

West End's

Ghost Toasties

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TM

For use with
GHOSTBUSTERS™
The Roleplaying Game

A **GHOSTBUSTERS**
Adventure providing
delicious fun for 2-6 players
and a Ghostmaster



GHOSTBUSTERS INC.

INSIDE!

Deluxe 3-panel
**GHOSTMASTER
SCREEN**



80601

NET WT 3.2 OZ. (91 grams)

Ghostology

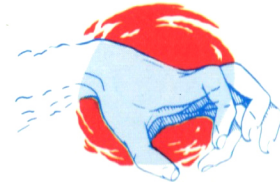
Welcome, Ghostbusters, to the premier defense science of this decade. The following information will prove indispensable in your ghost hunting. Classification of ghosts, spectres, haunts, and Things That Go Bump In The Night is the first step toward conquering these manifestations. With this starting list of paranormal definitions, you are on your way to a glamorous career full of adventure.

(The following discussion of "Class" and "Trait" in the classification of spectral manifestations is excerpted from Dr. Egon Spengler's celebrated work, *A Paranormal Taxonomy: Slimes, Spuds, and Other Mutants*.)



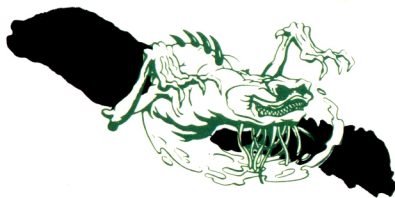
Class I: These are undeveloped forms, insubstantial and difficult to see. Interaction with environment is limited and enigmatic (e.g., spectral lights, voices and sounds, ectoplasmic vapors, etc.). Simple application of a proton pack beam is normally effective.

Class II: Manifestations focused in this time and space, Class II ghosts and up can physically manipulate things in this world. These forms are vague, inconsistent, or incomplete (e.g., floating sheets, ghostly hands, animated lips, etc.). Although a proton pack beam is normally effective, some Class II ghosts have the capacity to return attacks.



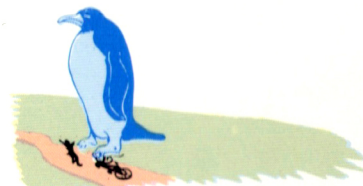
Class III: Anonymous Hauntings. Distinct human form and personality is evident, but former identity (i.e., as a living being) is not established. If established, ghost is reassigned as Class IV. Often difficult to deal with, Class III ghosts generally possess sophisticated means of defense.

Class IV: Identity established. Distinct human form and personality with known identity, such as General Custer or Cleopatra. Economic disposal methods include research into the background of said entity, as well as possible communication with it.



Class V: These are ectoplasmic manifestations of definite but non-human form. Speculation includes the theory that Class V's are formed from emotionally-charged events or as side effects from ritual summonings. (The spud Peter Venkman talks about so much was a by-product of the rituals that a cult held in the Sedgewick basement.) These typically require extensive proton pack implementation to eradicate.

Class VI: Ghosts from lower life forms. A giant penguin was once seen attacking a mugger in Central Park. Later it was discovered the penguin was a ghost. Unique solutions are often required to handle these entities, including research into habitats, allergies, natural enemies, etc.



Class VII: Metaspectres. Obsessively malevolent, exceptionally powerful, and exhibiting control over subordinate forms, such entities are potentially very dangerous. These are often identified by primitive cultures as "Demons". Entities which fit this classification include Gozer and Zuul. Neutralizing them is usually a problematical undertaking at best. Most standard procedures are futile. The most realistic plan is to take measures to prevent these things from entering this sphere of influence in the first place.

Traits

Ghost traits vary, presenting everything from spooks to nuts. Though official terminology has not been regularized, a few commonly used terms are discussed below:

Free-floating: The ghost moves about at will, with no regard to buildings, people, or time and space as we know it. Sometimes just called "Free".

Focused: The ghost is tied to the specific locale in which it first appeared and cannot stray from it.

Full Torso: Some ghosts have full torsos, some have arms and legs, some have no head and the like. Full torso apparitions are relatively rare — many hauntings are indistinct below the chest.

Repeater: May refer to a self-regenerating PKE force (common with ritually-summoned spooks) or to a spook with obsessive repetitious behavior patterns (i.e., always manifesting at a certain place and time). Even when the ghost can be captured or eliminated, some agency continues to produce successive hauntings. Such ghosts reappear periodically until the source can be disabled.

Vapor or Mist: A common but imprecise term, it may refer to a Class I or II entity, or to any insubstantial haunting.

Designing a Ghostbuster

Use this handy reference when designing new Ghostbusters. If you've got a swell idea for a character, go for it. Or you can close your eyes and choose Talents at random. Or throw darts at the screen. Then run out and buy a new one.

Brownie Points: Brownie Points get Ghostbusters out of all kinds of tight spots. All Ghostbusters begin the game with 20 Brownie Points.

Goals: Pick a Goal for your Ghostbuster: Sex, Soulless Science, Fame, Serving Humanity, or Money. (You can also create a new Goal, if your Ghostmaster agrees.) Ghostbusters earn Brownie Points when they achieve their Goals during an adventure.

Traits: All Ghostbusters have four Traits: Brains, Muscles, Moves, and Cool. You have 12 points to allot among the Traits; you must assign at least one and at most five points to each Trait. When your Ghostbuster attempts to use a Trait, he rolls as many dice as he has points in that Trait. (The more points a Ghostbuster has in a Trait, the better he does when using it.)

Talents: Ghostbusters have one Talent for each Trait. Talents are areas in which your Ghostbuster has specialized. (For example, Egon's Brains Talent is Physics. He knows more about Physics than he does about Soap Opera Romances.) When your Ghostbuster uses his Talents, he gets to roll three more dice than he has points in that Trait. (Egon rolls seven dice when using his Brains, 10 when solving a Physics problem.) Pick one Talent for each of your Ghostbuster's Traits from the lists below, or, if your Ghostmaster agrees, create new Talents.

Brains Talents

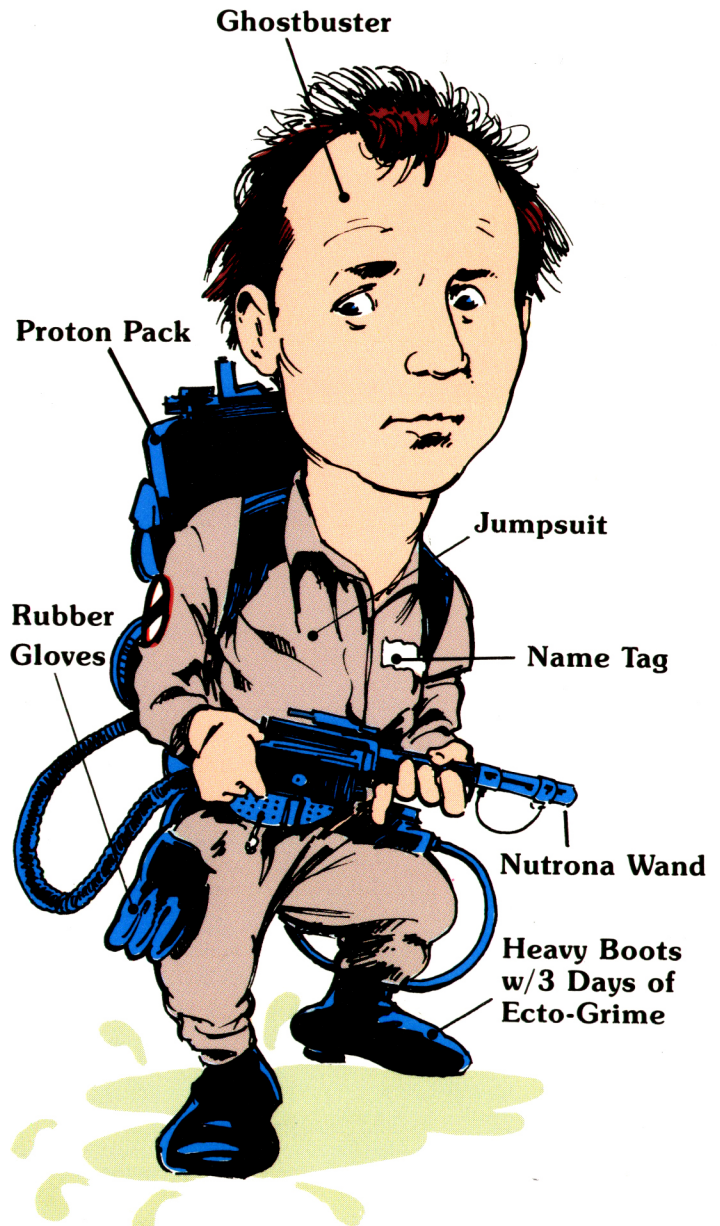
Accounting	Electronics	Medicine
Anthropology	Geology	Occult
Archaeology	Guess	Parapsychology
Astronomy	Hair Styling	Physics
Biology	History	Psychoanalysis
Botany	Journalism	Soap Opera
Bureaucrats	Library Science	Romances
Chemistry	Linguistics	Sports Facts
Deduce	Mathematics	Zoology
Electrical Repair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

Muscles Talents

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

Cool Talents

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



Moves Talents

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	

GH0STBUSTERS™

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COMBAT

There are two types of combat: hand-to-hand and ranged weapon combat. While proton packs are usually the only things that work on ghosts, there are other things to battle in a **GH0STBUSTERS** campaign.

Hand-to-Hand

When two characters fight hand-to-hand, each rolls his or her Muscles Trait (or appropriate Talent; ghosts roll their Power). The Ghostmaster determines how much damage the winner inflicts on the loser. Materialized ghosts aren't affected by hand-to-hand combat (unless the Ghostbuster is using a magic device or weird-science-type bludgeon). Weapons add to the number of dice rolled, as shown below.

Sample Hand-to-Hand Weapons

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

Ranged Weapons

A ranged weapon can whap someone from far away (rifle, proton pack, water balloon, pea shooter). The Ghostmaster determines the difficulty number for the shot based on the size of the target, the motion of the target and the firer, and the range. If hit, the Ghostmaster determines how much damage the target takes.

Point-Blank Range: difficulty 5. At point-blank range the defender can attempt to Grapple (Muscles Trait) the attacker to deflect the shot and/or grab the weapon.

Normal Range: difficulty 10.

Long Distance: difficulty 20.

DOING THINGS

When the Ghostbusters attempt to do things, the Ghostmaster assigns difficulty numbers to the task, and decides which Traits the Ghostbuster will use. Below are some sample tasks, their difficulty number, and the Trait used. (Note that Ghostbusters will often use related Talents in place of the Traits.)

AUTOMATIC SUCCESSES (no need to roll dice)

Blasting a wall with a proton pack
Driving a car
Eating a hotdog
Paying sales tax
Using a pay phone
Lifting a toy poodle

EASY JOBS (difficulty 5)

Picking up someone in a singles bar (Moves)
Blasting a ghost at point-blank range (Moves)
Eating three Big Macs (Muscles)
Filling out an income tax form honestly (Cool)
Parallel parking a big car (Moves)
Lifting a Yorkshire terrier (Muscles)

NORMAL JOBS (difficulty 10)

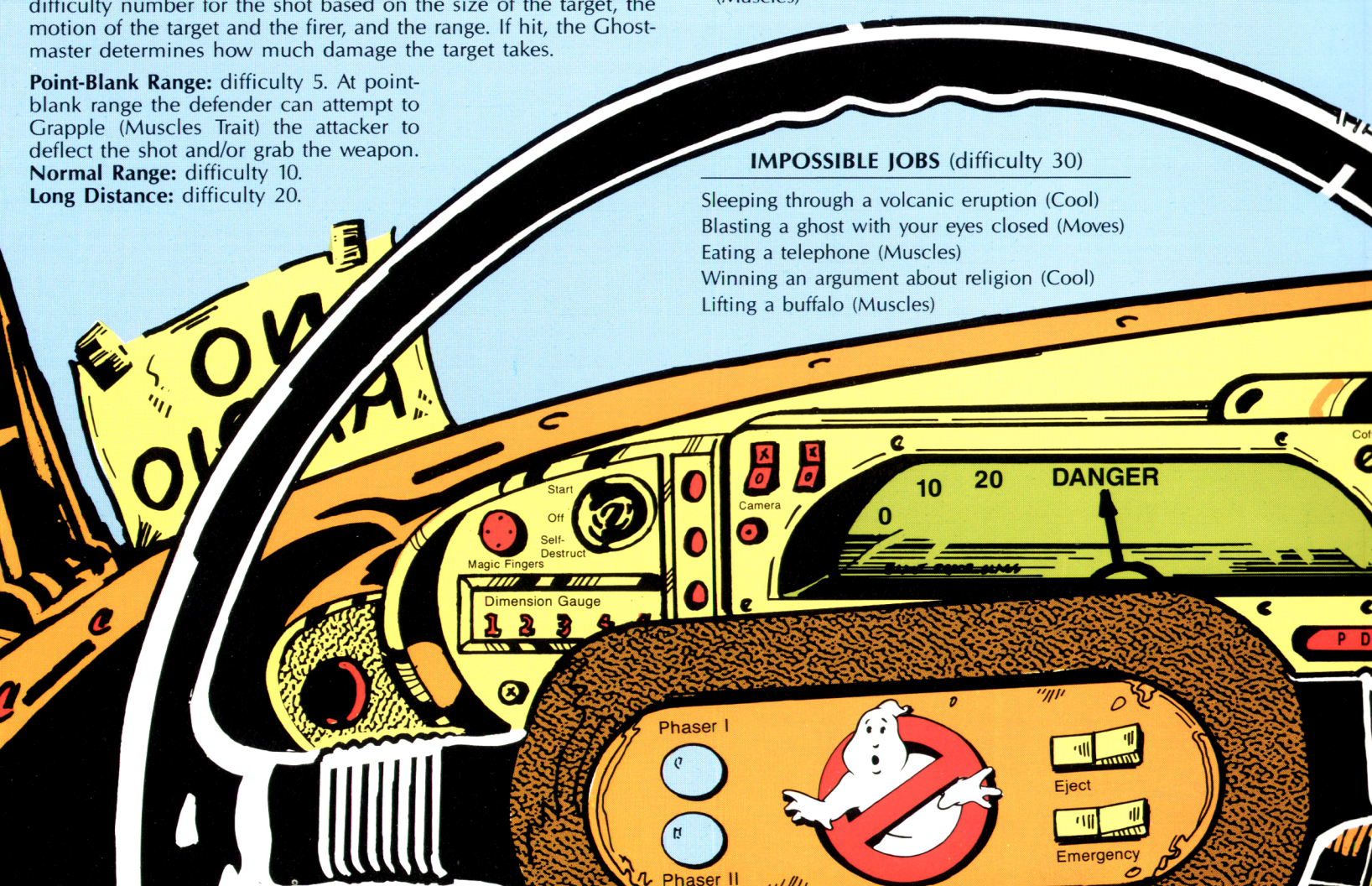
Sleeping soundly on the job (Cool)
Blasting a ghost at normal range (Moves)
Driving in Manhattan without getting lost (Brains)
Cheating the IRS (Brains)
Understanding an ancient occult book (Brains)
Lifting an Irish setter (Muscles)

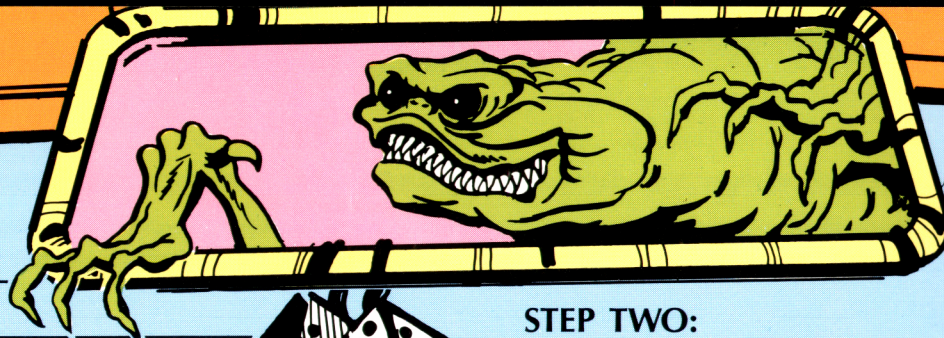
HARD JOBS (difficulty 20)

Blasting a ghost at long distance (Moves)
Winning an argument about politics (Cool)
Holding your breath for two minutes (Cool)
Lifting a St. Bernard (Muscles)

IMPOSSIBLE JOBS (difficulty 30)

Sleeping through a volcanic eruption (Cool)
Blasting a ghost with your eyes closed (Moves)
Eating a telephone (Muscles)
Winning an argument about religion (Cool)
Lifting a buffalo (Muscles)





GHOST GENERATION

Ghosts are the focus of a **GHOSTBUSTERS** adventure and, as such, should be carefully prepared. However, you may occasionally want to whip one up in a hurry. If so, just follow the three easy steps below.

STEP ONE: DECIDE HOW TOUGH THE GHOST IS

Then examine the following chart, and determine the spook's Power, Ectopresence, and Special Abilities.

Note: Demons are *real tough!* It is nearly impossible to beat them in head-to-head combat. All demons should have some kind of weakness which the Ghostbusters can discover and exploit.

Ghost Toughness	Power	Ecto-presence	Special Abilities
Pushover	1-2	1-5	1
Day's Work	3-5	6-10	2
Tough Nut	6-8	11-15	3-4
Demon	9-12	16-99	lots

Power: The ghost's Traits and Talents. A ghost rolls its Power when attempting to use its Special Abilities.

Ectopresence: The ghost's tenacity. Each shot from a proton pack reduces its Ectopresence by one. When Ectopresence reaches zero, the ghost is relatively helpless, and can be "contained" by proton pack and put in the ghost trap.

Special Abilities: What the ghost can do: Slime, Terrorize, etc.



STEP TWO: DETERMINE THE GHOST'S SPECIAL ABILITIES

Special Abilities Table I and Special Abilities Table II show 12 things many ghosts like to do to hapless Ghostbusters. The Abilities from Table II are more powerful than the ones from Table I. Pick the Abilities you want the ghost to have, or determine them at random.

Special Abilities Table I	
Roll	Ability
1	Slime
2	Terrorize
3	Materialize
4	Possess
5	Poltergeist
6	Dematerialize Object

Special Abilities Table II	
Roll	Ability
1	Read Mind
2	Make Illusion
3	Summon Pests
4	Animate
5	Control Mind
6	Murphy

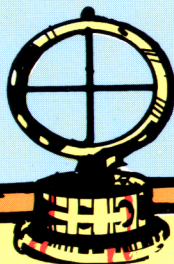
Table One Descriptions

Slime: Slime is a disgusting, gooey, gelatinous, ectoplasmic substance. Ghosts may slime only at point-blank range (difficulty 5).

Effect: Halve Slimed Ghostbuster's Cool Trait until he cleans up. If a Ghost is rolled, Ghostbuster is almost immobile until someone wipes him off.

Terrorize: The ghost can evoke paralyzing or panicking fear. Match ghost's Power against Ghostbuster's Cool.

Effect: Terrorized Ghostbusters panic and run in fear. If a Ghost is rolled, Terrorized Ghostbusters faint on the spot. Recovery takes about 30 minutes.



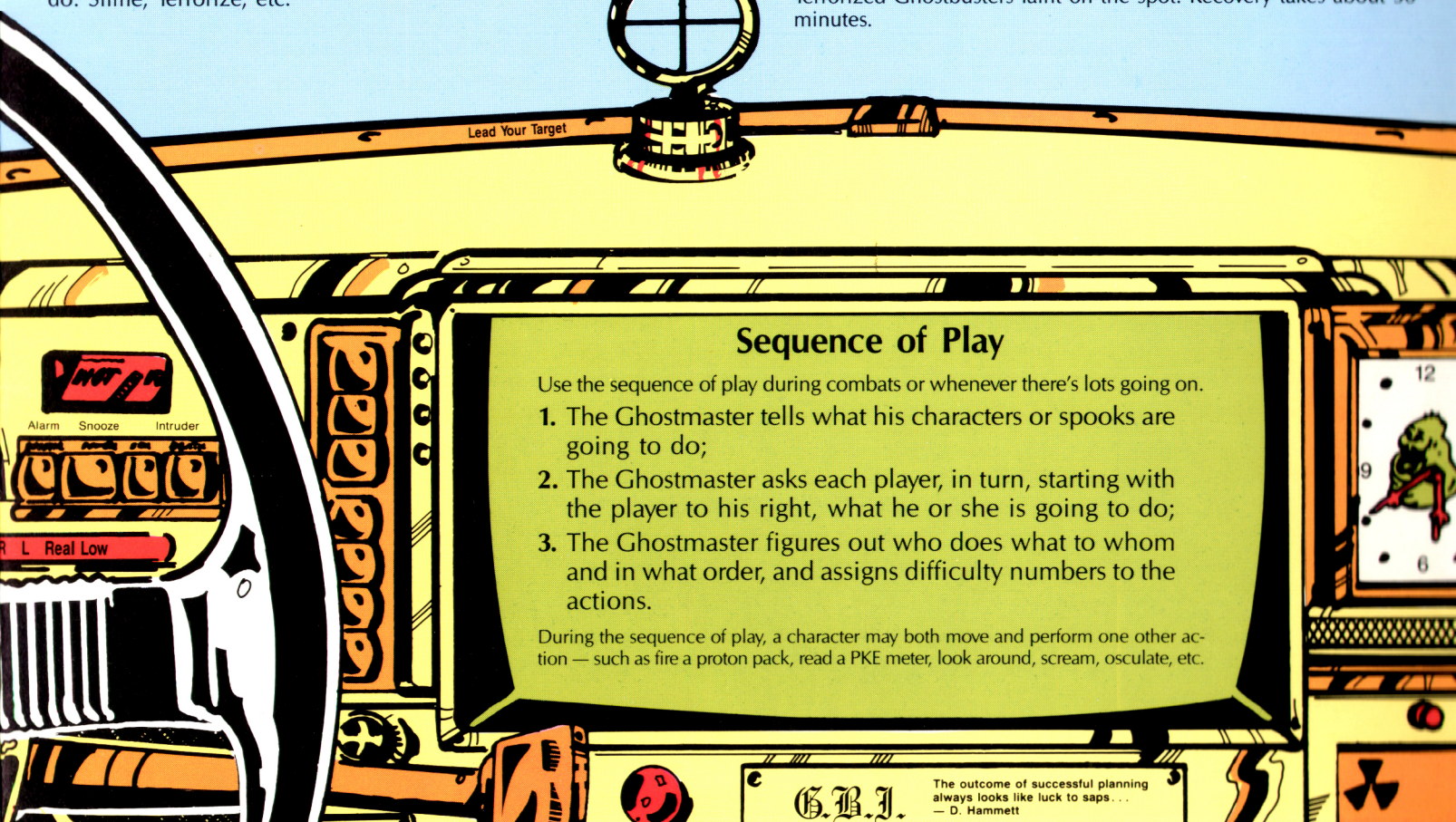
Lead Your Target

Sequence of Play

Use the sequence of play during combats or whenever there's lots going on.

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. The Ghostmaster figures out who does what to whom and in what order, and assigns difficulty numbers to the actions.

During the sequence of play, a character may both move and perform one other action — such as fire a proton pack, read a PKE meter, look around, scream, osculate, etc.



G.B.I.

The outcome of successful planning always looks like luck to saps...
— D. Hammett

GHOSTMASTER SCREEN

Materialize: The spook can take physical form — skeleton, statue, wolf, human, rubber duck, etc.

Effect: Materialized ghosts can throw, hit, eat, seduce, quack, etc., depending on their form. Use the ghost's Power in place of Moves, Brains, Muscle, or Cool. Materialized ghosts cannot be physically harmed (punching one is pretty useless) — they must be proton-packed or otherwise psychokinetically inconvenienced.

Possess: The ghost can take over the will of a person and control his actions. The ghost doesn't have access to the victim's memory, intelligence, or personality. Roll the ghost's Power against the victim's Brains.

Effect: The possessed character's Moves and Muscles are used, but the ghost's Power is used in place of his Brains or Cool.

Poltergeist: The ghost can levitate and toss things around without touching them. Assign a difficulty number depending on the mass, variety, and number of objects the ghost is attempting to move — plates: difficulty 5, table: 10, Ghostbuster: 20, Manhattan: 1000, etc. Roll the ghost's Power against that number.

Effect: The object hurtles or floats as the ghost wishes. If a Ghost is rolled, the object flies with great force or the spook can move lots of objects at once.

Dematerialize Object: The ghost can make things disappear and appear later in some other place. The ghost cannot dematerialize living things. Assign a difficulty number to the dematerialization — clothing: 5, proton pack: 10, ECTO-1: 20, Rhode Island: 999, etc. Roll the ghost's Power against that number.

Effect: The object pops out of existence for around 30 minutes or so and reappears wherever you want it to.

Table Two Descriptions

Read Mind: The spook can read a Ghostbuster's thoughts and learn his plans for the near future. Match the spook's Power against the Ghostbuster's Brains.

Effect: The player must tell you what he is planning to do for the next couple of rounds. The Ghostbuster may match his Cool against the spook's Power; if successful, he blanks his mind and the ghost learns nothing more. If the spook rolled a Ghost in the initial attack, the Ghostbuster is unaware he is being probed and can't defend against it.

Make Illusion: The ghost can create illusory fog, make an old deserted house appear new, hide a hole in the floor, cancel the Federal debt, etc., for up to 30 minutes or so. Assign a difficulty number to the illusion and roll the ghost's Power against it. Failure means no illusion or a shoddy one — your choice.

Effect: Ghostbusters may match Brains against the ghost's Power to see through the illusion — *but only if the player suspects it is an illusion!*

Summon Pests: The ghost can summon and control cockroaches, bees, bats, panhandlers, IRS auditors, or other pests for 30 minutes. Most ghosts can control only one type of nuisance. Assign a difficulty number to the summoning (roaches in a tenement are easy, bats at the North Pole aren't), and roll the ghost's Power.

Effect: Depends on the pests summoned. If the ghost rolls a Ghost, lots of pests appear.

Animate: The spook can cause one large or several smallish objects to take on the semblance of life — move, walk, grab, samba, and so on for 30 minutes. Roll dice equal to the ghost's Power. That's how many small objects the ghost can Animate. (If a six is rolled, for example, the ghost can Animate six small chairs or one large table.)

Effect: Depends on the object Animated. If a Ghost is rolled, double the number (or size) of objects the spook can Animate.

Control Mind: Different than Possess, Control Mind allows a ghost to turn a character into a mindless slave for about 30 minutes. Once controlled, a character remains under the ghost's influence even when the spook isn't present. Match the character's Cool against the ghost's Power.

Effect: The character does whatever the ghost tells him to do, using all of his Traits and Talents, but at half skill. If a Ghost is rolled, the spook may control multiple victims or keep control for longer than 30 minutes.

Murphy: The spook causes things to go wrong — lights burn out, proton packs misfire, tires go flat, jumpsuits fall off, etc. Determine a difficulty number for the Murphy, based on the reliability of the object being bollixed. The more reliable and bollix-proof the object, the higher the difficulty. Cause shoes to untie: 5, proton pack to malfunction: 10, power grid to short out: 20, Timex to stop ticking: 750, etc.

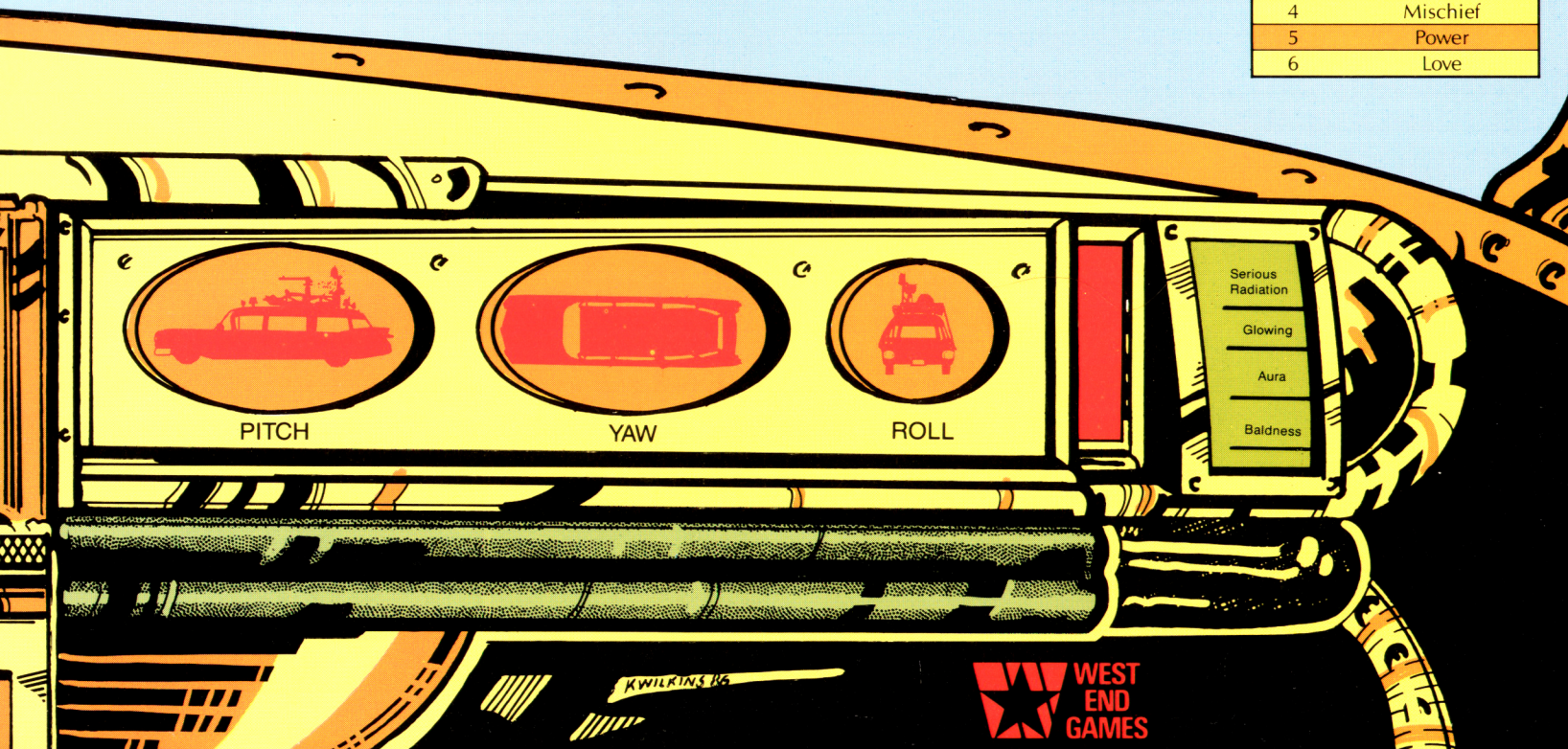
Effect: Depends on the object being screwed-up. Rolling a Ghost could cause a massive failure — proton packs going critical, ECTO-1's engine block cracking, etc.

STEP THREE: DETERMINE THE GHOST'S GOAL

A ghost's Goal should be in keeping with the adventure. The Goal gives your ectoplasmic entity direction, meaning, and something to strive for. If you can't think up a neat Goal for your ghost, use one of the old stand-bys below.

Ghostly Goals

Roll	Goal
1	Gluttony
2	Revenge
3	Greed
4	Mischief
5	Power
6	Love



KWILKINS BS

Howie hated supermarkets. He hated going to them, and their crowds, and their buzzing fluorescent lights and open-case freezers that were, well, freezing, and the snooty cashiers who wouldn't go on a date with you if you were bloody Sylvester Stallone for crying out loud, and the millions of different items that you never knew what aisle they were in, and especially he hated working for Yum-Mee Food Palace Supermarket. That he especially hated.

He was wheeling a dolly full of cereal boxes down aisle seven when he heard the noises. At first he didn't notice them; he was lost in a private fantasy, that each box of cereal he was stamping "\$1.39" was really the bald head of his boss, Fred Lunt, the supermarket manager.

So he didn't hear the crunching sounds until they were very close. Then Howie heard them, and he saw his shadow flickering in front of him, and he turned to see the blue light and he screamed and screamed and cereal skittered all over the freshly-swept aisle. . .

WEST END GAMES PRESENTS

Ghost Toasties

A GHOSTBUSTERS™ ADVENTURE

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TYPE V FULL-ROAMING DEVELOPERS **MARTIN WIXTED AND KEN ROLSTON**

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L LIVING
UNDEAD REQUIRE ACCOMPANYING
LIVING OR POSSESSED GUARDIAN

Introduction

GHOST TOASTIES is a freewheeling **GHOSTBUSTERS** adventure for two to six players and a Ghostmaster. Players can pretend to be the (occasionally) fearless crusaders from the movie or their own Ghostbusting characters. The adventure could be set in New York City (like the movie), or New Mexico, Hungary, or somewhere really bizarre like Hackensack, New Jersey. It could also be set in your own home town.

After you read the adventure, gather the players and have them introduce the characters they're playing. If there are some new players, make sure everyone knows how the game works.

Read them "The Teaser" at the top of this page.

After that, turn to "Episode One: The Cereal Killer," to begin the excursion into weird science and Unbalanced Breakfasts from Beyond Space and Time.

How to Use This Adventure

In **GHOST TOASTIES** you will find 24 pages of neat stuff. The center four pages contain player handouts and maps; the rest of the booklet contains the adventure itself.

The Pull-Out Stuff

First thing you want to do is yank out the center four pages, being careful not to mangle the book beyond recognition in the process. After that, look them over. You should see:

- A full-page advertisement for Yum-Mee Food Palace, containing a clue to Flakey Jake cereal and Westerfood's involvement in the paranormal events which have been plaguing the country. The players should get this in Episode One. (Be careful not to let them see the back side of this page, because it contains —

- Six Flakey Jake's Fun Page Puzzles! The players have to solve these at the end of Episode Five to escape Candy Land and confront Hagost. Chop

these apart after the players have already seen the advertisement on the other side — or buy two copies of this adventure and chop them up whenever you want.

- Maps of Yum-Mee Food Palace, Fritz Mondale Elementary School, and Candy Land. These will help you visualize the action at those places.

How This Adventure is Organized

The adventure is divided into six "episodes." Each episode — think of them as separate chapters — opens with an overview of the action which takes place during the episode and follows with descriptions of the characters and locations which appear. (So you don't have to flip through the book trying to find a Bad Guy's characteristics during the middle of a hot battle. Good thinking, no?)

Throughout the text, you will find unsightly clumps of paragraphs printed in **boldface** type. This stuff is to be read aloud to the players. The words, "Read this aloud," often precede read-aloud text. We're not sure why.

Ghostmaster Notes

How the Crystal of Hagost, Among the Most Powerful Occult Objects from Sorcerous Prehistory, Became a Prize in a Box of Flakey Jake Barley Flakes

Food-product corporate magnate Jerome Westbrook III fancied himself an adventurer and explorer. He wasn't awful at it, though his true talents lay in marketing and promotion. Celebrating the fabulous consumer response to Westerfood's *Noodle-Doodle-Oo* pasta substitute, Westbrook organized an expedition to the Andes. That was last year.

Slogging through the worst rainstorms in Peruvian history, Westbrook and his company hiked the verdant mountains near the source of the Amazon. Then — tragedy struck. A mudslide wiped out the party, with Westbrook (who was off trying to determine if llama tracks would make an interesting bathroom tissue pattern) the only survivor.



His grief was exceeded only by his delight in discovering that the slide had uncovered a long-hidden Indian temple. Not Incan, he saw — perhaps even older, from some primeval Meso-American culture. Exploring the ruins, he found the crystal.

With speed possible only for the truly rich, Westbrook returned to America, hired a platoon of international salvage-law lawyers, and claimed the gravesite by right of discovery. Before the Peruvian government could invalidate this preposterous claim, Westbrook and his lawyers pulled a brilliant sleight of hand (and employed many hefty bribes), trading rights to the site for a single bit of plunder from it. The legal aspects were debatable, to put it kindly, but Westbrook emerged as owner of the ancient Crystal of Hagost.

Westbrook wasn't interested in the crystal for its historical value. The beautiful green gem inspired him to concoct his greatest marketing ploy, a ploy which would rake in profit enough to provide handsome support to the widows and children of the exploring party — and, not at all incidentally, provide vast publicity for Westbrook's lagging Breakfast Cereal Division.

"Kids! In every box of Flakey Jake Barley Flakes, the flakes that Jake flakes out for, is a genuine simulated ancient prehistoric jewel! And in one box — somewhere in this country — one of those jewels is real! So c'mon, pardners, and join Flakey Jake in the rootinest-tootinest treasure hunt since the dawn of time!"

How the Crystal of Hagost, Still Immensely Powerful After Countless Centuries, is Being Sought by Over 27,000 Ghosts in Homes and at Retail Food Outlets Across the Country

Intensely, that's how.

Without his crystal, Hagost is pretty much ineffectual. When the crystal is exposed to sunlight, Hagost can act in the non-demonic plane of being, and when it is in his possession, Hagost can manifest on our plane. Ever since the crystal was buried in an earthquake Hagost has been locked in the demonic plane, unable to do much in our sphere.

The demonic plane of being is an extremely tedious place and Hagost got real bored. So he snoozed, awaiting the day when his crystal would be recovered and he could do something interesting. Like conquer the Earth maybe.

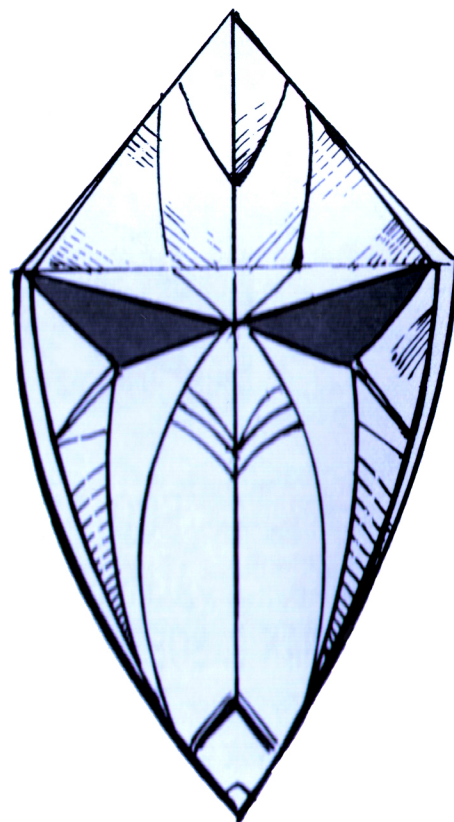
When the mudslide freed the crystal and sunlight fell upon it, Hagost felt his power begin to return. Slowly, gradually, the way an acorn beneath a sidewalk sends forth an oak tree that finally splits the pavement, Hagost regained his titanic strength. As long as Westbrook kept the crystal in the sunlight, the demon's power grew.

And when Westbrook touched the crystal from time to time, the demon learned of the executive's intentions for it. Hagost had to act fast before the crystal was once more plunged into darkness.

But as the eldritch thing marshalled his army of ghosts to possess a new population of worshippers, Hagost's crystal was packed in a box of cereal and shipped to some market — somewhere — not even Westbrook knew where.

With screams of frustration that shook the netherworld, Hagost fell powerless *once more*. But demons are crafty, and the creature successfully concealed his weakness from his servants, Hagost gave them new orders, and the spirits rushed to fulfill them:

"Find the crystal! Bring it to me! Immediately!"



Episode One: The Cereal Killer

An urgent call summons the Ghostbusters to the Yum-Mee Food Palace, where a major paranormal disturbance is in progress, presenting opportunities for earnest spectral combat on a spectral battlefield littered with sticky/fragile/messy food stuffs and a sticky/fragile/messy wench.

Morning Exercises

Read this aloud to your players to start the adventure:

Early morning at Ghostbuster Headquarters. Very early morning — only one of you has managed to struggle out of bed. Heavy-duty partying has left its mark on the headquarters. Stale eggrolls lying on the desktops. Phone receivers dangling from open file drawers. Strange garments tied to the radiator. Who got up first?

Let the players decide who's awake.

You hang up the phones and think about cleaning up. You don't think about it very hard. Suddenly, the phone rings.

Wait for a Ghostbuster to answer the phone, then shout in a thin, panicky voice:

"It's about time you got off the phone! This is Fred Lunt! Yum-Mee Food Palace, Tenth Street! It's eating my supermarket! Get over here quick!" In the background you hear loud crunching sounds.

The Ghostbusters can try to talk to Lunt, but they won't get much useful information.

"Big blue lights all over, plowed straight through my store! Eating things! Where? I think it's over in aisle seven — the cereals! Your ad says free Introductory Inspection! No obligation! Get over here before it eats its way into the detergents!" *Click*

Flashing Blue-Light Special

Any Ghostbuster knows how to get to Yum-Mee Food Palace; it takes about 10 minutes to drive there.

The Yum-Mee Food Palace is in a big suburban neighborhood. It's a big supermarket with a big yellow sign and big glass windows with big jagged holes in them. There's a big parking lot and a big crowd in front of the store. Big noises are coming from inside: shouts, crashes, breaking glass, and big inhuman crunching sounds. You can just make out some kind of big, flickering blue light inside. Looks like big trouble.

The crowd sees you pull up in front and gives you a big cheer.

Cast of Characters

Here are descriptions of the main characters in this episode.

Fred Lunt, _____
age 42

Lunt is officious and prissy, obsessed with protocol and getting the respect he deserves. Right now he's obsessed with getting his store put back to normal, and he'll do whatever's necessary to accomplish this. The Ghostbusters' trigger-happiness may affect his urge to cooperate, but he'll sign all release forms with a minimum of bickering.

Brains	4	Develop Schemes to Rip-off Customers	7
Cool	4	Befuddle Customer	7
Moves	3	Dodge Maniacal Customer	6
Muscles	1	Fight With Ex-wife	4

Goal: Be Looked Up To

Distinctive Mannerisms: Says, "Humph!" while fussily brushing off specks of white flour.

Daphne Prevost _____
age 24

Darling Daphne (as she calls herself) is a pretty young thing who is totally innocent and meek. She is a sweet girl. Really. Sadly, no one knows it except her. She's such a nudge that people tend to overlook her niceness and concentrate on what a pain in the tail she is.

She hates her job and loves the glamour and excitement of Ghostbusting; if anyone displays romantic interest in her, she'll make his life miserable for the rest of the adventure by constantly bugging him to get her a job. God help the Ghostbusters if they do hire her.

Simply stated, Daphne thinks she knows it all. An inveterate reader of *Lurid Tales of Doom* and related supernatural trash, she has an (incorrect) solution for every problem. Picture the Ghostbusters facing some new horror: "Ooh, I read about this in *Undead Digest!* You just strut up to them and spit in their faces. They, like, *totally* leave. Here, watch . . ." Eek.

Brains	3	Infuriate Lunt	6
Cool	5	Soothe Irate Customer	8
Moves	3	Apply Too Much Makeup While Riding Bus To Work	6
Muscles	1	Slug Over-Amorous Suitor	4

Goal: Dates, Adventure, and a New Job

Distinctive Mannerisms: Typical Valley Girl ("It was, like, awesome! Wow! Cosmic, you know! I freaked, *totally!*")

Hoover Horror

This over-specialized spectre is one of thousands currently vacuuming a path of consumption across the U.S., searching for the Crystal of Hagost.

In life the Hoover Horror ghost was a worshipper of Hagost, millennia ago. Now, all traces of its humanity gone, it exists only to serve Hagost. It's currently having a blast looking for the crystal.

Special Abilities: Materialize Self; Create Eerie But Harmless Flickering Blue Light; Dimensional Ingestion (this lets the ghost eat cereal and teleport it to another location — it turns up later in this adventure).

Power:	3
Ectopresence:	3

Goal: Find Crystal

When they get out of their car, the Ghostbusters are swamped with admirers. Let them have fun playing to the crowd, if they want. (It never hurts to inflate the players' egos. You can always slime them later if their heads get too big.) When they are clear of the mob, tell them:

The front of the store is a mess. There's lots of broken glass, and lots of things that broke the glass: 50-pound sacks of dog food, fireplace logs that burn in many colors, family-size detergent bottles, assorted produce. Similar junk continues to fly out the windows every 10 or 20 seconds, and the crowd gives the store a wide berth.

The supermarket's big automatic door suddenly opens and through the big doorway comes a very small figure. It looks vaguely human, but it's only five feet tall and completely dead white.

The people around you take one look at this creature and run away screaming.



This is Fred Lunt, the manager. He's white because the ghost inside the market threw 20 bags of flour at him, and he's short because he's short.

If the Ghostbusters fire as soon as they see the whites of his — well, his everything — (difficulty 5), Lunt is driven back to the wall of the market and hits it with an "oof!" Most of the flour shakes off him, and the players see their mistake. Lunt is all right, though the wind has been knocked out of him. But he's not exactly kindly disposed toward the Ghostbusters from here on in.

The white creature is wearing corduroy slacks and a cardigan sweater. It wears glasses and seems to be bald on top, with a fringe of white hair [which is brown when not floured up]. It's brushing at itself furiously and trails a cloud of fine white powder.

Lunt will get good and close (one last chance to pull the trigger!) before introducing himself.

"Gad! Didn't see you at first, that thing threw flour all over me! The thing is holding our head cashier hostage! Get in there and get it out!"

If they question Lunt, he'll quickly tell them the few things he knows (see "What Do They Know?" on the next page). Remember that the Ghostbusters are hearing loud crashes and crunching inside, and Lunt is in no mood for idle banter.

"Will you hurry up and get that thing out of my store?"

Into the Supermarket

When the Ghostbusters enter, they see:

What a mess! Food and housewares strewn everywhere. Shopping carts upended and stacked to the ceiling. Posters announcing advertised specials ripped to bits. Whipped cream sprayed like graffiti all over the bread aisle. A tub of marbles spilled at one end of an aisle, and bananas stuck in a curious pattern among the *International Inquirers*. Not many customers. The only sounds are the crunching noises from one aisle and some low-key easy-listening supermarket music.

You notice that most aisles have only certain sections in disarray. In one place a five-foot wide block of ketchup and sauces has been blown into the aisle; in the next aisle over a similar block of detergents and laundry soaps is also disordered. The whole place looks like a cross between a landfill and a Jackson Pollock painting.

You see a sheet of newspaper blowing across the floor. It hits one of you in the leg. You wonder if it's a clue — nyahh, probably not.

Show the players the fake supermarket ad. The important part is the Flakey Jake box with the Treasure Hunt notice. Don't point this out, let the players find it (or miss it) on their own. (Don't let the players turn the ad over and see the Flakey Jake Puzzles Page.)

The flashing blue light is coming from aisle seven. Let the Ghostbusters approach it as they wish. Then read aloud:

You see a truly bizarre blue ghost running rampant — or floating rampant — through the cereal section. Open boxes and cereal flakes are everywhere. An unconscious woman is sprawled beneath the creature.

The ghost has a head like a carpet-cleaning vacuum attachment with a long horizontal mouth and a couple of googly eyes on top.

Running back from this head, like a huge throat, is a ribbed tube or pipeline. It's seven or eight feet long and a foot across, and vanishes into invisibility a few feet above the floor. It hurts your eyes to look at the point where it vanishes. There are four ghostly hands floating near the head, each hand holding an open box of Flakey Jake Barley Flakes. The whole apparition is about nine feet tall, or long, or whatever.



The unconscious woman is wearing a blue dress with the name of the market, Yum-Mee Food Palace, stitched on the back. She looks about 25 and is covered with lard.

The ghost is pouring box after box of cereal into that vacuum-cleaner mouth, then throwing the boxes aside. They're piled high all around it — all kinds of brand-name cereals. About half the section is gone. The tube pulses rhythmically as the cereal courses through it into nothingness.

The woman is Daphne Prevost, the head cashier. She's unconscious and won't revive until the ghost is taken care of. (Any player with nasty designs on an unconscious, helpless person shouldn't be playing Ghostbusters! If any of your players seem to be thinking in that direction — or do things like pour chocolate syrup on her — smack 'em on the head. I mean, these are heroes, right?)

What Do They Know?

What Fred Lunt Knows

Lunt knows that Howard Garriott, a clerk, was stocking the shelves when a ghost frightened him. Lunt last saw Howard running down the street.

Lunt knows nothing about the Flakey Jake advertising promotion. He's never seen any paranormal disturbances in his 12 years as manager of the Yum-Mee Food Palace, and didn't believe in ghosts — until this morning.

Lunt knows nothing of any importance (least of all how to run a supermarket).

What Daphne Knows

Daphne knows very little, but that won't stop her from talking. Endlessly. Without a breath. On all kinds of subjects. Subjects which have little or nothing to do with Ghostbusting.

"I know Howie from working here. He's like totally nerdy, so I never asked him out.

"The ghost attacked Howie when he was stocking the cereal. He yelled his head off. Since I'm the head cashier, and like, *totally* in charge of the day shift, I had to see what was wrong. I guess he freaked out and ran off. I mean he's kinda' weird, but this thing out-weirds even Howie, you know?"

What Howard Garriott Knows

Nothing.

War of the Supermarket

The ghost wants to delay the Ghostbusters long enough to finish sucking-up all the cereal on the premises. How long this takes depends on how long you want to drag the players through groceries.

The ghost finishes eating any time after ten minutes of real-time play. This usually gives players time to embarrass themselves without getting bored or frustrated.

But if everyone is having fun, keep the ghost around as long as it's entertaining (or until its Ectopresence goes down to 0).

The players' options are fairly straightforward.

1. Ignore the ghost. It ignores them. It finishes eating all the Flakey Jake cereal, and vanishes (see below).

2. Approach the ghost, lure it away, or approach Daphne. If they attempt anything threatening (in the ghost's opinion), the ghost's hands detach and fly, faster than anyone can react, behind one of the Ghostbusters.

And A One, And A Two...: One hand picks up the Ghostbuster by the collar of his or her coveralls, another by the seat of the pants. The last two begin boxing the poor idiot's ears. Match the ghost's Power of 3 against the victim's Muscles.

If the player wins, the ghostly hands wrestle with the character for a turn, keeping him busy, but not discommoding him otherwise. If any Ghostbuster fires at the wrestling hands (difficulty 10)

and rolls a Ghost, the victim is hit by a stray proton beam and propelled into a display of oatmeal boxes. Then the hands give up and try to snatch another Ghostbuster.

And A Three...: If and when the ghost eventually wins, the hands carry the helpless Ghostbuster on a wild ride through the supermarket. For possibilities, see the box: "Tour Itineraries".

If the poor 'buster tries to grab onto something to slow the advance, have him or her roll on Moves. If the roll is 10 or less, it's a total miss and he zooms helplessly around the market. If the roll is from 11-20, he managed to clutch a miscellaneous item of food and is now dragging it along with him as he zooms helplessly around the market. Any roll over 21 means the Ghostbuster has grabbed tightly onto a shelf or column: the hands give up and go off to find another victim. If a Ghost is rolled, the Ghostbuster wacks head-first into an immovable object in the store: a shelf, freezer door, a pole, or any other really hard thing you can think of. But he does stop zooming. . . .

3. The players try something you didn't expect. The Ghostbusters may retreat, look up the Hoover Horror in an occult book, radio the police or SWAT team for help, or do other equally-unheroic actions. If this happens, you have several choices:

Play Out the Ghostbusters' Actions: This can be a little scary for novice Ghostmasters, but the improvisational aspects can be a lot of fun.

Use Other Characters to Bring the Ghostbusters Back In Line: Have Lunt threaten to sue if they just dash off, or have Daphne wake up screaming, causing the Hoover Horror to take her on a trip around the supermarket (see "Tour Itineraries," hereafter). The bystanders will razz any Ghostbusters who abandon a helpless damsel in distress. (Penalize the jerks a couple of Brownie Points, as well.)

4. They attack the ghost. Ahh. Now they've got the right idea. They start at medium range (difficulty 10) and can get to point-blank range (difficulty 5) after their first shot.

The First Successful Attack: This stuns the Hoover Horror, along with reducing its Ectopresence. It drops anything it's holding (including Ghostbusters) and turns, snarling. If the Ghostbusters don't hit it again immediately, it turns around and goes back to the important work of sucking up cereal.

The Second Successful Attack: This annoys it further. It pauses dramatically for a few seconds, turns, and its vacuum-mouth grows larger and larger. It performs a hoover hover over them and directs its hands to clamp over the most aggressive Ghostbusters' eyes. Then it darts off, roams the supermarket for a few seconds, then dashes back to the cereal.

The Hoover Horror disappears as soon as it finishes eating all the cereal, or when the Ghostbusters reduce its Ectopresence to zero. But this disappearance isn't just your average, boring dematerialization. No way. Hoover Horrors have more class than that. It will emit a great cosmic burp, knocking all the Ghostbusters down (and breaking all the remaining windows in the supermarket) and pop out of existence with a brilliant flash of light.

Tour Itineraries

If any Ghostbuster loses to the ghostly hands and is sent careening around the supermarket, consider one of these tours:

Whipple Surprise: Drag Ghostbuster through the cooking oil section, getting him or her sticky with corn oil, olive oil, vegetable shortening, and lard. Then drag into the vinegar and salad dressings, then along the antacid shelves. Pour on the contents of the soft drink section, and then (quickly!) wrap Ghostbuster in a tight cocoon of sandwich wrap and aluminum foil. Shake well and toss gently out the front window.

Chef's Special: Begin with a face-down slide along an aisle of exploded cling peaches (canned in their own juice), rolling twice to ensure Ghostbuster's adhesive qualities. Next through potato chip shelves, lengthwise. Detour to oyster sauce, eggs, dairy products, spaghetti sauce, ketchup, detergents, shampoo and hair care, spices, pasta, packaged cake and frosting mixes. Cover with bathroom tissue. Take Ghostbuster to toy department, place subject in cylinder of hula hoops, stuff with heads of cabbage and pineapples, place in shopping cart, and roll out window into parking lot.

Aftermath of the Battle

When the Hoover Horror disappears, Lunt is very grateful and promises a check in the mail first thing Monday morning — less the cost of repairing all the damage, of course. If the players remembered to get Lunt to sign a damage waiver, he huffs and puffs but eventually promises full payment.

It's time to see what can be done about the lard-covered cashier. Just as one of the Ghostbusters gets to her, she wakes up.

"Where am I? Oh, it was yukky! Eeyew! What's this all over me?"

After accepting reassurance from any Ghostbuster trying to comfort and towel her off (which requires a Cool roll, difficulty 15), she tells what happened, cracking gum throughout the dialog.

"I saw it. It was, like, huge and blue and horrible. Then it saw me too, and laughed. A deep, horrible laugh. And there was somebody or something chanting in the background: 'Hey, ghost! Hey, ghost!' or something like that. Oh, it was totally yukky!"

Daphne coerces Lunt into giving her the rest of the day off, and asks the player that revived her to give her a ride home.

If a Ghostbuster's goal is "Sex" (like Peter Venkman's), it would definitely be in character to take Darling Daphne home. Of course, when he returns with battered shins and a black eye, don't be surprised.

Episode Two: Research — That's What Life is All About

When the Yum-Mee Food Palace is finally cleared of its ghost, Louis Tully calls with a bigger mess — find out why *all* supermarkets are going crazy. After discussing the best tax deductions and shelters with Louis, the Ghostbusters learn about an upcoming news conference with the winner of the Flakey Jake contest. They may then decide to visit sweet Agnes Greer, the winner's mother.

The research scenes in this episode are optional; it is unlikely that the players will pursue all of them.

Cast of Characters

Agnes Greer
age 32

Agnes is a lovely widow in her early 30's who has no interest in anything except bringing up her bright little boy. She's a compulsive baker and keeps an incredible array of food-stuffs in the house for visiting guests.

Agnes often mentions what a nice boy Jason is, and marvels that he's had such incredible good luck.

Brains	4	Raise Child	7
Cool	4	Resist Strangling Child With Bare Hands	7
Moves	3	Catch Child	6
Muscle	1	Force Child to Clean Behind Ears	4

Goal: Raise Child Without Going Crazy

Distinctive Mannerism: Excessively proud of her son, constantly asks guests, "Would you like something else?"

What Agnes Knows

Jason and the jewel have been taken by Westerfoods officials to prepare for his big day tomorrow. There were two men and two woman, all dressed like business executives. Agnes doesn't expect to see him again until the press conference.

A Cry For Help!

When last we left our intrepid heroes, they had emerged from a terrible battle with an odd ghost in the Yum-Mee Food Palace. Although victorious, the Ghostbusters were encrusted with layers of produce, plastic wrap, by-products, and artificial flavors; they have a lot of washing up to do. After the clean up, read this aloud to the players:

You barely have enough time to get the food out of your hair and change clothes when your phone rings again.

"This is Louis Tully, Executive Financial Officer for Ghostbusters International. I'd like to speak to an officer of the company."

Once the players have decided who will talk to Louis, read on.

"The President just called! That's right, The President of These United States just called me — me, Louis Tully! What a rush! Do you know, he sounds just as impressive on the phone as he does in those old movies? I gave him some advice on what to do about the economy, me being an expert accountant and all. 'Ron,' I said. (He told me I could call him Ron. Is that wild, or what? He called me 'Lou.') 'Ron, what you need to do is take the revenues from income taxes and put them into five-year CD's. Then, instead of amortizing the deficit. . .'"

Lou will babble on for hours until the Ghostbuster brings him back to the point (or you run out of pseudo-economic gobbledegook). Then he will continue:

"Something big's going on! Ghosts are attacking the cereal sections in supermarkets all over the country! Ron wants to hire GBI to handle this! It's not just the destruction of property he's worried about — he's also concerned about Our Nation's Food Supply and Safety From Paranormal Terrorism. If these attacks continue, famine could become a real threat.

"More importantly, the government is prepared to pay big bucks to stop the supermarket destruction.

"Naturally, the franchise that solves this problem will get a nice bonus for a job well done. As spokesperson acting as temporary liaison to the substitute chairman of the board of the corporation of Ghostbusters International, Incorporated, I'm proud to offer you this chance to earn more money than you can eat and to Save America. Ron and I are counting on you to get to the bottom of this problem — and fast. Any questions?"

Louis does not know of any specific cereal being a target, nor has he heard of Westerfoods. Ghostbusters International is, naturally, investigating all cereal companies, but nothing has been discovered.

Louis won't stay on the phone; he has other franchises to call.

The Ghostbusters now have two overriding reasons to aggressively pursue the investigation — Greed, and A Chance to Serve Humanity.

If anyone asks specifics about payment, Louis says:

"I don't know the exact amounts, but we're talking huge samoleons here. Since I do your accounting, I'll shuttle the funds down the appropriate shelters. Do you know what this could do to your tax bracket? Not to worry, I'll deal with the whole thing."

Looking For the Toy Surprise

The Ghostbusters can check any of the following sources. If they don't, skip to the "Television Follies."

Books of Occult Lore: If they notice the clue that Daphne lays on them, ("Hey, Ghost"), or they stumble across it later in the adventure in their search for references to sweets or cereal, they can find the entry on Hagost with a Brains roll of difficulty 10. (If they don't do any research, you have defective players. Send in the coupon on page 238 of the Ghostbusters Operations Manual to receive replacements.) The occult books will state:

Hagost: Deity of little-known demon-worship cult of prehistoric South America. Indications of a link to agriculture, especially the cultivation of cane sugar. No evidence of cult activity after 2500 B.C.

After they find this entry, have the researching Ghostbuster attempt Brains difficulty 15 rolls. Success discovers another passage which seems to indicate that some powerful demons store their life-forces in objects. Destroying the object often destroys the demon's power.

Other Supermarkets and Warehouses: If they telephone or visit, they'll find that almost all of them have been trashed in much the same way as the Yum-Mee Food Palace. The ghosts that attacked were just like the Hoover Horror the Ghostbusters fought in the Yum-Mee Food Palace, and the attacks took place at the same time.

The Westerfoods Factory: The Ghostbusters won't be able to get past the electrified fence, watch dogs, security guards, and the secretaries (in that order). If they do, arrests will follow and Louis Tully will be Very Unhappy bailing them out.

Westerfoods Business Offices: Players can learn about the promotion. Can the players talk to Westerbrook himself?

Forget it.

Jerome is rich enough to keep people with unpleasant news from reaching him. Any questions about the crystal itself will be answered curtly:

"Ahem. Mr. Westerbrook will tell how he discovered the crystal when it's found and the contest is over."

Television Follies

At some time during their investigation, the Ghostbusters will pick up the following information. If they're watching TV or reading a paper, they see the story; if they're driving in ECTO-1, they hear it on the radio; if they're vacationing in Bermuda, a telegram is airdropped by B-17, etc. (Skip the first sentence if it's a radio report.)

There's a picture of a smiling little boy holding a box of Flakey Jake Barley Flakes, along with a brief notice:

"Jason Greer, age 9, a third grader at Fritz Mondale Elementary, has won the nationwide 'Flakey Jake Barley Flakes Treasure Hunt' contest. Greer found the 'authentic prehistoric jewel' in his breakfast this morning. The jewel's value is unknown, but experts estimate it to be in the millions.

"The contest's sponsor, Westerfoods Inc., has called a press conference to award Greer a lifetime supply of Flakey Jake cereal. Corporate magnate, Jerome Westerbrook III, will launch a new ad campaign centering on Greer, the 'World's Greatest Treasure Hunter.' At the news conference, Westerbrook, an amateur archaeologist, will reveal for the first time how he discovered the jewel.

"The press conference will be held at [about 3 hours from the current time], in the auditorium of the boy's school."

And the Winner is . . .

The Ghostbusters can talk to Jason's sweet mother, Agnes Greer, but it won't do much good. Unknown to her, some of Hagost's many ghostly servants learned of the boy's good luck and arrived at the Greer home just in time to possess the boy and the innocent executives visiting him.

While possessed, Jason used his computer "hacking" expertise to break into the security system of a major airline and book passage for all of them to Hagost's home territory — Peru. There they will enter his pocket universe and deliver the crystal to Hagost.

While at his computer, Jason got slightly carried away. (Possessed people often have distorted judgement.) In making his reservations he rescheduled every flight in the country for Peru. Ominously, lots of folks have booked passage on these flights . . . Hagost's other supernatural servants have been busy possessing everybody they could get their, er, ectohands on, and what better way to bring new servants to their master than a lovely airplane flight?

At Home With the Greers

The Ghostbusters can get Jason Greer's address from a city directory or any plausible source. It's a quiet, ordinary home in the suburbs.

When they arrive at the Greer house, Agnes shows up at the door wearing a pair of oven mitts. She invites them in, mentions that she's baking a cake, and assumes the Ghostbusters are on some kind of important fact-finding survey.

She leaves them to fall asleep in the living room for half an hour before returning from the kitchen with a silver tray loaded with coffee, tea, cookies, brownies, soda, and any other gunk you think up. If the sugar-laden delicacy exists, she's got it.

If the 'busters ask about Jason, Agnes tells them what she knows — Jason's a wonderful boy — and invites them to see Jason's room.

It's an incredible mess, but no more so than any nine-year-old's room. Clothes scattered around, dozens of toys, a dresser and bookshelf, bed, rock posters on the wall — and a vast quantity of floppy disks, computer manuals, and printouts heaped around a home computer. On the computer screen are two words: "RESERVATION CONFIRMED." If asked, Agnes responds:

"I don't know what that means. Jason's such a bright boy — he knows all about computers — did I tell you that he won the National Science Award at his school . . ."

Any attempt to work with the computer to find out what else is on it is doomed to failure unless a character has the Computer Use Talent. If a 'buster does have it, a roll of 20 or more tells him or her that the computer is hooked into every airline in the country and that all flights have been rerouted to Peru. The confirmed reservation is for tomorrow evening on Simple-Stuff Airlines: Home of the No-Frills, No-Problems, No-Kidding Flights. Rolling a Ghost will short-circuit the computer. Agnes will be upset and will ask them to leave.

Barring the Ghost-roll mishap, Agnes soon asks them to leave anyway, explaining that she needs to get her hair done for the press conference.

Episode Three: The School of Hard Knocks

What do you get when you mix a gymnasium full of students, a mess of reporters, huge demonic arms, executives of a world-famous food company, and a possessed little boy? A heluva spectator sport!

This is the Flakey Jake Treasure Hunt press conference. During the conference, Hagost the Presweetened creates a "blue dimensional flux" above the gymnasium into which Jason, the executives, and most of Jason's fourth grade classmates get sucked. (It's a way to skip school,

admittedly. . .) Their destination: Hagost's pocket universe just outside Peru.

Hagost had planned to send Jason and the crystal by airplane, but, seeing the Ghostbusters at the conference, decides to play it safe and bring Jason home the quick way.

If the players decide not to go to the press conference, they'll miss a lulu of a fight, but the story can continue without it. Just skip to "Episode Four: Peru or Bust".

Fritz Mondale Elementary School

Ghostbusters can easily find the school where the press conference is being held. When they arrive, they're directed to the school gymnasium where the press conference has already started. If they show up in full gear, the school officials don't want them in the gymnasium. If the Ghostbusters insist (difficulty 10 Cool roll), the officials will relent.

Read this aloud when the Ghostbusters enter the gym:

This is an ordinary school gym that doubles as an auditorium. Some quick-and-dirty decorations have been pulled out of storage and tacked up — orange and black crepe paper from the Halloween dance, tinsel from the Christmas pageant, that sort of thing.

The gym is packed with Fritz Mondale Elementary students, who sit in bleachers to the left and right.

At the far end from you is a dais. In front of it several dozen adults — they look like reporters, and there are some portable TV cameras — are firing questions at a tall, distinguished-looking man standing at a microphone.

Behind him on the dais are four folding chairs. Two are empty, and in two others sit a couple of dapper executive types. They're staring around at the lights and the concrete like they've never seen such things.

One of the reporters asks, "Just where did you find this 'authentic prehistoric jewel,' Mr. Westbrook?"

The well-dressed man at the microphone, Jerome Westbrook III of Westerfoods Inc., answers, "Nearly a year ago, when I led an archaeological expedition into the Andes mountains of Peru —"

Suddenly the two executives behind him interrupt with loud chanting: "Peru! Peru-ooooo!"

Westbrook hisses "Quiet!" at them and they shut up. They start examining their folding chairs, then get down on their knees to study the rubber-tipped legs. The kids in the bleachers are shifting uneasily in their seats.

Westbrook looks annoyed and clears his throat. "As I was saying, a terrible landslide wiped out most of the expedition, but I was spared by luck. The landslide revealed a previously undiscovered Indian site, and there I found a crystal —"

The executives go wild. "Hagost's crystal! Hagost Unknowable, Hagost All-Powerful! Our destiny lies with Hagost in Peru! Peru-oooo!"

CAST OF CHARACTERS

Jerome Westbrook III

age 47

Brains	3	Develop Marketing Ploys that Take Advantage of Poor Third World Nations	6
Cool	6	Turn Reporters' Questions into Plugs for Westerfoods Products	9
Moves	1	Sign Salary Increase for Self	4
Muscle	2	Jog	5

Goal: Make lotsa, lotsa, lotsa greenbacks

Distinctive Mannerism: Twirls moustache, dapper as all get out.

Jason Greer

age 9 (Possessed)

Executives

age 31 (Possessed)

Jason Greer is a bright, good-natured, ordinary kid. He's won all the major science awards at school at least once, is active in sports, heavily into rock concerts, and loves playing the stock market.

Then he pulled the Crystal of Hagost out of his Flakey Jake cereal box, exposing the dread crystal to sunlight. As his power returned, Hagost commanded his ghosts to possess the boy.

The possessed executives are four office drones (two men, two women). They looked at the chance to award Jason his prize as a cushy working vacation. But they met Jason at the same time as Hagost's ghosts, and they

got possessed as well. Not quite as cushy as they thought, but at least they'll get a free ride to Peru.

Brains	1	Arcane Occult Rituals	4
Cool	1	Worship Hagost	4
Moves	1	Float into Blue Light	4
Muscle	1	Hold Crystal/Protect Jason	4

Goal: Bring Slaves to Hagost in Peru

Distinctive Mannerism: Glowing blue eyes, head cocked at a strange angle, and vacant smiles, smiles, smiles.

Gigantic Demonic Muscular Arms

Special Abilities: Materialize Self; Grab, Dribble, and Shoot (self-explanatory)

Power:	4
Ectopresence	3

Goal: Throw People into Glowing Blue Light

These are Hagost's right-hand. . . hands. They handle his dirty work, and Hagost finds them very handy when tossing people into blue lights.

There are as many arms as you need. Enough for an army, in fact. More can spring up as needed, though you don't want to overwhelm your unarmed players and have them think their actions have no effect on the outcome.

The blue arms can be alarmingly cute when not attacking people.

(We sincerely apologize for the excessive use of puns in the preceding section. We assure you it won't happen again. The persons responsible have been disarmed, handcuffed, and shot.)

Pause here to let the players act. Here's some stuff they may think of:

The players ask questions: Improvise Westbrook's answers, based on the Ghostmaster data on page 2. He won't talk about the legal fast-shuffle that gave him ownership of the crystal, and he knows nothing of Hagost or why his executives are acting strange. Westbrook is rich, famous, powerful, and doesn't give a darn about you if you're *not*.

The players use equipment: If they brought in their equipment, the PKE meter goes nuts, focusing on the stage. Most of the other equipment is useless (ectovisors cannot be used during the day, etc). If they use their proton packs, skip ahead to the big fight scene below.

The Ghostbusters keep watching: No problem. Read on.

Continue reading aloud:

Westbrook looks unsettled by the executives' odd behavior. He forces a smile while they keep chanting "Peru, Peru" in a low monotone.

"Sorry about my directors here," he says. "Jet lag, maybe. Heh, heh. — But now it's time to meet the lucky winner himself! Let's have a big hand for Jason Greer, 'The World's Greatest Treasure Hunter!'"

Everyone applauds as a young boy dressed in his Sunday best walks out from a side entrance. Around his neck hangs a small green crystal on a thin chain. The boy is flanked by two more executives. All three walk in rigid lockstep, haltingly. Their eyes are wide and shine cobalt blue; their movements are a little jerky.

The boy is shown to the microphone as the applause dies down. A pause. Silence. Then . . . Jason speaks in a loud, deep, foul, horrible voice. "Bring servants to Eternal Hagost!" he cries. Every door in the gymnasium slams shut.

Screams, panic, commotion — pandemonium a-go-go. No amount of pushing will open the doors, though lots of folks are busy trying. Ask the Ghostbusters what they want to do — not that it matters, but it's a courtesy. After they have told you what they are planning, you'll read one last section aloud:

Small points of blue light grow from the walls, floors, furniture, people, everywhere. They shoot out to a point in the center of the gym about 20 feet off the ground. As more of these blue lights join together, the central light grows and brightens.

A chilling laugh is heard throughout the room. Children scream. Adults scream. Teachers scream. Reporters scream. You get the idea.

The blue light in the center of the gym grows brighter, and suddenly Jason and the executives float up toward it! Their arms are outstretched, as if to embrace the light. "We are coming, O Hagost Most Powerful!" they say. They touch the blue light — and disappear.

Amid the panic you hear Mrs. Greer wailing, "My baby!" and Westbrook shouting, "My executives!"



Allow the Ghostbusters to take charge, calm the frightened populace, study their instruments, shoot their proton packs randomly about the room, and avoid punching out a few hysterical fourth-graders (a few Cool rolls are in order here). They might also be interested in attacking the lights, Westbrook, and the reporters if they're really rattled. But as soon as they make a move —

Suddenly gigantic, muscular, demonic arms thrust themselves up through the floor! Hard oak planking splinters like matchsticks. Clouds of dust spill across the wreckage.

The arms start grabbing people and tossing them into the blue light — Mr. Westbrook, Mrs. Greer, most of the fourth grade — and a spectral voice from nowhere intones over and over, "Through the gate to Hagost you go!"

The arms also get some exercise with the Ghostbusters, but they don't try throwing any more people into the blue light — the portal is weakening (and we don't want Our Heroes to go to Hagost the Unknowable just yet).

The Ghostbusters are too busy fending off the arms to try anything they'd regret — like crossing their beams (which would probably cause a four-fold cross-rip of incredible, even dangerous proportions).

The arms delight in smashing things, grabbing people, and acting stupid. The Ghostbusters have their hands full avoiding the arms (Moves). If that doesn't work, they have their hands full wrestling with the arms (Muscle roll).

The first blast from a proton pack stuns an arm, and it drops whatever it's holding. At the second blast it zips across the gym, ripping up the flooring. A third blast destroys it with a brilliant flash of blue light.

At a point in the game where everyone has had a chance to do things, but no one begins to get bored, the blue light flares brightly and the arms vanish. Silence steals over the gymnasium. The gymnasium floor is unmarked. It is not damaged at all. Spooky. Spookier still, Jason, the executives, Westbrook, Mrs. Greer, and many fourth-graders have utterly vanished.

How are the Ghostbusters gonna explain this one to the PTA?

Episode Four: Peru or Bust!

The Ghostbusters have no problem getting to Peru. Everyone is just so courteous. . . and there are just so many flights going there. . . Once in Peru, Our Heros will slip through our world into a pocket dimension (much like Alice Liddell did, only this one isn't a rabbit hole).

Tickets, Please

When the Ghostbusters have a moment to recover, ask them what they want to do now. The only correct answer is "Go to Peru." If they don't think of this, let them return to headquarters, where a call from Louis Tully should send them on their way. "What? Why are you still here? Reports are coming in that everyone's on their way to Peru. Get going!"

Read this aloud to your players:

While you Ghostbusters are coping with blue lights and orange arms, peculiar events are taking place elsewhere in the country.

In Manhattan, people get on the subway in silence. They sit or stand quietly and don't jostle each other; they all stare straight ahead. Over the P.A. system comes an announcement: "125th street. Change here for the D and the CC. Next stop, Peru. Watch the closing doors." *Ding*

In San Francisco International Airport, and O'Hare in Chicago, and in terminals in Seattle and Minneapolis and Dallas/Fort Worth, travelers look up at the flight departure boards. Every flight is on schedule. Every flight, on every airline, from every city in America, has been diverted to the same destination: Peru.

At train stations across the country wide-eyed, unusually courteous ticket sellers sell tickets to wide-eyed, unusually calm passengers. The same dialogue, over and over: "I'd-like-a-ticket-to-Peru-please." "Why-you're-in-luck-that's-the-next-train-out. Twelve-dollars-please."

You notice as you start your journey that you've got lots of company.

Such A Nice Town

Read this aloud:

You're in Iquitos, a sleepy lumber town in northern Peru that has the only airport for miles in any direction. The green Andes Mountains loom all around. You see lots of people: a few natives and thousands upon thousands of tourists. They're all chanting "Hagost, Hagost. . ." and walking stiffly up one mountain road in the distance.

Here in Hagost's stronghold, all these people have been taken over by the demon's vast psychic influence and charming personality. The Ghostbusters, made of sterner stuff and having experience with the occult, are not so easily dominated. The other important characters — Jason's mom, Daphne, and Westerbrook — are also unaffected.

(This is known in the game design biz as a plot device. There is no logical reason why the Ghostbusters should be immune to Hagost's power. If they weren't, though, the adventure would be over pretty darn quickly and would have a pretty darn unsatisfactory ending. This would be No Fun and your players wouldn't like you any more. So — poof — they're immune. See how we look after you?)

Following the crowd, you eventually enter a cave, which narrows into a winding tunnel. The darkness is total; infragoggles work fine at first, but gradually even they begin to fail. The PKE meters are off the scale; tiny points of blue light dance along the surfaces of the tunnel.

Suddenly you're falling through the darkness — as though the ground had dissolved beneath your feet. Everyone around is screaming. Their screams fade away as you black out.



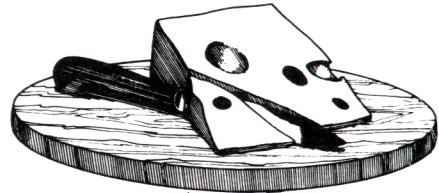
★ **YUM-MEE FOOD PALACE** ★

SALE!

Just look at these **PRICES:**



USDA CHOICE
BEEF **38¢** oz.



GORGONZOLA
"The Cheese of Cheeses"

89¢ ¼ lb.
While supplies last

**WE GIVE
PURPLE
STAMPS**

Yes we have

WATERMELONS

Convenient 12-PAK just

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weight
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Lay in winter stores now!

- We accept Food Stamps
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FLAKEY JAKE

Barley Flakes
\$1 39 18 oz. box

Quantities limited
(except for lard).
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"The Sweetest Cereal for the Sweetest Price!"

Best prices
in town for
GENUINE GUATEMALAN

LARD



66¢ tub

AT ALL YUM-MEE OUTLETS THROUGH SUNDAY

FLAKEY JAKE'S FUN PAGE

Hey, Ghostmaster! Cut out these FUNTIME PUZZLES and give them to your players when they try to escape Hagost's POCKET DIMENSION!

1.

WORD SCRAMBLE!

EGON WEARS HIS NOTPORK CAP TO HUNT COT SAMPLE.

Rearrange the letters to make new words.

NOTPORK CAP =

COT SAMPLE =

2.

FIND TEN WORDS MORE THAN FOUR LETTERS LONG USING THE LETTERS IN THE WORD ECTOPLASM

NO plurals, proper names, or foreign words. Don't use the same letter twice in a word.

- | | |
|----------|-----------|
| 1. _____ | 6. _____ |
| 2. _____ | 7. _____ |
| 3. _____ | 8. _____ |
| 4. _____ | 9. _____ |
| 5. _____ | 10. _____ |

Find & circle the famous ghosts & demons.

Z	A	I	C	H	A	B	O	D	G	R	O
C	E	W	R	R	E	Z	O	G	M	N	H
M	A	H	E	A	Z	O	G	L	I	A	D
X	U	E	P	S	Z	U	N	P	E	S	E
D	U	P	S	E	L	N	U	U	F	Y	A
J	Z	G	A	A	E	E	Q	L	V	A	N
I	C	A	C	C	R	C	Y	S	N	R	S

- Perry White: "Great _____'s ghost!"
- With her head tucked. Ann _____
- Slimed Peter Venkman.
- The Friendly Ghost.
- Washington Irving's _____ Crane.
- _____ the Destructor.
- Dana's unwelcome refrigerator visitor.

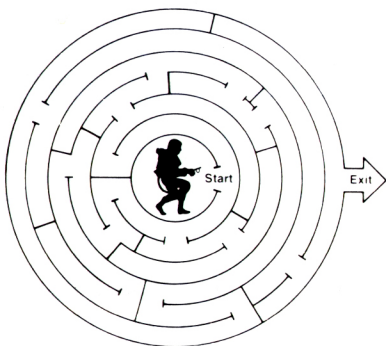
3.

Can You Answer These Questions?

- What is your name?
- What is your quest?
- What is your favorite color?
- Who is buried in Grant's tomb?
- Which presidents are not buried on American soil?
- What's the difference between a duck?
- Name five famous game designers who worked on the **GHOST-BUSTERS** game.

4.

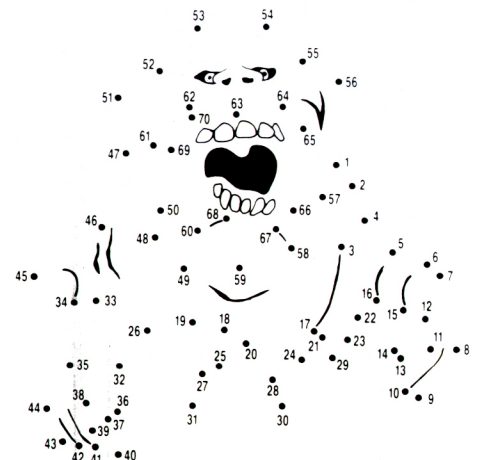
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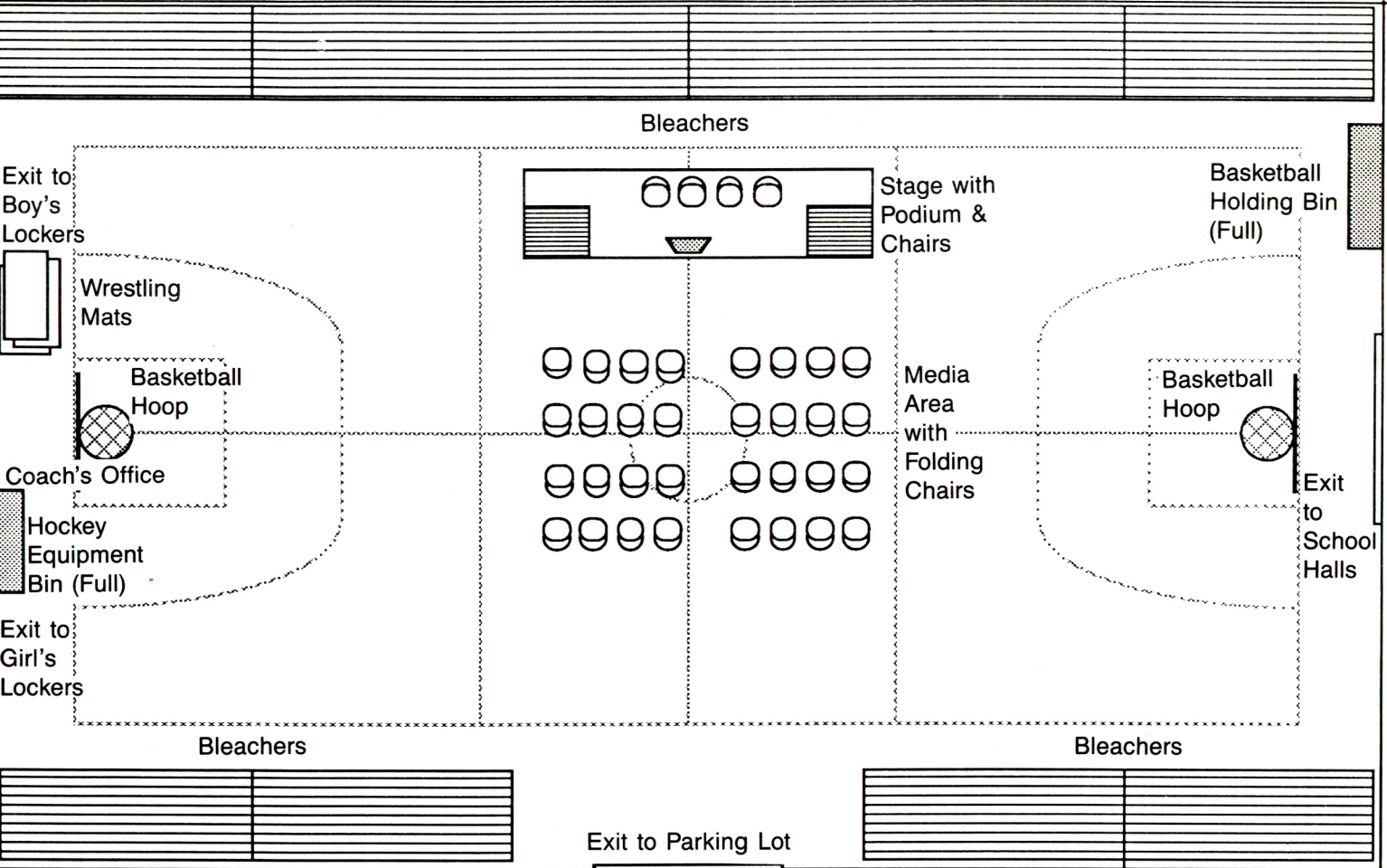


HELP THE GHOSTBUSTER FIND HER WAY OUT OF THE MAZE!

6.

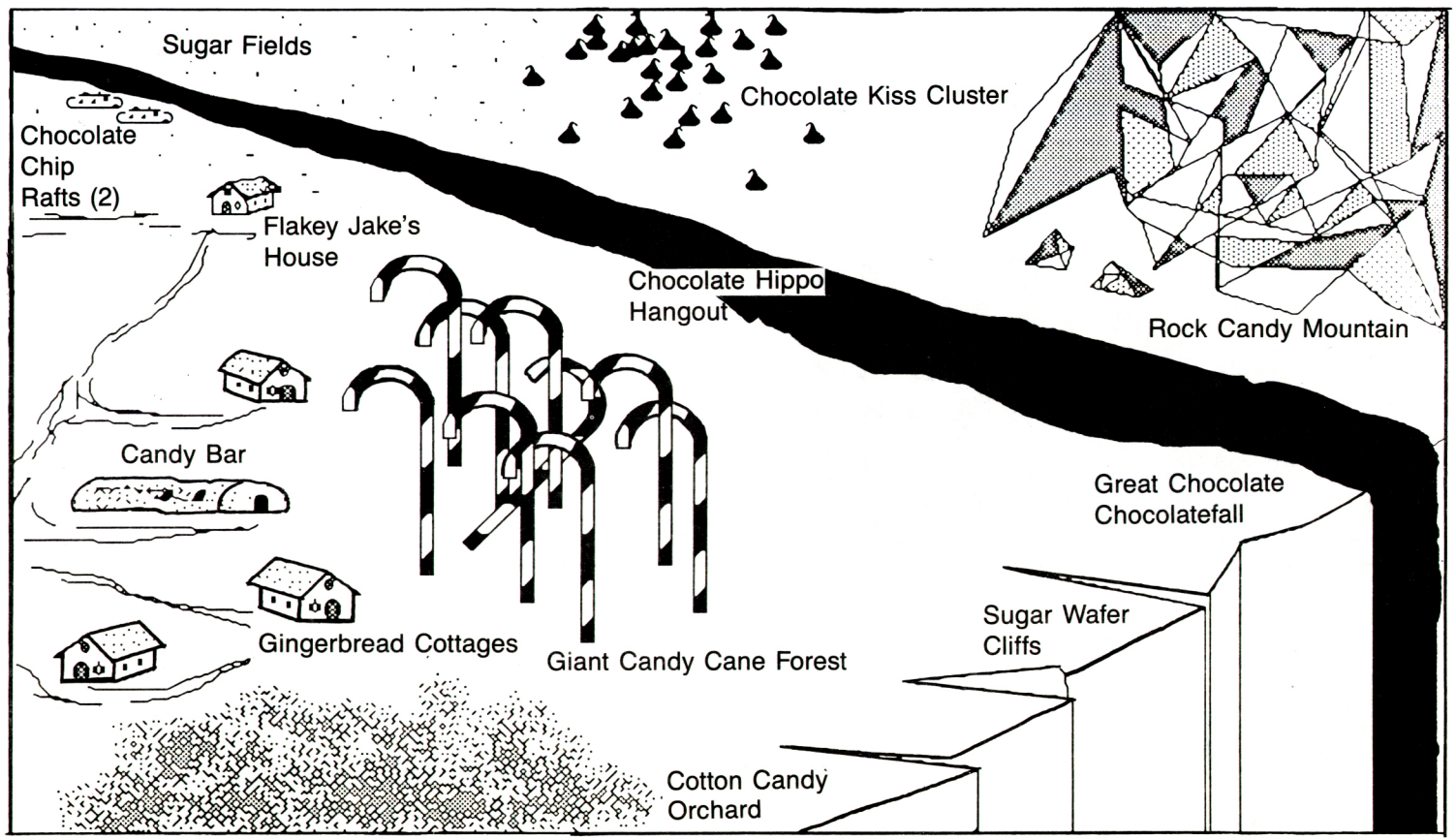
CONNECT THE DOTS for a SURPRISE PICTURE!





Fritz Mondale Grammar School Gymnasium

Hagost's Pocket Dimension: Candyland



Episode Five: The Sugarland Express

Discovering that cherished cartoon characters are heavily into drugs, booze, and loose women could crush some childhood fantasies. Unfortunately that's the sad tale that emerges as the Ghostbusters trek across a sugary landscape and meet and battle the animated degenerates, rescue Flakey Jake himself, and finally recruit the cartoon thugs for the big showdown with Hagost the Un-sinkable.

The Candy Man Can . . .

Read this aloud:

You feel a spray of barley flakes in your faces, and suddenly it's light and you are standing in a big patch of cotton candy. You need another shower.

You find yourselves in a landscape only a sugar industry magnate could love.

Westerbrook looks around and cries, "Why, this is magnificent!"

You see Westerbrook not far away, but there's no sign of Mrs. Greer and the fourth graders of Fritz Mondale Elementary.

It looks a lot like the gameboard in Candy Land — hills made out of gumdrops, rivers of chocolate syrup, forests of lollipops and candy canes, houses of iced gingerbread.

Suddenly a little cartoon man scurries up. He's got a huge head on a slender two-foot-tall body. He's red-haired, freckled, and dressed all in green. He has a little green derby hat, a carnation in the buttonhole of his bright green jacket, a tiny cane, and shiny black shoes. He says, "Hie, lads and lassies! Aye and begorrah, welcome to our pocket dimension. It's magically scrumptious!"

The players immediately recognize him as the famous (and supposedly fictional) Lucky Chomps leprechaun, a cartoon character created to sell Lucky Chomps breakfast cereal.

What Would You Lads and Lasses be Wantin' ta Know?

Encourage the Ghostbusters to talk to the leprechaun. The leprechaun can't imagine that the Ghostbusters could be opposed to Hagost the Unintelligible and naively tells them anything they want to know.

Lucky tells the Ghostbusters about Hagost and his plans for world domination, and about the crystal, its discovery by Westerbrook, and how it ended up in a Flakey Jake box. (See "Hagost the Horrible," on page 17.)

Cast of Characters

Here are the cartoon cereal salespeople the Ghostbusters meet in Candy Land.

All have a Power of 2 and an Ectopresence of 2. Each has a special ability, but they don't use them until Episode Six. Although there is a fight in this episode, the cartoons are too high or boozed-up to think of employing them.

Zap, Crinkle, and Bop

Three identical boys, roly-polly and cute, they carry rayguns which reduce any character's Moves by one die (or Ectopresence by 1 point) each time they hit. The Moves reduction goes away at the end of this episode.

Goal: Be Able To Tell Each Other Apart

The Quix Rabbit

A large floppy-eared rabbit, she has a strident, obsessive nature and an endless supply of cream pies. These pies reduce any Ghostbuster's Moves and Cool by 3 dice (to a minimum of 1) until they get cleaned up.

Goal: A Good Cigar

Cap'n Crackle

An old salt in an admiral's uniform, he's a bit daft, and always uses nautical terms — even on land.

Goal: Run a Tight Ship

The Cocoa Quips Koala

What a cutie! This little teddy-bear has booze on his breath and a bizarre Australian accent. He also has a supply of cream pies (see the Quix Rabbit).

Goal: Buy His Own Airline

Toucan Jack

A big-beaked British-accented bird with an uncanny sense of smell, this foul-smelling fowl might be able to pull itself out of a gin-induced stupor long enough to fly, but not to fight.

Goal: One More for the Road

The Lucky Chomps Leprechaun

The leprechaun has the gift of gab, and can charm with a line of blarney that would make a statue weep. He likes to sneak up behind others and bop them with his shillelagh. If hit, a Ghostbuster is stunned for a few moments (and loses a die roll worth of Brownie Points at your discretion).

Goal: A Pot of Gold

Flakey Jake

A grizzled old Gabby-Hayes type with a white beard, khaki outfit, and a pith helmet; Jake can use his rope to lasso and restrain characters, in a character's Muscle vs. Jake's Power contest.

Goal: Defeat Hagost!

Stereotypical Irish Phrases

The leprechaun's speech has little to do with real Irish dialect — it's Hollywood Irish, the kind your players have heard all the time on bad TV shows and movies. Here are some stock phrases the leprechaun can overuse in his conversation with the Ghostbusters:

- "Faith and Begorrah"
- "Begorrah"
- "Sure'n' Begorrah"
- "Sure'n' (random sentence)" as in "Sure'n

you'll be wantin' a bite o' Lucky Chomps, aye?"

- "Bejabbers"
- "Shillelagh," pronounced "shil-lay-lee" (in Hollywood, anyway). This is a big club which the leprechaun uses to hit the Ghostbusters later in the adventure.
- "If ye don't mind me sayin' so"
- "By the mem'ry o' Saint Paddy hisself!"

For further research in Hollywood Irish, watch Police Chief O'Hara on the old *Batman* TV show, or listen to Bing Crosby's recording of "Toora Looa Looa."

This is called "exposition" — you can use any device you wish to liven it up. Perhaps the leprechaun can produce moving pictures in the air that show the doomed Peruvian expedition and Westerbrook discovering the crystal. Perhaps he draws pictures with colorful marshmallows. Be creative.

The Candy Bar

While cheerfully answering their questions (or volunteering the information if your players are twits), the leprechaun leads the Ghostbusters into a bar — a candy bar, of course: A giant hollowed-out caramel nougat furnished with barstools and a counter.

All your players' favorite cartoon cereal salespeople are hanging around here: Zap, Crinkle, and Bop, the Rice Krunchies mascots; the Cocoa Quips koala; Cap'n Crackle, a crusty sailor type; the Quix rabbit; and Toucan Jack.

None of them are as nice as they appear in the commercials. Some smoke cigars, others have three-day growths of stubble. And they're talking shop:

"Did you see that commercial they made Miss Strawberry do? Disgusting. She'll never live it down."

"Yeah, it was almost as bad as when they put you in that stork costume and had you delivering boxes of cereal."

"Aw, shut up. At least I'm based on a human being. Hagost only knows what disgusting rodent you came from."

"You think you've got it bad! If I have to say, 'Crazy for Cocoa Quips, crazy for Cocoa Quips' one more time, I'm gonna murder somebody!"

While your players recover from the destruction of their childhood illusions, read this aloud:

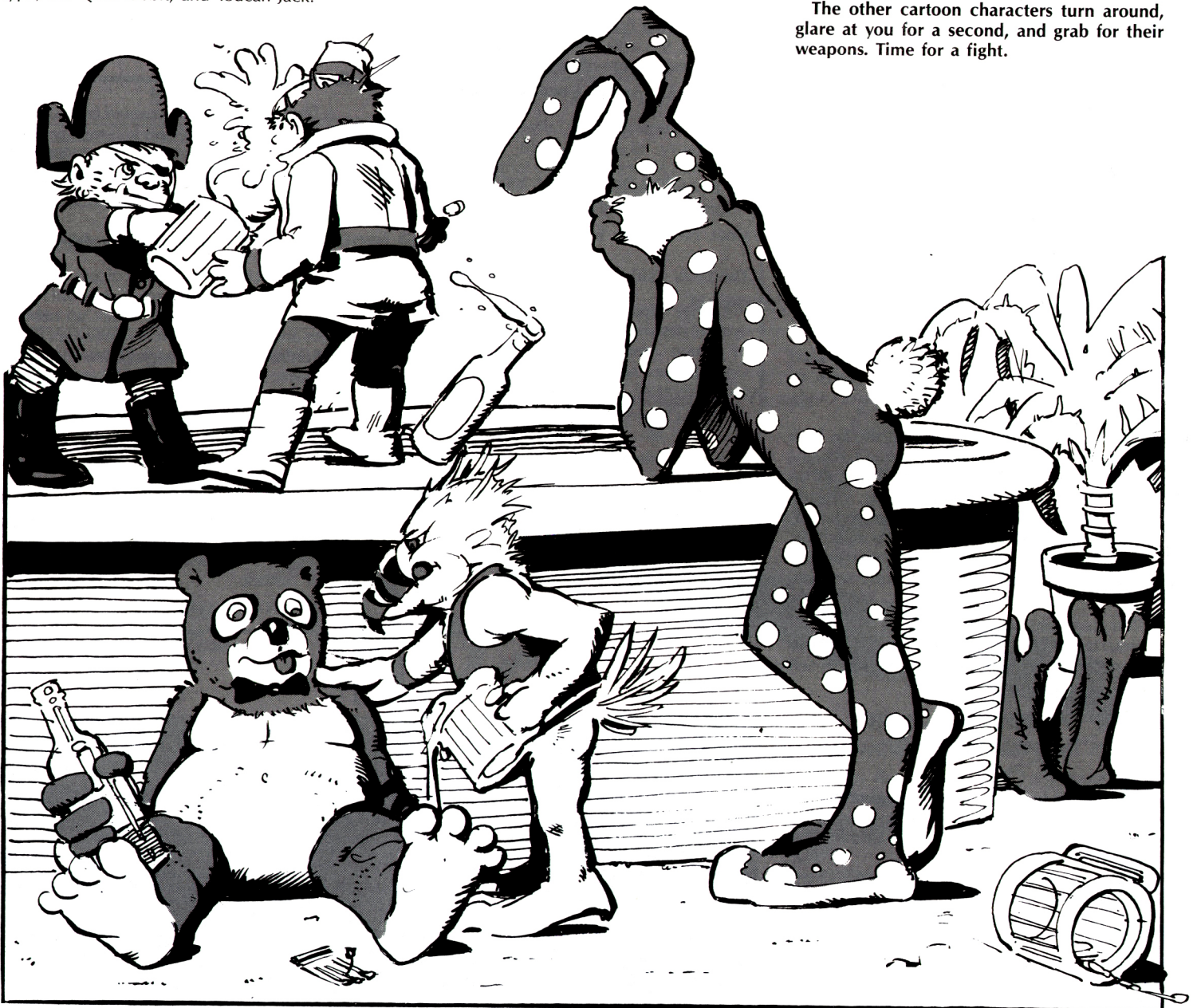
The cartoon characters lounge around swilling drinks until a little wall clock strikes the hour. The Quix rabbit gets up from the floor, curses, and says, "Time to torture the prisoner again." Everyone groans.

She staggers out of the bar. Following, you troupe down to a small gingerbread house. Westerbrook stays at the bar. Entering through the graham-cracker door, you find a gingerbread torture chamber: licorice whips, spun-sugar cages, hard-candy thumbscrews, and a chocolate-covered Iron Maiden.

In the midst of this sweetened horror stand the cartoon characters. They're gathered around a taffy-pulling machine that's pulling — not taffy — but a grizzled old Gabby-Hayes type. With a horrified shout, you recognize the old man as none other than Flakey Jake himself!

Flakey Jake looks up at you and yells, "Help fellers! They're tearin' me apart!"

The other cartoon characters turn around, glare at you for a second, and grab for their weapons. Time for a fight.



Random, Senseless Cartoon Violence

A fight with cartoon characters has many interesting features. For instance, any hit with proton beams or blunt instruments stuns the murderous little cuties and produces a little whirl of stars and birdies around their heads. Their tongues stick out and they go cross-eyed.

Also, cartoon characters are very resilient. They can take incredible damage and bounce right back — *literally* bounce!

Most importantly, they can violate natural law as easily as any ghost. You see them do it all the time on Saturday mornings — walk off cliffs and stand on thin air, breathe underwater, jump up above a proton energy stream and stay in mid-air. They're too dumb to know that what they're doing is impossible.

Since this fight is primarily for comic relief, keep it short. Let the proton beams stun a few creatures, let the bad guys show off their cartoon natures, get a few laughs from the players, let the players roll on a few Traits and Talents, then say the other creatures run away. Don't let the story drag.

The Ghostbusters can free Jake by breaking the licorice ropes binding his hands and feet to the taffy pull. The old man is deeply grateful to the players. "They tortured me 'cause I broke ranks with Hagost's plan," he says. "All them years, I promoted thet horrible, destructive sugary stuff! Muh conscience finally overcame muh sweet tooth, ah guess." (Flakey Jake's dialect isn't any more realistic than Lucky's.)

Hagost the Horrible

Hagost has always had a mystical tie with sugar and with bad eating habits in general. Millennia ago, Hagost's worshippers in South and Central America built (and ate) giant pyres of sugar cane in tribute to him.

Being essentially an evil entity, Hagost was particularly pleased with the development of refined sugar and preservatives. (He takes great pride in monosodium glutamate, the formula for which he gave in a dream to a research chemist in Maryland.)

Through these "advances" in food technology, Hagost the Unbearable has spread misery throughout the human race — tooth decay, vitamin deficiencies, malnutrition, and hyperactivity, to name just a few.

Of course, now that the Crystal of Hagost has been rediscovered and the demon can again roam the material plane, it has other, more direct plans. . . .

Jake can tell the players anything they didn't get from the leprechaun. After they've talked a while with Flakey Jake (compared notes, discussed strategy, reminisced over old-time commercials, asked for autographs), Jake will turn the conversation to the other cartoon characters. Jake says:

"Shucks. . . Toucan Jack, Cap'n Crackle 'n' the others, they're not bad folks, they just figgur there's no way anybody'd be able tuh whup Hagost. And they figur'd the less resistance they show, the less attention Hagost would pay tuh 'em. If they was convinced you fellers acshully stood a chance 'ginst the big guy, Ah'm shore they'd hep us. Mebbe yuh could go over tuh the bar an' give 'em a pep-talk, hey?"

This is the players' cue to try to convert the other cartoon characters to the good guys' side — if they want. Maybe your players don't trust the animated opponents, or don't think they'd be useful. Fine. But *they'll* be sorry. . . .

If the Ghostbusters try to recruit allies, let one or more players make a stirring pitch. Have them ham it up: fervent appeals to patriotism, good health, and a sugar-free existence. The speech is a difficulty 10.

Depending on the speech, the cartoon characters may or may not decide to follow along. A wimpy speech; "Gee, guys, we could really use your help, y'know?" (and a low roll) may bring sneers and catcalls, birdcalls, koalacalls, whatever. But a pulpit-pounding, Peter-Venkman-style oration (and a high roll) will have them cheering and turning on Hagost:

"Heck with sugar! I'm going for lettuce and rose hips from now on!" "No more tooth decay for me!" "Call me Cap'n Granola!"

After the rally, Flakey Jake says, "Ah know the way tuh Hagost. Foller me." And he leads the Ghostbusters (and the cartoon characters and Jerome Westerbrook III) on a trek across the sugary landscape.

Strangers in a Strange Candy Land

Read this aloud:

As you float down a river of syrup aboard a chocolate chip cookie-raft, poling past the chocolate hippos bathing in the chocolate river, everyone steals sidelong glances at Flakey Jake, a childhood memory come to life.

No one is more puzzled by Jake than Westerbrook. "But I invented you," he says. "You don't really exist."

Jake replies, "That's where yer wrong. We been 'round for millennia, ah reckon. Some of us was created by Hagost — some of us're even older. Ah entered yer subconscious that day at the ad agency so ah could live agin in the real world. Ah let you think you invented me, tuh avoid trouble."

Westerbrook says, "To think that Madison Avenue is an instrument of cosmic evil," and shudders.

After a short time (this is a *small* pocket universe), Jake says, "Alright pardners. We're gettin' close. The way tuh Hagost is just around the bend. If we pass the test beyond we'll be free." In the distance you hear a strange roaring sound. [Pause.] It's getting louder. [Pause] Louder still. [Pause] You notice that the cartoon characters are lying down and clutching the raft tightly. They look terrified.

What do you do?

Yep, that's right. The raft rounds the last bend and the Ghostbusters see the gate to Hagost — a hundred-foot chocolatefall. Let the Ghostbusters gibber incoherently for a while, clutching desperately at the raft, their equipment, the cartoons, and each other. Have the cartoon characters moan that they are sure to get squashed into chocolate sauce and eaten by the huge, carnivorous chocolate turtles that lurk at the bottom of the falls. Inform the players that the chocolate river is now rushing much too swiftly to attempt abandoning ship.

Ask each player for his or her Strength score and roll lots of dice behind the screen. No matter what the roll is, look disappointed.

(Actually, there isn't any real danger here: all the Ghostbusters and cartoon characters make it safely into the portal — but why pass up a fine chance to make the players sweat? Don't, however, let them use up precious Brownie Points on this bogus roll.)

Read aloud:

Your raft slips over the edge of the falls. You are plunging to almost certain destruction below. You see blue lights dancing along the syrupy chocolate fall. You have just enough time to curse Tully and GBI for getting you into this mess when suddenly, you each find yourself alone, sitting at a grade-school desk, with a small piece of paper and pencil. And now, just as Jake said, you must pass the test to get out.

Take the puzzles in the pull-out section and hand them out. Each player must solve a puzzle to escape. Mention that the Ghostbusters have seen these puzzles on the back of Flakey Jake cereal boxes.

Start the action of the next episode as soon as one player solves a puzzle. The others, still busy on their puzzles, will join the action when they solve them. If anyone cannot solve a puzzle, let him or her make Brains rolls every minute until he or she beats 10.

Episode Six: The Final Conflict

Ghostmaster Summary

The Ghostbusters and their cartoon allies arrive in the heart of Hagost's very own pocket dimension, there to contest with Hagost and his minions for control of the crystal. The Good Guys must wade their way through scads of barley flakes, zillions of possessed followers, and squadrons of Hoover Horrors, claw their way to the top of a mountain of junk food, withstand the onslaughts of Hagost's mental attacks, press through to a beleaguered Jason, convince him to surrender the crystal, and then destroy it before Hagost can bend it to his will.

No problem.

Cast of Characters

Hagost The Horrible
age 6,000,007

Special Abilities: Mind Control; Really Big Impressive Blue Light; Materialize Himself

Power: Oodles (can make Mind Control attacks against *all* Ghostbusters on three successive rounds; roll 10 dice for the attacks)

Ectopresence: Scads (however, each successful proton pack hit reduces his Mind Control attack by one)

Goal: Control The Universe (what else?)

Mindless Slaves
ages 6 to 60

Brains	1	Serve Hagost	4
--------	---	--------------	---

Cool	1	Serve Hagost	4
------	---	--------------	---

Moves	1	Serve Hagost	4
-------	---	--------------	---

Muscle	1	Eat Junk Food	4
--------	---	---------------	---

Goal: What Do You Think?

Distinctive Mannerisms: Chanting "Hay-gost, Hay-gost" with their mouths full.

Jason
age 9

Brains	3	Computer Hacking	6
--------	---	------------------	---

Cool	4	Fast Talk Mom	7
------	---	---------------	---

Moves	2	Play Pac Man	5
-------	---	--------------	---

Muscle	1	Lug Schoolbooks	4
--------	---	-----------------	---

Goal: Be Just Like Rambo

Distinctive Mannerisms: Guts. Loads of guts. (How many 9-year-olds do you know with the courage to stand up to a Big-Time Demon?)

Staging the Final Conflict

Hagost wants the crystal. Maybe it will be a Bad Thing if Hagost gets the crystal. Therefore, the Good Guys should prevent Hagost from getting the crystal.

Everybody still with us? Okay. Two ways to keep Hagost from getting the crystal — blow up the crystal, or blow up Hagost.

Forget blowing up Hagost. Bad idea. Hagost is a Big-Time Demon Who Laughs at Puny Mortals. Players who persist in trying to blow up Big-Time Demons should be handed the *Big Book of Occult Lore* open to the page where it says, "Only profoundly foolish mortals even dream of blowing up Big-Time Demons. Get serious."

Okay. We're left with blowing up the crystal. That involves first getting hold of (or a clear shot at) the crystal. Since blowing up the crystal is *not* what Hagost wants, figure on some stiff opposition to such activities.

Here is a quick outline of the stuff that the Ghostbusters must do before they can get the crystal and blow it up:

1. travel across a sea of barley flakes;
2. shove their way through a big mob of muddled folks invited here by Hagost for a big celebration;
3. beat off the attacks of Hagost's spirit minions — the Hoover Horrors;
4. scramble up a pyramid of junk food;
5. confront the special abilities and sparkling personality of Hagost himself;
6. force their way through the barley blizzard Hagost has wrapped around Jason;
7. con a somewhat power-crazed Jason to surrender the crystal;
8. THEN unleash the awesome powers of Soulless Science to shatter the crystal before Hagost succeeds in a last-ditch attempt to wrest it away from the Good Guys.

We're talking a MESS of Brownie Points here.

And what are the Ghostbusters' resources? Their wits, their Traits and Talents, their equipment, their weird science, and their rag-tag army of cartoon turncoats. See the accompanying boxes for a discussion of how weird science and the rag-tag army can be exploited; the rest of the possibilities are discussed later.

Now, we've set everything up in nice, neat order for you. Are your players going to follow that nice, neat order?

Well, probably. Real clever players may think up ways to bypass a couple of steps. Real cheerful (read "goofy") players may resolutely pursue self-destructive, impractical approaches.

We never promised you a rose garden.

Use Flakey Jake as a Knowledgeable Informant to offer hints and suggestions if things begin to bog down, or if your marvelously creative players outsmart themselves and you so thoroughly that you want to guide things back to the outlined sequence of events we have so thoughtfully prepared for you here. To counterbalance the effect of Flakey Jake, use Cap'n Crackle as an Unreliable, Perversely Stupid Informant. ("Ahrrr, mateys, prepare to ram! Boarding parties aft! CHARGE!")

Weird Science

The Ghostbusters have not brought their lab or workshop along. The only thing they can do is field-strip their existing equipment and hotwire something from the parts. For example, they might be able to increase their firepower by wiring up two or three proton packs in series, or they might be able to cobble together some real sensitive devices by jiggering the PKE meters, or by powering them with the nuclear accelerators.

In general, treat any attempt to increase firepower as an excuse to blow up some expensive Ghostbusters equipment. . . . *unless* you're in the final stages of the conflict and the players have been real sensible up to that point. Heroic efforts like detonating a proton pack in Hagost's lap should be applauded. . . . but Big-Time Demons Do Not Get Blown Up. Period. (Exceptionally stupid and violent attacks might make one Fall Down, however.)

Any attempt to design information-gathering devices (for instance, super-subtle PKE meters to discern the crystal *through* the vortex of barley flakes) may be rewarded with moderate success. . . . Knowledge is Power, and other such hallowed principles.

Indirect use of firepower (like blasting the barley flakes or junk-food pyramid to provide more reliable footing) is a Good Idea. Blasting the junk-food pyramid itself with intent to Make a Big Mess should cause spectacular junk-food slides, but little else. A landslide might bury the crystal again, but that's no big deal here where Hagost's minions are willing to go through the whole dimension with a fine-tooth comb for their favorite Big-Time Demon.

And if the Ghostbusters get the misguided idea that crossing the beams is a good solution (it's not — but it *is* a good way to get themselves killed) have Flakey Jake urgently warn them against it. He isn't absolutely sure how their proton packs work, but he has a pretty good idea and has seen the kind of explosion crossing the beams might create. That's why there isn't a Flakey Jane around anymore.

Sailors on the Seas of Flakes

The Ghostbusters appear, one by one, high above an immense sea of frosted barley flakes.

That's right, barley flakes. Zillions of tons of barley flakes. The total output of Westerfoods' giant cereal processing plants for an entire month. We're talking *bunches* of barley flakes. This is where all those ghosts sent their Dimensionally Ingested cereal.

The Ghostbusters land softly and sink thigh deep. Read this aloud:

The barley flake expanse stretches as far as you can see. Platoons of possessed human followers — tourists, cab drivers, airplane pilots, ordinary folks — wander around aimlessly in large snowshoe contraptions or shuffle unenergetically toward the only prominent local feature — a tall pyramid of . . .

Junk food. Snack cakes, corn chips, breakfast cereals, fruit pies, cheese puffs, pretzels, potato chips, candy bars — a gigantic pile of the most unhealthy stuff you can imagine. Ringed around it, and adding more junk food to it by the sec-

ond, are thousands of Hagost's possessed worshippers. They're all wearing those snowshoe-like things on their feet, and they're chanting monotonously: "HAY-gost, HAY-gost, HAY-gost, HAY-gost. . ."

From above you hear screams. At the outer edge of a flat surface atop the pyramid are familiar figures — Jason's mother Mrs. Greer, some teachers and reporters, and most of the fourth grade of Fritz Mondale Elementary. You can't quite see what they are doing. Above the top of the pyramid is what appears to be a furious whirlwind, a swirling vortex, with gusts that buffet and drive the figures to the edge of the pyramid's flat top. Slowly stalking up the sides of the giant, gooepy, high-calorie pyramid are the glassy-eyed followers of Hagost, and you can just make out Jerome Westbrook III, who must have finally succumbed to Hagost's spell, following the throng. The followers are getting closer and closer to the huddled figures on top.

Guess where the Ghostbusters have to go? No coaching.

Obstacle 1: Making Tracks in Barley Flakes

Traveling on the flakey sea without flakeshoes is real tough — difficulty 15 against Moves just to crawl along. Conning the flakeshoes off a minion of Hagost is pretty easy; they all have Brains 1 while possessed, and will defer to anyone who acts like a boss and spouts the party line — "Yay, Hagost. Go, fight, win!" or some such. Walking on flakes with the shoes is easy but Real Slow. Running on the flakes is tough, and dramatically correct, but requires regular Moves or Run rolls against difficulty 10. Unless a part of a specific plan or strategy, like evading followers or outmaneuvering Hoover Horrors, hurrying is no big help.

Reward original and inventive approaches to movement and transport by permitting complete or partial sidestepping of various obstacles. For example, fusing the flakes with proton packs or ray guns provides normal footing, enabling Ghostbusters to outrun and outmaneuver followers or Hoover Horrors. Or how about ordering the

The Rag-Tag Army

For those of you that play fantasy roleplaying games, think of the cartoon characters as Magical Artifacts — powerful, semi-intelligent tools/resources for problem-solving. Here's a quick rundown on the roles they might play in the Final Conflict. A few general principles first:

1. If infected with Fanatical Fervor, these cartoons will go suicide squad to atone for their years of Sordid Slavery to Hagost. Whenever exhorted by moving speeches or the heroic example of fearless, high-principled Ghostbusters, they will give their final measure of devotion. The result is a Super Dramatic Effect — some pivotal shift in the balance of forces in the conflict, like a fatal distraction of Hagost at the last moment, or a tragic self-sacrificing rescue of Jason. In this event, give the cartoon character(s) an It's-a-far-far-better-thing-I-do-now-than-I-have-ever-done-before speech just before he gloriously cashes in his chips. ("No more tooth decay and hyperactive kids! Now I stand for Truth, Health, and the Four Basic Food Groups!")

Incidentally, don't worry. All nobly-sacrificed cartoon characters will be reincarnated as advertising symbols for new, healthy foods or for crusading public service groups. This is upbeat comedy, remember.

2. The cartoon characters initially only show willingness to follow orders; they don't express initiative. They must be questioned by the Ghostbusters before revealing their special abilities. If the players are slow to check this possible resource, a casual, almost-accidental display of an ability (say, the rabbit multiplies herself 16 times to emphasize her enthusiasm for the revolution) should suffice.

3. Let the players suggest, persuade, and organize the cartoon characters' actions. This is the players' show. If the players get bogged down or temporarily bewildered, prompt ac-

tion through these characters. Flakey Jake can provide inspiration ("C'mon, boys, I guess it's up to us. How can we help you fellers?") and then return initiative to the players as soon as possible.

Flakey Jake: The old timer of the group, Jake's primary resource is wisdom, counsel, and inside information on Hagost. Jake stresses Hagost's desperate desire for the jewel, and can speculate that Jason's will and partial control over the jewel is the only thing keeping Hagost from pulping the Ghostbusters. He also suspects that Jason will sooner or later weaken and urgently recommends immediate relief — and constantly prods the players to action when they bog down.

Motto: "Action brings results. Let's do something."

Zap, Crinkle, and Bop: These lovable boys are trigger-happy in a playful, good-hearted way, and they follow orders. Specific orders are best, otherwise they tend to get carried away with the pretty lights and loud noises. Their rayguns rely on forces peculiar to this pocket dimension (i.e., they don't work for anyone but these three, and any high-tech tinkering will wreck them). Therefore they are particularly effective against Hagost and his spectral minions (the Hoover Horrors) — double all Ectopresence reductions.

Motto: "Gosh, this is fun! What can we blow up next?"

The Quix Rabbit: Short-fused and impulsively aggressive, Ms. Rabbit's self-multiplying talent makes her a lovely instant Rowdy Mob — an effective counter to Hagost's possessed worshippers. However, she and her 16 doubles tend to get wrapped up in the fight and forget objectives like rescuing people or retrieving objects.

Motto: "Let's go, let's go. Get on with it. To

Hagost with the details."

Cap'n Crackle: The Cap'n is mostly comic relief and a contrasting foil for wise old Flakey Jake. The Cap'n is forgetful, foolhardy, impulsive, dictatorial, and a reliable source of disinformation. However, he may shape up at the last second for a heroic, redeeming gesture. **Motto:** "Hoist the Jolly Roger and prepare the boarding parties! It's time to show these scurvy landlubbers what old Cap'n Crackle can do!"

The Cocoa Quips Koala and the Lucky Chomps Leprechaun: These guys have the same special ability — charm — and the same liability — self-interest and greed. They joined the revolt against Hagost so they could pursue their own goals without Hagost's interference. They will cheerfully help with the possessed followers of Hagost, and do any other low-risk task, but they will chicken out of direct confrontations with their old boss. Only an impassioned plea, a solid Cool or Persuade, and a mess of Brownie Points will get heroism out of these guys.

Motto: "What's in it for me?"

Toucan Jack: This guy has a very useful talent — flight. If only he weren't so gin-soaked. Even reconnaissance flights with this sot will be harrowing, requiring regular Cool rolls to remain impassive through involuntary rolls, dives, and stalls. Tactical transport under fire is even more terrifying, and when Jack awakens from his stupor and realizes his peril, unrestrained and precipitous evacuation results. Only when the climax approaches can he be convinced to land advance forces over the top of the junk-food pyramid.

Motto: "Got any gin? I got a condition. It's for health reasons. No, really. *Hick*"

followers to lie down so the Ghostbusters can scamper across their prone forms? A good speech, lots of Brownie Points, and plenty of Cool could pull it off.

The same principle applies when the Ghostbusters climb the pyramid. Anything that stabilizes the surface or otherwise speeds travel should confer advantages (extra dice or outright evasion) against opposing forces.

Obstacle 2: The Mob Blissfully Contemplates Junk-Food Heaven

The followers don't present any concerted, purposeful obstacle to the Ghostbusters; they're just in the way, and there sure are a lot of them.

Here are a few possible approaches. The most effective strategy would combine elements of all these approaches.

Go Through Them: The strong-arm approach. Match Ghostbuster Muscle vs. follower Muscle (always 1 — possessed folk aren't highly motivated) and start pushing through the crowd. Very boring — lots of rolls to go nowhere fast. With Brownie Points and/or Real Muscle, toss followers about like Conan. Aggressive cartoon characters (Like Ms. Rabbit) may be a big help.

Go Around Them: The sharp-maneuvers approach. Depends on the movement strategy and footing.

Talk Your Way Past Them: The charismatic approach. Posing as High Priests and Priestesses of Hagost is fairly easy if the pitch is convincing. Getting the Junk-Food Zombies to change sides is a tougher proposition, requiring a Real Stirring Speech and liberal Brownie Point expenditures. If lots of followers change sides, they may be used as shock troops against later obstacles. Again, cartoon characters may be a big help.

Portray the possessed followers as pleasant, slightly dazed people with a persistent case of the munchies, and the strong conviction that Good Old Hagost is going to give them all the junk they can eat, just as soon as they help dear Hagost get the little crystal from that nasty little boy. They mill around the bottom of the pyramid waiting their turn to scramble up the side. Their conversational repertoire is limited — "HAY-gost, HAY-gost, HAY-gost!" and so on.

Obstacle 3: Hordes of Hoover Horrors

Okay. Where has Hagost been all this time? Well, he's pretty busy trying to figure out how to get the crystal from Jason. He hadn't figured on Jason shaking the possession so easily, nor did he imagine that a little boy could learn how to use the crystal so quickly.

Hagost hadn't anticipated the ingenuity and persistence of the amateur computer hacker. (To be fair, there weren't a lot of computer hackers in ancient Peru.) Jason just kept resisting the spook that possessed him, and when its grip slipped a little, he started experimenting with attuning the crystal just like he'd found out about in all the fantasy crap he'd been reading. In short order, Jason figured out how to shrug off his possessing spook and devote his full energies to getting control of the crystal.



But Hagost reacted — if late, then at least in earnest — and attacked Jason with all his power. Unfortunately — for Hagost, that is — the nature of the crystal itself as the source of Hagost's power prevents Hagost from directly assaulting Jason.

However, Hagost realizes that as soon as Jason tires or falls asleep, he will no longer be able to resist, and it will be a cinch to pick up the crystal. *Then . . .* well, with all that power, Hagost figures to Rule the World . . . or at least a substantial part of it. All Hagost has to do is keep Jason busy fighting off Hoover Horrors, and pretty soon the kid'll begin to droop.

Enter Ghostbusters, Stage Right . . .

But suddenly Hagost realizes he's got another problem. Here are those stupid mortals with the almost-godlike powers, shoving their way through his loyal worshippers and scrambling up the pyramid. What are they up to? Time to send some troops on a reconnaissance-in-force and intelligence-gathering-probe.

Send in the Horrors

Now that the Ghostbusters are past the mob and scrambling up the side of the pyramid, send a couple of waves of Hoover Horrors at them.

These Hoover Horror attacks are material on this plane since their energy is supplemented by Hagost himself — the equivalent of a Muscle of 3 in hand-to-hand combat. Visualize the Ghostbusters being punched at by the four grasping hands. The first wave is basically a nuisance — one Horror per character, and each Horror retreats the moment it is hit. The second wave is more persistent — two Horrors per character and they fight to the bitter end. (When a Horror's Ectopresence reaches zero, it flickers resentfully for a moment, then sinks into the sea of flakes, never to return — for a couple of hours anyway.) Note that Hagost is not yet aware of the revolt of his cartoon underlings; the firepower of the rayguns is a surprising and demoralizing shock to Hagost.

The first two waves should be whupped after a pretty fierce combat. Each time a Horror lands an attack, the Ghostbuster gets whacked and bruised — a particularly high Horror roll might even knock a Ghostbuster unconscious and the Ghostmaster might charge a few Brownie Points here and there — but the characters should eventually prevail.

At this point you can call off the Horrors, or send one last wave, depending on the condition of the Ghostbusters and how well they handled the first two waves.

If the Ghostbusters had a tough time, and are pretty beat-up and discouraged, it *just so happens* that Hagost has to turn his attention to Jason, and so is not able to command another attack.

If the Ghostbusters handled the two waves casually and/or with indecent enthusiasm, give 'em one more round — only this time one Horror tries to keep each Ghostbuster busy while the other tries to snatch off the proton pack. Time for heroic measures — Brownie Points, fiendish ingenuity, or selfless heroism from cartoon characters.

Obstacle 4: Hagost the Unknowable

By the way, wondering how many Power or Ectopresence points someone like Hagost has is similar to wondering how many teeth a crocodile has. They've got enough to get the job done — exact numbers aren't very necessary. (Come to think of it, Hagost has got lots of teeth, too, but since most of them are cavity-riddled, he doesn't usually attack with them. Though Ghostbusters *could* qualify as junk food. . .)

So. The Ghostbusters have survived the attack of Hagost's minions and they're scrambling up the pyramid again. Read this aloud:

You're slowly approaching the top of the pyramid. Things are pretty much the same on top — screams, huddling figures, a whirling vortex. None of the figures seem to have noticed you yet. You can now see that the whirlwind is composed of barley flakes, and barely visible in the center is the outline of a form that might be Jason. A column of shimmering blue light is rising from the center of the swirling cloud.

[A by-product of the powerful crystal being wielded by Jason.]

Suddenly, strange shimmering bands of light shoot through the flakes and junk food, just under the surface of the pyramid, darting back and forth. They concentrate in one spot, then slowly vanish from sight. You realize they didn't disappear — they just submerged.

With a deafening rumble, a 40-foot tall panther-like being rises from the mound of sugar-rich substances and towers over you menacingly.

A worshipper shouts, "O Hagost Unconquerable, give us words of wisdom! Tell us of your power!"

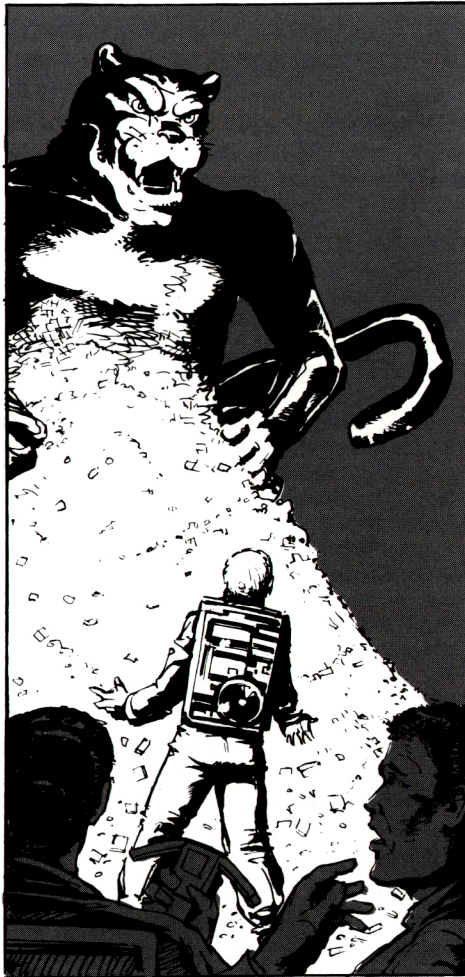
And Hagost shouts, in an unearthly baritone: "It's Grrrand!!"

This last statement may put you in mind of a cartoon feline predator used to sell a certain brand of breakfast cereal. Well, we can't stop you from thinking, can we?

"Are You Gods?"

Hagost has manifested in material form. This is his dimension, after all.

First ask the Ghostbusters if there's anything they want to do in response to the manifestation in front of them. If they do anything hostile, skip ahead to the "Divine Wrath" section below. Otherwise, Hagost addresses them in a deep, *Exorcist*-style voice, "ARE YOU GODS?"



Sure. That's a good question. Hagost is puzzled and a bit nervous. After all, the Ghostbusters got here on their own hook, unpossessed, and they're pushing his minions around with some proficiency. Here this runty kid has got a grip on Hagost's very own power crystal, and now a bunch of guys in funny suits are waltzing around in his own pocket dimension like they owned the place. Worse yet, it looks like they're in the company of an entire layer of Hagost's middle-management (the cartoon guys), now in open revolt against Hagost.

Now, if the Ghostbusters can convince Hagost that they are indeed gods, he will politely try to cut a deal with them. If they'll help him get the crystal, he'll give them a piece of his pocket dimension (a very small piece), a percentage of his followers (10% — but negotiable), and all the junk food they can eat. He's willing to dicker, as long as he gets his crystal and at least 75% of everything else.

Can they trust him?

Are you kidding? A Big-Time Demon? Evil Incarnate? Of course not. Hagost is going to backstab, double-cross, and otherwise hose over the Ghostbusters at the very first chance.

Nonetheless, this interchange has lots of role-playing potential. Roleplaying Challenge Number One: Prove You Are (or Aren't) a God. Roleplaying Challenge Number Two: Turn Down (we hope) the Generous Offer of an Evil Demon. This gives the players a chance to play the role of Real Virtuous Heroes Nobly Rejecting Wealth and Power in the Name of Justice. Real meaty part. Ham, mostly.

Divine Wrath

After Hagost has gotten the god bit straightened out, he attacks. Regardless of what he agreed to. Not a nice guy, this demon.

Hagost is not well-endowed with blasts-of-energy-and-lightning-bolts style demonic powers. Hagost is a specialist in mind control, and he's particularly weak at the moment because of all the energy he's expended so far and all the annoying disappointments that keep plaguing him. Nonetheless, he throws a pretty good Control Mind Special Ability, and at several targets at once, no less. Hagost gets three successive attacks at Power 10 (10 dice) against each Ghostbuster's Cool or appropriate Talent.

Here's how the Ghostbusters can withstand such an onslaught:

1. spend Brownie Points to enhance their Cool rolls,
2. distract Hagost and weaken his attack, and/or
3. blast Hagost and weaken his attack.

The Ghostbusters get some warning of Hagost's attack and have a chance to prepare. If one or more withstands the first attack and gets off a return volley, they may reduce the intensity of Hagost's following attacks. Select the benefitted target randomly or according to your sense of dramatic justice.

- For each point of Ectopresence the Ghostbusters knock off Hagost, his following mind attack is reduced by one die vs. one target.
- For each successful physical attack — anything that touches Hagost's physical substance — Hagost is distracted and loses one more die in the following attack vs. one target.
- If the Ghostbusters managed to attract cartoon followers, Hagost's attacks are only at Power 7. Hagost needs to affect a larger group, and he's been out of practice for a l-o-n-g time.
- For any other really clever, dedicated, or heroic thing a Ghostbuster pulls off that plausibly could distract Hagost, deduct one more die of his following attack vs. one target.

Here's how Hagost tips his hand and gives the Ghostbusters a chance to prepare themselves. Read aloud:

Hagost smiles graciously and offers to withdraw, leaving your path open to the summit of the pyramid. Suddenly your PKE meters go wild, beeping and flipping their little arms like windmills. You look around and nothing seems wrong. . . except Flakey Jake. . . his face just went blank and his eyes glazed over. What's going on here?

Give the players *one* chance to react — quickly. Anyone who dithers for even a second loses his chance to blast or distract Hagost. Then whack — a powerful mind attack.

If all the Ghostbusters go down under the first blast, or if any major disaster occurs, Jake buys them another round with a kamikaze charge that breaks Hagost's control of all the Ghostbusters and neutralizes any one of Hagost's rounds of attack. (All other cartoon characters automatically fall under Hagost's will in the first attack; only Flakey Jake is resolute enough in his desire to destroy Hagost to break out from under his former boss's commands.) Jake charges Hagost, hits him, and disappears in a tremendous flash of blue light. Rest in peace, Jake. After that, the Ghostbusters are on their own.

Here is a real crucial moment. If all the Ghostbusters and their rag-tag army fall under Hagost's dominion, there goes the adventure. Skip ahead to the "Unhappy Ending" section. No fooling.

If they succeed (Bravo!), read on.

Obstacle 5: The Flakey Vortex

My, my. Your Ghostbusters withstood the Sunday punch of a Big-Time Demon. Impressive. They'll have no trouble with the rest of the obstacles. Really.

Greatly demoralized by his failure, Hagost dematerializes and returns to his earlier role as Armchair General. All the Ghostbusters need to do is get the crystal and destroy it.

No. Stop looking around for a Crack of Doom. Wrong story.

The Ghostbusters can now proceed unmolested to the top of the pyramid where Mrs. Greer, Mr. Westbrook, his loyal executives, and the kids of the Fritz Mondale school's fourth grade are crouched along the edges of a roughly 20-by-20-foot flat area. They're no longer possessed — the appearance of Hagost, and their harrowing experiences have shocked them out of that state and into a state of panic. They're all pretty hysterical, but none more so than Mrs. Greer, who keeps shrieking, "Save my boy! You've got to save my boy!"

Her boy, Jason, is barely visible inside the vortex of barley flakes. The Ghostbusters are going to have to enter the vortex to rescue him.

The moment they enter the vortex, they are assailed with a powerful compulsion in the form of a voice shouting, "OH, BOY, OH, BOY! YUMMY SUGAR! BOY, DO YOU EVER WANT TO HAVE SOME YUMMY SUGAR NOW!" All Ghostbusters have to make a Cool roll against difficulty 25 to resist this compulsion; otherwise they stagger out of the vortex, fall to their knees, and begin frantically devouring junk food.

These compulsive gobblers come to their senses in just a minute or so, but in that time, unless prevented by other Ghostbusters, they've consumed enough sugar to gag an army of nine-year-olds — Muscle roll against difficulty 15 to avoid incapacitating cases of nausea and sugar overload.

A concerted barrage of proton beams will eventually dissipate the barley flake vortex. Improvise an appropriate description of special effects — blue lights, moaning winds, a blast, a slow shower of the suddenly-unanimated flakes. Otherwise, if the vortex is not dissipated, only a tough-willed Ghostbuster will be able to make his or her way through to Jason.

When they reach Jason, they find a somewhat crazed youth in possession of an Artifact of Incredible Power.

C'mon. You've seen what happens in fantasy roleplaying games when a crazed character comes into possession of a Magical Artifact. Think he's gonna surrender it?

Not on your life.

Persuasion or Trickery is the only effective approach here. (If some wrong-minded players try force, whack them around a bit with Jason's growing control of the crystal. Just special effects, but make the message clear — no rough stuff. Perhaps Jason causes them to fly off the pyramid and roll to the bottom into a warm pool of cheese dip. The foolish slob is penalized 3 points from Moves until he or she can get cleaned up.)

As effective as appeals to patriotism, good health, honor, justice, decency, and proper manners might be, the real effective element here is Jason's mom. Really, what clean-cut, good-hearted American kid is going to refuse his mother? (Remember. This is a comedy.)

So, no matter how effective any pitch is from a Ghostbuster — no matter how many Brownie Points are blown on the attempt — the same attempt by Mrs. Greer rolls twice as many dice. If *she* asks for the crystal, he'll turn it over immediately. And Mrs. Greer will do almost anything to help the Ghostbusters save her boy. Note: getting Mrs. Greer close enough to Jason to talk to him requires the removal of the vortex. The only thing she is afraid of is that vortex, and won't go anywhere near it.

Obstacle 6: Hagost's Last Ditch Effort

In the period between Jason's surrender of the crystal and its destruction, Hagost has his best chance to capture the crystal. If he can put his hands on it while in material form, it is under his control, and the adventure is over. Go to "Unhappy Ending" below.

Luckily, the Ghostbusters get a little warning that Hagost is about to appear. Read aloud:

Suddenly, strange shimmering bands of light shoot through the flakes and junk food, just under the surface of the pyramid, darting back and forth. They concentrate in one area, then slowly vanish from sight. You realize they didn't disappear — they just submerged.

[Sit back and smile at your players. Look them intently in the eyes.]

Now. Where have you heard *that* before? I wonder what happens next?

That's the only hint they deserve. Give them one chance to act. The right thing to do is to immediately destroy the gem before Hagost can get his mitts on it.

How? C'mon. What would *you* do? Blast it with proton packs. Maybe even cross the streams for emphasis (we lied about the destructive explosion that could result). If someone comes up with a more entertaining idea, go with it, but in cases like this, there is something to be said for classic simplicity. If they destroy the crystal, go to "Happy Ending." Otherwise, read aloud:

Suddenly a giant, black, furry, feline paw forms out of the flakes and junk food beneath your feet. Like an explosive eruption the surface beneath you blasts upward. You go flying through the air.

So. Who had the crystal?

That Ghostbuster makes a Moves or Muscles roll — his or her choice. If the roll is less than 15, the crystal flies through the air — and Hagost snatches it deftly, the air is rent with gales of deafening laughter, and the paw instantly disappears into the pyramid. Go to "Unhappy Ending."

If the Ghostbuster retains a grip on the crystal, there is still one last chance to destroy it before Hagost touches it. Proper application of proton beams (or any other Ghostmaster-approved destructive force) destroys the crystal. Otherwise, Hagost's enormous furry paw deftly and unerringly darts to the gem. At his touch, there is a blast of blue light, the gem disappears from the Ghostbuster's hand, and the paw disappears back into the pyramid. Go to "Unhappy Ending."

If the Ghostbusters manage to destroy the crystal before Hagost touches it, congratulations! Go to "Happy Ending."

Unhappy Ending

Hagost got the crystal. Nice going. Read aloud:

A tremendous thunderclap! And everything grows dark around you — the pyramid burns with an eerie blue St. Elmo's Fire. On the barley flake plain below you see thousands of glowing, empty faces gazing up in mindless bliss.

Above you the luminescent form of Hagost, as vast as a constellation and 50 times as bright, looms over you.

"Puny mortals! Look on me and wonder! Now that I am once again whole, I withdraw to contemplate and savor my victory. Soon I shall be again as I once was — a god to tremble before!"

"Look for the signs of my return! Read those 'Ingredients' carefully, and wherever you see the words 'SUGAR . . .'"

The void rings with this phrase . . .

"Or 'PRESERVATIVES . . .'"

And the void rings again . . .

"Or 'SODIUM HEXAMETAPHOSPHATE AND ARTIFICIAL COLORINGS . . .'"

And the multitude below quails and moans in terror . . .

" . . . There you will see my handiwork! I go now, but beware . . . watch the food packaging . . . for I will come again to stay . . . and rule . . . "

Then Hagost, his minions, the cartoon characters (waving goodbye in crestfallen dismay), the pyramid, the barley flake plain, and the rest of the pocket dimension disappears. The Ghostbusters discover themselves on a mountainside in Peru with thousands of other bewildered, no-longer-possessed people.

In the interests of brevity, and in the optimistic hope that this “Unhappy Ending” will never be necessary, we leave the return to the U.S. of A. as an exercise for the apt Ghostmaster.

No need to go into detail on Ghostbuster rewards. Just give them back half the Brownie Points they used on this mission and tell them they are impoverished, in disrepute, and stranded in Peru. Nice work.

Please, *please*, PLEASE don't let your players get to this tragic ending. Unless, all things considered, you think it might be fun to roleplay impoverished, disreputable Ghostbusters stranded in Peru. Now that we think of it . . .

As for what happens when Hagost finally returns — well, the whole idea depresses us so much that we don't want to think about it. You'll have to figure out how the Ghostbusters can redeem themselves and save the world from tooth decay.

Happy Ending

Okay, okay. So your players managed to destroy the crystal and deny Hagost the Unknowable. Praise is in order.

A tremendous thunderclap! And everything grows dark around you — only the pyramid is burning with with an eerie blue St. Elmo's Fire. On the barley flake plain below you see thousands of glowing, empty faces gazing up in mindless bliss.

Above you the luminescent form of Hagost, as vast as a constellation and 50 times as bright, looms over you.

“Puny humans,” it bellows. “I do not need this bauble to do my work. I grow tired of watching you flail about as if your actions, your very existence, had any true significance. I shall find another way to complete my destiny. Hagost shall return, and on that day, you will quake in fear!”

Pause here and give the Ghostbusters a chance to razz this sour-grapes speech. It's not every day that you get to taunt a Big-Time Demon with his failure. Give a 10-Brownie Point bonus to any mortal so cheeky as to give the business to an Evil Demigod.

Whatever the Ghostbusters do, Hagost haughtily pretends to ignore them, but don't you believe it — the sugar god is taking notes. Just you wait . . .

Hagost waves one paw in a single gesture that captures the essence of awesome power, corruption, and total disdain all at once. Then another deafening thunderclap — and Hagost is gone.

What's left of the junk-food pyramid collapses with a sickening splorch, spreading itself all over and making more of a mess than before — if such a thing is possible. The cartoon characters are growing transparent, insubstantial. . . they wave fondly, then disappear. . .

Improvise touching little farewell speeches for the cartoon characters if you like. It's a lovely, sentimental scene. . . but we're running out of space here, and you Ghostmasters ought to have to do *something*. . .

At the same time, the barley flake plain disappears. . . and the Ghostbusters — and a lot of other puzzled out-of-towners — discover themselves becoming lighter than air. They float helplessly up into the void overhead, and see that it's a low blue dome. They pass through the dome into pure blue mist, then find themselves popping out of cereal boxes stored on the shelves of the Yum-Mee Food Palace — along with about 600 tons of Flakey Jake Barley Flakes and assorted junk food.

What a nice mess for Mr. Lunt, eh?

Roll the Credits. . .

Hagost's servants are freed from his influence.

The Ghostbusters receive TREMENDOUS applause from a parking-lot-full of of shanghaied tourists.

All the ghosts and cartoon creatures have vanished forevermore, their reason for existence gone. (Aww — don't worry, kids, they'll be reincarnated with the next Saturday morning commercial — only this time they're pushing good, healthy cereal with plenty of fiber, vitamins, and green vegetables.)

Jason is fine, and has a tearful reunion with his mother.

Westerbrook is touched by Flakey Jake's selfless sacrifice. He establishes Flakey Jake Memorial Scholarships in Paranormology at universities across the country.

Westerbrook rewards each Ghostbuster with his or her choice of one of the following items: a luxurious TV/stereo/VCR/tape deck home entertainment center, plus recliner chair; a new bedroom set for the headquarters; a baseball autographed by every New York Yankee who played in 1939; an IBM-compatible home computer system; a two-week trip to France; a complete set of hardcover reprints of *Weird Science* comics; a lifetime supply of Flakey Jake Barley Flakes; or any single piece of equipment from the **GHOSTBUSTERS** game.

The Ghostbusters' substantial cash reward from the government would go a long way toward keeping them in Chinese take-out food and 20-year Rippleblanc Glenfiddich (you know, the *special* Rootbeer in the cut-glass decanter and the silver-antler stopper) . . . as long as the cash isn't immediately claimed by the home office of Ghostbusters, Inc., to pay damages caused in supermarkets by personnel who forgot to get signed damage waivers before rendering their services. Ah well, another bittersweet ending for the Ghostbusters. . .

Award each Ghostbuster all the Brownie Points they spent during the adventure and a substantial bonus, according to the elegance of their problem-solving and heroism.

Give players a Brownie Point for each real creative idea or real funny line. Players who came up with really horrid puns may be rewarded or penalized at your discretion.

— The End? —

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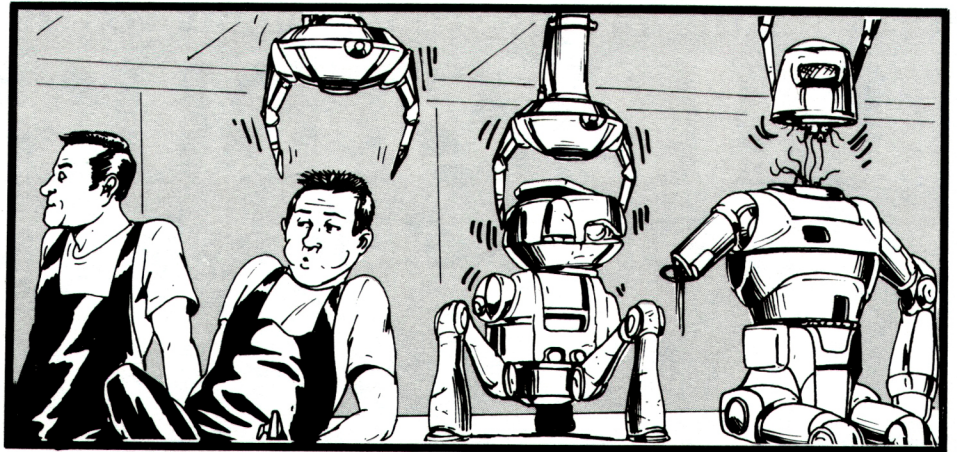


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