sulphur springs

Written by
Tracey Thomson

Disney Channel - Polish September 10, 2018

TEASER

EXT. WOODS (1988) - AFTERNOON

Open on a YOUNG GIRL running through the woods, her bright red hair whipping behind her in the wind.

She reaches the edge of a STEAM-COVERED pond and pauses briefly to scan the surrounding area.

Her eyes land on something in the distance and she takes off in a full sprint.

We get the sense she's being chased as she glances over her shoulder and pushes herself to run even faster.

EXT. TREMONT HOTEL (1988) - CONTINUOUS

She passes a freshly painted wooden sign welcoming us to The Tremont and DROPS to the ground behind a large fountain nearby.

A voice CALLS to her, but the words are drowned out by the girl's labored breathing.

She pulls her knees to her chest, trying to make herself as small as possible and waits for the person to pass...

TITLE CARD.

EXT. TREMONT HOTEL (PRESENT) - NIGHT

The wooden sign is now weathered and partially obscured by weeds and overgrown vines.

An approaching storm KICKS UP the wind causing the sign to CREAK back and forth on rusty hinges giving a brief glimpse at the faded and peeling letters.

EXT. TREMONT HOTEL - CONTINUOUS

A FLASH OF LIGHTING illuminates three TWEEN BOYS crouched behind the dry, crumbling, graffiti-tagged fountain eyeing the seemingly abandoned hotel.

TOPHER, the smallest of the trio, tries his best to act brave in front of the other boys, but the story being told has him on edge. KYLE

... Savannah Dillon's ghost still walks the halls. All night. Every night.

A RUMBLE OF THUNDER sends a SHIVER down Topher's back.

TOPHER

You really think this place is haunted?

NATE

Only one way to find out...

KYLE

Unless you're too scared.

TOPHER

I'm not.

NATE

Then go ahead, Topher. Look inside.

Topher hesitates a beat too long and the ante gets upped.

KYLE

I dare you.

Wanting to prove himself, Topher musters up the courage to slowly make his way to a filthy pane of glass covered by a rotting shutter.

With a shaking hand, he reaches between the broken slats to wipe the grime clean.

As the lobby comes into view, REVEAL a SILHOUETTE of someone standing in the middle of the room.

Her face isn't visible, but we see enough to know it's a young girl.

Suddenly, she lets out a PIERCING SCREAM causing Topher's eyes to go WIDE with fear.

Kyle and Nate BOLT from the cover of the fountain, losing their footing on the gravel drive as they run for their lives leaving Topher scrambling to catch up.

CUT INSIDE:

INT. HOTEL LOBBY - CONTINUOUS

Oblivious to the antics outside, the girl, ZOEY CAMPBELL -- nine going on nineteen -- flips ON a lamp to REVEAL her twin brother's head poking out beneath a cloth draped couch.

ZOEY

Wyatt!

WYATT CAMPBELL -- sweet with a mischievous streak -- shimmies out from his hiding spot in the lobby of their new home.

WYATT

I got you so good.

SARAH CAMPBELL -- early forties, never met a problem she can't fix -- rushes in having heard her daughter's scream.

SARAH

Zoey? What happened?

TTAYW

I barely touched her foot and she freaked. It was awesome.

Zoey, unamused by her brother's antics, rolls her eyes.

ZOEY

You are such a child.

TTAYW

What's that make you?

ZOEY

Two minutes older and light years more mature.

BOOM! A loud THUNDERCLAP sends the twins SCRAMBLING behind their mom, neither looking very mature at the moment.

SARAH

Why don't we go upstairs and finish unpacking your rooms?

TTAYW

Mine's done.

SARAH

Good. You can scrub the bathroom next. Penance for your prank.

ZOEY

(taunts)

Don't forget the toilet.

Wyatt is quick to plead his case and point fingers.

WYATT

This wasn't my prank. It was all Griffin's idea.

INT. GRIFFIN'S ROOM - LATER

Vintage concert t-shirts and half-empty moving boxes litter the floor of the hotel suite that's now home to eleven-year-old GRIFFIN CAMPBELL -- a horn-rimmed kid (hipster not Harry Potter) with a passion for music and adventure. He craves independence, but also longs for the close connection he once had with his dad.

As the camera PANS UP, see Griffin standing on the bed jamming to a bluesy rock SONG piping through his laptop. He's in the midst of a passionate air guitar solo when the music abruptly CUTS OFF.

BEN CAMPBELL -- early forties, recovering workaholic -- has closed his son's device.

Griffin, slightly embarrassed, pushes his signature dark frames back in place.

GRIFFIN

Hey, Dad.

Ben holds up a five dollar bill.

BEN

You paid Wyatt five bucks to scare Zoey?

Griffin smirks, can't resist.

GRIFFIN

How loud did she scream?

Ben shoots him a look.

GRIFFIN (CONT'D)

I'm just trying to figure out whether it was worth the money.

BEN

Keep tormenting your sister, I'll be holding on to all your allowance.

The smirk drops from Griffin's face.

GRIFFIN

It's not like there's anything else to do around here.

BEN

I know this move is a big adjustment, but it'll be good to spend some quality time together.

GRIFFIN

Couldn't we just take a vacation like normal people? Stay in a nice hotel, not buy one that should've been condemned.

BEN

Some of my best memories were made here. Once we fix it up, The Tremont could be a place you pass down to your own kids.

GRIFFIN

Why torture future generations?

BEN

Griff... It's only been a few days. Give it a chance. Sulphur Springs may surprise you.

GRIFFIN

(unconvinced)

Sure.

Griffin opens the laptop and music begins to PLAY, effectively drowning out any further attempts to connect.

CUT OUTSIDE:

EXT. TREMONT HOTEL - SAME

The faded sign SWINGS WILDLY in the wind before BREAKING FREE from the hinges holding it in place...

...and lands a few feet away with a DULL CLANG as it connects with something METAL on the ground.

As the camera PUSHES IN, REVEAL a HANDLE attached to a CORRODED STEEL DOOR buried in the weeds.

END TEASER

ACT ONE

INT. GRIFFIN'S ROOM - MORNING

Start TIGHT on Griffin SNORING loudly in bed.

His ALARM goes off and he darts out a hand from beneath the covers to silence the SQUAWKING.

As he gropes around the nightstand for his phone, Griffin cracks open an eye and sees his mom holding it just out of reach.

SARAH

Keep hitting snooze, you're going to be late for your first day.

Griffin flashes an impish grin.

GRIFFIN

I could skip it all together.

SARAH

Nice try. Nervous?

Griffin sits up, grabs his glasses.

GRIFFIN

I've never been the new kid before.

SARAH

Just be yourself. That kid's pretty great.

GRIFFIN

Does that mean I can get my five bucks back?

SARAH

No, but I do have something else for you. I found it downstairs with a bunch of old photos.

She takes a seat on the bed and hands him a picture of a smiling boy with a guitar posing next to a trophy.

GRIFFIN

Who is this?

SARAH

Turn it over.

Griffin flips the photo and finds "TALENT SHOW WINNER: BENNETT CAMPBELL, 1988" handwritten on the back.

GRIFFIN

That's Dad?

SARAH

Can't you tell by the goofy grin?

GRIFFIN

It's been a long time since I've seen him smile.

SARAH

I could say the same about you. I'm hoping that will change...

Griffin is noncommittal.

GRIFFIN

I need to get dressed. Don't want to be late.

EXT. MIDDLE SCHOOL - ESTABLISHING - LATER SAME MORNING

Kids mill around the quad outside Sulphur Springs Middle - home of the Scorpions.

INT. HALLWAY - SAME

MUFFLED MUSIC bleeds out of Griffin's headphones as he moves through the crowded hall in search of his locker.

He finds it ... on the bottom row.

GRIFFIN

Perks of being the new kid.

Griffin kneels down, tries the combo but the door sticks. He attempts to pry it open, but is having no luck.

Suddenly, a converse-clad foot (covered in sharpie art) gives the locker a swift KARATE KICK. The door SPRINGS open.

Griffin glances up to find HARPER DUNN -- artsy with an eclectic style -- standing over him.

HARPER

Works every time.

She flashes a megawatt smile and Griffin is done for. He can barely remember his name much less to say thank you.

Harper moves off down the hall leaving Griffin staring after in awe.

INT. CLASSROOM - SAME

Griffin is seated in homeroom listening to his teacher, MRS. DOUGLAS -- fifties, good natured -- read the morning announcements.

MRS. DOUGLAS

Student council elections will be next Tuesday. If you're planning to run for office, speeches are due by the end of the week.

She sets the handout aside.

MRS. DOUGLAS (CONT'D)

Now, I'm sure you all have noticed we have a new student joining us today.

The class, including Topher, Kyle and Nate, sit silent, sizing Griffin up.

MRS. DOUGLAS (CONT'D)

Griffin? Why don't you stand and tell us a little about yourself?

Griffin inwardly GROANS, but does as instructed.

GRIFFIN

I'm Griffin Campbell and my family just moved here from Chicago.

He's about to retake his seat when he's hit with a follow up.

MRS. DOUGLAS

How do you like to spend your free time? Playing sports? Video games?

GRIFFIN

I'm mostly into music.

That statement elicits a heckle from the back of the room.

KYLE

So lame.

MRS. DOUGLAS

What was that, Kyle?

As Kyle squirms in his seat, Topher pipes up for the save.

TOPHER

He asked why Griffin came to Sulphur Springs.

Mrs. Douglas looks to Griffin for the answer.

GRIFFIN

My dad quit his job and bought an old hotel. Now we're living a reallife version of one of those DIY shows while my parents fix up The Tremont.

A murmur goes around the room. Even Mrs. Douglas looks a bit stunned. The questions come fast catching Griffin off guard.

MRS. DOUGLAS

You moved into The Tremont?

CLASSMATE #1

What's it like?

CLASSMATE #2

Aren't you scared?

CLASSMATE #3

That place is beyond creepy.

Mrs. Douglas collects herself and tries to regain control of the class.

MRS. DOUGLAS

Let's be respectful, please.

Griffin is suddenly in no hurry to sit back down.

GRIFFIN

The inside is way creepier. Long, dark hallways. Floor after floor of abandoned rooms. Cobwebs everywhere you look. Good thing I'm not scared of spiders.

BELL RINGS.

As the kids gather their backpacks, Kyle leans over to Griffin.

KYLE

What about ghosts? They scare you?

Griffin assumes he's being mocked again and gives it back.

GRIFFIN

They did when I was five. A nightlight chased 'em away so I could sleep. Maybe you should get one.

NATE

You definitely won't be getting much sleep at The Tremont. It's haunted.

GRIFFIN

Funny.

TOPHER

I didn't believe it either... until last night.

Some of the other kids have overheard and join in.

CLASSMATE #1

What happened last night?

Kyle, needing to redeem himself, is quick to fill them in.

KYLE

We saw a ghost standing in the lobby.

Topher raises an eyebrow knowing he was alone at the window, but doesn't call Kyle out.

CLASSMATE #2

Was it Savannah?

CLASSMATE #3

I heard if you look her in the eye, you'll go blind.

CLASSMATE #1

You won't go blind, but she will suck out your soul.

GRIFFIN

(skeptical)

How do you know it was a ghost?

TOPHER

She let out this crazy scream. Trust me, nothing human could make that sound.

Griffin hides a smile, realizing they are talking about Zoey, but doesn't let on.

CLASSMATE #2

Better keep your door locked tonight.

GRIFFIN

I'm not worried.

KYLE

You should be. A night-light won't keep you safe from Savannah Dillon. Nothing will.

Kyle pushes past Griffin and heads out with his friends.

INT. CAFETERIA - AFTERNOON

Griffin makes his way through the crowded lunchroom, fully aware of the LOOKS and not so quiet WHISPERS around him.

Amused by the rumors, he meets the stares with a smile.

Towards the back of the cafeteria, he spots Harper doodling on a note pad and moves up to join her.

Griffin stuffs down his nerves and strikes up a conversation.

GRIFFIN

People see those drawings, they'll figure it out.

She glances up.

HARPER

Figure what out?

GRIFFIN

Your secret identity.

Off her blank look.

GRIFFIN (CONT'D)

Locker ninja? I caught a glimpse of the shoes when you were kicking past my head. The art's the same.

Harper plays along.

HARPER

Shoe design could be my side hustle. Doesn't mean I'm a superhero.

GRIFFIN

I'm good with faces. Still don't know your name though...

HARPER

Harper.

GRIFFIN

I'm Griffin. Thanks for the assist earlier.

HARPER

Thank the janitor. He showed me that move. Said it was the best kept secret in Sulphur Springs.

GRIFFIN

Wow. Just when I thought this place was boring... Any other tips?

HARPER

If you're thinking about running for student council, candy is the only way to get votes.

GRIFFIN

Campaigning really isn't my thing.

She notes the concert t-shirt he's wearing.

HARPER

Fashion statement or actual fan?

GRIFFIN

Souvenir from a music festival a few years ago... along with this.

He pulls a pick from his pocket.

GRIFFIN (CONT'D)

My favorite guitarist gave it to me after his set. It was epic.

As Harper inspects the souvenir, she notices that people are STARING. Not just a few. The ENTIRE cafeteria seems to be talking about Griffin.

HARPER

Do you have a not-so-secret identity I should know about?

He looks around, laughs.

GRIFFIN

Some kids thought they saw a ghost at The Tremont. People found out I live there and now that's all anyone wants to talk about.

Griffin's nonchalant admission leaves Harper in disbelief.

HARPER

You live at The Tremont?!

GRIFFIN

Here we go. No, I haven't seen Savannah. I don't even know who she is... or was.

Harper wastes no time googling Savannah's name on her iPad. She clicks on a video of SAVANNAH DILLON -- resourceful, spunky, easily stands out in a crowd with her distinctive red hair -- doing a talent show with other campers.

HARPER

The girl with the red hair? That's Savannah Dillon.

GRIFFIN

Okay...

It's not everyday Harper meets someone who hasn't heard the story. She excitedly fills him in.

HARPER

She disappeared from The Tremont thirty years ago. Never to be seen again -- alive anyway.

GRIFFIN

Spoiler alert: the girl those kids saw last night wasn't a ghost. It was my sister.

Harper isn't bothered by his skepticism.

HARPER

Plenty of other people have seen Savannah around the hotel. It's only a matter of time before you do, too.

GRIFFIN

(teases)

000-000.

HARPER Can't say I didn't warn you.

Harper heads out leaving Griffin feeling a little unsettled.

EXT. TREMONT HOTEL - AFTERNOON

Griffin is riding his bike down the gravel drive headed back home when a FLASH of color catches his eye. He skids to a stop and scans the tree line. Nothing.

Curiosity gets the better of him and Griffin rides his bike into the woods. Through the camouflage of branches and leaves, he spots something RED in the distance.

Griffin PEDALS as fast as he can to catch up. He doesn't notice a large tree root jutting into his path. When his front tire hits it, Griffin is THROWN from his bike and lands HARD on the ground. The impact sends his glasses in the opposite direction.

Dazed from the fall, he opens his eyes and finds everything slightly out of focus. Griffin feels around for his frames, which are resting in a nearby pile of leaves. As his fingers curl around the eyewear, a SHADOW falls over him. REVERSE TO REVEAL the shape of a YOUNG GIRL standing over Griffin.

GRIFFIN

Savannah?

END ACT ONE

ACT TWO

EXT. TREMONT HOTEL - AFTERNOON

The sun is shining in Griffin's eyes, he can't make out the face of the person above him.

The person crouches down. REVEAL Harper wearing a red hoodie.

HARPER

(teases)

So you do believe in ghosts.

Griffin quickly slides on his glasses, which somehow came out of the fall unscathed -- unlike his pride.

GRIFFIN

What are you doing here?

She holds up his guitar pick.

HARPER (CONT'D)

I forgot to give this back at lunch.

He takes the pick from her.

GRIFFIN

Thanks.

HARPER

You need help up? Looked like you fell pretty hard.

Griffin is embarrassed, snaps as he scrambles to his feet.

GRIFFIN

I'll be fine.

HARPER

If you say so. See you at school.

Harper starts back into the trees.

GRIFFIN

Where are you going?

HARPER

Shortcut. I live on the other side of the woods.

Griffin feels bad for snapping and tries to lighten the mood.

GRIFFIN

You aren't worried about getting grabbed by a ghost?

HARPER

Savannah's only been seen inside the hotel.

GRIFFIN

If you want, I could give you a tour...

Harper responds a bit too fast.

HARPER

That's okay. I'm sure you have better things to do.

GRIFFIN

Not really. Come on.

Harper hesitates, not wanting to spoil the lore she's so invested in.

GRIFFIN (CONT'D)

What's wrong? You scared?

HARPER

No! It's just... I've painted this picture in my head of what the hotel is like inside. I see it as a place time forgot. If it's not...

GRIFFIN

Thick layers of dust, sheets covering all the furniture?

Harper nods.

GRIFFIN (CONT'D)

You won't be disappointed.

INT. HOTEL LOBBY - AFTERNOON

Ben and Sarah survey the lobby as the twins work together to remove the remaining drop cloths from the furniture.

BEN

It's strange seeing the hotel like this.

(MORE)

BEN (CONT'D)

When I was a kid, The Tremont was always packed. Could hardly get a reservation.

ZOEY

This place? Really?

BEN

People would come from all over to soak in the hot springs. The water had minerals in it that were supposed to be therapeutic -- help with circulation, ease pain -- that sort of thing.

TTAYW

If the hotel was so popular, how come it closed?

BEN

The springs started to dry up and so did business.

A voice from the door...

GRIFFIN

That's not what I heard.

The Campbells look up to see Griffin standing there with awestruck Harper. She looks around, committing every tiny detail to memory.

GRIFFIN (CONT'D)

The rumor is people stopped coming because this place is haunted.

BEN

What did I tell you about scaring your brother and sister?

ZOEY

I'm not scared.

WYATT

You were last night.

Zoey glares at her twin.

SARAH

Can we please not argue in front of company?

Sarah introduces herself to Harper.

SARAH (CONT'D)

Hi. I'm Sarah Campbell, Griffin's mom.

GRIFFIN

This is Harper. A friend from school.

SARAH

Excuse the mess. We're still settling in.

HARPER

Are you really planning to reopen the hotel?

BEN

I know it doesn't look like much now, but with some hard work The Tremont could be amazing again.

HARPER

You shouldn't have a problem filling rooms -- even like this. Tons of people want to see Savannah up close.

Ben privately reacts to the mention of Savannah's name as the twins start asking questions.

WYATT

Who's Savannah?

GRIFFIN

The ghost of a kid who's supposedly been haunting the hotel for the last thirty years.

SARAH

(warns)

Griffin.

GRIFFIN

I said supposedly.

ZOEY

How did she die?

HARPER

No one knows for sure. There are plenty of theories...

SARAH

We don't need to get into those.

Ben finally speaks up.

BEN

If this happened thirty years ago, how did you hear about it?

HARPER

There's a website that talks about Savannah's disappearance. People post articles and sightings.

Griffin takes his laptop out of his backpack.

GRIFFIN

Want to see it?

SARAH

I think we get the idea.

WYATT

Where has she been spotted?

HARPER

Mainly on the top floor.

The twins alert.

ZOEY

Our rooms are up there.

TTAYW

Does it say whether Savannah's a friendly ghost?

GRIFFIN

Guess we'll find out when she's standing over our beds.

Griffin glances to his dad, expecting a reprimand for messing with the twins, but Ben simply dismisses the rumor.

BEN

You shouldn't believe everything you read online.

SARAH

Your dad's right. The hotel is not haunted.

As if on cue, the power FLICKERS and GOES OUT sending the twins into a sheer panic.

ZOEY

TTAYW

It's Savannah!

She's here!

INT. BASEMENT STAIRS - SAME

A flashlight is trained on a pair of well-worn sneakers moving down a flight of creaky wooden stairs. The feet come to an ABRUPT stop.

WIDEN as Griffin raises the flashlight to see his dad eyeing a door marked STAFF ONLY.

GRIFFIN

Is it locked?

Ben doesn't respond.

GRIFFIN (CONT'D)

Dad? What's wrong?

Ben shakes off the hesitation and pushes open the door.

BEN

Nothing. Stay close.

INT. BASEMENT HALLWAY - CONTINUOUS

Ben and Griffin locate the breaker box and discover it's nearly RUSTED shut.

As Ben works to pry it open, Griffin keeps himself entertained by shining the flashlight around the basement.

The beam REFLECTS off something at the end of the hall. It's a black and yellow metal sign with three triangles.

Griffin would go check it out, but a hand CLAMPS down on his shoulder causing him to jump out of his skin.

BEN

I told you to stay close.

GRIFFIN

Dad, you have to see this.

BEN

Stop messing around. Shine the light over here.

Griffin casts a glance back at the sign, then aims the flashlight at the breaker box.

As Ben finishes pulling the cover free, the flashlight goes out without warning and plunges them into DARKNESS.

BEN (CONT'D)

Not funny, Griffin. Turn it back on.

Griffin stands stock still, genuinely starting to get freaked.

GRIFFIN

That wasn't me. I swear.

BEN

The battery must've died. Use the app on your phone.

Griffin quickly digs the device out of his pocket and swipes up to access the flashlight icon. He uses it to illuminate the panel allowing his dad to find and flip the main breaker.

POWER COMES BACK ON.

Griffin lets out a relieved breath, but isn't about to let his guard down. He casts a quick glance behind him, making sure they're still alone in the hall.

GRIFFIN

What if the hotel really is haunted?

BEN

The panel looks original. I'm not surprised it needs to be replaced.

GRIFFIN

So, it's just a coincidence the flashlight died?

BEN

You're a smart kid. Too smart to believe in ghost stories. Why are you wasting your time on this one?

Griffin shrugs.

GRIFFIN

Everyone at school is curious -- even my teacher. What do you think happened to Savannah?

BEN

Drop it, Griffin.

GRIFFIN

GRIFFIN (CONT'D)

Didn't anyone notice she was gone? Didn't anyone care?

Ben snaps, shuts him down hard.

BEN

I said drop it! I don't want to hear another word about Savannah. Especially in front of the twins.

Griffin wisely stops talking.

INT. HOTEL LOBBY - SAME

Sarah and the twins are getting to know Harper while they wait for Ben and Griffin to return. Zoey indicates Harper's shoes.

ZOEY

Did you do those yourself?

HARPER

I get bored with solid colors.

WYATT

I wish I could draw like that.

HARPER

Everyone has their thing.

ZOEY

His is being annoying.

WYATT

Hers is being bossy.

SARAH

That's enough you two. What inspired the design, Harper?

Harper holds out her foot to give Sarah a better view of the design. See a lake with mountains in the background.

HARPER

Ever have a day you didn't want to end?

SARAH

All the time.

HARPER

This is my way of keeping the memory close.

(MORE)

HARPER (CONT'D)

Kind of like how Griffin carries that guitar pick around.

SARAH

From the Blues festival? He still has that?

HARPER

It seems really important to him.

Sarah is touched to hear Griffin has a fond memory with Ben.

SARAH

His dad took him to that concert.

PHONE RINGS.

SARAH (CONT'D)

It's the electrician. Excuse me.

As she moves away to take the call, Zoey picks up Griffin's laptop.

ZOEY

Can you show us that website Griffin was talking about?

Harper casts a glance in Sarah's direction.

HARPER

I don't think your mom -- [wants
you guys]

TTAYW

(cuts in)

Please. We really need to know what rooms to avoid.

Harper opens the laptop and finds a video clip FROZEN on screen. Zoey pushes a button and it begins to PLAY.

See Griffin, in his room, addressing the camera.

GRIFFIN (PRE-RECORDED)

Ladies and Gentleman, put your hands together and welcome the one, the only, guitar God Griffin Campbell.

Griffin supplies his own CHEERS before launching into the air guitar routine Ben interrupted the previous night.

As the video cuts off, Griffin comes back into the lobby with his dad. Sarah, still on the phone, waves Ben over.

WYATT

Here comes the Guitar God now.

HARPER

So... you do have a secret identity.

The color drains from Griffin's face.

GRIFFIN

Is that my laptop?

Zoey smirks.

ZOEY

You did this to yourself. I wasn't even trying to pay you back.

Griffin looks like a deer caught in the headlights, but Harper puts him at ease.

HARPER

I bet if you upload the video, you'd go viral -- in a good way.

Sarah and Ben rejoin the kids.

SARAH

Pizza should be here soon.
Harper, you're welcome to stay.

HARPER

That'd be great. I'll text my mom.

GRIFFIN

I'm going to finish giving Harper the tour.

Griffin grabs Harper's hand and hustles her out.

INT. BASEMENT HALLWAY

Griffin retraces his earlier route with Harper on his heels.

HARPER

We could have skipped the basement and gone straight to the top floor.

GRIFFIN

When I was down here earlier, I saw this sign in the hall...

HARPER

What kind of sign?

GRIFFIN

It reminded me of a Bob Dylan album my dad likes. The same symbol is on the cover.

He guides her to the sign he found earlier. See "FALLOUT SHELTER" printed beneath the symbol.

HARPER

No way. The hotel has a bunker?

GRIFFIN

Thought it might be worth checking out...

Griffin reaches for the handle and pulls open the door. A smile spreads across his face.

GRIFFIN (CONT'D)

So worth it.

INT. BUNKER - CONTINUOUS

REVEAL a doomsday prepper's paradise -- or a middle schooler's new playground.

Griffin and Harper look around and discover the bunker is fully stocked with supplies and food rations dating back to the beginning of the Cold War.

They are like kids in a candy store, touching EVERYTHING.

SERIES OF SHOTS:

Harper flips through some sci-fi books on a shelf.

Griffin raises the antenna on an old transistor radio, tunes it to 88 on the FM dial and cranks up the volume. Nothing.

Harper finds a box of stale cookies, Griffin bites into one. It's not half bad.

He pops open a jar of congealed mystery meat and the smell almost knocks them over.

Griffin tries on a vintage gas mask and does his best Darth Vader complete with HEAVY BREATHING.

GRIFFIN

I am your father.

CREAK.

Harper turns, expecting to find someone... but they're alone.

HARPER

You heard that, right?

Griffin slowly removes the gas mask and attempts to explain away the sound.

GRIFFIN

It was probably the twins.

HARPER

Or Savannah.

GRIFFIN

That's what they want us to think.

He moves through the bunker in search of his siblings.

GRIFFIN (CONT'D)

Zoey? Wyatt? Give it up. We aren't scared.

Griffin comes to a closet at the back of the bunker and sees the door isn't completely shut.

He pulls it open expecting to find the twins and discovers it's not a closet. It's an exit accessed by a metal ladder affixed to the concrete wall.

Harper joins him at the base, they glance up.

HARPER

Where do you think it goes?

GRIFFIN

Let's find out.

Eager for an adventure, Griffin wastes no time climbing up.

EXT. HOTEL WOODS - LATE AFTERNOON

The chorus of CICADAS is interrupted by a loud GROAN as a STEEL DOOR is slowly pushed open from the inside.

Griffin and Harper emerge from the hole in the ground and look around the woods.

GRIFFIN (CONT'D)

Sweet. It's a secret passageway from the hotel.

Harper's mind is still on the noise they heard in the bunker.

HARPER

I don't see the twins.

LAUGHTER is heard in the distance.

GRIFFIN

This way.

He pushes through the bushes and stops in his tracks.

Reverse to REVEAL the laughter is coming from a COUPLE soaking in the hot springs that are somehow filled with water.

Harper and Griffin don't quite believe what they're seeing.

GRIFFIN (CONT'D)

I thought the hot springs dried up years ago.

HARPER

They did.

BACK TO:

The steel door still propped open. It appears less corroded than it looked in the teaser. FAINT MUSIC drifts out from the entrance.

CUT INSIDE:

INT. BUNKER - CONTINUOUS

ANGLE on the BROKEN RADIO sitting on the shelf where Griffin left it. The dial now glows with life.

END OF ACT TWO

ACT THREE

EXT. HOTEL WOODS - LATE AFTERNOON

Harper and Griffin move down a well-kept path to take a closer look. As they reach the edge, Griffin drags his hand through the water to ensure it's not a mirage.

WOMAN

Amazing, isn't it?

HARPER

Where did all this water come from?

MAN

Mother Nature's gift. Enjoy it.

As the couple moves away to soak deeper in the water, Harper tries to process how this oasis could suddenly appear.

HARPER

It was raining last night, but not enough to fill a pond.

GRIFFIN

Well, there's water here now. I need to tell my parents. This could change everything.

They rush off.

INT. HOTEL LOBBY - SAME

Sarah hangs up the phone as Ben sits lost in thought.

SARAH

I've talked to three electricians. No one will take the job. Guess they've heard the rumors, too.

BEN

I'm sorry. I should have thought this through before uprooting you and the kids.

SARAH

Moving to Sulphur Springs was the the right decision for our family. I think Griffin may even start to come around now that he has a friend. BEN

I'm not sure I want him spending time with Harper.

SARAH

Because she told him the hotel is haunted? It's a harmless story.

BEN

Until the twins start having nightmares about missing kids.

SARAH

I think a friendship with Harper will make things easier for Griffin. He may even be happy here. Isn't that all that matters?

On Ben, unreadable.

EXT. HOTEL WOODS - SAME

Harper and Griffin round a corner heading back to the hotel when she suddenly yanks Griffin down.

HARPER

Oh my God. Look!

Griffin turns in the direction she's pointing and sees a young girl with red hair darting through the woods. Harper can barely contain her excitement.

HARPER (CONT'D)

It's Savannah! I knew it. The stories are true.

Griffin can't argue the girl's resemblance to Savannah, but remains skeptical about the whole spirit thing.

GRIFFIN

Some kid running through the woods doesn't prove anything.

Harper is nearly apoplectic.

HARPER

Some kid?! Did you crack your glasses? That girl looked exactly like Savannah.

GRIFFIN

That's my point. Ghosts look like vapory shadows not actual people.

HARPER

According to who?

GRIFFIN

Every movie ever made. Besides, you said Savannah has never been seen outside the hotel.

HARPER

Until now.

Harper hurries off. Griffin calls after.

GRIFFIN

What are you doing?

HARPER

Getting a closer look.

GRIFFIN

It's not her! Harper!

Griffin debates for a few seconds before going after Harper.

BACK TO:

Savannah, as we saw her in the teaser, darting through the woods with her bright red hair whipping behind her.

We get the sense she's being chased as she glances over her shoulder and pushes herself to run even faster.

EXT. TREMONT HOTEL - CONTINUOUS

She passes the familiar wooden sign welcoming us to The Tremont. Only it's not on the ground where it fell in the storm. It's freshly painted and firmly affixed to the post.

She DROPS to the ground behind a large fountain nearby. The water is flowing and there's not a trace of graffiti.

A voice calls to her, but the words are drowned out by Savannah's labored breathing.

She pulls her knees to her chest, trying to make herself as small as possible and waits for the person to pass...

Harper and Griffin rush in as a kid wearing a camp shirt and retro-looking high tops calls out.

CAMPER #1

She's over here!

Savannah pulls a flag from her pocket and bolts from the cover of the fountain as a group of campers try to catch her.

CAMPER #2

Get her!

She dodges some tags and makes it to a designated spot with a triumphant look on her face.

Her team CHEERS. A scrunchie-clad counselor blows a WHISTLE.

COUNSELOR

Blue team wins. That's it for today.

The campers, including Savannah, head toward the o/c hotel.

GRIFFIN

If that really was Savannah, don't you think those kids would be freaking out?

Harper knows what she saw and can't be convinced otherwise.

HARPER

Maybe they don't know about her disappearance -- you didn't.

Griffin can't hide his frustration.

GRIFFIN

I'm not from Sulphur Springs!

HARPER

Yeah, well I've never seen any of those kids around school.

GRIFFIN

Then where did they come from? Are they all ghosts, too?

Harper's had enough of his skepticism. She isn't going to let Griffin ruin this for her.

HARPER

Thanks for the tour. I can take it from here.

She heads after the group on a mission. He lets out a sigh, watches her walk off when something catches his attention...

REVEAL the hotel is now pristine and inviting, gone are the broken shutters and boarded up windows.

EXT/INT. HOTEL LOBBY - LATE AFTERNOON

Griffin catches up with Harper outside the front door.

GRIFFIN

What happened to the hotel? It looks...

The doors swing open to REVEAL the lobby is BUSTLING with activity. Guests are checking in, bellhops are carrying luggage.

HARPER

Brand new.

Seeing their confusion, the DOORMAN moves up to assist.

DOORMAN

Welcome to The Tremont. Camp registration is by the fireplace.

The doorman points to a cluster of kids all wearing brightly colored shirts, then moves off to help another guest.

GRIFFIN

What is going on?

As Harper watches Savannah across the room, studying everything about her, Griffin is bumped from behind by a YOUNG BOY playing a Tiger handheld electronic LCD game (ala Paperboy, Jordan vs. Bird, Karate King).

A BUSINESS MAN talking on a Zack Morris-sized cell phone shoots the boy, his son, a disapproving glare.

MAN

Pay attention, Bennett.

As the boy looks up and mumbles an apology to Griffin, we see his face clearly for the first time. It's the same boy from the talent show photo.

YOUNG BEN

Sorry.

They move through the lobby leaving Griffin staring after in disbelief. Barely above a whisper, he mutters...

GRIFFIN

Dad?

EXT. HOTEL WOODS - SAME

Harper is practically dragging Griffin back through the woods. He stops in his tracks, still trying to process what he just witnessed.

GRIFFIN

Why are we leaving?

HARPER

Cause you're losing it. That wasn't your dad. It can't be. He was our age.

GRIFFIN

That's what my dad looked like when he was younger. I just saw an old picture of him this morning. I'm telling you, it was the same kid.

HARPER

How?

GRIFFIN

I don't know. It's like we stepped back in time or something.

HARPER

More like into the Upside Down -- minus the creepy monster.

GRIFFIN

That we know of ...

They share a look and take off running for the one place they feel might be safe.

INT. BUNKER (PRESENT) - SAME

Griffin and Harper scramble down the ladder and into the bunker. Harper SLAMS the door behind them, flips the lock.

As the kids finally take a second to catch their breath, ANGLE ON THE RADIO which is now silent and no longer glowing

HARPER

Now what?

GRIFFIN

I need to find my mom. Maybe she can explain what's going on...

He pulls out his phone, tries to dial.

GRIFFIN (CONT'D)

Are you getting any service?

Harper checks her phone.

HARPER

No.

GRIFFIN

The bunker must be blocking the signal. Let's try by the stairs.

INT. BASEMENT HALLWAY - CONTINUOUS

Griffin and Harper head down the hall. As they pass the electric panel, her phone CHIMES with an incoming text.

As she stops to check it, ANGLE ON HARPER'S SCREEN.

MOM (TEXT)

THE TREMONT? ABSOLUTELY NOT. COME HOME NOW!

Suddenly, a voice from behind causes them to jump:

BEN (O.C.)

I've been looking all over for you.

The kids turn and find (adult) Ben standing there.

BEN (CONT'D)

Where have you been?

OFF GRIFFIN AND HARPER, unsure how to answer.

END OF SHOW

	*		