

Number One Ghost Hunters

written by

Max McCrory

9 Graham Terrace
+1(603)-856-6789
maxjmccrory@icloud.com

EXT. OFFICE

A teen, HOUSTON, sits at a desk, on his phone. He is wearing a sweatshirt with some team logo on it. The office around him is cluttered. On one wall, a map with pins in it. On another, newspaper clippings. The desk in front of him is scattered with objects: several jars of pens and pencils, newspapers, a radio, various disassembled electronics. On his phone, a video of a reporter is playing.

REPORTER

Last night, three individuals disappeared. Apparently, they were out Ghost Hunting. When they did not return home this morning, their families called the police. They were actually member of a ghost hunting agency, called Elysium Ghost Hunting...

The reporter fades out as two more kids, MIKE and ANDERS, enter. Mike is wearing a long coat, with several bits on bobs on his belt. Anders is wearing a sweater, like a normal person.

MIKE

Hey, Houston. Any calls?

HOUSTON

Nothing. Any luck with door-to-door?

MIKE

No. People are so close minded. And Anders wasn't any help.

ANDERS

Hey!

HOUSTON

Hey, did you see this?

Houston holds up his phone, showing the news reporter.

MIKE

No. What's happening?

HOUSTON

Some ghost hunters disappeared. Real ones. Grown-ups.

MIKE

We're real!

ANDERS

Barely.

Mike shoots Anders a dark look.

MIKE

Just because people won't hire us
doesn't mean we're not real.

HOUSTON

People won't hire us because we're
kids. They're no gonna let us run
around their house while they're
asleep. They want people with
experience.

MIKE

How are we supposed to get
experience if no one hires us!?

The door opens again and Two more kids enter, BLUE, a wearing
a t-shirt with a sweater tied around her waist, and FRANZ, a
plumper boy, wearing a winter coat.

BLUE

Hey, guys. What's up? We get
something?

MIKE

As if.

HOUSTON

Blue, you see the news?

BLUE

Oh, that circus performer guy?
Franz and I actually saw the burned
grass in the park.

FRANZ

There was police tape and
everything.

HOUSTON

No, this.

Houston texts the link to blue. She looks at it for a minute.
Franz looks over her shoulder.

BLUE

Woah.

FRANZ

I wonder where they were when they disappeared.

HOUSTON

It doesn't say.

Franz pulls out his phone and searches for Elysium Ghost Hunting.

FRANZ

We could ask them. They're not far.

MIKE

You know, this is pretty bad, but it *could* mean more business for us.

ANDERS

Mike! What if they're dead!?

Mike holds up his hands defensively.

MIKE

I'm just saying! There's not that many ghost hunters around.

HOUSTON

I don't think it's gonna make a difference.

A old phone on the desk begins to ring. They all look at it. Mike gives Houston a pointed look, then picks up.

MIKE

Hello. Number One Ghost Hunters, this is Mike. How can I help you?

MAN (O.S.)

I have a ghost problem.

MIKE

Well, you've called the right place. Can you describe the ghost for me?

MAN (O.S.)

It's ah- it's hard to describe. I think... It may be dangerous. I don't know much about it, honestly.

MIKE

Well, why don't we come over and you can explain everything, *and* we can check for the ghost.

MAN (O.S.)
Right now?

MIKE
Yep.

MAN (O.S.)
That would wonderful.

MIKE
Can you tell us your address, sir?

Mike nods and scribbles on a pad as the man tells him his address. We cannot hear it exactly, but when he passes the note to the others we see it is 9 GARDEN WAY, and the phone number.

MIKE (CONT'D)
Alright. Thank you. See you in a bit. No problem.

He hangs up the phone, and spins in his chair to face the others.

HOUSTON
Welp, our first real case.

FRANZ
I think we should also check out those Elysium guys.

MIKE
Ok, here's the plan. Franz and Houston, you check out Elysium-

HOUSTON
Hey, I wanted to check out the ghost!

MIKE
Don't worry. We'll all regroup at--

Mike checks his watch.

MIKE (CONT'D)
Four o' clock. Blue and Anders, you're with me. Let's go.

Intro begins, with credits, showing the characters biking with their names and actors, finally showing the title.

EXT. ELYSIUM HEADQUARTERS

Houston and Franz roll to a stop on their bikes in front of a house with a sign out front that says ELYSIUM GHOST HUNTING. The house is squeezed in between other buildings, dentist's offices and law firms. Leaving their bikes by the side of the house, the pair walk up and knock on the door. A voice answers from inside.

MAURA (O.C.)

No reporters!

FRANZ

We're not reporters!

MAURA (O.C.)

No customers, either! We're closed today!

HOUSTON

We're not customers! We're ghost hunters!

There is a silence from inside, then the door opens. A woman, MAURA, stands there. She is disheveled, holding an old cup of coffee with a blanket over her shoulders.

MAURA

You're kids.

HOUSTON

They're not mutually exclusive.

MAURA

I'm only talking to you because I don't want you to end up dead.

They stand there for a tense moment, unsure of what to do or say.

MAURA (CONT'D)

Come on in.

INT. ELYSIUM HEADQUARTERS

Inside the headquarters, there is a room with a couch, several offices, and a front desk. Maura leads them into the couch room.

MAURA

I'm Maura. Welcome to HQ.

HOUSTON

Houston.

FRANZ

Franz

MAURA

Sit. I'll be just a moment. I've got to get a refill.

They sit, waiting awkwardly.

HOUSTON

Was this a bad idea?

MAURA (O.S.)

You guys want tea or anything?

HOUSTON

Nah, we're good.

FRANZ

Yes, please!

After a moment, Maura enters with two mugs, one of which she hands to Franz.

MAURA

I assume you're here about the guys.

HOUSTON

The ones that disappeared, yeah.

MAURA

Ok. Well, I'm only telling you what happened so you won't repeat it.

She settles back into her chair, takes a sip of coffee, and begins.

MAURA (CONT'D)

I'm pretty new here. I've been on a few ghost hunts, but I mostly did clerical stuff. Our real experts were Ben and Jared.

FRANZ

They were the ones that disappeared?

MAURA

I'm getting to that. And yes.

EXT. 9 GARDEN WAY

Mike, Blue, and Anders dismount from their bikes in front of an old, dilapidated house. It does not look lived in. They stare up at it.

MIKE

This can't be right.

Anders points to an old 9 next to the door.

ANDERS

Only one 9 Garden Way.

They walk up to the door and knock. It's a tiny bit ajar, and the knocking causes it to move slightly. No one answers. They look at each other, and Mike opens the door. They step in.

INT. 9 GARDEN WAY

Inside, the house is dusty. It is an empty space, devoid of furnishings.

MIKE

Hello? Anybody home?

Silence.

BLUE

I don't like this.

ANDERS

Someone's playing a prank. We should just leave.

MIKE

You scared?

ANDERS

No, but obviously no one lives here. There's no reason to stay.

Blue flicks on her flashlight. She shines it on the stairs. There are footprints in the dust, recent ones, leading upstairs.

BLUE

I'm not so sure about that.

INT. ELYSIUM HEADQUARTERS-COUCH ROOM

Maura is telling her story. Houston and Franz are listening, rapt.

MAURA

Ben and Jared have--had been hunting since they were pretty young, from what I understand. Not much older than you guys.

INT. ELYSIUM HEADQUARTERS-NIGHT

The HQ is brightly lit. Maura is sitting at the front desk. We see the door open. Two men, BEN and JARED, come in, with duffel bags and other equipment. They set down their bags and start to take off their coats. As Maura goes on, we see what she describes.

MAURA (V.O.)

Last night, they came back from a hunt, around ten, which is pretty early. We were all happy to go home. But then we got a call.

Ben picks up the phone. He listens, nodding, then gives a troubled look to the others.

MAURA (V.O.) (CONT'D)

The guy on the other end of the line said he had a ghost problem. Ben asked him to be more specific.

INT. ELYSIUM HEADQUARTERS-COUCH ROOM

We are back to the present. Houston sits up.

HOUSTON

Wait. Were those his exact words?

MAURA

What do you mean?

HOUSTON

The guy who called! Were his exact words, 'I have a ghost problem?'

MAURA

That's what Ben said.

Houston stands.

HOUSTON

Shit. Shit shit shit shit. What was the address?

MAURA

Why?

HOUSTON

My friends--other ghost hunters-- went to check out a house today. It was our first call. The guy on the other end used the exact same words.

MAURA

Let me check.

Maura stands, and rushes to the front desk. Houston and Franz quickly follow. She turns on her computer, searching through files. She looks up.

MAURA (CONT'D)

9 Garden Way?

INT. 9 GARDEN WAY-FOYER

The kids are looking up the staircase, Blue shining her flashlight. Blue steps forward, but Ander's Phone begins to ring. He signal for them to go up. They ascend, slowly.

INT. 9 GARDEN WAY-2ND FLOOR HALL

They emerge in a hall, lined with doors. Mike peeks in one, Blue in the other They're both empty, abandoned.

MIKE

This is weird. I'm gonna call the guy who hired us.

Takes out the piece of paper, and dials. He hits CALL. From the door at the opposite end of the hall, an old phone can be heard ringing.

INT. 9 GARDEN WAY-FOYER

Aders fumbles in his pocket, then pulls out his phone. It's Houston. He answers.

ANDERS

Hello?

HOUSTON (O.S.)
Anders! Are you at the house?

ANDERS
Yeah, but-

HOUSTON (O.S.)
You have to leave, NOW!

ANDERS
What? Why do you-

HOUSTON (O.S.)
It's the same house! The one that
the ghost hunters vanished in! You
are in danger!

ANDERS
Houston, slow down, I can't-

INT. 9 GARDEN WAY-2ND FLOOR HALL

Mike and blue stare at the door. Slowly, they walk forward.
They pause, just outside it.

INT. 9 GARDEN WAY-FOYER

HOUSTON (O.S.)
The house is the same one the ghost
hunters disappeared in! *You need to
get OUT!*

Anders looks up, has an *oh, shit* moment. He lowers the phone.

INT. 9 GARDEN WAY-2ND FLOOR HALL

Blue and mike peek into the room. There is nothing there but
a phone on a table, ringing.

INT. 9 GARDEN WAY-FOYER

Anders looks towards the upstairs, panicked.

ANDERS
MIKE!

INT. 9 GARDEN WAY-2ND FLOOR HALL

Mike and Blue are still staring at the phone. It stops ringing, and we hear the *click* of a connection. Mike looks at his phone. A voice comes from it.

MAN (O.S.)

Hello?

There is a silence. Mike and Blue stare at his phone, horrified.

MIKE

H-hello?

MAN (O.S.)

Do come in.

Mike and Blue slowly enter. They stop when they see two bodies, sprawled out on the floor. Blood covers the floor around them. It is Ben and Jared. Mike turns away and retches. The door behind them starts to swing shut, but Blue catches it with her toe.

BLUE

Nice try. Let's get out of here.

They shove open the door and tumble through. They run for the stairs, meeting Anders at the top, who has been running up.

MIKE

Go, go, go!

MAN (O.S.)

And here I thought you were going to make it easy!

Mike jumps and drops his phone. The kids tumble down the stairs.

EXT. 9 GARDEN WAY-FOYER

The front door closes securely before they can leave. The pound on it, hollering, until Mike gives up, sliding down to the floor. He begins to hyperventilate.

MIKE

Oh shit. Oh shit. They were dead.

ANDERS

Who?

MIKE

The ghost hunters. They were up in the room. There was blood everywhere. He's going to kill us. Were going to die.

ANDERS

Hold on. Don't panic-

MAN (O.S.)

Oh, I think now is the *perfect* time to panic.

A sheet over a piece of furniture rises up. There is the shape of a person under it. It rushes towards them. Suddenly, there is the sound of an incoming call. The sheet loses its form and drops to the ground.

MAN (O.S.) (CONT'D)

Argh! SHUT UP!

INT. MAURA'S CAR

Maura is driving. Franz is holding his phone to his ear, looking nervous.

FRANZ

Come on, pick up, pick up--

The phone beeps, and we hear the busy signal.

FRANZ (CONT'D)

Dang.

INT. 9 GARDEN WAY-FOYER

The sound stops. It is silent for a moment.

MAN (O.S.)

Finally. Now, where were we?

A large piece of furniture begins to slide towards them, picking up speed.

BLUE

RUN!

They run away from the piece of furniture, into a side room. Other pieces begin to move as well. One clips Anders, and we hear a *crack*. He is knocked to the ground. His friends haul him up and they keep running. A stool hits Mike's leg. He stumbles, then spies a small door and pulls them into it.

They slam the door, and the furniture thuds against it. Blue flicks on her flashlight. They are in a small bathroom.

INT. BATHROOM

MIKE

Great. We're trapped.

EXT. 9 GARDEN WAY

Maura's car screeches to a halt outside of the house. They get out and run to the door, pulling on it but are not able to open it. Franz dials Blue. She picks up.

BLUE (O.S.)

Hello?

FRANZ

Blue! We can't get inside! Did you lock the door? Why would you lock the door? What happened? Are you guys okay? Are--

Houston grabs the phone from Franz.

HOUSTON

Blue. Where are you guys?

INT. BATHROOM

Anders is cradling his wrist, wincing. Mike is trying to make a sling out of a sweatshirt.

BLUE

Right now, we're hiding in a bathroom from a ghost. It threw a table at Anders. I think his arm's broken.

EXT. 9 GARDEN WAY

HOUSTON

Crap.

(to Maura and Franz)

Anders broke his wrist, and they're trapped in a closet.

MAURA

I'm calling an ambulance.

Maura walks off a little and starts to dial.

HOUSTON
We're calling an ambulance.

INT. CLOSET

BLUE
Good. We're gonna try to figure out
how to get out of here.

HOUSTON
No, stay where you are, it's not
safe--

BLUE
We can't let him hurt anyone else.
They can fix Anders' arm when we
get out. Don't worry. We'll find a
way out.

She hangs up.

ANDERS
Why did he stop?

BLUE
Who?

ANDERS
The ghost. Why did he stop
attacking us for a moment.

BLUE
I don't know it just stopped for a
moment. Someone was calling Mike.

Blue stops, realizing something.

BLUE (CONT'D)
I think it was interfering with the
call. Think about it. He only
started attacking once we called
him. He's connected to the phone
somehow.

MIKE
We need to hang it up.

BLUE
What do you mean?

MIKE

If we hang up the phone, his power goes away.

ANDERS

Are you sure?

MIKE

No. Do you have anything better?

ANDERS

No.

BLUE

But what if you're wrong?

MIKE

The ambulance is going to get here soon. They're going to break down the door, and he's going to trap them, too.

Blue considers for a moment.

BLUE

Okay. What's your plan?

MIKE

Alright. Anders, you stay here. You'll keep calling my phone to distract him. Blue, you'll watch my back as I get my phone and hang it up.

BLUE

No way. You're injured.

MIKE

I can make it.

BLUE

Mike--
She sighs, and levelly meets his gaze.

BLUE (CONT'D)

I know that you're the leader. But right now, our priority is getting out of here *alive*. And to do that, we need to be fast. I'm the only one not injured.

She crosses her arms. Mike knows she's right.

MIKE
Fine.

BLUE
Let's go.

Blue and Mike stand up. Anders gets his phone out Blue puts her hands on the doorknob.

BLUE (CONT'D)
Ready?

ANDERS
Ready

MIKE
Ready.

BLUE
Go.

Anders dials. Blue shoves open the door, pushing aside the furniture. She and Mike run for the stairs.

MAN (O.S.)
Argh! Stop that!

Blue runs for the stairs. She starts to sprint up, but a small object comes at her from the landing. She dodges and continues, spying the phone in the hallway at the top of the stairs.

INT. BATHROOM

The call ends. Anders starts frantically dialing again, but he fumbles and drops the phone.

INT. 9 GARDEN WAY-2ND FLOOR HALL

MAN (O.S.)
I SEE YOU!

Before she can get to it, the calling sound stops and a table slides to block her off, herding her towards the room at the end. She tries to get around it, but it slams into her, sending her sprawling.

MIKE
BLUE!

Mike darts up the stairs, almost reaching the top when a box strikes him on the head. He falls down a few steps. A large dresser starts sliding towards the top of the stairs.

INT. END OF HALL

Blue, dazed, on the ground, looks up and sees the old phone on the table. Her eyes clear, and she starts to move towards it. She looks back to see the dresser moving towards the stairs.

INT. 9 GARDEN WAY-2ND FLOOR HALL

The dresser comes towards the top of the stairs, moving fast. Mike scrambles back, but not fast enough.

INT. END OF HALL

Blue darts forward into the room, touches the phone, but it's hot, and it burns her.

INT. 9 GARDEN WAY-2ND FLOOR HALL

The dresser reaches the top of the stairs. Mike braces himself.

INT. END OF HALL

Blue grits her teeth, grabs the phone, and presses the hang-up button thingy, and unplugs the phone from the cradle.

INT. 9 GARDEN WAY-2ND FLOOR HALL

The dresser stops, just about to tip over the edge of the stairs. They all breath a sigh of relief.

EXT. 9 GARDEN WAY

Police cars and an ambulance pull up to the house. Before anyone can get to the door, it swings open, and Blue, Mike, and Anders stand there, Blue and Anders supporting Mike. Blue holds the phone. They walk down the steps. Houston and Franz rush to them. A police officer tries to take away the phone from Blue, and she tries to jerk it away, but he takes it. She watches him walk away with it until an EMT gives her a shock blanket and turns her away.

Roll Credits.

INT. POLICE STATION

A table sits in an empty room, with the dead men's ghost hunting tools in numbered plastic bags. A police officer comes in and puts down the phone. It falls off the cradle, and he puts it back on, replacing it, and plugging the cord back into the cradle. He leaves and turns the light off. We hear a soft *click*, and the static of an open line.

END