

# TYPICAL TEN MINUTES OF PLAY

The game has just begun. Everyone is sitting around the table. The Ghostmaster, Greg, arranges his papers and adventure by his side, out of casual sight of the players. The players, Ben, Jane, and Fred, have brought ample supplies of junk food and Perrier to share, and their Ghostbuster characters. Everyone's ready to play.

**GREG:** Okay, why don't you guys introduce yourselves to one another, just to refresh our memories?

**BEN:** My character is Monterey Jack, a Ghostbuster bold. He's tall, dark, handsome, and fearless.

**OTHERS:** Yuk, yuk, yuk.

**JANE:** I'm Arnold Schwarzenburger. I'm tall, dark, and stupid, but a good man in a pinch. I love my proton pack.

**FRED:** ...And random, senseless destruction, if past experience is any guide. I'm playing Georgeline Schroeder. She's not really sure why she's here instead of at her nice safe physics lab at Tech College. It's certainly not the salary.

**GREG:** While your Ghostbusters are lounging around the headquarters, having coffee, the phone rings. Who answers?

**BEN:** Uh, Monterey Jack does. He says, "Hello there. You have reached the headquarters of Ghostbusters, Inc. How may I help you?"

**GREG:** The lady on the other end sounds frantic. "Ghostbusters? Help! We're at 233 Sycamore..." Then the phone melts.

**EVERYONE:** What?! Her phone?

**GREG:** No, yours does — the one you're holding. It melts all over your nice new suit. You aren't burned, though.

**BEN:** Eech. I'll drop the phone's remains and try to clean myself off.

**JANE:** I'll run and get my proton pack.

**FRED:** I'm whipping out my PKE meter, which I'm never without. I take a sample glob of the phone. Is there any psychokinetic energy?

**GREG:** Sorry, Ben. Looks like Monterey Jack's suit is ruined for good. The molten plastic is already hardening.

**BEN:** (Undignified whining.)

**GREG:** Fred detects a major source of PKE in the vicinity of the phone, but it's rapidly diminishing.

(To Jane) Oh yes, and Arnold now has his proton pack.

**JANE:** I blast the phone.

**FRED:** Nice move, Arnold. No prisoners, eh?

**GREG:** Okay, the phone's vaporized. I'm not going to make Jane roll any dice to destroy a helpless object like a telephone. Now what?

**BEN:** What was that address the lady mentioned just as she was cut off?

**FRED:** I don't remember, but Georgeline might — after all, she's got a Brains 6. Can she try a Brains roll to remember?

**GREG:** Nope. Georgeline didn't answer the phone, remember? Only Ben can try to remember it. This is a normal roll — Ben has to beat 10 with the dice.

**BEN:** (rolls a 14 on three dice) Made it.

**GREG:** She said, "233 Sycamore..."

**FRED:** Must be 233 Sycamore. Right?

**JANE & BEN:** Right.

**GREG:** Get your gear picked out, and let me know what you're taking. (The players start rummaging through the equipment cards, squabbling over which items they think are best-suited to the situation.)

**FRED:** Georgeline is carrying her proton pack, her ever-faithful PKE meter, and a walkie-talkie.

**JANE:** Can Arnold carry two proton packs?

**GREG:** Sure. Can't use them both at once... except as ballast.

**JANE:** Well, then, he'll carry his proton pack, alpine gear, and a fire axe.

**BEN:** Excuse me? Alpine gear?

**JANE:** Sure. Remember the last adventure when he fell off the fire tower? He ain't gonna get caught unprepared again.

**GREG:** Ah. And a fire axe?

**JANE:** He can chop holes in walls and things with it. Boys will be boys.

**BEN:** (sighs) I guess I'll carry the ghost trap and a walkie-talkie. Oh yeah, and a proton pack.

**GREG:** When you're ready, ECTO-1 takes you to 233 Sycamore. At least the address is between 231 and 235 Sycamore. But the building looks like a gigantic black dial telephone.

**EVERYONE:** Uh-oh.

**BEN:** Hmmm. Is there a door anywhere?

**GREG:** Sure, just under the huge dial you can see



what looks like an elevator door. It even has an UP button by it.

**BEN:** (slyly) I'll wait here and guard ECTO-1... but don't worry about me. You guys go on ahead.

**JANE:** No way! You're coming with us if I have to drag you. (FRED nods his agreement.)

**BEN:** Jack casually establishes a firm grip on the ECTO-1's roof rack.

**JANE:** Arnold casually establishes a firm grip on Jack and yanks enthusiastically.

**GREG:** Okay, Arnold's Muscle is 7 and Monterey Jack's is 2. Roll your dice. High roll wins. Is anyone wasting any Brownie Points on this titanic struggle?

**BOTH:** Nope. (JANE rolls a 25 on her dice and BEN rolls a pitiful 5. JANE also rolled a ghost so something bad happens.)

**GREG:** (gleefully) Uh oh. How unfortunate. Someone rolled a Ghost. Looks like when Arnold pulled Monterey Jack off the ECTO-1 she damaged Jack's proton pack. Is there a spare in the ECTO-1?

**FRED:** (Checking the ECTO-1 cards.) No.

**BEN:** Whaddaya mean "damaged"? Does it work or not?

**GREG:** One way to find out..

**ALL:** Nooo!

**GREG:** Well, some of the wiring is hanging out, and there are alarming pops and fizzes coming from the back-pack. But maybe it'll work just fine...

**FRED:** And remember what it says in the contract...

**BEN:** Swell. No, thank you. I'll only use it in an emergency.

**GREG:** After you push the UP button, the door opens into a stairway leading up.

**JANE:** Cute. Well, up we hike. I'll take the front.

**FRED:** Georgeline's taking the rear, just in case Monterey suffers another anxiety attack.

**BEN:** Thanks.

**GREG:** At the top of the stairs is a bewildering maze of corridors — doors everywhere, each one marked differently.

**JANE:** What's the closest door marked?

**GREG:** "Office of Mr. Graham, Q.S.G."

**ALL:** Q.S.G.?

**JANE:** I'm bargaining in.

**GREG:** No problem. You see a small stenographer's office with a desk, a typewriter, a small flower vase, and a heap of papers. Behind the desk is a

nice young lady who just happens to be transparent.

**JANE:** Eek! A ghost! I blast her. I roll an 11 on my four Moves dice. Did I hit?

**GREG:** That's normal range, you got higher than a 10. Bingo! As your proton beam washes over her, she turns into a telephone.

**JANE:** What?

**FRED:** Georgeline sees it's time for her to take over. Guys, it's clear to me that we're in for some world-class weirdness. From now on, let's not shoot before we think, okay?

**JANE & BEN:** Who, me?

**FRED:** Now that that's settled, is there any other door in the room? I'd like to meet this Mr. Graham.

**GREG:** Yes, there's a door in the back of the room labelled "Alexander Graham." By the way, the phone just started to ring.

**FRED:** (quickly) Don't answer it. I'm checking the phone for PKE.

**GREG:** The PKE field here is so intense that your meter is overloaded. Sorry.

**FRED:** I'm heading through Graham's door. I want Arnold to go first.

**JANE:** Okay with me.

**GREG:** No one's answering the phone, huh? Well, the door opens on a graveyard. The moon floats overhead. Somewhere a dog is howling. Dank moss drips from tree limbs.

**BEN:** Wait a minute. We're outside?

**GREG:** Looks like it. Except it's nighttime here. You'll remember that it was daylight when you came into the building. You can see that on top of every tombstone is a telephone. Instead of dials, though, these have a little picture of a skull. All the phones start to ring at once and in unison.

**EVERYONE:** We're leaving.

**GREG:** But when you turn around to go back through the door, all you see is more graveyard. No door anywhere.

**EVERYONE:** (confused and screaming) "I'm firing my proton pack at a tombstone!" "What a fine mess you've gotten us into this time." "Toto, I have feeling we're not in Kansas anymore."

**GREG:** And now, while I have your complete attention, I think it's time for a little Perrier-and-Corn-Gummies break.





# GHOSTBUSTERS INTERNATIONAL FRANCHISE CONTRACT

## **GHOSTBUSTERS** International

A Wholly-Owned, Incorporated Subsidiary of Ghostbusters Inc.

Suite 11, 251 W. 30th St., NY, NY 10001 1-800-555-7783

**THIS AGREEMENT** made by and between **GHOSTBUSTERS INTERNATIONAL** Corporation, subsidiary corporation of the parent corporation, Ghostbusters Inc., Suite 11, 251 W. 30th St., NY, NY 10001, hereinafter called **GBI**, and \_\_\_\_\_ (name), \_\_\_\_\_ (address) hereinafter called **FRANCHISEE**.

### WITNESSETH:

Whereas **FRANCHISEE** desires to utilize the name, reputation, unique knowledge, procedures, and special patented devices held as agent by *Ghostbusters International*, and use same in smiting, chastising, corralling, containing, and otherwise controlling supernatural and paranormal entities (ghosts), and

Whereas **GBI** is permitted by the parent corporation to enfranchise certain worthy individuals and companies as **GBI** representatives, and

Whereas **FRANCHISEE** has offered to tender payment to **GBI** for certain unique or important rights, and

Whereas **GBI** is in the business of granting such rights as franchises,

NOW, THEREFORE, THE PARTIES HERETO AGREE AS FOLLOWS:

1. **GBI WARRANTIES:** **GBI** warrants, declares, and agrees that it has the exclusive right to create Ghostbuster franchises.

That right includes but is not limited to the design, purchase, and lease of unique Ghostbuster equipment such as the proton pack and the containment grid, to an exclusive local area of representation defined under separate agreement, to the regular execution of supporting national advertising programs, to the investigation of paranormal, parapsychological, supranormal, supernatural, or mind-shattering phenomena, to the enfranchisement of chosen field representatives after they have passed the most stringent financial and moral surveys, tests, guesses, and innuendos, and to the security of reputation which only **GBI** can provide.

2. **FRANCHISEE WARRANTIES:** Franchisee declares, warrants, implies, imputes, and states unequivocally that he/she/it is of sound mind, reliable reputation, without taint of scandal, moral turpitude, conviction of major or minor felony, bankruptcy, slyness, or slouching, and further warrants no intention, design, desire, interest in, or temptation therefrom any of the above insofar as the relation with **GBI** ever shall exist now and forever;

Franchisee further warrants that he/she/it shall work without stint to the point of exhaustion in order to satisfy even the slightest request from **GBI** which is made in good faith under the terms of this contract, to wit: concerning performance of Ghostbusterly deeds in a seemly, fair, energetic, positive, prompt, attentive, constructive, dependable, and intelligent manner;

Franchisee finally warrants that he/she/it shall especially concentrate energies to the satisfactory compliance with **GBI** mission-adventures, no matter how difficult, dangerous, bold, foolhardy, expensive, or impossible they may seem to be or to be actually.

3. **PAYMENT:** **GBI** shall from time to time call upon a franchisee to perform gratis a service, action, de-ghosting, de-bugging, investigation, defenestration, or ejection of some minor powerful entity from one dimensional plane or another, or other duty against which **FRANCHISEE** shall have no appeal except the successful discharge of the responsibilities placed upon it by **GBI** as **GBI** whimsically wishes, desires, or directs.

The mission-adventure represents payment-in-kind upon an ongoing lease of rights by **FRANCHISEE** from **GBI**, and as such the duty of **FRANCHISEE** under this section never ends, except upon termination of this agreement.

**GBI** and **GBI** only shall find, negotiate, and receive payment for mission-adventures, and only **GBI** may judge the success of such assignments. From time to time, **GBI** may designate **FRANCHISEE** as its agent of negotiation, and of fee collection and transmission.

Notwithstanding **FRANCHISEE** needs and expenses, the mission-adventure is construed as a profit-making venture by **GBI**. The mission-adventure represents return upon capital invested in **FRANCHISEE**'s business, and **FRANCHISEE** is expected to make every effort to secure a spectacular return to **GBI**.

4. **TERRITORY:** In return for initial payment and participation in the mission-adventure program, **FRANCHISEE** receives an exclusive territory of service within which no other **GBI** franchise or franchised agent may operate, and beyond which **FRANCHISEE** may not operate or proceed as a **GBI** agent without hotline or written permission of **GBI**.

Notwithstanding **FRANCHISEE** perception of incompetence, dangerous procedure, larcenous or libelous conduct, evidence of malfeasance, felonious activity, or contemptible behavior of adjacent franchises or franchised agents, **FRANCHISEE** is enjoined by **GBI** from interfering in the conduct of another franchise.

5. **USE OF PATENTS:** From time to time, **FRANCHISEE** may desire to purchase new equipment or to upgrade old Ghostbusters equipment. Anti-ectoplasmic devices are held in patent exclusively by *Ghostbusters Inc.*, for which entity **GBI** acts as exclusive agent of sales and distribution.

Under market terms, **FRANCHISEE** may receive and maintain a profile-quantity of **GBI** equipment under the mission-adventure concept, prorated upon the actual number of franchise agents. **FRANCHISEE** may purchase for cash additional **GBI** equipment, subject to normal conditions of supply and manufacture.

**FRANCHISEE** is explicitly forbidden to build imitations or other working devices replicating **GBI** equipment, or to create new devices utilizing patented systems or patented relations as held by *Ghostbusters Inc.* and its agent **GBI** without explicit authorization from the parent corporation, and is further explicitly forbidden from purchasing such equipment or other working devices from a third party who knowingly violates the world-wide patent agreements held by **GBI** as agent for *Ghostbusters Inc.*

As is customary, the ownership, patents, and all proprietary rights to such new equipment as developed by **FRANCHISEE** or franchise employees will be held in perpetuity by **GBI**, its heir, and its assigns. Original developer shall pay all physical and legal costs associated with development, patenting, etc. Owner developer shall receive a framed letter of thanks from **GBI**.

6. **USE OF NAME:** Subject to good taste and legal requirements, **FRANCHISEE** must use the name "*Ghostbusters*" in letterheads, advertisements (visual or aural), display advertisements, and standard promotional items such as pencils, clocks, lighters, bumperstickers, and so on.

"Good taste" shall mean that in no manner or substantive effect shall the names of, the officers of, or the intentions of *Ghostbusters Inc.* or of **GBI** be presented in any but the most favorable and most complementary light; that unsavory, untrue, unfounded, or ill-advised associations or imputations shall not be made, whether or not connected with the corporate structure of **GBI** or its parent company; that no connection with demeaning, unsavory, licentious, irrational, disgusting, criminal, or treasonous people, groups, organizations, or entities shall be made.

7. **MAINTENANCE OF GOOD COMMUNITY RELATIONS:** The **FRANCHISEE** shall make every effort to uphold community standards, make friends, sponsor charitable and civic activities, jog, watch public television, light a candle, and at the end of each day leave the world a little better than it was that morning.

Every **FRANCHISEE** employee shall be neat and presentable, wear a fresh uniform daily cleaned at personal expense, and deport himself or herself in a proper, respectable manner, on and off the job.

Every **FRANCHISEE** employee shall do his or her utmost at all times to keep the franchise facility and its equipment clean and neat, and take care to wash his or her hands.

**FRANCHISEE** perception of incompetence, dangerous procedure, larcenous or libelous conduct, evidence of malfeasance, felonious activity, or contemptible behavior by adjacent franchises or franchised agents is expected to be transmitted expeditiously and directly to **GBI** main offices by hotline and by letter. Failure to do so may be grounds for termination of this agreement.

# GHOSTBUSTERS INTERNATIONAL FRANCHISE CONTRACT

**8. DELIVERY, POSSESSION, AND OPERATION OF GBI EQUIPMENT:** Notwithstanding other construction in this agreement, FRANCHISEE shall directly bear and pay promptly all packaging and shipping costs of GBI materials, brochures, and directives.

FRANCHISEE is expected to keep clean and to maintain all GBI equipment. Operation of GBI equipment which has been damaged or is partially unusable is strictly forbidden. Repair of equipment may be carried out by repair-licensed franchises (ask for our business-enhancement package — wow!). Ship damaged equipment to GBI for replacement. GBI makes no guarantee of in-stock availability, nor any guarantee of real-time replaceability. (Ask for our maintenance contract package, GBI publication 86-11-3292 or later — wow!) Clients must sign damage waivers before GBI equipment can be operated on their property or premises.

**9. ACCEPTANCE AND ABANDONMENT OF CLIENTS:** Subject to reasonable imputations of reputation and ability to pay, FRANCHISEE agrees to accept all clients who apply for franchise services, regardless of race, creed, color, station, nationality, and time of day or night, on weekends and holidays, and whether living or dead.

FRANCHISEE agrees to present client with a preliminary written estimate of costs and time required for job completion, to notify client of service problems as they arise, particularly affecting cost or completion of services rendered. FRANCHISEE further agrees to successfully complete services offered whether or not the initial cost/time projections were correct, insufficient, or exorbitant.

FRANCHISEE specifically agrees not to abandon needful clients who lack other recourse, and FRANCHISEE especially recognizes the important responsibility which an exclusive territory grants.

**10. ASSIGNMENT OF RIGHTS:** Unless explicitly permitted by GBI, FRANCHISEE rights granted in this agreement are neither inheritable, sellable, or otherwise assignable.

**11. INSPECTION OF PREMISES:** From time to time, FRANCHISEE agrees to grant to GBI representatives full access to franchise premises, records, account books, computer files, safe deposit boxes, extra-national bank accounts, and other matters of interest to GBI, including client and E.P.A. relations, and general conduct and procedures while rendering GBI-related services.

**12. TERMINATION:** This agreement is null and of no effect if and when GBI or successor corporation no longer exists as a legal entity, or upon termination of the relationship between GBI and FRANCHISEE, upon termination of the existence of the franchised entity, or upon non-compliance of FRANCHISEE with material conditions of this agreement.

Non-compliance, if corrected within 15 days of dated notice by GBI, shall not harm or affect the relationship between GBI and FRANCHISEE. If non-compliance shall extend beyond 15 days after dated notification by certified mail, then GBI may terminate its relation with FRANCHISEE without other notice, at its option. At its option, GBI may withhold part or all of the enfranchisement fee in recompense of services or imparted value.

**13. NOTICES:** All FRANCHISEE written communication shall be made by certified mail to Ghostbusters International, Suite 11, 251 W. 30th St., NY, NY 10001.

All FRANCHISEE verbal communications shall be made via GBI 800 555-7783, which may be recorded by GBI without other notice and played back at embarrassing moments.

All GBI written or verbal communications shall be made in whatever way we see fit.

**14. ATTORNEY'S FEES:** Should adjudication be required, all reasonable attorney's fees shall be born by FRANCHISEE.

**15. LIMIT OF LIABILITIES:** FRANCHISEE agrees that clients must sign and agree to damage waivers before services can begin. FRANCHISEE further agrees that it shall make every effort in good faith to limit damage to client's property and premises, unless FRANCHISEE crosses fingers while signing. In any case, FRANCHISEE agrees to completely bear the legal costs and reparations in any proceedings concerning damage or infringements to, by, or from franchise.

**16. LIENS AND BANKRUPTCY:** FRANCHISEE agrees that GBI rights, property, or equipment shall not be used as collateral, whether or not third-party lender is willing to consider GBI rights as an asset. GBI rights exist free of entail and may be withdrawn at any time upon proof of violations of this agreement, as detailed in the Termination section.

**17. COMPLIANCE WITH LAWS:** FRANCHISEE promises to fully comply with the letter and intent of all local, state, and national laws, regulations, requirements, customs, unstated positions, and untenable desires.

FRANCHISEE further completely exonerates GBI from all legal responsibility to and for the presence, operation, conduct, and desirability of franchise.

**18. WAIVER OF SUBROGATION:** FRANCHISEE hereby releases, relieves, and waives its entire right of recovery against GBI for loss or damage arising out of or incident to perils, pleasures, costs, risks, discoveries, or illusions stemming from its relation to GBI, whether due to intent or negligence of GBI, its officers and agents, or the stockholders thereof.

**19. ADJUDICATION:** All legal questions arising from the relations of GBI and FRANCHISEE shall be settled in the state and city of New York, and as interpreted by the laws of those jurisdictions.

**20. DATE OF EFFECT:** This agreement takes effect on the later date signed to below.

THERE TO, the parties have executed this agreement on the dates specified immediately adjacent to their signatures.

EXECUTED AT \_\_\_\_\_

ON \_\_\_\_\_

BY \_\_\_\_\_

GHOSTBUSTERS INTERNATIONAL

EXECUTED AT \_\_\_\_\_

ON \_\_\_\_\_

BY \_\_\_\_\_

FRANCHISEE

BY \_\_\_\_\_

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BY \_\_\_\_\_

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