

# GH**OST**BUSTERS™

A Frightfully Cheerful Roleplaying Game



## Training Manual

GH**OST**BUSTERS INC.

*30 Years Of Believing In You.*



# Congratulations!

You have just purchased your very own Ghostbusters franchise! Now you too can earn big bucks and become a media superstar battling spooks, spuds, and soul-sucking demons from beyond the grave.

*But hey! I gotta tell you right now — being a Ghostbuster isn't all Chateau Lafite '57 and TIME magazine covers. . .*



To be a Ghostbuster, you gotta have guts.



To be a Ghostbuster, you gotta face unimaginable horrors — horrors which threaten life, sanity, happiness, *the very fabric of the universe* — and even your profit margin.



To be a Ghostbuster, you gotta be suave and debonaire.



Still game? Great! Grab an official ID form and read on.



# Becoming A Ghostbuster

## VENKMAN:

Many people are afraid to play me because they think they can't do justice to my abilities as Ghostbuster and lady's man. If that's true for you, I suggest you start with a less complex character. Design a character of your own — or play Ray Stantz.



## Starting Up Real Quick

If you're in a real hurry to play, and you want to play the characters from the movie, all you have to read is the two-page "The Rules" in **Reference File A** and the two-page "Typical Ten Minutes of Play" in **Reference File B**. If you want to create your own ghost-zapping super-sleuth (or you just want to be real prepared), read "How to Play" and this swell **Training Manual**.

## Designing Your Character

First of all, decide who you want your character to be.

You can play the movie characters; you can make up original characters; you can play your fourth-grade science teacher; you can even play yourself (not recommended for potential schizophrenics). If you want to play the characters from the movie, dig up the pre-generated Ghostbusters ID card with the character you want to play; you can skip to "How to Play" in **Reference File A**, if you want. Otherwise, grab a blank ID card and write your character's name on it.



*Anybody in the world can be a Ghostbuster. I mean, look at my bosses...*

## Choosing a Picture

The six famous Ghostbusters have their pictures on their ID cards. If you like, you can put a photo or drawing of your Ghostbuster on your card. The Ten-Minute Wanted list at your local post office is a good place to find interesting photos.

## Traits

Ghostbusters have four Traits: Brains, Muscle, Moves, and Cool. Each Trait is assigned a numerical value. The higher number a Trait is, the better a character does when using it.

You have twelve points to allot among your Ghostbuster's Traits. You must assign at least one point to each Trait, and you may not assign more than five points to any one Trait.

**Note:** Some famous Ghostbusters have more than five points in a Trait. Those extra points were gained through years of hard work (or, in Egon's case, after eating vast quantities of fish). Your Ghostbuster will be eligible to increase his Trait after he has a few adventures under his belt.

## VENKMAN:

Not everyone is as Cool as I am. But I guess you knew that.



## How Traits are Used

When your Ghostbuster wants to do something that he might fail at, like driving Ecto-1 through the Lincoln Tunnel at 90 mph, or walking and chewing gum at the same time, the Ghostmaster will assign a *difficulty number* to that task. Then you will have to roll dice and attempt to equal or beat the difficulty number. If you do, your character is skillfully zooming through the Lincoln Tunnel, laying cool skid marks all over the place; if you fail, your character has swallowed his gum and sauntered into the East River.

When attempting to equal or beat the difficulty number (which will usually be between 5 and 30, though it can be greater), you get to roll as many dice as you have points in the Trait which pertains to the action you are attempting. For example: Egon wants to fill out his income tax form so the Government will refund him \$64,000.95 in taxes. The Ghostmaster decides that Egon is trying to use his Brains Trait, and assigns a difficulty number of 40. Since Egon has Brains of seven, he rolls seven dice. If he rolls 40 or more, Uncle Sam coughs up the samoleons; if not, Egon gets a large fine and has his taxes audited for the past seven years.

Always make the Ghost Die one of the dice you roll. (Egon would roll six normal dice plus the Ghost Die.) If a number comes up on the Ghost Die, just add it to all the others; if the ghost comes up, it counts as zero. (The appearance of Mr. Spook has other unfortunate side effects as well, but we'll get to that later.)

## Talents

Talents are areas of special ability within each Trait. Each Ghostbuster has one Talent for each Trait. When your character attempts to perform a task that he has a Talent for, you get to roll three extra dice.

**Example:** Egon has great Brains, which means he does well in all Brain-related tasks — but he is preeminently nifty when it comes to Physics. If Egon wanted to design a solar-powered flashlight, a task relating to his Physics Talent, he would get to roll ten dice, not seven.

Remember: the number following a particular Trait or Talent tells you how many dice to roll when attempting a task which uses that Trait or Talent.

Pick four Talents for your Ghostbuster, one for each Trait. The Talents are listed below. (You can give your Ghostbuster a Talent not listed below, such as Viral Oncology or Bike Riding, if your Ghostmaster agrees.)

### Brains

Brains shows how smart your Ghostbuster is. Very smart people (Brains 5 or more) can do calculus in their heads, write computer programs which work the first time they run, and speak foreign languages like a native. Bozos like to watch *Lost in Space* reruns on TV.

In **GHOSTBUSTERS**, unlike real life, all smart folks know lots about lots of things. If your Ghostbuster has a high Brains Trait, he knows a lot about history, biology, chemistry, physics, linguistics, trivia, and the occult. A character's Brains Talent simply determines what his particular specialty is.

Here is a short list of Brains Talents. If you want your Ghostbuster to have a Brains Talent not on this list, talk it over with your Ghostmaster first.

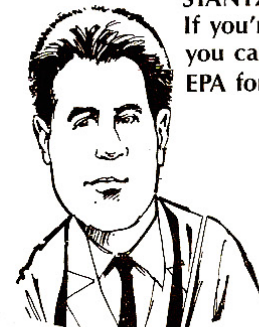
Accounting	Electronics	Medicine
Anthropology	Geology	Occult
Archaeology	Guess	Parapsychology
Astronomy	Hair Styling	Physics
Biology	History	Psychoanalysis
Botany	Journalism	Soap Opera Romances
Bureaucratics	Library Science	Sports Facts
Chemistry	Linguistics	Zoology
Deduce	Mathematics	
Electrical Repair	Mechanical Repair	



**EGON:**  
That is the sort of implausible example that a Liberal Arts major like Venkman would devise. Even a marginally informed individual understands that a solar-powered flashlight is absolutely absurd... though, now that I think about it...  
Hmm. Where's my slide rule?



**VENKMAN:**  
I have a Cool 6, which is very, very impressive. Roll 6 dice for me when determining whether or not I'm Cool. But if the difficulty calls for bluffing... well, bluffing is my Talent. When I Bluff, roll 9 dice for me. Strip poker, anyone?



**STANTZ:**  
If you're really smart, you can fill out an EPA form!



## Muscle

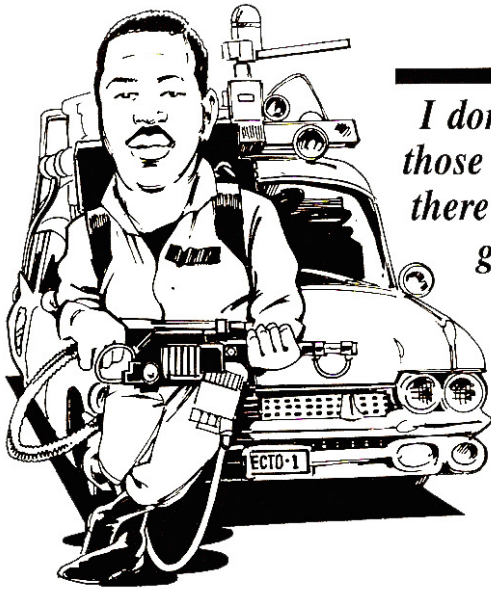
Muscle tells how strong your Ghostbuster is. Strong Ghostbusters (Muscles 5 or more) can rip phone books in half, intimidate puny characters at a glance, bite the caps off beer bottles, or throw bureaucrats into the garbage. Weaklings get their tongues caught on postage stamps.



*The Stay-Puft man practices Intimidate.*

Here's a list of some Muscles Talents. If you want your Ghostbuster to have a Muscles Talent not on this list, talk it over with your Ghostmaster first.

Brawl	Intimidate	Run
Break Things	Jump	Swim
Climb	Kick Things Over	Wrestle
Gobble Food	Lift	
Grapple	Rip Things Open	



*I don't get much help from those college boys, but when there's some serious tusslin' goin' on, I do just fine.*

## Moves

Moves determines how dexterous and physically adept your Ghostbuster is. Ghostbusters with decent Moves scores are better at shooting guns, catching baseballs, dodging or throwing rocks, observing, picking locks, juggling, driving, and creeping along ledges. They like to flirt, they like disguises, and they like to dress up. Maladroits get things caught in their zippers.

A Ghostbuster could have one of the following Moves Talents. If you want your Ghostbuster to have a Moves Talent not on this list, why not talk it over with your Ghostmaster first? He's your friend.

Attract Attention	Fire Weapon	See
Balance	Gossip	Sleight of Hand
Breakdance	Hide	Sneak
Catch	Listen	Sniff
Disguise	Make Music	Strut
Dodge	Pick Pocket	Throw
Drive Vehicle	Seduce	

**DANA:** Playing the cello may not seem very important to Ghostbusting, but sometimes music hath charms to sooth savage beasts—even dead beasts.

## Cool

Cool people are bold, brave, and brassy. Cool people have aplomb — they don't scare themselves into useless activity, and they know their own capacities. With a Cool 7, you maintain your pace, even if you show up at a black-tie ball in a chicken suit. On the other hand, a Ghostbuster with Cool 1 calls the FBI when his toilet backs up.

Here are some Cool-type Talents. If you want your Ghostbuster to have a Cool Talent not on this list, talk it over with your Ghostmaster first. We're sure he will be reasonable about it.

Bargain	Charm	Play Poker
Bluff	Convince	Play Stock Market
Borrow	Fast Talk	Raise Children
Browbeat	Orate	Tell Fibs

**Example:** Janine has a Cool of 5. She has the Convince Talent. When Janine argues with someone, her player gets to roll 8 dice. As you might guess, Janine can be quite convincing — but she's still at a disadvantage when trying to persuade Egon to stop working on a problem in Physics (Egon's Brains Talent) to go on a picnic. (Since Egon has Brains 7, he rolls 10 dice for HIS Talent! High roll wins.)

Janine's other Talents are Bureaucratics (for Brains), Grapple (for Muscles — used to keep Egon in line), and Drive Vehicle (for Moves).



**VENKMAN:**

If you want to fast-talk some poor mark into doing things your way, you need to overcome his or her Brains with your Cool. If you make it, the character goes along with it — signs on the dotted line, lets you into the warehouse, loans

you his car for the weekend, etc. This won't always work. There are always some jerks that won't listen to reason, no matter how Cool you are and how stupid they are.

## Brownie Points

New Ghostbusters (and the original Ghostbusters when you first play them) each start with 20 Brownie Points on their ID cards. After that, they earn Brownie Points as rewards when they succeed at their mission or achieve their Goals.

*It's nice to get recognition for a job well done, you know?*

When the Ghostbusters are doing badly, they lose Brownie Points and receive parking tickets, abusive calls from their creditors, and long stays in the hospital.

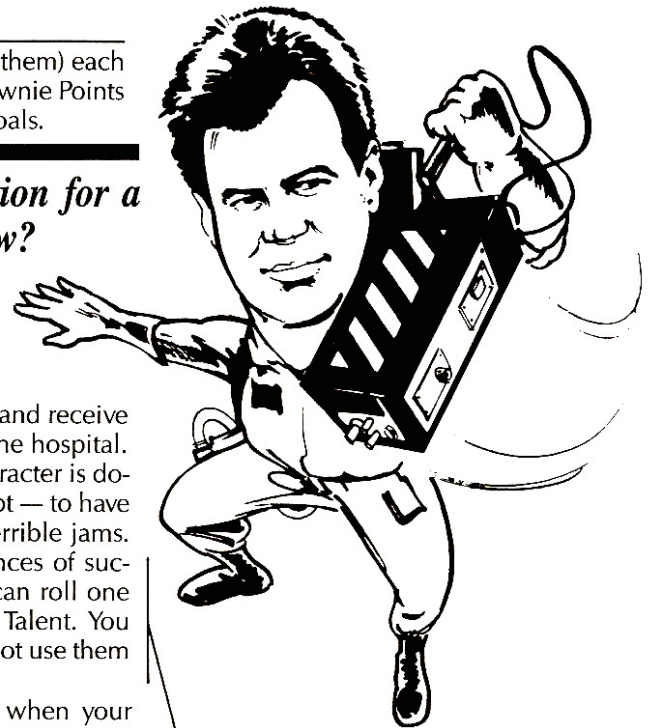
Brownie Points are more than measurements of how well your character is doing, however. To some extent, Brownie Points let you rewrite the script — to have your characters attempt incredible feats or bail themselves out of terrible jams.

You spend your Brownie Points to increase your character's chances of succeeding at difficult tasks. For each Brownie Point you spend, you can roll one additional die when your character is attempting to use a Trait or Talent. You have to decide to spend the Brownie Points before your roll; you cannot use them to reroll failed dice.

Brownie Points can also be used to cut down the bad effects when your character is hurt. For example, if he or she has to go to a hospital, each Brownie Point you spend at the time of the accident reduces hospital time by a week.

If your character does something that is amazingly stupid — that should, by all rights, mean his immediate and permanent extinction — the Ghostmaster can, instead of crushing him like a grape, allow your character to spend Brownie Points to avoid the fate he so richly deserves.

If you ever find that you have 30 Brownie Points you don't know what to do with, you can buy an additional point to add to one of your Traits. (This option is available only if your Ghostmaster agrees.)



**EGON:**

Changing the past is scientifically impossible, of course.

**VENKMAN:**

Oh yeah? How about when you filled out that computer dating form, and claimed that in high school you had —

**EGON:**

Point taken, Venkman. Now shut up!

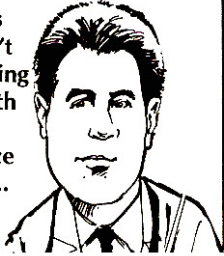


No character ever has as many Brownie Points as he or she wants — and sometimes, not even as many as he needs. If your Ghostbuster doesn't have enough Brownie Points to avoid catastrophe, the Ghostmaster can allow you to permanently subtract a point from a Trait (you pick which one) in exchange for 20 Brownie Points. You can then use the Brownie Points to save your Ghostbuster from obliteration, the draft, or whatever.

Note that it costs 30 Brownie Points to gain a point in a Trait but you get only 20 Brownie Points back when you trade-in a Trait point.

**STANTZ:**

Gosh, I know it sounds dangerous... but doesn't the prospect of collecting on the Accidental Death and Dismemberment clause in your insurance policy give you a little... thrill?



**SHUT UP, RAY!**



**Example:** Egon trips and is buried under 5 feet of semi-sentient mutant Mounds bars. The Ghostmaster rules that, with his puny Muscle 2, Egon can dig through only 2 feet of the coconut peril before he suffocates. The Ghostmaster cheerfully informs Egon's player that 3 more Brownie Points are needed to get Egon free.

Since Egon has no Brownie Points left (it's been a long day), he'll have to lose a point from one of his Traits. His player chooses to reduce Egon's Moves from 4 to 3. Egon gets 20 Brownie Points. His player spends 3 of those to permit his escape, leaving Egon with 17 Brownie Points, a Moves of 3, and hair full of sticky, murderous chocolate.

The Ghostmaster also decides that Egon has to spend 3 days in the hospital recovering from his ordeal. If he or she thought it more appropriate, the Ghostmaster might cause Egon to lose equipment which takes a long time to rebuild, to wait a long time for rescue, or to take some other penalty. Egon could then spend some of his 17 Brownie Points to avoid the punishment.

When you're using Brownie Points to bail out your Ghostbuster, you'll have to describe what actually happens. Be colorful, be imaginative, be wacky — bring a little light into your fellow players' otherwise shabby existence. If the Ghostmaster is amused, you might even be refunded a point or two as a bonus.

But keep it short. It is absolutely forbidden to refund Brownie Points for over-elaborate, dull, or stupid rationales — if the Ghostmaster has to rewrite your script, you should be charged more Brownie Points for the effort.

**Example:** Chasing a playful ghost across the roof of an apartment house, Winston skids to a stop, foiled by a gap between the buildings that the ghost simply floats across. Winston decides to jump it despite the Ghostmaster's warning that the gap is difficulty 20. The player doesn't spend any Brownie Points to improve his chances, and so has to roll 20 or better on five dice. He fails, and Winston sails towards the street five stories below. The Ghostmaster decides it will take 5 Brownie Points for Winston to avoid pancakesville (multiple fractures, contusions, etc.).

Winston's player marks off the Brownie Points and describes the amazing series of events which saved Winston from destruction. "Winston hits a clothesline which slows his fall, then he manages to grab onto a fire escape — but the railing breaks in his hand! He's slowed down even further, though. Next he hits the awning of the Baskin-Robbins store on the street-level of the building...the awning sags down almost to the ground...then snaps back, hurling Winston through the window of the motel across the street, where he lands in a heart-shaped tub, spilling water, bubbles, and a honeymooning couple all over the bathroom floor."

The Ghostmaster applauds politely and reduces Winston's Brownie Point expenditure to 3 (because the player's explanation was so entertaining) — then assesses Winston two weeks in the hospital. "You survived the fall all right, but the man on the honeymoon was the middle linebacker for the Giants..."

## Brownie Points For Adventures

Ghostbusters get most of their Brownie Points by working together to complete the job for which they are hired. Each job has three likely outcomes:

- They fail to get the ghost, or otherwise botch the job: The Ghostmaster returns to each Ghostbuster half the Brownie Points he or she spent during the game.
- The Ghostbusters get the ghost or otherwise satisfactorily complete the job: The Ghostmaster returns to each Ghostbuster all the Brownie Points he or she spent during the game, and perhaps a few more.
- If the Ghostbusters do an excellent job (save the day and excessively amuse the Ghostmaster): The Ghostmaster awards each Ghostbuster up to half again as many Brownie Points as he or she spent during the game.

## Personal Goals

Each Ghostbuster has a Goal: Sex, Soulless Science, Fame, Serving Humanity, or Money. You pick your character's Goal when you create him; the famous Ghostbusters' Goals are written on their ID cards. The Ghostmaster awards extra Brownie Points when a character achieves his or her Goal.

The Goals are described below. You can pick a new Goal not on this list for your character, if your Ghostmaster agrees.

### Sex

*My personal favorite.*

Like Venkman, your character wants to engage in brief, sordid, meaningless moments of bliss.

To get Brownie Points for this, you need to go on a satisfying date during the course of an adventure. You get one Ghost Die of Brownie Points per success. Fabulously-attractive dates are worth more Brownie Points, at the Ghostmaster's discretion. If the ghost is rolled, you swallowed your tie while you were slurping up your spaghetti, spilled wine on her suede pants, agreed to get married, or performed some other shameful and despicable deed, and the date's a flop — you get no Brownie Points.

But perseverance is rewarded! Each time you roll a ghost before successfully dating a specific person, add an extra Brownie Point when you finally make it through the evening without embarrassing yourself.

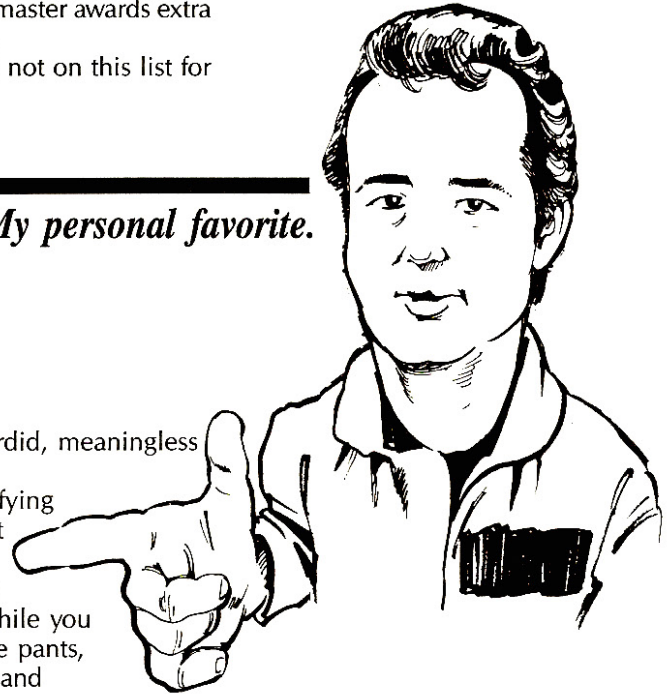
Once you have successfully dated someone, you no longer receive Brownie Points for subsequent dates with him or her unless you stop dating that person for six months or longer.

### Wealth

Your character wants big bucks. Expensive cars. Tax shelters.

Depending on what kind of bookkeeping your Gamemaster is willing to put up with, you could earn Brownie Points for every thousand dollars you earn (or some other figure), for every fancy geegaw you scarf up, or for every inside tip you get on the Stock Market. Possibly, you could earn Brownie Points for every month your franchise stays in the black.

Of course, to be fair, for every valuable piece of Ghostbuster equipment you ruin, or every time your franchise is sued for property damage or fined for ignoring government regulations, the Ghostmaster may penalize you for a few Brownie Points.



**JANINE:**

Money can't buy you love, but it can buy those darling diamond earrings I saw at Tiffany's the other day.



## Fame

Your character wants nothing more than to become a media darling — to appear on Johnny Carson, Merv, and Letterman — to be invited to the White House Easter Egg Hunt — to do an American Express commercial.

Every time your character's face appears in the local news media (newspapers or television) your Ghostbuster gets a Ghost Die of Brownie Points. If the Ghostbuster appears in the national media (news magazines, or national interview shows) you get two dice of Brownie Points. For something really sensational like a Time Magazine cover story, or being romantically linked with Joan Collins in *The Enquirer*, you might get six or more dice of Brownie Points!

But if you roll a ghost while checking for Brownie Points — the photo was embarrassing or the stupid pet tricks ran too long and you got bumped off Letterman — you get zip Brownie Points.

## Soulless Science

The advancement of science is what's important. So what if a few folks are temporarily inconvenienced, or the water in the Hudson River dries up, or Iceland moves a couple of hundred miles north? If it advances Science, in the long run, Mankind will thank you for it!



*Mankind may love you, but those people on Iceland will hate your guts.*

This is Egon's thing. If it's your thing, too, every new discovery that advances the science of Ghostology gets you one Ghost Die of Brownie Points. An extremely important discovery is worth more if the Ghostmaster says so.

If you roll a ghost, your experiments haven't yet borne fruit, so you get zip. Keep track of the number of times you have rolled a Ghost: when you finally roll successfully, you can add one extra Brownie Point for each failed roll. After that, you start over again from scratch.

## Serving Humanity

Boy Scout types: Andy Griffith, Mother Theresa, The Batman. You're interested in doing good deeds, in helping the oppressed, in Saving The World.

Every time you successfully finish a Ghostbusting adventure, you get Brownie Points. Each participant dedicated to the service of humanity gets one Ghost Die worth of Brownie Points for each Enemy of Mankind you vanquish. For real heavy dudes, the Ghostmaster may award two or more dice worth of points. Any victory over a government agency is a special case, and usually entails bonus awards.

Each time (as decided by the Ghostmaster) that the team fails, you get nothing but add one Brownie Point to the ultimate total received when finally you rid the world of your redoubtable opponent.



## Personality

Okay. Now you've got the basic elements of a Ghostbuster. There's just one thing missing...

Personality.

Who is this Ghostbuster? What does he or she look like? Act like?

Look at your Traits, Talents, and Personal Goal. What is your strong point? Brains? Muscle? Moves? Cool?

"Well, this Ghostbuster has five dice worth of Muscle, but only two dice worth of Brains. A weight-lifter? A big, pleasant oaf? A professional wrestler?"

What do his Talents tell you about the character? What kind of person would have a personal Goal like Serving Humanity?

Once you have some ideas based on your Traits, Talents, and Goals, work up a little character description and share it with your Ghostmaster.

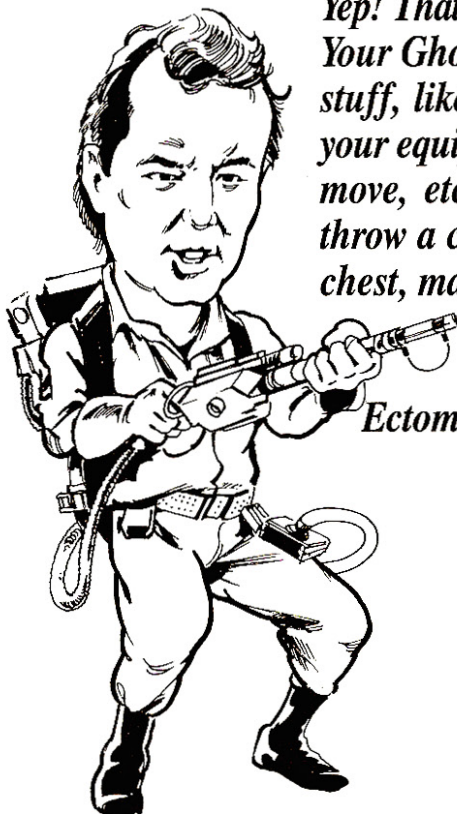


**Example:** Reginald O. Warfield III is a classy, well-educated guy (Brains 4, Cool 4) but he's a bit wimpy and ham-handed (Muscle 2 and Moves 2). His Talents — Antique Merchandising and Charming Spinsters — make him a popular figure in high society, but his Goal — Serving Humanity — is the legacy of his social-reformer mother, who died when he was but a lad, but who always encouraged Reggie to help others less fortunate than himself.

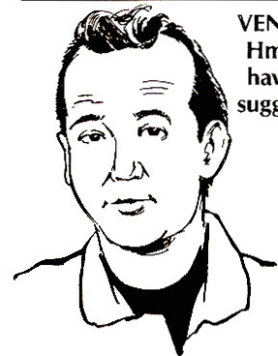


**DANA:** *My wonderful friends saved me when no one else could, and in the process they saved the world from an unspeakable evil. How could I ever thank them?*

Now You're a Ghostbuster...



*Yep! That's about all you need to know. Your Ghostmaster knows all the other stuff, like how the ghosts work, what your equipment does, how fast you can move, etc. So grab some equipment, throw a couple of cold ones in the ice chest, make sure you're wearing clean underwear (because you never know), hop into the Ectomobile, and get those ghosts! Good luck, trooper!*



**VENKMAN:**  
Hmmm... I have a few suggestions, Dana...



**DANA:**  
Forget it, Peter!



# The Ghostbuster Rules



*The following junk is all game rules. Snore. You don't need to read this stuff — unless you want to really know what's going on — or maybe want to be a Ghostmaster yourself.*

## Doing Things

From time to time during an adventure, your Ghostbuster will want to do something. While Ghostbusters most often do things at which they cannot fail (like opening beer cans, watching TV, signing autographs, or sending out for pizza), your character may occasionally want to do something a little more difficult — something at which he could fail. These actions are called “tasks”.

When your Ghostbuster wants to (or has to) perform a task, your Ghostmaster assigns a difficulty number and tells you which Trait or Talent applies to that task. You then roll as many dice as you have points in the appropriate Trait or Talent. If you roll equal to or higher than the difficulty number, you succeed; if not, you fail. Remember that the Ghost Die must be one of the dice (see below); remember also that you can spend Brownie Points to increase the number of dice you roll.

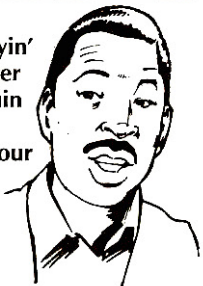
Listed below are some tasks which your Ghostbuster may find himself attempting to perform during an adventure and the difficulty numbers which the Ghostmaster might assign them. Note that these are only guidelines — the Ghostmaster can change the difficulty number of any task, if he deems it appropriate.

Also, the Ghostmaster may decide that, regardless of how impressive your Traits or Talents, a task is particularly difficult for your character. In this case, he may decrease the number of dice you roll. (This is usually a penalty if your character is poorly-prepared, careless, distracted, or otherwise not up to the usual high standards of competence.)

For example, Egon normally rolls seven dice for a feat of mental prowess, but when attempting to perform fourth-order manipulations of Vader variables while standing under an air raid siren, the Ghostmaster says that Egon can roll only 3 dice.

Of course, the Ghostmaster will be absolutely fair and unbiased in his assessment of difficulty numbers. His enjoyment of the game comes from watching the Ghostbusters succeed in the mission, not from making their lives a living hell.

**WINSTON:**  
What the man's sayin' is: The Ghostmaster is boss. He can ruin you any time he wants. So watch your behind!



**WINSTON:**  
Sure. Uh-huh. Right.

## SAMPLE DIFFICULTIES

### AUTOMATIC SUCCESSES (no need to roll dice):

- 1) blasting a wall with a proton pack
- 2) sleeping soundly in your own bed
- 3) driving a car
- 4) eating a hotdog
- 5) getting into an argument (New York City)
- 6) using a pay phone



- 7) paying sales tax
- 8) picking up a toy poodle

**EASY JOBS** (roll a 5 or more):

- 1) picking up someone in a singles bar (Moves)
- 2) sleeping soundly in a swank hotel (Cool)
- 3) blasting a ghost with a proton pack at point-blank range (Moves)
- 4) parallel parking a big car (Moves)
- 5) eating three Big Macs (Muscles)
- 6) getting into an argument (anywhere but New York City) (Cool)
- 7) remembering a friend's phone number (Brains)
- 8) figuring out Tax Form 1040EZ (Brains)
- 9) picking up a Yorkshire terrier (Muscles)

**NORMAL JOBS** (roll 10 or more):

- 1) picking up an attractive person (Moves)
- 2) sleeping soundly on the job (Cool)
- 3) blasting a ghost with a proton pack (Moves)
- 4) driving in Manhattan without getting lost (Brains)
- 5) eating a whole pizza by yourself (Muscles)
- 6) winning an argument (Cool)
- 7) cheating the IRS (Brains)
- 8) understanding an ancient occult book (Brains)
- 9) picking up an Irish setter (Muscles)

**HARD JOBS** (roll 20 or more):

- 1) picking up an off-Broadway actor/actress (Moves)
- 2) sleeping soundly on a Manhattan street corner (Cool)
- 3) blasting a ghost with a proton pack at long range (Moves)
- 4) driving along the freeway during rush hour without losing your temper (Cool)
- 5) winning an argument about politics (Cool)
- 6) getting a famous person to talk to you on the telephone (Cool)
- 7) paying no taxes (Brains)
- 8) finding a cheap rental location for a Ghostbuster franchise (Brains)
- 9) picking up a St. Bernard (Muscles)

**IMPOSSIBLE JOBS** (roll 30 or more):

- 1) blasting a ghost with your eyes shut (Moves)
- 2) sleeping through a volcanic eruption (Cool)
- 3) winning the Indianapolis 500 in a Honda Civic (Moves)
- 4) eating a telephone (Muscles)
- 5) winning an argument about religion (Cool)
- 6) picking up a buffalo (Muscles)

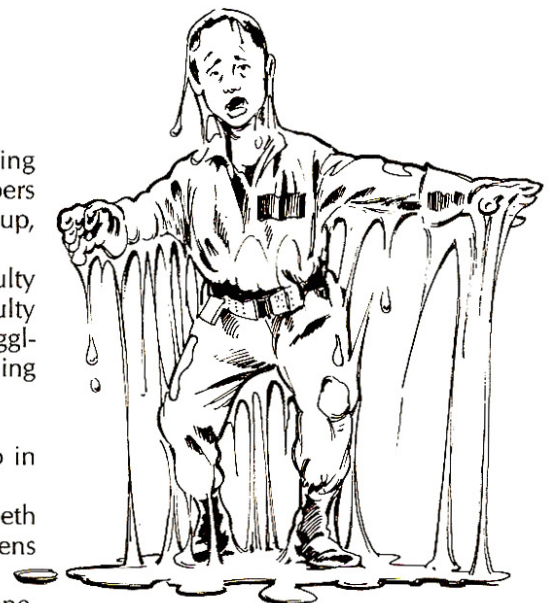
**The Ghost Die**

The Ghost Die must always be one of the dice you roll when you are attempting to perform a task. If a number comes up, simply add it and all the other numbers together and compare your total to the difficulty number. If the ghost comes up, however, Something Bad Has Happened.

If Something Bad Has Happened, compare the other numbers to the difficulty number anyway. If you roll a ghost and equal to or greater than the difficulty number, you succeed at your task, though you can look forward to some niggling annoyance. If you roll less than the difficulty number, not only does Something Bad Happen, but you fail at your task. Big Time Trouble.

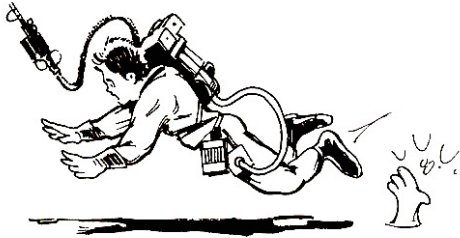
Let's say you are attempting to eat a telephone.

- If you equal or beat the difficulty number and don't roll a ghost, you do in fact eat the phone and everything's fine.
- If you roll less than the difficulty number and don't roll a ghost, your teeth aren't strong enough to eat the plastic, but nothing particularly bad happens otherwise.
- If you equal or beat the difficulty number and roll a ghost, you eat the phone, but, in your haste, forgot to unplug it first. It rings, giving you a nasty electric shock and some interesting psychological damage.





- If you roll less than the difficulty number and roll a ghost, you get the telephone receiver caught in your mouth and have to go to the hospital for some difficult, expensive, and embarrassing oral surgery.



**Example:** Ray Stantz climbs a tree to get PKE readings from a haunted mansion. The Ghostmaster describes the tree as tall and remarkably undersupplied with convenient branches: he rates the climb at 10. Since Stantz's Muscle is 3, the player rolls three dice including the Ghost Die. He gets a 6, a 5, and a Ghost — that's 11, a success. Stantz arrives in the tree top safe and sound, though Something Bad is certain to follow.

After Stantz has taken his readings, the Ghostmaster pleasantly informs Stantz's player that Stantz cracked all the lower branches on his way up: he has to roll 15 or better if Stantz attempts to climb **down**.

Stantz decides that discretion is the better part of cowardice and bellows for Winston to find a ladder and get him down!

The Ghost Die works for spooks instead of against them. The value of rolling a Ghost is still zero, but accidents, coincidences, and mishaps rebound to the spook's benefit.

**Example:** Blazing away with his proton pack, Stantz chases a spook down a hallway. The spook suddenly turns and attempts to slime Ray. The Ghostmaster rolls the attack for the spook: the attack succeeds and the Ghostmaster also rolls a ghost!

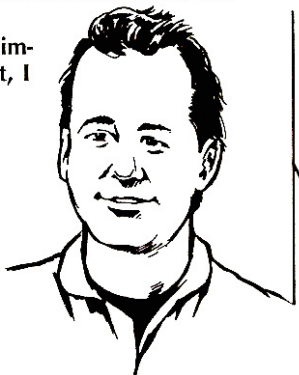
Ray is slimed, but that's the least of his worries. The Ghostmaster informs Stantz's player that the ghost's slime coated the entire floor of the hallway, and that Stantz is now sliding along it, heading right for the big window at the end of the hall! Exit Stantz.

## Beating Someone Else

Sometimes Ghostbusters come into conflict with other people — like when Winston arm-wrestles with Egon, or when Venkman argues with an EPA official. To win the conflict, the Ghostbuster must overcome his opponent — with words, fists, Brains, ability, cash, or whatever.

In this case, the Ghostmaster decides which Trait or Talent each antagonist is using, the opponents each roll the appropriate number of dice (including the Ghost Die, of course), and the high roll wins. If the totals are equal, the Ghostmaster can leave it a tie, or have the opponents roll again.

**VENKMAN:**  
A statistically improbable event, I assure you.



**Example:** Venkman is returning through U.S. Customs. He acts nonchalant so that the hardnosed customs officials won't inspect his baggage (which is loaded with dutiable items).

The customs agent studies Venkman, trying to remember where he's seen him — he's suspicious of anyone he thinks he's seen. The Ghostmaster says the agent will match his Brains against Venkman's Cool to see if a luggage inspection is made.

Venkman's player smirks, saying that Venkman will use his Bluff Talent to get through. But the customs official's Talent is See 8 — not that much lower. The dice clatter across the table. When the smoke clears, Venkman and the agent have equal scores of 23 each. Since Venkman's player rolled a Ghost, too, and the customs agent didn't, the Ghostmaster decides that the agent wins. Incredibly, Venkman loses a Bluff.

The Ghostmaster rules that the official methodically searches all of Venkman's luggage, finding all kinds of booty. Since Venkman rolled a Ghost, as well, the Ghostmaster decides that the customs official holds him for hours of questioning, including a detailed body search.

**VENKMAN:**  
After all the indignity — the humiliation — the rat had the nerve to ask for my autograph!

## Some Game Rules

### Movement

The more Moves points you have, the faster you can move, and the more quickly you react to things. Just how far you can go, and how fast, in any specific period of time depends on lots of things. Your Ghostmaster will judge such things according to circumstances.

### Sequence of Play

During the most action-packed parts of an adventure, when there's lots of conflict and panic and smashing things and running around, the Ghostmaster organizes events in a certain order to keep things from getting confused and to make sure everybody gets a chance to do something. It goes like this:

1. The Ghostmaster tells what his characters or spooks are going to do...
2. The Ghostmaster asks each player in turn, starting with the player to his right, what he or she is going to do...
3. Then the Ghostmaster figures out who does what to whom, and in what order, asking players to roll dice when necessary, or just judges what happens according to common sense and dramatic justice.

During this sequence of play, a character may both move and perform one other action. An "action" may be firing with a proton pack, trying to find another Ghostbuster in the dark, reading a PKE meter, and so forth.

Some actions may interfere with moving successfully; Stantz might be able to find a certain reference in Tobin's SPIRIT GUIDE while trotting along, but he runs the risk of tripping or running into a wall. Other actions replace movement: while you're driving a car, trying to run at the same time is rather unusual (although plausible if you REALLY blew your Cool after viewing a spook).

In all cases, the Ghostmaster judges what is reasonable and likely. That's his job.

During most of the game, it isn't necessary to use the sequence of play — just be tolerably polite, don't interrupt others without good reason, and let the Ghostmaster organize the talking so everybody gets a chance to say something, ask questions, or do what needs to be done.

### Combat

There are two kinds of combat: hand-to-hand and ranged weapons. Needless to say, knives, pistols, blackjacks, and the like probably don't work on ghosts. But there're plenty of things to battle besides ghosts in any **GHOSTBUSTERS** campaign.

**HAND-TO-HAND:** Muscle is the appropriate Trait for hand-to-hand fighting; Brawl and Grapple are applicable Talents. If an antagonist has a hand-to-hand weapon, such as a club, then the number of dice used to resolve his or her roll is increased by a slight or considerable amount, judged by the Ghostmaster.

The increase is the same whether a Trait or a Talent is used to determine the number of dice which the antagonist rolls. If both fighters have weapons, both add their weapons increase — the relevant Muscle, Brawl, or Grapple might not be equal.

**Example:** Janine is attempting to fend off a possessed old lady armed with an umbrella. Janine has Muscles 2 and the Talent of Grapple: she gets to roll 5 dice. The old woman normally has Muscles 1, but the spook possessing her has magically raised it to 3. The Ghostmaster decides that the umbrella will give her one extra die in her attack: she gets to roll 4 dice.





### Sample Hand-to-Hand Weapons

Dice	Weapon
+1	Brass Knuckles, Blackjack, Long Fingernails
+2	Switchblade, Bullwhip, Frying Pan
+3	Club, Chair, Sword
+4	Battle Axe, Chain Saw, Power Drill

Add the indicated number of dice to the dice which the owning character rolls.

**RANGED WEAPONS:** a ranged weapon is one which can be used to damage someone far away, hurling a missile or bolt of energy at a more-or-less distant target.

Ranged weapons are fired at "point blank," "normal," or "long distance." The Ghostmaster determines the three ranges for the particular weapon according to circumstances. Since Ghostbusters disdain prissy calculation of odds, take a rule of thumb that "point-blank" is 10 feet or less, and that "long distance" is 50 feet or more for a pistol, shotgun, or proton pack, and 500 feet or more for a rifle.

**Point-Blank:** at point-blank range, the difficulty roll is usually 5. The defender can attempt to use his or her own weapon, or to Grapple the attacker to deflect the shot — and possibly seize the weapon as a later action.

**Normal Range:** the difficulty rating at normal range is usually 10. At normal or long distance, the defender can't Grapple his opponent; he must either fire back or run for cover.

**Long Distance:** at long distance, the attacker's player must normally beat a difficulty 20 to hit his target.



*Eat hot high-energy atomic particles, ectoplasmic scum!*

## Death, Damage, Hospitals, and Sick Time

Ghostbusters do not ordinarily die — nor does any other character in this game. (And the ghosts are already dead.) Characters do get hurt, though, equipment gets toasted, and ghosts get gobbled-up by the ghost trap.

For instance, if Leutonian terrorists wire ECTO-1 to explode, the Ghostbusters are left sitting in the vehicle's bare frame, smudged and clothed in rags from the blast. The Ectomobile has gone to equipment heaven, and the Ghostbusters end up in the hospital. In addition, the Ghostmaster will probably fine them several Brownie Points — to say nothing of the fine the GBI will lay on them for destroying valuable proton packs, ecto-visors, etc. (Getting hurt isn't only time-consuming and painful, it's also expensive!)

If a Ghostbuster has been extraordinarily careless or outrageously reckless, a Ghostmaster may decide that he or she has pushed his or her luck too far, and that this charmed life must end. A touching dying scene is appropriate — the mortally injured Ghostbuster gathers colleagues around, warns them against wasting their lives as he or she has, wishes them luck, utters a few brave last words, and shuffles off this mortal coil.

This will not happen often, and the reasons for the character's demise should be clear to all the players. When a Ghostbuster does die, the player makes a new character for the next session (and tries to be a little more prudent). Obviously, the deceased Ghostbuster becomes a ghost run by the Ghostmaster, and haunts former friends.

### Sample Brownie Point Losses For Damage

- Hit by Battle Axe: 1 Brownie Point if you're just nicked to the bone. Up to 10 Brownie Points if a part fell off and is bouncing around the room.

(Thanks to the miracle of modern medicine, if you save the part in a refrigerator, they can staple it back on you at the hospital.)

- Falls: 1 Brownie Point per story to a maximum of 5 points. There isn't too much difference between falling 5 stories or falling 50 stories, after all!

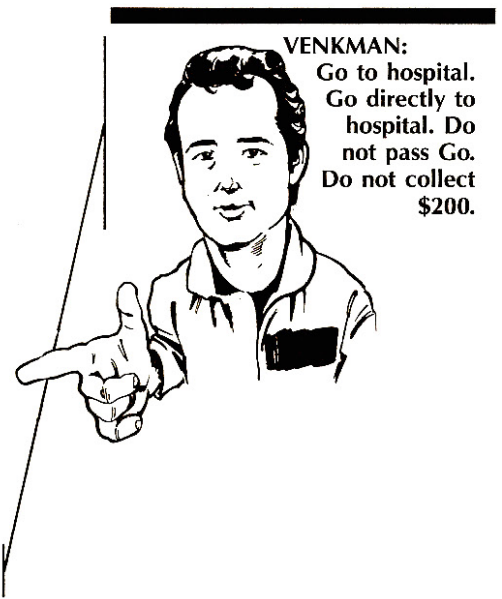
- Fire, Radioactivity: 1 Brownie Point for "ouch" burns, getting more serious until you reach screaming proportions of around 20 Brownie Points.

Radioactivity is nasty, because you don't realize you've been exposed until pieces of your body begin falling off. To simulate this, the Ghostmaster will secretly mark off Brownie Points from your total without telling you. Then when you try to use more Brownie Points than you really have, your body begins to fall apart. You can cut down on the Brownie Point loss if you figure out what is going on and check yourself into a hospital.

- Drowning, Asphyxiation: 1 Brownie Point per minute spent under water or whatever. After 10 or so Brownie Points lost in this way, going fishing in your lungs becomes a real possibility.

- Poison: 1 Brownie Point if the poison will only give you a stomach ache. More serious poisons that turn your skin yellow and shrivel up your toes may cause as much as 10 to 15 Brownie Points to be lost.

In addition to Brownie Point loss, the Ghostmaster may often dump you in the hospital for a couple of weeks if the damage warrants it.

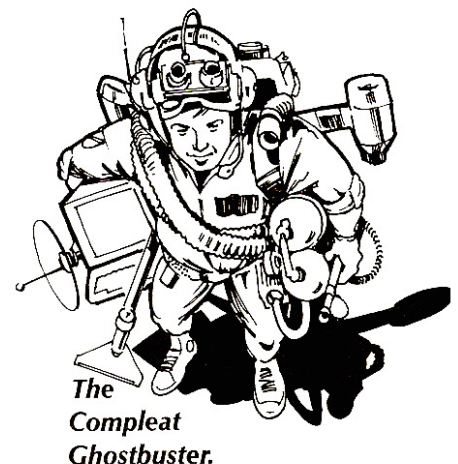


## Using Your Equipment

### Carrying It Around

There's a limit to everything. Your Ghostbuster can carry three items of equipment without seriously affecting his or her ability to act. If you feel like playing a pack-mule, your Ghostbuster can carry as many items as his or her Muscle, but if that adds up to four or more items, he or she can't take any actions while carrying all that junk — except to move and grunt unintelligibly.

Since you can carry only three items and still be effective, you may wish to set up an equipment dump (often the Ectomobile) somewhere near the scene of ghostly activity, so that if you need something you aren't carrying, you can run back and get it. It's probably wiser, though, to divide up the gear among the Ghostbusters intelligently, making sure no one carries more than three items.





## Equipment Cards

Examine the Equipment Cards that come with the game. Sort through the cards and pick out the ones that your Ghostbuster wants to tote around and load them and any other stuff you think you'll need in the ECTO-1 (i.e., stack the cards below the ECTO-1 card). This permits you ready access to all the equipment your team is carrying in the field. If you don't have enough cards for all the equipment you want to carry (for instance, if everyone wants to take along a set of Alpine Gear), make up some more using 3" by 5" cards.

When your Ghostbuster is ready to zap some ghosts, pick up any three items from the ECTO-1's stack and put them by your Ghostbuster card. Usually it's a good idea for each Ghostbuster to take a proton pack as one of his or her three items — otherwise the spook can slime an unarmed Ghostbuster at will. Someone ought to have a ghost trap and a PKE meter handy as well.

The cards are self-explanatory. The picture shows the equipment and the lines of text tell you what the gadget does. This chapter explains the gadgets' functions in a little more detail.

### Alpine Gear

Using proper alpine gear lets you roll 3 extra dice when using Muscle or Climb to scale the Matterhorn, or a skyscraper, or an elevator shaft. Alpine gear includes pitons, climbing hammers, rope, clamps, and even a pair of cute *lederhosen*.

### Aura Video-Analyzer

This handy lab-gadget's purpose is two-fold: not only does it tell the emotional state of the subject wearing the helmet (it tells whether or not a subject is lying, or is in love, or is in pain, etc.), but it also reveals the wearer's essence of archetype (in non-technical terms, the subject's self-image — hero, empress, movie star, genius, wild beast, fertility goddess, etc.). If the subject is possessed, for instance, it shows the outline of the entity in possession of the subject.

### Beach Kit

A great package deal including a huge inflatable beachball, a volleyball net and volleyball, sunglasses, a sturdy beach umbrella, cassette-deck — AM/FM radio blaster, loads of sun-tan lotion, double-sized beach towels, Frisbee, and other essential paraphernalia.

What's that, you ask? What does this have to do with Ghostbusting? Beats us.

### Bullhorn

There's nothing like a bullhorn for making yourself heard over the hubbub of a cocktail party. Or for telling a ghost to surrender before you move in on it.

### Cellular Phone

This is a telephone you can install in the ECTO-1. It is somewhat extravagant (one hundred or more dollars rent each month), but what a status symbol!

### ECTO-1

This stylish vehicle seats three Ghostbusters in luxurious comfort, or up to six in rather desperate circumstances. Its generous cargo capacity accommodates a full line of paranormal investigation and elimination equipment. Flashing lights signal lesser vehicles to clear the way, and the big plastic figure on the roof provides loads of free advertising. One slight flaw is that it's about as inconspicuous as a moose hiding in your refrigerator.

### Ecto-Visors

These spook-finder glasses allow a Ghostbuster to see in the dark. They also eliminate all peripheral vision and look dumb on elevators.

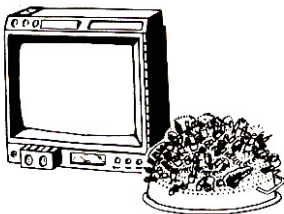
### Geiger Counter

Radioactive ghosts? Why not? Besides, there are other uses for geiger counters. You might run into radioactive monsters or have to explore Three Mile Island to see what *really* went wrong there. (They're also handy for detecting malfunctioning unlicensed nuclear accelerators.)

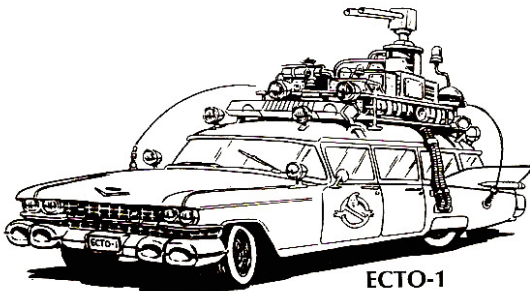
Geiger counters make a neat crackling noise when they detect radiation. When the crackling gets louder, the radiation is stronger. If it gets too loud, you should vacate the premises before all your hair and teeth fall out.

### Ghost Trap

A small box which stores and transports one subdued ghost. The lid is opened by pressing a foot-pedal attached to the box by a twelve-foot length of tubing.



Aura Video-Analyzer



ECTO-1



As it opens, the ghost trap produces a luminous white cone of psychokinetic force which channels the target ghost into the trap. When the foot-pedal is released, the trap closes. It takes a second or two for the field to neutralize the ghost's own ectoplasmic energies, so a spook could zoom away from the trap before it is sucked inside — unless the containment beam of a proton pack holds it there.

After capture, store the ghost within the protection grid at a Ghostbusters franchise.

### Infrared Camera

Such cameras can take pictures of ghosts in the dark, even when the ghosts are normally invisible. A camera can be remotely-operated (difficulty 10) to save wear and tear on Ghostbusters, or it can be set up to take pictures on a pre-programmed schedule (difficulty 10). You could set up a trip-beam (difficulty 5) to catch a ghost in the act, and so forth. Brains is the relevant Trait to operate the camera properly, and Photography is the relevant Talent.

### Parachute

What else is there to say? Parachutes always work unless you roll a Ghost and the Ghostmaster feels really mean.

### PKE Meter

Psychokinetic energy meters are "ghost-finders," measuring local PKE valences in the vicinity to discover paranormal activity. When a ghost is in the area, pretty lights flash and the PKE meter's arms rise up high. The closer and more powerful the ghostly presence, the higher the arms rise and the more insistently the lights flash.

### Protection Grid

A protection grid is large and immobile. It can safely store an extremely large number of ghosts. After many adventures, it can get full and threaten to collapse, but any actual collapse can only occur at the instigation of the Ghostmaster (who should give the Ghostbusters plenty of warning). If you get worried, build a second one.

### Proton Pack

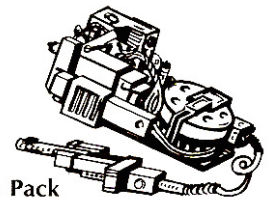
Small unlicensed nuclear accelerators, the proton packs are the Ghostbusters' basic weapon. The wiggly beam emitted by the proton pack scorches walls, knocks holes through wood paneling, destroys chandeliers and upholstery — and occasionally subdues ghosts.



Ghost Trap



PKE Meter



Proton Pack



**Safety Tip: NEVER cross the beams! Never!**

Proton packs have two basic settings. The "Attack" setting is the major one. A successful hit by a proton pack's beam set on Attack lessens a ghost's Ectopresence by 1. (If you're interested, your Ghostmaster will give you a line of hooie explaining Ectopresence; just nod agreeably and keep shooting.)

The "Containment" setting is used to form a proton-beam cage around a ghost and move it to wherever the Ghostbusters please. At least two Ghostbusters must cooperate to use the Containment setting properly, and the ghost's Ectopresence must have been reduced to zero before the Containment setting can work (otherwise the ghost just zips away). Usually, Containment is used to move a trapped ghost directly over a ghost trap, which is then activated.



Invisible or immaterial spooks or spirits can only be affected by proton beam attacks if they can be accurately targetted (i.e., when they have a manifested form). In some cases technological aids can reveal a ghostly aura, rendering the ectoplasmic presence vulnerable to proton beam attacks.

Crossing two proton beams set on Attack results in a catastrophic explosion. This explosion is SO catastrophic, in fact, that crossing the beams can happen only when done on purpose, or when two Ghostbusters fire proton packs in the same round at the same target — and both fail their roll, and both roll Ghosts, and the Ghostmaster says so.

#### **Scuba Gear**

A wetsuit is helpful when investigating haunted sewers, stories of sea monsters, and similar aquatic situations. A typical one-tank wetsuit holds enough oxygen for 30 minutes of life. It takes a little skill to swim in a frogsuit, if you don't know how. If you want to do more than just paddle around very slowly, you'll need to roll against your Muscles Trait or Swim Talent.

#### **Secret Tomes of Occult Lore**

Every good occultist should have access to one or more occult book. He might even have a whole library full of them. Some typical ones include: Roylance, GUIDE TO SECRET SOCIETIES AND SECTS; Tobin, SPIRIT GUIDE; Spates, SPATES CATALOGUE OF NAMELESS HORRORS AND WHAT TO DO ABOUT THEM; Fredde, THE BIG BOOK OF OCCULT LORE; and, of course, Stafford, Petersen, and Willis, GHOSTBUSTER'S HANDBOOK.

The Ghostmaster can allow the Ghostbusters to find clues in these books or look up appropriate facts and occasionally may route the Ghostbusters into an adventure by means of something found in a book.

#### **Video Camcorder**

If you've got enough money, this is definitely the way to go. Set up your video and record the ghosts' attack firsthand. Some ghosts don't register on video, so make sure you're going after the right kind before wasting your money. You can also use a video camera to record advertisements for local TV.

#### **Walkie-Talkies**

An absolute necessity if your group is forced to split up when hunting down a ghost. Walkie-talkies have a range of a few hundred yards, pick up lots of static and conversations from passing truckers, and may fail to work in the presence of powerful psychokinetic forces.

### **Inventing New Equipment**

The science of paranormology sees dramatic advances every day as Ghostbusters are confronted with new and unanticipated challenges. Design and field-testing of new research and elimination devices is continually taking place, both at the Ghostbusters International Research Labs and in each of the Ghostbuster franchises.

From time to time you'll receive a new piece of equipment from GBI Research, for testing or for a special project. Your Ghostmaster will explain the purpose and function of the equipment when you receive it.

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*Of course, these devices are fully tested before we assign them to you. You are perfectly safe. . .*



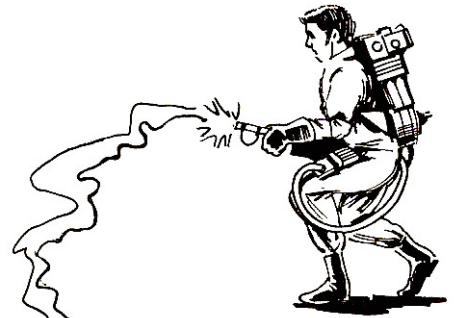
Spates Catalogue

You may also work on special research projects of your own, or you may be called upon to improvise equipment in short and desperate circumstances. Whenever you want to do this, just tell the Gamemaster what you want your project to accomplish and describe three or four different devices which might get the job done. Describe the bogus principles of science you are basing your devices on, and how much research, design, labor, and money you wish to spend. Your Ghostmaster will pick the device he finds most interesting or amusing of the three and tell you how successful your research was... or how many city blocks were leveled when your device malfunctioned during testing.

**Example:** When ravaging, slobbering bug-eyed monsters entered our four-space trans-dimensionally to ravage shopping malls across the land, Egon was forced to design a transport device that would permit the Ghostbusters to pursue the fleeing BEMs. Egon's player then presented the following 3 ideas to the Ghostmaster:

- 1. Witches and warlocks supposedly could create magical pentacles which act as gates to other dimensions. (Most demons, sprites and gibbering skeletons that the witches conjure are actually inter-dimensional kidnapp-victims, brought to this four-space to work the witches' bidding.) With study of ancient, forbidden tomes rumored to be hidden in the basement of a certain New England university, Egon will be able to duplicate this effect and use it to send the Ghostbusters after the disgusting aliens.
- 2. When under the influence of certain illegal drugs, many subjects claim to travel to bizarre lands filled with disgusting, inhuman creatures. Rather than simple hallucinations caused by sensory overload from disrupted brain synapses, Egon speculates, these experiences are real: the drugs in fact send their users' consciousness to other planes of existence. Possibly some lysergic acid variant will allow users to control the process, follow the aliens, and attack the BEMs ethereally. (Venkman enthusiastically volunteers to test Egon's new drugs.)
- 3. Egon knows that when proton beams are crossed, manifold cross-rips in the universal structure result. When proton packs are wielded by clumsy humans, the result can be extraordinarily dangerous. But a computer could control two proton packs, focusing and controlling their beams to select the number of dimensions and power of the dimensional cross-rip. Such a device, mounted on the hood of ECTO-1, would allow the Ghostbusters to voyage into the void.

The Ghostmaster decides that the last device is the most interesting of the three and fits best into the adventure. He also rules that such a device causes a permanent weak-spot in the fabric of the universe, so the Ghostbusters can only use it a few times before they risk destroying Life, The Universe, And Everything. (The Ghostmaster imposes this limit to keep the Ghostbusters from spending the rest of their lives zooming around the multiverse and forcing him to create new dimensions every session. Self-interest is the mother of invention...)





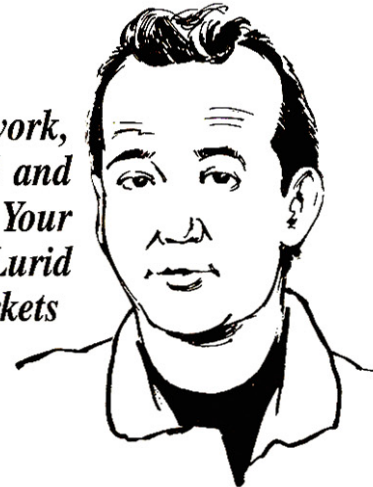
# Paranormology

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*Following are some exceedingly interesting speculations on the nature of ghosts and ghostology, soon to be published in the prestigious Journal of Unexplained Things. I am sure you will find my comments insightful, lucid, and extremely helpful when dealing with the unknown.*

*Or you can look for my masterwork, "Cannibal Vampires From Hell and Other Strange Things Live in Your Basement!", appearing in "Lurid Weekly Gazette" — at supermarkets near you.*



**VENKMAN:** Egon, why don't you tell us a little about the science of paranormology?

**EGON:** Certainly, Peter. To begin with, you must realize that the four-dimensional space our senses perceive is only a fraction of the total universe. Quantum chromodynamics and modern supersymmetry theory show that in fact there are eleven dimensions. Maybe twelve.

**STANTZ:** Wow! Eleven?

**EGON:** Well, or perhaps twelve. Most grand unification theorists believe that the majority of these dimensions collapsed into pocket dimensions nanoseconds after the Big Bang. However, the difficulty of quark-scatter experiments make verification of dimensional dimensions problematical, and...

**STANTZ:** I think you lost me. Let's go back to eleven.

**EGON:** Ah, never mind, Ray. The important factor here is that certain of these dimensions are, I believe, inhabited by ectomaterial beings whose consciousness impinges our own in a complexly reinforcing way. These beings can, under certain conditions, manifest themselves in our 4-space through the manipulation of quantum instabilities in microscale space, which you must realize, is foamy...

**STANTZ:** You mean, like shaving cream?

**EGON:** I mean that space, also, is quantized... but we're getting off the track here. The point is that this ability to manipulate quantum instabilities is, in fact, a fifth form of energy in addition to the commonly accepted four — gravitic, electromagnetic, weak and strong nuclear.

**WINSTON:** Let me get this straight. You're saying demons, boogie men and all the other weird stuff we have to deal with are powered by the same thing?

**EGON:** Precisely! A form of energy we call Psychokinetic Energy, or PKE.

**VENKMAN:** So we can see ghosts because they use PKE?



*Excuse me, my dear, I believe your aura is showing.*

**EGON:** Right, although it is important to realize that not all PKE manifestations are visible. Also, the use of PKE to create a dimensional aperture permitting visual observation is reflexive.

**VENKMAN:** Huh?

**EGON:** Let me put it in the simplest possible terms, Peter. If you can see it... it can see you. And if it isn't friendly, that may not be a good thing.

## **Psychokinetic Energy**

**EGON:** Although previous researchers made their contribution, I think I can say, with all due modesty, that until I developed the PKE valence field model of paranormal disturbance, parapsychology and related sciences were at a standstill.

**VENKMAN:** Egon's pretty smart, but this new theory is straight out of *Thrilling Wonder Stories*. All I know is that lovely young coeds often display amazing powers. Their other kinds of energy manipulation aren't bad either.

**EGON:** What Peter is saying in his unscientific way is correct. As I said, PKE works through microscale disturbances in the foamy structure of quantized space and, at this scale the observer has a direct impact on the system, a fact long established in quantum physics. This being so, the human mind, as a conscious observer of the whole system, can in fact manipulate PKE energy directly. Schrodinger's *gedankenexperiment* with the cat is illustrative...

**WINSTON:** I'm allergic to cats.



**EGON:** Ahh... The point is, thought, coupled with emotion, can bring about changes in the physical world. The extent of these changes is limited only by the amount of eka-dimensional energy the individual mind can tap...

**WINSTON:** You mean I can turn someone's hair gray, win at the races, or move a six ton safe just by *thinking* about it?

**EGON:** Well, it's a little more complex than that, Winston. Indeed the theory necessary to permit such dramatic changes is still far from complete formulation, but the fact is that such phenomena do exist in nature. Of course, since everyone has this ability (to a greater or lesser extent) people also have defenses. Turning someone else's hair grey if they don't want you to can be very difficult.

**STANTZ:** Like the time we battled Gozer the Gozarian? And she asked us to choose a form for our destruction? And I chose the Stay-Puft man? And we all almost died? And we...uhhh...



*What's a nice girl like you doing in a place like this?*

**EGON:** Correct, Ray, you chose the *form*, although the PKE necessary to complete the manifestation was supplied by Gozer.

**VENKMAN:** Haven't other people been using this kind of energy for a long time?

**EGON:** Certainly. Primitive magic — such as the use of sacrificial virgins, voodoo, trance magic — is an attempt by the unsophisticated to harness PKE. With the tools afforded us by modern parapsychological theory, we can affect paranormal phenomena in much more sophisticated ways. Still, it is important to remember that there is a grain of truth in every superstition. For example, since it is documented that only silver can harm a werewolf, I designed a proton pack employing silverized materials to defeat one.

Of course, I don't take most of this hocus-pocus seriously, but training has taught me not to ignore avenues of research that might at first appear "unscientific."

**VENKMAN:** All this pseudo-scientific gobbledy-gook doesn't always do it. Sometimes you can smooth-talk the spook, figure out its problem, and get rid of it that way.

**WINSTON:** Just like you guys talked to that spook in the New York Library, right? Didn't do any good, did it? If talking doesn't budge it, keep your proton pack handy.

### **Basic Ghostology**

**EGON:** Psychokinetic manifestations take specific forms which possess varying power, abilities, and appearance. PKE often takes the form of a ghost. The "spud" that Peter talks about so much is actually a Class 5 full roaming vapor.

**VENKMAN:** It's still a spud.



**EGON:** Ghosts have been defined, codified, labelled, and analyzed in my seminal work, *A Paranormal Taxonomy: Slimes, Spuds and Other Mutants*. This text explains the classification schema used by Ghostbusters to describe the phenomena they encounter. [See **Reference File C** for excerpts from this fascinating book.] Often, however, ghosts are the least of a Ghostbuster's worries.

### **Xenostudies, Folklore and Time Travel**

**EGON:** Despite my contribution to the developing science of paranormology, a large portion of paranormal phenomena remain unexplained. Indeed, because of the very subject matter, darker forces often attempt to obscure facts and make investigation inconclusive.

**VENKMAN:** What Egon means is that he hasn't had time develop into his theories these aspects of Ghostbusting.

**EGON:** Ahem. For example, Xenostudies is another aspect of Ghostbusting which we are only beginning to understand. The collective unconscious often affects the PKE matrix in unexpected ways. Numerous reports of flying saucers, dating from ancient times...

**STANTZ:** Gee, that stuff is in plenty of science fiction movies. There was this great movie on last night, *Plan 9 From Outer Space*...

**EGON:** Yes, Ray, we know. Also, history records many accounts of corporeal creatures from alternate dimensions or different planes of existence. The Loch Ness monster, by contrast, is in all probability, no more than a single pleisosaur surviving into the modern era...

**STANTZ:** Or the Jersey Devil! Man, what a creepy creature that was...

**EGON:** Ray, the Jersey Devil, who entered this dimension as a result of a hysterical child's PKE blast opening a fifteen-fold cross-rip, is a truly paranormal creature.

Many things you will be called on to investigate are, strictly speaking, not ghosts. But don't let that deter you from the relentless pursuit of knowledge...

**VENKMAN:** ...or the collection of handsome fees!

**EGON:** In the interests of science you may be called upon to confront enigmatic, terrifying creatures. But perseverance in the study of the unknown may reveal invaluable knowledge, perhaps the very keys to the universal riddles of time, space, energy...

**VENKMAN:** ...or how to find a parking place in New York City.

**EGON:** \*Sigh\*

**VENKMAN:** I think what Egon is trying to say is that, as Ghostbusters, our job isn't always easy. It isn't always what you expect. And it isn't always ghosts. But when there's no one else out there to help innocent people in desperate trouble, it's up to us... the noble, selfless Ghostbusters... to Save the World.



*All in a day's work for ... GHOSTBUSTERS.*



If you need more Ghostbuster ID cards, duplicate this page.  
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# GHOSTBUSTER ID CARD

## "Who Ya Gonna Call?"

Name \_\_\_\_\_

TRAITS	TALENTS
Brains _____	_____
Muscles _____	_____
Moves _____	_____
Cool _____	_____

Brownie Points: 60 59 58 57 56 55 54 53 52 51 50 49 48 47 46  
45 44 43 42 41 40 39 38 37 36 35 34 33 32 31 30 29 28 27 26  
25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4  
3 2 1 0

Goal \_\_\_\_\_ Residence \_\_\_\_\_  
Phone \_\_\_\_\_ Telex \_\_\_\_\_

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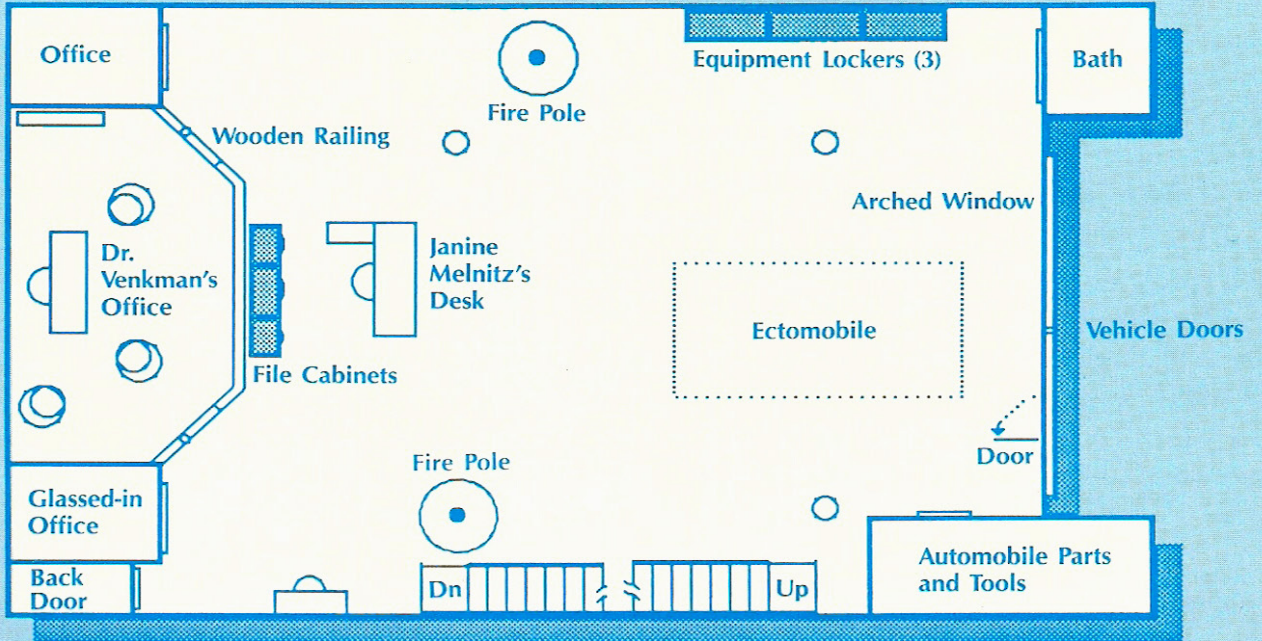
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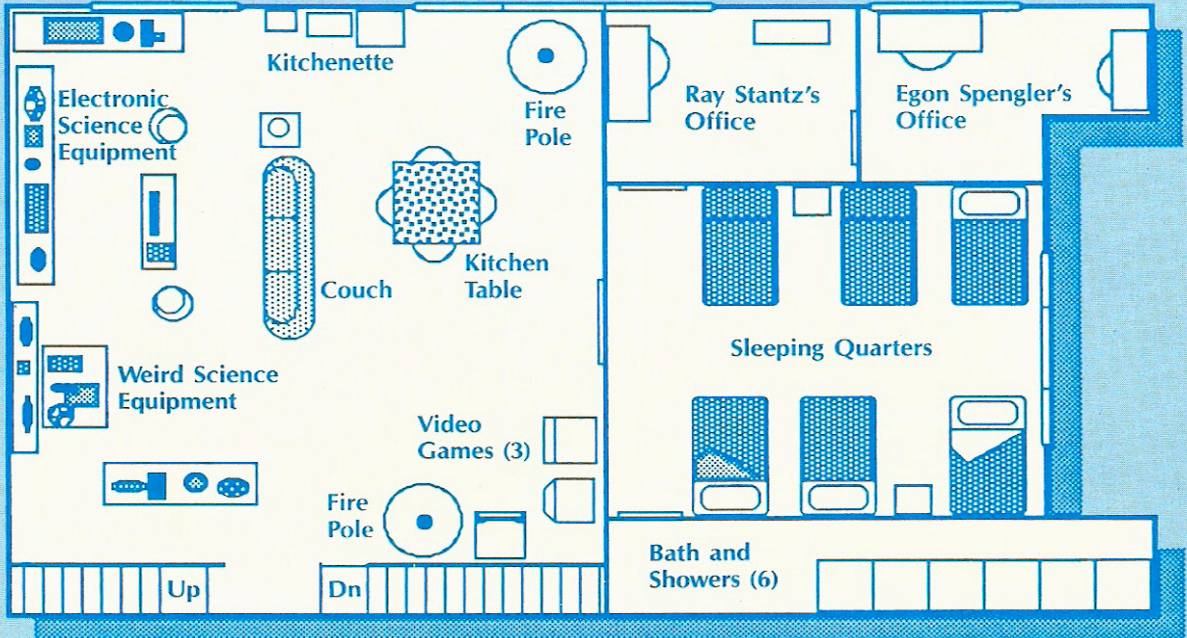


# Ghostbusters Headquarters

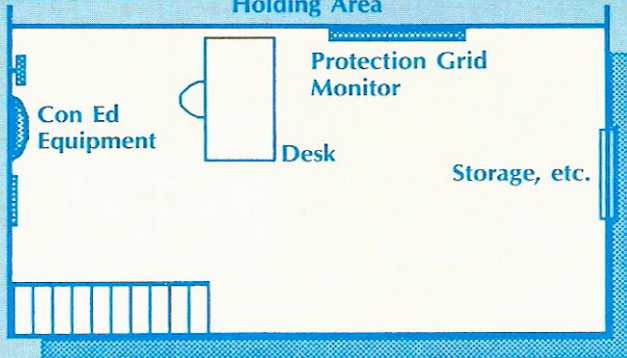
## 1st Floor



## 2nd Floor



## Basement



**WEST  
END  
GAMES**