

Ghostbusters: West Coast

“The Next Generation of Ghostbusters”

A web series consisting of 12 hour-long episodes.

Treatment by Carey Martell

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Goal:

Help to enhance the Ghostbuster franchise by continuing the story of the Ghostbusters movies and *Ghostbusters: The Video Game* (the game’s script was written with Dan Aykroyd and Harold Ramis as co-writers; it’s essentially the third movie) with a new team of Ghostbusters who open a franchise in Los Angeles.

Novel Ideas:

- Use ghost designs based on those featured in *The Real Ghostbusters* 1986-91 cartoon series and toy-line (huge merchandising potential with collectors and youth). This makes it a show adult fans will want to watch with their kids. Some of the ghosts will be Samhain, the Boogiemán, and the Sandman.
- A male and female Ghostbuster team; the cast will be selected from very popular YouTube comedians who have millions of subscribers.
- Show the negative consequences of the Ghostbusters’ celebrity and discovery of scientific ways to harness the occult (re-emergence of a new Cult of Gozer).
- Story is focused on a Ghostbusters franchise based in Los Angeles rather than New York; new opportunities for well known locations to be haunted.

Series Synopsis:

PILOT

Shortly after the events of *Ghostbusters II*, in the early 90s and at the height of the Ghostbusters popularity after saving the world, a group of kids who are members of the Junior Ghostbusters Fan Club enter a haunted house. They are equipped with home-made PKE meters and a “ghost trap” made from Radio Shack parts and modified household items like a toaster oven, and a Ghostbuster fan club version of Tobin’s Spirit Guide (similar to a Boy Scout Handbook). The kids are trying to “hunt ghosts” like their heroes, the Ghostbusters. They run into an actual ghost and attempt to use the trap, but sparks shoot out of the device and it catches on fire. The ghost turns to the kids and screams violently, and the kids run out of the house in a great panic as the Ghostbusters theme song plays, all while the house is trying to trap the kids inside by closing windows and shutting doors (similar the SFX that was used in the *V/H/S* segment ‘10/31/98’).

Despite the obstacles the kids make it outside the haunted house and swear to never do that again. SCOTT BELITZ, the de-facto leader of the group, is smiling and says what just happened was cool and they should try to bust the ghost again, but the group is super nervous. Scott’s friends make him promise never to do it again.

Flash forward to 2015.

Scott is now grown up in his early 30s and attending a funeral for Egon Spengler. He is one of the few remaining life-long members of the once vastly popular Ghostbusters fan club. Ray Stantz makes a speech about how honored he was to have served alongside Egon. Winston Zeddemore is also among the attendance.

Louis Tully, the lawyer of the Ghostbusters, is in attendance and approached by Scott about if the franchise program is still going on because he never heard back about his application from a few years ago. Scott explains he has been saving money for the franchise rights for Los Angeles since he was a kid. Tully invites him to meet back at their office at the old fire house to discuss the issue with Stantz and Zeddemore.

Scott gets the rights for the West Coast franchises, on the condition he hires OSCAR BARRETT (the baby who was rescued in Ghostbusters II, now a grown adult in his early 20s) as the chapter's engineer to handle the maintenance on the equipment. Oscar has been tutored by Ray and Egon, and has real experience using the equipment, but has never busted any ghosts himself. Winston runs his own Ghostbusters chapter in Detroit, and Ray and Peter retired after the incident with Egon that resulted in his death.

Scott convinces ROLAND JACKSON one of his buddies from the old Ghostbusters fan club to become employees of the chapter, using second-hand proton particle packs that were used by the original Ghostbusters. The West Coast Ghostbusters also find that Slimer has stowed away in one of the crates, and causes havoc in the office until Oscar calms him down.

Scott, looking for a receptionist, puts out a wanted ad on Craigslist which a woman named KYLIE GRIFFIN shows up to apply for. Scott assumes she wants to be their receptionist, but she is here to be a Ghostbuster. The boys challenge her to a battle of supernatural trivia, and she challenges them back, using her extraordinary knowledge of the paranormal and ability to use a proton pack accurately at the firing range. Scott decides to hire her as a Ghostbuster.

EPISODES 2-7

The Ghostbusters spend the next several episodes responding to house calls (which often result in destruction to the businesses they bust ghosts in) while also investigating a modern day Cult of Gozer that seeks to complete Ivor Shador's work and has gained the ability to use necromancy to summon and command ghosts, as well as other-dimensional entities like Terror Dogs.

EPISODE 8

On Halloween the Cult of Gozer summons Samhain, the deity which originated the holiday. Samhain warps time in Los Angeles, trapping the city in eternal night and taking command of a legion of ghosts, until the Ghostbusters defeat him. Afterwards the Ghostbusters capture one of the cult members responsible for the summoning, and learn that the inspiration for the

re-emergence of the cult is due to the publishing of a celebrity autobiography by Peter Venkeman, where he described his adventures in detail and mentioned Ivo Shandor's work. The leader of the cult, THE ARCHITECT, read the book as a child and decided to become an architect so he could study and improve upon Shandor's work (such as the Mandalas in *Ghostbusters: The Video Game*) by incorporating the scientific knowledge the Ghostbusters have acquired.

EPISODES 9-10

The Ghostbusters learn that Los Angeles, with its rich history and large amount of negative psychokinetic energy, is the ideal location for the cult to operate and that their ultimate goal has been to build a structure similar to 55 Central Park West 9 (the Shandor building from the first movie) to re-summon Gozer. Like Shandor's original cult, it is led by a famous architect who has been completing jobs around the Los Angeles area and designing them to focus supernatural energy to the Gozer ritual summoning location. The Ghostbusters ultimately learn the mastermind is one of their first clients, a genius architect who designed the first haunted building the Ghostbusters were called to. The architect originally thought it would take decades to build up enough spiritual turbulence energy to summon Gozer in his Destructor form, but the appearance of the Ghostbusters in LA gave him the opportunity to accelerate his plans.

EPISODE 11

It is revealed that in the prior episodes, the cult was specifically summoning powerful ghosts with the knowledge the Ghostbusters would capture them, with the specific goal of harnessing some of the positive ion charged proton pack power that is discharged whenever they bust ghosts. The cult uses the stolen energy to conduct a ritual that turns the entire city landscape from day to night, and ultimately rips a hole in the fabric of space and time, allowing for the early summoning of Gozer without the need for a Key-master or Gatekeeper.

EPISODE 12

In the finale the Ghostbusters fail to stop the ritual and Gozer is summoned once more in his Stay Puft Marshmallow form (as explained in the Ghostbusters Video Game, Gozer's form on Earth is now fixed). However, the original Ghostbusters (Stantz, Zeddmore, Tully and maybe Venkeman) appear (having foreseen the problem due to the news) and help the new Ghostbusters fight Gozer using the Super Slammer (from the Ghostbusters Video Game) installed on the original Ecto-1. Gozer is finally captured in a ghost trap designed to hold deities.

In the clash against Gozer the Architect is possessed by the spirit of Vinz Clortho and will return in the second season in an attempt to free Gozer from the Ghost Containment Unit.

Season one concludes with the new Ghostbusters celebrating their one-year anniversary with a huge party held by the people they have saved, and the original Ghostbusters, while Slimer causes trouble.

