

ALTU JALALTU

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FADE IN:

EXT. GOMTI NAGAR, KANPUR - NIGHT

We are looking at the narrow and lonely streets of Kanpur. The road is tranquil. We can see closed shops, street dogs fighting each other, men sleeping on top of their rickshaws on the sides.

In the middle of the road, we zoom in to see a girl walking all alone in the street; it looks like the moonlight is giving her a spotlight. Her hair, tied in a braid, are pretty long, almost touching the ground.

Her nails are longer than usual; she also has a hobo bag with a rose flower designed.

We see a group of boys walking towards her, the girl stops.

BOY #1

Hey! Don't try to act smart.

BOY # 2

Don't you know that girls shouldn't roam around streets in the middle of the night?

A boy walks towards her and places his hand on her shoulders. The touch activates the character, LAKSHMI (17), -this is you.

GAMEPLAY BEGINS

You turn around

TUTORIAL

Punch him

You punch him and seeing this all the boys gather and surround you.

TUTORIAL (CONT'D)

Check hobo bag.

You have a hobo bag; in it, there is a pack of knives, A book called Stories of Vikram and Betaal, a jar with white powder and a rope. A white line outlines the book.

TUTORIAL (CONT'D)

Examine the book.

You pick up the book and turn pages. It automatically stops for you, a spell is written in red.

It says "O God Almighty you are supreme and Great, remove this bad omen" (Altu Jalaltu Aayi bala ko Taal tu)

A white light outlines the jar.

TUTORIAL (CONT'D)  
Pick up the Jar.

You pick up the Jar and pour some white powder in your palms.

TUTORIAL (CONT'D)  
Throw the white powder.

You throw the white powder in their face and recite the spell. "O God Almighty you are supreme and Great, remove this bad omen."

BOY# 3  
Seems like you are a fan of Betaal,  
huh! Come, let me climb on your  
back...

The boy comes near you. You pick him up with one hand, your hand around his neck, the boy is way up in the air.

BOY #3  
SAVE ME!

You drop him down in a second. The boy is hurting. His friends surround him.

The sky starts to react as lightning strikes, and the wind picks up. Lakshmi's braid opens as the wind gives volume to her luscious long hair.

We pan down to her feet; her toes point in the direction behind her.

The growl continues to echo as we smash to a white screen.

The letters

ALTU JALALTU....

We are back in the streets as we see the boys lying on the road, drenched in blood.

We zoom into their faces, their eyes are wide open in shock. Their eyes tell that they are no more.

Appear on the screen on a black background. The letters start to glow as we translate to english-

HIGH UP....

EPISODE 1 - Labhed (Deep Trouble)

INT. BUNGLOW #33, GOVIND NAGAR, KANPUR, LAKSHMI'S ROOM - DAY

We are in Lakshmi's room, we can hear a cooler's noise. Photos of Lakshmi and her family hang on a wall.

We zoom into a family photo and see a happy family of four. We can see small Lakshmi (10), her parents and another girl, who looks older to Lakshmi.

Lakshmi opens her eyes and looks around, and takes a sigh of relief as she is back home. Then, we start hearing noises; Lakshmi tries to look by heading to the living room and hiding behind a curtain.

INT. BUNGLOW #33, LIVING ROOM - DAY

We see SUSHMA (48), Lakshmi's mother and PANDIT JI (52), who is head of the near temple and Sushma's go to advisor.

SUSHMA

Pandit Ji, I really don't know what to do.

PANDIT JI

Sushma, you have to take control of Lakshmi.

SUSHMA

I have tried everything, slipper, tongs, belt...

Pandit Ji let's out a giggle.

PANDIT JI

Sushma! Beating her up will only prompt her to do such things.

SUSHMA

But---

PANDIT JI

She is still grieving Sushma, these things take time.

Sushma walks up to a cabinet that has a photo; it's MAYA (18), Lakshmi's deceased sister. We can see a garland surrounding the frame. In front of it, an oil lamp is placed.

As Sushma lights up the lamp, we see her and Pandit Ji's reflection on the photo. Sushma's eyes get teary.

SUSHMA

I know. But, it's been five years now.

PANDIT JI

Yes, but you are Lakshmi's mother. Lakshmi is alive but she needs her mother to live.

Hearing this, Lakshmi starts crying and heads to the washroom.

She looks at the mirror and sees her eyes turn red again for a second.

She gets scared and steps back, and bumps into Sushma.

SUSHMA

Pandit Ji is here. Go and give your respects.

Lakshmi starts to walk out but stops and hugs Sushma tight.

LAKSHMI

I am sorry, Ma!

Sushma smiles.

SUSHMA

It's okay! Now go.

Lakshmi greets Pandit Ji and he blesses her.

LAKSHMI

Thank you for saving my ass from getting beaten.

Pandit Ji lightly taps her head.

PANDIT JI

Language!

Pandit Ji starts to head for the front door.

LAKSHMI

SORRY!

PANDIT JI

OM SHANTI!

LAKSHMI

Thanks! But, I also need your help in something else.

PANDIT JI

Yes, my child! Tell me.

LAKSHMI

I want you to help me liberate Maya's soul.

PANDIT JI

What rubbish is this?

LAKSHMI

No! Trust me Pandit Ji! The ghost who kills boys, she is real and she is My sister!

PANDIT JI

You have really gone insane...

Lakshmi drags Pandit Ji to her room and shows him a vision board, which is full of different articles from newspapers.

LAKSHMI

See! "A boy killed in Mother Dairy Park". This happened the very next day Maya passed away.

Lakshmi points to another article.

LAKSHMI (CONT'D)

And this! "5 boys brutally murdered in Gombi Nagar" this happened on her 1st death anniversary.

Lakshmi points to other articles.

LAKSHMI (CONT'D)

I have been tracking the news for five years now! I know this is Maya. The rumors are true. Maya is the chudail killing men! TRUST ME! And, yesterday was the first time I felt Maya. She saved me! I am alive because of her!

PANDIT JI

Maya is gone! You have to accept the fact!

Lakshmi's eyes turn red hearing Pandit Ji's words. Pandit Ji gets startled and runs towards the door.

PANDIT JI (CONT'D)  
 BHOOT! BHOOT! BHOOT! (GHOST!)

Lakshmi gets upset and heads towards her room. She stands at the window and stares at the sky.

LAKSHMI  
 I know, it's you Maya! I will  
 liberate your soul! I don't care if  
 no one believes me, I know you are  
 hurt...I...I miss you.

A pamphlet comes flying into Lakshmi's room through the window.

TUTORIAL  
 Examine the Pamphlet

You click on the Pamphlet. The Pamphlet reads -

YOUR KIDS WANT TO LEARN MAGIC? COME TO BARRA

HAVE PROBLEMS AT HOME? COME TO BARRA

GHOSTS FOLLOWING YOU? COME TO BARRA

PROBLEMS IN BED? COME TO BARRA

Call- 9582856295      Address- Bhoot Bungalow, Ghantanagar,  
 Kanpur.

LAKSHMI  
 Ghantanagar?

You examine the room and try to find a map, you see  
 Ghantanagar, grab your hobo bag and leave.

EXT. BHOOT BUNGLOW - EVENING

Lakshmi has arrived and is standing in front of the Bhoot Bungalow. The bungalow is painted red and white, and all over the bungalow, there are skulls painted. On the front wall, in white, the letters "BHOOT BUNGALOW" are written.

The front door is a vast skull, the mouth is open, and it is the door.

You see a doorbell and press it, but there is no response. Finally, after a few seconds, the door automatically opens. You step inside.

DOOR  
 Welcome, Lakshmi!

LAKSHMI

How? How do you know my name?

DOOR

Mr. Barra will be waiting for you  
in his chamber.

LAKSHMI

Chamber? What Chamber?

GAMEPLAY BEGINS

You try to examine the place, but all you can see is an  
endless corridor, there is no light, all the windows are  
covered with black paint.

You look through your hobo bag and find a matchstick. You  
look around for wood and light it.

Very carefully, you move through the corridor.

You try to open the doors you see, but all doors are locked.

You have reached the end of the corridor.

LAKSHMI (CONT'D)

Mr. Barra? Are you there?

You start making your way back to the other side.

LAKSHMI (CONT'D)

Mr. Barra?

Suddenly, a colony of bats make your way and try to attack  
you. You try to scare them away with fire.

LAKSHMI (CONT'D)

So predictable!

You reach the front door.

LAKSHMI (CONT'D)

Well! It was a huge waste of time  
coming here! Thank you for nothing.

You start to hear a faint voice and start to follow it.

Behind Lakshmi, is a huge shadow taking form.

Lakshmi looks back and sees an ancient SOLDIER.

LAKSHMI (CONT'D)

Barra?

The soldier takes out his sword and comes to attack Lakshmi.

You start to run away and try to find your jar of white powder, but it's not there. Then, the soldier suddenly comes in front of you. You start running and try to see if a door is open; nothing works.

You stumble upon a stone; it's small but shimmers; it's pink in colour. The soldier comes towards you.

TUTORIAL

Pick up the Stone.

You pick up the stone. A Prompt appears on your screen.

TUTORIAL (CONT'D)

Use Spell, "Altu Jalaltu"

You know what to do. You throw the white powder on the soldier's face and recite.

LAKSHMI

O God Almighty You are Supreme and Great, remove this bad omen!

SOLDIER

Really? You think that will work?

The soldier is about to harm Lakshmi, but his sword stops mid-air; there is no one. The windows open and close repeatedly. The wind takes speed.

Lakshmi's eyes turn red.

Her braid opens.

Her toes point in the direction behind her.

TUTORIAL

GRAB SOLDIER.

You grab the soldier by his neck and pick him up.

BARRA

STOP! STOP! It's me! I am Barra!

Lakshmi is back to normal, she faints.

INT. BARRA'S CHAMBER - NIGHT

Lakshmi opens her eyes. We see Barra standing at his desk, pouring a glass of water. Lakshmi gets up and sees that she is on a circular bed in the middle of the room. The walls are painted purple and gold.

The room is filled with jars all around, some contain powders, some contain stones, some contain scrolls.

You walk up to Barra.

LAKSHMI

Can you--

BARRA

You want me to liberate your sister's soul.

LAKSHMI

Yes!

BARRA

I am sorry but I can't...

LAKSHMI

What? I came here from the other end of town! Faced Bats and an attack from you! And, you are now sending me back home?

BARRA

Yes

LAKSHMI

What? At least explain the warm welcome I recieved.

BARRA

This is how I diagnose my client's needs.

LAKSHMI

You are insane!

BARRA

Thanks! The bats are waiting to escort you out...

LAKSHMI

Listen! Listen! I am sorry! Please help me! No one believes me!

(MORE)

LAKSHMI (CONT'D)

I have been trying for years and yesterday was the first time I got some response from Maya! Please!

BARRA

I cannot help you Lakshmi. Only you can help Maya.

LAKSHMI

Me?

BARRA

Only you can liberate her soul.

LAKSHMI

Why?

BARRA

Maya's death is too painful which makes her very powerful. I cannot perform any ritual on her because I am not the one she trusts.

(beat)

She trusts you!

LAKSHMI

But...But, I don't know anything about exorcism.

Lakshmi looks down in dissapointment, she sees a pamphlet on the floor.

LASKHMI

But, you can teach me!

BARRA

No! No, not at all!

LAKSHMI

Please!

BARRA

I don't do Kids!

Lakshmi picks up the pamphlet and points to the first line. "Your kids want to learn magic?"

Barra snatches the pamphlet, crumbles it up and throws it.

Barra walks towards the door, opens it and signals to leave.

LAKSHMI

Please! Help me! Barra, come on!  
You know this city is in danger!

BARRA  
I don't care! Please, leave.

LAKSHMI  
Fine! You suck.

BARRA  
I Know. Leave.

Lakshmi heads for the door but marches right back in anger.

LAKSHMI  
You are just a coward who is making excuses! I am pretty sure you don't even know exorcism. You are just using people to earn a fortune! You don't even know magic, do you?

Barra holds Lakshmi's hand and drags her out of the room.

LAKSHMI (CONT'D)  
Hey! I will go! No need to drag me.

Barra takes Lakshmi and barges into a room.

INT. RITUAL ROOM - NIGHT

The room is painted red. Oil lamps are lit all over the place. There is a low-stool placed in the middle of the room; in front of it is a mat that has a star drawn on it.

On each end of the star, there is a circle.

In a corner, there is a huge black trunk. Barra opens the box and takes out six diyas (An oil lamp usually made from clay, with a cotton wick dipped in ghee or vegetable oils) and a bottle of ghee.

We take a closer look at the diyas, they have a triangle drawn on them. The triangles are six colours - Red, Blue, green, orange, pink, purple.

BARRA  
Sit!

You don't respond.

BARRA (CONT'D)  
(shouts)  
Sit!

You walk over and sit down on the stool. Barra hands you the diyas and bottle of ghee.

TUTORIAL

Pour ghee into the diyas.

The Diya takes over the screen. There is a black line; if you pour below or above that line, you have to start again.

TUTORIAL (CONT'D)

Light The diyas.

Barra hands you a matchstick and you light them up.

TUTORIAL (CONT'D)

Place the diyas on the given circle.

This is the order to place the diyas-

Place the GREEN diya on the TOP of the star

Place the BLYE diya on the UPPER LEFT side of the star

Place the RED diya on the UPPER RIGHT side of the star

Place the ORANGE diya on the LOWER LEFT side of the star

Place the PINK diya on the LOWER RIGHT side of the star

Place the PURPLE diya on the BOTTOM side of the star.

LAKSHMI

Is that it?

Barra in a flash removes all the diyas and hands you new diyas.

BARRA

Too slow!

LAKSHMI

Slow?

TUTORIAL

Prepare the ritual mat!

Everything starts all over again, but this time with a timer. You have to complete these steps in fifteen seconds.

If the Player is unable to do this, this will keep on coming up till they perfect this, as it is the basis of the game.

If you complete this in the very first try,

LAKSHMI

That's it?

BARRA

Not Bad!

LAKSHMI

Am I an exorcist now?

BARRA

That wasn't even 10 % of the ritual!

LAKSHMI

So? You have agreed ? Can I be your student?

BARRA

YES! But, you need to do something for me as well.

Lakshmi goes through her hobo bag and takes out her wallet. There are just a few coins.

LAKSHMI

I don't have money to give...

BARRA

You can do something else!

LAKSHMI

What?

EXT. KANPUR STADIUM - NIGHT

We are at a cricket stadium. The crowd is going wild. In the middle of the ground, a stage is placed.

An over-enthusiastic ANNOUNCER (25) is getting the crowd pumped up.

ANNOUNCER

You know you want him!

(beat)

You know you need him!

The crowd cheers louder.

ANNOUNCER (CONT'D)

The one! The Only! Barra O.P. Singh!

Barra comes on the stage, the spotlight on him.

BARRA

Thank you! Thank You! Thank You!

Barra bows in respect

BARRA (CONT'D)  
Thank you for the warm welcome!  
(beat)  
ARE YOU READY!

The crowd cheers.

BARRA (CONT'D)  
ARE YOU READY?

The crowds cheer gets louder. A special "BARRA SONG" plays.

BARRA (CONT'D)  
So for my first trick I would need  
some help!  
(beat)  
So, give it up for my new  
assistant, LAKSHMI!

Lakshmi walks on the stage dressed in a shiny short red dress. She is feeling very awkward.

LAKSHMI  
Hello!

BARRA  
Smile wider!

LAKSHMI  
I Hate you!

Suddenly the lights go off. The whole stadium is dark.

BARRA  
HEY! Can someone check if the  
generator is working?

LAKSHMI  
Typical Kanpur.

BARRA  
What?

LAKSHMI  
I mean when do we ever have light,  
here?

Their conversation is interrupted with SCREAMS. Barra gets hold of Lakshmi.

BARRA  
Are you okay?

LASKHMI

Is it Maya? I should go, Maybe I  
can help

Suddenly a body drops from the sky in front of them. This time it's a girl. Her face is violently displaced, her eyes are missing. No one can tell how she must have looked. Lakshmi tries to touch her but is stopped by Barra.

BARRA

You stay back! This for sure isn't  
Maya.

The screen turns to black.

GAMEPLAY BEGINS (AS MONSTER)

Your screen starts to gain colour, but it looks like you see through night-vision goggles. Everything around you is green. You can hear deep breaths, almost like a monster is breathing.

You look at your surroundings; you are in the stands, way above the stage. You can see a tiny glimpse of Lakshmi and Barra.

You finally get to see, you are now Muhnochwa, a creature that looks like a spider. Your nails are incredibly long, almost as sharp as a knife.

Your face is covered in blood, your long yellow teeth grab attention.

A prompt pops up on your screen.

TUTORIAL

Find Your prey

You can see people running around in panic. A white line outlines your targets.

TUTORIAL (CONT'D)

Catch them

You go ahead and catch one of your victims.

TUTORIAL (CONT'D)

Scratch face

You go ahead and use your nails to do the deed. They try to run away but you catch them. You dismantle their face, blood all over their face.

Muhnochwa laughs.

TUTORIAL (CONT'D)  
Remove eyeball

A tong like instrument comes in front of you. You are guided by the instructions on how to use it.

Once the deed is done, you gulp down one eyeball and keep the other in a sack which is attached to your body, like a kangaroo pocket.

The prompt appears again.

TUTORIAL (CONT'D)  
Pick up the body.

You pick up the body and with instructions start flying. In the middle of the cricket ground you see a pile of bodies.

You are still hovering in the air, instructions come up to drop the body.

TUTORIAL (CONT'D)  
Drop the body.

Muhnochwa laughs.

You fly back to the stands, your targets are outlined. In the corner of your screen you can see a body count, 1/10.

The player has to complete this task. When the task is completed, the screen turns to black.

EXT. KANPUR STADIUM - DAWN

We see the sun rising behind Lakshmi and Barra. They are standing near the huge pile of bodies. Police officers are all around the stadium.

Sushma runs towards Lakshmi and takes her in her arms.

SUSHMA  
LAKSHMI! My Bachha (kid)! You are safe!

Sushma plants Lakshmi's face with kisses.

LAKSHMI  
I am fine!

The very next moment, Sushma lightly slaps Lakshmi.

SUSHMA  
 (sarcastically)  
 Fine?  
 (beat)  
 What if something happend to you?

Sushma turns around to see the pile of bodies and gets scared. She SCREAMS. Lakshmi tries to take control and change the direction of Sushma's gaze.

LAKSHMI  
 Ma! It's okay! I am completely fine.

Sushma is crying on Lakshmi's shoulder.

LASKHMI  
 I am safe because of Maya.

SUSHMA  
 You have to stop this nonsense

Sushma holds Lakshmi's hand and starts to walk away. Lakshmi let's go of her.

LAKSHMI  
 Ma! I have to stay!

Sushma is about to raise her hand on Lakshmi but is stopped by Barra. Sushma feels embarrassed.

BARRA  
 Lakshmi, you should go home.

INT. BUNGLOW #333, GOVIND NAGAR, KANPUR, LAKSHMI'S ROOM - NIGHT

You open your eyes, pick up your hobo bag and head for the door. You twist the handle but the door is locked.

Lakshmi grunts in frustration.

LAKSHMI  
 MA! MA! Pls, just open the door! I need to get out.

There is no response. Lakshmi kicks the door in frustration. Lakshmi's face lights up as she gets an idea.

You head to your closet and take out a bunch of scarfs (dupatta) and start to tie them together.

You have made yourself a long rope. You throw one end of the rope out the window and tie the other end to a chair and place that chair near the window.

LAKSHMI (CONT'D)

Help me God!

You use the rope to slowly get down the window and succeed.

INT. BARRA'S CHAMBER - NIGHT

Lakshmi is examining the various jars around the room. Barra is going through various books at the same time. Lakshmi is about to drop a jar on the floor but catches it in time.

BARRA

Careful!

Lakshmi grunts.

LAKSHMI

What are we doing? You should be teaching me exorcism so I can liberate Maya's soul!

BARRA

Shh!!

LAKSHMI

Hey! You need to tell me what's happening! Who did that! Why didn't we do anything?

Barra walks over to Lakshmi and shows her a page from a big fat book. The page takes over the screen. On the page is a description of Muhnochwa.

On the left side of the page is a rough drawing of how he looks. An enlarged spider with soulless eyes, his extremely long nails and sharp long teeth grab all the attention.

On the right side of the page is a description of the ghost. The description reads as follows -

DESCRIPTION

Muhnochwa attacks it's prey in the thick of night, a foul creature that causes an agonising death by scratching the victim's face, making it almost unrecognizable.

In the bottom are pictures of some of the victims, the focus on their scars.

LAKSHMI

DAMN! You think it was Muhnochwa?

BARRA

Yes! But there is something fishy.

LAKSHMI

What?

Barra brings some photographs of the dead bodies that were attacked last night and places the next to the photos the book contains.

BARRA

Muhnochwa has been around for years. Most people believe it's just an insect but his attacks have always been brutal.

Barra places his fingers on the photo, pointing out the similar scars in the two.

BARRA (CONT'D)

The scars are quite similar. This for sure is his work.

Barra then brings a photo of a victim without eyes.

BARRA (CONT'D)

But this! This is the first time this is happening. He has scratched faces brutally but never done anything with the eyeballs.

LAKSHMI

So, maybe it's a new obsession of his?

Barra turns the pages of the book and lands on one which reads "Making a new Body".

BARRA

There is a possibility that Maya is trying to create a new body.

LAKSHMI

A New body?

Barra points at the book. In the book there is a rough drawing of a huge fire pit and different parts of the body placed in gold plates.

BARRA

Usually when spirits don't find salvation or aren't re-born in a new body, they wander around trying to complete their karmas to find salvation or you know finish their purpose, take revenge.

(beat)

But to perform actions, one needs a body.

(beat)

Usually these souls posses others.

LAKSHMI

So is Maya possessing Muhnochwa?

BARRA

No, a human soul needs a human body to complete it's purpose.

(beat)

She did try to posses you that night you came here for the first time.

LAKSHMI

What?

BARRA

Yes! But, because you are trying to liberate her soul before she completes her purpose, you are no use to her.

LAKSHMI

So, what is she trying to do?

BARRA

She is trying to perform this ritual and create a new body of her own. A body which she can control. So, she is taking help of these ghosts who already posses some kind of body and can help her find the parts she needs, promising them salvation or new bodies as well. The more support she has, the stronger she gets.

LASKHMI

This is too much to take in. You need to perform exorcism on her now!

BARRA

Only you can do this, Lakshmi. You are Maya's weakness. But, before that you need to stop the spirits she is teaming up with, starting from Muhnochwa.

LAKSHMI

How?

BARRA

Let's begin your training!

EXT. BHOOT BUNGLOW, GARDEN - NIGHT

Barra and Lakshmi stand at one end of the garden.

BARRA

Start running! Touch the other end and come back!

LAKSHMI

How exactly is this going to help me perform the ritual?

BARRA

You don't catch ghosts by just sitting at one place. You have to be on your feet! Now, go!

Lakshmi starts running.

TRAINING BEGINS

Barra is trying to make your reflexes better to be able to catch ghosts better.

The player will begin with running, trying to increase the stamina of Lakshmi.

The player will play a few games of table tennis and also practice juggling.

INT. RITUAL ROOM - NIGHT

You are sitting on the low stool in front of you; the mat with the star is lit up with diyas.

Barra comes and places a plain white map in front of you, a small diary and a Glass Jar. He also brings a cage; inside the cell is a white rat.

Barra, let's go of the Rat.

BARRA  
Catch the Rat!

The Rat runs around the room; you follow it. Finally, it takes you outside the room, and you roam around trying to catch it in the corridors and bring it back to Barra.

BARRA (CONT'D)  
Place the Rat on the Map.

You place the rat on the Map, and Barra hands you a knife.

BARRA (CONT'D)  
Kill the Rat.

LAKSHMI  
But, why?

BARRA  
Kill it!

You take the knife and perform the deed as soon as the rat's blood drops on the Map. After that, the Map starts to come to life; we can see the Map of Kanpur taking shape.

BARRA (CONT'D)  
Get rid of the Rat.

Barra hands a dustbin, and you throw the rat. Barra gives you a Quill.

BARRA (CONT'D)  
Dip the Quill in the Rat's blood  
and write Muhnochwa.

You take the quill and write Muhnochwa on the middle of the map. As you write Muhnochwa, the words disappear, and the blood flows through the map, almost forming a pathway like in google maps.

LAKSHMI  
What is happening?

Barra takes the quill from you and follows the pathway the blood is making.

BARRA  
You see this path, this is leading  
us to Muhnochwa. Right now, he is  
near the Kanpur Railway station.

Lakshmi gets up.

LAKSHMI

Shouldn't we go there and do something?

BARRA

Not before you are ready.

LAKSHMI

But people might die.

BARRA

He is not attacking right now.

LAKSHMI

How do you know?

BARRA

Look at this map. Right now the blood is still bright red in colour, it means he is there but he is resting.

(beat)

As soon as the colour of this map turns black, it means he has started attacking.

LAKSHMI

This map is awesome!

BARRA

It is awesome but it will only last for five minutes.

The map disappears, and it's back to just a white piece of paper.

BARRA (CONT'D)

Everytime you need to use the map you have to find a white rat and kill it to access this map. This map requires sacrifice.

LAKSHMI

(sarcastically)

Wow! This isn't tough at all

BARRA

Remember, this map is just for Kanpur. Every city has a different map.

Lakshmi takes the map, diya, mat and knife and places them in her hobo bag. She gets up.

BARRA (CONT'D)  
Where do you think you are going?

LAKSHMI  
I am going to find Muhnochwa!

BARRA  
Lakshmi you are not ready--

Lakshmi doesn't pay heed and heads straight out the door.  
Barra follows.

EXT. KANPUR ROADS, OPEN RIKSHAW - NIGHT

In the middle of the night, we see Lakshmi in a rickshaw, a hatchback tricycle designed to carry passengers.

Barra is running after it. He is carrying two glass bottles; one is empty the other has white powder.

BARRA  
WAIT! Bhaiya (brother) Can you please stop the rickshaw!

LAKSHMI  
Bhaiya! Please don't stop.

The rickshaw driver takes speed, and Barra is left behind.

INT. KANPUR RAILWAY STATION - NIGHT

GAMEPLAY BEGINS

You enter the railway station and stand all alone on the platform. There is no one you can see, tea stalls and book shops are open, but the owners are not present.

You start walking towards the end of the platform. You can see some people sleeping on the floor as they wait for their train to arrive.

\*SPECIAL TRAIN ANNOUNCEMENT SOUND\*

ANNOUNCER  
May I have your attention please!  
Train Number 12490 to Delhi via  
Kanpur is shortly arriving on  
platform number 1.  
(beat)  
AHHHHHHHHHHHHHHHHHHHH! HELP ME!

You turn around in panic and run around to try to find the announcement room. Suddenly, the lights start to flicker around the railway station.

INT. KANPUR RAILWAY STATION , ANNOUNCEMENT ROOM - NIGHT

You find the announcement room only to find a DEAD LADY (30s) with scratches all over her face and body and no eyeballs.

You run outside, and a white rat cuts your path. You follow it around to catch it.

Once the player catches the rat, they can kill it and activate the map.

Once the map is activated, you see that the red lines turn immediately black. Muhnochwa is on platform 4.

The map guides the player to platform 4.

EXT. KANPUR RAILWAY STATION , PLATFORM 4.

After a while of running, you reach platform 4. It's dark, there is no one around, the light is quite dim, and it flickers. The map is still activated, but there is no pathway; muhnochwa is around you.

LASKHMI

Muhnochwa? I am not here to hurt you. You can trust me.

You sit down, take out your ritual mat, diyas and ghee and start the first step of the ritual.

LASKHMI (CONT'D)

I can help you reach salvation, but I need your co-operation.

You start to hear Muhnochwa's laugh.

\*Only the player knows that this is his laugh. The player has the option to run or continue the ritual.

If the player runs -

The laugh increases; it almost sounds like a monstrous growl. Finally, you get scared and start running; Muhnochwa gets a hold of you and scratches your hand.

You start to faint as you close your eyes; you see a glimpse of Barra running towards you.

If the player chooses to continue the ritual -

You don't stop. The diyas are placed on the mat and lit up. You use the one spell you know.

LAKSHMI

O God Almighty You are Supreme and  
Great, remove this bad omen!

Nothing Happens.

Muhnochwa's growls increase. You feel something brush past against you, and it's Muhnochwa. You look at your hand; it's scratched.

The lights stop bickering. It's bright. You look around, but no one is there, you start hearing moans, you step forward and look down at the railway tracks and see a pile of bodies, alive and still moaning.

You hear the train of sound, you panic. You try to wave at the train to stop. The train inches closer and closer.

At the very exact moment, you feel a hand on your shoulder; you turn around, it's muhnochwa. He is drooling, his deadly nails scratching your hand back and forth. Blood starts dripping.

The train is inching closer.

The moans are increasing.

Muhnochwa laughs.

He pushes you towards the railway tracks.

But Barra gets hold of you, and you are safe.

But, the train passes through and crushes the bodies; blood splatters all around.

Muhnochwa's growl increases, and he runs towards the two of you.

Barra takes his jar of white powder and throws it at Muhnochwa.

Muhnochwa starts to feel uneasy and runs past you, scratching away your leg.

You faint.

EXT. KANPUR ROADS, OPEN RIKSHAW - NIGHT

You wake up and see Barra next to you. He is applying first aid to make you feel better.

BARRA

What the hell do you think you were doing?

Lakshmi gets up and sits straight.

LAKSHMI

Where are we?

BARRA

How can you be so irresponsible?  
What is the matter with you?

LAKSHMI

Where are we going?

BARRA

I am dropping you home.

LAKSHMI

NO! I can't go home! I need to find  
Muhnochwa and trap him. He is  
killing so many people! How can you  
be so insensitive!

BARRA

(shouts)

I am not insensitive!

Lakshmi gets startled. The Rickshaw driver gasps and stops the rickshaw.

BARRA (CONT'D)

The reason I don't do exorcism is  
because things get personal! I lost  
my entire family because I tried to  
be the hero of the town!

LAKSHMI

I am sorry... I didn't know.

BARRA

Please listen to me and be with  
your mother! I am just trying to  
save you.

LAKSHMI

But...I am trying to save my  
sister.

Lakshmi gets off the Rickshaw.

BARRA

Wait! I am not going to let you do this alone, especially when you still know nothing about exorcism.

Lakshmi smiles and climbs back onto the rickshaw.

Barra takes out a thin black book and a jar of white powder.

BARRA (CONT'D)

This is the book of spells!

Barra hands it over to you. You open it to find absolutely nothing on it.

LAKSHMI

Do we need another white rat?

Barra giggles.

BARRA

No! Take this white powder and throw it all over the book and while doing it say, "Om Shanti, Shanti hee"

You take the white powder and do as instructed. However, as soon as the white powder touches the book, the blank pages start getting filled with different spells.

BARRA (CONT'D)

This spell book highlights the appropriate spell for the situation whenever you use it.

Lakshmi takes out the magical map.

Barra takes out a white rat from his pocket.

LAKSHMI

How?

BARRA

I am a magician afterall!

You take the white rat and activate the map. A pathway forms, it's leading to Parmath Temple.

LAKSHMI

Bhaiya (brother), can you drop us at Parmath temple?

EXT. PARMATH TEMPLE OUTSKIRTS - NIGHT

We arrive at the entrance of the temple. It's a dark and lonely forest. You follow the map and are inching closer to muhnochwa.

As you get closer, Barra stops.

LAKSHMI

What?

BARRA

There is one last thing you need to learn.

Barra takes out a jar with a firefly inside. Barra opens it, and lets go of the firefly.

BARRA (CONT'D)

This is a magical glass jar used to trap ghosts. The soul is as tiny as a firefly.

(beat)

Catch it.

You start running after the firefly, trying to trap it.

BARRA (CONT'D)

Once you perform the exorcism on Muhnochwa, the soul will leave the body, you have to catch it before it posses a new body.

You start running after the firefly, trying to trap it.

You are still trying to catch it. Then, running after the firefly, you notice that you are deep inside the forest. You look around for Barra, but he is nowhere.

The firefly has also gone.

LASKHMI

Barra! Are you there?

There is no response.

The weather starts to change.

It gets extremely windy.

Lightning strikes.

It starts raining. You can hear the temple bells ringing.

LAKSHMI (CONT'D)  
Hello? Is anyone here?

You start hearing the growls again. It's Muhnochwa.

The screen takes over, and prompts come up. In the far right corner there you can see Lakshmi's health bar. Below it, instructions come up for the player.

Set up the ritual mat

Activate spellbook

Trap the ghost

You look for a tree with enough shade and set up the ritual mat. You realize that it's raining and the diyas need to be lit. You cover the mat with your hobo bag to not let the diyas stay intact.

With one hand occupied, you take out the spellbook and white jar of powder to activate the spellbook.

The spellbook is activated, and a spell is highlighted in gold.

LAKSHMI  
"I call in the three most powerful  
feminine forces of the universe"

As soon as you say the spell, Muhnochwa's growls increase. The intensity of the rain increases.

You grab the empty jar and start running around, hoping to spot his soul.

But, in front of you is Muhnochwa standing in all its glory. Ready to attack you.

You try to run, but he grabs you. His hands are hovering above your eyeballs. He is about to take out your eyeball, but Barra enters and throws white powder all over him.

Barra quickly hands you a shiny pink stone.

LAKSHMI (CONT'D)  
What is this?

BARRA  
Take the stone in your hand and say  
the spell.

Muhnochwa is running towards Barra.

BARRA (CONT'D)

QUICK!

You take the stone in your hand and say the spell.

LAKSHMI

"I call in the three most powerful  
feminine forces of the universe"

You take the stone in your hand and say the spell.

The weather starts to get regular, and Muhnochwa's growls increase; he is in immense pain.

Your health bar is relatively low.

You see that a golden point of light is shining in the middle of the forehead.

You get your empty glass jar ready.

The point of light leaves the forehead and hovers above Muhnochwa. Then, it suddenly gains speed and heads towards Barra.

Barra starts to run.

You run towards the light and finally catch it.

Muhnochwa is trapped.

INT. PARMATH TEMPLE - DAWN

Lakshmi and Barra are in the temple praying in front of an idol of a goddess.

Lakshmi and Barra turn around, and a hazy shadow starts to take form. When we notice it closely, its legs are taking shape. But, first, it's upside down.

The creature's legs start to take form first, and then the rest of the body, it's upside down. It has unusually long hair. This creature looks quite familiar.

A Prompt pops up.

Check hobo bag.

You check the hobo bag and see a white line outlining a book. You take the book out, "Adventures of Vikram and Betaal." The creature in front of you and the book are the same.

TO BE CONTINUED.....