Ghostface (Scream 1) SCD Doc

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Ghostface is the main antagonist of the ‘scream’ horror series. Never only 1 person, the identity of Ghostface is exchanged over the course of the series and they terrorize their victims for varying motives. This specific document shall portray the feats displayed by the first 2 individuals to canonically don the Ghostface identity Billy & Stu and cover an analysis and evaluation of the first movie, the debut of the Ghostface character ‘Scream’

1. The document shall combine the feats both Billy & Stu collect throughout the movie since both share a majority of their feats as well as the Ghostface alias

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○ FSIQ} Visual-spatial Index (VSI), Verbal Comprehension Index (VCI), Processing Speed Index (PSI), Working Memory Index (WMI), Fluid Reasoning Index (FRI) - Red

○ FSEI} Emotional Perception (EP), Emotional Understanding (EU), Emotional Management (EM), Emotional Engagement (EE), Emotional Realisation (ER), Emotional Facilitation (EF,) Self-Awareness (SA), Self-Management (SM), Self-Regulation (SR), Empathy, Motivation - Orange

○ FSSI} Social Awareness (SA), Social Perception (SP), Social Understanding (SU), Social Skills (SS), Social Management (SM), Social Engineering (SE), Social Expression (SX), Social Engagement (SG), Charisma, Leadership - Yellow

○ Intelligence} Linguistic, Mathematical, Existential, Musical, Naturalistic, Visual-spatial, Body-Kinesthetic, Interpersonal, intrapersonal, Crystallised, Fluid - Lime

○ Planning} Aim, Short-Term, Long-Term, Adaptability, Versatility, Coverage, Contingency, Formulation, Foresight, Risk Calculation, Preparation Process, Invisibility, Invincibility - Cyan

○ Strategy} Control, Efficiency, Effectiveness, Complexity, Length, Alignment, Logistics, Foresight, Fortitude, Castling, Shielding, Innovation Rate, Resource Management, Short-Term, Long-Term - Blue

○ Tactics} Direct, Indirect, Crystallised, Fluid, Efficiency, Complexity, Adaptability, Versatility, Shielding, Potency - Purple

○ Manipulation} Direct, Indirect, Individual, Mass, Emotional, Psychological, Event, Logical, Abstract, Pure, Verbal, Non-Verbal, Flattery, Love Bombing, Seduction, Honey Trapping, Persuasion, Negotiation, Guilt-Tripping, Gaslighting, Triangulation, Bait-Biting, Provocation, Blackmail, Threats, Coercion, Goal Post Moving, fear inducement, insanity inducement, abusing Insecurities - Grey

○ Deception} Direct, Indirect, Individual, Mass, Verbal, Non Verbal, Short-Term, Long-Term, Strategical, Layered, Fabrication, Concealment, Acting, Info control, Info Gathering, Bluffing, Sophistry, Misdirection, Denial - Brown

○ Thinking} Logical, Illogical, Linear, Non-Linear, Rational, Irrational, Convergent, Divergent, Creative, Abstract, Critical, Literal, Analytical, Lateral, Strategical, Resourceful, Environmental, Strategical, Holistic, Metacognition- Gold

○ Reasoning} Inductive, Abductive, Deductive, Applied, Analogical, Existential, Abstract, Perceptual, Decompositional, Cause and effect, Numerical, Probabilistic, Systematic, Concrete, Conceptual - Maroon

○ Sensory} Observation, Awareness, Perception, Preception - Navy

Foresight} Prediction, Anticipation, Intuition, Trap Setting, Trap Evasion - Dark Green

Problem Solving} Pattern Recognition, Dot Connection, Analysis, Deduction - Dark Purple

Psychology} Cold Reading, Hot Reading, Mind Reading, STP, Mind Control, Mind Games, Psychological Understanding, Psychological Attacks - Turquoise

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Casey & Steve Double Murder Strategy

Stage 1: Distraction

00:17 - The movie open with a girls (Casey) phone ringing, she picks it up, clearly home alone, and hears a males voice (who is Ghostface but she's unaware) speak through it and engage in strange small talk with the voice appearing to be clueless about who their calling, after the girl hangs up, the phone rings again at 00:36 and Ghostface returns, appearing to want to apologize, after it's cleared up, he asks her not to hang up, wanting to talk to her but she

declines and hangs up again. He calls again at 1:16, visibly irritating her, asking why she doesn't want to talk to him, she asks who he is and he says “if you tell me your name I'll tell you mine” it's obvious at this point that Ghostface is attempting to lure her into conversation.

This is also an attempt to distract her. Since they know her home has many open windows, it's easy for her to see outside, especially onto the patio which is where the main event takes place, the one calling is distracting her from looking out the window while the other has her boyfriend tied on the chair in the patio. Ghostface successfully does that through the topic of Horror movies and casual flirting, successfully distracting her and even getting on her good side.

○ FSIQ} VCI

○ FSEI} EU, EF

○ FSSI} SU, SG, SE, SM, Charisma

○ Intelligence} Linguistic, Interpersonal

○ Planning} Aim, Short-Term, Coverage, Preparation process, Risk Calculation, Invisibility

○ Strategy} Alignment, Logistics

○ Tactics} Direct, Efficiency, Shielding

○ Manipulation} Direct, Indirect, Individual, Verbal, Event, Emotional, Psychological, Persuasion, Triangulation, Bait-Biting

○ Deception} Indirect, Individual, Verbal, Short-Term, Concealment, Misdirection. Information Control

○ Thinking} Abstract, Creative, Divergent, Lateral, Strategical. Resourceful

○ Reasoning} Deductive, Cause and Effect, Decompositional

○ Sensory} Awareness, Perception

○ Foresight} Anticipation, Prediction, Trap Setting

○ Psychology} Psychological Understanding

Stage 2: Verbal Harassment

2:29 - Ghostface suddenly takes a dark conversational turn, calmly saying “cus I wanna know who I'm looking at” this immediately shifts the entire social and fear overcomes the girls face, she double checks what he said and he responds “I wanna know who I'm talking to” now Bluffing, creating an internal sense of fear of paranoia on top the fear already instilled in her as she begins to panic and turn on the patio light, seeing nothing, and locks her doors, telling Ghostface she has to go, he retorts but she hangs up. He calls again at 3:05 but gets hung up on.

He calls yet again at 3:24, now mad, the girl shouts at him but he hours back threatening to “cut you like a fish” if she dared to hang up on him again, the girl, now shaking and breathing quicker asks if its a joke, Ghost face says its “more like a game” asking if she can handle that, he then calls her “blondie” instilling complete panic inside her as he calls out her hair color, proving that he can see her as she runs across the house, locking all the doors and peeking through a glass window above the door.

Ghostface asks “can you see me?” Clearly proving that he knows she's looking through the door, but is able to keep his presence concealed. The girl threatens to call the police but Ghostface says “they'd ever make it in time. We're out in the middle of nowhere” furtherly inducing fear and helplessness. She asks what he wants, now on the verge of tears as he colds responds “to see what your insides look like” this causes her to break down and hang up.

○ FSIQ} VCI, FRI, EFI

○ FSEI} EP, EU, EE, EF

○ FSSI} SU, SE, SX, SG, SM

○ Intelligence} Linguistic, Interpersonal

○ Strategy} Alignment, Logistics

○ Tactics} Direct, Efficiency, Potency

○ Manipulation} Direct, Individual, Verbal, Non-Verbal, Event, Psychological, Emotional, Provocation, Blackmail, Threats, Fear Inducement, Paranoia inducement

○ Deception} Direct, Individual, Non-Verbal, Short-Term, Abstract, Concealment, Information Control

○ Thinking} Abstract, Creative, Divergent, Lateral

○ Reasoning} Inductive, Abstract, Cause and effect, Decompositional

○ Sensory} Awareness, Perception

○ Psychology} Psychological Understanding, Mind Games

Stage 3: Physical Fear Inducement

4:21 - Ghostface rings the doorbell, causing her to scream and show physical panic as she calls out, only to receive no response, as soon as she goes to call the police, Ghostface calls again, causing her to recoil and stumble out of pure fear and distress, despite this, she still answers as Ghostface says “You should never say who's there, don't you watch scary movies, it's a deathwish” This further reinforces to her that he's the one at the door also underlying a threat of death to her.

She responds by threatening back, saying her boyfriend (Steve) will arrive and be pissed at what Ghostface has done, he takes these casually, making sarcastic jokes before saying “his name wouldn't happen to be Steve would it?” Further inducing fear about what may have happened to Steve, she asks “how do you know his name” Ghostface replies “turn on the patio lights, again” Abusing her new Insecurity about Steve's safety and reinforcing that he was there when she last turned on the lights.

Ghostface reveals Steve to be tied up to a chair on the patio, she goes to open the patio door to save him but Ghostface says “I wouldn't do that if I were you” and she immediately obeys, shutting the door. This shows he has a strong control over her psyche, and is close enough for him to see her, but she can't see him, further inducing fear and panic. Ghostface says he wants to play a game and if she refuses, he'll kill Steve, she reluctantly obliges.

○ FSIQ} VCI

○ FSEI} EP, EU, EF

○ Intelligence} Linguistic, Interpersonal

○ Planning} Foresight, Intricacies

○ Strategy} Logistics, Alignment, Castling

○ Tactics} Direct, Efficiency, Potency

○ Manipulation} Direct, Individual, Non-Verbal, Verbal, Event, Emotional, Psychological, Triangulation, Coercion, Fear Inducement, Paranoia inducement, Abusing Insecurities

○ Deception} Indirect, Individual, Non-Verbal, Strategical, Concealment, Information Control

○ Thinking} Abstract

○ Reasoning} Decompositional, Cause and effect

○ Sensory} Awareness, Perception

○ Foresight} Trap Setting, Prediction

○ Psychology} Mind Games, Psychological Understanding, Psychological Attacks

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Stage 4: The Game

6:05 - Ghostface demands the girl to turn off the lights. After she does so, he states the rules “I ask a question, if you get it right, Steve lives” and says it'll be easy since the category will be movie trivia and he'll even give her a warm-up question, clearly using that as leverage to coerce her into playing.

The first question is “who's the killer in ‘Halloween’?” (An IRL horror movie) using this question as it would be easiest for her to answer as she said it was her favorite movie, meaning she'd be far more likely to comply, this shows that the conversation they had during the Distraction faze was aligned as part of the main strategy. She answers Michael Myers and is congratulated for being correct and now she'll give on the actual question, the girl now brought to sobs yet again using her current success as a driving motive to coerce her to play more, making her desperate to answer as soon as possible.

Ghostface asks “Name the killer in ‘Friday the 13th'” (IRL Horror Movie). Hearing what sounds like an obvious question due to the legacy Jason Voorhes has she calls out “Jason” Clearly not showing depth of thought due to the fear and Paranoia Ghostface instilled in her previously, she gets the answer wrong since Jason's mother was actually the killer and Jason didn't make an appearance until the sequel, due to this even though Ghostface states there to be a bonus question, he still kills Steve, slicing open his abdomen, doing so in a way that keeps his presence hidden from the girl, further reinforcing fear and Paranoia as to where he is.

He starts the 3rd round, saying he'll leave her alone if she answers correctly. He asks “What door am I at?” leaving the ball in her court, after a few moments, a chair is hurled through the patio door, shattering the glass as she run to front door to get away, believing him to be at the patio door and coming inside, she goes to the kitchen, which is now steamed up due to the burnt popcorn and she grabs a knife from the knife holder to protect herself as she walks towards the door and sees the figure run down the hallway across from her. She opens the main door quietly to leave the house and backs herself into a corner, out of sight. She peeks through to see him searching for her as she turns to see her parents' car driving in.

She goes to crawl to escape and not be be seen but as soon as she gets up, Ghostface appears at the window clearly having known where she was, this means he managed to reason where she was but also manage to understand and reasonably memorize the house's internal appearance and use that as well as his understanding of her emotions, knowing that she would go outside to the door instead of upstairs into a locked room. He jumpscares her, breaking the glass and grabbing her hand before breaking the whole window before being knocked back by the girl. As she runs towards her parents car, Ghostface jumps out another window to tackle her, Prediction where she'd run to.

They get into a chase but Ghostface catches her, covering her mouth to prevent her scream being heard by her parents and stabbing her in the chest before wrestling with her on the floor, strangling her and to quieten her but he kicks him away. Attempting to run to her parents, but due to the strangulation she received, she can't call out to them, Ghostface catches her and kills her.

Her parents go to the phone, and hear Casey on the other end, near death. After going outside, they find her mutilated and hung to a tree via a rope around her neck, clearly purposed to show for the parents.

It is shown in the next scenes that no clues were left behind except for the possibility that it could be a fellow student who killed them. Already dumbfounding the police

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○ FSIQ} VSI, VCI, PSI, WMI, FRI

○ FSEI} EP, EU, EM, EE, EF

○ Intelligence} Linguistic, Existential, Body-Kinesthetic, Visual-spatial, Interpersonal

○ Planning} Aim, Long-Term, Versaitility, Foresight, Preparation Process, Invisibility, Invincibility

○ Strategy} Effectiveness, Efficiency, Alignment, Logistics, Fortitude, Innovation Rate, Short-Term

○ Tactics} Direct, Indirect, Crystallised, Shielding, Potency,

○ Manipulation} Direct, Individual, Verbal, Non-Verbal, Emotional, Psychological, Event, Mind Control, Coercion, Guilt-Tripping, Threats, Blackmail, Goal Post Moving, Fear Inducement, Abusing Insecurities

○ Deception} Direct, Individual, Non-Verbal, Strategical, Concealment, Information Control, Misdirection

○ Thinking} Creative, Abstract, Divergent, Lateral, Strategical, Quick, Resourceful

○ Reasoning} Inductive, Abductive, Deductive, Applied, Abstract, Existential, Concrete, Perceptual, Decompositional, Cause and Effect

○ Sensory} Observation, Awareness, Preception

○ Foresight} Prediction

○ Problem Solving} Pattern Recognition, Dot Connection, Deduction

○ Psychology} Hot Reading, Psychological Understanding, Psychological Attacks, Mind Games

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Billy's relationship with Sidney

13:17 - It becomes apparent that Billy and Sidmey are in a relationship and have been for 2 years. Now it's later confirmed that Billy lost his Dad because of Sidney's mum having slept with him. This want to have revenge extends to Sidney even after her Mother is killed and is the cause for the entire show's plot, wanting to make it like a horror movie and killing her exactly 1 year after he mothers death.

What this shows was that Billy was able to have a relationship with Sidney for 2 whole years, and enough to have intimate contact which was usually initiated by him. This displays a phenomenal ability to deceive since Psychologists believe someone can hide their true colors for 6 months at most. Billy, who would've seen Sidney for almost every day for 2 whole years and not shown any signs of slipping even though he wants to kill her as revenge and even hid his psychopathy from her on top of that as well as go against the exact behavior he had done or was involved in as shown in 20:26. This would include his ability to remain aware of his behavior and his action, concealing his true emotions and also being able to know how to pamper her enough to allow her to fall for him as much as the show has implied

○ FSIQ} VCI

○ FSEI} EP, EU, EM, EE, ER, EF, Self-Awareness, Self-Management, Self-Regulation, Motivation

○ FSSI} SE, SG, SX, SM, Charisma

○ Intelligence} Linguistic, Interpersonal, Intrapersonal

○ Planning} Aim, Long-Term, Versatility, Preparation Process, Invisibility

○ Manipulation} Direct, Individual, Verbal, Non-Verbal, Emotional, Psychological, Event, Pure, Flattery, Love Bombing, Seduction, Honey Trapping, Persuasion

○ Deception} Direct, Individual, Verbal, Non-Verbal, Long-Term, Strategical, Fabrication, Concealment, Acting, Info control, Bluffing

○ Thinking} Creative, Divergent, Lateral, Strategical, Metacognition

○ Sensory} Awareness

○ Psychology} Psychological Understanding

Sidney X Alibi Strategy

Stage 1: Distraction & Infiltration

25:28: After getting a call from her friend, the phone rings again, Ghostface now being the caller, calling her by her name and playing the same games as before, now distracting her by talking about the murders and its link to a horror story. Sidney mistakenly identifies him as Randy showing how she can't recognise him even based on speech patterns and language which can't be masked by the voice changer.

After some back and forth, Ghostface says “it's not who am I?, it's Where Am I?” Even though this doesn't freak Sidney out, it still puts her off, causing hesitation and nervousness and this is heightened when Ghostface states he's at her front porch. Overtaken by curiosity, Sidney goes to check, although this was part of the plan.

She opens the door and goes onto the porch, seeing no one, Ghostface reinforces her that he is there, coaxing her to check more and away from the door, she checks around the side of the porch, Ghostface uses this opportunity to go through the door when she isn't looking and hide in the closet door.

Now inside, Ghostface, provokes Sidney mentioning her mother and how he'll kill her, causing panic and making her run Inside for safety.

○ FSIQ} VCI

○ FSEI} EU, EE, EF

○ FSSI} SW, SE, SG

○ Intelligence} Linguistic, Interpersonal

○ Planning} Aim, Short-Term, Versatility, Foresight, Preparation Process, Invisibility

○ Strategy} Control, Alignment, Logistics, Shielding, Innovation Rate

○ Tactics} Direct, Crystallised, Shielding, Potency, Versatility, Adaptability

○ Manipulation} Direct, Individual, Verbal, Non-Verbal, Event, Emotional, Psychological, Persuasion, Triangulation, Coercion, Bait-Biting, Provocation, Threats, Coercion, Fear Inducement, Paranoia inducement

○ Deception} Direct, Individual, Verbal, Non-Verbal, Strategical, Short-Term, Layered, Concealment, Information Control, Bluffing, Misdirection

○ Thinking} Creative, Divergent, Abstract, Lateral, Strategical, Resourceful

○ Reasoning} Deductive, Abstract, Decompositional, Cause and effect

○ Sensory} Awareness, Perception

○ Foresight} Anticipation, Prediction, Trap Setting

○ Problem Solving} Dot Connection, Deduction

○ Psychology} Hot Reading, Mind Games, Psychological Understanding, Psychological Attacks

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Stage 2: Murder Attempt

Ghostface now goes to kill Sidney, however fails many times, but does pull on her hair in order to prevent head movement to dodge her and allows him to headbutt her.

○ Intelligence} Body-Kinesthetic, Crystalised

○ Tactics} Direct, Crystallised, Potency, Adaptability

○ Thinking} Quick

○ Reasoning} Deductive, Perceptual

○ Sensory} Observation, Awareness

○ Problem Solving} Pattern Recognition, Dot Connection, Deduction

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Stage 3: Self Report

29:30 - Sidney contacts the police and this leads to Ghostface Retreating, a few moments later, Billy appears at the window, Sidney goes to him and hugs him but she sees a walkie talkie drop from his pocket, which heavily implies him to be the killer due to the conversation they had during Stage 1.

Now most would assume for this to be a blunder but this is a contingency plan for if Sidney managed to get away and the police were called. The proof of this is that the voice changer isn't present on Billy, this means he purposefully left the voice changer but took the walkie talkie, with X now fleeing, he was able to take the voice changer and flee for the next stage in the Plan. This also means they reasoned that the police wouldn't suspect multiple individuals and be happy with the arrest and evidence against Billy. This was accounted for by making it appear like Billy ran round the house and checked the costume away.

X leaves the costume behind allowing it to be found to further connect Billy to the crime but importantly keeps it all to circumstantial evidence only so no irreversible decisions can be made, this also means they Foresaw and manipulated the Police's reasoning.

○ FSIQ} FRI

○ Planning} Aim, Intricacies, Foresight, Long-Term, Adaptability, Versatility, Coverage, Preparation process, Risk Calculation, Invisibility, Invincibility

○ Strategy} Control, Alignment, Foresight, Logistics, Castling, Resource Management

○ Tactics} Direct, Indirect, Shielding, Efficiency

○ Manipulation} Indirect, Mass, Non-Verbal, Event, Logical, Psychological, Persuasion, Gaslighting, Triangulation, Bait-Biting

○ Deception} Indirect, Mass, Non-Verbal, Strategical, Long-Term, Layered, Fabrication, Concealment, Information Control, Bluffing, Misdirection

○ Thinking} Creative, Abstract, Resourceful, Environmental, Strategical, Holistic

○ Reasoning} Inductive, Deductive, Applied, Cause and effect, Decompositional

○ Sensory} Awareness

○ Foresight} Prediction, Anticipation, Trap Setting

○ Problem Solving} Dot Connection, Deduction

○ Psychology} Hot Reading, Psychological Understanding, Mind Control, Mind Reading

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Stage 4: Cast-Iron Alibi

33:07 - The town Sheriff interrogates Billy on details such as the cellular phone and why he went to Sidney's house that night and the night before, Questioning whether he went past Cindy's house and killed her. He counters every question with narrative fitting & unfalsifiable statements, using the lack of evidence in Cindy & Steve's killings and the only circumstantial evidence he had planted against them to prevent any present advances until the phone records come to them.

35:02 Dewey reveals that the Ghostface mask is sold in “every five-and-dime in the state” and due to that would be impossible to track the purchase, meaning that even the planted evidence itself would be impossible to entirely link to Billy, making sure the evidence remains circumstantial.

The Sheriff also states that he's not even certain whether Billy did it, showing that Billy's acting & answers even left the Sheriff unsure of his guilt but does remark that it's possible but only due to his general view on the capability of teenagers in their modern day

37:13 - Sidney, Tatum & Dewey are all staying together, the telephone rings and Sidney picks it up with Ghostface at the other end, he remarks how “an innocent guy doesn't stand a chance with you” essentially proving Billy’s innocence immediately and promises to let her find out who he is someday before hanging up. This causes Sidney to go into a nervous shock and walk away, clearly displaying the remaining shock she has from the attack.

39:00 - Dewey confirms that Billy’s phone bill was clean and that he didn't make the calls that he was being suspected of, consequently this meant that he was released and dropped of every charge and seemed to be objectively removed as a suspect. The methodology used hear is that Ghostface disguised the cellular link as one linked to Sidney's father making it appear he's the one who made the calls and committed the crimes and plan to have their murders completed by then and have their long term Alibi set and Sidney's dad framed and dead

- FSIQ} VCI
- FSEI} EM, EE, ER, Self-Regulation
- FSSI} SG, SE
- Intelligence} Linguistic, Crystallised
- Planning} Coverage, Invincibility, Risk Calculation, Preparation Process
- Strategy} Control, Efficiency, Effectiveness, Complexity, Control, Fortitude

○ Tactics} Direct, Crystallised, Shielding

○ Manipulation} Direct, Indirect, Individual, Mass, Verbal, Non-Verbal, Event, Logical, Psychological

○ Deception} Direct, Indirect, Individual, Mass, Verbal, Non-Verbal, Strategical, Long-Term, Layered, Fabrication, Concealment, Acting, Info control, Bluffing, Sophistry, Misdirection, Identity

○ Thinking} Creative, Strategical, Resourceful, Holistic

○ Sensory} Awareness

○ Foresight} Anticipation, Trap Evasion

○ Psychology} Mind Games, Mind Control

Final Murder Plan (FMP)

Strategy 1 - Sidney Fear Inducement

Tactic 1: Coercion

42:27 - Stu purposely provoked Sidney into running away towards the girls bathroom. This leads her to Billy who's positioned on the stairs, as they bump into each other, Billy distracts her, talking about his innocence and amending their relationship, allowing Stu to get to the girls bathroom before Sidney does, anticipating that's where she'd go. This also means that even though Billy despises Sidney, he's still able to hold up his act around her.

Tactic 2: Fear Inducement

46:50 Sidney gets attacked again by Ghostface. He does this by hiding in one of the toilet cubicles, out of sight and quietly calling Sidney's name invoking paranoia before attacking her before she can run away although Sidney manages to slide to evade Ghostface, it's still extremely evident that this attack had a big effect on her.

We can assume that this is the real Ghostface because firstly Sidney claimed this to be the real Ghostface, having been attacked by the real killer she'd have an instinctual understanding that it was the same person, Sidney also knew that people were dressing up as him and scaring people amd even saw one run past her. Secondly, Ghostface didn't attack the gossiping girls who were in the bathroom before Sidney got there, most teenagers trying to be pranksters would feel better pranking more people but instead he bides his time, waiting for the right person which was Sidney. Thirdly he's in the women's bathroom, it's obvious why a guy wouldn't

do that even as a joke and would prefer to run down the hallways like lunatics as displayed before.

The aim of this tactic wasn't to kill Sidney, this is evidenced by the fact that Ghostface did not have a knife on him despite him having one when he killed the Principal meaning he purposely did not show or use it here. This is because the true Aim was to simply scare Sidney while she was alone, further supporting why Ghostface didn't attack when the girls were in the bathroom even as a bluff, this in of itself was to show that Sidney was vulnerable by herself and this would mean she'd be more likely to comply when Stu organizes the party as it all aligns to the final stage of this plan.

Also with the school now having many mock Ghostface's running around, this gives perfect coverage for them to outwardly attack Sidney and cover it up if they get caught.

Tactic 3: Strategic motioning

50:27: Stu approaches Sidney and Tatum, thanking Sidney on behalf of the entire student body for “whatever you've done” and riles up the nearby people, he then organizes a party at his place that evening and coaxes Sidney into coming, with her recent encounter with Ghostface in the bathroom leading her to know that being alone is not a good idea, especially with Tatum agreeing to go to the party.

- FSIQ} VCI, FRI
- FSEI} EU, EM, EE, EF, Self-Management, Self-Regulation, Motivation
- FSSI} SW, SU, SG, SX, SE
- Intelligence} Linguistic, Interpersonal, Crystallised
- Planning} Aim, Intricacies, Short-Term, Foresight, Formulation, Invisibility
- Strategy} Alignment, Control, Logistics, Innovation Rate, Resource Management
- Tactics} Direct, Crystallised, Potency
- Manipulation} Indirect, Individual, Pure Verbal, Emotional, Event, Coercion, Provocation, Insecurity Abusing, Fear Inducement, Paranoia inducement
- Deception} Direct, Individual, Verbal, Concealment, Acting, Bluffing, Misdirection, Identity
- Thinking} Creative, Quick, Lateral, Resource Management
- Reasoning} Inductive, Abductive, Abstract, Cause and effect

○ Sensory} Awareness, Preception

○ Foresight} Prediction, Trap Setting

○ Psychology} Hot Reading, Mind Read, Psychological Understanding, Psychological Attacks

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Mr Himbry Murder Strategy

Tactic 1: Coercion

51:20 - The principal gets a knock at his door while messing around with a Ghostface mask, he answers the door after a few seconds, only to find no one there. He checks the corridors to find no one there. He closes the door and goes back inside. After a few seconds another knock occurs, The principal runs to the door to open it, only taking ~1 second before he's looking outside the corridor again. Now due to both doors to the right of the office being shut and the counseling office being directly in front, while including the time frame, it's impossible for Ghostface to reach them and close the door which means he goes to the left.

Tactic 2: Initial Concealment & Infiltration

The principal goes that way to check the teachers offices, finding no one, he goes to the door to the hallway, only finding the Janitor, this means that he didn't run this way as the janitor would've seen him and pointed this out to the principal. He goes back, doing a last check and returns to his office. Based on where the principal didn't check thoroughly, Ghostface was most likely hidden under one of the desks. What this means is that Ghostface gave Mr Himbry no inclination to check under the desks, which means that even with only a few seconds to do so, he managed to conceal himself in a way that allowed him to make everything seem natural and untouched.

Furthermore, when Mr Himbry was checking the hallway, this gave Ghostface the opportunity to slip past the bookshelves to get into his office, since he was under a desk, he would've had to have moved one of the chairs, gotten from a scrunched up position to a more upright one and moved across the room without giving any signs of doing so, considering there's no sound other than the janitor and Mr Himbry which is only 3 phases of dialogue with Mr Himbry believing it just be some kids pulling a prank, this suggests Ghostface snuck by near silently, the time span he did so would be ~7 seconds between 52:06 and 52:13 or if he stopped because Mr Himbry turned back then it'd be anywhere up to ~11 seconds with an extra ~4 seconds between 52:15 and 52:19.

Tactic 3: Murder

After infiltrating Mr Himbry's office, Ghostface hides behind his open door, what this does is allow for Mr. Himbry to essentially be trapped within his own office once his guard is down, this occurs when Mr Himbry checks his drawer for anyone, clearly showing his genuine paranoia and only lowers his guard after this point. He does a last check before he turns his back, Ghostface closes the door before attacking him from behind and killing him.

○ FSEI} EU, EF

○ Intelligence} Interpersonal

○ Planning} Aim, Short-Term, Foresight, Risk Calculation, Invisibility, Invincibility

○ Strategy} Control, Alignment, Efficiency, Effectiveness, Shielding, Fortitude, Resource Management

○ Tactics} Direct, Indirect, Shielding, Potency, Efficiency

○ Manipulation} Indirect, Individual, Non-Verbal, Event, Emotional, Psychological, Persuasion, Coercion, Bait-Biting, Provocation, Paranoia inducement

○ Deception} Direct, Individual, Non-Verbal, Strategical, Concealment, Misdirection

○ Thinking} Strategical, Resourceful, Environmental, Holistic

○ Reasoning} Deductive, Abstract, Cause and effect

○ Sensory} Awareness

○ Foresight} Anticipation, Trap Setting

○ Problem Solving} Pattern Recognition, Dot Connection, Deduction

○ Psychology} Psychological Understanding, Mind Games

55:17 - Randy targets Billy as the “only suspect” saying he has “killer written all over his forehead” blaming the cops for “they don't watch enough movies” Clearly all superstition and Intuition, Stu retorts with Concrete explanations (Due to Alibi Strategy) Misdirection Randy to the possibility of the father being the killer, with them knowing him being out of town and planning on ending the spree by killing him and self harming to get away with it all, having already tampered with the cellular link to prove his ‘guilt’.

Billy then approaches, grabbing Randy by the shirt and throwing the possibility of Randy being the killer and how his addiction to movies gave him a lost sense of reality. His physical presence

as well as Stu right against him causes Randy to immediately cave, admitting that if this were a movie, he'd be the prime suspect. They tease him about his motive, he says it'd be incidental comparing it to Millenium. Satisfied, Billy leaves, Randy still thinks of him as the killer

○ FSIQ} FRI

○ FSEI} EP, EU, EF

○ Tactics} Direct, Crystallised, Potency

○ Manipulation} Direct, Individual, Verbal, Non-Verbal, Coercion, Triangulation, Fear Inducement, Abusing Insecurities

○ Deception} Direct, Indirect, Verbal, Strategical, Fabrication, Concealment, Information Control, Bluffing, Misdirection, Sophistry

○ Thinking} Creative, Abstract, Lateral, Quick

○ Reasoning} Abductive, Abstract, Conceptual, Cause and effect

○ Problem Solving} Pattern Recognition, Dot Connection

○ Psychology} Psychological Understanding, Psychological Attacks, Mind games

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Keeping tabs

58:49 - Sidney asks if Billy would be attending the party. She says he shouldn't be as she asked Stu to “keep his mouth shut” about it. Obviously this isn't true and he was told, however they utilize this opportunity to allow FMP to go along far smoother.

59:21 - Ghostface is seen stalking Sidney and Tatum in the shop, with multiple people around and at least 1 cashier inside on top of the fact that they're in the costume which is known by everyone to be that of the killer means that they must've managed to navigate themselves around the shop without anyone seeing them, meaning he would've been aware of everyone's field of vision on order to stay out of it and remain unnoticed.

○ FSIQ} VSI, PSI, WMI, FRI

○ FSEI} EU

○ FSSI} SW, SU

○ Intelligence} Visual-spatial, Body-Kinesthetic

○ Thinking} Divergent, Creative, Critical, Quick, Analytical, Holistic

○ Reasoning} Inductive, Abductive, Deductive, Perceptual

○ Sensory} Observation, Awareness

○ Psychology} Hot Reading, Psychological Understanding

59:41 - We get Direct confirmation that the cellular lists connect the calls to Neil Prescott, which means Ghostface did manage to fabricate the call history and considering that the Sheriff showed a shaking of his head when Dewey asked “Well there's no way the cellular could've been cloned?” showing the police couldn't even trace it back to them at all, successfully placing Neil as a top suspect Planning on doing a door to door the next day to find him and make sure of their suspicions.

I already credited this feat before during the Alibi Strategy explanation, this is just for clearance

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Final Strategy - Climactic End

Strategy 1: Eliminate Tatum

Tactic 1: Coercion & Isolation

1:03:17 - Stu asks Tatum to get him another beer while he answers the door, knowing she'd do it begrudgingly, which would give him enough time to shut the garage door before she arrives, this is the first step in their final strategy, with Tatum being told to go to the garage where the beers are, where she'll be alone in order to allow Billy (in the Ghostface costume) to kill her while nobody is looking

Stu locks the garage door from the outside, leaving her alone with Billy, while it's not shown explicitly, we know it's Stu who did this as he's the only one with a key on the outside and string wasn't used because it wouldn't be able to lock it.

Tactic 2: Murder

The garage lights are turned off, creating an atmosphere of suspense. Tatum knocks on the door for help to get out but due to the music noise, nobody can hear her. This is also most likely a tactic set up so that nobody hears the Murder take place.

Billy closes the driveway door, preventing any access outside of the garage, revealing himself in the Ghostface outfit. Tatum asks if it's Randy. He shakes his head, she walks up to him,

unfazed, wondering if it's a movie stunt. He plays along silently, nodding and shaking to different statements and questions she makes.

With Tatum now within arms reach and without any guard up, Billy grips her arm and pulls out the knife, slashing her forearm before releasing her, clearly wanting to Psychologically torture before killing her.

Tatum puts up a fight and tries to escape through the cat flap on the driveway door; however, before she can get through, Billy raises the driveway door, suspending her midair and continues to rise, teasing Tatum with inevitable death the entire way up before the top of the door crushes her head. Billy then enters the house through the garage door.

1:07:49 - As everyone leaves due to the curfew, Sidney asks Stu if he's seen Tatem. He casually brushes it off despite being the exact person to send her to her death he also uses “she probably got pissed at me and bailed” as an excuse to hide the true story as seen at 1:15:11, this also shows that Stu never really loved Tatem and that it was all an act

○ FSEI} EU, EM, EE, EF

○ Intelligence} Interpersonal, Crystallised

○ Planning} Aim, Short-Term, Foresight, Risk Calculation, Invisibility

○ Strategy} Control, Alignment, Effectiveness, Foresight, Resource Management

○ Tactics} Direct, Crystallised, Potency, Efficiency

○ Manipulation} Direct, Individual, Verbal, Event, Emotional, Psychological, Persuasion, Fear Inducement

○ Deception} Direct, Individual, Verbal, Non-Verbal, Strategical, Long-Term, Fabrication, Concealment, Acting, Misdirection, Bluffing, Sophistry

○ Thinking} Creative, Divergent, Lateral, Strategical, Resourceful, Environmental, Holistic

○ Reasoning} Abstract

○ Sensory} Awareness

○ Foresight} Anticipation, Trap Setting

○ Psychology} Hot Reading, Mind Reading, Psychological Understanding, Psychological Attacks

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Strategy 2: Complete Isolation

1:07:49 - As everyone leaves due to the curfew, Sidney asks Stu if he's seen Tatem. He casually brushes it off despite being the exact person to send her to her death, thisbalso shows that Stu never really loved Tatem and that it was all an act

Tactic 1: Isolate Sidney and Billy

Billy turns up at the door, asking to speak alone with Sidney, Stu offers them his parents room, a place that's isolated away from everyone else as Stu distracts everyone with horror movies. Billy is also raised with Isolating and distracting Sidney as much as possible to allow Stu to enact his side of the strategy

Billy and Sidney are now alone, they begin having casual talk about Sidney's grief and trauma about her mother and coming to terms with everything that's occurred. Billy, compares it to ‘silence of the lambs’ calling life a “great big movie”. He then makes an intimate advance, successfully breaking through her emotional barriers as they…ugh…do bang bang 😅

What this shows is the extent of Billy's acting abilities, going all the way in an intimate relationship with someone he despises on top of being in a reasonably intimate relationship for 2 years as previously established.

Tactic 2: Clear the house

1:16:00 - The house receives a call, and Randy picks it up, the voice says that Principal Himbry was “gutted and hung on the goalpost on the football field” this excites all the drunken teenagers and they go to leave to see him before he gets taken down.

The voice here is Stu's with the voice changer, this is because he would be the only person outside of the school to know his household landline, on top of this, the school wouldn't call any student individually, however, due to the teens drunken states, they don't judge the voice and take it at face value. Ghostface killed Principal Himbry as a distraction in Foresight of the Climactic ends events and killing him beforehand to give a peedect disravtion for drunken teengaers.

This also shows that Ghostface is even able to understand the thoughts and feelings of drunken people, knowing the teens want to see Principal Himbry dead and also not second guess the voice and that they simply didn't like him so they would leave the party just to see the sight, especially with the dramatic edge given by the gnarly description

- FSIQ} FRI

- FSEI} EP, EU, EF

○ Intelligence} Interpersonal, Crystallised

○ Planning} Aim, Short-Term, Foresight, Invisibility

○ Strategy} Control, Alignment, Logistics

○ Tactics} Direct, Crystallised, Potency, Efficiency

○ Manipulation} Indirect, Mass, Verbal, Non-Verbal, Event, Emotional, Psychological, Event, Persuasion, Triangulation, Bait-Biting

○ Deception} Indirect, Mass, Non-Verbal, Strategical, Misdirection, Sophistry

○ Thinking} Creative, Abstract, Lateral, Strategical, Resourceful, Holistic, Analytical

○ Reasoning} Inductive, Deductive, Applied, Abstract, Cause and effect

○ Sensory} Observation, Awareness, Perception

○ Foresight} Anticipation, Trap Setting

○ Problem Solving} Pattern Recognition, Dot Connection, Deduction, Analysis

○ Psychology} Mind Reading, Hot Reading, Psychological Understanding

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1:18:32 - Dewey & Gale Gome across Neil's car, Dewey immediately believes it's something bad and they conclude that he followed Sidney. He tells her to hurry up and get back to the house, showing how strong of a suspect Ghostface made Neil. Showing how efficient Alibi Strategy was.

Strategy 3: Sidney Trauma Inducement

Tactic 1: 'Kill' Billy

1:18:49 - after they finished…stuff…Sidney and Billy talk about how she feels, the conversation moves to Billy and who his phone call was when he went to prison, he says he called his dad but he didn't get an answer. While seeming unconvinced at first, Sidney quickly puts her whole faith in Billy and his innocence.

However, Stu appears behind Billy, now in the Ghostface costume with a knife, appearing to stab Billy to death. However this was fake as irs later proven that it was actually a fake knife and () with Billy acting out his death, making pain filled grunts at every time of contact with the fake

knife as well as acting out a general convincing death, with a hunched and weakened posture which is a natural representation due to mass muscle tightening post stab as the body goes into shock.

He also displays hoarse and quick yet light breaths which are also natural responses when breath gets caught in the throat while in shock as it essentially winds you and the quick and light breaths would be as a result of a severe lack of oxygen reaching the lungs due to the puncture wounds severing the blood vessels

This evidently causes the most severe case of trauma for Sidney, again serving their want for a thrilling horror movie with trauma and fear.

Tactic 2: Trapped in a cage

Stu then chases Sidney around the house. Even after she locks a door, Stu still finds an alternate route to beat her to the stairs, while this is his house, it still shows that he's memorized the layout and can find alternate paths to different points in the house extremely quickly, forcing Sidney to run elsewhere. She finds another room and blocks the door with a surfboard and tries to escape through the window but can't. She soon finds another window, but even though she's caught by Stu initially, she falls from the roof landing safely on a tarp but then finding Tatum's dead body on the driveway door. Stu then decides to go after Randy, but is then distracted by the screams of Sidney outdoors and decides to go after her again instead.

Sidney finds the cameraman at the news van, bunking inside but the Cameraman opens the door to try to find Stu, only to have his neck slit as he was hiding around the side of the truck. Sidney shuts the door, trying to escape out the back, doing so successfully.

Stu then decides to put the cameraman on the top of the news van so it would initially appear like the van was a safer place to go as the blood would be hard to see in the dark.

As Sidney tries to find Dewey, we find that Stu managed to beat him and stab him in the back, causing him to collapse. Stu appears again (Still in the Ghostface costume) and chases her outside. She runs to Dewey's cop car and gets inside, she turns on the child locks, believing she's prevented him from getting inside, however this was planned, Stu took the keys for the car beforehand, teasing her with them before crouching down out of Sidney's sight so she can't see where he is. He unlocks the passenger seat door, causing Sidney to quickly lock it again, he continues doing this with the drivers seat door, keeping her entirely occupied on the front doors while he sneaks in behind her through the car boot while she's distracted, but she has enough time to call for police backup and escape through the door before she's killed and run to the house, however when she turns, Stu is gone.

Randy soon appears exclaiming that they must escape, with so much Paranoia due to the masked identity of Ghostface, she can't trust him and pulls Dewey's gun out its holster and aims it at him. Stu then appears (now out of the Ghostface costume) claiming Randy was Ghostface

begging for Sidney to give him the gun with Randy pleading the opposite, however she decides to lock both out, keeping the gun to herself now on the verge of tears which is also part of the strategy in order to have Sidney lock herself inside alone via the fear and paranoia that Billy & Stu have been putting her through.

Billy then appears from Stu's parents' room appearing to still be alive as he falls down the stairs, still appearing injured, his act still continuing. Having some of his body parts have inconsistent functioning which would be natural as this occurs when oxygen doesn't reach the muscles for a period of time at a consistent enough rate.

Billy says they need to get help and goes to the door however Sidney protests, he tells her to give him the gun, which she obliges and he opens the door, letting Randy in who talks about Stu going mad meaning Stu managed to pull of a believable facade of madness

○ FSIQ} VSI, PSI, WMI

○ FSEI} EP, EU, EM, EE, EF

○ Intelligence} Visual-spatial, Body-Kinesthetic, Interpersonal

○ Planning} Aim, Long-Term, Versaitility, Foresight, Invisibility

○ Strategy} Control, Alignment, Logistics, Effectiveness, Foresight, Castling, Innovation Rate, Resource Management

○ Tactics} Direct, Crystallised, Potency, Efficiency

○ Manipulation} Direct, Indirect, Individual, Verbal, Event, Emotional, Psychological, Coercion, Persuasion, Gaslighting, Guilt-Tripping, Psychological Attacks

○ Deception} Direct, Individual, Verbal, Non-Verbal, Strategical, Concealment, Acting, Bluffing, Misdirection

○ Thinking} Creativity, Divergent, Abstract, Lateral, Strategical, Resourceful

○ Sensory} Awareness, Perception

○ Foresight} Anticipation, Trap Setting

○ Psychology} Psychological Understanding, Mind Games, Psychological Attacks

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Tactic 3: Unravelment

1:30:23 - Billy responds with “we all go a little mad sometimes” quoting Antony Perkins from ‘Psycho’ before shooting him in the shoulder allowing his act to finally fall and explains his fake death via the use of corn syrup which is used for the pigs blood in ‘Carrie’. Sidney tries to escape and bumps into Stu, but he also drops his act. She tries to escape but they corner her in the kitchen and begin talking about how everything was a game.

Sidney calls them crazy, Stu responds by saying they're psychotic. They speak more about the events that unfolded over the past year, unraveling everything, confessing that they framed Cotton Weary for Sidney's mothers death by putting her blood on his coat. She questions their motives. While initially Bluffing, using analogies such as Norman Bates and Hannibal Lecter to explain why they wouldn't have a motive. Billy soon confesses they did her mother a favor, comparing her to Sharon Stone, and talking about her life as a “slut”. He expands by confessing that her mother was sleeping with his father which caused his mother to move out and abandon him. He talks about how drastic the effects of abandonment are, using both himself and Sidney as examples of that.

Stu then announces an incoming surprise and leaves the kitchen with the gun on the far counter soon returning with Niel tied in duct tape. They announce their plan, framing Neil, saying that the 1 year anniversary of his wife's death sets him off, killing everyone except Billy and Stu who will be left for dead before committing suicide with all the evidence pointing against him.

They then begin taking turns stabbing each other, laughing as they do so, truly giving off the impression they wish to create.

○ FSEI} EM, EE, ER, EF, SA, Motivation

○ FSSI} SA, SE, SM

○ Intelligence} Intrapersonal

○ Planning} Aim, Long-Term, Intricacies, Coverage, Foresight, Preparation process, Risk Calculation, Invincibility, Invisibility

○ Strategy} Control, Alignment, Logistics, Fortitude, Shielding, Length, Innovation Rate, Resource Management

○ Tactics} Direct, Crystallised, Potency, Strategical

○ Manipulation} Indirect, Mass, Verbal, Non-Verbal, Event, Logical, Psychological, Persuasion, Triangulation, Gaslighting

○ Deception} Direct, Mass Verbal, Non-Verbal, Strategical, Long-Term, Layered, Fabrication, Concealment, Information Control, Bluffing, Misdirection, Sophistry

○ Thinking} Creative, Divergent, Abstract, Strategic, Holistic, Metacognition

○ Reasoning} Abstract, Analogical, Conceptual

○ Foresight} Anticipation, Trap Setting

○ Psychology} Mind Reading, Psychological Understanding,

When plot armour activates

However, Stu notices the gun missing from the counter with Gale having taken it (somehow surviving the van crash with minimal injuries) and pointing it at them. Billy however is unfazed, knowing the safety lock is still on, walking towards her and taking the gun out her hand, kicking her though the doorway.

Sidney uses this chance to escape to elsewhere in the house, Billy turns her attention towards her, putting Stu on the phone to distract them and then begins aggressively searching the house looking for them. Soon finds them in the closet but gets attacked by Sidney as a fight unfolds. Soon Stu dies by having a TV dropped on his head.

As Sidney reunites with Randy, Billy pretends to be unconscious but then wakes up to sucker punch Randy and pin down Sidney, choking her but gets shot by Gale, after getting up once more, he's shot in the head. Killing him, leaving both Ghostface killers lifeless

○ FSIQ} FRI

○ Planning} Aim, Short-Term, Formulation, Invisibility

○ Tactics} Indirect, Potency, Efficiency

○ Deception} Direct. Indirect, Individual, Strategical, Concealment, Acting, Misdirection

○ Thinking} Creative, Quick, Strategical, Resourceful

○ Reasoning} Deductive, Cause and effect, Decompositional

○ Sensory} Awareness

○ Foresight} Prediction, Trap Setting

In conclusion, Ghostface is a very smart character, great at knowing how people respond under certain stimuli and how their emotions lead to Irrational judgement, which Ghostface has expert

exploitation of through great Trap Setting and anticipation. A terrifying killer with a great sense for Deception and planning to evade suspicion multiple and put overs in the crossfire. A very good actor with phenomenal patience but lacks in general detective skills and overall intelligence.

Overall is scale Ghostface's best categories and sub categories as:
1. Manipulation - Fear Inducement or Coercion

2. Planning - Foresight, Preparation Process or Coverage

3. Deception - Acting, Misdirection or Fabrication

4. Foresight - Trap Setting

5. FSEI - Emotional Facilitation

6. Psychology - Mind Games or Psychological Attacks

7. Strategy - Control or Alignment
8. Tactics - Potency

9. FSSI - Social Engineering

10. Thinking - Creative

11. Sensory - Awareness

12. Reasoning - Abductive or Analogical

13. FSIQ - Visual spatial or Working Memory

14. Intelligence - Interpersonal

15. Problem Solving - Pattern Recognition

I hope you enjoyed reading. I plan to make docs for other Ghostface's in the future so keep an ear out.