINEMATIC #9

BEGIN CINEMATIC #10

PANEL 1: This is an exterior shot of Ghostbusters Headquarters. It is nighttime and it is mostly dark, except for a number of windows that are lit up from inside on the firehouse.

1. CAPTION (TEXT):

Ghostbusters Headquarters.

2. EGON (FROM INSIDE FIREHOUSE):

And you're sure Janosz said Dumazu?

3. GABRIEL (FROM INSIDE FIREHOUSE):

That's affirmative, Doctor Spengler...

Panel 2: We're inside the HQ now. This is a nice big panel. Both teams (senior and rookie) are present. Egon and Gabriel are busy studying the shards at Egon's desk. Ray, Samuel, and Alan are standing nearby in their own conversation (Alan is still skulking and both Ray and Sammy are doing their best to cheer him up). Winston and Bridget are fiddling with some gear in one corner of the room (maintenance work), and Peter is sitting with his feet propped up at another desk, humorously aloof as always, sipping at a cup of coffee.

4. GABRIEL:

...and after we fought off the last attack with the Ecto-4WD, I took a few moments to brush up on Dumazu. As far as I can tell, he was an ancient pre-New World deity of near mythic destructive capabilities. Apparently he was worshipped more out of fear than any true adulation.

5. EGON:

Yeah, Ray and I have come across his name before, though we'd always believed he'd perished in 2010 B.C., which would indicate he was more mortal than the all-powerful god he was believed to be.

6. GABRIEL:

True. But the prophecy I studied also indicated that an artifact called the Relic of Nilhe, which was broken into four separate pieces shortly before Dumazu's death, was the key to his resurrection, which would then be followed by apocalyptic destruction at his hands. Dumazu may have been a mortal, but so was Vigo the Carpathian, and we all know how that almost turned out.

7. EGON:

Yes, we do. Excellent point, Gabriel.

Panel 3: Cut to Ray, Alan, and Sammy now. Ray is putting a consoling hand on Alan's shoulder, much the same way Sammy had in an earlier scene.

8. RAY:

Don't let it bother you, kid. Your Uncle Janosz is about as eccentric as they come, no doubt about it, but he's ultimately harmless. Don't sweat it, son.

9. SAMUEL:

That's *exactly* what I told him, Doctor Stantz. Well... except for the son part. That probably would've been weird coming from me since, you know, Alan and I are pretty much the same age, and—

10. ALAN:

We get it, Sammy.

Panel 4: Back to Egon and Gabriel. They are each holding a separate piece of shard, and both study them with the same exact intellectual curiosity.

11. EGON:

At this point we don't have much to go on, but my initial hypothesis based on the limited evidence we do have is that these shards are separate pieces of the Relic of Nilhe you referenced. My guess is their reformation would be the needed catalyst for Dumazu's return.

12. GABRIEL:

Agreed. I've also deduced that the shards are drawn to each other in some mystical fashion. Perhaps we can use that attraction to our advantage in seeking out any remaining pieces, which we can then gather and destroy before they can be put to any nefarious use.

13. EGON:

A pre-emptive strike against global annihilation? I like your style, Gabriel.

Panel 5: Cut to Winston and Bridget now. Winston is pointing to one of the Proton Packs and Bridget looks on with a cocky smile (as always).

14. WINSTON:

Check it out. You gotta be careful with these babies, especially with the amount of work you rookies've been putting 'em through lately. Doesn't take much to overheat 'em if you're not careful.

15. BRIDGET:

No worries there, boss. They don't call me Bridget "Breezy Gear" Gibbons for nothing.

Panel 6: Full shot of everyone. The rookie team is heading for the door, ready for their next mission. Ray, Winston, Egon, and Peter (who has stood up now and is still sipping his coffee) are all gathered near Egon's desk, watching the kids leave.

16. GABRIEL:

We'll head out and attempt to locate the remaining shards. I'll keep you notified as to our progress, Doctor Spengler.

17. EGON:

Thank you, Gabriel.

18. RAY:

And you youngsters be careful out there.

Panel 7: The kids have left and now we focus on the senior team. Ray, Winston, and Egon all roll their eyes as they listen to what Peter says.

19. PETER:

What a buncha good kids, eh? Well, except for that Bridget. She's a little too cocky for my tastes. We should keep a close eye on her.

END CINEMATIC #10

BEGIN CINEMATIC #11

Panel 1: The rookie team has made their way to the Sedgwick Hotel and stand outside the main entrance. Gabriel holds out his PKE meter in front of him as he prepares to enter, while the rest of the team follows him.

1. CAPTION (TEXT):

The Sedgwick Hotel.

2. BRIDGET:

Tell me again, Gaberino, why we're back at this dump?

3. GABRIEL:

I picked up significant PK readings when we were here last, Bridget. That, combined with the substantial paranormal presence we encountered at that time may indicate there was, and is, more occurring here than a mere haunting.

4. ALAN:

You mean another piece of the relic?

5. GABRIEL:

Affirmative.

Panel 2: The team is inside the hotel lobby now. Alan, Sammy, and Bridget prepare for battle while Gabriel continues to scan with his PKE meter.

6. GABRIEL:

According to the measurements I'm getting now, nothing's changed from before—if anything, the PK readings are even stronger. I feel confident another shard is located within this structure.

7. BRIDGET:

Well, let's get this show on the road, then, boys. I'm ready to kick some paranormal butt. After all...

Panel 3: Focus on Bridget, who gets herself and her proton pack and wand into an almost Rambo-like, superhero pose.

8. BRIDGET:

...they don't call me Bridget "Busta Ghost" Gibbons for nothing, you know.

Panel 4: Sammy leans over and whispers curiously to Alan. Alan simply rolls his eyes.

9. SAMUEL:

I thought she said her name was Bridget "Be Gone" Gibbons.

10. ALAN:

"Boring Gags" is more like it, you ask me.

END CINEMATIC #11

BEGIN CINEMATIC #12

Panel 1: The team is gathered around another sewer manhole and Alan is once again holding the manhole cover open, though none of the team is ready to make the first move underground—they are obviously dreading the stink and the darkness they experienced earlier in the story.

1. SAMUEL:

Man, I really don't wanna go down there again. You sure this is best, Gabe?

2. GABRIEL:

As revolting an inconvenience as it may be, yes, Samuel, this is the most optimal way to proceed. The shards' near-magnetic attraction to ghosts was dampened while we were underground before, and I've no reason to believe it will be any different this time. And with three shards in our possession now, discretion is most definitely the better part of valor.

3. BRIDGET:

Yeah, I just wish something would dampen the friggin' stink. My kingdom for a pair of nostril plugs, I tell ya.

4. ALAN:

Quit griping and get moving.

Panel 2: Bridget is climbing down into the manhole (she is halfway in and we can't see her lower torso). She can't resist taking one last jab at Alan, who looks at her angrily. Alan continues to hold the manhole open and Gabriel and Sammy look on quietly, though Sammy's face shows just how much he's dreading this.

5. BRIDGET:

Are you still steaming about ol' Uncle Janosz, Alan? Personally, I thought you two looked great together—a grumpy nephew and his demon-possessed, kidnapper uncle, together again for exciting new adventures.

6. ALAN:

Bridget, would you please just—

Panel 3: Bridget is all the way down into the manhole now, but she still speaks from inside. Alan continues to look annoyed outside.

7. BRIDGET (from inside manhole):

I know, I know... shut up.

Panel 4: Alan looks up at Sammy and Gabriel now. They are expecting Sammy to move next, but he stands still, staring at the manhole with disgust and fear.

NO DIALOGUE

Panel 5: Same as Panel 4 – Alan wonders why Sammy isn't moving.

8. ALAN:
What?

Panel 6: Same as Panel 5. Sammy turns to Gabriel with almost childlike, pleading eyes.

9. SAMMY:
Are you *sure* sewer diving was in the job description?

END CINEMATIC #12

BEGIN CINEMATIC #13

Panel 1: The team has just come out of the sewer and stand in front of the American Museum of Natural History. As always, Gabriel's leading the way. Alan, looking annoyed, is following right behind him, while Bridget and Samuel linger in the back, chatting. Bridget smiles as she jokes – Sammy just looks disgusted after his most recent sewer jaunt.

1. CAPTION (TEXT):
The American Museum of Natural History.

2. GABRIEL:
Okay, let's see if we can find Mr. Poha and learn if he has any further information he may be able to provide that is applicable to our investigation. I haven't been able to escape the feeling that he may have not been completely forthcoming with everything he knows about Dumazu and the relic.

3. ALAN:
What a surprise.

4. SAMUEL:
Anything's better than another trip into the sewer.

5. BRIDGET:
Oh, c'mon, Sammy, that wasn't so bad. Besides the homicidal ghosts, monster rats, mutant cockroaches, and all the putrid poo-poo and pee-pee the Big Apple has to offer, I'd say a darn good time was had by all.

Panel 2: The team is inside the Museum now. It is about 20 minutes later and they are all returning to the lobby from different directions.

6. CAPTION (TEXT):
Twenty minutes later...

7. ALAN:

No dice, Gabe. I couldn't find Poha anywhere.

8. SAMUEL:

Neither could I.

9. BRIDGET:

And Bridget "Bad Girl" Gibbons makes three.

10. GABRIEL:

This is extremely disappointing. Perhaps we should make another sweep of the museum to be sure.

Panel 3: All of a sudden, a horde of ghosts stream in from all sides, preparing to attack the team, who are caught totally off guard as they are surrounded.

11. GABRIEL:

Or...

Panel 4: Close in on the team, who have all stand back-to-back-to-back-to-back now, preparing to fend of the ghost attackers.

12. GABRIEL:

...perhaps not.

END CINEMATIC #13

BEGIN CINEMATIC #14

Panel 1: From outside the building, we watch as the team bursts through the front door of the American Museum of Natural History, a maniacal horde of ghosts hot on their trail.

1. ALAN:

Crap! They're everywhere!

2. GABRIEL:

Quickly! We need to get to the cemetery!

Panel 2: The team runs down the street toward the cemetery, the ghosts still hot on their trail.

3. SAMUEL:

The cemetery?! Does the phrase "out of the frying pan, into the fire" mean anything to you, Gabe?!

4. BRIDGET:

Well, we could always go back to the sewer, Sammy!

Panel 3: Close in on Sammy's face. He realizes the cemetery is most definitely the better of the two options.

5. SAMUEL:

Never mind.

Panel 4: The team rushes into the cemetery, where they believe they have outrun the ghosts.

6. ALAN:

Did we lose 'em?

7. SAMMY:

I think so. I don't see any—

Panel 5: Large panel. The team is surrounded by even more ghosts now, and all four ghostbusters look around themselves in shock and exhaustion.

NO DIALOGUE

Panel 6: Bridget turns to Gabriel and quips dryly. Gabriel's face has fallen—he doesn't have a good answer for her.

8. BRIDGET:

Tell me again, G-Man, why we came to the cemetery.

9. GABRIEL:

Uh... it seemed like a good idea at the time?

END CINEMATIC #14

BEGIN CINEMATIC #15

Panel 1: The team stands outside the cemetery gates. They've just fended off the latest ghost attack and are standing by the side of the road, recovering their breath, except for Bridget, who is holding up one hand while whistling with the fingers of her other hand, like a person hailing a taxi cab. The team discovered the fourth shard in the cemetery battle, so now they have all four pieces.

1. ALAN:

Okay, this is now officially the longest day in history.

2. GABRIEL:

And it could very well be one of the last if we don't get these four shards back to headquarters and find a way to destroy them soon.

3. BRIDGET:

I'll take care of that. FWTT! Yo, taxi!

Panel 2: As if out of nowhere, Geoff screeches to a stop next to them in the Ecto-4WD.

4. SFX:

SCREEECH!

Panel 3: The team is climbing into the Ecto, with Gabriel showing his obvious concern. Alan and Sammy just look tired, while Bridget is taking on her normal over-confident demeanor.

5. GEOFF:

Where to, chief?

6. GABRIEL:

Back to headquarters, please, Geoff, and with all due haste.

7. BRIDGET:

Aw, what's your hurry, Gabe? We got all four shards before any bad guys could, didn't we? Far as I'm concerned...

Panel 4: As we watch the Ecto drive away, we see a horde of ghosts surrounding the car from above and behind... something the team and Geoff does not notice yet.

8. BRIDGET:

...it's gonna be smooth sailing from here on out.

END CINEMATIC #15

BEGIN CINEMATIC #16

Panel 1: Exterior shot of Ghostbusters HQ. The team has just returned after a long car chase (game level 13) and have brought all four shards with them. A very bright light emanates from within the HQ through its windows.

1. CAPTION (TEXT):

Ghostbusters Headquarters.

2. EGON (from inside the building):

Fascinating...

Panel 2: Inside the HQ, both teams stand around an examining table, where the four shards sit at opposite corners. Janine and Geoff are in the room, too. They all look on in awe at the shards, which glow brilliantly on the table, lighting up the entire room. Both Egon and Gabriel are holding their PKE meters up the shards.

3. EGON:

...even in close proximity only, the shards emanate remarkable destructive potential.

4. GABRIEL:

I couldn't have said it better, Doctor Spengler. These flux patterns are outstanding.

Panel 3: Frontal shot. Bridget stands to the left of Samuel, Ray is next to Samuel, and Peter stands to the right of Ray (from the POV of the player). Both Ray and Samuel are staring wide-eyed and mesmerized at the glowing shards, like little boys. Both Peter and Bridget look at them with the same snarky expression.

5. BRIDGET:

Quit drooling, Sammy. What is it with you and shiny stuff?

6. PETER:

You, too, Ray.

Panel 4: Back to Gabriel and Egon. They continue to look at each other and ignore the shards for a bit. Winston and Alan are nearby, and they both look on with trepidation as the shards begin to vibrate.

7. EGON:

Can you imagine the catastrophic consequences we'd face should these shards be reformed?

8. WINSTON:

Uh, Egon...

Panel 5: The shards, of their own power, slide across the table toward each other. Everyone looks on in shock.

9. WINSTON:

...I think we're about to find out.

Panel 6: The shards have formed into the Relic of Nilhe now in a brilliant burst of energy and light.

10. SFX:

FZZZAAP!

Panel 7: Everyone stands next each other, a frontal shot, as they all stare slack-jawed at the newly formed Relic. The only one capable of speech is Geoff, the Zombie Driver.

11. GEOFF:

Not good.

END CINEMATIC #16

BEGIN CINEMATIC #17

Panel 1: Once again, the team is standing in front of the Parkview Mental Hospital. Gabriel holds the Relic of Nilhe in his hands, and it glows and pulsates. They all look at the front doors with dread, as if they know instinctively something bad is about to happen.

1. CAPTION (TEXT):

Parkview Mental Hospital.

2. GABRIEL:

Okay, team, you know the drill—we need to find Doctor Tesmon.

3. SAMUEL:

Do you really think he can help us, Gabe?

4. GABRIEL:

Well, all our attempts at destroying the relic have been futile, Samuel. Doctor Spengler believes the unstable individual who brought the first shard to this hospital may very well hold the answer to what is required to destroy it.

5. BRIDGET:

Great... the fate of the world rests in the hands of some raving lunatic disciple of some raving lunatic demigod. Suddenly sewer diving sounds a lot more enticing.

Panel 2: Small panel, full shot. The team enters the lobby and looks around. They notice it is much scarier, bleaker, darker than before. Something ominous is going on here. They all look around warily for Dr. Tesmon as they head in different directions.

6. ALAN:

Whatever. Let's just find Doctor Tesmon and the nutcake and get this over with.

(Note: at this point the player will explore the level and, of course, battle some ghosts)

Panel 3: The team has defeated the ghost threat in the hospital and continue their quest for Dr. Tesmon. They are all near each other again in the main lobby of the hospital.

7. CAPTION (TEXT):

Later...

8. ALAN:

Doctor Tesmon?! It's the Ghostbusters! We need to ask you a few questions, sir. Hello, Doctor...

Panel 4: Close in on Alan and Gabriel. Alan looks shocked as he looks at something off panel. Gabriel looks down in surprise as the Relic of Nilhe seems to leap from his hands of its own power.

9. ALAN:

...Tesmon?

10. GABRIEL:

Whoa!

Panel 5: Big reveal panel. From the GB's POV, we see Dr. Tesmon, but now displaying his true identity – Ismael McEnthol! He is wearing a robe similar to the ones the Cult of Dumazu wore in 2010 B.C. He looks like a madman and he holds his arms out wide, raving maniacally. He now holds the Relic of Nilhe in his hands.

11. ISMAEL:

No, not Tesmon! Ismael McEnthol, last of the Cult of Dumazu and puppet master to you pathetic ghost-fighting fools! You've returned to me with the Relic of Nilhe intact, just as I'd known you would all along—puppets to my master plan. You thought you were saving the world but in truth, you were unwittingly serving Lord Dumazu the Destroyer, gathering that which is needed to bring into being his glorious return! You defeated those who would stop me, and now you will perish along with the rest!

Panel 6: Cut to the Ghostbusters. They are fumbling for their gear as they prepare to defend themselves.

12. BRIDGET:

What the hell is this loony talking about?

13. GABRIEL:

The relic. We were duped. He must have realized using us would be the quickest path to his goal, which was to locate all the missing shards and reform the relic in order to resurrect Dumazu. The ghosts we fought must have been protecting the shards from Dumazu. Michael Tesmon—it's obviously an anagram for Ismael McEnthol. Clever. Devious, but clever.

14. BRIDGET:

And you know this how?

15. GABRIEL:

Hello? Genius.

16. BRIDGET:

Oh... yeah. Right.

Panel 7: Back to Dumazu. He's chanting now and is enveloped by light as he is being possessed by Dumazu.

17. ISMAEL:

Come to me, Lord Dumazu! With the Relic of Nilhe, I beseech you, return! Your long slumber has ended and your ever loyal vessel awaits your awakening! Unto me lord, rise! Bring unto me your fire, your pain, your desire, your strength!

18. ISMAEL (CONTINUED):

Unto all the world, my lord, through me, bring...

Panel 8: Ismael is fully possessed by Dumazu now. He towers over the Ghostbusters, who look on in total disbelief at this magnificently horrifying boss monster.

19. DUMAZU:

...DESTRUCTION!!!

20. ALAN (Small letters):

Mommy.

END CINEMATIC #17

BEGIN CINEMATIC #18

Panel 1: We are back at Ghostbusters HQ now. The rookies have defeated Lord Dumazu and both teams (plus Geoff and Janine) are celebrating with adult beverages, sodas, and snacks. This first panel is an establishing shot outside the HQ. Finally, we have a nice, sunny day.

1. CAPTION (TEXT):

Ghostbusters Headquarters. Two Days Later.

2. RAY (from inside building):

Here's to the Ghostbusters...

Panel 2: We are inside HQ now, and we see the big celebration, where Ray is holding up his drink, leading everyone in a toast. Everyone has a huge smile on their face. The mood is good!

3. RAY:

...old and new! Who ya gonna call?!

Panel 3: Everyone chants together, their glasses held high.

4. EVERYONE:

Ghostbusters!

Panel 4: As everyone sips from their drinks, Peter speaks. He motions specifically toward Bridget as she and he jab at each other with friendly verbal jabs.

5. PETER:

You know, I didn't think you rooks had it in you, but you proved me wrong. Even you, Bridget "Bratty Girl" Gibbons.

6. BRIDGET:

That's Bridget "Better Ghostbuster" Gibbons to you, boss.

7. PETER:

Ha!

Panel 5: Suddenly Janosz Poha appears at the door. He looks very humble as he enters, and Alan shoots him a mean look.

8. JANOSZ:

Hello, Ghostbusters. May I enter?

9. RAY:

Uh, sure, Janosz. Come on in. Would you like a drink or a snack?

10. JANOSZ:

No, many thanks. I am came to apologize.

Panel 6: Janosz makes his way over to Alan and speaks apologetically and sincerely. Alan seems to soften up.

11. JANOSZ:

Alan, I am so very sorry for my naughtiness and making pain to you and your vonderful mother. It vas love and nothing more that was to making me crazy with my actions. I did not vant you hurt and I promise to never again be with the insanity.

12. ALAN:

Uh... yeah... I mean, no problem, Uncle Janosz. Water under the bridge, okay?

13. JANOSZ:

Yes, vater under a bridge. I like that very much.

Panel 7: Janosz turns to everyone with a hopeful smile now.

14. JANOSZ:

But, never fear, friends, Janosz has not given up on love. I have found a new way to fill my heart. Online dating!

Panel 8: Focus on Peter, who leans in conspiratorially to Bridget as they share a private joke.

15. PETER:

I think he'd be better off with ghosts and demons doing his matchmaking for him. That online dating stuff's scary as heck.

16. BRIDGET:

Yeah. Tell me about it.

17. CAPTION (TEXT):

The end.

END CINEMATIC #18

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