

A Jalan Production

COAL'S LEGEND
CASPER'S CURSE

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2012

Casper's Curse and Coal's Legend's Legend

(A Jalan production)

Legend	
Bullet Point (& <i>Italic</i>)	Direction
<i>Italic</i>	Player Choice
<u>Underline</u>	Dialog of Characters
Bold	Information/Speaker
Bold (& <i>Italic</i> (& <u>Underline</u>)	Act #
Bold (& <i>Italic</i>)	Choice Number/Act Number
Bold (& <i>Italic</i> (& <u>Underline</u> (& Red)	Story end ☹
No formatting to words	Narration
Blue (& Text Box	Description of what would happen in the Video Game

Character List

- Casper/Coal – Protagonist/Anti-Hero/Shadow
- Mandark – Hero/Antagonist
- Ghostbuster #1 – Helper
- Ghostbuster #3 – Helper
- Dad – Mentor
- Boy
- Lady
- High School Girl #1
- High School Girl #2
- Guy 1
- Guy 2
- Police
- Girl
- Ghost Whisperer
- William – Dead Brother
- Man 1

Act 1

There once was a Werghost and his name was Coal. Coal was a truly evil being, for he would terrorize the people that went into the Southdale movie theatre. He loved being able to instill hundreds of thousands of people in fear to get power. Power is what he lived for. No one to this day truly knows why he is still alive, will we ever?

He wasn't always this way (entering a flash back).

Mandark: "Hello?" **Coal:** "Hey man its coal, how are you doing? I've been trying to reach you all day". **Mandark:** (sad) "Not good, not good at all Mike and Will were in a hit and run car accident". **Coal:** "What, damn Minnesota drivers. I hope your brothers are ok". **Mandark:** "Well about an hour ago, the doctor said they are slowly holding up and feel confident they both would make it." **Coal:** "Ah ok. Do they have an update on who may have hit them?" **Coal:** "It's weird because the police say an eye witness may have seen a sort of demon and minions in the car; Also that the license plate may have said Bad M dark whatever that means". **Coal:** "Man people are crazy. It was probably an old crazy lady, that's like no I don't use cell phones because, well I forgot what they say, but you know what I mean haha. It's always something insane." **Mandark:** "Yeah I know what you're saying, but Coal your crazy too dude (laughing out loud). Oh man can you hold on a moment". **Coal:** "Yeah yeah". **Mandark:** "Coal? **Coal:** "Yeah what's up?" **Mandark:** "Their gone man (sniffing) their gone☹." **Coal:** "No no no, I can't believe it. Are they sure I mean this is Mike and Will we're talking about two tough kids." **Mandark:** "I know I know, sorry man, but I have to go it's too much." **Coal:** "Alright dude I understand. Let me know if you need help with whatever or any support you guys need. Maybe even find the person that did this." **Mandark:** "I thank you Coal you have always been a good dude and I know you're concerned with finding the culprit, but I have to do this on my own." (End of the flash back).

Description of game play: the player will encounter its first attempt to move and play the character. Learning to scare people, movement, controls. As he/she progresses in scaring a lot of people (being the first mission) he will slowly hear his thoughts and a few flashes of the dream he had the previous mourning. He will then be able to choose which type of ghost he would like to be. We want to have a room that has two paths; they can walk to the dad figure or demon type to make the choice.

One morning he had a ghost-mare. **Dad:** "Son please stop terrorizing the humans. I'm truly sorry for leaving you and your mother; for not being a better father. Forgive me as I have forgiven you my son." **Coal** jittered awake. (Yelling) "How dare you attack me in my slumber old fool, I'm Coal the most powerful ghost ever! I don't need you and never have." Fueled by the anger of his father, he vowed to horrify everyone who entered the mall that day. Throughout the day it was a good feeling doing all the harm to people, but soon he started to realize that it just wasn't the same terrorizing everyone. More and more thoughts and images of his dad were appearing in his head **Coal:** "What's wrong with me? Why won't you get out of my head? You are nothing father!!" Soon after he had to retreat, for he felt some sort of kindness entering his body.

Werghost choice: Change into a regular ghost, or remain a Werghost?

- *Werghost: continue down*
- *Regular ghost: go to Regular Ghost: Act 2*

Werghost: ACT 2

Description of game play: Here the player has made the choice to be a Werghost. They will now enter a cut scene to make a palace and this will allow the player to customize the new place inside and out.

Werghost: In ignoring the strange feeling in your body, you were able focus your ghostly thoughts and get your father out of your mind. You felt your new feelings and visions finally fading and were able to get some rest.

Coal: "(Yawning) Unbelievable. I still can't believe that he would come to me in that way. Just thinking about it gets me so irate. Gah, I think I will make this place my new palace hahahaaa".

Werghost choice: After turning the movie into and evil palace you feel very good, but as a result the palace is having less people return, do you want to continue showing up at movies?

- Continue showings: 1a
- Stop showing: 1b

1a: Continue showings: Since you chose to stay, for some reason people did return. **Coal:** "Good, it's exciting to see all these new comers' enter my humble abode. I should get at least 400 people running tonight". **Boy:** "What do you mean by '400 people running?'" **Coal:** "Um..." **Boy:** "Why do you say 'Um...?'" **Coal:** "I don't have time for this" you shoot the kid a dirty look, then lift up your hand...**Boy:** "Time for what? Are you trying to scare me with that ugly face?" In a deep dark voice you say **Coal:** "BOOOOOOOO! Hahahaha" The boy screams **Boy:** "Ahhhhhh" and runs away. Things were going swell until later that night Mandark went to view one of the showings.

Werghost choice: attack the Mandark?

- Attack: 1aa (go to Werghost act 3)
- Don't attack: 1ab

Description of game play: during the cinematic of Coal talking to lady, well have some combination of two buttons to be pressed in order for the shout to be initiated. As well, instead of have the character have a text box saying yes or no to the choosing well have a set time period/approach distance in order for them to make this choice. If they get too close we'll assume they want to attack because if you don't know someone you don't usually get really close to them or if they meet the time waiting requirements we know they want to see what the guy has to say.

1b: Stop showings: Feeling accomplished you walk out, but suddenly you see many people running everywhere out of fear. **Coal:** "What's the meaning of this? People fleeing in fear without me being the central cause of it?" (Lady comes by) **Lady:** "Run for your life, repent repent". **Coal:** "Why are you running fleeing?" **Lady:** "Looks like a new evil is taking over Coal, you should leave now (smiling)." **Coal:** "(unfazed) pssh me leave my home, my palace, my life, you've got to be crazy." **Lady:** "In that case I hope you two kill each other!" **Coal:** "In that case, I'll need some more fear to boost my odds (you use your scary shout on her)". **Mandark:** "You must be the Werghost I've been hearing all about." **Coal:** "Who wants to know?" **Mandark:** "I am Mandark, an evil demon from nether realm; it's great to see such an accomplished being as you." **Coal:** "What do you mean accomplished? I've only turned this place into an evil palace and people are still coming!" **Mandark:** "Let's add humor to the list as well. Anyway I'm here on a mission." **Coal:** "And I care because?" **Mandark:** "Well long story short I've made a couple of mistakes in my past and I've been sent here to make a big impact. You see I want to give you some of my power to help take over this world, I think it would be in your best interest."

Werghost choice: Agree to let him teach you or try and overthrow him?

- Teach: 1ba (go to Werghost act 3)
- Overthrow: 1bb (go to Werghost act 3)

Description of game play: Well, here were going to have just a short cut scene and have a 2/3 sparing fight with you and your old pal Mandark. It doesn't matter who wins or lose, just to adds to each other's ego.

1ab: Don't attack the Mandark: Coal: "Hey Mandy what are you doing here." Mandark: "Oh hey man, long time no see, I'm about to see the Avengers!! I'm stoked" Coal: "ah I see." The line opens up Mandark: "Oh looks like were able to go now, we should catch up after the movie?" Coal: "I'll permit it." As the night went on Mandark and coal caught up, even a have a spar or two for old time sake; soon though you both end up falling asleep in the palace. Coal: "(yawning) I need a snack." You get up to make you way down stairs for a midnight snack only to see Mandark eating all the snacks in your kitchen.

Werghost choice: Attack the Mandark for eating your cookies, or start a conversation?

- Attack: 1abaa (go to Werghost act 3)
- Conversation: 1abab (go to Werghost act 3)

Regular Ghost: ACT 2

Description of game play: A very short cinematic will play showing your transformation. Here as well Casper can customize the Southdale movie theatre. Once that is done well direct you to the training room which well get you to learn some new spells and attacks. Once they have them down they will use them on some guests. Soon

Regular Ghost: All of the sudden, with this strange feeling of kindness inside you, you no longer have greed and ambition inside of you, only the intention of fun. You are no longer Coal, an evil Werghost, but **Casper:** "Coal is dead from inside this hide, and the world shall forever be petrified. For I am Casper, a friendly ghost, who wants nothing but to have the most fun, forgive me, I will just post up here." With the transformation complete as you stroll around Southdale mall you hear some rumors...**High school girl #1:** "Oh my god, can you believe the 'Avengers' comes out in like six hours?!?!?" **High school girl #2:** "I know, Tony Stark, AKA Iron Man. I wonder if his suit isn't the only thing made of iron." As you float away from them who are all now giggling.

Regular ghost choice: Go to MOA theatre or stay at Southdale for the midnight showing of 'Avengers'?

- MOA: 2a
- Southdale: 2b

2a: MOA: When you arrive at the theatre you think to yourself that popcorn would be pretty good right about now so you go to the concessions to stand in line to patently wait with a big ghost smile on your face. **Guy 1:** "I am SOOOO pumped for this movie; it's going to be LEGIT!!!" **Guy 2:** "I know right, I'm sure that even the previews are gonna be good, which is a weird thing to say." **Guy 1:** "Yeah, I hope there is one about 'The Dark Knight Rises', or 'The Amazing Spider-Man.'" **Guy2:** "'The Amazing Spider-Man' is going to be terrible." You turn around and say **Casper:** "The new Spider-Man will be so much better than the one with Toby McGuire; those were terrible!" **Guy 1:** "I'm with the ghost on this one." **Casper:** (to cashier) "Large popcorn please. (To Guy 1) Hey, can I watch the move with you?" **Guy 1:** "As long as you don't scare us." You smile and nod in agreement.

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Regular ghost choice: Now that the movie is over do you want to scare people, or just walk out?

- Scare: 2aa
- Walk out: 2ab (go to regular ghost act 3)

2aa: Scare: Once the film ends you quickly are the first on out of the theatre. You start to scare people when they leave the theatre **Casper:** "BOOO, BOOOOOOOOOO, (cheerfully) hahahah." From a distance there is a loud voice yelling **Mandark:** "HEY!!!" You turn around to see a figure standing in the distance; you are not sure what to do. **Casper:** "Are you going to kill me?" The figure takes a step forward not saying a word. From behind you hear **Guy 1:** "Casper, you promised not to scare anybody, (yelling) I TRUSTED YOU!!!" You turn around to see your new buddy become an enemy **Casper:** (in sad tone) "I'm sorry please don't hurt me, it's just that scaring people is like sustenance for me as food would be for your people. (Determined) Hey buddy, you better run outta here though, I have a feeling that creepy figure is evil." Guy 1 nods, turns and starts to run away yelling to Casper behind him **Guy 1:** "What are you going to do?"

Regular ghost choice: Approach or say distant?

- Approach: 2aaa (go to regular ghost act 3)
- Distant: 2aab (go to regular ghost act 3)

Description of game play: Here we will go from a cinematic to a cut scene. Starting from you entering and show the phone conversation with the little girl as she sees you enter. Then when they arrive a cut scene, when you do that you will need to time your button pressing right in order to take out the leader, you will only get two tries at it.

2b: SOUTHDALE: Police: "911, what's your emergency?" **Girl:** "Yes, Hi, I'm a scared little girl using my mom's iPhone" **police:** "Get to the point kid" said the police over the phone **Girl:** "Ok, there is a ghost that is scaring people--" the girl gets cut off by the other line **Police:** "We have send...wait for it...the Ghostbusters." Minutes later the Ghostbusters arrived at Southdale AMC. **Casper:** "You Ghostbusters cannot stop me! You three just suck." You say, but they reply with, **Ghostbuster #1:** "Why yes we do." They all laugh in unison, but because of this they stop paying attention to notice you advance. You knock out their leader, but are getting tired. In the corner of your eye you see a strange figure gesturing for you to come over.

Regular ghost choice: do you maneuver over to approach the strange figure, or no?

- Approach: 2ba
- Don't approach: 2bb

2ba: Approach: As you run away from the battle in hopes for a little break, your old friend Mandark was waiting. **Mandark:** "You seem to be struggling; I will help you if you will return the favor." **Casper:** (panting) "I think I am doing just fine thanks." **Mandark:** "Now Casper, you are a regular ghost are you not?" **Casper:** (hands on knees, panting, looking at ground) "I am" **Mandark:** "If you continue to fight alone at this pace, you will become Coal once more, but this time you will not be able to return back into Casper form. That stupid rap that you thought nobody heard earlier; little fun fact: more than I heard you say that, anyway, will be said in vain." **Casper:** "What? You heard that...crap" **Mandark:** "Well? They are advancing on us. What's your decision Casper, or should I call you (pauses) Coal?" **Casper:** "I do not believe what you say about Coal still residing within this figure..."

Regular ghost choice: Receive help from Mandark, or continue this battle alone?

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- *Receive help: 2baa (go to regular ghost act 3)*
- *Battle alone: 2bab (go to regular ghost act 3)*

2bb: Don't approach: Ignoring the strange figure you continue focusing on the battle. You feel this strange tingling inside of you; arise from nothing into a surge of power. **Casper:** (reaching out your hand) "You shall suffer." The Ghostbuster #2 falls unable to breathe. "Oh crap, I'm the good guy. I feel like C-3PO in episode II when his head goes onto the Super Battle Droid and he isn't quite sure what is going on." **Ghostbuster #3:** "Oh yeah, I've had that happen before." In using that surge of power you feel weak, like your ghost-life has run its course in the afterlife. This idea scares you **Casper:** "Am I able to die again? I mean I should be immortal." **Ghostbuster #3:** "Well, I'm going to find out." In this state of shock you begin to think.

Regular ghost choice: In the short time, you contemplate using your special ability, or dying with honor?

- *Special ability: 2bba*
- *Die with honor: 2bbb (go to regular ghost act 3)*

Description of game play: in the part of the game we will show all cinematic, for we are coming to a conclusion to the awesomeness of Casper. In order to transform their will be some need combination of button pressing and timing in order to get through the cinematic.

2bba: Special ability: After thinking about this life and death situation for a fraction of three seconds, it seems that it would be in the best interest to use your special ability. **Casper:** "You cannot stop me, I am drawing energy from all the frightened people within a 100 mile radius (I know, right, I'm a beast), including you". **Ghostbuster #3:** (into Bluetooth microphone) "Execute order 66." **Casper:** "Order 66? What is order 66?" **Ghostbuster Smiles** "you are bluffing." **Ghostbuster #3:** "Damn." **Casper:** (singing) "I've got the power (pause) I've got the power (pause) I've got the power." You now have the power to defeat the last remaining Ghostbuster.

Regular ghost choice: Finish the last, or tell him to back down and leave?

- *Finish him: 2bbaa (go to Werghost act 3)*
- *Tell them to back down: 2bbab*

2bbab: Tell them to back down: As you tell the Ghostbuster **Casper:** "Leave your efforts are futile, I'm unstoppable, I'm draining life from Coal. I lied; he is still alive inside of me, only for me to feed off of." **Ghostbuster #3** "You are a monster, I've had enough, I surrender (running away) just don't hurt me anymore!!!!" Mandark an old friend approaches you **Mandark:** "Since you ignored me earlier when I was waving for you to come to me, I will have to ask you now...you join me to take over the world?" you ponder this question for a few minutes. Pacing back and forth every few feet, lowering your heart rate and trying to determine if he is a typical villain and will kill you like a pawn when you are no longer needed. **Casper:** "How about you join me?" **Mandark:** "No, either you join me or I will be forced to kill you, because I am the fourth real Ghostbuster."

Regular ghost choice: Southdale: Rule the world, or do your own thing?

- *Rule the world: 2bbaba (go to Werghost act 3)*
- *Be yourself: 2bbabb (go to regular ghost act 3)*

Werghost: ACT 3

Description of game play: in this part of the game we will have a short cut scene of the two talking, but soon start fighting. The player will not receive any hints or strategies given to defeat the good Mandark. Once you start winning another cut scene will happen with Mandark entering his flash back. You guys start fighting, but he is just too much and can't do much damage to him.

1aa: Attack the Mandark: **Coal:** "So we meet again Mandy." **Mandark:** "No one's called me that since..... Coal? What happened to you?" **Coal:** "Let's just say I've been working on a little personal development. (Gesturing to his upper body.) How are your brothers doing?" **Mandark:** "(enraged) you and me both know that conclusion, so now that you're a ghost you're a badass?" **Coal:** "HAHA Mandy, you know and I know this won't end well, for you!" **Mandark:** "(taking off his shirt) you forget the hero always wins". (Vroom) The battle starts with a quick punch to Mandark's face. Mandark recovers and uses his holy nova to create some separation. Mandark doesn't go far though, for he was expecting the blast and pushed his chest out to absorb most of the nova of light. Coal then summons shades of his self to confuse Mandark and it worked. For the next several minutes Mandark was a punching bag. Getting punches from the shades in the head, body, back almost everywhere on him. Thrown in the air and then slammed into the ground. Coal backed up a little giving Mandark a chance to get up. (Taunting him) **Coal:** "I told you this wouldn't end well." Just then Mandark had a good memory of his brothers when they were little. He then hears **Ghost Whisperer:** "You can do it big bro we believe in you." Finally Mandark Super punches Coal and it's over. The world is now freed from your Tierney.

Story ends

1abaa: Attack: **Coal** (sprinting toward Mandark): "Aaahhhhhhhh, how dare you disrespect me in my own home worm" You attack the Mandark with a dark glowing punch. He gets up unfazed and starts rambling about something, but you are too mad to even understand. You begin to slowly start channeling your energy to your hands. Mandark who is still talking watches as you finally release your sonic boom and he dies. The world bursts into darkness due to this event, but you are not bothered, for you have a movie theatre to go freak out.

Story ends

1abab: Conversation: **Coal:** "What do you think you're doing? Are you out of your mind?" **Mandark:** "Oh no man, this is just a big misunderstanding, you see I was only trying to let you regain your power. I was going to replace all of the things I ate as well in the morning." You two talk some more and find out you have both missed out on a lot in the past years. As time went on and your friendship regrew Mandark helps you find a way to become human for the rest of your days.

Story ends

Description of game play: in this section of the game play we will have the player learn new spells, and be able to test them in his/her palace. We'll have little side missions for using the spell in different ways in order to get the next new spell. After they master a few they will talk to a servant and coal will reveal his plan in the coming weeks. In the fight with Mandark the player will have to rapidly press buttons to stay in Mandark's mind to reveal the little tid bits about him and his true meanings.

1ba: Teach: Mandark: "Alright Coal, are you ready for your first day of training?" **Coal:** "Yeah, this new power will lead to an amazing new world (grins)." **Mandark:** "Great all you need to know is how to overcome any enemy. You do that by finding their weakness and with that you destroy their strength." **Coal:** "How do I do that?" **Mandark:** "By looking into their eyes. You'll be able see right through them and with them out of your way everything will come easier. We will ravage this world hahahaaa." **Coal:** "That's all I have to do" **Mandark:** "That's all. Don't think it will be an easy task, for it will take much practice." A week later you talk with one of your servants who are redecorating the palace. **Coal:** "Ha it's almost complete William!" **William:** "Yeah I know master; don't the new black and gray colors look fantastic?" **Coal:** "What? Oh sure, no I mean the weakness technique I've been practicing for the past week." **William:** "Oops forgive me master for I wasn't giving you my undivided attention. That's good for soon all will worship you and Mandark." **Coal:** "Pssh forget Mandark, he still hasn't paid for showing up the way he did last week and I think I know just what to do with him (smiling)." **William:** "Uh oh." Coal makes a visit to Mandark's chamber of the palace after. After another week of mastering the new technique **Mandark:** "Hello coal". **Coal:** "Hello" looking into his eyes. **Mandark:** "What is the meaning of this, what are you doing to me Coal?" **Coal:** "I'm just showing you how well I have excelled with my new powers hahahaha." **Mandark:** "You didn't think I would have seen this coming? Of course I did. With power so great it would be ignorant of me to have thought otherwise." **Coal:** "Great so you know what's about to happen next." Coal looks deeply in to Mandark's eyes. He becomes a part of him for a moment seeing all of his memories. One memory in particular frustrates Coal. It was about Mandark's mother being a half-ghost half-demon and some higher class person yelling at him. Meanwhile Mandark tries hard to resist but starts to weaken. With the last bit of power he had left to resist coals assault, he quickly throws a swift punch, but misses desperately. Coal laughs and plays a little longer with Mandark's mind. Coal quickly sees Mandark's true reason as to why he's come to earth. It seems as though Mandark was a failure in his world; A tarnished piece jewelry waiting to be worn again by a beautiful young woman, only to never happen. He had recently failed at teaching the king's son and has finally been banished: **Coal:** "Ah, so you lied to me about, what did you say, you've made a couple of mistakes in my past and being sent here to make a big impact. Well I'll end it here, for you." Taking Mandark's last bit of power he burst into ashes and leaves you with a world too own.

Story ends

1bb: Overthrow: Mandark "It was unwise of you to decline my generous offer." **Coal:** "The only unwise thing I did was listening to your proposal in the first place." **Mandark** "You see I guess two great evils cant coexist together in order to create the ultimate evil, but what you don't know is that in declining you made me much stronger than our previous encounter." **Coal:** "Stop your damn gibbering. You came into this world weak and will leave the same way. Come meet your end." **Mandark** "Enough talking this all ends now". You open up with your duplicate self spell. You shuffle you and your shades up lighting fast to confuse Mandark. All six of you begin to charge to the Mandark. Somehow he knew though where you still were and he uses a shout to throw you back and your shades disappear. In acknowledgement you say **Coal:** "okay you want the big boys, well here it comes." You start charging all of your energy to transform into the ultimate Werghost. In your new and final form you send hundreds of shadowy sprits into Mandark. Mandark just stands their unfazed. **Coal:** "Good riddance". When actually your spell was to use the sprits to explode Mandark you ended up exploding yourself. In an epic attempt to overthrow Mandark, you fail and he takes you place as palace ruler.

Story ends

2bbaa: Finish him: Casper: "You foolish little man, thinking that you could confuse me." You feel this rage inside of you. After feeling the power of evil again, the power overwhelms you and you becoming more and more powerful. **Ghostbuster #3:** "Casper, please don't turn into a Werghost!" It was too late; you're once again the evil power hungry demon ghost Coal. Coal smiles **Coal:** "good to be back in control again." You reach out your hand and grasp the puny little human in your hand. With one strong throw, you send him across the theatre

and through a door where Mandark was hiding. The Ghostbuster had knocked down Mandark and killed him as well as himself, only because Coal wants his palace back. He succeeds in his goal and the world is now Cybertron.

Story ends

2bbaba: Rule the world: Coal: "I will kill you; you're nothing but a pawn of the leaders of the Nether realm. I am their true heir, brother." **Mandark:** (confused) "Brother...?" **Coal:** "Yes, brother. We are twins you and I, I am really William, but they liked you better, always gave you another chance, which is until I died. And of course since this is where I was reborn, you just happen to come and attempt to take it from me again! Now bow before me and we will overthrow the Nether realm leaders and take it for ourselves!" Mandark lowers himself to one knee "good, good." **Mandark:** "Teach me to be as strong as you." **Coal:** "Follow me to the Nether realm, it is ours for the taking!" You and Mandark leave Earth, which is now a peaceful place, defeat the Nether realm leaders and rule as brothers for eternity.

Story ends

Regular Ghost: ACT 3

Description of game play: in this section of the game play we will have the player do some button mashes and some great cinematic. Since you are more of a non-fighter, no new spells will be taught.

2ab: Walk out: After the movie you walk out with Guy 1 and Guy 2. You realize that in acting like a human again wasn't such a bad thing. **Guy 1:** "Hey Casper, do you want to come over for a little while and play some CoD: MW3?" **Casper:** "I don't play CoD. It Sucks. Do you have Halo: Reach?" **Guy 1:** "Yeah, we can definitely do that!" As the night progresses onward and are playing some games with two guys who you just realize, at six in the morning, that you have no idea what their names are, and now that the sun is starting to rise you know that your essence will run out until the next night and start to morn because of this. You look out the window and find that the sun is already up in the air. You look down at yourself with your hands out **Casper:** "by the Heavens." You look at your new friends and smile, that you are now completely human again.

Story ends

2aaa: Approach: Casper: "I am going to charge at him" **Guy 1:** "good luck." As you approach him you realize he is Mandark, who is very evil. **Mandark: (yelling)** "YOU CANNOT STOP ME!!!" You reply in a calm deep voice **Casper:** "good will always prevail over evil." **Mandark:** "That is only in the movies" Mandark says throwing the first punch. You smile as you feel this great power of good inside of you, like you could die right now and be content with everything you've done, even as Coal. **Casper:** "Good day sir" You reach your hands into Mandark's head and squeeze. This should have killed him but since you are a good ghost you only wipe out his memory, and thus the world will see no more evil in your lifetime.

Story ends

2aab: Distant: Casper: "I'm going to run with you." **Guy 1:** "better catch up." As you turn and run and attempt to catch up to Guy 1, you feel a sudden jolt in your back. **Mandark:** "Did you know that I am a descendant of Ezio Auditore da Firenze?" You turn around to find Mandark has stabbed you with his hidden blade. Your mouth hangs open as you are dumbfounded about what to say or do. As your life force is fading you hear **Man 1:** "Good job Desmond." It turns out that Desmond was the evil demon Mandark, and thus killing you sends the world into darkness.

Story ends

2baa: Receive help: **Casper:** "...But I will accept your help, I need everything I can get" **Mandark:** "Got that right..." As the fighting confines you seem to think that Mandark is quite a good fighter, but still ponder in the back of your mind what he wants in return for his support. With the much needed help from Mandark you turn to him and say **Casper:** "we make a pretty good team." Mandark smiles and says **Mandark:** "will you sacrifice yourself in order to create eternal damnation within this world?" You are stunned that you were tricked into this scheme, and completely forget the battle around you. Suddenly you wake up across the battlefield having gotten smacked in the face with a baseball bat. You look at Mandark who had defeated the last opponent you failed to. Mandark walks over to you **Mandark:** "Well?" **Casper:** "I will not!" **Mandark:** "You owe me (with emphasis) Casper!" You regrettably nod in agreement because your word was bound, and he saved you from being Coal.

Story ends

Description of game play: in this section of the game play we will have the player learn new spells, and have lots of cut scenes. Since Casper is in a state of shock and is running out of energy, there may be a possibility of button mashing with a vibrating controller and loud epic music.

2bab: Battle alone: **Casper:** "...But I do not need your help, thanks though." Mandark disappears into the shadows because his service is not 'needed'. With what little energy you have left you focus it all into a single venomous lick. You charge the final Ghostbuster, hoping that this will be the death dealing blow. You reach your tongue out as far as you can, but since you're a ghost, it's not obvious is the lick had any impact at all. The Ghostbuster charges shaking his head thinking that was the grossest thing he ever seen. Giving it all you had to take down one more Ghostbuster was quite easy. Half way through his charge he fell, face down in the dirt...dead. In didn't come without a cost though. You gave your life force to stop him, and in dyeing again with honor you are sent to heaven. Back on Earth though, Mandark takes over the world.

Story ends

2bbb: Die with honor: Ghostbuster #3: "this fight is all too easy" he charges you with his middle finger in the air. You look up into the sky **Casper:** "I am ready" you are vaporized and instantly sent to ghost-heaven. Back on Earth the Ghostbuster is confused, until a strange figure comes out from around the corner. He is only known as Mandark. Mandark pulls out his shield, he had once fought and defeated Captain America had taken his shield as a trophy prize. **Mandark:** "Hi" **Ghostbuster #3:** (confused) "Hello?" Mandark lunges his shield at the Ghostbuster. Not knowing what to do the Ghostbuster stood there waiting for it mumbling "oh..." as the shield connects, ripping straight through his body; cutting it in half. Earth was saved from evil thanks to Mandark and Casper is forever forgotten on Earth, but not in ghost-heaven.

Story ends

2bbabb: Be yourself: Casper: "I will not join you. I just want to be left alone for you Coal and the rest of the world. I don't care that you are the fourth Ghostbuster, just please leave me in peace! Do you have any idea what it is like being the only ghost on this planet? Everybody thinks that ghosts are evil. Only some ghosts are evil; not me! If you were a ghost would you want people thinking you are the devil? Would you want to get sucked up into some stupid vacuum? I doubt it. I just want to live the rest of my ghost years having fun. I no longer wish to scare people, to only watch movies and never become Coal again." **Mandark:** "That was quite the speech. Tell you what; as your one wish to me, I will grant it. I will also no longer be evil, and I hope to be half the ghost you are when I'm dead." You laugh and give Mandark a big smile. **Casper:** "Thank you."

Story ends