

Ghostbusters: Franchise 84 Writing Sample

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Overview: The following writing sample includes a series of possible encounters the player can find on their first mission with their new Ghostbusters team. This first mission was set at a museum.

TICKET BOOTH ENCOUNTER

MAGS: These PKE Meter readings are taking us into the museum ticket booth. Call out if you spot anything unusual.

ZIGGY: AH! Terrifying!

MAGS: Ziggy, did you find the ghost?

ZIGGY: No, I just looked at the ticket price for admission. Talk about an arm and a leg.

LOGAN: Wait (sniff, sniff) do you smell that?

MAGS: First olfactory encounter with Spectral Flatulence. Very Intense. Pee-yew.

ZIGGY: It's like a burnt diaper left in a hot car.

SFX: (Sound of ghost farts followed by ghost yelling in the distance)

LOGAN: Did you hear that?

MAGS: Everyone heard that.

ZIGGY: I hope we find something to deal with that smell. I can barely keep my eyes open.

LOGAN: The PKE Meter isn't finding any other reading in this area. Let's get back to scanning.

FOOD PAINTING ENCOUNTER

MAGS: I'm getting a strong reading from this painting. It's an Arcimboldo.

LOGAN: Bless you.

MAGS: No, Arcimboldo is the painter. Italian, 16th Century?

MAGS: He makes portraits of people as if they were made of food.

ZIGGY: Looks like someone thought it was real and took a bite out of it. And... eww, there's some slime by the bite mark. No table manners.

LOGAN: Boss, should we collect the slime?

[YES CHOICE]

LOGAN: Gotcha, I'll collect a sample and add it to the PIE.

SFX: (Sound of slime being putting into a portable storage device).

MAGS: Let's get back to scanning.

[NO CHOICE]

LOGAN: Understood. We only have so many PIE slots, so finding better stuff makes sense to me.

MAGS: Let's get back to scanning.

SLIMER ENCOUNTER

SFX: (PKE scanner going wild)

MAGS: Wow, I've never seen the readings on the PKE Meter go this crazy before. What do you guys think it means?

LOGAN: Uh Mags, it might be that.
Whoa!

SFX: (Monstrous Licking sound)

MAGS: Found the ghost, it's a big green...snot ball. It's trying to eat a sculpture of a giant hamburger.

SFX: (Proton Pack powering on)

ZIGGY: I've got something for it to munch on.

MAGS: No, wait. What if we just try to trap it? And maybe avoid damaging the art in here.

ZIGGY: Boss, we can try to trap it or just zap it. What do ya wanna do?

[TRAP CHOICE]

ZIGGY: Now!

SFX: (trap slides across the floor and opens)

SFX: (Slimer screams)

LOGAN: Whoa I think you got 'im!

SFX: (Slimer squealing away)

SFX: (The trap closes.)

LOGAN: Oh never mind. It got away.

ZIGGY: I knew we should have zapped it.

MAGS: I guess we have to weaken the ghost before we can trap it.

[ZAP CHOICE]

SFX: (Proton stream firing)

SFX: (Slimer squealing away)

LOGAN: Good shot, you hit him.

MAGS: But it still escaped and we almost damaged that painting.

ZIGGY: How else are we supposed to capture a ghost? With harsh language?

MAGS: No, you're right. We need to weaken the ghost before we can trap it, but let's just try to be careful.

ZIGGY: Whatever.

SECURITY GUARD ENCOUNTER

LOGAN: Do you hear that?

SFX: (Sound of a creaky floor)

MAGS: Wait, I see something moving.

LOGAN: It's gotta be the ghost.

ZIGGY: We can't let it get away. I say we zap first and ask questions later.

MAGS: I don't know. It's definitely a figure of some kind, but it's too dark to tell.

MAGS: Hey Boss, should we investigate further or just zap it?

[INVESTIGATE CHOICE]

LOGAN: Ok, Boss. Investigating further.

SFX: (Sound of slow careful walking)

ZIGGY: Getting closer now. Approaching subject, it's a--

LOGAN: IT'S A GHOST!

SFX: (old man snoring)

MAGS: Uh, no, it's not a ghost; it's a security guard. 'Resting his eyes.'

[ZAP CHOICE]

SFX: (Proton stream firing)

SFX: (Sound of large thump)

LOGAN: Woo-hoo! We got it!

MAGS: Uh, guys, do ghosts usually go "Thump" when you zap them?

ZIGGY: It's... a security guard.

LOGAN: My bad.

ZIGGY: I hope he's ok.

SFX: (old man snoring)

MAGS: Still asleep. Let's try to zap GHOSTS ONLY, ok everybody?

ZIGGY: Noted.

SCUBA GEAR ENCOUNTER (HAUNTED ITEM)

MAGS: Wow, there's a huge aquarium over here. Check it out, guys.

LOGAN: If you think that's cool, look what I found.

SFX: (Theremin noise)

ZIGGY: Floating scuba gear?

SFX: (sound of PKE scanner)

ZIGGY: It's giving off significant paranormal energies.

LOGAN: Boss it'll cost us energy from our proton pack, but we can lasso the item. If we really want to collect it. Should we use some of our power to collect the spooky scuba gear?

[COLLECT OBJECT CHOICE]

SFX: (proton stream firing)

LOGAN: Got it!

SFX: (Noise of zipper and Flippers going flop, flop, flop)

MAGS: Uh, Logan, I don't think the Boss meant for us to put it on.

LOGAN: Huh? Oh sorry. (Breathing noise) But making this noise is too cool. (Breathing noise). "Ziggy, I am--"

ZIGGY: Starting to annoy me.

[DECLINE TO COLLECT CHOICE]

LOGAN: Ok, copy. Let's save our proton packs for the ghost.