

GHOSTBUSTERS: A MUSICAL EMERGENCY

written by

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FADE IN:

3 CAMPERS AROUND A CAMPFIRE

The fire is crackling. The campers are settling down for some stories around the campfire.

CAMPER 1

(warming hands)

Wow, that was a great hike today!

CAMPER 2

(stoking the fire)

Yeah, it sure was! I've never been to this park before - what a bunch of great trails!

(Looks at Camper 3)

How'd you find it?

CAMPER 3

(swigs beer)

Oh, my parents used to come here when they were first married! We're totally off the beaten track - Google doesn't even know where this is! No cell service,...this place is perfect.

CAMPER 2

Hey, who knows a good ghost story?

CAMPER 1

Ugh? A ghost story? Dumb.

CAMPER 3

Oh I do! Gather 'round, everyone, and prepare yourselves for one of the weirdest tales you've ever heard. This story is the very best kind of story because...it's not a story.

CAMPER 2

Stop that! You're freaking me out!

CAMPER 3

Now. A lot of stuff like this takes place in the woods, say, at a SPOOOOOKY campsite. But this one? This one takes place somewhere really different. This one happened in the Big Apple: New York City.

CAMPER 1

A ghost story set in New York? Whatever.

CAMPER 3

No really! One, this happened, so it's not a story, and two, it happened in New York. So. This really freaky thing happens at the main branch of the New York Public Library.

CAMPER 2

The one with the lions?

CAMPER 3

Yeah. The one with the lions.

**MUSIC 1  
PLAYS OVER THE NEXT DIALOGUE**

**Martin**

CAMPER 3

This librarian is doing her normal work, down in the basement. She's shelving books and stuff, and she has the sense that stuff is....moving.

CAMPER 2

Moving? What do you mean?

CAMPER 3

Like, books are floating around and stuff. And then, the card catalog files - remember those? - those start FLYING off the shelves! Like, there's a fan going or something! Only there's \*no\* FAN.

CAMPER 1

WwwwooooooOOOOOOOOOOOOOOOOOO!!!!

CAMPER 3

(gives Camper 1 a  
dirty look)

So \*anyway\*, she sees \*something\* and starts screaming her head off and the next thing you know the paramedics are giving her Valium or some shit to calm her down.

CAMPER 1

Okay, so she's seeing stuff. Musta been book mold or something.

CAMPER 3

Oh we're just getting started! Now, across town, we meet this professor, Peter Venkman. He's administering one of those ESP tests, the ones with the cards with pictures? This guy is a real asshole. But the university is giving him money, so I guess he's a smart asshole.

**MUSIC 2**

**NAME**

CAMPER 2

How is this guy connected to the library lady?

CAMPER 3

Weeeeell, he and these two other professors are trying to start some kind of a ghost hunting business. The lion library calls them, and they go over to check it out.

CAMPER 2

Did they find anything?

CAMPER 3

Did they ever! They found an a

CAMPER 2

Ectoplasm? Someone blew their nose and they wanted to keep it?

**MUSIC 3**

**JANIE AND BRAD**

CAMPER 1

Okay, so maybe this is an okay story, but I not at all convinced that this is all real.

CAMPER 3

Not only is this real, but you can look up old New York City business licenses because these dudes--er, after getting canned from the university for performing poor research--go into business and lease a building - an old firehouse.

CAMPER 1

(dubious)

Does it have a pole?

CAMPER 2

(excited)

Tell me it has a pole!

CAMPER 3

(talking over Camper  
2)

Of COURSE it has a pole! And you know how Batman has the Batmobile? These guys have their own set of wheels. Ray Stantz? he's sort of the nice one, a true believer in the parnormal. A real go-getter. He way overpays for a bucket of bolts, but assures the others that they just have to have vision...

**MUSIC 6**

**BRENDAN AND CATHY**

CAMPER 3

Of course, now that they have an office and a car, they also hire a receptionist. \*She\* takes care of \*everything\*.

CAMPER 1

Women always do! Across the country and around the world. Why, I bet that if there were women on other planets, or in other dimensions, they'd be the ones getting stuff done there, too.

**MUSIC 4a**

**STACY**

CAMPER 1

OK great so the New York Public Library is haunted and some dudes have opened up a small business. Do we have any more beer?

CAMPER 3

No no no this is where this starts getting really good! There's this professional musician - she plays for the symphony or something - who lives in this weird building. She has a neighbor, Louis Tully. He's an accountant, and he's really cool. I hear he used to do the books for Jane Fonda \*and\* Richard Simmons.

**MUSIC 4b**

**CRAIG**

CAMPER 1

Yeah. Real cool.

CAMPER 3

So \*anyway\*, this musician, Dana Barret, one day, she brings a bunch of groceries up to her apartment.

CAMPER 1

Did her groceries contain any beer?

CAMPER 3

Nevermind beer! Check this out...she puts the eggs she just bought down on the counter...

**MUSIC 5**

**MARTIN**

CAMPER 2

(incredulous)

The eggs cracked and fried themselves on the counter, like, all by themselves? And there was a glowing pyramid in her refrigerator?

CAMPER 3

She was understandably completely freaked out!

Meanwhile, because this is all before the internet and all that, these guys do what anyone would do back then to advertise their small business - they get a spot on late-night TV.

**MUSIC 4c**

**MARTIN and CREW**

CAMPER 2

Good timing for Dana I guess, right?

CAMPER 3

Right! So because she'd seen their ad, she goes over to their office and voila, the Ghostbusters have their first official customer! Of course they don't really know what they're doing quite yet, so they ask some questions and run some tests...Egon Spengler has a field day with all of his computers and other electronic doodads.

CAMPER 2

Egon Spengler?

CAMPER 3

Oh yeah I forgot to mention him! Egon Spengler serves as the brains of the operation. He's super smart. A Renaissance man. A real catch.

**MUSIC 6b**

**JULIA**



## CAMPER 3 (CONT'D)

While Ray and Egon do background research, Peter Venkman goes back to Dana's place to make a [finger quotes] "house call". He of course doesn't see a single paranormal thing, even though she, who by the way is \*not\* interested, insists that all of this is real.

## CAMPER 1

Just like \*you're\* insisting that \*this\* story is real!

## CAMPER 3

(glowers at Camper 1)

Laugh it up, because these guys, who you'll recall from the commercial are calling themselves "Ghostbusters", score an official ghostbusting job at a fancy hotel that very same night! The hotel manager tells them that old-timers know all about a presence that inhabits the 12th floor.

## CAMPER 1

Why not the 13th floor?

## CAMPER 3

I don't know! Because that's what everyone would expect?

**MUSIC 8****NAME**

## CAMPER 2

You mean to tell me that a focused, non-terminal repeating phantasm--or perhaps a class 5 full roaming vapor--got green slime all over Venkman? Ugh!

## CAMPER 3

(gesturing with  
mashmallow sticks at  
"cross the streams")

You're telling me! Now--this is important--the Ghostbuster named Egon Spengler - he's kind of the brains of the operation - figures out that their equipment is super dangerous. Really dangerous. Like, they somehow got their hands on unlicensed nuclear accelerators. Each one shoots out this sort of bright beam of I don't know what. So as they're about to fire these things up in the hotel ballroom, Spengler lets the others know that they mustn't, under any circumstances, do what he calls "cross the streams".

**MUSIC 9****NAME****MUSIC 9A**

**Julia**

## CAMPER 3 (CONT'D)

They close off the hotel ballroom, make a total mess of the place, but in the end they catch the ghost! The slimy one! So after THAT job, business really takes off! The Ghostbusters are all up on the talk show circuit, on the cover of every magazine, and everything!

**MUSIC 10****NAME**

## CAMPER 1

Oooh, a successful business! I'm still not scared.

CAMPER 3

You should maybe be a little scared because of how well these guys are doing. They even have to hire a fourth worker! Strangest job description you ever saw - the new recruit has to believe in stuff like the Loch Ness Monster and Bigfoot.

**MUSIC 11**

**JULIA**

CAMPER 1

I'd never get hired there.

CAMPER 2

Shh! What happened next?

(CONT'D)

CAMPER 3

So stuff is getting more and more sophisticated, right? They've got four full-time people in on the busting business, a sassy receptionist getting stuff done behind the scenes, \*and\* they've got a state-of-the-art supernatural containment system.

CAMPER 2

How does it work?

CAMPER 3

Nobody really knows. There's just one thing to know: When they Ghostbusters get back from a job with their electronic doohickyey trap, all steaming with paranormal stuff, they stick it into this system thing, and then they look at a lit indicator. Their motto: "If the light is green, the trap is clean."

**MUSIC 12**

NAME

CAMPER 1

Oh brother.

CAMPER 2

THEN what happens?

CAMPER 3

So \*then\*, as this is a very modern ghost story, government bureaucracy steps in! The EPA sends a guy out, and this guy is kinda like CAMPER 1 here - he's dubious. His name is Walter Peck.

CAMPER 2

Oooh, he sounds like a bad guy!

CAMPER 1

(rolling eyes)

Why does a ghost story need a \*living\* bad guy?

CAMPER 3

Don't you remember? If the light is green, the trap is clean? Their entire operation depends on the system they have hooked up to city power! They have to at least pretend to play nice!

Well. This Peck guy gets all up in Venkman's face. Venkman challenges him to get out and come back with a court order. The red tape starting to get pretty sticky.

CAMPER 2

So what happened?

CAMPER 3

What happened is that the Ghostbusters had bigger fish to fry than a mere government employee.

Remember Spengler, the resident nerd? He's noticed a change in the city's paranormal energy. There's a LOT more paranormal activity than normal.

CAMPER 2

How much more than normal? I need some sort of a visual.

CAMPER 3

He says that if the typical amount of psychokinetic energy in the New York area is the size of a Twinkie, that the current amount of that energy would be as if the Twinkie is 35 feet long, weighing approximately 600 pounds.

MUSIC 14

NAME

MUSIC 14a

Julia

CAMPER 2

That's a big Twinkie!

CAMPER 1

Yeah, Twinkies \*are\* scary. Did you know those things never rot?

CAMPER 3

So Louis the accountant, the one who lives in the weird building down the hall from Dana the musician - these two are back in the story and things are about to get even weirder. Louis has this party for his clients, and there's a...dog? It's sort of like a dog, but it has red glowing eyes...

CAMPER 2

Like a \*demon dog\*?

CAMPER 3

Yes! It's a demon dog! There's a DEMON DOG in Louis' apartment! It looks just like the these gargoyles that are at the top of their building! Two gargoyles have always been up there, real scary-looking ones, too...it \*attacks\* Louis and then he starts acting really weird!

MUSIC 15

NAME

CAMPER 3 (CONT'D)

So now back to Dana. She's just arrived back at her apartment, and she's minding her own business after a hard day's work.

CAMPER 1

Minding her own business? That doesn't fit with the rest of the story.

CAMPER 3

Okay, well, she was starting to get ready to go on a date. With a Ghostbuster.

CAMPER 2

Which one?

CAMPER 3

Venkman.

CAMPER 2

Ugh! That guy!

CAMPER 3

He's the least of her worries at this point. Because as she noticed something weird about her kitchen. It was glowing.

CAMPER 2

Glowing?

CAMPER 3

And there are weird noises. And then the door opens. And then...and then she gets \*dragged\* in there, where she's met by \*another\* DEMON DOG!

CAMPER 1

Okay you win. This \*is\* a scary story. She's going on a date with Venkman.

MUSIC 16

NAME

CAMPER 3

That actually turned out to be a pretty good decision on her part, because who should come strolling up to her place with a cheap bouquet of flowers but a Ghostbuster Venkman.

CAMPER 2

Was she happy to see him?

CAMPER 3

She was pretty happy until she asked if he was something she called "The Keymaster" and he said no. One thing led to another, and he found out she's now calling herself "Zuul", which is apparently something called "The Gatekeeper". She said she's preparing to meet Gozer The Destructor.

MUSIC 17

NAME

CAMPER 1

Keymaster and Gatekeeper? Couldn't they come up with metaphors that were a tiny bit more subtle?

CAMPER 3

Now Venkman's playing along, trying to get information. He says he's the Keymaster, and tries talking to Dana. She responds by, well, by levitating.

CAMPER 1

Levitating?

CAMPER 3

Levitating. So while Dana is getting all mystical up in her apartment, Louis has been delivered to the Ghostbusters office by the police. He says his name is Vince Clortho, and he's the Gatekeeper. Spengler ran some more of his tests.

MUSIC 18

NAME

MUSIC 18a

JULIA

CAMPER 2

They saw the demon dog INSIDE his head?

CAMPER 3

All those gadgets paid for by the university were good for something after all, huh? Venkman and Spengler talk over the phone, and agree that it'd be best to keep the Keymaster and Gatekeeper far away from each other.

CAMPER 1

They \*talked\* on the phone? When does this story take place, anyway?



## CAMPER 3

So while all this is going on, Ray Stantz, the Ghostbuster who likes research, got his hands on some old architectural plans. It seems that Dana and Louis' apartment building had been specially-designed by some guy way back when to be a conduit for spiritual turbulence. To bring about the end of the world. Sumerian-style!

MUSIC 19

NAME

## CAMPER 2

After all, every civilization has its own story about the end of the world.

MUSIC 20

NAME

MUSIC 21

NAME

## CAMPER 3

Back to bureaucracy! Walter Peck shows up with an electrician and a warrant, and he makes the electrician turn \*off\* the green-light containment system in the Ghostbusters' office!

## CAMPER 2

Oh no! That's terrible!  
That's the \*worst\* thing  
he could make them do!

## CAMPER 1

Well, assuming they they  
weren't using solar, I'm  
sure that \*would\* help  
out their electric bill.

MUSIC 21

NAME

CAMPER 3

Back to bureaucracy! Walter Peck shows up with an electrician and a warrant, and he makes the electrician turn \*off\* the green-light containment system in the Ghostbusters' office!

CAMPER 2

Oh no! That's terrible!  
That's the \*worst\* thing  
he could make them do!

CAMPER 1

Well, assuming they they weren't using solar, I'm sure that \*would\* help out their electric bill.

CAMPER 3

So this is bad. Now we've got every ghost and...whatever...that the Ghostbusters have ever caught and contained on the loose, along with that souped-up supernatural aura thing going on in New York. It's ON. Louis, I mean The Keymaster, had been in the custody of Spengler in the Ghostbuster basement, but when the electrical system shuts down everyone has to scatter, making it...

CAMPER 2

Making it so he can meet up with The Gatekeeper? This sounds bad.

CAMPER 3

Very bad.

MUSIC 22

NAME

CAMPER 1

Aren't city officials doing \*anything\* about all of this? I mean, come on!

CAMPER 3

How \*are\* you going to do anything about something like this? We're talking about a full-on all the king's horses / all the king's men situation here.

MUSIC 23

NAME

CAMPER 3 (CONT'D)

Nobody knows what to do! In this situation, what \*do\* you do?

CAMPER 2

Who you gonna call?

CAMPER 3

The mayor calls in the Ghostbuster crew, and Venkman tells the mayor \*exactly\* what could go wrong if this situation is left alone.

MUSIC 24

DAN

CAMPER 2

This sounds like everyone is so distracted by bickering with each other that they're forgetting about the immediacy of the Sumerian cult thing!

CAMPER 1

You mean distracted by visions brought on by swamp gas?

CAMPER 2

(throws a LOOK at  
CAMPER 1)

What about The Keymaster and The Gatekeeper? Do they ever find each other?

CAMPER 3

Do they ever!

MUSIC 25

NAME

CAMPER 3 (CONT'D)

Finally understanding that not only is the city under siege, but that it's also an election year, the mayor opens up the city's piggy bank and throws away the key.

MUSIC 26

NAME

CAMPER 2

So now what do they do?

CAMPER 3

The Ghostbusters go to the apartment building--the Sumerian cult one--where thousands of adoring fans are waiting for them to save the city! It's looking pret-Ty apocalyptic over there, with dark clouds and wind and lightning and everything. They walk up a million flights of stairs and get to the top and find...

CAMPER 2

What? What? What do they find?

CAMPER 3

They find a ziggurat-looking staircase and, well, they arrive just in time to see The Keymaster and The Gatekeeper turn into two demon dogs and they also see a...woman. A really scary, otherworldly-looking woman.

CAMPER 1

A woman? What did I tell you? If you want something done, call in a woman!!!

CAMPER 2

Who's the woman?

CAMPER 3

She's Gozer! The Destructor!

CAMPER 1

Why don't they just use their  
unlicensed nuclear proton  
torpedoes or their lightsabers or  
whatever?

MUSIC 27

NAME

MUSIC 28

NAME

CAMPER 3

Their regular tools don't work!  
She tells them to choose the form  
of The Destructor!

CAMPER 2

But, but if they chose a form,  
that means the Destructor will  
materialize, right?

CAMPER 3

Right! So it's super important  
for the Ghostbusters to just  
clear their minds, and not think  
about *\*anything\**.

CAMPER 1

Not think about anything? Hey,  
too bad you weren't there, CAMPER  
2!

CAMPER 3

But Ray Stantz just can't help  
it.

**MUSIC 29**

**Brendan and Cathy**

*CAMPER 1*

*(in unison)*  
*Not the Stay Puft*  
*Marshmallow Man!*

*CAMPER 2*

*(in unison)*  
*Not the Stay Puft*  
*Marshmallow Man!*

CAMPER 3

Ray Stantz chose the Stay Puft  
Marshmallow Man!

(CONT'D)

CAMPER 3

Oh man, it was terrifying! And  
none of their old tricks were  
working! So Egon told them to do  
what they'd been told to never,  
ever do with their travel-sized  
unlicensed nuclear accelerators.  
With the future of the world at  
stake it was time to do it. It  
was time to cross the streams.

**MUSIC 30**

**Brendan and Cathy**

CAMPER 2

Yay!

CAMPER 1

Wait a sec - how do you even know  
about all of this? Hold up - what  
are your parents' names?

CAMPER 3

Dana and Peter. \*wink\*

THE END