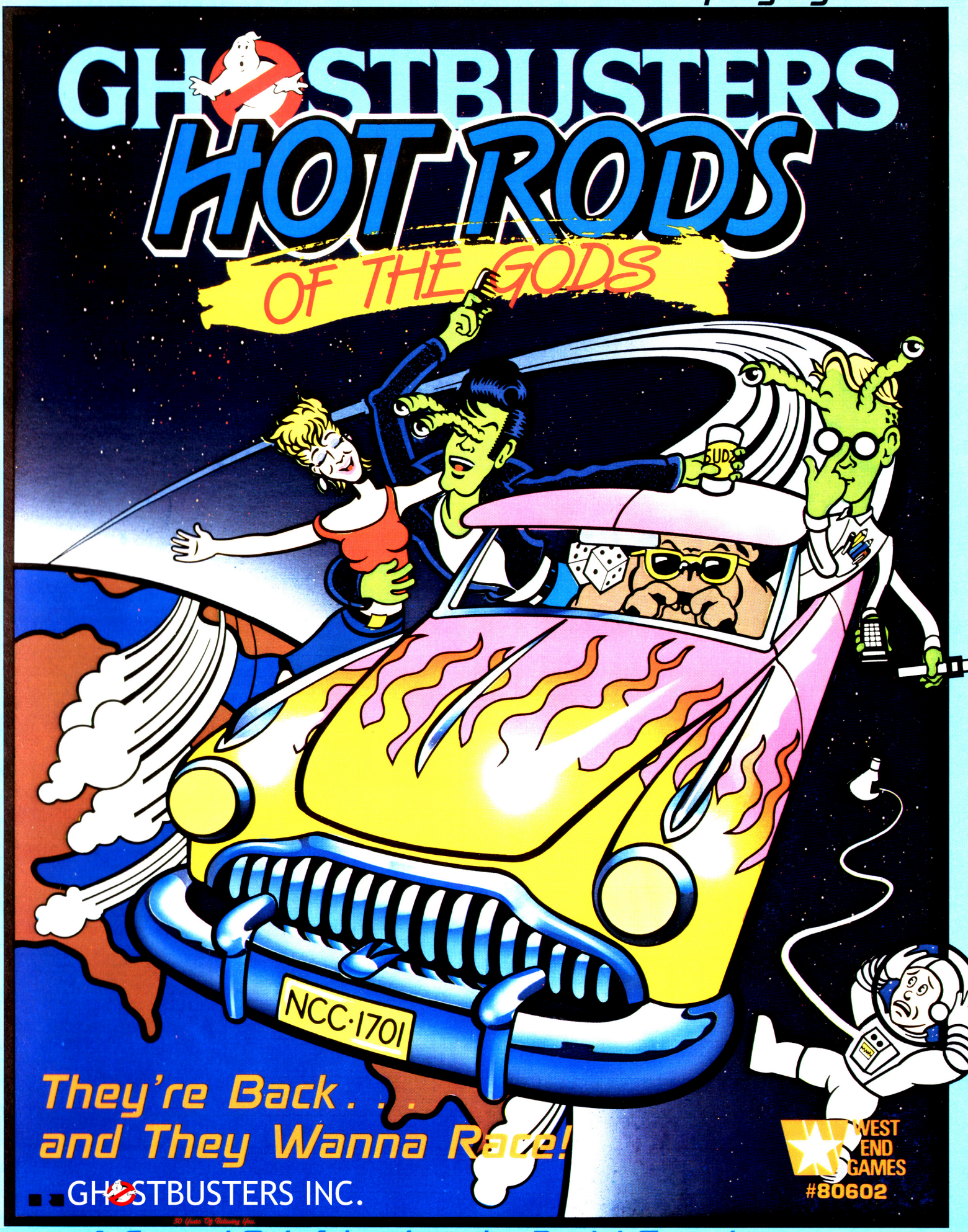
For use with GHOSTBUSTERS™ The Roleplaying Game

GHOSTBUSTERS™ HOT RODS OF THE GODS



They're Back . . . and They Wanna Race!

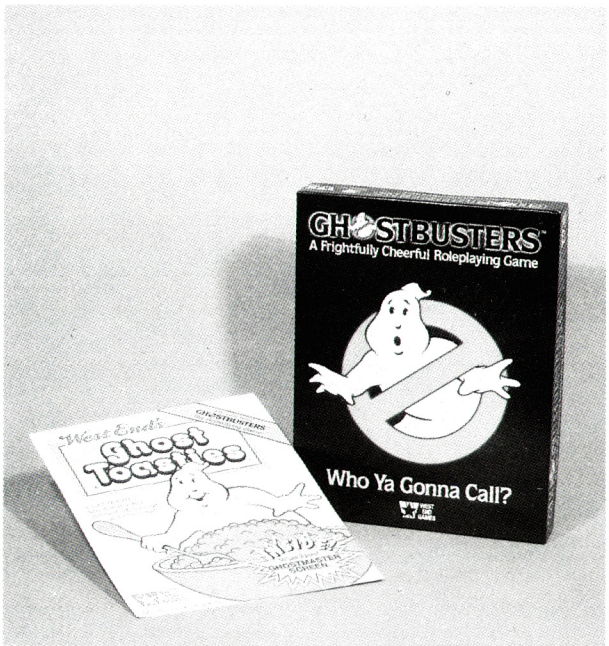
GHOSTBUSTERS INC.

30 Years Of Rebooting You

WEST END GAMES #80602

A Spaced-Out Adventure by Daniel Greenberg

GHOSTBUSTERS™ Who Ya Gonna Call?



GHOSTBUSTERS™
A Frightfully Cheerful Roleplaying Game

$16.95	2	N	#30020
ISBN # 0-87431-043-1			Packed 12

Ghostbusters is a complete roleplaying game that's fun, exciting, and wondrously hilarious to play! All the characters that made *Ghostbusters* the movie hit of the decade come to life in this colorful, fast-paced game!

The innovative game-system stresses roleplaying — not flow charts and mathematical equations. Three adventures allow players to open the box and start bashing ghosts almost immediately. Easy to learn, ***Ghostbusters*** is for two or more players, ages 12 and up.

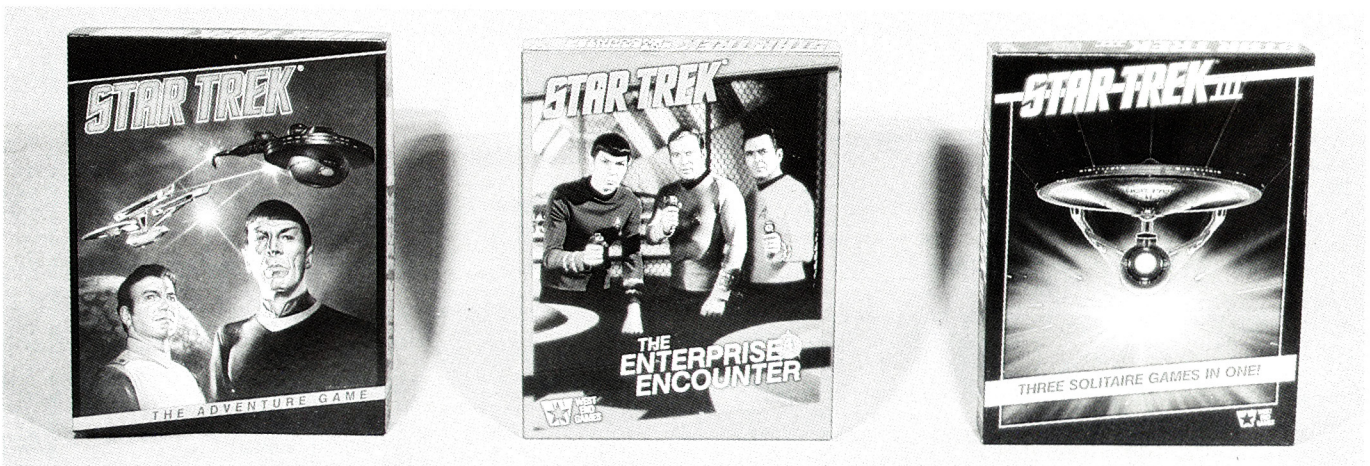
Ghostbusters includes: 24-page Training Manual (player handbook), 64-page Operations Manual (Ghostmaster handbook with three complete adventures), Reference Files (player hand-outs including maps, contracts, and damage release forms), Utility Kit (48 detailed equipment cards), 12 colorful Ghostbuster ID cards, five Mundane Randomizers (dice), one Ghostly Randomizer (a nifty die).

GHOST TOASTIES™
Ghostbusters Adventure and Ghostmaster Screen

$7.95	2	N	#80601
ISBN # 0-87431-046-6			Packed 12

This package provides a Ghostbusters daily adventuring requirement of haunted cereal, chilling cartoon cutthroats, maps, puzzles, an honest-to-goodness Big-Time Demon, and more! The 11" x 25" full-color, three-panel Ghostmaster's Screen provides players with charts and tables for running and playing ***Ghostbusters!***

The Star Trek® Adventure lives, with a new 1986 Movie Release!



STAR TREK®
The Adventure Game

$16.95	2	4	#11004
ISBN # 0-87431-029-6			Packed 12

One player controls the Starship Enterprise, seeking to add new worlds to the peaceful Federation. The other is charged with conquering new worlds for the dreaded Klingon Empire.

Using a unique "paragraph system," players refer to one of several hundred paragraphs for the outcome of their actions.

For two players and highly suited for solitaire play, the game includes: one 22" x 17" mounted map, 104 cardboard playing pieces, three player displays, 8-page rule book, 60-page paragraph book, and two six-sided dice.

STAR TREK®
The Enterprise⁴ Encounter

$16.95	1	1	#20030
ISBN # 0-87431-035-0			Packed 12

Trelane, the Squire of Gothos, has captured the crew of the Enterprise. Each player attempts to rescue his crew in a game of tense battles and intriguing puzzles.

A fun, easy-to-learn game for two to four players. Four pages of rules and a playing time of less than two hours make learning and play a single evening activity.

Includes: one 22" x 17" map, 28 cardboard playing pieces, 68 full-color cards, 4-page rule book, 4-page short story, four "crew racks", and one six-sided die.

STAR TREK® III
Three Solitaire Games in One

$16.95	3	5	#20020
ISBN # 0-87431-036-9			Packed 12

Nominated for H.G. Wells Award for Best Science Fiction Game.

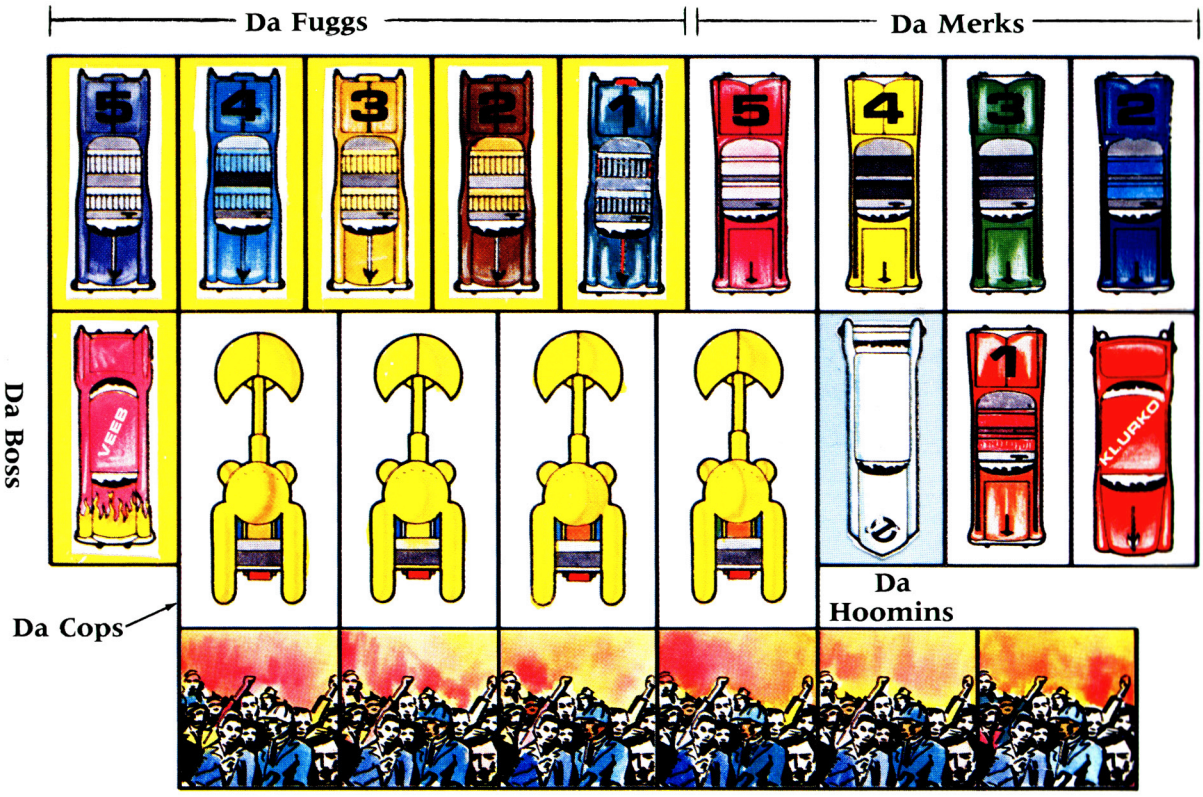
Contains three simple games you can play again and again: *The Kobayashi Maru, The Sherwood Syndrome,* and *Free Enterpri$e.* Bonus! Two original short stories written by award-winning science fiction author John M. Ford.

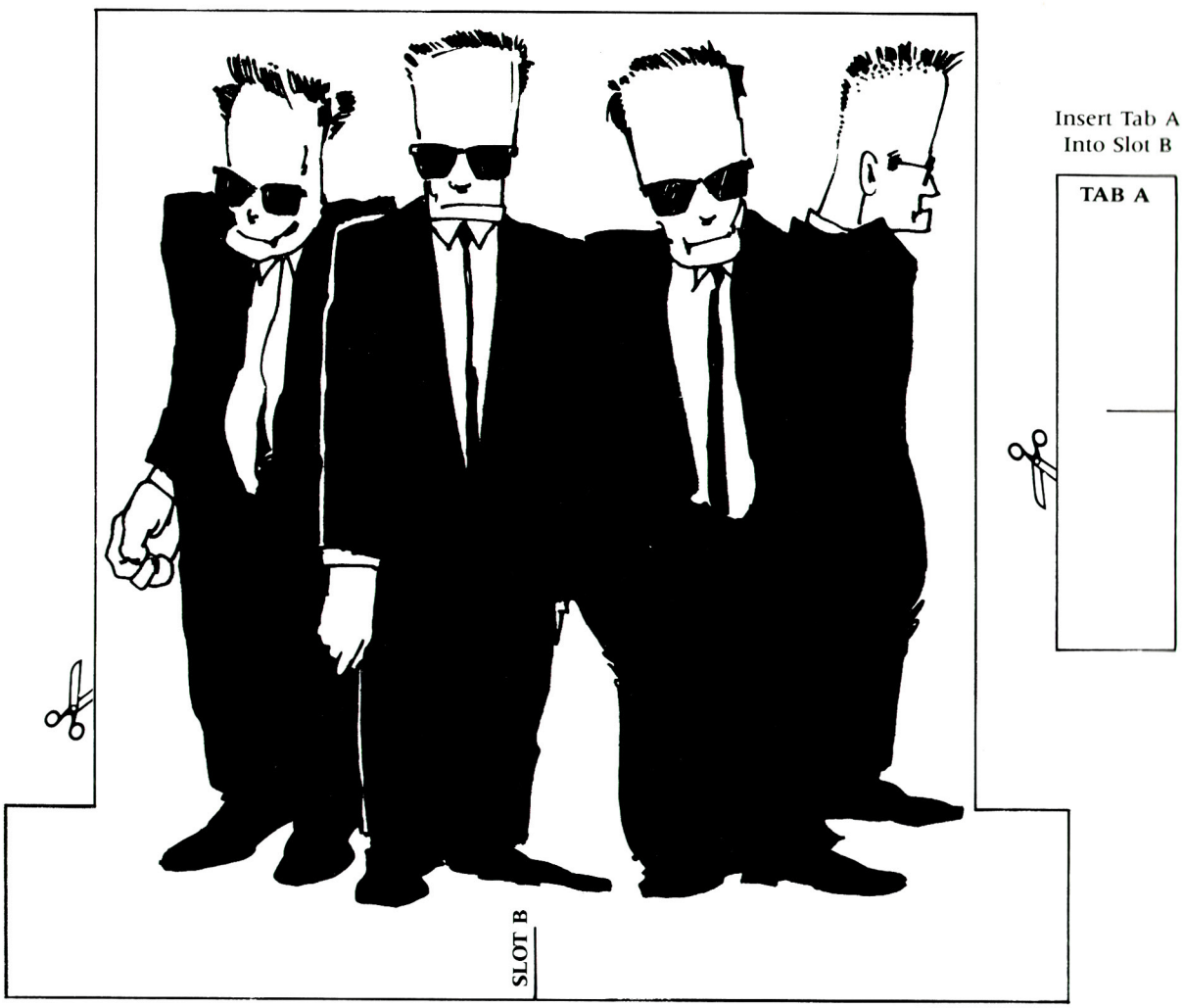
Includes: one 22" x 17" map, two 11" x 17 maps, two 12-page rule books, one 8-page rule book, 400 full-color playing pieces, one decimal die, and counter tray.

STAR TREK elements Copyright © 1966, 1986 Paramount Pictures Corporation. All Rights Reserved. STAR TREK is a registered trademark of Paramount Pictures Corporation and used under license. GHOSTBUSTERS logo and logo design © 1986 Columbia Pictures Industries, Inc. All Rights Reserved.

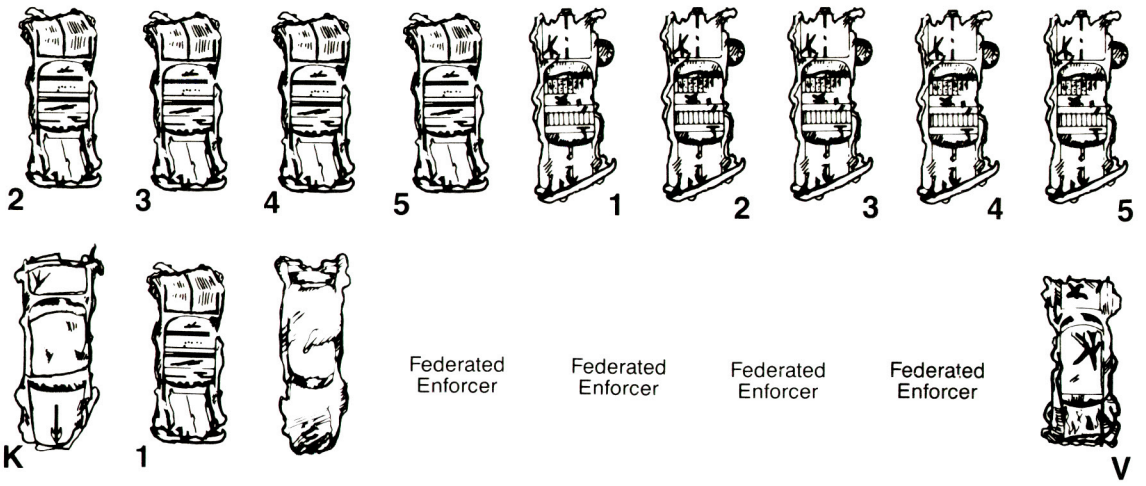
GHOSTBUSTERS™
HOT RODS
OF THE GODS
MAP OF
MANHATTAN
3
VEEB
EAST SIDE
CENTRAL PARK
REGAIN 1 POINT
2
1
EAST HARLEM
HARLEM
WASHINGTON HEIGHTS
MORNINGSIDE HEIGHTS
WEST SIDE
5
4
3
KLURKO
HUDSON

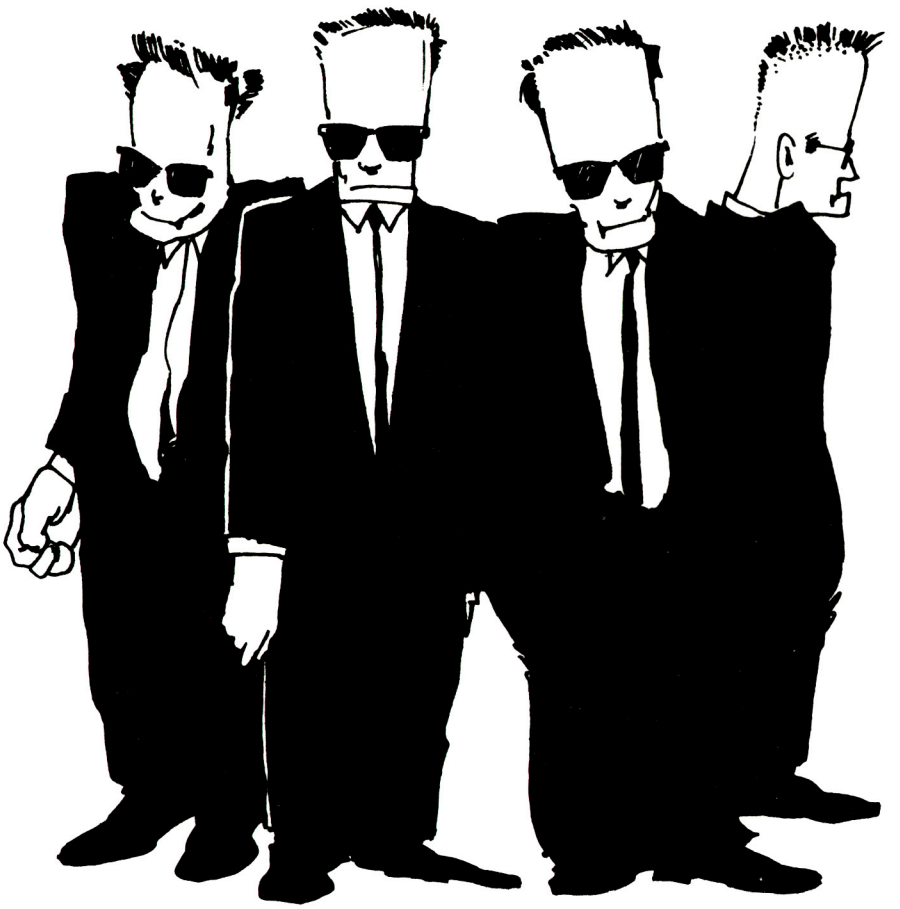
EAST RIVER
5
4
BOWERY
GRAMERCY
VILLAGE/SOHO
WALL STREET
GB START
EMPIRE STATE
EACH TURN YOU STAY HERE
WORLD TRADE CENTER
CHELSEA
2
1
E
N
S
W
RIVER


Da Fuggs
Da Merks
5
4
3
2
1
5
4
3
2
Da Boss
VEEB
1
KLURKO
Da Cops
Da Hoomins
Da Panicked Crowds


Insert Tab A
Into Slot B
TAB A
SLOT B

Cut It Out!


2
3
4
5
1
2
3
4
5
K
1
Federated Enforcer
Federated Enforcer
Federated Enforcer
Federated Enforcer
V
Panicked Crowd
Panicked Crowd
Panicked Crowd
Panicked Crowd
Panicked Crowd
Panicked Crowd



You are about to embark on a journey to another dimension. A dimension not of sight, or of sound, but of mind. Of weird science and mindless violence. Of nihilistic alien punks and heroic Earthmen. A dimension of bad science fiction and trashy '50's teenager movies.
There's a signpost up ahead. Next stop — ***GHOSTBUSTERS!***

HOT RODS OF THE GODS

A Spaced-Out Ghostbusters Adventure

Fade In

Exterior shot: Ghostbusters HQ. The Ectomobile pulls up to the garage door. Six GHOSTBUSTERS emerge, carrying proton packs, ghost trap and case of beer. The Ghostbusters are tired, wearing grime-encrusted, torn uniforms, but are smiling and laughing. MYSTERIOUS MAN voiceover.

"Submitted for your approval: six creatures from a small planet orbiting an insignificant sun somewhere in the backwaters of the Milky Way. Self-styled champions of truth, justice, and the American Way, these 'Ghostbusters' earn their living capturing and imprisoning ghosts, demons, and other ectoplasmic entities.

"It's difficult work, and dangerous, but they are good at it. And perhaps they have grown complacent — believing that there is nothing in the Beyond they cannot defeat."

Pan left to reveal: MYSTERIOUS MAN, standing next to building. Mysterious Man is wearing a dark brown suit and smoking a cigarette. He smiles ironically and continues speaking.

"According to the ancient Greeks, the one sin the gods do not forgive is hubris: excessive pride. Beware of pride, they say, it always comes before a fall.

"Old fashioned? Yes. Hackneyed? Certainly. But good advice nonetheless.

"Because, as the Ghostbusters will soon learn, all of the gods aren't relegated to the musty pages of antiquity — some of them are still alive. And, in the next few weeks, they will return to give these creatures a lesson in humility..."

Music swells. Fade to Flakey Jake cereal commercial.



Ghostwriter: **Daniel Greenberg**
Developer: **Martin Wixted** Developer/Editor: **Paul Murphy**
Graphic Design: **Richard Johnson** Cover Art: **Richard Johnson**
Interior Illustrations: **Timothy Meehan**
Contributions: The Mostly New and Improved Super-Mega Ectomobile by **Mike Dawson**
Additional Expert Graphics by **Diane Malz** and **Kevin Wilkins**
Special Thanks to **Heather Bryden** and **Jim O'Connor**
Playtesters: **William Herz, Sam Weiss, Robert Audin, Kevin Boylan, Steve Szot, Phil Ponella, Peter Dowd, Mike Parker**

GHOSTBUSTERS logo and logo design © 1986 Columbia Pictures Industries, Inc. All Rights Reserved

Introduction

Welcome, Ghostmaster, to ***HOT RODS OF THE GODS,*** a stellar ***GHOSTBUSTERS*** adventure for two to six players. In ***HOT RODS*** —

Say, wait a minute! You there in the blue sweater. Yeah, you! You're *not* a Ghostmaster! Whatta you trying to do, cheat or something? Cheeze, some people!

Alright, alright...it was an accident...and you'll never do it again. Sure you won't. Ok, I believe you. Now stop whining. Look, if you close this booklet RIGHT NOW and slip it back into your Ghostmaster's ***GHOSTBUSTERS*** paraphernalia we won't tell him you peeked...

There. Sorry about the interruption. Now where were we?

Oh yeah.

In ***HOT RODS OF THE GODS,*** the Ghostbusters are called to rescue the wealthy and tasteless Blander family from their daughter Lori, a spoiled adolescent currently under the impression that she is a descendant of alien space-gods. This would be difficult to believe if Lori weren't floating three feet off the ground, with her parents, a semi-innocent bystander, and much of the Blanders' tacky furniture orbiting helplessly around her. Which tends to lend credence to her story.

As they correct this unfortunate situation (earning Big Buckos in the process), the Ghostbusters discover an ornately carved tablet that pre-dates human intelligence by at least a week. Maybe two. The tablet, actually an alien signalling device, gives its owners strange visions of gods from beyond the stars. Prudent Ghostbusters don't sleep with this under their pillow.

After a bizarre sequence of events — possibly including a theft in Ghostbusters Headquarters, a hard-fought court case for ownership of GBI itself, and an exciting trip to New Jersey — the Ghostbusters join forces with famed UFO hunter, Professor Donath von Dunkin. Together they investigate a rash of UFO sightings and stumble upon proof of alien gods. During the excitement the tablet is activated.

The gods are summoned to Earth.

The Ghostbusters soon find that the aliens aren't friendly little short guys with lightbulbs in their forefingers. Eternally bored space punks, the aliens wreak havok, make trouble, turn the Ectomobile into a *real* hot rod, and try to pick up Earth chicks. While battling desperately to save decency and good taste as we know it, the Ghostbusters learn of the aliens' evil plan to destroy Mankind and populate the Earth with a new, more fun race of sentients. Like cockroaches maybe.

The fate of the planet is decided in a climactic demolition derby between the Ghostbusters and the aliens high over Manhattan.

Components

When you took the plastic wrap off your adventure, this little booklet probably fell out of the cover. That's okay. It was supposed to. This is the adventure part of the package. It's got some cute illustrations you can guffaw over and some nice maps in the center you can show to your players. Not to mention lots of interesting text which tells you how you and your players can have lots of fun with the other components.

The center four pages of the booklet contain maps of some of the more interesting locations where conflict is likely to take place and the **Hot Rods of the Gods Boardgame Rules Sheet.**

And if that weren't enough, take a look at the inside of the cover. Most of it is covered with a nifty map of the fair island of Manhattan; this is the gameboard for the demolition derby finale. The rest of the cover has counters representing cute little alien hot rods and the Mostly New and Improved Ectomobile; these move around the gameboard, crashing into each other, smashing through buildings, and dropping as flaming wreckage on innocent bystanders. Neat.

Who needs Steven Spielberg anyway?

What's Going On

One million years ago, human beings were much less interesting than they are today. They spent most of their time chasing large herds of animals across rolling plains, hoping one of them would trip or have a heart attack or something so the men could catch and eat it. Fire was unknown, speech was primitive (the words "ugh" and "yip, yip" covered most situations pretty adequately, in everybody's opinion), and old-timers shook their heads sadly at the young folks' decadent new habit of draping themselves with the skins of dead animals. When not chasing food around, men would hit each other over the head with huge bone fragments for relaxation. Then the aliens showed up.

The super-highly-advanced alien immortals tampered with the genetic makeup of our brutish forebears, awakening in them the potential for intelligent thought, morality and civilization. When the super-highly-advanced aliens departed, they left behind an inscribed tablet made of space plastic (indestructible stuff which looks remarkably like common rock) that could only be deciphered when humanity had sufficiently evolved.

The tablet tells of the first coming of the space gods and explains how to signal the aliens to let them know that we are ready for cosmic truth. The aliens and their human proteges will then meet, and together usher in a golden age of galactic harmony to last throughout all eternity.

At least that's what the tablet says.

In reality, the space gods are *juvenile delinquents* out to have a good time at Earth's expense. Spoiled rotten by overindulgent parents who give them way too big an allowance, these immortal punks have nothing better to do than drive all over the galaxy tampering with primitive races. The aliens cruelly warp the natives' development, replacing their purely natural instincts to make babies, have fun, and not get killed, with evil, twisted desires to make more money than their neighbors, play loud rock 'n roll music, eat junk food, and live in really tall buildings.

Then, when the victims have evolved suitably, the aliens return and push them around, drink up all their beer and fly grueling demolition derbies between the tall buildings. Easily bored, the aliens then usually melt the planet down to bedrock and start again.

The aliens that seeded Earth are the Fugg gang from the planet Arcturus. They are green-skinned humanoids with four arms, two eyes on googly eyestalks, and unbecoming hairstyles. They fly souped-up old spacecraft with yellow and red flames painted on them. They listen to loud music, ingest strange substances, break things, and get into big fights with the Merks, a rival gang, and the Federal Enforcers, a kind of galactic highway patrol.

The Fuggs left behind one of their members on Earth one million years ago. Swneeze-Yip, an interstellar genius and nerd of cosmic proportions, stayed on the planet to monitor Humanity's progress and correct any deviancies in their evolution. (Easily pushed around, Swneeze-Yip always gets stuck with boring jobs like that.)

During the million years since the Fuggs came, an ancient civilization on the continent of Atlantis deciphered the tablet and successfully summoned the aliens. The aliens arrived, and, finding no beer and no tall buildings, flooded the planet in a fit of pique. As an afterthought, they told Swneeze-Yip to make sure a few humans and animals survived to repopulate the world. (They claimed they wanted to give humanity a second chance to build a cool civilization, but in reality they just wanted to keep Swneeze-Yip on Earth and out of their hair.)

The aliens are currently wreaking havok on other innocent planets as they await another signal from Earth.

Keeping the Adventure Going

Most Ghostbusters are independent, self-motivated, and boldly in charge of their own destiny. This is great for you, Mr. Ghostmaster, because once they get a clue as to What's Going On, they enthusiastically embroil themselves in the most horrible predicaments. All you need do is point them in the right direction and whammo — they charge headlong into the maw of the hugely powerful demon god Zarkon — uh...sorry. Wrong story.

Unfortunately, some characters are more timid. (Or wiser.) They require a push before they'll wade into soul-shrivelling danger. And sometimes characters don't notice the most obvious clues. Or don't act until they have no possible chance to remain static. These slackers generally require more work on your part to keep the story moving.

Well, take heart. In ***HOT RODS OF THE GODS,*** your players can be as gung-ho or as timid as they want.

The events in the adventure usually provide two ways to get the Ghostbusters involved: the carrot and the stick. First, tempt them with the carrot, in which they are pointed in the direction of a Very Interesting Situation. If they are good, self-motivated little Ghostbusters, they immediately rush in, eager to expand their knowledge of the secret world of the paranormal and make the world safe for baseball, apple pie, and capitalism. However, if they are hesitant, then whack them over the head with the stick — a plot device which forces them to do something or face: A, huge profit loss; B, criminal proceedings; C, death; or D, all of the above.

Regaining Brownie Points

This is a long adventure. 48 pages. And each of those pages is just about jammed full with opportunities for your players to blow away Brownie Points. I mean really jammed. So you, as Ghostmaster, have to figure out a way to give your players more points without making everything too easy. Here are a couple of suggestions:

Give 'em Back at the End of an Evening's Play: Quick and easy. Make sure that everybody's been spending their points wisely, maybe even penalizing those who squander them. You also might return fewer than normal points if nothing of real interest or excitement happened that evening.

Award Points During the Game for Good Play: This is slightly more work for you but ensures a more interesting game, as players will be competing with each other for points. Note that this method can lead to Major League begging and whining from immature players, though. Be firm and fair.

Combine the Two Methods: Highly recommended.

Cast of Characters

Lori Blander

Bubbleheaded Teenager

Lori is slim, blonde, 16 years-old, and cute as a button. She is also rich, spoiled, rebellious, and lately believes that she is the descendant of Space Gods. Which she is. Sorta.

Brains:	3	Outwit Grownups	6
Muscles:	2	Squirm into Strange Positions	5
Moves:	3	Attract Attention	6
Cool:	4	Insolence	7

Goal: Irritate Authority Figures

Distinctive Mannerism: Rolls her eyes and tosses her head when irritated, thinking, or trying to pick up guys.

Lori Blander II (Maya)

StarSeeker

While under the influence of the tablet, Lori changes from a superficial teenager with Cosmic Being tendencies to a Cosmic Being with superficial teenager tendencies.

As Maya, Lori is virtually another person. She is calm, articulate, and insufferably self-assured. Mostly. Occasionally, glimpses of the old Lori poke through the veneer of Enlightened Beingness.

Brains:	6	Make Authority Figures Orbit	9
Muscles:	3	Impossible Yoga	6
Moves:	4	Hover Gracefully	7
Cool:	5	Disdain	8

Goal: Achieve Union with Cosmic Oneness

Distinctive Mannerism: Moves and speaks slowly, with exaggerated grace. Orbits.

Mrs. Heloise Harriet Feinster-Blander

Lori's Mother

Mrs. Blander is a rich socialite who may have once been attractive. However, after years of cut-throat keeping-up-with-the-Farthingwaite-Jonses she is pinched, cold and pretentious.

Brains:	2	Scrutinize Mercilessly	5
Muscles:	2	Lift Wine Glass	5
Moves:	2	Gossip	5
Cool:	6	Put Inferiors in Their Places	9

Goal: Maintain Decorum

Distinctive Mannerism: Looks down nose at everybody.

Mr. Ward Blander

Lori's Father

Mr. Blander is a pudgy, balding investor. He leaves most human interaction to his wife, and has not had a significant conversation with his daughter since she was five.

Brains:	4	Invest Commodities	7
Muscles:	3	Gobble Food	6
Moves:	2	Open Portfolio	5
Cool:	3	Ignore Wife	6

Goal: Money

Distinctive Mannerism: Huffs and puffs as he talks.

Dominic Domeczec

Door-to-door Exorcist

Dominic is a middle-aged seminary school dropout who makes a pretty penny exorcising demons for the Rich and Famous. He is a flashy showman, and a fairly capable exorcist. Unfortunately, since there are no demons in this adventure, he is worse than useless.

Brains:	3	Exorcise Demons	6
Muscles:	2	Lift Heavy Tomes	5
Moves:	3	Gesticulate Mysteriously	6
Cool:	4	Sound Wise	7

Goal: Fame

Distinctive Mannerism: Speaks with a thick Hungarian accent. Sounds like Count Dracula with a cold.

Simon Langor

Attack Attorney

Lawyer Langor is a cut-throat attorney. You know: the kind you pay a lot of money so he never takes a case against you. He is employed by the United Foundation for Occult Sciences to screw the Ghostbusters when they lose the tablet. He knows that he holds in his hands the power of life and death for their franchise — and enjoys it.

Brains:	6	Law	9
Muscles:	1	Intimidate	4
Moves:	1	Click Wingtips	4
Cool:	4	Orate	7

Goal: Money

Distinctive Mannerism: Grins. A lot. Sorta like a shark.

Meera Starflower (formerly Alfred Pulowski)

Fanatic StarSeeker Cultist

Meera is a niave, innocent, simple fanatic. He wants desperately to evolve into a higher life-form, but isn't quite sure how to go about it.

He is utterly expendable.

Brains:	4	Fanaticism	7
Muscles:	5	Resist Physical Torture	8
Moves:	3	Bowl	6
Cool:	1	Be Influenced By Cult	4

Goal: Evolve into Higher Being

Distinctive Mannerism: Wears bright yellow raincoat with StarSeeker logo on it.



Average StarSeeker Cultist

Misguided Proton-Fodder

The StarSeekers are semi-harmless lunatics who have given up free-will for the promise of union with the Space Gods. Think moonie with a capital "M."

Brains:	3	Glazed Stare	6
Muscles:	3	Sway Rhythmically	6
Moves:	3	Get in the Way of Passers-By	6
Cool:	3	Cadge Money from Passers-By	6

Goal: To Follow the StarSeeker Way

Distinctive Mannerism: Stare blankly and aimlessly. Do everything listlessly.

Prof. Donath Von Dunkin

UFO Researcher

Von Dunkin is a media hog who runs the highly lucrative United Foundation for Occult Sciences. The Foundation is ostensibly dedicated to a serious examination of unexplainable phenomena, but in reality serves as a base of operations for Von Dunkin's theatrics.

Von Dunkin scours the world collecting primitive artifacts to prove his theories. He has convinced many people to contribute to the Foundation, and has made a small fortune off of books, lectures, TV shows, and official Von Dunkin licensed alien merchandise. He's a quack.

Brains:	6	Wildly Misinterpret Evidence	9
Muscles:	2	Run	5
Moves:	2	Collect Meaningless Evidence	5
Cool:	4	Con	7

Goal: Meet der Space Gotts

Distinctive Mannerism: An atrocious German accent. Pounds fist theatrically and stabs the air with forefinger to emphasize even the most trivial points.

Colonel Jebbidiah Hickens

U.S. Air Force Colonel



The last of the '50's cold-warriors, Hickens *knows* the Communists are behind the UFO phenomenon. He has diverted massive funds from the Air Force budget to chase UFOs. He *knows* Von Dunkin is a pinko subversive.

Doesn't he sound like a lot of fun?

Brains:	1	Sports Trivia	4
Muscles:	6	Intimidate	9
Moves:	2	Fire Weapon	5
Cool:	3	Distrust	6

Goal: Make the World Safe For Democracy

Distinctive Mannerism: Speaks with an obnoxious Southern drawl. Barks everything he says.

Soldiers/Security Guards/Policemen

Well-Armed Drones

More than a little dangerous, these grunts, hired thugs, and cops would just as soon fill you full of lead as look at you. Armed with .38's, M-16's or Astro-guns, depending on the circumstances.

Brains:	1	Follow Orders	4
Muscles:	4	Intimidate	7
Moves:	4	Fire Weapon	7
Cool:	3	Suppress Self-preservation Instincts	6

Goal: Die Gloriously in Battle or Retire with Hefty Pension

Distinctive Mannerism: Extra-shiny jackboots.

Innocent Bystanders

Disguised Illegal Immigrants

These people wander from episode to episode, getting into one tight spot after another. First they pose as the Blander's servants. Then it's off to the pyramid in Alaska, where they pretend to be tourists. Finally they pop up in Manhattan, a screaming mob intent on avoiding the hot rods careening around the skies.

Brains:	3	Invent Disguises	6
Muscles:	3	Jostle Each Other	6
Moves:	3	Stampede Toward Danger	6
Cool:	3	Get in Ghostbusters' Way	6

Goal: Survive this Adventure.

Distinctive Mannerism: Who knows? They're in disguise, remember?

FUGGS

Intergalactic Juvenile Delinquents

Natives of Arcturus, a star-system with a hyper-advanced society, the Fuggs are a product of way too much utopia. They rebel against their perfect, immortal lives by messing up the lives of other races. They are not evil; they're just a little misguided. Kinda like Hell's Angels.

They are humanoid, but very skinny and gangly. They have four arms and green skin.



They have two eyes protruding from retractable foot-long eyestalks that grow out of their heads. They have long, greasy hair shaped into enormous duckbills and pompadours.

The male Fuggs wear tight, high-tech jeans and leather jackets. The female Fuggs wear poodle skirts, ponytails, bobby socks and saddle shoes.

The alien's mindset is, well, alien. Their moods are mysterious, and change with little provocation. They get real chummy with a Ghostbuster, and suddenly turn vicious for no apparent reason. Likewise, if a Ghostbuster says something smart when tempers are flaring, the Fuggs suddenly relax, and say admiringly, "Hey, dat's cool." They are unbelievably capricious.

Arcturan technology has made death a thing of the past. When a Fugg's body is destroyed, his or her hot rod (or a friend's) regrows the body from what passes for Fugg DNA. Stored brain patterns are then written onto the clone, and life goes on. Most Fuggs enjoy dying in interesting fashions.

It is very easy to trick a Fugg into self-destructing: Just show him a fun new way to die. While this may solve the immediate problem, the deceased Fugg will probably show up later, eagerly looking for some new kick.

Veeblefrexxer

Fugg Leader

Veeblefrexxer's one cool dude. He is respected by the whole gang. No Fugg is quite as bizarre as The Veeb.

Think of Fonzi on *Happy Days* or Satch from *Dead End Kids.*

Brains:	8	Think Up Schemes	11
Muscles:	3	Brawl	6
Moves:	2	Reckless Driving	6
Cool:	7	Charm	10

Goal: Live Fast, Die Often, Leave a Trail of Good-looking Corpses

Distinctive Mannerism: Wobbling eyestalks.

Swneeze-Yip

Super-Genius Alien Nerd



Poor Swneeze-Yip. All he wants is to be accepted by the Fuggs. He'd do anything to become a gang member, including nursemaid the evolution of a primitive race on a backwater planet for a million years. But the Fuggs have no real intention of ever letting him join — they're just taking advantage of him.

Swneeze-Yip is short, about three feet tall, and very skinny. He has an unruly shock of greasy hair on top of his head, and a buzz-cut on the sides. He walks with a spastic jerking motion and talks non-stop in an irritating whine.

Still, he *is* a genius, even by Fugg standards. He can build virtually anything he can imagine. Unfortunately he has a poor imagination and *terrible* taste in everything. Most of his designs are either stupid-looking or contain some feature that negates their usefulness.

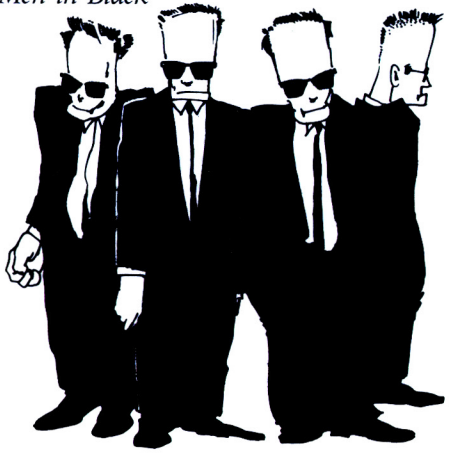
Brains:	12	Tinker	15
Muscles:	1	Flip Switches	4
Moves:	2	Knock Things Over	5
Cool:	1	Intimidate Earthlings	4

Goal: Become a Fugg

Distinctive Mannerism: Slides his oversized glasses back up his nose. Talks incessantly with an irritating, high-pitched, monotonous whine.

Men in Black

Men in Black



They look like stereotypical CIA/Secret Service agents, wearing black '50's suits, hats, and horn-rimmed glossy black sunglasses even at night. They have short, Government Regulation haircuts. They speak in a severe monotone, in bureaucrat-ese. (In other words, exactly like IRS auditors.) They all look exactly alike. They are Not of This World.

They are not real men, but syntho-androns created by Swneeze-Yip. Designed to pass for high-placed officials, they more often come off as self-important jerks.

Swneeze-Yip usually has them self-destruct after completing a mission, as it is cheaper for him to create a new Man in Black than it is for him to retrieve the old one.

Brains:	2	Obfuscate the Ordinary	5
Muscles:	5	Break Bones	8
Moves:	3	Stare	6
Cool:	2	Frighten Citizens	5

Goal: Serve Swneeze-Yip

Distinctive Mannerism: Totally impassive. They speak slowly, and make no extraneous motions, staring enigmatically from behind their sunglasses.

To simulate this quite effectively, get a pair of dark glasses (horn-rimmed if you can find them). Put on the shades every time you are playing the part of the Men in Black. Stare at the players disdainfully, with your head not quite pointed toward them, as if you are looking at someone standing right behind them. (Practice this in front of a mirror. Quite unnerving.)

When speaking as a Man in Black, often take long pauses, as if you are weighing a lot of information. If a Ghostbuster begins to speak during one of the pauses, resume speaking immediately, cutting him off.

Powers: Self Destruct. Brainwipe.

Average Fugg

Loyal follower of the Veeb

There is no such thing as an average Fugg.

Brains:	2	Party	5
Muscles:	3	Brawl	6
Moves:	2	Reckless Driving	5
Cool:	4	Rebel Mindlessly	7

Goal: Raise Hell

Distinctive Mannerism: Groom pompadour with massive, highly irradiated, cosmic-grooming utensil. Female Fuggs wear pony-tails, plaid skirts, and bobby socks. Fuggs talk with street thug speech patterns. They also wave their eyestalks around as they talk. To really get the wobbly eyestalk look, get a pair of those plastic glasses with google-eyes attached by springs or slinkies — every novelty store sells them. Wave the eyeballs around. Look a player right in the eye from across the table. Make the eyeballs pop out to indicate suprise, perk up to indicate interest, droop to show boredom. The possibilities are endless. Just imagine, achieving communication through stupid eyeballs on springs. Boggles the mind, doesn't it?

MERKS

Intergalactic Jerks



Ugly, hulking gray-brown alien toughs. Where the Fuggs are vibrant, energetic, and imaginative, the Merks are dull, lazy, and uninspired. They enjoy mindless violence, as opposed to the creative partying of the Fuggs.

Like the Fuggs, the Merks re-grow after death.

Klurko the Lousy

Merk leader

Klurko is a slow, dour, humorless lard-bucket. He hates the Fuggs because they have more fun than his gang.

Brains:	2	Hold Grudges	5
Muscles:	6	Intimidate	9
Moves:	3	Rekless Driving	6
Cool:	2	Browbeat	5

Goal: Power

Distinctive Mannerism: Picks his creaszilk in public.

Typical Merk

Intergalactic Hood

Merks are extremely thick-skulled. It takes a long time for any new idea to sink into their heads, but once in, they can't get rid of it.

Brains:	2	Hold Grudge	5
Muscles:	5	Intimidate	8
Moves:	2	Reckless Driving	5
Cool:	3	Argue	6

Goal: Beat the Fuggs.

Distinctive Mannerism: Make squishy noises when they walk.

Episode One: There's a Seeker Born Every Minute

Our heroes are called to save the day, as adolescence and alien possession threatens the well-to-do Blander family. During the investigation, the Ghostbusters get to discover an ancient artifact, destroy a plush mansion, and save the soul of an obnoxious and ungrateful little rich girl. A purely routine assignment...

To start the fun and massive destruction, read:

It's been a long, hard Friday. You've just returned to Ghostbusters HQ after two grueling days spent tracking down and capturing Marley's ghost, who has been annoying stockbrokers down on Wall Street, and you're all exhausted. Janine [or the Ghostbusters' secretary if the players are using their own characters] **has left for the evening, and you are finally relaxing.**

Ask the Ghostbusters what they're doing. Venkman might be in the shower working his way through *The Barber of Seville,* Egon is most likely making something explode messily in the lab, Winston could be reading *Thrilling Tales of Doom* and yelling at Venkman to shut up, and Ray is probably watching a cheap science fiction flick and munching on popcorn.

A Cry for Help

After the players have had a few moments to get into character, the phone rings. An ice-cold yet cultured voice announces:

"Good afternoon. This is Mrs. Heloise Harriet Feinster-Blander. To whom do I have the pleasure of speaking? [Ghostbuster replies.] **Oh. Ahem. Would you please connect me with an executive officer of your company? I have an *extremely* delicate problem that must be handled with the *utmost* tact and discretion.** [Ghostbuster replies.] **Oh. Ahem. I see ...are you *quite* sure there is no one else I could speak to?"**

Mrs. Blander is snobbish and distrustful by nature, and extremely frightened of scandal. It will take a Cool roll of 10 or better to get her to come to the point.

"Ahem. Oh very well. I suppose I must tell *someone.* But if any *hint* of this were to reach the newspapers...I am sure it would *positively* kill my husband...

"I am *quite* convinced that my 16-year-old daughter is possessed by demons. She is not at all herself of late, and is using the *most frightfully* unsuitable language. And with her coming out party just a few days away! Mr. Blander is *absolutely* distraught. Would you come over and exorcise her right away?"

Mrs. Blander pauses. "And, er, if you could perhaps come in a less *conspicuous* vehicle, and use the servant's entrance in the rear...my husband is *terrified* of scandal...Ahem."

The Ghostbuster knows that Mrs. Blander is the matriarch of the influential and very wealthy Blander dynasty. Mr. Blander made his fortune by opening a string of hot dog stands across the Mojave desert. ("Blander Hot Dogs — It's better 'cause it's Blander!") Several years ago they moved into a huge mansion on the other side of town.

If the Ghostbuster asks Mrs. Blander how she knows Lori is possessed, she says:

"But I *told* you — Lori has been using the most *frightful* language to Mr. Blander and myself, and do you know, she *actually* asked me to cancel her coming-out party at the Country Club?

"And, [drop your voice to a confidential whisper] **the other day I found a leather jacket in her closet. Why, I have never heard of such a thing!"**

If the Ghostbuster suggests that maybe Lori isn't possessed at all, but instead is simply going through utterly normal adolescence, Mrs. Blander becomes irate; her voice gets even colder and more formal.

"Ahem. I do believe I know my own daughter. And Mr. Blander *quite* agrees. Lori is *definetly* possessed. Will you come over right away?"

If the Ghostbusters choose to investigate, skip Mrs. Blander's second phone call, and go right to the action:

"Oh, thank you ever so much. I'll expect you within 10 minutes. And you *will* remember about the servant's entrance..."

The Ghostbusters may well choose not to go, believing Mrs. Blander to be hysterical. (They may also wish to recommend a good psychiatrist, and possibly not just for her daughter.)

If they do not investigate, Mrs. Blander hangs up frostily and calls in the competition. Then all hell breaks loose.

Mrs. Blander Calls Back

If the Ghostbusters don't respond to Mrs. Blander's request, she's on the phone again three hours later. Crashing noises are heard in the background as Mrs. Blander wails:

"Ahem. Lori is making things fly around her room very dangerously, just like in that *vile* movie! And she called me a 'devolved retrograde' and Mr. Blander a *'mundane* troglodyte!' Now she is floating in the middle of her room in a *quite* uncomfortable position.

"Does that sound like possession to you? Or do you still think a good psychologist would be more helpful?"

If the Ghostbusters ask how Lori came to levitate, Mrs. Blander says:

"We called in an exorcist recommended to me by Abigail Farthingweight-Jones to de-possess her, but something seems to have gone *frightfully* wrong. Oh, dear. There goes the Yang-Tse vase!"

In the background you hear an especially loud boom. Then Mrs. Blander gives a strangled squawk — and the line goes dead.

What Goes Up...

When the Ghostbusters cruise over to the Blanders' to de-spook little Lori, find out what equipment they are taking (Remember — 3 items each) and let them split.

If they are responding to Mrs. Blander's first phone call, then the exorcist is not at the mansion — ignore all references to him and his book. In that case, Mrs. Blander will say that right after her call, she went upstairs and found Lori sitting in the lotus position with the tablet in her lap, staring down intently and mumbling something in a strange language.

If the Ghostbusters are driving over after Mrs. Blander's second call, then the exorcist is there; he activated the tablet accidentally.



You pull up at the respectable Blander mansion, a huge, three-story pseudo-antebellum monster complete with columns, arches, and tree-lined drive, needing only Miss Scarlett waiting on the porch and slave's quarters and cotton fields in the back to make it complete.

All the lights in the house are on, and you see a dozen servants standing out on the grounds in their nightclothes, staring at the manor, terror evident on their faces. Two men in black suits and sunglasses are also staring at the house.

If the Ghostbusters question the servants, they don't get much useful information: "Things are flying around in there;" "It's creepy;" and other inanities.

If the Ghostbusters question the Men in Black, they reply in a monotone: "We are electric meter readers here to read meters however we are experiencing some trepidation about entering the premises at this time." This should arouse the Ghostbusters' suspicions, especially considering that it is long after normal working hours, but since the men produce real-looking Electric Company IDs, there isn't much they can do. If, for some inexplicable reason the Ghostbusters attack them, they run around the corner of the house and disappear.

If the Ghostbusters take PKE readings on the mansion, the meters register tremendous psychic energy emanating from somewhere on the second floor.

When they enter the manor:

You enter the green-marbled hallway. The light from the crystal chandelier falls upon plastic-covered blue chairs, floral-pattern vases, plastic carpet runners, candlestick holders with the candles still encased in storewrap, a yellow and orange-striped plastic-covered couch, and other expensive and tasteless household items delicately suspended in mid-air, floating slowly and majestically in no discernible pattern.

The air feels charged and electric. You hear funny gurgling noises echoing down the main stairwell.

If the Ghostbusters wander the first floor aimlessly, they see more of the same: floating plastic-covered furniture and no people. Moving the floating stuff requires a Muscle roll of 15 or better. If successful, a character can push an object a few inches, but no more. Once released, the object returns to its original position.

Lori's Room

As they walk up the stairs they can determine that the gurgling is coming from a room at the end of a dark hall. The door is closed, and a soft glow issues from beneath it. When they open the door:

The room is decorated in New-Age chic. Or, more precisely, Nouveau-Age. There are day-glo posters, lava-lamps, bean-bag chairs, incense burners, and a mini hot tub bubbling in a corner — but no plastic.

In the center you see two people — must be Mr. and Mrs. Blander — and a man dressed in priest's robes [Remember, if the characters came on the first call, the exorcist isn't here.] **floating in lazy orbits around a teenage girl — she must be Lori — who is also floating. The girl is sitting in an approximation of the lotus position and slowly revolving in place.**

Lori has a strange expression on her face, somehow combining unearthly contentment and adolescent obnoxiousness. Her parents and the priest are making strange gurgling noises, like "Hepp" and "Oh my Gah, ish da Gozbuzders!"

Bad things happen if a Ghostbuster attempts to touch Lori; she is protected by an alien force eminating from the tablet (currently in the next room). The Ghostbuster will be hurled towards the nearest window; unless he makes a Muscles 10 roll, he will smash through and out onto the lawn, suffering a 3 Brownie Point loss and many painful minor contusions.

If a Ghostbuster touches one of the floating Blanders (or exorcist, if present), he too is swept up and levitated, and spends the rest of the episode floating around Lori gurgling. (The gurgling is caused by a subtle psychic pressure Lori is exerting on the victim's larynx; its not dangerous, Lori just got tired of listening to her parents jabber.) The Ghostbusters can touch the floating furniture without getting caught up by the force.

If a Ghostbuster annoys Lori — by attempting to throw a rope around her or her orbitees, for instance, or by acting like an "insipid cave dweller" — she casually sucks the kicking and screaming and gurgling victim into orbit.

Questioning Lori

If the Ghostbusters talk to Lori, she replies in a combination of Arrogant Enlightened Being and Obnoxious Spoiled Adolescent that is utterly nauseating:

Ghostbuster: Lori, we're here to help you.

Lori: You're not fooling me. I know you are proto-fascist neo-reptiles hired by my parents to brainwash me.

Ghostbuster: Lori, why are you floating there?

Lori: I am no longer Lori. I am Maya the StarSeeker, a fully-realized, transcendental being, of, like, luminous proportions.

Ghostbuster: Um, Okay, fine. But why are you floating?

Lori: I am achieving a state of union with the Cosmic Godhead of which I am becoming, like, a One with. It is the destiny of us, y'know, StarSeekers to inherit the stars, leaving behind people who cling to, like, outmoded forms of thought like hunger, war, and carbonated beverages.

Ghostbuster: But why are you parents floating around you?

Lori: Their current states of being are quite consistent with the uselessness of their lives, though their current motion is, like, somewhat more aesthetically pleasing.

Ghostbuster: What's that priest doing here?

Lori: The Interdimensional Mambo.

Ghostbusters: How did you change from an essentially normal adolescent into this?

Lori: It was my destiny to become a StarSeeker since a time that predates like the sinking of Atlantis by the gods. My full potential has finally been realized, despite the meddlesome resistance of my totally scagly progenitors. But I wouldn't expect



you mere reptile-brained mortals to know anything about that.

Ghostbusters: But how did you get like this?

Lori: I was awakened to my true potential during a tour of Egypt I went on with my amoeboid parents so they could enjoy, like, the suffering of equally uninformed humans. At an archeological dig I had, like, an experience I can only describe to non-evolved protomatter as...like, incredible.

I saw like, these totally rad gods and stuff coming from heaven or Mars or somethin'. And they were really powerful, and they had like made us billions and billions of years ago. And they were coming back from zillions of dimensions away, to like take those of the human race who had maxed-out enlightenmentwise to the stars.

Gurgling

Ma and Pa Blander and the exorcist may talk only in a soft gurgle. When speaking as one of these characters, talk very quietly with the back of your tongue pressed up against the roof of your mouth. Lisp a little and let your speech get really sloppy, replacing all s's with a "sh" sound. With a little practice you will gurgle quite convincingly and annoy your players no end. (Ask any orbiting Ghostbuster's player to speak in the same fashion.)

Questioning the Orbitees

If the Ghostbusters try to talk to the Blanders or the exorcist, they reply in soft, sloppy, almost incomprehensible gurgles. The Ghostbusters have to be within a foot or two of the speaker's head to hear properly, and since the Blanders and the exorcist are orbiting, the Ghostbusters have to follow them around the room, stooping, jumping, and even climbing on each other's shoulders to stay near the speakers. If they don't, just let your gurgling voice become inaudible for a moment. (Preferably during an important word or phrase.)

Ghostbuster: What happened?!

Mrs. Blander: Lowi jusht wen' cwazy all of a shudden. Evwething in the howsh shta'ted wishing off the gwoun'.

Ghostbuster: Who's the guy in the hassock?

Mr. Blander: He'sh a sheminawy-school dwop-out. He's highly weccommended by other people at the Countwy Cwub who have needed exshowshists.

Ghostbuster: What did he do?

Mrs. Blander: I dunno. He wash weadin' shomethin fwom some ol' book, when eff-wethin' went cwazy.

Ghostbuster: (to Exorcist) Who are you?

Dominic: I am Dominic Domeczec, fo'mewly wif St. Anshony's of Pwague. Pweashed to meet you.

Ghostbuster: What did you do to unleash this carnage?

Priest: I dete'mined that Lowi ish shuffewing fwom a wawe fo'm of contact poshsheshshion, and wead a passhage from The Shecwet Jeshuit Codex of Incantashuns. In the middle of the 'Shnog shullen hen Vawpow' the giwl shuddenly ewupted! Evidently the demon wash shtwonger than the incantashun, ash it sheemsh to haf twiggered a twanshfow-mashun.

Ghostbuster: Where is this book?

Priest: I dwopped it when I shtawted to fwoat. It'sh lyin' onna gwoun'.

Ghostbuster: Mr. Blander, we need double pay to take this case.

Mr. Blander: Mfffgh! Urrghph! Ok! Alwighhht! Uwmm-ph...

The Priest's Book

If the Ghostbusters look around the room, they see an ancient looking, cracked, leather-bound tome lying on the ground. (It is not in orbit.) If they check it out, the find it is written in an obscure Middle-Eastern language. It takes a Brains or Obscure Middle-Eastern Language roll of 15 to decipher the book. If the Ghostbusters do so, see **Reading the Book**, below.

Using Equipment

PKE Meter: The arms of the meter nearly crack off as they sproing upwards in response to the incredibly strong paranormal energy source nearby. The energy is so strong in the area that the meter reads at its highest setting no matter which way it is pointed.

A Brains or Electronics roll of 15 or more can recalibrate the meter to show differences in energy strength, allowing the wielder to determine that the energy is emanating from another room. If the Ghostbusters follow the trail to its source, read **The Tablet**, below.

Proton Packs: They can't be serious. Sigh. Oh well, if they insist on blasting poor little Lori with their massively powerful proton streams, they will just have to suffer the consequences.

The blast bounces off of Lori harmlessly and is deflected directly back at the firing Ghostbuster. The recoil pushes him back violently, slamming him into a wall where he destroys some ugly but extremely expensive piece of modern art. (You also might want to assess the uncool Ghostbuster a couple of Brownie Points as penalty.)

If for some inexplicable reason they blast the parents or exorcist, the victim gurgles in pain and bounces violently around the room. When the beam is turned off, the victim, looking much the worse for wear with smoldering clothes and hair and sooty face, returns once again to his or her orbit.

If, however, the Ghostbusters fire a proton stream *between* Lori and one of her victims, it sets up a disruptive field that negates Lori's telekenetic hold on her prisoner. The freed orbiter plummets to the ground with a thud. Lori continues blissfully rotating, unconcerned.

Ghost Trap: Zip.

Research

Tobin's Spirit Guide: (Brains roll of 10) Hieraconpolis (mentioned later by Mrs. Blander) was the site of spontaneous religious conversions dating from the beginning of recorded history to the last twenty years. Most converts speak of "waiting for the return of the gods from the heavens."

Roylance's Guide to Secret Societies and Sects: (Brains roll of 5) The StarSeekers are a fanatic cult that guards its secrecy with fanatic zeal. They seem to be awaiting the arrival of gods from space. Roylance notes in a footnote that many individuals with no noticeable connection to the cult have spontaneously called themselves StarSeekers.

The Tablet

If the Ghostbusters follow the PKE meter trail to its source, read the following:

The energy is emanating from a room down the hall. Entering, you see what is obviously Mr. Blander's archeological collection; spears, clay pots, wooden shields, carved masks, idols, and statues float around the room and empty display cases line the walls. In the room's center a brownish-purple stone tablet covered with runes and pictograms hovers about three feet off the ground.

It is obvious that the primitive artifacts are orbiting the tablet, and the PKE meter indicates that this is the focal point of the paranormal energy.

Ok. Got any bright ideas?

If a character attempts to grab the tablet, look real grim. Pick up *all* the dice on the table and roll 'em behind your Ghostmaster screen. Count the dice slowly, look surprised, shake your head in disbelief, count the dice again, sigh, look at the character's player with a big grin, and say, "Nothing happens. What do you wanna do now?" Then duck quickly.

Touching the tablet is one thing; moving it is another. Massive lines of paranormal force keeps all of the objects orbiting the tablet at a stable distance — if it moves, they move. So, when a five-foot limestone elephant statue hits the wall as the Ghostbusters walk toward the door, the tablet stops moving. Only on a Muscle roll of 25 (two Ghostbusters can combine Muscles on this roll) or more can a Ghostbuster force the tablet on its way.

Note: Knocking out walls of the palatial manor makes moving the tablet a lot easier. You may want to suggest this (though testing shows that Ghostbusters are always on the lookout for a chance to break something expensive and will probably come up with it on their own...).

Even if they decline to be properly destructive, describe in rich, glowing detail the unfortunate effects to expensive Blander possessions as limestone elephants, pointy spears, and mahogany statues of jackel-headed Egyptian gods slide, scrape, and bump their way along walls, floors and ceilings.

When the tablet is outdoors, the household objects continue to orbit it. Lori and the others float sedately out of the second story window and resume their place in the cosmic dance.

Mrs. Blander gurgles unhappily, "What will the neighbows think?" Mr. Blander keeps attempting unsuccessfully to grab the financial page of *The Times*, which Lori is somewhat maliciously orbiting just out of reach.

. . . Must Come Down

There are three ways to stop the objects from orbiting the tablet.



Containment Field: The Ghostbusters may set up a containment field of protonic energy around the tablet and isolate it from the other objects.

The Ghostbusters must hit the tablet with at least three proton packs set on Contain (a Moves roll of 5). If only one is used, the orbits slow down. If two are used, the orbiting objects and the tablet drop to the ground and roll around the floor.

When three fields are used and held for about two minutes, the orbits slowly decay, the objects droop, roll along the ground, and then stop. When the proton packs are turned off, the objects begin orbiting again.

If the tablet is contained, moved to another location and uncontained, all the non-organic objects lying around the new area begin to roll in circular patterns on the floor, and then orbit the tablet. (Or maybe all the previously orbiting objects from the Blanders' house come flying back to their former orbiting positions at about Mach 4. Whammo! The Ghostbusters should make Moves rolls of 30 or be struck by the debris for, oh, at least 10 Brownie Points of painful concussive damage. Previously orbiting organic matter — like Lori and her neo-troglodyte parents — do not resume orbit.)

Inventing Something: Inventing a device that inhibits the tablet's "orbiting force" requires a Brains or Physics roll of 20 or better. The simple conversion of a proton pack will do the trick. (Though, as always, players are encouraged to include all manner of outrageous stuff in their inventions: "Uh, Ok. I need a bobby pin, the E sharp string off of that Wurlitzer, and half a pound of head cheese. Ray, you still carry around that '06 bufflo head nickle?")

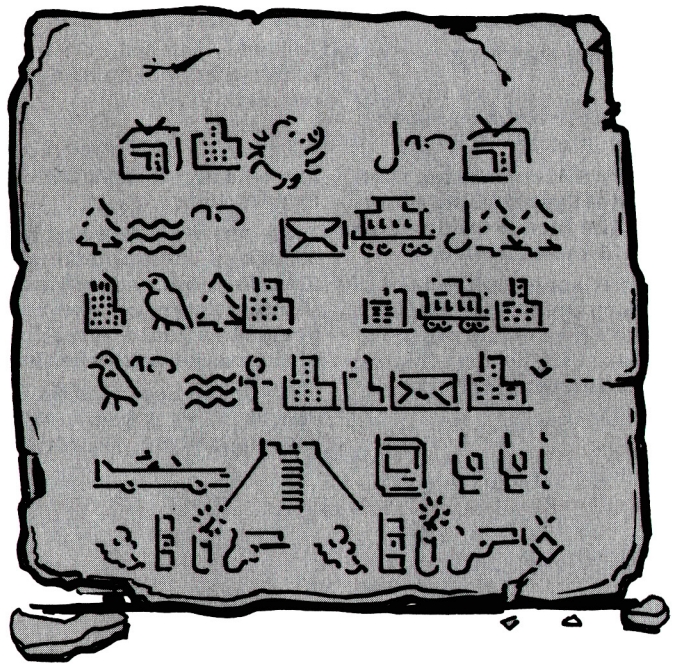
As above, when the device is turned off, the objects start orbiting once more. Making a gizmo that shuts off the force completely requires access to the equipment at Ghostbusters HQ. See **Back at Ghostbusters HQ**, below.

Reading the Book: If the Ghostbusters read the book the priest dropped, they see (Brains roll of 15) that the book was not opened to a spell of "exorcism," but instead to one of "activation" (two words that are very similar in this particular Middle-Eastern language). Loosely translated, the spell the priest was using reads, "To do many magic-type thingies make do their stuffs, chant in a thusly manner..." There is a second incantation, which, if read, cancels the previous. It begins, "To do make undo what the aboves have wrought..." When it is read aloud, all orbiting objects, including the tablet and Lori, plop to the ground.

Lori

With the tablet neutralized, Lori falls to the ground, and anything orbiting her ceases to do so. She shudders and shakes her head, her eyes blink open, and she stares out blankly.

She is back to normal, or what passes with her for normal. (At least she is back to the way she was when the Blanders first called the Ghostbusters.) She's still rebellious and is still convinced she is a StarSeeker, but she has no memory of floating.



Ditching The Book

Once Lori is rescued, the book has no further use in the adventure. If the Ghostbusters try to con the exorcist out of it, they won't succeed; he is convinced it contains information that Humanity Was Not Meant To Know and plans to burn it first chance he gets.

If asked, he will tell them he got it from a blind Peruvian monk who used to live in the New York sewers before he was run over by a US mail truck. (Actually, he cut out a coupon on the back of a *Lurid Tales of Doom* magazine and ordered it through the mail for fifteen bucks.)

The Blanders and the Tablet

Mr. Blander purchased the tablet at the dig at Hieraconopolis from a skinny kid who claimed he found it lying in the desert. Suspecting it was stolen, Mr. Blander didn't press him.

"Got it for a song," Mr. Blander chortles.

Mrs. Blander says that Lori began to freak out shortly after Hieraconpolis. At the time, she attributed Lori's weird behavior to the shattering sight of intense human misery on her delicate pseudo-liberal sensibilities. Or perhaps the sub-standard water.

Mr. Blander claims that he never noticed any change in Lori until she started floating. "Too busy working. *Somebody's* got to earn a living around here — haven't got time for that teenage nonsense. Kid's probably on drugs anyway. Blasted women going to drive me into the poorhouse..." Blander will walk away muttering and shaking his head, searching for the financial page.

Mrs. Blander will demand that the Ghostbusters take the tablet with them.

"I *absolutely* refuse to have that *ungodly* thing in the house! Why, look what it did to my darling Lori! Mr. Blander agrees *totally,* don't you dear?"

Mr. Blander looks mutinous for about five seconds, then withers under Mrs. Blander's baleful stare. "Course, course. Maybe you gentlemen will hold onto it until I can unload it on a museum or something."

Mr. Blander will not consider selling the tablet.

If the Ghostbusters borrow the tablet, ask them who is carrying it. Ask *real* casually, as though you are attempting to draw little attention to the question — thus arousing your players' suspicions and making them all nervous.

Stay alert! Trust no one! Keep your — oops. Wrong game. Sorry.

Payment

If the Blanders are rescued essentially unharmed, Mr. Blander pays the Ghostbusters the agreed upon fee, despite any damage done to the house. If the Blanders or Lori have been injured or proton-packed, Mr. Blander tries to cut the payment in half. Roll Mr. Blander's Greed versus a Ghostbuster's Cool or appropriate Talent.

If no agreement was reached prior to the job, Mr. Blander will pay $5,000 flat. Any arguments can be taken up with his attorney.

Mr. Blander will offer an extra $5,000 if the Ghostbusters agree to hold on to the tablet. **Note:** Plotwise, it is crucial that the Ghostbusters take the tablet. If they decline, Mr. Blander will throw more money into the deal, and if the Ghostbusters didn't get a release form signed before blasting (extremely likely, considering that everybody was orbiting when they arrived), will threaten them with a million-dollar lawsuit for damage to his home unless they hold it for him. "Besides," Mrs. Blander will add. "Isn't it your *civic* duty to make sure this thing doesn't hurt anybody else?"

We Were Just Leaving

As the Ghostbusters prepare to leave, let them attempt to roll 15 or better on Brains or See. If they make it, read the following:

You notice the two Men in Black standing at the corner of the mansion, observing you. One of the men is talking into a small, hand-held metal device.

If the Ghostbusters approach the Men in Black, they take a step around the corner, out of sight. When the Ghostbusters round the corner, the Men have vanished. A complete search of the grounds reveals nothing.

The Journey Home

Tired, flushed with success, the Ghostbusters will probably welcome a quiet ride back to HQ.

Tough.

I mean, if they wanted peace and quiet, they should have gone into library management or something.

As you wait at a red light, the Ectomobile sputters and coughs. The engine dies. You notice some kind of searchlight shining down on the roof, as the car begins to vibrate. A mailbox by the side of the road begins shaking.

Anyone getting out of the car sees a bright searchlight, as if from a helicopter, shining down from above. The entire area is shaking as in an earthquake, and a strong cold wind is blowing. The tablet grows too hot to touch and starts melting its way through the upholstery. PKE meters pop on by themselves and almost explode. The radio begins blaring, and those cute little 'overload imminent' lights on the proton packs begin pulsing wildly.

Let the Ghostbusters panic for a minute, then read:

Suddenly, the light goes out. The Ectomobile starts up by itself. Your equipment stops beeping or melting or whatever. The mailbox falls over and lies still. The tablet cools off. In the distance a dog barks. A man's voice curses at the dog. The dog ignores him.

Anyone who left the car or looked out the window has a first-degree sunburn on exposed body parts.



Back at Ghostbusters HQ

With any luck, the Ghostbusters have shut off the tablet and recovered from the Close Encounter. They can now begin to study the tablet (or they can toss it in a nearby ditch). A Brains or Physics roll of 10 or better reveals:

The tablet continuously emits low radiation of a kind previously unknown, which has strange, mutagenic properties. The radiation level is slowly diminishing.

The tablet seems impervious to everything short of atomic blast; even that might not hurt it.

A Brains or Archeology roll of 15 or more reveals the following:

The runes and pictograms are detailed, complex, and precisely inscribed. Amazingly, carbon dating shows that the tablet is at least *one million years old!* It predates civilization by hundreds of thousands of years!

The only possible conclusion from the available data is that a complex civilization existed somewhere around the Middle East at a time when man's ancestors had brains the size of peach pits.

Needless to say, if substantiated, these conclusions will revolutionize history, anthropology, and ruin the reputation of many an esteemed scientist.

The Ghostbusters may wish to alert the scientific community immediately about their discovery. It's getting late, however, and the scientific community is home watching TV with its phone turned off. Anyway, Money- or Fame-loving Ghostbusters will probably want to keep it quiet until they nail down some talk show dates.

They may also wish to set up a damping field to keep the radiation contained until they finish studying it. This requires a Brains or Electronics roll of 20 or more. Once again, encourage the inventor to make something interesting out of wildly inappropriate components.

Deciphering the Tablet

Deciphering the tablet completely is a tedious process that will take hundreds and hundreds of hours of work. But a one-hour inspection and a Brains or Archeology roll of 15 or more reveals that it probably talks about gods, heaven, and the purpose of our species here on Earth.

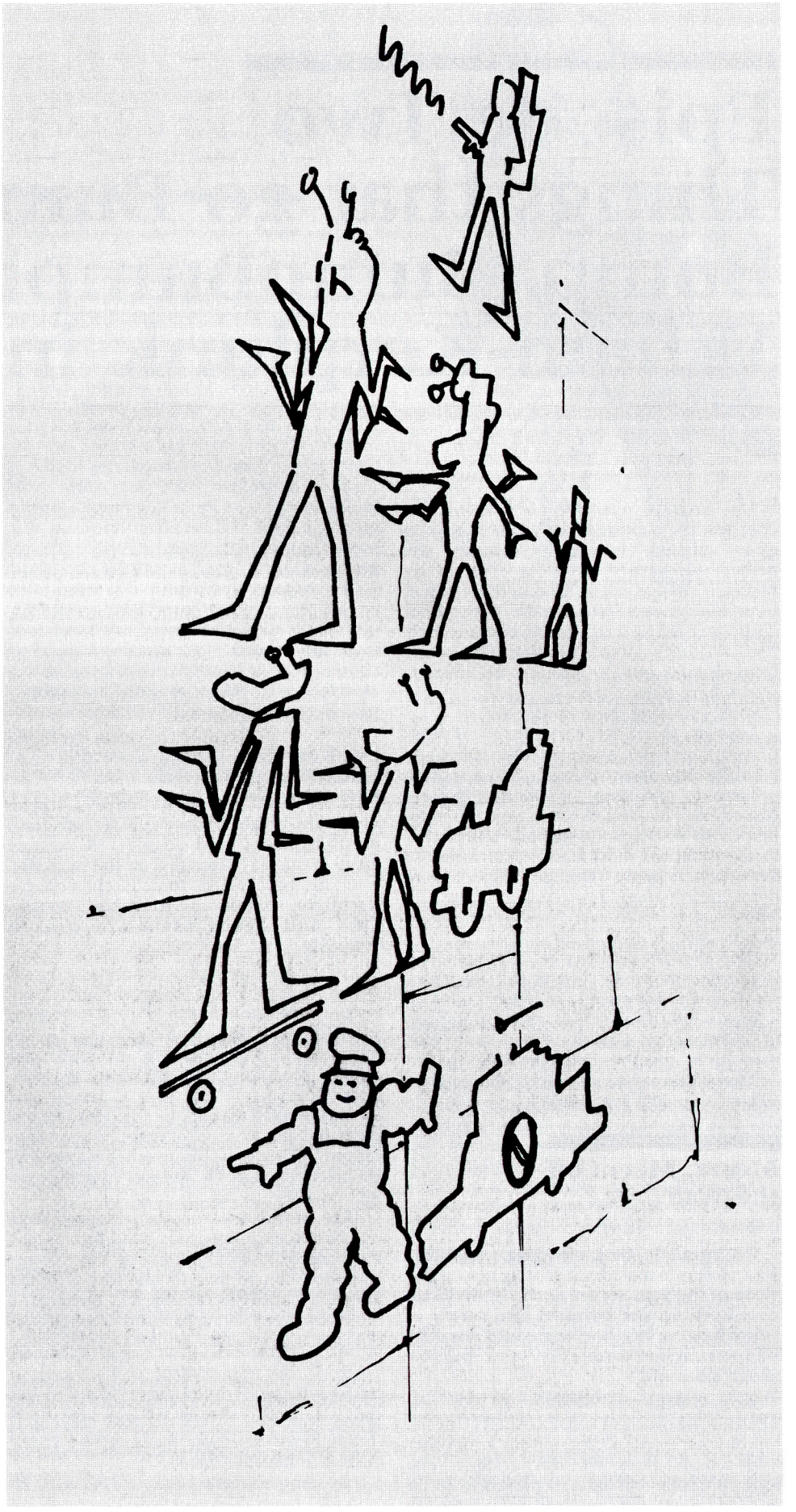
Good Night, Sweet Prince

It's getting real late, and the Ghostbusters haven't had any sleep for over 60 hours. Give them the choice of going to sleep in their nice, warm beds or falling asleep on a cold, uncomfortable lab table.

The Ghostbusters may wish to lock the tablet up for safe-keeping. (Don't suggest this; they should come up with it on their own. Not that it will do any good...) The tablet is way too big for the safe; let the characters describe what precautions they are taking with it.

If they don't say anything about protecting the tablet, it's left out in plain sight in the lab, or wherever they were last messing with it.

Won't Mr. Blander be annoyed.



Episode Two: Things that go Bump, Bump, Bumpbumpbump — Wham-Kerplunk in the Night

Fast asleep, visions of sugarplums, cheerleaders, neutrinos, or *People* magazine covers dancing through their heads, our heroes' well-earned repose is shattered by Meera, a strange visitor from another planet — er, that is, well, actually, this guy is from Earth, see? But he *thinks* he's from somewhere else...no, that's not true either. He knows he's from Earth, but he thinks he belongs somewhere else. . .

Look, just read the episode, ok?

Anyway, Meera the StarSeeker breaks into Ghostbusters HQ to swipe the tablet. Once he's got it, he attempts to pass it off to a waiting accomplice and keep the Ghostbusters occupied until his buddy can escape. Then he heroically resists interrogation, refusing to break under the most fearsome tortures the Ghostbusters apply. (Though he gives away more information by accident than the Ghostbusters could ever have gotten out of him by torture. *C'est la vie...*)

Then the Ghostbusters get a visit from a UFO agency which just bought the tablet from Mr. Blander. They want it. Now.

Because of this somewhat confusing train of events, the Ghostbusters soon find themselves meeting and possibly in the employ of the most infamous UFO hunter of all time: Donath Von Dunkin.

Meera, Meera off the Wall. . .

Read:

You're all in bed, sleeping [encourage your players to make loud snoring noises] **the sleep of the just, secure in the knowledge that here, in the comfort and safety of Ghostbusters HQ, *nothing* could possibly happen...when suddenly your burglar alarm goes off!**

Start yelling "INTRUDER ALERT, INTRUDER ALERT, INTRUDER ALERT" at the top of your lungs. Alternate yells with other loud sounds: bells, whistles, airhorns, etc. Make it impossible for your players to speak or think. Keep it up until someone turns the alarm off or lunges at you with a blunt instrument.

Once the alarm is silenced — maybe by being turned off, maybe by being proton-packed into submission — find out what the Ghostbusters intend to do. Most likely they will charge through Headquarters, looking for the intruder. The more anti-social Ghostbusters may pause to grab guns or other implements of destruction, but at any rate they are soon mobilized.

Every room checks out as clean, except for the room where the Ghostbusters left the tablet. When they go there, read:

In the room you see a man wearing an eyestrain-bright yellow rubber raincoat, combat boots, and goggles. A strange atom symbol is inscribed on the raincoat, over his heart. The man is clutching a flashlight, toolkit, and the tablet. He sees you, and heads toward a broken window.

Ask the Ghostbusters what they are doing. If they cautiously move toward the man or yell "Halt in the name of the law!" "Here now. What do you think you are doing?" "Go ahead, punk. Make my day." or some other inanity, Meera hurls the tablet out the window (Moves 5 roll) and turns and rushes the Ghostbusters. If instead the Ghostbusters immediately fire a couple of warning shots into his back or think up some other way to joggle his aim real quick, Meera's Moves throw will be difficulty 15.

If he gets the tablet out the window, Meera will fight the Ghostbusters hand-to-hand for a couple of rounds, hoping to buy his accomplice enough time to get away with the tablet. If he misses, Meera will run for the tablet and keep trying to throw until he succeeds or is submerged under a pile of angry Ghostbusters.

Outside, the tablet is picked up by another raincoat-clad figure who jumps into a waiting yellow van and drives off into the night. Unless he is extremely lucky, Meera is left behind to face the music.

If by some insanely weird turn of events he wins the fight, Meera will leap out the window, slide down a ladder and slip off into the night.

Note: The theft of the tablet provides the impetus for the next few episodes, and therefore, unless the Ghostbusters are *extremely* clever and lucky, should be successful. If not, the StarSeekers will lift it from Von Dunkin (discussed in a later episode).

The van exits too quickly for the Ghostbusters to chase, though they can get a look at its license plate before it disappears. If they give the plate number to a contact in the Police Department or Motor Vehicles Agency, they learn that the van was reported stolen that morning. (The van belongs to "Snerd and Doodey," a dummy corporation owned by a French sawdust magnate who has nothing whatsoever to do with this adventure.)

Questioning the StarSeeker

If they capture Meera, the Ghostbusters have five minutes before the police show up (in response to the burglar alarm and neighbors' complaints of 'another one of those –$¼*#! noisy parties!') to question the thief. (Actually, keep the police from arriving until the interrogation gets boring. Use your judgement.)

Unless the Ghostbusters resort to orbital sanders or kitchen appliances, Meera is highly resistant to interrogation. He steadfastly refuses to talk and attempts to knock himself unconscious or hold his breath until he faints rather than rat on his cult. A Moves or Torture roll of 30 is needed to get even one answer from him. A tough nut to crack, eh?

Well, not really. Meera is non too loaded in the Brains department, and reveals a lot by accident. He lets answers slip out by mistake while stalwartly refusing to reply, and, if the Ghostbusters play 'good cop, bad cop' with him, Meera is unwilling to talk to the 'bad cop,' but will spill his guts to the 'good cop.' He'll fall for a bogus truth serum or some other fake pseudo-science gimmick as well.

He's a total flake, so have fun with him.

Ghostbuster Fred: Who are you?

Meera: A StarSeeker never gives away his

identity. I mean, I won't tell you! (Covers his mouth with both hands.)

Ghostbuster Fred: (Pulls Meera's hands away.) StarSeeker, huh? What's that? A cult?

Meera: I refuse to divulge any information that will help our enemies. And it's not a cult, it's a religion, Well, it's more a way of life. Er — I mean, it's not a cult! Well, rather, it's more a grouping of the highly evolved beings that are appearing more and more in these, the final days of Earth. Y'know, now there's a Seeker born every minute...I mean, you can't make me talk!

Ghostbuster Fred: Um...yeah. Why did you try to steal the tablet?

Meera: You think you can get me to tell you how the tablet can be used to... I mean, none of your business!

Ghostbuster Fred: Louie, apply some pressure to his upper arm.

Meera: Arrrrgh! I refuse to divulge information! (Holds his breath. Begins to turn red.)

Ghostbuster Fred: Well, that's not working.

Meera: (Stops holding his breath to gloat.) My brain has been cleaned so I can resist all physical torture without divulging vital Seeker secrets.

Ghostbuster Fred: Really? Well, I'd hate to put that to the test. Ghostbuster Louie here has made even corpses talk.

Ghostbuster Louie: I... what? Oh, yeah. Snarl, snarl.

Ghostbuster Fred: Hear that? Boy, he's getting mad now! Why don't you just tell us why you need the tablet? I'd hate to have to turn him loose on you...

Meera: Gee, you seem awfully nice.

Ghostbuster Louie: (Starts pawing through closet.) Now where's that chainsaw...

Ghostbuster Fred: You see what a sociopath Louie is? If I were you, I'd tell us what we need to know quickly, before he gets really mad.

Meera: My lips are sealed. (He starts banging his head on the wall.)

Ghostbuster Fred: (Stopping him.) Now cut that out. Look, let's be friends. Why don't you call me Fred?

Meera: Ok, Fred. And you can call me Meera. It's short for Meera Starflower. Oops. Forget that! (Tries to swallow his raincoat.)

This continues as long as its entertaining. During the interrogation, Meera will let fall that StarSeekers believe the great gods from beyond time and space are evolving us, and when people are sufficiently evolved, the gods will return to Earth to usher in a golden age. The tablet is the key to summoning them. The location of the tablet was revealed to Meera in a dream.

Meera also spills the address of the secret Seeker local headquarters, a deserted warehouse in the seedy section of town. He says they meet there on Saturdays at midnight. (It is now late Friday night/Saturday morning.)

Seeing as how that's all the information he has, it's about time for the police to show up, don't you think?

The Ghostbusters may get the idea to hide Meera when the police arrive. If they do, Meera kicks over chairs, screams loudly, and otherwise makes lotsa noise which the police investigate. The Ghostbusters have some explaining to do if Meera has been beaten up.

The cops take everbody's statement and trundle Meera down to the station. (He'll be out on bail in twelve hours.) The Ghostbusters probably clean up the mess and go back to bed. Or just sweep the mess under a couch and go to bed. Or just go to bed.

An Early Wakeup Call

It is around 5:30am, the sun peeking over the horizon to usher in another lovely day, when the Ghostbusters get pushed out of the wrong side of the bed. Read:

You are awakened by a sudden crash of glass, and, again, the dulcet tones of your faithful burglar alarm. You stumble out of bed, ready once more to rush out and face the unknown...but it saves you the trouble by coming into your bedroom.

About ten figures in heavy white radiation suits carrying radiation meters, video cameras, and all manner of scientific paraphernalia rush in from the hall. Another five or ten crash through your bedroom windows. Loud thumps above announce an additional dozen or so dropping onto your rooftop, and below you hear the unmistakeable "whump-creak-ker-whammm" sound of your garage door being blown open by plastic explosives, followed by the crunch-crunch-crunch of heavy footsteps on the stairs.

The figures in radiation suits — there's about twenty of them now — surround you. Suddenly... [dramatic pause] **your phone rings.**

The radiation-suited figures part, creating a path to the phone.

Duking it out with the intruders is pretty much useless. There are lots of them, and their heavy clothing gives them a +5 on a Moves vs. Moves roll for hand-to-hand combat. Ghostbusters who sleep with their proton packs under their pillows can get off a couple of shots, blasting two or three guys in white before being overwhelmed. (Good for the old morale, sure, but pretty useless otherwise.) Meanwhile, the phone is still ringing...

If they don't answer it, their answering machine does. It's on "monitor" so the Ghostbusters hear Louis Tully say he knows they're in there so pick up the phone right now okay I'm not fooling guys it's real important come on now...darn those guys *click*. He calls back every thirty seconds until the Ghostbusters break.

"Um, hello. This is Louis Tully, your Executive Financial Officer. Um, a Mr. Blander called me this morning. He just sold the tablet he lent you to a 'United Foundation on Occult Sciences.' The Foundation has paid Ghostbusters International a tidy finder's fee and frankly, lots of hush money to turn over the tablet without a fuss. So, anyway, they said that there'll be some people from the Foundation coming over this morning to pick up the tablet."



If the Ghostbusters have the tablet, go to **The Ghostbusters Have the Tablet.** If not, go to **The Ghostbusters Don't Have The Tablet.** Easy, eh? By the way, charges of breaking and entering filed against the Foundation guys won't stick. Just wait'll you meet their lawyer, Simon Langor.

The Ghostbusters Have the Tablet

Okay. So you hadda be a nice guy and let the Ghostbusters recover the tablet. You'll be sorry.

Louis tells the Ghostbusters to give the tablet to the figures in radiation suits. When they do, the figures in the suits silently file out. After they've left, Louis says he has accepted the Foundation's invitation for the Ghostbusters to visit the president, Donath Von Dunkin.

If the Ghostbusters demure, Louis reluctantly agrees to cancel the visit. (He had hoped to get a lot of business out of the wealthy crackpot.) Turning down the offer of a visit will have a negative effect on future dealings with Von Dunkin.

If they accept, Louis tells them that Dunkin expects them at 9am today. By the time they get there, the tablet will have been swiped.

The Ghostbusters Don't Have The Tablet

Okay. That's more like it. The Ghostbusters are in a whole heap o' trouble, and you can, in the *persona* of Von Dunkin, keep 'em dancing on a string until the tablet is recovered.

There is a strangled "gargle, gargle" sound, followed by a dull "clunk." A few moments later, Louis gets back on the phone and says, "Gee, I'm sorry, I must have blacked out. Sure hope there isn't an aneurism in my brain or something. Once one of those babies blows, you've

had it, boy. Adios muchachos. Now what were we talking about? Oh right. So just turn the tablet over to the Foundation — huh?"

Gargle, gargle, clunk.

Louis will faint no less than three times (more if you're having fun) when informed that the tablet has been stolen. The fourth time, if the Ghostbusters are properly tactful and break it to him gently, he will merely hyperventilate and start to cry. Between gasps Louis will tell the Ghostbusters that: A., the Foundation gave him a *lot* of money; B., he has already spent the money on some fancy new equipment; C., there is no way to repay the Foundation; and D., Ghostbusters International could be in a load of trouble.

After he calms down, Louis tells them to sit tight, do absolutely nothing until he calls back, and hangs up.

The Ghostbusters can do little else but wait. The guys in white stand impassively (they have radios in their suits — the Foundation has called them and told them to stand by).

Attack of the Corporate Lawyer

After an eon or so the phone rings again.

"This is Simon Langor, attorney at law. I just received a call from a Mr. Louis Tully. It appears that you have lost the item entrusted to you by Mr. Blander — an item he sold to my client, the United Foundation of Occult Sciences."

[Ghostbuster whines piteously about the robbery.]

"Well. Be that as it may. According to — I believe it was — Zaxxon v. Quebert, you — the entrustee — are wholly and absolutely responsible for the security of an article entrusted to you by the entrustor, and must, upon demand, release said article to entrustor or designated appointee or face criminal charges.

"To put it another way: legally, saying it was stolen carries about as much weight as saying your dog ate it.

"And I do not even mention, Gentlemen, the substantial fee paid by my client to Ghostbusters International for the safe and prompt delivery of the tablet. A fee Mr. Tully seems reluctant to return.

"Let me put my cards on the table. You had the tablet. You lost the tablet. I can break you.

"However, my client has — quite generously — agreed to offer you a chance to make reparations. Mr. Von Dunkin, head of the United Foundation of Occult Sciences, is prepared to let you work off the price of the tablet and the money he paid to your organization. By becoming employees of Mr. Von Dunkin for two months, you will avoid bankruptcy, unhappy lawsuits, and what could be a rather lengthy prison sentence."

If they agree, Langor tells them to report at once to The UFOS headquarters in New Jersey. The figures in white trundle off, leaving the place looking as though it just suffered explosive decompression.

If the Ghostbusters refuse, ad lib a quick trial in which they are ordered to turn over the tablet or face criminal proceedings. (You can use the *Going to Court* routine in the ***GHOSTBUSTERS Operations Manual***, except that there is no possible way the Ghostbusters can win this one.) The Ghostbusters are given one hour to turn over the tablet or be put in jail. Since they ain't got no tablet and ain't likely to find it in an hour, guess where *they'll* be spending the night?

Von Dunkin will withdraw all charges if they agree to work for him.

If they haven't agreed to work for the Foundation by this time, Ghostbuster International is thrown into instant bankruptcy; GBI's assets are sold at auction to pay the creditors and the Ghostbusters spend the next five to ten years in the calaboose. The End. (Okay, so that's not how the law really works — this is the movies, right?)

Researching the United Foundation of Occult Sciences

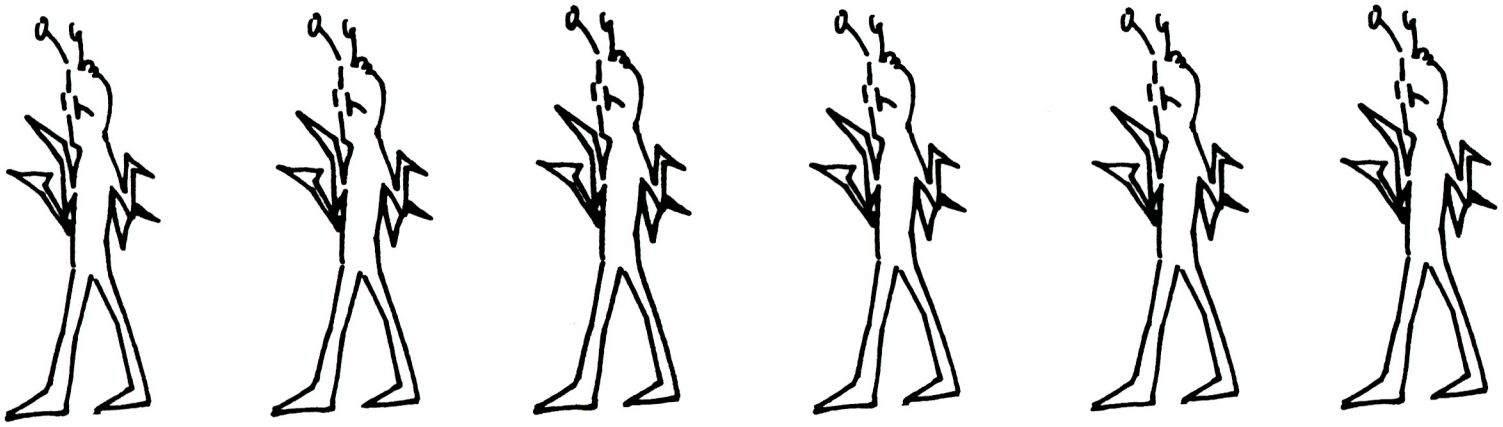
Suspicious-type Ghostbusters will check out the Foundation. A Brains or Library Science roll of 10 or better reveals that the Foundation was notorious ten years ago for chasing flying saucers. After a few spectacular hoaxes were revealed, they disappeared from the public eye.

The Foundation is run by a mysterious leader, Donath Von Dunkin. Their headquarters in New Jersey is rumored to be built like a fortress.

Wrapping Up this Episode

By this time our intrepid heroes have been called proto-fascist neo-reptiles, the subject of an attempted robbery (successful or not), possibly had lawsuit threats thrown at them, and finally found themselves invited to visit (or working for) a strange and mysterious crackpot organization. Many of your players are probably wondering if it could possibly get any worse.

And the adventure's only a quarter over! Do we give you value for your hard-earned dollar, or what?



Episode Three: In Search of Ancient Auto-Nuts

In this episode, Our Heroes make the acquaintance of Mr. Donath Von Dunkin, founder of the United Foundation on Occult Sciences. A more than slightly unhinged gentleman, Von Dunkin entertains the Ghostbusters with a crackpot theory of Ancient Visitors From Another Planet based on specious logic and questionable evidence.

The theory is absolutely true, of course.

By now either the Ghostbusters have lost the tablet and are working for the UFOS or they cheerfully handed it over to the guys in white and are scott free. If the first is true, no problem. Just skip the next section and carry on with the episode. But if the second is true, we've got to get that pesky tablet stolen and the Ghostbusters working for loveable but crazy old Dr. Von Dunkin.

Hey! No problem! A couple of fast-shuffles, a *deus ex machina* or two, a lot of money, and we're there! Read on.

What if the Ghostbusters Rescued the Tablet?
Or, **Intro to Coercion 101**

Read aloud:

You've handed over the tablet to the guys in white, and they've left peacefully. Now if it wasn't for the numerous holes in walls, ceilings, and windows, and the regrettable lack of a garage door, you could all go back to sleep. Unfortunately, somebody's got to stay up and keep out the curiousity-seekers and the Press until the building is made secure.

You've put in an emergency call to your contractors, 'Dewey, Cheatham, and Howe,' on vacation in Bermuda as usual, and are trying to rig a temporary replacement for the garage door (a few strands of wire charged with twenty or thirty-thousand volts of electricity should do it), when you hear a late-breaking newsflash on the radio:

"New Jersey state police report that a truck belonging to the United Foundation of Occult Sciences, an organization dedicated to contacting aliens from outer space, was robbed on the NJ Turnpike just a few moments ago.

"According to Mr. Opus Magnum, spokesman for UFOS, a bright yellow van forced the UFOS truck off the road, whereupon four masked gunmen wearing yellow raincoats forced the driver to hand over a very rare and valuable ancient tablet which proves conclusively, Mr. Magnum said, that the Earth had been visited by extraterrestrials millions of years ago.

"The Foundation has offered a ten-thousand dollar reward for the safe return of the tablet.

"On the lighter side, a train derailed early this morning in Clemville, Arkansas, spilling approximately fifty-thousand gallons of fudge syrup on surprised residents..."

Shortly after the radio report, the Ghostbusters are called once more by Louis Tully and told that GBI has been hired by the UFOS to find the tablet. If they find the tablet, Tully says, their franchise will get the reward. GBI will, of course, take a small percentage — like 50 — in addition to a consultant's fee (Louis doesn't say how much). The characters are to meet Von Dunkin at the Foundation's headquarters in two hours.

See? That wasn't difficult, was it?

Lu•na•tic (loo'ne tik) ***adj.*** [M.E. *lunatik: OFr. lunatique*: LL. *lunaticus* **1.** moon-struck, crazy **2.** Donath Von Dunkin

When the Ghostbusters arrive at the Foundation, read the following:

The United Foundation of Occult Sciences is housed in a huge, windowless, ultra-modern grey and silver building that looks as though it was designed by the same guy who did the special effects for *Abbot and Costello Go to Mars.*

You park Ecto-1 and head towards the entrance ramp. As you approach, twelve men in spiffy dark blue uniforms with UFOS Security badges block your way into the dark depths of the building.

You can't help noticing that the guards are carrying what look like M-16 rifles with all sorts of strange tubes, wires, and coils attached. You also notice that the weird weapons are pointed at you.

In fact, what the guards are carrying are M-16 rifles with all sorts of tubes, wires, and coils attached. These things serve no actual function (except to make the guns unweildy; subtract five from any Moves rolls to fire them); Von Dunkin thought they would make the guns look futuristic.

The guards are politely belligerent. "No sir, I'm afraid we can't let you in without proper authorization. No sir, I'm afraid we couldn't check. We have strict orders to stay at our posts. Yes sir, the astro-rifles are loaded. Yes sir, we will shoot you if you set one foot on the ramp. Yes sir, we are serious. It's what we live for, sir. We'd enjoy it."

Let the characters try to talk their way through. No way the guards will let anyone pass, but a 10 or better Cool, Con, Fast talk, Bribe, or the like will get one of them to check inside. If not, keep pulling the Ghostbusters' chains for a couple of minutes before reading the following:

You exchange pleasantries with the guards for a few more moments, then a tall, thing, gangly man dashes up. "Ghostbusters? So sorry to keep you waiting," he twitters. "Ok, Thrasher," he says to the chief guard. "The password is 'Spielberg.' " Looking disappointed, the guards let you enter.

As you pass through the massive, 4-inch steel doors which "whoosh" open as you approach and go down a long, dark, empty corridor, the man apologises profusely for the delay. "You understand, we have to keep ultra-tight security at the Foundation. So many crackpots try to come in and disrupt Mr. Von Dunkin's very important — I might say critical — work."

Almost running to keep up with your guide, you pass innumerable side-corridors going off in all directions. You hear strange ticking and rumbling noises from somewhere to your left and high-pitched giggling and an occasional moan from off to the right. The smell of damp wolfhound pervades the building.



Eventually you round a corner into an enormous chamber. The walls disappear up into shadowy depths where a ceiling might be lurking and the thick grey carpet muffles all sound. The chamber is quite empty except for a tiny black desk standing lonesomely in the center. The desk has an E.T. telephone and a little red plastic typewriter sitting on it.

Your guide picks up the phone (E.T.'s finger lights up), turns his back to you, and whispers, "*They* have arrived, Mr. Von Dunkin."

You hear a squawking from the other end, and a loud thud. Your guide hangs up the phone and turns to you.

"He will see you now." A rumble, deep and ominous, shakes the room as the 50-foot wide back wall slowly rises into the ceiling, revealing a tiny white cubicle.

The room's walls are covered with framed blowups of blurry cigar-shaped objects, aerial photos of South American ruins, and black and white stills from a bunch of bad '50s science fiction movies. In the middle of this room, a short, pudgy but distinguished-looking man stands at a table, gluing together a model spaceship from the TV series *UFO*. He waves you over and offers you his hand.

Find out who shakes first. That Ghostbuster receives a cold smear of model glue from Von Dunkin's hand; his fingers stick together in an annoying manner for the rest of the day. Subtract 1 from all Moves rolls that require precision work.

The gentleman says, "Hello, I um Professor Donath Von Dunkin."

[Von Dunkin pronounces his name "Von Tunk'n". Think *Hogan's Heros.* 'Ve haf vays of making you talk, Americanner schvein!']

"Undt I run zis liddle operation. I'm very pleast to meet you. I huff heard zo much about your verk. I understand you huff actually seen der paranormal phenomenums, yah?"

If the Ghostbusters modestly (or even immodestly) begin to recount their exploits, Von Dunkin listens patiently for just about thirty seconds, and suddenly interrupts:

"Vell I'm chure dot iss interresting, bot hartly as interresting as vhat ve do here. Let me tell you a liddle sumzing about our organization. Ve investigate occult phenomenums undt exterrestrials in a scientific manner. Ve collect der evidence, compare it to our theories, unt ven it fits, ve keep zuh evidence. If it doesn't fit, ve trow it in the garbage."

He lowers his voice. "Our main theory is dot alien astronaut space gotts created all life on Earth unt are currently monitoring us from owdder schpace. Ve are determined to be zuh first to get conclusive proof of this. In our ceaseless efforts to prove zis crucial theory, ve have had to trow out a lot of evidence, but dot's science, ja?"

If the Ghostbusters care to question Von Dunkin's 'scientific method,' Von Dunkin turns red in the face and screeches:

"You're like all the ozzers dot try to contradink my theories because they are so visionary. Am I to be helping it if you are not evolfed enough to appreciate my grand visions?! Unt vot about Stonehench, huh? Explain dot, smart guy! Can you prove zere aren't aliens? Hmmm?"

And so on. Once the Ghostbusters are put in their place, Von Dunkin continues:

"Led me show you der evidenze room." His eyes narrow to little slits. "I only hope your innozent brains can handle zuch proof uv gotts from owdder space as I haff gotten!"

The Vault

Von Dunkin leads the Ghostbusters down a winding stairway, past twenty astro-rifle toting guards and through a metal detector (to proceed further, the Ghostbusters must leave all equipment behind) and to a huge vault. He covers the dial with one hand as he enters the combination with the other, and the vault door swings ponderously open. He leads the Ghostbusters in.

The inside of the vault looks like a museum. There are strange artifacts, large blurry photos and charts on the walls, and overstuffed file cabinets everywhere. Von Dunkin runs around the room like a kid in a candy shop. He gestures to the whole room and proclaims, "Proof!"

He shows the Ghostbusters blurry photos ("actual photos uff UFOs"), cave paintings and sculpture ("primitive people's attempts to draw aliens"), and fossils ("alien bones").

Von Dunkin opens a file cabinet and pulls out a torrent of papers. "Here!" he says. "Svorn statements uff actual alien sightings! Unt not by a punch uv nobodies, eizzer. Statesmen, vorld leaders, presidents! Jimmy Carter I got. But nobody beliefs! It's a conspiracy, I tell you. But ve'll show der vorlt! Me unt my Ghos'buzzders!" He cackles happily.

Examining the Evidence

If the Ghostbusters actually examine von Dunkin's "proof," have them try a Brains, See or Deduce roll. If they beat a 25, they notice that in the background of quite a few of the photos there are men in black suits and sunglasses who look suspiciously like the men in black suits and sunglasses who were hanging around the Blanders' place. (If anyone rolls a Ghost, he is firmly convinced by Von Dunkin's evidence that in fact alien space gods did create all life on this planet and occasionally return to monitor us. Encourage the other players to razz and jeer at Von Dunkin's newest convert. Won't they be embarrassed when he turns out to be right?)

Leaving

When the Ghostbusters are finished looking at the evidence, Von Dunkin locks up the vault and leads them away. He says:

"Ve huff been on der verch uff a major breakthrough for der last fifty years, undt now ve are so close I can taste der schveet schmell uff success! This artifact of yours — I mean, mine. Zis tablet; it's important, zomehow. It fits into everysing. Zomehow. It must be. It has to be! Ve must find it! It's der only real lead I've ever had," he says sadly.

Then he brightens. "Ve're on to zumzing." he says. "I don't know vat, but ve are on to zumzing!"

Ushering them out, Von Dunkin tells the Ghostbusters to stay on alert. He promises to call with a mission as soon as his agents turn something up.



Episode Four: Research and Other Time Wasters

The Ghostbusters have the afternoon free to get into trouble. If they decide they want to nude dirtbike race or pick up secretaries in bars on Wall Street you're on your own, but below are some suggested responses to other Ghostbuster actions.

Investigate UFOs or Von Dunkin

There are literally hundreds of books, newspaper reports, and movies on the UFO phenomenon. The Ghostbusters can spend an entire month in a video store or library and only experience the tip of the tentacle.

When they ask what information they've turned up, go wild. Describe UFO's, astral projection, mental telepathy, ESP, clairvoyance, spirit photography, full-trance mediums, telekinetic movement, the Loch Ness monster and the theory of Atlantis. C'mon, everybody has read about that stuff. Include some mutilated cows, Men in Black, the Bermuda Triangle, Sunspots, articles which claim, "My Baby is an Alien," ad naseum. Keep it silly. None of this research reveals much, except that Von Dunkin's name appears over and over again as the leading authority.

Trail Lori Blander

Perceptive (or lucky) Ghostbusters may decide that Lori still has a part to play in the adventure. They can find out the following information from Mrs. Blander (who is relieved that Lori seems to be back to normal), or by trailing Lori. If they trail Lori, she'll catch on and try to lose them by the middle of Saturday afternoon (she's been ducking her parents for years). When following her, the Ghostbusters must make a Moves roll higher than hers each hour or they've lost her.

Lori's Itinerary

- **Saturday Morning** — Matinee to see *The Day the Earth Stood Still* with five friends. She did not appear to have a date.
- **Saturday Midday** — Home for lunch and painting her toenails.
- **Saturday Evening** — Date with a gentleman named "Marvin" or "Meevin" (or something like that) who wears a yellow raincoat.

Read the Newspaper/Research/ Watch TV/Listen to the Radio

The only curious thing they find is an advertisement for a "StarSeeker Open House". This event is set for Saturday night, from midnight to 3am, in a seedy section of town. The ad mentions that the StarSeekers are looking for new recruits to welcome the coming space gods. The picture shows a man wearing a yellow raincoat with an odd atom symbol on the chest. (The address is the same one Meera gave during his interrogation.)

Street People Contacts

The Ghostbusters may decide to question their informants in the streets (see the *Cast of Dozens* in the ***GHOSTBUSTERS Operations Manual***). Here's what some of them have to say:

- **Father Luigi** steers the Ghostbusters to the weird ad in the newspaper (see above) with his blessing.
- **Jerry di Lucca,** shelter operator, says that truly bizarro things have been happening to the people he cares for. Rumor is going around that "Phil-phil," a regular customer who has been missing for three days, was picked up by a UFO.
- **Mimi Marrick,** the sleazy lady who hangs out near Ghostbusters Headquarters, is convinced that it's the end of the world (but she's always saying that).
- **Herculanum Moonwater** says that the aliens from Sirius who infest his brain have teamed up with aliens from Arcturus and are coming to visit.

Go On Vacation

(Well, this *is* a possibility.) If the Ghostbusters decide to pack it all in and go to Bermuda, they see StarSeeker flower children at the airport (ferry terminal, train station, whatever) selling little plastic UFOs-on-a-stick. And if you feel like it, they can even spot a few Men in Black getting off the plane (ferry, train, whatever) on their way into Manhattan. If the Ghostbusters persist in going, the plane enters a cloud somewhere in the Bermuda Triangle, and the Ghostbusters suddenly find themselves out in the Mojave desert near a Blander Hot Dog Stand.

If that doesn't make 'em turn around and come back, get yourself some new players.

On to Episode 5

After the Ghostbusters have gotten into as much trouble as you can stand, read:

Later this evening, you get an urgent call from Von Dunkin. "Ghos'buzzders! Ghos'buzzders!" he shouts into the phone. "Qvickly! Get opp! Ve huff vork to do! Aliens huff bin zighted in New Jersey! Hurry over to my headqvarters!"

Once they arrive, Von Dunkin will give them the address of an industrial park located in the heart of the lovely and noxious city of Linden. He'll ask them to take lots of photos and, if possible, initiate contact. He will be following them to the sight, he explains; he's got to get some scientific equipment together.

Von Dunkin will act really excited, jumping up and down and throwing both arms into the air; he'll urge the Ghostbusters to hurry.

"Don't let those alienz get avay! Gott in Himmel — this zoundz like the real thing for chure!

How right he is.



Episode Five: Food of the Gods

In this episode, the Ghostbusters have a close encounter with Swneeze-Yip the alien nerd while investigating UFOs at a Krinkles Factory. Swneeze-Yip is checking on the Fugg's main source of nourishment — junk food — as he prepares for the gang's arrival.

After the encounter (involving a desperate battle on walkways over vats full of creme filling), the Ghostbusters are arrested by a crazed Army Colonel and then rescued by a Man in Black.

Some rescue.

Invaders From Mars

The trip to Linden takes half an hour. When they arrive:

The sign over the entrance reads "Neuro-Grease Industrial Park." The 'park' is a squalid maze of dirt-encrusted factories and bubbling pools of mildly toxic sludge. As you drive through the gate you see a group of buildings on your left, labeled Flintstone Plastics. To your right is a low dark building with the initials "S.O." stenciled on the side.

Across the parking lot, you see a wire fence with dozens of "Warning: this fence electrified" signs along its length. Enclosed by the fence is what looks like a munitions plant. And beyond the munitions plant you see the familiar, smiling face of Ralph, the Mostless Monster. He's a 40-foot tall plastic dwarf on the roof of the Mostless building. He's slowly turning a pollution-grey.

The roof of the munitions plant is lit. Looking up through the smog, you can just make out a cigar-shaped metallic object about 30 meters long. Lights dance along the surface of the cigar, and it is shining a steady white beam down on the munitions factory — just like the light that hit Ecto-1.

Let the Ghostbusters decide what they want to do. PKE meters measure some paranormal energy, but not a tremendous amount.

After two or three minutes (before they have time to do much more than park), read the following:

You see something small descending from the clouds. The object is oblong and silvery, no more than a meter across. It hovers, glides sleekly, wobbles for a second, and zooms into a second-floor window of the munitions plant.

The Ghostbusters are too far away from the building to fire proton packs at the saucer, and the munitions plant is guarded by six soldiers. These guys are exact duplicates of the guards at the Foundation, including temperment — except they're carrying unadorned M-16s. The soldiers aren't about to let a group of Ghostbusters into a government installation, and even refuse to turn around to look at the UFO.

If our heroes just crash the gate, or enter illegally, alarms go off and bullets fly. If the Ghostbusters bluff their way in, (roll a higher Cool or Bluff than the soldiers' Brains roll), they enter the plant in time to see the saucer wobble out a window, and zip over to the Mostless factory.

If they just stay outside watching:

You see the small dealie suddenly shoot out of the window it entered. A very surprised military officer sticks his head out of the window a moment later. The dealie wobbles a bit more, zooms over to the Mostless factory (grazing Ralph's head) and enters through a third-floor window. The huge cigar shape in the smog drifts over to the Mostless factory, its beam already trained on Ralph.

Close Encounter of the Second Kind. . .and Then Some

The Ghostbusters can enter the processed foods factory without difficulty. Once inside, they are surrounded by admiring workers who ask what they're doing here and want to shake goo-covered hands with them and request autographs and in general get in the Ghostbusters' way. Once disengaged from the admiring crowd, the Ghostbusters can trace the saucer with their PKE meters (or just dash up to the third floor):

Suprised factory workers stand at endless conveyor belts of Mostless Krinkles, Fling-Dings and other assorted processed foods, chattering excitedly and pointing toward a large door at the other end of the room. The PKE meter indicates that there is some kind of paranormal energy in that direction.

Through that door, you see a three-story tall room. Below, on the first floor, are giant vats of pastry goop. The second and third floor are crisscrossed by catwalks, large pipes, and bundles of electrical wiring. Large open windows dot the walls.

Oops — there's the little ship. It is on your level out near the end of a catwalk, aiming a beam of light into one of the vats.

Now what?

The Ghostbusters can try to talk to the ship, block its escape, or attack it.

Talking to the space ship produces no effect. (Swneeze-Yip's got more important things to do than play word-games with primitives.) The ship ignores them and after a minute or two dashes out one of the many open windows.

Blocking its escape doesn't work so good either. There are six windows, and some of them aren't accessible from the catwalks. Smart-alek Ghostbusters could try to seal these off by firing proton beams across them; Swneeze-Yip will then have to deal with the pesky ape-men before leaving (see **Let's Kill Something** below).

Let's Kill Something!

Whom are we kidding with this "talk to it" or "block its escape" nonsense? We all know what our boys are gonna do: they're gonna try to blow the spaceship into oxygen! I mean, let's face it — if they wanted to be reasonable, they'd play Canasta or something! So why don't we stop wasting all this time and get to the fun part.

As we see it, the Ghostbusters have three real choices: they can leap heroically onto the vehicle and wrestle it to the ground; they can fire at it with proton packs or bazookas or surface-to-air missiles or hurl tubs of creme filling at it; or they can (shudder, shudder) cross the beams. The first option is fun but probably useless, the second has more potential, and the third will definetely destroy the ship — along with lots of other stuff.

Wrestling the Spaceship to the Ground

If one or more Ghostbusters leaps heroically onto it, the spaceship zips madly around the room, trying to shake him off (roll a higher Muscle than the spaceship's Moves of 4 to hang on). Failing that, the ship electrifies its hull; the Ghostbuster then needs to make a 20 or better Cool roll to hang on.

If three or more characters actually get on the ship at the same time, its anti-grav units burn out and it plummets to the ground, dead. The Ghostbusters will each take one dice worth of Brownie Points damage.

Eat Burning Neutrinos, Extraterrestrial Scum!

The spaceship completely ignores all conventional weapons fire. Bazookas, lasers, spitballs, etc. — it simply goes about its business and then exits.

If the Ghostbusters use weird science weapons (like maybe proton packs, f'rinstince), they will be more successful — maybe. A hit (Moves roll 15 or better for a small, moving target) slams the ship into a wall. It immediately zooms over to the 'buster who fired at it (choose randomly if more than one attacked) and trains a beam of light on the hapless hero. The beam lifts the Ghostbuster (unless the player rolls 20 or better on Muscle to hold onto something) over a vat of sugery drek, and lets go.

The ship continues these tactics until destroyed or the Ghostbusters withdraw. If the Ghostbusters get four or more beams on the ship at the same time, it shudders wildly and plummets to the ground, dead.

Crossing the Beams

Oh my, how uncool. The ship is destroyed. So is the room. So is a good portion of the industrial capacity of New Jersey. Each Ghostbuster takes three dice worth of Brownie Points damage plus three weeks hospitalization. Bring on the lawsuits, angry newspaper editorials, hate mail, fines, repair bills, and any other suitable punishments you can devise.

Going For a Swim

Ghostbusters who fall (or are pushed) off a catwalk or the ship invariably fall straight into a vat of creme filling. The creme filling saves them from grievous bodily harm (maybe taking 2-3 Brownie Points damage max), but the effects of sugar, petroleum by-products, artificial flavoring, additives, wood pulp, and more sugar on delicate scientific equipment and unlicensed nuclear accelerators is left up to the Ghostmaster's fiendish imagination...

Success!

Thirty seconds after the ship is vanquished, an extremely bright light shines from the large ship outside through a window onto the smaller ship. The small ship rises through the window and into the large ship, which promptly vanishes into the clouds. The Ghostbusters will be completely unable to stop this, and anybody who tries to ride the ship is unable to get a grip on it — it's as if the ship's surface suddenly turned frictionless (which it did). Just then (as if on cue), Colonel Hickins arrives.

Failure!

One way or another, the ship finishes its business and gets away, leaving the Ghostbusters sodden and artificially sweetened. Just then (as if on cue), Colonel Hickins arrives.

The Colonel

Just when things look their bleakest, along comes somebody to make everything worse. Read:

You look down to see an Army Colonel enter the room on the first floor. He's got six soldiers in tow. The troops expertly kneel and level rifles at you. The Colonel barks "Ok yew comm'nist saucerman! Make one move, an' Ahl fill ya fulla democracy!"

The Ghostbusters might think they can survive a shootout. Wrong-o. The soldiers have Fire Weapon Talents of 6. They score a successful shot each time they roll higher than the target Ghostbuster's Moves. Each shot does 5 Brownie Points damage, and incapacitates the Ghostbuster until he receives hospital care.

After a couple of rounds of combat, another ten or two-hundred soldiers pour into the room from all entrances. The Ghostbusters are trapped.

Surrender

If the Ghostbusters surrender, the Colonel says:

"Smart move, Ivan. Yew might jes' live ta' see Siberia agin!"

The Ghostbusters will probably protest their innocence, but Hickin's mind is made up (add 15 to any Cool rolls vs. Ghostbusters' Con or Beg attempts). He saw the saucer, he saw their 'furrin' uniforms, and he caught them *Red*-handed sabotaging a major American industry. If the Ghostbusters attempted to get into the munitions plant earlier, the Colonel is convinced beyond a shadow of a doubt.

As you are led at gunpoint out of the factory, the Colonel says, "Ahm Kunnel Hickins. Ah bin on the Air Force speshul forces d'vishun chasin' yew an' yer sputniks fer twenny-fie year. Ah know a sputnik when ah sees one, so dont try an' puhtend lahk yer innercint — Ah know better."

If the Ghostbusters mention Von Dunkin, Hickins turns beet-red.

"That furrin' com'nist? Doan' yew know he's in league wit' the saucermen? Doan' yew watch teevee? He's bin try'n ta git th' Murican people to b'lieve th' saucermen is some kinda nice guys insteada commie sputniks! Yew may only be Pinko's insteada Reds, but yew'r still gonna do twenny year in a Air Force jail fer c'nspiracy, treason, upholdin a public noosince, an' anythin' else Ah kin think uv."



The Men in Black

Now things really begin to get interesting. Men in Black show up, capture our heroes, and try to brainwipe them — to make them forget the Krinkles adventure.

Note: Sweenze-Yip doesn't really care whether they forget the factory; he just wants to see how the Ghostbusters react to intimidation. If they quietly knuckle under, Swneeze-Yip will be disappointed: he's been following their careers on TV and suspects they might be pretty cool dudes.

An MP paddy wagon drives up. Hickins barks, "Git In!" The doors of the paddy wagon open, and a Man in Black steps out.

Allow the Ghostbusters time to do something foolish like attack the Man in Black. (At which point concentrated weapons fire rips merrily into their torsos.) Otherwise continue:

Hickins swallows his cigar butt, coughs, and says, "Who th' hell ur y'all?"

The Man in Black flashes an ID and says in a monotone, "Agent Cygnus of The Agency I'll take these prisoners off your hands."

Hickins looks as if he's going to have an appoplexy, "Now wait jest a durn minute! They're mahn! Theyre th' only real leads Ahve got in twenny years! Yew cain't dew this ta' me!"

The Man in Black stares at him without emotion. "This is an Agency matter now," he says expressionlessly.

The Man in Black has the Colonel sign some papers, and the soldiers load you into the paddy wagon, locking your equipment in a steel box against the back wall. The Man in Black gets in the paddy wagon with you, pulls down the shade on the rear window, and the wagon drives off.

Where Were You On the Night of. . .?

Ok. Our Heroes are alone with the Man in Black. Time to beat him severely about the face and neck and make their escape, right? Well...

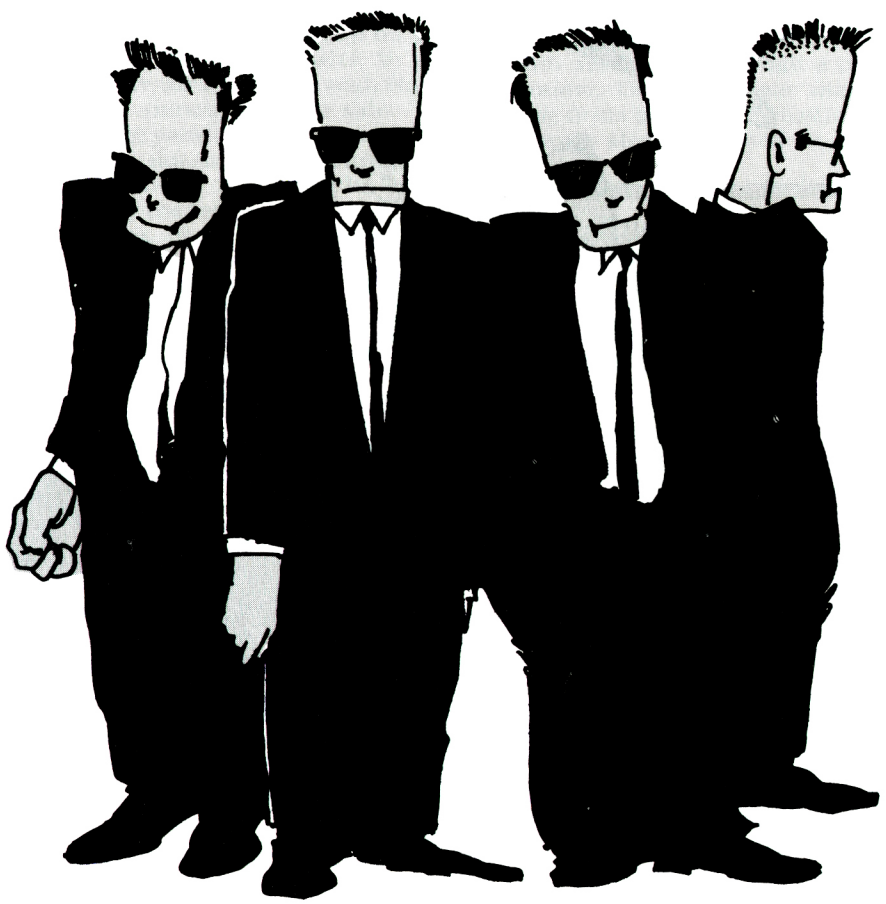
If the Ghostbusters attack the Man in Black, he puts up a force field. Only a Muscle roll of 30 or more gets through. Skip down to **Attacking the Man in Black**. Else:

Agent Cygnus stands motionless, looking at you. [Put on the dark glasses. Stare at the players. Do this for a while. Then do it some more. This should begin to unnerve them. They may start to talk. Ignore anything they say. When you get bored, continue.]

"What did you see in the Krinkles Factory?" [If they tell what happened, listen dispassionately, then speak.]

"In the interests of national security I ask that you tell no one of what you saw in the factory. Do you so swear?"

Clever (or weaselly) Ghostbusters immediately agree. Whatever they answer, he looks at them for a long time. Call for a Brains roll from everyone. This roll means absolutely nothing.



The Man in Black then says:

"Do you agree to take a lie detector test on that point?"

The Brainwipe Machine

If the Ghostbusters do not agree to take the lie detector, the Man in Black says, "Very well. You have made your decision," and spontaneously combusts; see **Flying**.

If they agree or say nothing, he takes out several polygraph-like machines, one for each character, and hooks the first one up. He says:

"Do you agree to tell no one of what you have seen in the factory?"

After the Ghostbuster replies, read:

The Man in Black turns a dial and says, "You will now forget the events of the last two hours." A searing pain lances through your brain.

If the Ghostbuster wishes to resist what is happening, let the player make a Cool or Resist Mind Control roll. If the player rolls 15 or better, the Ghostbuster has successfully resisted. The Man in Black turns up the dial and says:

"You will now forget the events of the last two hours."

The Ghostbuster must now roll 20 or better to resist the brainwipe. If the roll is made, the character resists.

If they attack while the Man in Black is using the mindwipe, see **Attacking the Man in Black.**

Brainwiped!

If all of the Ghostbusters fail their Cool rolls, they are brainwiped. They forget the events of the last two hours, and believe they have spent an uneventful day waiting for a UFO that never appeared. The Man in Black combusts and the characters find themselves **Flying.**

If the Ghostbusters resist the brainwipe, but pretend to have been brainwiped, the Man in Black combusts and they find themselves **Flying.**

Attacking the Man in Black

If he is attacked right off, the Man in Black puts up his force field and characters will have to roll 30 or better to hit him. He will calmly watch as they try, and will do nothing else in his defense. After three such hits, he will spontaneously combust. See **Flying.**

While he is operating the brainwipe machine, the Man in Black cannot use his protective force field. All Ghostbusters are free to do as they please, including attack. The Man in Black ignores anything the Ghostbusters do, as he is not programmed to expect resistance. (Even taking off the "lie detector" wire is ignored by the Man in Black.) If the Ghostbusters hit him two times, he flares up in a ball of greasy flame, and the Ghostbusters find themselves **Flying.**

Flying

Ok. The Man in Black has combusted. The Ghostbusters are ready to make good their escape. A Moves or Lockpick roll of 10 or better allows them to free their equipment.

If they try the door, it opens. Guess what? Their van is about 3000 meters above the Atlantic Ocean. Falling rapidly. The Ghostbuster who opened the door will fall out if he or she blows a Moves roll of 5.

Let 'em concoct a really good story and spend Brownie Points like crazy to get out of this one — although it's possible some creep brought along a parachute. If so, each additional passenger on the parachute must spend two Brownie Points to keep it from collapsing from the excess weight.

Gee, I wonder if unlicensed nuclear accelerators float...

Episode Six: The StarSeekers Or, The Return of Lori Blander

Undt der Cavalry Comens der Rezcue, Yah?

Von Dunkin was on his way to the Krinkles factory when he saw the Ghostbusters get captured by the Men in Black. He followed the van, but lost it when it took off into the air. This struck even him as unusual, so he radioed back to the Foundation for a helicopter to pick him up.

As they tread water, the Ghostbusters soon hear the whup-whup-whup of an approaching helicopter. It flies by, then dips down low. They see a ladder dangling out of the side, and Von Dunkin waving from the pilot's chair.

Once they climb in, Von Dunkin listens to their adventure for about thirty seconds, then says:

"Vell dot iss interresting, bot hartly as interresting as what I haff discoffered. Deer is a group uf aliens meeting tonight inna warehowse at midnight. Dis is too impordant to miss. I must run home unt prepare for dis amazing vunder."

Von Dunkin wants the Ghostbusters to spy on the StarSeekers' meeting (which takes place in two hours) to learn if they have Made Contact. Since this is their only lead on recovering the tablet (and saving their franchise), they should quickly agree to do it.

If the Ghostbusters mention that they already know about the meeting, Von Dunkin squints at them suspiciously, but says nothing as he drops them off near their headquarters (or back in the industrial park by Ecto-1, which hasn't yet been impounded).

Recovering

When the Ghostbusters get back to Headquarters, they can develop something to counteract the brainwipe on a Brains roll of 25 or more. Otherwise, the effects wear off after one day (the machine isn't very effective).

This episode takes place on Saturday at midnight. The Ghostbusters know about the meeting from questioning Meera, from reading the paper, or from Von Dunkin.

It seems that Lori Blander has been dating Meera for a couple of weeks (why, we can't begin to imagine). Shortly after they met Lori, Meera and other StarSeekers began to have weird dreams about the tablet, Lori, and a pyramid in Nome Alaska. (The dreams are courtesy of Swneeze-Yip, who is beginning to get tired of Earth and has started accelerating the "calling the space gods back" scam.) When Lori told Meera that the Ghostbusters had the tablet, he decided to try to swipe it from them.

Now that he has the tablet, at midnight tonight Meera plans to offer Lori as a sacrifice to lure back the space gods. This sacrifice is less than useless; Lori isn't Swneeze-Yip's type — he'd probably just blush and stammer and stare at his feet anyway.

The Warehouse

The meeting begins at 11:30 pm. Chances are the Ghostbusters won't show up before midnight. Read:

The meeting has already begun. The warehouse is a huge open area, with a series of doors along the front, and a raised platform at the back. There is a table in the center of the room, with a cloth draped over it, covering a breadbox-sized article. Strange chanting — "hey, yup-yup-yup yup-yup; hey yippi-ki-yi-yay," and so on — comes from about twenty people who are standing near the platform, swaying hypnotically. Meera Starflower is on the platform, in front of a plastic altar. He is holding what looks like the Blander's tablet. Everyone is wearing bright yellow raincoats.

Oh, and behind the man, on the altar, a squirming and furious Lori Blander is strapped down and gagged.

If the Ghostbusters don't enter with a dramatic flourish, everyone ignores them, assuming them to be here for the open house.

The PKE meters show a large amount of PK energy of the same flavor found at the Blanders' while Lori was possessed. The energy level is not nearly as high as before, but it is constant.

Before the Ghostbusters start moving, read the following:

The man standing at the altar speaks: "StarSeekers rejoice! Our destiny is at hand. We have all experienced the same vision (the crowd mutters in agreement), we have all journeyed here for a grand purpose (again the crowd agrees), we are about to embark on our journey to seek...Contact!" The crowd cheers. They all turn to the table as the cloth rises [on hidden wires], **revealing —**

An overturned garbage can sitting in the middle of mounds of clay. The garbage can has been pounded into a vague approximation of a pyramid; Hot Wheels cars are taped to it at various angles. The crowd roars, and begins chanting once more. Meera shouts over them.

"The location of this pyramid was revealed to me in a dream. This tablet (he holds it up) and the pyramid are linked! We must journey into the tundra and bring this tablet to its home. Yes! We go to Nome, Alaska! But first, my friends — the main entertainment for the evening — a sacrifice to placate the gods and draw them nearer!" The crowd goes wild.

"Oh, great Mayan Gods! Oh, the great Quez... The, uh, Quin... Oh, great gods whose names I cannot pronounce, see fit to accept this sacrifice of our own beloved Lori as a small token of our esteem." He moves around the altar to Lori.

If the Ghostbusters don't do anything yet, Lori *does*. She's been struggling all this time and has gotten one foot loose from her bonds, and gives Meera a swift kick in the stomach. This should be a signal for the Ghostbusters to attack. If they don't, Meera will suddenly close his eyes, say that the gods are giving him visions of intruders, point unerringly at the Ghostbusters, and order his followers to attack. (The Ghostbusters can thank Swneeze-Yip for this one. He doesn't want them to in-



terrupt later just as things are getting interesting.)

As the fight begins, Meera shouts triumphantly:

"I now evolve into the true StarSeeker!" With that, a bolt of red light arcs from the tablet to the altar. Lori screams. He and Lori glow red for a moment. Then Lori turns apelike, and Meera's body shrivels and his head expands.

Attacking the High Priest of Quez. . .Quin. . .Whatever

This is bad news. Meera is different now. Filled with power, he's no longer the coward he was before. He attempts to devolve the Ghostbusters, feeding himself on their evolutionary energy, and incidentally turning them into Neanderthals.

Meera yells "Evil ones! Stand where you are, or face devolution!" Meera concentrates, and a bolt of red energy lances out of the tablet at the nearest or most effective Ghostbuster. If Meera rolls higher on Brains than the Ghostbuster does (and the newly-evolved Meera has a Brains of 7!), that Ghostbuster is **Devolved!**

Using Proton Packs

A proton beam fired at Meera or the tablet rebounds and slams the Ghostbuster against a wall just like in Episode 1. Blasting the cultists or Lori sends *them* slamming around the room.

Blasting Meera or the tablet more than three times or by three packs at once overwhelmes Meera's defenses and causes a power backlash. Meera crackles with blue light and passes out. If the Ghostbusters can push through the mob and grab the tablet before he wakes up in about 15 seconds, they'll have won.

After the trouble starts, the cultists run around in a frenzy, looking for an escape route, as described in **The Mob.**

Returning Fire

If a Ghostbuster blasts Meera with a proton pack at the same time Meera blasts him with the red devolvo ray, they *reverse the polarity*! Meera and the blasting Ghostbuster (or Ghostbusters) feel an electrifying jolt.

When the smoke clears, Meera is devolved to an ape if he was a man, and to a man if he was super-human. He can still use the tablet (with Brains of 4 if human and Brains of 1 if Neanderthal); and if he successfully devolves somebody, he'll climb up that old evolutionary scale once more.

The Ghostbuster, meanwhile, has been evolved into a super-being. His head gets real large and his Brains are increased by three. This lasts until hit once more by the devolvo ray or for an hour.

Fisticuffs

This does no good at all. When the Ghostbusters get near him, Meera levitates then attempts to make the attacking Ghostbuster levitate and circle him (like Lori did to her folks). Meera must make a higher Brains roll than the Ghostbuster he is trying to levitate. If successful, the victim floats around gurgling.

The Devolved

Devolved Ghostbusters get all hairy, both arms grow to knee-length, and his or her jaw juts out just a 'missing link' or 'ape boy' out of a '40s movie. The devolved's Moves increases by 2, Muscle increases by 1, but Brains and Cool each decrease by 3. The Ghostbuster retains the same skills, but performs them according to his new Trait scores.

If his Brains are less than 1, well, let's just say he immediately starts climbing the walls looking for bananas. Brains of 1 allows the Neanderthal to behave like a very stupid person.



The Mob

The firefight is made much more interesting by a whole bunch of real scared StarSeekers running around and getting in everybody's way. Subtract 1-6 from just about anything the Ghostbusters do until these guys are disposed of.

Vicious Ghostbusters can fire proton packs into the maddened crowd for a couple of rounds; the terrified folks drop to the floor and make like statues. Otherwise, they will run around in circles and shout a lot.

Winning

Ok. Meera has been vanquished.

Oh, you say he hasn't? He's *won?* So all the Ghostbusters are floating around gurgling or hanging on the ceiling grooming each other for parasites? So Meera is ordering his followers to gather up the losers and pile them on the altar so he can blast 'em into tiny bits all at once? Hey, no problem!

Remember Lori the ape-girl? Well, Meera doesn't. So when she sneaks up on him, grabs the tablet and whacks him on the head with it, it comes as quite a surprise.

Wrapping it Up

All the devolved or super-evolved revert to normal in about thirty minutes. So there won't be any trouble with the ASPCA or the airlines when the Ghostbusters try to airlift a gorilla to Alaska. Then again...

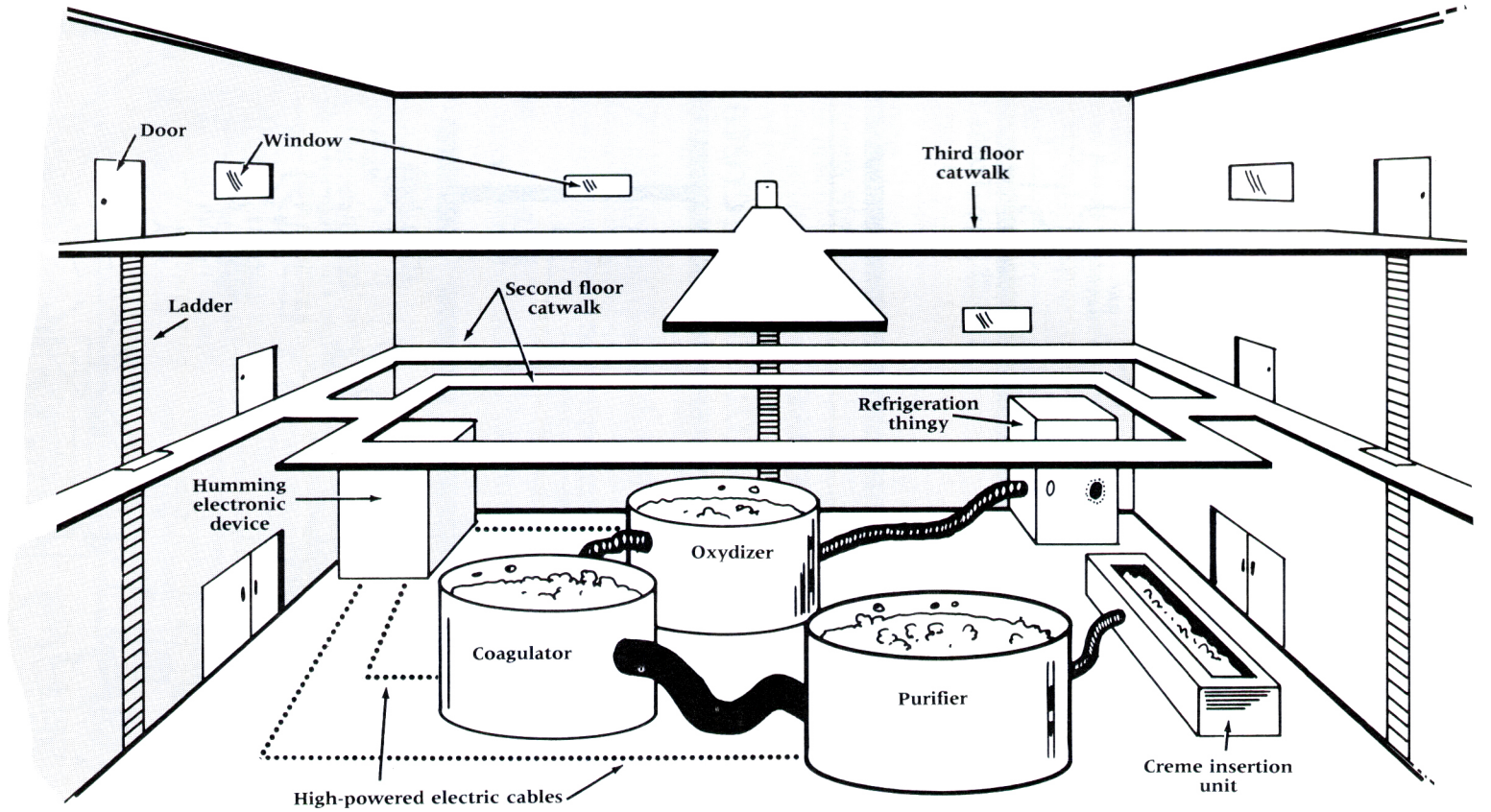
Lori is very glad to see the Ghostbusters again. She tells them that she used to date Meera — "but now I realise how like what a total drip he is" — and claims to be totally cured of her desire to be a StarSeeker. "Like I find myself strapped to this totally like ice-cold altar and turned into some kind of, you know, monkey or something! If that's what turns those space-gods on, they can count me out!"

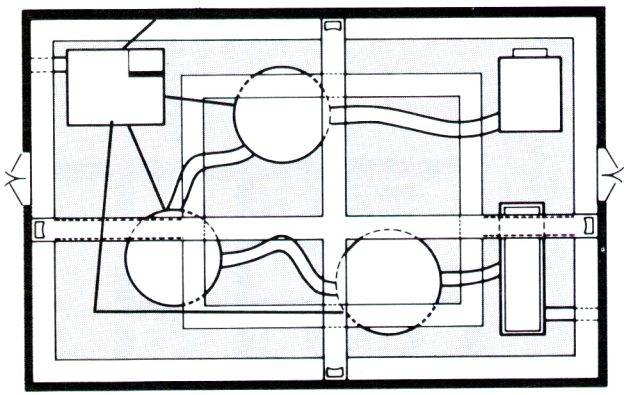
Lori fully expects the Ghostbusters to drive her home. Clever characters will just drop her off at the curb and split, thus avoiding having to explain the night's events to Mr. and Mrs. Blander...

Meera is out cold and will wake up remembering nothing other than that his dreams told him to grab the tablet and take it to the great pyramid in Nome, Alaska. The Ghostbusters can get this information out of him the same way they did in Episode 1. He plays no further part in the adventure; let the police take him away.

When they hand the tablet to Von Dunkin, he's overjoyed. He'll gladly return ownership of GBI to Venkman, Stantz, et al, and pay the reward. Then he'll offer the Ghostbusters Big Bucks to accompany him and the tablet to Alaska, "to call the shpaze gotts!"

GHOSTBUSTERS logo and logo design © 1986 Columbia Pictures Industries, Inc. All Rights Reserved





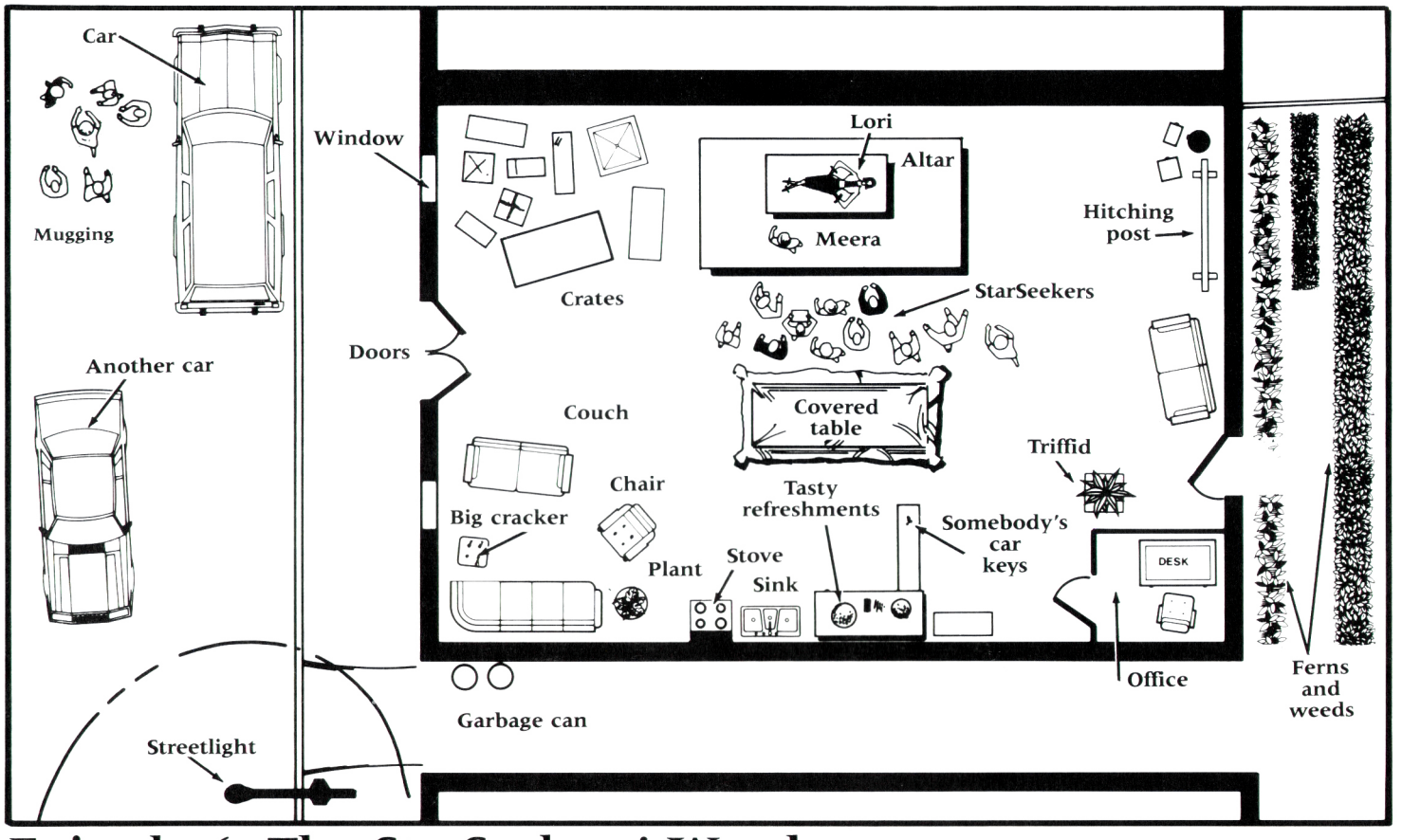
Episodes 5 and 10: The Mostless Krinkles Factory

SCALE: unknown	APPROVED BY Ghostbusters HQ	DRAWN BY J. Morrison
DATE: 7.14.63		

PLEASE RETURN TO THE LIBRARY AFTER USE.

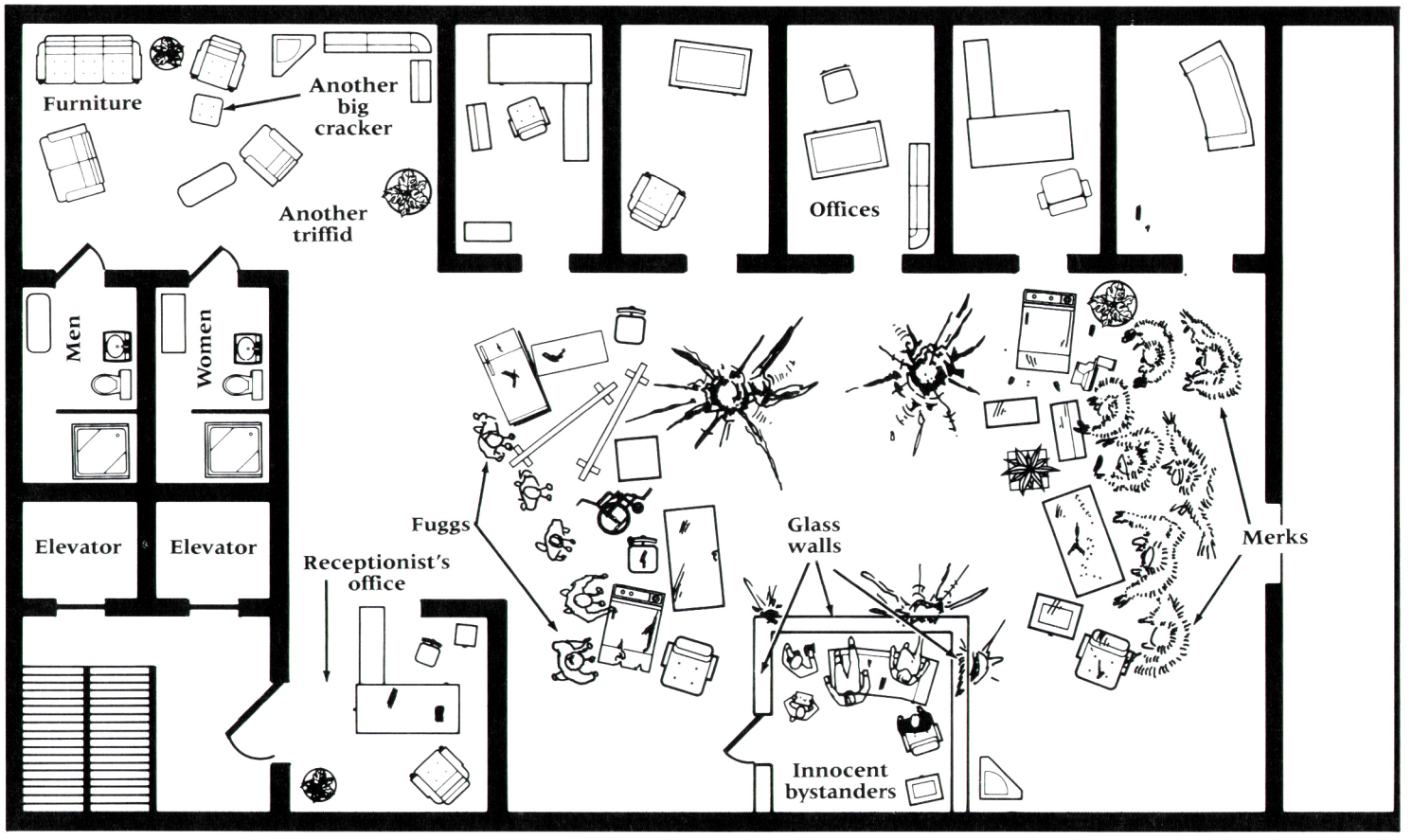
DO NOT SELL, BARTER, OR GIVE THIS MAP AWAY.

DRAWING NUMBER 7007.84.97



Episode 6: The StarSeekers' Warehouse

Episode 10: The Secretarial Pool



Hot Rods of the Gods Boardgame Rules Sheet

Hot Rods of the Gods Boardgame Hit Record Chart

Fuggs		Merks	
Fugg 1	☐	Merk 1	☐
Fugg 2	☐ ☐	Merk 2	☐ ☐
Fugg 3	☐ ☐ ☐	Merk 3	☐ ☐ ☐
Fugg 4	☐ ☐ ☐ ☐	Merk 4	☐ ☐ ☐ ☐
Fugg 5	☐ ☐ ☐ ☐ ☐	Merk 5	☐ ☐ ☐ ☐ ☐
The Veeb	☐ ☐ ☐ ☐ ☐ ☐	Klurko	☐ ☐ ☐ ☐ ☐ ☐
Ecto-1	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐		

Mark off a Structural Integrity box ☐ each time a hot rod takes damage. When all of a hot rod's boxes are marked off, flip its counter to its wrecked side: it is out of the game.

Random Movement Chart

Die Roll	Direction
1	North
2	East
3	South
4	West
5,6	No Move

Hot Rods of the Gods Ready Reference Chart

Turn Sequence

1. Panicked Crowds Move
(Advanced Game only)

Roll on the Random Movement Chart for each Panicked Crowd counter in a hex with an alien hot rod. Remove any counter which moves off the board.

2. Ghostbusters Move

Ecto-1 moves up to 3 spaces, North, South, East, or West, but *not diagonally.* Ecto-1 must stop upon entering a space containing another hot rod. Ghostbusters are disqualified if they exit the board.

3. Merks Move

May move 1 space; may not move diagonally.

Merk 1: Roll on the Random Movement Chart. Disqualified if exits the board.

Other Merks: Pick the first one of the following which is appropriate:

1. If down to one Structural Integrity point, move toward Central Park space. If it makes it to (or occupies) Central Park, announce that it is "under repairs."
2. If in a space with a hot rod which it did not fight last turn, stay in space to attack.
3. If adjacent to a hot rod, move to engage. If adjacent to more than one, pick the hot rod to attack. Here is the priority: first, Ecto-1; next, an enemy hot rod; last, a fellow-gangmember's hot rod.
4. If not adjacent to a hot rod, roll on the Random Movement Chart, rerolling if result sends hot rod off the board.

Note: On first two turns, move directly towards enemy hot rods. *Do not* attack friendly hot rod until *after* hot rod has engaged at least one enemy vehicle!

4. Fuggs Move

Same as the Merks, except the Fuggs are much cooler about the whole thing.

5. Ghostbusters Attack

Ghostbusters may attack any one car in their space. Ecto-1's driver rolls his Moves (modified for any particularly sneaky or stupid maneuver the driver wishes to attempt) against hot rod driver's Moves.

The Ectomobile may only initiate one attack per turn; however, the driver may roll against any number of alien initiated attacks in the same turn.

Determine damage as follows: Mark one box off of loser's Structural Integrity track in the Hit Record Chart if the winner simply rolled more than the loser; mark two off if winner doubled loser's roll, three off if winner tripled loser's roll, etc. If rolls were tied, mark one box off of both.

6. Resolve Other Attacks

Determine who the aliens will attack. Choose the victim according to the following: the alien will first go after Ecto-1, then a vehicle from the other gang, then a vehicle from its own gang.

Roll drivers' Moves and mark off boxes in the Hit Record Chart as appropriate. (Don't bother with Advanced Game alien tactics unless Ecto-1 is involved in the battle.)

7. Repairs and Damage

Flip any vehicle with zero Structural Integrity points to wrecked side: it is out of the game.

Any Fugg or Merk vehicle in the Central Park space "under repairs" regains one Structural Integrity point (erase one check from its track in the Hit Record Chart). Once "under repairs," a Fugg or Merk vehicle will continue to do so until attacked or they have regained more than half their Structural Integrity points.

If the Ghostbusters are "under repairs" and Swneeze-Yip is their pit crew, Ecto-1 regains two Structural Integrity points. If Swneeze-Yip *isn't* in their pit crew, they regain one point on a Brains roll of 15.

While undergoing repairs, a vehicle *may not* attack another vehicle or do damage to any vehicle attacking it. It still rolls in its defense, though (subtract 1 die from its Moves roll); if it wins, it does not take any damage.

Advanced Hot Rods of the Gods Boardgame Rules

Find the basic rules a little simplistic, huh? Or maybe your players are so good that you don't think they'll be challenged by 'em? Well, don't despair, friend Ghostmaster, here're some more complications you can dump into the game — sure to satisfy even the most sophisticated and arrogant players!

Alien Tactics

Each alien vehicle has a special tactic it uses when attacking the Ghostbusters. Don't bother using the special tactics during alien vs. alien conflicts; that'll just bog the game down tremendously.

Note that most of the tactics can be negated through the proper use of Weird Science gadgetry.

Drunk (Fugg 1, Merk 1): Drive erratically. Smash into everything.

These guys tend to smash into everything but other hot rods. They sail merrily into areas which contain no other hot rods, stagger blindly around (and through) buildings, and generally miss their opponents by a country mile. (Not much of a tactic actually, but what can you do?)

Rebound (Fugg 2, Merk 2): Knock the other car into a building for extra damage.

When the alien and Ecto-1 collide, a huge airbag inflates in the front of the alien's hot rod. If the alien wins the roll, Ecto-1 bounces backwards. Ecto-1's driver must then make a Moves 20 roll to avoid splattering into a building for painful double damage. If the roll is successfull, Ecto-1 takes no damage.

If the Ghostbusters win the crash, the alien takes normal damage.

Disruptor (Fugg 3, Merk 3): Ruin the opposition's electrical system.

The two hot rods equipped with disruptors have huge coils of wire encircling their cars, and strange antennae sticking out at odd angles. When they collide with Ecto-1, a crackling pulse of electrical energy lances through the Ectomobile — regardless of who wins the crash. Sparks leap off all metal surfaces, systems short out, and Ecto-1 lurches spastically.

Each hit subtracts one die from the driving Ghostbuster's Moves roll due to systems damage to Ecto-1. Each subsequent crash will again reduce handling by one die.

Swneeze-Yip can repair one die of electrical damage each turn the Ghostbusters are "under repair;" a Ghostbuster can repair one die on a Brains or Physics roll of 15.

Sneak Attack (Fugg 4, Merk 4): Attack from behind, using a hologram.

When the Ghostbusters think they are heading toward this hot rod, they are actually barreling in on a hologram. Meanwhile, the real hot rod is lurking behind nearby buildings, slowly creeping up behind Ecto-1. When the Ectomobile hits the hologram, it passes right through it and the real alien car swoops in from behind. The alien rolls an additional die for its attack.

Once the alien hot rod has attacked, there appear to be two identical hot rods in the space. If the Ghostbusters attack one, roll a die. On a 1-3, they have picked the correct hot rod and the combat is resolved normally; on a 4-6 they have chosen the hologram and the real hot rod charges in once more from behind (adding one die to its attack once more).

Mauler (Fugg 5, Merk 5): Mangle through superior power.

The two mauler hot rods look like gigantic streamlined garbage trucks. While gaining extra hitting power, they have sacrificed some mobility to do so. Subtract one die from these guys' Moves rolls to hit, but when they do so, add one point of damage.

Teleport (The Veeb): Instantly escape for repairs when damage runs high.

Veeblefrexxer is serious about winning the derby against the chronically uncool Merks, so he has rigged a teleporter into his car. Any time Veeblefrexxer's hot rod takes three or more points damage, he teleports back to his pit crew in Central Park. He'll stay there until completely repaired or things get too hot.

Gang Attack (Klurko): Get a friend or two and attack the Ghostbusters en masse.

This cowardly attack is Klurko's special revenge for his chicken race humiliation at the hands of the Ghostbusters. Some time during the derby, when the Ghostbusters have had enough kills to make them cocky, Klurko and two fellow Merks will close in on them from three sides during the Merks Move phase. Skip the Ghostbusters' Movement this round due to the "savage ferocity of the aliens' attack." (Yeah, we know it's a sleazy thing to do, but otherwise poor Klurko doesn't stand a chance.)

Klurko and his gang charge the Ghostbusters from three different angles. The driver has to roll 10 or better on Brains or See to spot the attack.

If the driver fails, all three hot rods hit Ecto-1 simultaneously. Add *all* the attacking Merks' Moves scores and roll that many dice.

If the driver makes the roll and spots the attack, he can attempt a Moves 15 roll to avoid the simultaneous attack. If successful, he must still face each hot rod separately.

Alternatively, the driver can try the famous get-out-of-the-way-at-the-last-second-and-cause-the-attackers-to-crash-into-each-other-routine. This very difficult maneuver requires a Moves roll of 25 or better. If successful, Klurko and his thugs each take 1 point of damage.

Panicked Crowds

Check out the neat little panicked crowd counters we have so thoughtfully provided you. When the first hot rod crashes, place one of those little guys in that space. When another hot rod crashes, place another one in the new space. Keep this up until you have run out of counters.

During the Panicked Crowd Moves phase, roll on the Random Movement Chart for each Panicked Crowd counter in a space with an alien hot rod and move the piece accordingly. If a roll indicates that a piece moves off the board, cluck sadly and shake your head over the unfortunate people who have been forced into the East River/Hudson River/Harlem River/Ocean. Make the Ghostbusters feel vaguely responsible for the possible drowning/lost at sea fate of these guys.

It's up to you whether you penalize the Ghostbusters for each group of victims who flee in panic, but certainly Brownie Points should be awarded to players who make serious attempts to rescue these innocent bystanders.

Long Range Combat

In an average ***GHOSTBUSTERS*** game, there are six Ghostbusters. In the climactic battle for Earth, one Ghostbuster gets to drive Ecto-1, and five get to sit around nervously. Why not let 'em open the windows and use those wifty proton packs on the opposition? Of course, to be fair, the aliens deserve a chance to fire back. . .

Each alien hot rod gets one astro-blast attack per turn; Ecto-1 gets as many proton pack attacks as it has occupants. Each hit reduces a vehicle's Structural Integrity by one.

All ranged attacks take place at the end of the Resolve Other Attacks phase. To hit a vehicle in the same space, the firer must make a Moves 15 roll. To hit a vehicle in an adjacent space, the firer must make a Moves 25 roll. Vehicles farther than that are out of range. Alien hot rods only fire at vehicles in their hex.

Alien target priorities are the same as their attack priorities: first Ecto-1, then a vehicle from the opposing gang, then hot rods from their own side.

Episode Seven: A *Jungle?* In *Nome, Alaska?*

Does seem a little strange, doesn't it?

Well, about five years ago, a small earthquake centered just off the coast of Alaska opened numerous fissures in the ground under and around the famous "Gurtner Glacier," a rather boring tourist attraction just to the north of Nome. Superheated air from the fissures (there's a lava bed or something down there) has all but melted the glacier, creating temperatures and humidity akin to that found in the deepest South American jungles.

Of course that doesn't explain where all those tropical plants came from. Scientists speculate that living seeds, suspended in the glacier for millenia, were released when it melted — or else some practical joker snuck into the area late at night and planted them in an effort to drive the scientists crazy.

And where do you suppose all those parrots and mynah birds and cheetahs and stuff came from? Not to mention that weird pyramid that was revealed when the glacier melted...

Ancient pre-Colombian Indians living in Alaska? An excessively large iceberg which migrated up from South America to Alaska? Strapped to the back of Moby Dick? A *Tarzan and the Jungle Eskimos* movie set?

The mind boggles.

It was Swneeze-Yip, of course. He used alien technology to cause the earthquake and create the tropical climate, and he *did* sneak in late at night and air-drop a couple of hundred tons of jungle seeds and animals and bugs and stuff — because he wanted to drive the primitive Earth scientists crazy. Nerd humor.

As for the pyramid — that was an afterthought. When he decided to send the StarSeekers clues in dreams about the tablet, he couldn't just say, "Ok. So just rub the back of the tablet and push the red button." That'ud be way too easy. No, in the best of cinematic sf tradition, he had to lead the StarSeekers on a great and perilous quest across the globe to a mysterious and exotic location, where, after much pain and hardship, they would learn the secrets of the universe. He decided that a pyramid in Alaska would be kind of a neat place for the grand finale.

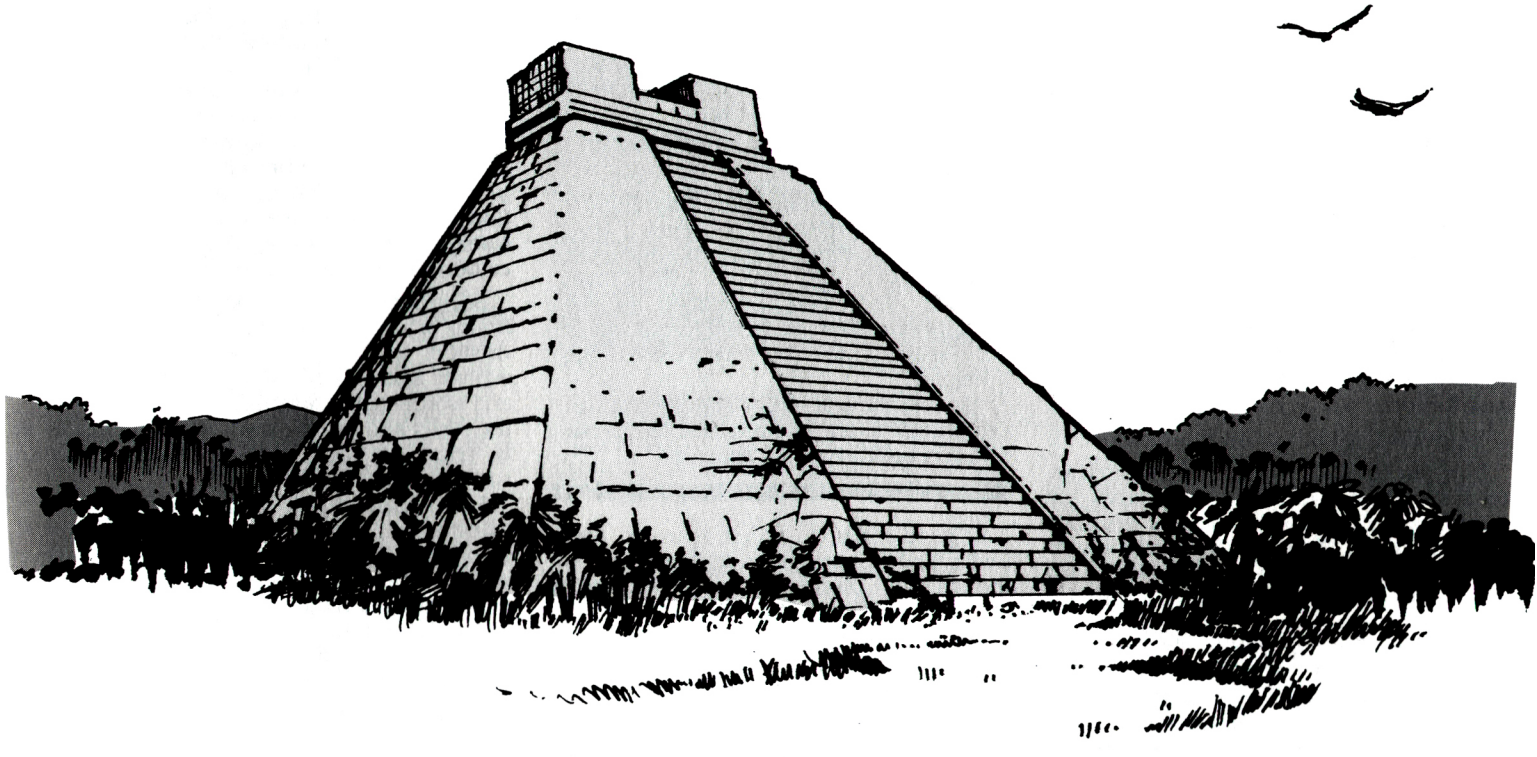
Swneeze-Yip is just a romantic at heart, I guess.

The Pyramid

It's not really important to the story *how* the Ghostbusters find the pyramid; It's pretty famous. If a player asks, a tourguide was all too happy to show them where the jungle begins. From there, a path runs into the dense undergrowth.

After hacking your way through dense jungle for interminable hours, the vegetation suddenly thins out. Up ahead you see a huge stone pyramid, glinting golden in the hot sun.

If Von Dunkin is with them, he shrieks, "Der lost pyramid! I haff found you!" and runs forward, jumping up and down and



waving his arms. He hurls himself against the base of the pyramid and kisses it ecstatically.

After a few moments, he steps back and somewhat embarrassedly begins looking for a way in. There doesn't appear to be any openings on the bottom level; after an exhausting trip up the long, steep stairs, the Ghostbusters see that the top is completely sealed as well.

However, a Brains or a See roll of 15 or more allows a Ghostbuster to notice a secret panel on the roof of the pyramid. Opening the secret panel requires a Muscle roll of 20. Under the panel, a set of stairs leads down into the darkness.

If they weren't clever enough to bring an Ecto-visor or flashlights, let them create torches. G'wan. Give 'em a break. Of course, they could *always* stumble around in the dark . . .

Into the Depths

Once they begin the descent, read:

The air inside is stale and musty; the dust is inches thick. It is obvious that no one has been here for hundreds, possibly thousands, of years.

Pillars and beams of grand design line the stairway.

You descend for about ten minutes, then the starway ends on a small room about three meters wide by three high by five meters in length. On the far wall of the room is what looks like the outline of a door. As you approach you notice a thin crack of brightness slowly growing at the bottom of the door.

From beyond the door you hear a low droning that almost sounds like a human voice, along with strange shuffling noises. The sounds grow louder, as if whatever is making them is getting nearer.

If the Ghostbusters check their PKE meters, the meters register a high level of paranormal energy. The Ghostbusters will either grab their proton packs and wait for the creature to approach, or bust through the door to confront the Unknown. If they wait, read the following:

The noise continues to grow louder. Soon you realise that the voices are indeed human. Straining your ears, you can hear what they are saying:

"I want ice cream! Can I, can I, canni, huh Mom?" "We *could* have gone to Miami, but no — you wanted to go to Alaska!" "So I says to Mildred, 'Mildred,' I says —!" "Dees way to the bus, Senoras and Senores por favor."

When the Ghostbusters open the door, read:

You see a flock of pudgy American tourists being led by a Spanish or Amerindian tourguide, who is droning on about pre-Columbian architecture in very broken English. The guide sees you, gives a little shriek, and says, "Yi! Revolutionaries! Please do not kill! I only work for fat yankees to feed wife and proletariat children!"

A kid about eight years old in shorts and New York Yankees tee shirt gives him a disgusted look and says, "Naah, they ain't revolutionaries. They're just Ghostbusters. Can we go have ice cream now, Mom? Can we, huh?"

Note: The Ghostbusters may wonder what a South American gentleman is doing guiding tours in Alaska. Beats us.

If Von Dunkin is with the Ghostbusters, he turns scarlet with fury. "Vot are you doing in mine pyramid?" he screams. "Get oud uff dis thoroughly sicknificant site." Von Dunkin tries to physically eject the tourists as the tour guide begins to sing the *International.*

If the Ghostbusters ask how the tourists got into the pyramid, they mention a mile-long underground shuttle from their hotel into the center of the structure. Dazed, Von Dunkin staggers around mumbling about "der gross violation of the most sacred schpot in der vorlt!"

Fun With Tourists

The tour is quite dull and the tourists are very interested in the Ghostbusters. They get in the Ghostbusters way a lot and ask a lot of questions, like whether the pyramid is haunted, when are they going to come out with a new album, if trapping ghosts is murder, if Johnny Carson is really as mad at Joan Rivers as everyone says he is, etc.

Here's a short list of inane tourist comments:

- "Ya know, youse guys are a lot shorter in real life than on the TV."
- "Personally, *I* don't believe in ghosts."
- "You're a lot taller than you look on TV."
- "Can I take a picture of little Reginald holding a neutron gun or whatever you call them?" (If they are foolish enough to agree to this, little Reginald immediately switches on the pack and starts firing.)
- "My Aunt Martha from Scranton says that Elvis's ghost is haunting her '67 Chevy. Do you think you guys could go and check it out? I'll pay you fifty bucks..."

When the Ghostbusters finally evade the gaggle of tourists, they hear:

"Waaaaa! I want my mommy! Waaaaa!"

They see an obnoxious kid standing behind them. (Reginald, of course.) They have to drag him back to the tourists. If they don't take him back, he follows them around everywhere, including into the Alien Control Room, where he has lots of fun playing with the many interesting machines.

During the rest of this episode feel free to bring the tourists back whenever your players are having too much fun.

All good things must come to an end. Eventually, let the Ghostbusters get free of the tour, though Von Dunkin will continue to be dispirited and not much help.

The pyramid appears bare from top to bottom, except for cigarette butts and candy bar wrappers. However, the PKE meters register a strong surge on the lowest level of the pyramid. Searching around there, a Brains roll of 10 or more will reveal a secret door.

The Fool-Proof Room

Read:

The secret door opens with a creak into a large, mostly empty chamber. A huge weight is suspended by a thin chain over a small altar. On the altar is a large button, glowing green.

Close inspection of the altar (or a Brains or See roll of 15) reveals that the altar and floor around it are covered with pools of a dried, reddish substance. (If the players still don't get the point, just tell them it's dried blood.)

This room is Swneeze-Yip's test for primitive creatures. The stupid ones press the button and get squashed by the weight. A truly evolved being pushes it from a distance, with a 10-foot pole or something. There are no other exits or features in the room.

If they push the button, read the following:

When you push the button, it stops glowing. Silence. Then you hear a creak, then a roar, and the suspended weight falls to the ground with a crash, smashing through the floor!

If any stupid Ghostbusters are under it when it falls, they lose two dice of Brownie Points apiece. They have to come up with a particularly good story to avoid being pancaked.

The Alien Control Room

Read:

The falling weight punched a hole clear through the floor. Below you see a room lit by strange shifting light.

If the Ghostbusters lower themselves in, continue:

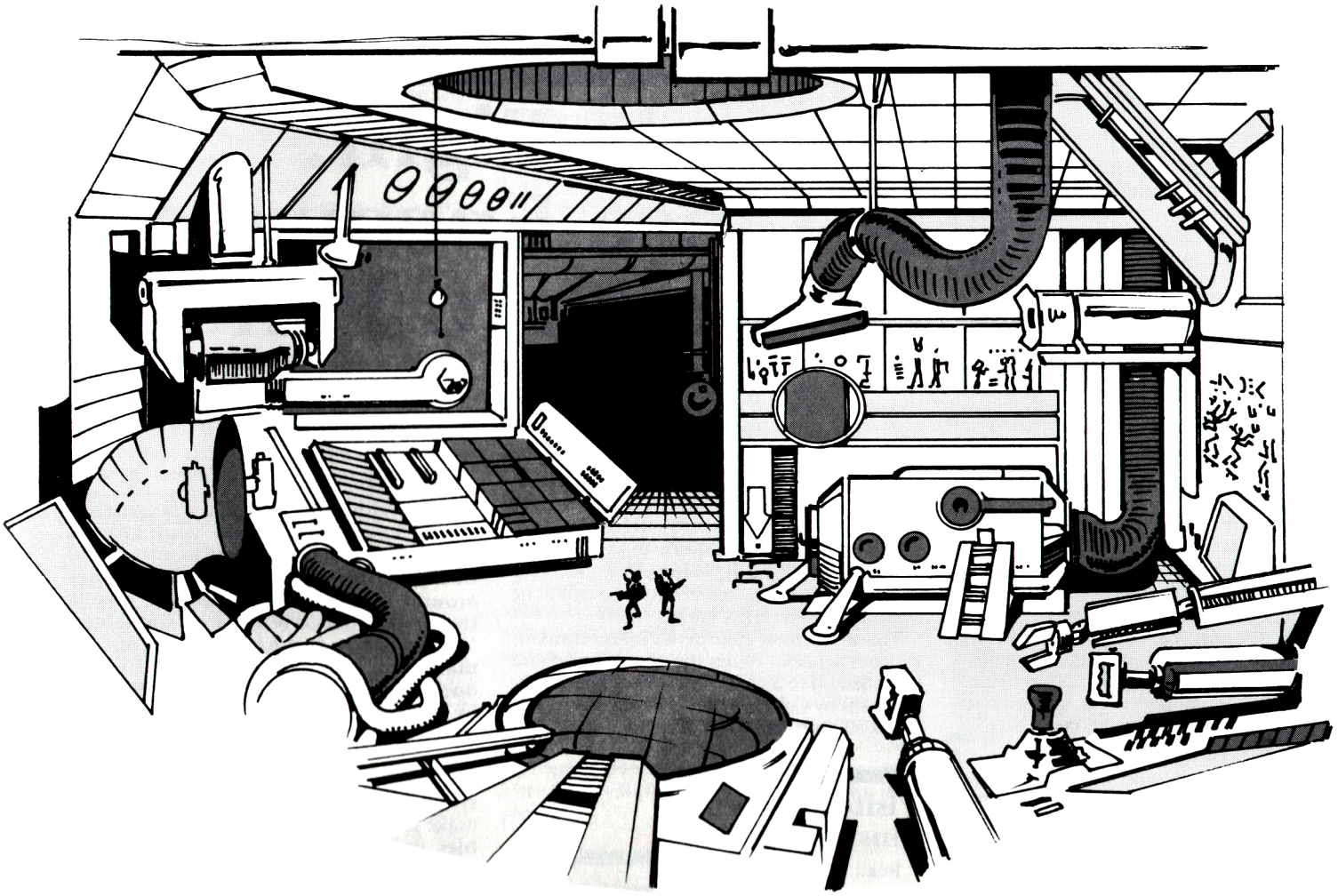
Strange and wondrous machines that twinkle with breathtaking light fill the room; some of the machines pulse and hum with an almost life-like quality, casting an eerie light around the cavernous interior of the chamber. The walls of the secret chamber are covered with pictograms of vehicles hovering over the Earth. Von Dunkin wanders around slackjawed, muttering to himself and occasionally walking into things.

Deciphering the pictograms requires a Brains or suitable Talent roll of 20 or greater. In short, they say that once Man has truly evolved and created the proper monuments and worthy nourishment, He may fiddle with the tablet and call the gods, who will quickly return in their ultra-cool chariots. Or something like that.

Scientifically-minded (or just plain nosey) Ghostbusters may wish to mess with the equipment. Each machine takes a Brains roll of 30 or better to understand through experimentation. But don't tell the players that. Just have them roll, and announce the result. If they fail the roll, consult the **Tampering with the Machinery Table**.

When you and your players grow weary of experimenting (or they run out of toys) Swneeze-Yip shows up.





Tampering with the Machinery Table

Roll a die to see which machine was messed with.

1. Auto-Diagnoso Doctor-In-A-Drum:

The Ghostbuster who was tampering with the machine sees a bolt of blue energy leap from the machine and strike another Ghostbuster. That Ghostbuster rises into the air, spinning slowly. Another bolt lashes out and what feels like 30 electrified worms crawl into his body. Several screens come to life showing 3-D pictures of the Ghostbuster's internal organs, complete with diagrams and arrows. This will continue for 30 minutes or until somebody tries to turn the machine off (Brains roll of 30 or better).

Failing the second roll activates the automatic surgery program. An arsenal of wicked-looking scalpels, needles, and hooks appear, and probe the levitating Ghostbuster carefully. If the Ghostbuster is not suitably frightened by this procedure, he will be when the scalpels begin slicing through his equipment straps and shaving off all body hair.

A new bank of controls on the machine appears at this time. A Brains roll of 15 on this will desengage the machine; with a roll of 30 or better the experimenter can figure out how to operate it. If so, damaged Ghostbusters can be repaired here.

2. Men in Black Mood Alterer

Suddenly the wall begins to change shape, as if it was made out of metallic peanut butter, and twelve coffin-shaped boxes are spat out to lie on the floor. The coffin lids open, and twelve identical men wearing sharp black suits, hats and sunglasses come walking out. They stagger around the chamber, introducing themselves using a bewildering variety of identities. Some say they are with the Power Company, others say Military Intelligence, Police Special Operations, or private research laboratories.

They converge on the Ghostbusters, asking a battery of questions and making vague threats. If a Ghostbuster continues playing with the equipment and rolls 10 or better on Brains, he or she can manipulate the mood of the Men in Black. They become happy, angry, drowsy, shy, belligerent, all according to the Ghostbuster's wishes. Rolling a Ghost makes the Men In Black attack the Ghostbusters.

Mention to the Ghostbusters that this device is a portable, hand-held box. (Ten to one they take it.)

3. The Ghostbuster in the Steel Box

The tampering Ghostbuster shimmers, twinkles, and disappears in a lovely flash of scintillating azure light. This may cause some panic. Further tampering with the machine does not bring the missing Ghostbuster back. This may cause lots of panic.

A little while later, pass a note to the affected Ghostbuster telling him he is waking up, feels decidedly strange, and can see the others *below* him. If he tries to move, have him make a Muscles roll. If he rolls 10 or more, he finds himself falling through the air toward his fellows.

Cut to the other Ghostbusters. Inform them that they see a small steel box fall from a ledge above them.

Cut back to the Ghostbuster-in-the-box. Inform him that he is a small steel box lying in the middle of the floor. (Do not inform his collegues, who may be blasting him at this point. Proton pack blasts char the box and cause mild discomfort to the Ghostbuster-in-the-box, but don't do any real damage.)

The boxed Ghostbuster must make a Muscles roll of 10 to move a few inches (by levitation), 15 to move one foot, and 20 to move a yard. A 30 lets him fly. If he tries to talk, he hears his own voice as static, but no one hears anything. If he attempts to talk via a speaker (telephone, walkie-

(continued)

Tampering with the Machinery Table (continued)

talkie, radio, etc. within 10 meters), he's automatically successful.

The Ghostbuster can also sense and repair mechanical problems with a Mechanics/ Electronics of 10 in place of his own former Brains Talent. If you are in a generous mood, he may also be able to teleport along power lines, and do other techno-wizardry. He returns to normal in six hours.

4. The Walls Close In

That's right. The exit seals itself off and the walls begin to slide together. The Ghostbusters are trapped and are going to be squashed.

A Brains roll of 20 or better will shut the machine off. If they don't shut it off in 3 tries, the Ghostbusters get real skinny. They take 3 Brownie Points damage, and are stuck in very uncomfortable positions. (I wonder how proton packs react to excessive compression...) When they finally shut off the compactor, the room returns to normal, though some machines have Ghostbuster-shaped indentations in them.

5. Switch Identities

The Ghostbuster's mind is instantly switched with that of another Ghostbuster in the pyramid. Have the players switch character cards. They retain their character's personality, they just have the other character's body, Traits and Talents.

This condition remains for about three hours.

6. World Scanner

A 3-D hologram of the world springs up before the tampering Ghostbuster. There is a large black pointer over China. Alongside the hologram a flat screen activates, showing scenes of rural Chinese peasants working in fields. Boy, this one looks worthwhile. What luck!

If the Ghostbuster rolls 15 or better to adjust the machine, the pointer moves to other parts of the world, and the screen shows what is going on at the new location. If the roll is failed, the screen depicts a huge explosion, tornado, earth tremor, flood, or some such fun causing untold millions unbelievable hardship and suffering. Be creative.

Rolling a Ghost causes the world weather to go haywire. For the next two hours, snow follows record hot temperatures, tsunamis follow tidal waves down the coast of Japan, a large portion of California decides to take a swim, and so on.

Episode Eight: A Close Encounter of the Nerd Kind

While the Ghostbusters are poking around, Swneeze-Yip, alerted by silent alarm, arrives at the pyramid. He is horrified that his inner sanctum has been breached, but is also a little excited, since it may prove that the Ghostbusters are indeed evolved enough to be permitted to host his gang's return.

This is the final episode with Von Dunkin. He goes whacko when the aliens arrive and is hauled off to a comfortable room with rubber walls by Colonel Hickins's men (who have followed Our Heroes to Alaska).

Visitor From the Mushroom Planet

Read:

You hear a strange hum, and a low vibration passes through the chamber. All the machinery begins pulsing in time to the hum. A chilling wind whips through the room. Then you see a one meter wide flying saucer, slender and metallic, descend slowly through the hole in the ceiling. A blue-white beam of light from the saucer bathes your proton packs.

With a few vital circuits melted and dripping out of the bottoms, the proton packs don't work so good any more. Pretty easy to repair once the Ghostbusters have access to spare parts, but for now they're inoperative.

Voice Lessons of the Gods

To do the alien's voice, imagine the way aliens and robots talk in bad sf movies and cartoons: obnoxiously high-pitched, whining, reedy, nasal, and in a total monotone. Hold your nose, and say everything on one pitch. Easy, huh? If you are one of the lucky few who bought that amazing piece of high tech, the Mr. Microphone, get it out of the closet and give your voice that righteous tinny sound.

Then, the alien speaks:

From within the saucer, a strange, electronic voice says, "Hold your ground Earthlings. Step further and face incineration." As the voice speaks, the machines around the room flash strange glyphs that look like the writing on the tablet.

"Earthlings. You have entered my domain. You will tell me why, or I will... oops..." There is a bit of silence followed by some electronic crashing and thumping noises. [Swneeze-Yip got excited and dropped the mike. If you are using Mr. Microphone or some other vioce distortion system, bobble the mike. Drop it, bump it, make funny noises in it.] **The saucer wobbles precariously. Then the voice says "Well? What are you guys doing here?"**

Talking to Swneeze-Yip

During the conversation, Swneeze-Yip often forgets to sound cool. The more the Ghostbusters talk to him, the more he reveals his true nerdy nature.

Ghostbuster: Who are you?

Swneeze-Yip: I am Swneeze-Yip, the Waiter. I await the coming of the Great Ones.

Ghostbuster: Who are the Great Ones?

Swneeze-Yip: They are the Fuggs, the coolest — ur — *greatest* beings in all the universe. They are the ones who graciously took notice of your insignificant race when it was hanging from trees and gave it the gift of intelligence.

Ghostbuster: Why did they do that?

Swneeze-Yip: The Motives of the Great Ones are not for such as you to comprehend.

Ghostbuster: Why are you waiting for them?

Swneeze-Yip: My million-year mission is to monitor and experiment with the development of life on this little planet, to prepare it for the coming of the Great Ones.

Ghostbuster: Er . . .what do you mean, experimenting with life?

Swneeze-Yip: Oh, you know: A little genetic mutation here, a little cultural development there. I've been doing some fascinating experiments on the relation between possession of thermonuclear weapons on the fear and paranoia index in the world.

Ghostbuster: Were you responsible for that mysterious Siberian explosion in 1910?

Swneeze-Yip: Yes. I was studying the development of intelligence in human organisms. I'm working on a journal article which should make for fascinating reading for those interested in the growth of real intelligence in primitive species. I may even get the Fuggs interested in it.

Ghostbuster: What are those Men in Black for?

Swneeze-Yip: Oh, them. They are my agents. They are sythe-androne s. I send them around the planet to interact with the natives, to smooth over problems caused by me being seen. Aren't those suits boss? I designed them myself. Woo woo, what cool shades.

Ghostbuster: Hmmm...Ok, but how do they smooth over problems?

Swneeze-Yip: Well, they can identify themselves as anyone. So they can go anywhere, outrank anyone, hide any traces, brainwipe anyone, and wipe out anyone who can't be brainwiped.

Ghostbuster: When will these Great Ones show up?

Swneeze-Yip: When humanity is sufficiently evolved.

Ghostbuster: How will they know when humanity is evolved?

Swneeze-Yip: When humanity has evolved sufficiently, and created a great civilization, it will be able to decipher the tablet, which explains how to summon the aliens. Actually, you summoned them once recently, oh, five thousand...no, six...no, definitely five thousand years ago. The Great Ones arrived, but you turned out to be not very civilized. Only had a few pyramids and stuff, so the Great Ones flooded the planet and I had to start again.

Ghostbuster: Start again?

Swneeze-Yip: Well, rather than have to start from scratch, I had this reasonably evolved family build a big boat, and save a bunch of the animals. So they could repopulate the planet, I mean.

If the Ghostbusters do not indicate that they have been partially successful at reading the tablet by this time, Von Dunkin tells on them:

Von Dunkin shouts, "Vait! Dese vellows can read der tablet a liddle! Can ve zummon der Great Vuns now?"

Swneeze-Yip replies, "Why sure, I mean, what's ta stop ya...Er, well, I really can't say... [He suddenly remembers he is supposed to be a cool alien.] **Ahem! Humans, I leave you to your destiny!"**

Von Dunkin Loses His Last Marble

As Swneeze-Yip leaves, von Dunkin watches in awe. Then he turns to the Ghostbusters, saying urgently:

"Vell? Vot are you vaiting for already? Translate it! Translate it!"

Now that the Ghostbusters have seen the glyphs that were flashed on the screens as Swneeze-Yip talked, they can translate the tablet a little more completely. A Brains roll of 15 or more reveals that the tablet reads something like, "To summon the Great Ones, rub the back of the tablet until the [something] glows red. Press the glowing dial and the Great Ones will return, that the [something] race of Earth may truly begin"...or maybe that's the destruction of the race of Earth...

Upon hearing this, von Dunkin shrieks, "Rub it, rub it!" If the Ghostbusters do, see **Summoning the Aliens,** below. If they do not wish to summon the aliens, Von Dunkin goes bonkers. He shrieks, "Ve got to!" and tries to persuade the Ghostbusters to summon the aliens. "It must in my lifetime be! Not zum tousant years in der future!"

If the Ghostbusters still refuse, Von Dunkin grabs for the tablet. (This is a simple Muscle vs. Muscle roll, but Von Dunkin now has the strength of a madman. While enraged, his Muscle is 8.) If he gets the tablet, he turns and climbs out of the chamber, frantically rubbing the tablet. If the Ghostbusters do not catch him in one minute, he has successfully summoned the aliens. If they catch him and take the tablet away, he pulls a gun on the Ghostbusters, telling them to give the tablet to him. If the Ghostbusters seem like they are going to stop him or refuse, he fires at them.

The pistol gives him 3 extra dice in a Moves vs. Moves roll; the pistol does two dice worth of Brownie Points damage each time it hits. When he gets the tablet, he starts running away, rubbing the tablet's back like his life depends on it.

It is likely the Ghostbusters will get the tablet back before a minute of rubbing, but even if they do, one of the circles on the tablet is glowing red. If this is pressed (or if a Ghost is rolled while handling the tablet), see below. The circle will continue to glow red until it is pressed.

Summoning the Aliens

If the Ghostbusters let Von Dunkin summon the aliens, (or if they summon the aliens themselves), read:

The glowing red dial on the tablet goes out. All is quiet. Even the thrumming machines fall silent. [Pause here for emphasis.] **Then you hear faint creaking noises above you. A small patter of dusk falls from the ceiling. The room begins to shudder.**

If the Ghostbusters begin running like madmen *right now,* they only have to make Move rolls of 10 or better to get out of the pyramid before it collapses. If not, read on:

Bits of gravel and silt are falling. Then you hear a tremendous roar, and huge stone slabs begin to crash from the ceiling.

Presumably they are running by now. They each need to roll a 15 or better on Moves to escape the collapse of the temple unscathed. If they do not make it, they take a whopping 10 Brownie Points damage, and have to dig their way out of the rubble, inch by agonizing inch.

When they reach the outside:

You see brightly colored objects zipping about in the sky, You also see Colonel Hickins and twenty troops with an arsenal of weapons pointed at you. Colonel Hickens says:

"Yew don' know how glad Ah am ta see yew. Here Ah thought yew had died in there after causin' this breach ta Nashnul See-curity! But y'all are gonna wish yew had died in there! Yew are gonna wish yew never did cause all thet comm'nist activ-ty up thar in the sky. Ahm gonna make yew regret the day you wuz born, let alone the day yew saw that pyramid!"

If the Ghostbusters protest their innocence, Colonel Hickins says:

"Tell it to th' judge, Ivan."

The Ghostbusters are hauled off to jail. See **Off to Jail**, below.

If they Don't Summon the Aliens

If the Ghostbusters actually keep Von Dunkin from summoning the aliens, they can leave the pyramid at their leisure. If they seem bent on staying and messing with the machines, the next machine they play with begins glowing bright red and pours black smoke into the Control Room, which becomes uninhabitable in a few seconds.

When the Ghostbusters climb out of the pyramid, read the following:

The first thing you notice as you step out of the pyramid is the cool, fresh air. The second thing you notice is Colonel Hickins and the battalion of Air Force troops pointing an arsenal of weapons at you.

Smart Ghostbusters will surrender at this point. If they attempt any sort of resistance, the violence is short and not sweet. In addition to losing gobs of Brownie Points if they keep fighting (3 dice each attack), the Ghostbusters will eventually be incapacitated and will need to spend a week in the hospital to recover.

Colonel Hickens says, "All right yew traitors! Ah wanna know egg-zackly whut y'all were doin' in there, an' egg-zackly whut in tarnation wuz that flyin' thing, an' egg-zackly why I shun't arrest y'all fer treason!"

The Ghostbusters may lie about seeing a saucer. If they do, Col. Hickins arrests them on the spot for treason and continues the interrogation behind the bars of a seamy Air Force jail.

If the Ghostbusters say they saw the saucer flying inside, but deny any real knowledge of it, the Colonel is very suspicious. If they explain the whole strange encounter, Colonel Hickins listens silently, suspicion and disbelief written all over his pudgy face.

Summoning the Aliens (Part 2)

During the interrogation, the Ghostbusters and Von Dunkin are searched. The tablet is found and confiscated. During a lull in the conversation it is given to Hickens, who asks, "Jus' whut in hell is this supposta be?"

As the Ghostbusters begin answering, Von Dunkin snaps out of his catatonia and says, "Don't press der liddle red button!" (If the tablet was actually never activated he says,





"Don't rub der back of der tablet!" The Colonel promptly does so, and then Von Dunkin tells him not to push the red button.)

The Colonel squints at Von Dunkin penetratingly. At length he says, "Nobuddy tells Colonel Jebediah Hickins jes' whut he kin an' cain't do." He raises his finger to the tablet.

The Ghostbusters will probably all start jabbering at once, telling him not to listen to Von Dunkin, explaining that Von Dunkin is using reverse psychology, that There Are Some Things Man Was Not Meant To Fiddle Around With, etc. They may even leap to stop him (getting shot up for their efforts). This is fine, as it is not even slightly effective, but *does* add to the confusion immeasurably, as:

The Colonel presses the red button. The red glow fades. Colonel Hickins looks morally vindicated and smug.

Then the ground rumbles and trembles. A reddish beam of light leaps from the pyramid straight up into the sky. Then the pyramid collapses with a roar. Stone blocks shatter and explode in a crescendo of violence. Slowly the dust settles. All is quiet.

If the Ghostbusters make a break for it during the confusion, they can escape on a Moves or applicable Talent roll of 15 or better.

Colonel Hickins' eyes bug out as he stares at the rubble that was the pyramid. He says, "What the hell wuz that?"

Von Dunkin starts raving. "Ha ha ha ha!" he cackles. "You haff zummoned them! They are gekoming! Der great gotts vrom beyont space!"

Colonel Hickins asks them what Von Dunkin means. After he has been told, he looks up at the sky skeptically. Tension builds. If the Ghostbusters speak, he tells them to shut up. More tension builds. Everyone is looking up and listening.

Quiet. Nothing happens for a long time.

You as Ghostmaster must orchestrate the timing on this scene. When you feel the suspense has built as far as it will go, let it go further, till the tension breaks. Then the Colonel speaks:

"I don't see nothin."

Everybody relaxes. Then:

Suddenly bright lights flash in the sky. Strange glowing blobs of color zoom around above you at tremendous speeds. Roars, cracks and rumbles puncture the jungle stillness.

The Colonel says "Holy Sheepdip! Commie saucers! Or aliens! *Illegal* aliens! It's his fault! That rat Von Dunkin! An' those $%$#!&/# Ghostbusters! Throw em' all in the brig! They'll hang fer treason!"

Off to Jail

The Ghostbusters may wish to talk their way out of their predicament. They may absolve themselves of any dealings with Von Dunkin or they may insist they are the only ones who can Save The World now. They have to make a Cool or Fast Talk roll and beat the Colonel's roll for him to believe and release them.

If the Ghostbusters don't talk their way out of it, they go to jail. They are put in a grimy Air Force prison cell with Von Dunkin. After a day the Colonel gets a call from his superiors authorizing the Ghostbusters' release, as long as they agree to investigate and fight the alien menace. He says:

"Waal, I reckin some panty-waist beyoorey-crat thinks y'all kin hep solve this mess. So git yer butts out an' git movin'. But remember, Ah got my eye on yew. So watch yer step!"

Peter Venkman (or Louis Tully if your players are using the movie characters) has heard of the Ghostbusters' plight and has pulled strings to get them out. Over the phone, Venkman (or Tully) explains that the Ghostbusters are being released from Air Force custody if they agree to take care of the UFO problem. If they fail, it's back to the slammer. Venkman sends a plane for the Ghostbusters, flies them back to the states, and they can wearily head for home.

Episode Nine: Delinquents from Beyond the Stars

When the weary Ghostbusters return home from Alaska, they find that their Headquarters has been invaded by aliens. Partying aliens.

This episode will show the Ghostbusters the aliens' flagrant disregard for personal safety and their love for bad Earth beer.

We're Havin' A Party. . .

Read:

You wearily pull up at Ghostbusters Headquarters; it's good to be home. The friendly lights twinkling in the windows give you a warm feeling inside, and reassure you that all is right with the world.

Until you remember that you didn't leave the lights on.

Prudent Ghostbusters will take some kind of precautions at this point; probably sneaking around to look in windows or limbering up their tactical nuclear devices. You'll have to tailor the following read-alouds to match your players' degree of paranoia.

The Garage

If they just pull up into the garage, read the following. If you can, turn on some rock music just after you say, "As the garage door opens..." Any Led Zeppelin would be appropriate. If you have good recording facilities and wish to get truly elaborate, tape the music backwards, or tape two songs on top of each other, varying the speed of one or both.

As the garage door opens, you hear loud rock 'n roll music coming from inside.

The garage is a *mess.* Equipment is strewn about the room, half-eaten burgers and hot dogs litter the floor, and somebody has sprayed what looks like half a gallon of non-dairy whipped cream all over the walls and ceiling. Over in the corner, two battered-looking kegs leak a trickle of beer onto a pile of Ecto-1 spare parts.

In the Offices

When the Ghostbusters approach Venkman's office (see the floorplan of Ghostbuster Headquarters on the back of the ***GHOSTBUSTERS* Training Manual**), turn up the music *real loud* and read:

Inside the office lounge a dozen four-armed, green-skinned, googly-eyed aliens, most wearing jeans and strange leather jackets. Some have huge masses of hair worn in greasy pompadours. Others appear to be vaguely female, as they are wearing poodle skirts and have their hair in pony tails. Your stereo is cranked up real loud and they're maniacally frugging, twisting and doin' The Monkey to the beat. One couple is dancing on a desk.

Some of the aliens are sitting on your scientific equipment. Others are having spitball contests. Two are over in a corner spraypainting the screen of your 24-inch TV set.

First Contact

The Ghostbusters have several options. If they say nothing, the aliens, intent on reaching the Ultimate Good Time, completely ignore them. If they mingle with the aliens, go to **Mingle**. If they order the aliens out, use the **Get Irate** section. If they start a fight, see **Attacking the Aliens**. Pretty simple, eh?



Mingle

If the Ghostbusters mingle at the party, the aliens are reasonably sociable. They are *not* polite, however. (They are, after all, dangerous intergalactic punks. Think bad-tempered 'Sweat Hogs' from the TV series *Welcome Back Kotter.*) They do enjoy a good party, and will be impressed by any Ghostbuster who gets drunker and more obnoxious than they do.

This will give you an idea of how to roleplay the aliens:

Ghostbuster: Who are you?
Alien: Kargleblixxten.
Ghostbuster: Do you speak English?
Alien: Of course I speak English! Whatta moron! I said my name wuz Kargleblixxten. Chee!
Ghostbuster: Um, take me to your leader.
Alien: He's the real cool dude over there, the one wit' his eyestalks submerged in the fish tank. Take yerself to 'im.
Ghostbuster: Er, thanks.
Alien: Hey, ya wanna beer?
Ghostbuster: (To alien leader with eyestalks in fishbowl.) Um, excuse me, but are you the alien leader?
Alien Leader: (No reply.)
Ghostbuster: Excuse me, are you in charge here?
Alien Leader: (Still no response.)
Ghostbuster: Why do you have your, uh, eyestalks in the fish bowl?
Alien Leader: (Taking eyes out of fishbowl.) What was dat? Sorry, I cuddint hear you. I had my eyestalks in da fitch bowl.
Ghostbuster: Er, I see. What are you doing here?
Alien Leader: (Wiping off eyestalks.) Stiggin my eyestalks in da fitch bowl.
Ghostbuster: I mean your group. What are you doing here?
Alien Leader: Whaddayou, stoop or sumpin? We're havin' a poddy. Whutzit loog like?
Ghostbuster: I mean your stay on Earth. Why are you on Earth?
Alien Leader: Dat's a long story. An' I noddice you ain't godda beer. Hey guys! Dis frongnole ain't godda beer!

At this point, five aliens descend on the hapless Ghostbuster, wrestle him to the ground (Moves roll of 20 to avoid), and pour beer all over him. Then they walk away laughing to get more beer.

If the Ghostbuster does not submit in a friendly manner and instead decides to attack the aliens, sigh meaningfully and proceed to the section, **Attacking the Aliens.** If the Ghostbuster simply swallows his pride and forges on, the aliens continue talking to him.

Ghostbuster: (Wiping off beer.) Sputter. Heh, heh. Nice one. So, you were saying why you were on Earth.
Alien Leader: I noddice still you ain' got no beer.

If the Ghostbuster goes and gets a beer *Right Now,* the alien leader continues speaking to him. If he doesn't get a beer, there's a replay of the beer-soaking incident, though possibly worse. (Beer poured down pants, in ears, etc.)

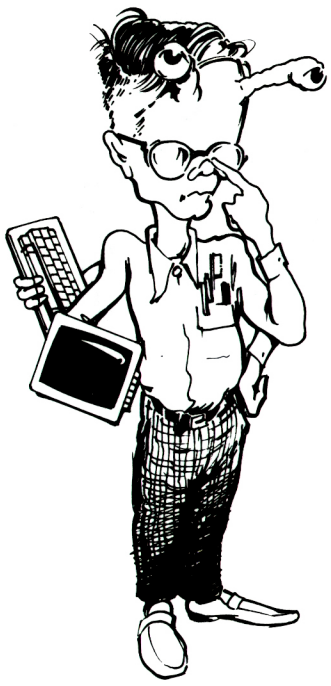
Ghostbuster: (Swigging beer) So, uh, slurp. Good beer. I don't believe I got your name.
Alien: Dat's probly true. You prob'ly got a stoopid earth name.
Ghostbuster: Huh? Oh, yeah. Heh, heh. What's your name? Who are you guys?
Alien: I'm Veeblefrexxer. We're da Fuggs.
Ghostbuster: Fuggs, huh? That's nice. Where are you from?
Alien: Arcturus.
Ghostbuster: Why did you chose our Headquarters for a party?
Alien: It got class — almost. I tink its alla dead guys inna basemint. Naw, dat's a joke. See, since youse guys figgered out dat hunka rock what we left here, you must be like highly evolved. So we figgered we'd party with the mondo gahunga primo hoomins. An lemme tell ya, I ain' impressed so far.
Ghostbuster: So, ah, when are you leaving?
Alien: Whusit ta you, huh? You trying ta git ridda us? Don'wan us aroun' no more?

The Ghostbuster must do something quickly to avert a nasty scene with the suddenly hostile alien.

The Arrival of the Waiter

When things start to get slow, Swneeze-Yip shows up.

Bright lights suddenly flash in all the windows, pulsing in different colors. A roar kicks up and a strange wind moves through the room. The aliens look up, irritated. "Oh cheeze." says one. "It's Swneeze-Yip."



The alien gives one of the Ghostbusters a small device that looks like a cosmic electric toothbrush.

"Hey, hoomin! When dat li'l farkface flies in, shoot this at him." The rest of the aliens laugh.

With a roar, Swneeze-Yip's saucer flies in through a window, and hovers, lights flashing impressively.

The Ghostbuster must make a Brains roll of 5 or better to figure out how to operate the device.

Swneeze-Yip begins a long speech. "Greetings, starfarers. Earth greets you and thanks you for gracing us with your most magnificent presence..."

When the Ghostbuster triggers the toothbrush-device, read:

Suddenly all the flashing lights from Swneeze-Yip's ship go out. There is a grinding noise, and the saucer drops to the ground. The aliens laugh raucously and go back to partying.

A pathetic little alien crawls out of the crippled saucer. He is about half the height of the others and much scrawnier. He has short scraggly hair, not a pompadour like the others. He looks around confusedly. "Hey guys!" he says. "It's ready! The planet I mean. Do ya like it? It's got lotsa big bildin's and stuff this time, huh? Hey guys, I did good, huh? Can I be a Fugg now?"

The aliens ignore him.

Find out what the Ghostbusters are doing about this. Do they seem moved by the little creep's plight? Or are they eager to take advantage of the wretch too? Make a note. Being on Swneeze-Yip's side can help them later.

Swneeze-Yip spends the rest of the party trying to get the Fuggs' attention. He wanders all over the place making a pest of himself; the Fuggs either make fun of him or ignore him.

If the Ghostbusters pay some attention to him he is happy that *someone* (even an unevolved primitive) wants to talk to him. He latchs onto the Ghostbusters and pesters them mercilously for the rest of the party.

The Death of Swneeze-Yip

Sooner or later, Swneeze-Yip will push things a little too far. Exit Swneeze-Yip, stage right.

This may surprise the Ghostbusters. A lot.

Swneeze-Yip goes up to Veeblefrexxer for what must be the millionth time, and

Alien Relations

The aliens are an amorous bunch, and soon try to pick up the more attractive Ghostbusters, especially those with Sex as a Goal. Neither the male nor female Fuggs are particularly bashful about introducing themselves and offering to suck face off in a dark corner. (Dis bein' a like fambly game, see, weze ain't gonna discuss interspecies sectule relations or nuttin. Dat's up to your own twisted and deviant 'magination.) This cultural exchange program causes some jealousy among the aliens, but apart from maybe another beer dunking or six, nothing violent results.

whines, "Din't I do good? Kin I be a Fugg now? Huh? Just say yes, Ok?"

Veeblefrexxer looks at Swneeze-Yip coldly. "Swneeze-Yip you little creep! If you say one more word at dis party, Ginnintangle is gonna shoot yer head off. Swneeze-Yip cringes. [With any luck the Ghostbusters will come to Swneeze-Yip's defense. It won't do any good.]

Swneeze-Yip swallows hard and says "But.." Ginnintangle calmly takes out a cosmic zap-gun and blows Swneeze-Yip's head off. Swneeze-Yip's little body falls to the ground with a thud. Veeblefrexxer says, "Boy, dat guy is sucha pain in da gozingas."

How do the Ghostbusters react to this spectacle? Are they appalled? Frightened? Relieved? If they start a fight, go to the **Attacking the Aliens** section.

The Boring Peaceful Ending

If the Ghostbusters behave as disgustingly as the Fuggs, the aliens gain a little respect for them. And if the Ghostbusters can out-gross the aliens, they actually like them. (For example, if the Ghostbusters teach the Fuggs slam-dancing, the Fuggs gleefully smash their fragile bodies into one another till they are broken, battered corpses. What fun!)

The party continues until the late hours of the morning. Finally, even the aliens get partied-out. They stumble out the door, leaving an incredible mess — somewhat resembling that found the day after the great San Francisco earthquake — behind. If the Ghostbusters are on friendly terms with the aliens, the aliens wish them goodbye, saying, "Good pardy, man" as they stagger to their waiting hot rods.

It takes a full day of intensive effort (and possibly some Disaster Relief Aid from the government) to get the Headquarters back to normal. While cleaning, the Ghostbusters find that all their liquor is gone and that somebody hasa eaten most of their uranium supply. The furniture is permanently scuffed by boots, and strange runic initials are carved into the Protection grid.

Get Irate

If the Ghostbusters start yelling for the aliens to get out, the aliens decide the Ghostbusters are uncool. Being uncool is possibly the worst sin that any being can commit.

One alien turns his eyestalks toward you, his eyeballs narrowing menacingly. He says, "Whajoo say, man?" A few aliens turn and look at you. [If the Ghostbusters continue to demand that the aliens leave, the alien says:] **"Hey, man. Yore rilly uncool. Loosen up, or I'll loosen you up for you."** [If the Ghostbusters try a third time to get the aliens to leave, the alien menacingly approaches the Ghostbuster doing most of the talking:]

The alien aims one eyestalk directly at your eye, and waves the other one in a circular pattern. He says "Loosen up," and you find yourself reduced to a bubbling heap of protoplasm.

At this point, other Ghostbusters may elect to talk, or attack in force. Use the appropriate sections in either case. If they leave (bad form), the aliens party into the early hours of the morning, leaving Ghostbusters HQ a shambles.

The Protoplasmic Blues

Being turned to protoplasm isn't a whole lot of fun, but that's tough. The Ghostbuster is still sentient, and if he makes a Moves roll of 10 or more, can still talk . . . in a bubbling, jelloish sort of way. If he blows the roll, he can only make burbling noises. Have him make a separate roll for every attempt to speak.

As you well might expect, most of the character's Traits and Talents won't be particularly useful while he is protoplasmic.

The, er, protoplasmoid can move along the ground very slowly if he makes a Moves roll of 15 or more. (Though why a protoplasmoid would want to move is anybody's guess. Maybe to slide over to a puddle of beer or hide under a couch or something.) Rolling a Ghost causes the character to split in two; halve each plasmoid's Traits and Talents until they reunite.

You also may want to caution the Ghostbuster to watch out for open heating ducts on the floor.

The protoplasm effect wears off in 6 hours.

Attacking the Aliens

There is little the alien delinquents enjoy more than a good rumble. If the Ghostbusters grab implements of death and destruction and attack, read the following:

An alien grins diabolically and shouts, "Rumble!" The party instantly disintegrates into chaos as the rubbery aliens leap into the fray. Shouts, screams and hideous alien laughter fills the air as the Fuggs pick up lamps, chairs, bowling trophies and other Fuggs and wave them menacingly as they move toward you.

Some Fuggs attack one another for good measure. Soon everybody is embroiled in desperate battle.

Carnage reigns.

If the Ghostbusters pull weapons like their proton packs, the aliens get serious, and quickly reduce the offending Ghostbusters to protoplasm. After all, this is supposed to be a good clean rumble — not a war. If they were at war, they would just vaporize the entire planet and not worry about it . . .

Damaging the Aliens

One hit is enough to break a limb off an alien, and three hits reduces it to a broken, lifeless husk. When a Ghostbuster delivers a particularly good shot, read one of the following for color:

- "Hitting an alien is like hitting a large, spongy, rotting orange."
- "You feel his chest squish and crack."
- "You see ugly green ichor erupt from the alien's wounds."
- "You just tore her entire arm off at the shoulder."
- "You are drenched in a spurt of greenish fluid from the hole in the alien's head."
- "Eyestalks fly everywhere!"

The Ghostbusters may be suprised to find they are defeating the aliens. They even may get cocky and arrogant, and begin to gloat about Humanity's obvious superiority over the wimpy alien punks. That is good. Encourage the feeling. Won't they be disappointed when all the dead aliens reappear whole and healthy later in the adventure.

There are 14 aliens in all, which would make for a very tedious battle, if it weren't for the fact that the aliens are rapidly killing each other as well as attacking the Ghostbusters.

Unless the Ghostbusters are hopeless cretins, the aliens are soon completely destroyed. The entire Ghostbusters Headquarters is a shambles. Alien corpses litter the floor, furniture is broken, the walls are covered with luminous graffiti (which shines through four coats of paint), irreplaceable equipment needs to be replaced, and green ichor and unidentifiable body parts are splattered over everything. To make the smell even more interesting, the alien bodies quickly begin putrifying. Even after a complete carpet shampooing, the place reeks horribly.

The Long Arm of the Law

Uncool Ghostbusters may call the police. When they arrive, the unfortunate officers are quickly reduced to protoplasm and shoveled into the trunk of their police car. (The Fuggs don't like no unevolved cave-dweller screws tryin' a mess up a good party, you know?) Other attempts at outside interference are met with the same sort of response — quick and to the point.

Examining the Alien Bodies

After the Ghostbusters have destroyed the aliens, they may wish to examine their bodies. They had better do so quickly, because the bodies begin rotting immediately, turning into disgusting pools of noxious slime. The Ghostbusters must make Cool rolls of 15 or more to avoid becoming violently ill around the stench. A gas mask helps.

If the alien bodies are examined within 15 minutes, the Ghostbusters learn that the corpses contain compounds never seen on Earth. The aliens, while superficially humanoid, bears almost no inner resemblance to humans. The organs and cellular composition are utterly incomprehensible.

After 15 minutes, the slime that was once the aliens' bodies is chemically identical to decaying industrial sludge mixed with lime Kool-Aid. This makes it difficult to convince the authorities that aliens did indeed stop over for a couple of beers.

Episode Ten: A Piece of Cake

The aliens are here! This episode pits the Ghostbusters against increasing incidences of para-alien encounters, as Ghostbusters International works overtime to combat the Outsiders.

During dialogue exchanges with the Ghostbusters, the Fuggs casually reveal the following information:

- The Merks are "late."
- Something big is going down soon.
- It's going to happen in Manhattan.
- If it isn't fun, the Fuggs are going to flood the planet.

Not a lot to go on, is it? But if the Ghostbusters could figure out who Gozer was, this should be a snap, right?

Where *is* that Accidental Death and Dismemberment clause in the GBI insurance policy...

The Press

If the Ghostbusters report their contact with the aliens, they are besieged day and night by reporters, government agents, and curiosity seekers. Often, Men in Black are glimpsed in these crowds.

The ladies and gentlemen of the press are starved for any info on the strange lights in the skies, so the Ghostbusters can become media hogs if they wish. Jot down notes about what they tell reporters, and turn it into the nightly news. Tell it back to the Ghostbusters in the form of a news broadcast, being sure to get details wrong. The papers describe Ray's communist conspiracy theory; the television news touches upon Egon's assertions that the aliens come from Mars which is, "surely made of jello;" and the local gossip magazine interviews a grammar school teacher who tells all about little Pete Venkman's escapades with the girls in the cloak room.

The Morning After

The Ghostbusters will probably spend the morning cleaning dried alien sludge off of their expensive scientific equipment and repairing their busted proton packs. While cleaning, news bulletins will appraise them that UFOs are being sighted *everywhere*. While no one has reported actually making contact with the aliens, everybody is excited and afraid. The government is "looking into the situation."

Chow Down!

The Ghostbusters get a frantic phone call from the Mostless Krinkles Factory in Linden, New Jersey. The nervous plant manager reports that UFOs have been hovering over the factory all afternoon, and a couple have even flown through the building. The manager asks the Ghostbusters to come immediately to help, approving payments up to $10,000.

When the Ghostbusters arrive at the industrial park:

You see dozens of spacecraft cluttering the sky above the industrial park: most of them are over the Mostless factory. Ralph the plastic Mostless monster has been knocked over; nervous soldiers keep watch from the roof of the munitions plant.

The alien craft look like gigantic, ugly, high-tech jalopies. They fly erratically and belch huge clouds of foul black smoke. They are painted in painfully glaring colors. Two are parked outside the third floor window of the Mostless factory.

The factory is in a panic. People are screaming about "*big* green men from Mars!" The PKE meters register a strong source of unusual energy.

If the Ghostbusters follow the trail (or just follow the panic), they arrive on the first floor of the room in which they saw Swneeze-Yip's saucer.

Four Fuggs lie on mounds of packaged Krinkles, gorging themselves quite disgustingly. They squeeze the Krinkle till the plastic wrapper bursts, spewing creme filling, and then pop the mess, wrapper and all, into the central orifice in their faces.

Frightened factory workers rush back and forth bringing the aliens boxloads of Krinkles. The terrified plant manager is standing in a corner, looking bewildered and chewing on her clipboard. [She's in a state of shock, and says and does absolutely nothing during this whole adventure.]

Swneeze-Yip is sitting on the edge of a vat, looking hopeful.

Since the Ghostbusters *are* Ghostbusters, they may start blasting. If they do, the Fuggs reduce them to protoplasmic pudding (see Episode 9 for details), or just melt their proton packs. The Ghostbusters remain in whatever horrible condition they were mutated into until the factory is safely in orbit. Violence is no solution.

If the Ghostbusters talk to the Fuggs use this sample dialogue. (Even if they attacked the Fuggs at the party, the Fuggs show no antagonism.)

Ghostbuster: What are you doing?
Alien: Eadin' Kringles.
Ghostbuster: Why?
Alien: We're findin' out if dis plannit kin make anythin right.
Ghostbuster: Why don't you try some of Earth's better food?
Alien: Whut? Ead dat organic crafrixlit? Yew godda be kiddin'! Yew tryna make us sick or sumpin?

The Return of Swneeze-Yip

The Ghostbusters may be suprised to see Swneeze-Yip, since he died at their party. If the've been reasonably polite to him, he'll be happy to talk.

Ghostbuster: Swneeze-Yip? Is it you? But... you died. Didn't you?
Swneeze-Yip: Huh? Oh, you mean at the party? Yeah, but I just had myself re-grown back on my saucer. It's a very simple procedure, involving the displacement of the essential consciousness plasma along trans-etheric lines. We keep a copy of our our base persona profiles in our hot rods, so if we get destroyed, we re-grow. You don't think we'd actually risk our lives to party on primitive planets otherwise, do you? Most of the Fuggs *like* gettin' killed. I...I think it kinda hurts a lot.
Alien: Dat's why you'll never be a Fugg, ya creep!
Swneeze-Yip: But guys, the Krinkles are good, huh? It took forever to reduce this planet's compounds to something sufficiently edible to our metabolism, but —
Alien: Shuddup.
Swneeze-Yip: Ok I won' say nuthin...Cheee ...but can't I at least be a Fugg now? I did everything you guys said! I even stayed here for a million boring years.
Alien: Clam up, fruzzball. Dis Krinkle food is Ok. We'll take it.
Swneeze-Yip: Oh boy!

Swneeze-Yip takes a tuning-fork shaped device out of his baggy pants and sticks it into the ceiling. The building trembles, shakes, and rises into the air.

If the Ghostbusters swing into action at this point, the Fuggs are disgusted: "Chill oud, man? What's your problem?" If the Ghostbusters attack anyway, see **Combat with Krinkles.**

If the Ghostbusters ask why they are stealing the factory, the Fuggs reply, "Whuttaya mean? Dis is our factry. We created da compounds dey synthasize here. Huh, you don' think yer stoopid race could think up dis stuff on it's own, do ya?

"Besides which, try 'n stop us, wimp."

The Fuggs place the factory in geosynchronous orbit four-hundred miles up. They tell the terrified manager to continue production; they will provide the necessary raw materials. Then they hop in their hot rods and fly off, leaving the Ghostbusters stranded in the orbiting factory. See **Stranded in the Factory**.

The Ghostbusters might also try talking the Fuggs out of taking the factory. As a rule of thumb, for the Fuggs to be even remotely convinced, the Ghostbusters must come up with a thoroughly amusing stategy, *and* roll 20 or better on Cool or Convince.

Combat with Krinkles

If the Ghostbusters attack the Fuggs after the Fuggs steal the factory, once more the Fuggs jump gleefully to the attack. (Swneeze-Yip, deathly afraid of violence, hops in his saucer and leaves at the first sign of trouble.)

The Fuggs don't bother to reduce the Ghostbusters to protoplasm during this fight: its too easy. Instead, they fling Fling-Dings and Krinkles around the room, creating slippery piles of goo. Anyone rolling a Ghost during the fight steps in a pile, slides face-first across the room, hits a control stick, causing a vat nozzle to spray a mound of creme filling all over the Ghostbuster. The gunked-up hero has Moves and Muscles reduced by one die until he or she gets hosed down.

The Ghostbusters can easily beat up the five aliens, who go down eating. But their troubles have just begun.

Stranded

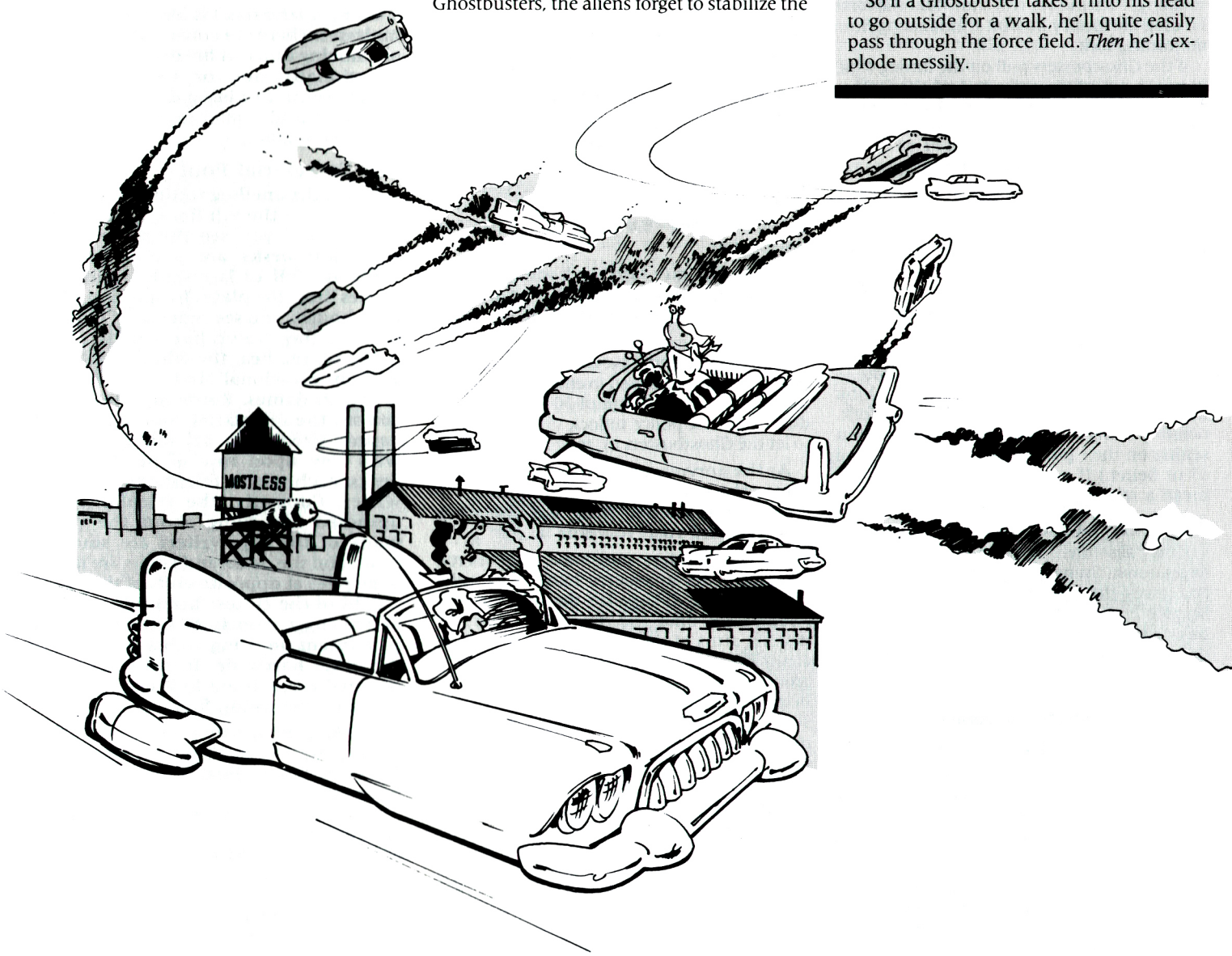
If sidetracked by a fun rumble with the Ghostbusters, the aliens forget to stabilize the factory's orbit. After the fight, the Ghostbusters find themselves aboard a factory in a decaying orbit 400 miles above Earth. A Brains or Space Sciences roll of 10 or better reveals that they can expect to hit the atmosphere in just under ten minutes. Time to contrive heat shields out of hardened creme filling and braking thrusters out of proton packs. (Brains or Weird Science rolls of 25 or better.)

If the Ghostbusters mess with the tuning fork in the ceiling, see **The Tuning-Fork**.

So How Come Everybody isn't Exploding Messily Up There?

Oh yeah, we almost forgot. When the Fuggs send the factory into orbit, they place a force field around the entire building. This nifty piece of Alien Science traps air molecules, but doesn't impede anything else (sort of like a wrap-around airlock). True, the air inside will eventually go bad, but the Fuggs plan to return to the factory from time to time and replenish it.

So if a Ghostbuster takes it into his head to go outside for a walk, he'll quite easily pass through the force field. *Then* he'll explode messily.



Time Out

If the Ghostbusters do not start a fight, the aliens gobble down a couple more gallons of creme filling and waddle bloatedly out to their spaceships.

The factory is in a stable orbit and the Ghostbusters have all the time they need to think of some plan of escape.

Radioing for Help

If the Ghostbusters have their walkie-talkies, they can radio for help. Of course the Air Force refuses to believe them. If they manage to convince somebody that they are being held prisoner in a Krinkles plant orbiting 400 miles above the Earth (a Cool roll of 15 or better at least), NASA officials are sympathetic but explain that none of the shuttles are equipped to dock with orbiting cupcake factories. It'll take at least a week to prepare one. Meanwhile, they are on their own.

The Tuning-Fork

The strange silver tuning-fork shaped piece of equipment Swneeze-Yip used to raise the factory is sitting quietly in the ceiling of the building. PKE meters will show that the force holding the factory in orbit is emanating from the tuning fork.

If the Ghostbusters pull on the tuning-fork, it comes out of the ceiling. And the factory begins falling. Fast. If they stick the tuning-fork back in, it stops falling. Suddenly. Painfully.

The Ghostbusters can use this technique to lower the factory to the ground, if they are careful. It takes three Moves rolls of 10 or better to lower the factory safely to the ground. If any roll is blown, the next roll is 5 higher. If a Ghost is rolled on the final roll, *CRASH!* Mega-destruction, Krinkles all over New Jersey. The Ghostbusters lose 5 Brownie Points each, and need to concoct a very interesting story about why they do not become permanently embedded in the Garden State.

They can also use Weird Science to inhibit the energy coming from the tuning fork, possibly using a varient of the Containment setting on their proton packs. (Brains roll of 15 or better.) If properly executed, this will mean a relatively smooth descent.

The Nerd of Last Resort

If they absolutely cannot dream up any way to get down, Swneeze-Yip takes pity on them and gives them a jet pack. A little Weird Science and maybe a couple of dozen seat belts welded on to the pack, and it will take them and the factory workers back down to Earth.

Inter-Office Firefight

When (If!) the Ghostbusters return to Headquarters, they get a call from a secretary at the Wexler Corp. In the background they hear crashing and sizzling noises as a frantic man yells into the phone:

"Help! Oh My God, help! They are all over the place here on the 9th floor. They're blasting up everything! Green *things*! With zap guns!"

The secretary offers $10,000 for de-alienating their offices. The truly greedy may wish to dicker a bit over fees before agreeing to help out the beleaguered company; the secretary transfers the call over to his boss, Mr. Hartford, who agrees to as much as $15,000. This conversation is punctuated by many long pauses, as Hartford is pinned under a desk and can't quite reach the phone. He only talks when it is safe to stick his head out.

The business office is on Madison Avenue in Manhattan. When the Ghostbusters arrive, read the following:

As you near the Wexler building located in fashionable Lower Manhattan, you can't help noticing the many executives, secretaries, executive secretaries, and just plain folks fleeing the area. There seems to be an inordinate number of parking spaces around; as you turn onto Madison Avenue, you can see why.

Seven Fugg hot rods are clustered around the top of the building; others are smashed into the sixteenth floor. Eight smaller, sleeker black hot rods are also parked at the sixteenth floor. A police cordon surrounds the building, and a large crowd of gawkers surrounds the cordon, pointing upwards and dodging chunks of falling debris. A policewoman in uniform stops your car and says, "Move it, buddy. No one goes in."

The police do not allow the Ghostbusters to enter. They are friendly enough to Our Heroes, but they have specific instructions to keep everybody out, out — and everybody in, in. If asked, the policewoman explains that a funny-looking CIA agent gave them the instructions.

"That CIA guy said we hadda keep all them people in there cause o' some kinda contamination. Radiation or sumthin'."

The Ghostbusters have to use some form of persuasion to be allowed to enter the building. (A Cool or Convince roll of 10 or better will do.) When the police unlock the main doors to let the Ghostbusters in, read the following:

As the nervous police officer cautiously opens the door, you see throngs of people milling inside. They see the door opening and rush towards it.

The Ghostbusters must make a Moves roll of 10 or better to squeeze into the densely-packed crowd. If they fail the roll, they get swept back onto the street and into the waiting arms of the angry police. If they're clever enough to link arms and enter as a group, they only have to make a roll of 5 or better to get in.

If a Ghost is rolled, the Ghostbuster is trampled by the frantic crowd, taking 3 Brownie Points damage.

Inside the Building

Once they are inside, read:

Streams of people pour into the lobby from the stairwells and elevators. The scene is mad panic. One of the Men in Black stands on a table shouting into a bullhorn, trying to be heard over the roar of the crowd. Three police officers, desperately trying to hold the fleeing people in the lobby, look at you questioningly.

The Man in Black shouts in a monotone, "Cease teeming! You may very well be contaminated so we cannot release you from the building at this time remain calm everything is under control."

The Ghostbusters can talk to the Man in Black or head right up the stairs (the elevator is jammed with people and impossible to get near). If they talk to the Man in Black, he orders them to leave, and commands the cops to throw them out. If they have the Man in Black Mood Alterer from the pyramid, they can make him release the frightened people. (It requires a Brains roll of 15 to work.) If the roll is failed, the Man in Black ignores the Ghostbusters.

Up the Down Staircase

Going up the stairs is like swimming in molasses. There is a constant rush of people moving down at breakneck pace, and occasionally one or two screaming bodies come tumbling down. [It takes a Moves roll of 10 or more to get to the fighting at the ninth floor.]

The Secretarial Pool

You begin smelling rotting alien bodies as you reach the 9th floor. Entering the outer office, you see the place is in a shambles: desks are overturned, the walls are full of laser-holes, and alien bodies litter the place. In addition to the Fugg bodies, you see remains of hideous, hulking gray-brown humanoids.

Ahead, you hear the whine of laser fire and an occasional sizzle as wallpaper erupts in flames. Rounding the corner, you see the secretarial pool. It is a gymnasium-sized room, originally equipped with row upon row of neatly placed desks, each with a telephone and typewriter. Currently, the telephones are uprooted and flung about the room, many of the typewriters are smoking ruins, and the desks and chairs are in two large piles at opposite ends of the room.

Behind the closest barricade, a group of five Fuggs crouch with their backs to you, intent on firing across the room to the other barricade. If you squint, you can make out some hulking brownish creatures returning fire.

The Fuggs are at point-blank range (difficulty 5), relative to the Ghostbusters, and the Merks are at long distance under cover (difficulty 15).

Unless the Ghostbusters crouch behind the barricade, they must make an easy Moves roll of 5 each round they move to avoid being hit by random laser fire. Each laser blast steals away four Brownie Points (and hurts a lot).

If they stop to assess the situation before doing something stupid and heroic, the Ghostbusters can see that the Fuggs are pinned

down by the greater numbers of the hulking gray-brown aliens. If they do nothing, the five remaining Fuggs will soon be blown away by the seven other aliens.

If the Ghostbusters attack, the side they attack is surprised for the first round, but then quickly rallies and returns the fire. The Merks are slightly more resistant to the proton pack blasts than the Fuggs, requiring two hits before a limb is destroyed and four hits to be killed.

The Ghostbusters can turn the tide of the battle if they fight for the Fuggs. The Fuggs are grateful, saying, "Hey, frum da way youse guys shoot, you would think yer almos' sentient." They take the Merks pointed ears as war souvenirs and depart with a minimum of senseless violence.

If they turn on the Fuggs, the battle is short and sweet. Attacked from in front and behind, the Fuggs are quickly reduced to smoking, stinking lifeless corpses. Then the Merks thank the Ghostbusters politely and open fire on *them*. (The Merks just aint got no class, you know what I'm sayin'?)

Talking to the Combatants

If the Ghostbusters try talking to the Merks, they simply grunt nastily and begin shooting at them. If they talk to the Fuggs, they can learn what's going on:

Ghostbuster: What are you doing?
Fugg: Whuzit loog like, a drrplxnik-roast or sumpin? We're havin' a slight disagreemint over whom here is descended frum black hole droppings.
Ghostbuster: Who are those aliens?
Fugg: Oh, ya mean da Merks? Dere da Merks gang from Sirius. 'Bout time dey showed up. Ugly zuckers aint they. . . (At this point his head blows up. His lifeless body slumps over on the Ghostbuster.)
Ghostbuster: Um, er....echhhh.
Other Fugg: He shooda paid more attenshun ta like what he wuz dooin.
Ghostbuster: Why are you fighting in this office?
Other Fugg: We liked da crampy naycher uv it. It's godda lodda places ta hide.
Ghostbuster: Aren't you concerned about the loss of innocent life?
Other Fugg: Yeah, sure we are. Sure would be a shame if we kinda accidental-like put a few holes in somebody's head. Tho' why that'ud bother you Earthers I dunno — 'cause you sure don't use 'em for nuttin! Snicker.

Rescuing the Workers

Heroic Ghostbusters, realizing the basic uselessness of wasting firepower on the immortal space-punks, may try instead to rescue the Wexler personnel trapped in a glassed-in office directly in the line of fire between the Fuggs and the Merks. While not primary targets for either side, some of the stray laser shots come pretty close to aerating the terrified workers.

To get to the beseiged office, the Ghostbusters must run into an area under heavy laser fire without being punctured (Moves roll of 10). Once there, they can attempt to improvise some kind of portable barrier (a desk or door might do) and convince the frightened executives and secretaries to leave with them (Cool roll of 15); or they could simply grab one of the people and lug him or her back through the withering fire to safety (a Moves 15 roll). If other Ghostbusters lay down covering fire, the rescuer needs to only roll 10 or better to get to safety. If the roll is blown, an even roll means the Ghostbuster has been hit, and an odd roll means the rescued person has been hit.

There are five people in need of rescuing. By the time all are rescued, the fight is over. The Merks will have won, and will take all the Fuggs' eyestalks as war bounty, ignoring the Ghostbusters.

Mopping Up

When the winners depart, they take the losers' hot rods with them. After they leave, two Men in Black posing once more as CIA agents show up to debrief the office workers. Of course they bring along their "lie detectors." If the Ghostbusters object to this practice, they can try subduing or whupping the Men in Black. If they have the Men in Black Mood Alterer from the pyramid, this is not difficult. If they don't, they'll just have to duke it out.

Additional Fugg Activities

The Fuggs spend a lot of their time on Earth getting into trouble. Following are several ideas you can expand into episodes. Or you can simply ignore 'em and skip to the final confrontation.

Go ahead. See if we care.

Skateboarding the Pyramids: For relaxation, the Fuggs zip around on retro-skateboards that travel at a slow 400 kph (wind resistance, you know). The only decent-sized skateboard rinks on this unfun planet are the pyramids. The Fuggs explain to the Ghostbusters that skateboarding was the reason they had the pyramids built.

So, the aliens fly out to Egypt. They skate up and down the sides of the pyramid, leaving ugly skid marks crisscrossing the ancient stone and defacing monuments. They even go so far as to glue a new nose on the Great Sphinx!

The Egyptian government will pay $20,000 to have the Ghostbusters get rid of the aliens. If the Ghostbusters fight, the aliens enjoy another rumble with them, using their superior mobility to great advantage. The Ghostbusters could also challenge the Fuggs to a skateboard contest in order to get them to leave. (Compare Moves rolls to see who wins, or play roller derby.)

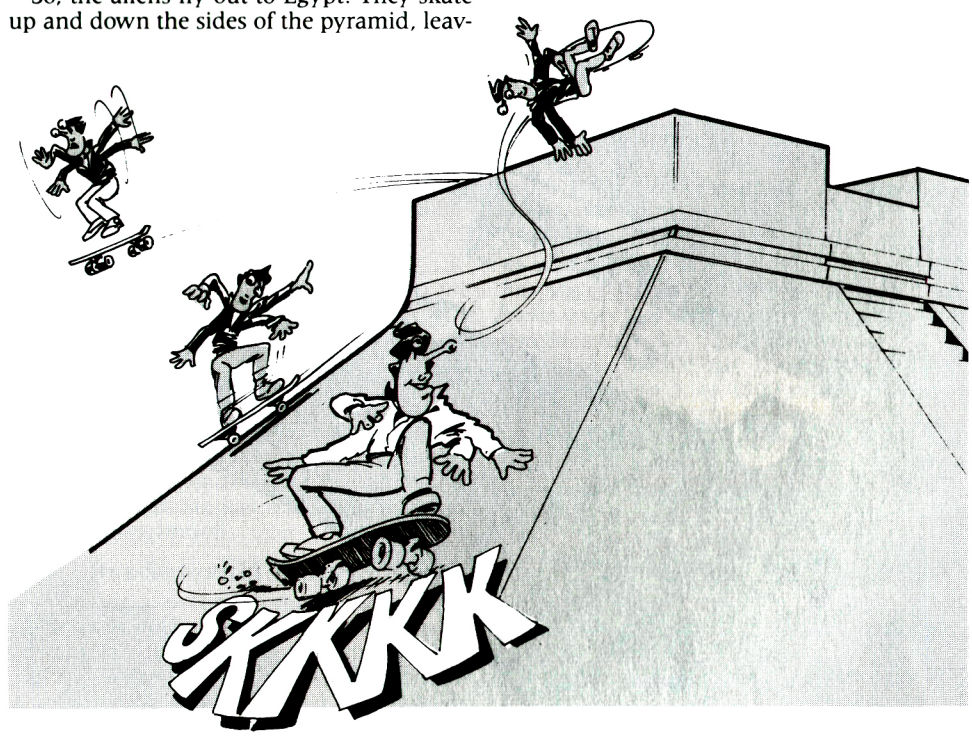
Cozmik Graffiti: The Fuggs get in their hot rods and turn on the old Trans-Dimensional Nexi Inducer, and begin cutting huge rips in the very fabric of time-space. (Ooo, wow man, how metaphysical!) The rips shimmer and corruscate, and myriad other continuums can be seen through the dimensional gaps.

The Fuggs form huge letters in the sky in this fashion. They write nasty political slogans above the Capitol in Washington, DC ("Merks are Proliphsitarians"), gouge their initials above Air Force bases, and carve "Evolutionary Losers" above Ghostbusters Headquarters.

Not only are the slogans unseemly, but staring at them too long tends to suck the sanity right out of you.

The Ghostbusters could develop a device to close the dimensional rifts, steal the Fuggs' dimensional carver (they only have one), direct the Fuggs into less nasty persuits, or come up with something else.

Car Pool:The aliens play a game of Eight-Ball in packed intersections, using cars as balls. The Fuggs negate friction on the ground, sending the cars slipping and sliding into one another at the merest touch. (The aliens employ force-billiard cues to send the cars careening.) Hundreds of thousands in property damage is done every minute, and pedestrians also get caught on the frictionless surface and go slipping and sliding dangerously around the cars.



Episode Eleven: Into Orbit

In this episode, the Fuggs decide to play a little practical joke on the Ghostbusters. They force Swneeze-Yip to do a chop job on the Ectomobile, so the Ghostbusters will be shot into outer space by their own car.

This is exciting, worthwhile, and morally-uplifting in its own right, but it also gives the Ghostbusters a fighting chance in the upcoming demo derby. Without a hot rod the Ghostbusters wouldn't be able to participate in the climactic battle and save the Earth, and without some time to learn how to use their new toy they wouldn't stand much of a chance in the derby. Fortunately, we figured all that out and provided this wonderful bridging episode for you. You're welcome.

A Hot Time in the Hot Rod Tonight

The Ghostbusters get a frantic call from the owner of a nearby pool hall which has been invaded by green-skinned aliens. They're busting up the place and beating everyone at pool, and can the Ghostbusters come over right away?

When the Ghostbusters hop into the Ectomobile to zoom over to the pool hall, find out who is driving. Shake your head sadly and read:

As you let the clutch out and step on the gas, you notice that the pickup is much smoother than usual. Much smoother.

Suddenly the Ectomobile hurtles forward with a roar, smashing through the doors of Ghostbusters HQ and out into the night sky. The windows roll up quickly as the Earth retreats beneath you in a glowing streak. The Ectomobile glides to a stop, and you find yourself floating in the inky blackness of space, the Earth twinkling far below.

So. What are you going to do now?

Nothing works, of course, but it's lots of fun to watch them try.

Examining the wiring under the dashboard, they see strange, alien apparatus. It looks as though somebody has taken apart the car stereo and hooked it into the cigarette lighter and maybe the emergency blinkers. The steering wheel no longer seems connected to the front axle, and the gearshift mechanism has been replaced by a what appears to be an HO railroad transformer. In short, nothing makes sense.

Since they are relentless scientists, they'll assume they can tinker with the devices to gain control of the vehicle. They are wrong. If they mess with the controls, the windows begin rolling down, and precious oxygen gets sucked out. When they stop messing, the windows roll up once more. (**Note:** This happens regardless of any Brains or Auto Repairs rolls, no matter how high. Swneeze-Yip has placed all of the important mehanisms on the bottom of Ecto-1, far out of the Ghostbusters' reach without spacesuits. All that remains inside are the automatic window controls.)

Eventually, the Ghostbusters will realize that they are stuck, and there is nothing they can do about it. As soon as they start whining about their unheroic end and giving you the Evil Eye, let 'em off the hook. Read:

Just when things looked bad enough already — the Fuggs's hot rods show up. They zip around you a couple of times; then, through Ecto-1's radio, you can hear the familiar voice of Veeblefrexxer.

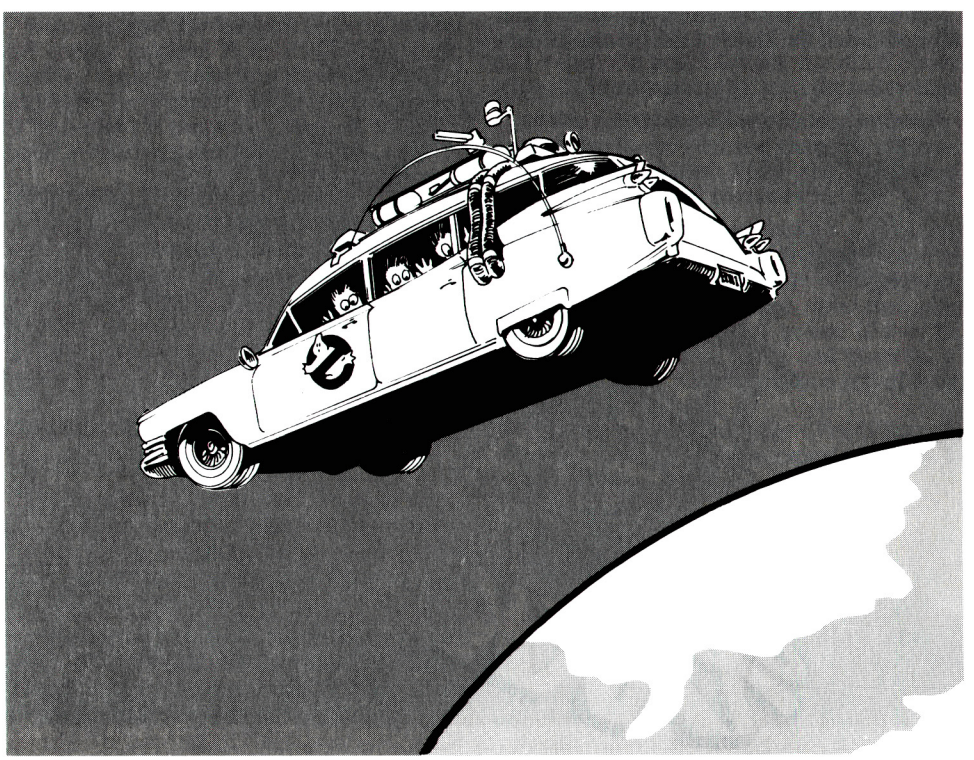
"Ha ha ha! You guys thought you were really clevuh, huh? Well, maybe you was, fer monkey boys anyway. But you couldn't stop messin' wit us, could ya? Well, maybe a couple a centuries sittin' out in space will teach ya some manners. Don't go away, now!"

The aliens laugh and fly away.

All but Swneeze-Yip. He stays behind, hovering quietly.

If the Ghostbusters talk to him (or worse, give him the silent treatment) he apologizes:

"Gee, I'm really sorry guys. Really I am. They said I had to warp yer car. They said I had to or I'd never become a Fugg!" He looks forlorn.



Swneeze-Yip to the Rescue

To survive, the Ghostbusters have to talk Swneeze-Yip into helping them. If they do not, he leaves sadly, but returns from time to time, giving the Ghostbusters ample opportunity to try again. And again. Until they get it right.

As Swneeze-Yip is basically a good-natured sort of nerd, he's especially vulnerable to sympathy plays. The Ghostbusters can make him feel guilty for trapping them when they have been his friend (*if* they have been his friend); stories of desolate wives and hungry children

waiting hopelessly for a Ghostbuster's return work real well. The more melodramatic the better.

They can also use the "Nerds of the World, Unite!" ploy, convincing Swneeze-Yip that the Fuggs are merely taking advantage of him and never actually plan to let him in the gang. While this might take some heavy-duty Con or Fasttalk rolls, success ensures that Swneeze-Yip, raring for a chance at revenge, will actively help the Ghostbusters defeat the Fuggs in the next episode.

If the Ghostbusters come up with an entertaining reason why Swneeze-Yip should help them, (or make a Cool or Convince roll of 20 or better if they can't come up with anything), Swneeze-Yip is inspired enough to not only come to their rescue, but to also show off his techno-wizardry by re-modifying the Ectomobile into something useful.

Though he is not respected by the Fuggs, Swneeze-Yip is actually the best hot rod chop artist around. He has perfected techniques the others haven't even heard of. (After all, he's been stuck on the Earth for a million years with nothing better to do.) And he'll use them on the Ectomobile, if the Ghostbusters will be his friend.

Ectomobile Modification Procedure

When describing the chopping procedure to the Ghostbusters, keep in mind all of the features that the Ectomobile has when it is reassembled, and drop hints about future functions.

Read:

Snweeze-Yip disappears into his tiny saucer, and emerges a moment later wearing strange coveralls. He takes something that looks like a rubber ball out of his pocket and squeezes it at the Ectomobile. The Ectomobile and all the equipment in it (PKE meters, proton packs, etc.) promptly fly apart and float in space like the best exploded view diagram you've ever seen. You also float in space, but luckily, you do not fly apart. Luckily also, you do not depressurize. There seems to be oxygen all around you. However, your clothes pop right off your bodies and hang with the car parts.

Swneeze-Yip wanders around through the exploded car, examining it, tapping things here and there and occasionally kicking the tires. He tastes the floating glob of gasoline hanging above the gas tank. Thoughtfully, he sprinkles something from his pocket into it, and the gas turns into thousands of tiny blue spheres.

When Swneeze-Yip shines an odd-looking flashlight on random bits of the car, they transform into completely unrecognizable stuff, begin to glow with an almost solar intensity, or seem to disappear completely. Sometimes he just changes the position of a part a tiny bit, and other times he switches parts from different sections of the car.

As Swneeze-Yip works, he talks excitedly, "I'm in a rad groove with the reality of cosmic hot rods. I know hypertesseractive interiors better than any other chop-artist around. And what I can do with an atomic vibro-pulsed accelerometer is really just too gnarly for words!" As he says this, his vibro-pulsed accelerometer goes flying out of his hands. He fumbles for it, dropping spare parts everywhere. Undaunted, he contiues the chop.

Next, Swneeze-Yip adds a few things from his pockets, his saucer, and even from passing space debris. Among the recognizable items he tosses in are a manhole cover, a beer can, a washerless faucet and a dirt clod. He takes Ecto-1's seatcovers, twists and folds them in non-Euclidian ways, and transforms them into strange couches. Other parts of the Ectomobile are similarly distorted.

Realizing he has a captive audience, Swneeze-Yip continues speaking. "Chopping an internal combustion machine is child's play after aeons of practice. It's nothing compared to the time I hotwired a black hole in series with a pulsar, fitted the whole thing with a supernova yellow paint job, and went on down to the C61 Cygni Supergravity 500. But then Krizzlequexxas took it away from me and came in in 1.7th place, and I had to wait outside because he also took my ticket."

Swneeze-Yip then attaches a pulsing cable-thing from the side of the distributor cap to several of the pieces of disassembled ectogoggles. He adjusts some stove bolts on the side and a beam of energy leaps out for a moment, burning a hole in the engine block. He grunts and attaches the thing to the dashboard.

Swneeze-Yip takes a card of unidentifiable material out of his coverall, thinks at it for a moment, and presents it to you.

This is Swneeze-Yip's bill for services rendered. It calls for the Ghostbusters to build a new racecourse from Olympus Mons to the southern Martian pole by the end of the next geologic era.

Once all this is accomplished, Snweeze-Yip once again squeezes the ball at the Ectomobile and it instantly flies back together again with you inside it. But it doesn't look much like it used to.

The Ghostbusters have all of outer space to test their new machine in before figuring out how to get back to Earth. Be kind.

Episode 11½: The Mostly All New & Improved Super-Mega Ectomobile

The final look of the M.A.N. & I.S.-M. Ectomobile varies depending on what kind of car it started out as. So, just mix in the car type with this description.

The Ultra-Snazzoid Exterior

Whatever color the Ectomobile was, it isn't anymore. Its new color is almost indescribable — think of a crinkle/sparkle candyapple red that appears to be dangerously radioactive. It shimmers in darkness, and shimmers even better in strong light. The paint job is as deep as you care to look; anything that can be reflected in it is — as well as some things that can't.

The surface of the Ectomobile seems to move even when it is sitting still. If you look away and then look back, you would swear that it has changed, but it is impossible to say exactly how. Your eyes try to slide off it, as if a mere human is unworthy to see such alien coolness. The bright red-orange racing stripes turn to real flames when the Ectomobile moves.

The Ectomobile is also bigger than it was. No parking place in New York City can hold it now (though that's not real important: the Ghostbusters can always just leave it hovering ten feet off the ground or something). Its exact size is up to you, but think up something that sounds significant, like 6m x 5m x 2m.

The Ectomobile's shape is also different. Its nose is lower, making it look slicker. It has huge tail fins. Or maybe Snweeze-Yip was restrained, and it looks something like a six-door stretch limo with helicopter rotors. Or maybe he turned it into a classic flying saucer. (Actually, its shape is completely up to you, but make sure it still sports that natty Ghostbusters logo on it somewhere.)

The wheels are bigger. Chrome too bright for human minds to understand gleams from the hubs, and there is the slightest glow coming from the tires, reminiscent of the submerged core of a malfunctioning nuclear pile.

The whole thing hums like a nuclear reactor, or like the Hoover Dam after a heavy rainstorm.

Monstro-Incomprehendo Performance Statistics

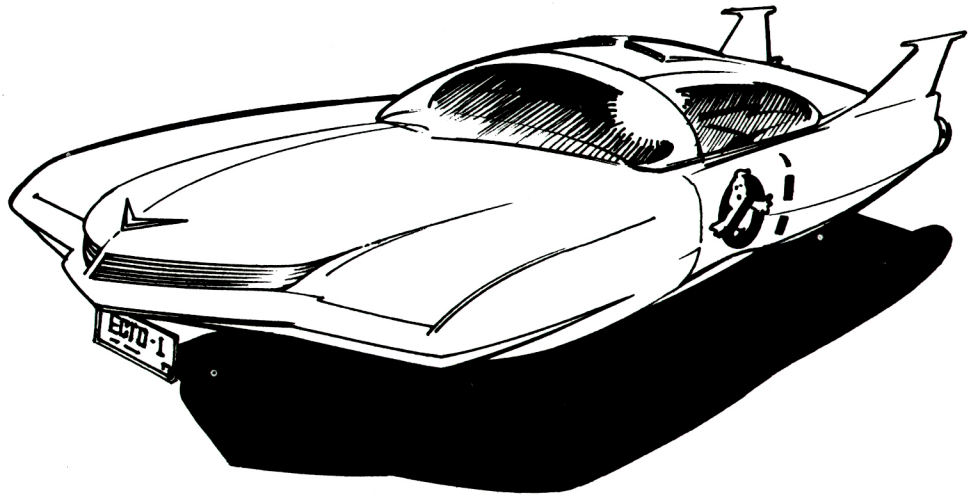
The New Ectomobile is fast. Real fast. Guess how fast it is. It is faster than that. Guess again. It is faster than that too. The mind can't really comprehend how fast it is. This is all that you really need to know, but for those who want specifics, read below.

On Land: The New Ectomobile doesn't ever need to touch the ground, but since it had wheels to begin with, Snweeze-Yip left wheels on it. And boy, do those wheels burn rubber. The Ectomobile goes much faster than any human can control, and it does so easily.

The big problem with the Ectomobile now is making it go *slow*. The accelerator (once the Ghostbusters find it with a Brains roll of 10) is so sensitive that the slightest touch is likely to send the Ectomobile and its passengers hurtling at Mach 1 toward something that was so far away that the Ghostbusters didn't even consider that they might hit it.

The Ectomobile has an on-land cruising speed of Mach 2, or 1500 mph. Any faster than this and the car tends to become airborne. This kind of speed makes it very difficult to control unless it is in the middle of a huge empty salt flat. And even then.

On Water: Exactly the same as on land, but there is less stuff to hit in the middle of the ocean. (If the driver rolls a Ghost, you can find something, though.) While zipping on water, the Ectomobile puts up some really impressive splashing roostertails and heavy wakes guaranteed to cause problems for every boat within a few dozen kilometers or so.



Over Land and Water: Whether the Ghostbusters believe it or not, this is actually the safest place to drive the new Ectomobile. True, there isn't much to hit out on the water, but there is even less to hit up in the sky (unless you are at a Fugg hot rod rally.)

The Ectomobile's top speed in the air is 3000 mph.

Under Water: Real underwater travel can only occur if the Ghostbusters have the Optional Molecular Displacement and Repositioning Field turned off. In this case, the Ectomobile's speed is limited by water resistance to a cruising speed of only 1,243 mph. The underwater sonic booms are really breathtaking if the Ghostbusters have shut off the Autosuppressing Devibrator Matrix and Hood Ornament and the O.M.D.R.F.

Under land: This kind of travel is very difficult and dangerous unless the O.M.D.R.F is turned on. As a brute power machine for actually boring through things, the Ectomobile only manages a speed of about 257 mph through concrete buildings, for example. This negatively affects the current paint job, exterior sensor readings on the Teleoptico Actinic Readouts, and sound system performance. The concrete building don't fare so well either. It's also difficult for the Ghostbusters to continue steering the Ectomobile, because the Responsoflex Acceleration couches grab them so hard that a Muscles 20 roll is necessary to stay free.

If the O.M.D.R.F is turned on, no problem. Same for under water — easy as pie, smooth sailing. See the section on the O.M.D.R.F for details.

Interplanetary: This is the first kind of travel the Ghostbusters experience in the new Ectomobile. As a ballistic space vehicle, the Ectomobile travels even faster than as an air vehicle. It suffers some minor handling problems, however. It isn't be as responsive in this mode — but then it is much harder to veer off course on the way to Venus. It's also difficult to move to a place less than 36 kilometers away from the starting point — the accelerator just isn't sensitive enough for that. But, as the Ghostbusters discover when they first get into the New Ectomobile, the interplanetary mode can't be beat for high-speed orbital insertion.

In interplanetary mode, the max speed of the Ectomobile is roughly 59,892 kilometers per second (21,561,120 kph). The minimum speed is 1,797 kilometers per minute (107,806 kph), or approximately 0.0001% of lightspeed. Minimum speed occurs while the Ectomobile is at idle. Accéleration is instantaneous.

Nifto-Rama Tuck and Roll Hypertesseractive Interior

The interior of the new Ectomobile has several exciting features designed for the maximum comfort and aesthetic enjoyment of the average Fugg. This means it completely confounds Ghostbusters. The most important features are explained below, but feel free to improvise others as you see fit.

Wondro-Matic Responsoflex Bucket Acceleration Couches in Genuine Simulated SnockaHyde: These are like living beanbag chairs covered with some sort of alien synthomaterial. Probably at least one of the Ghostbusters is highly allergic to it. Have them make Moves rolls when they get into the new Ectomobile; whoever rolls a Ghost is allergic to the seatcovers and suffers a -1 to Moves while inside.

The seats do their best to keep occupants safe from harm, and are persistent in their duty. Whenever a seat perceives danger, it tries to enfold its occupant. This effectively protects the Ghostbuster from just about anything in this universe, but it can certainly be awkward when the Ghostbuster is trying to like fire a proton pack out the window, pull the Ectomobile out of a power dive, or talk to an unfriendly police officer.

When danger threatens someone in the new Ectomobile, have him make a Muscles or Wrestle roll with a difficulty vaguely based on the amount of danger. If the danger is minor, then a roll of 5 is sufficient, but if the problem is extreme (say plunging at twenty miles per second into a pool of liquid lead on the surface of Mercury), then a 25 or more might be necessary.

Teleoptico Actinic Readout Screens: The readouts for the Ectomobile have been adapted for easy reading by Fuggs. This causes the Ghostbusters (and all humans) some problems, since the Fuggs have telescopic eyestalks that are often several feet apart. The displays are polarized, so that unless your eyestalk is in a very limited focal area it's next to impossible to read the display. This keeps the driver from being distracted and allows the chop-artist to be much more clever with the placement of way too many dials and readouts (which all Fuggs think are Mondo to the Hypermax).

To get the full range of information available from the readout screens, a Ghostbuster must move his head back and forth from one of the readouts to the other while trying to remember what he has just seen and compare it to what he is looking at now. This is difficult, and requires a roll of 10 or more on Brains or a suitable Talent.

The next problem with the readouts is that the indicator lights are far too bright to look at comfortably. The term "blinding" comes to mind. Until the Ghostbusters find the dashboard dimmer switch (Brains roll of 13), they are forced to endure spots in their eyes, terrible headaches, and occasional temporary major vision impairment when they look into the readouts for information.

The Powder Room From Beyond the Stars: In the back of the new Ectomobile there are a pair of doors marked with two similar but different signs on their fronts. Only someone who has had a chance to study Fugg anatomy and dress is able to discover (with a Brains roll of 5 or more) that the two symbols are silhouettes of a typical male and female Fugg. If somebody opens the doors. . .

There are no such things as insanity checks in ***GHOSTBUSTERS.*** But if there were (say a Cool roll of 10 or better), this would be a perfect time to call for one.

Behind these doors are some of the most luxurious, decadent examples of sybaritic bathing equipment known to sentience. And the rooms are *much* too large to fit in Ecto-1. Like say as big as your average high-school gymnasium. A permanent three-fold rip in the fabric of reality to hold a bathroom? Those Fuggs think big, don't they?

Swimming pool sized Ultramarble baths with relaxo megajacuzzi action. Automated hair styling studios. High Speed Cosmic Tanning Tables. Automatic weight training equipment. Massage-o-mats. You get the idea.

Well that's what is here — sometimes. Since they are really dimensional portals to places all over the galaxy, occasionally the doors open up on someplace else. Roman Baths during the later empire. Trench latrines at Verdun from WWI. A Fugg bathroom on their home planet. A garbage dump from virtually anywhere: Andromeda, ancient Babylon, or Bayonne, New Jersey. Be creative.

The Bad News Dashboard: Ok. So the Ghostbusters are sitting in their nice, new, strange automobile. (Jump-buggy? Ecto-rod? Space roadster?) Now they get to experience the thrill of messing with the dashboard! What fun.

While the Ghostbusters are trying to figure out how the new Ectomobile works, think of

a hunting band of Neanderthals who have just discovered the Space Shuttle. This stuff is absolutely new and different to even the most brilliant human. Switches on this dashboard aren't really switches — they're glowing orbs floating in abstract patterns, multifaceted crystals hovering in the midst of coherent light beams, and special areas in front of or inside the dashboard that read your hand position.

Whenever the Ghostbusters fiddle with something, roll two dice and consult the **The Mostly All New & Improved Super-Mega Ectomobile Table** to find out what they are fiddling with. If you roll a Ghost, they've come across one of the "special" (read: dangerous) aspects of the car. Choose one of the items from the **All the Things We've Been Keeping Secret** section.

After a little experimentation, the Ghostbusters will begin to remember what some of the things do and will be able to find them routinely (which means you no longer roll for them). Keep in mind, though, that in tense situations the Ghostbusters may accidentally touch the wrong button. . .

2-3. Magnus Effecto Human Detectomatic: The Magnus Effecto Human Detectomatic is a very simple device. When activated, automatic sensors detect any unevolved beings that come within five meters of Ecto-1 — kind of a high-tech burglar alarm. Big deal, right?

Well, true. The M.E.H.D. *is* one of the less important features of the new Ectomobile — but it is one of the most noticeable. After being turned on, it goes off every time the Ghostbusters come near Ecto-1. And when the M.E.H.D. goes off, it goes off big. Convince the characters that something is about to blow up. Get a police whistle or some other kind of piercing noisemaker (an aerosol boat horn is just about right) and blow it like a maniac. Find a powerful flashlight and aim it right into your player's eyes. As the characters get closer to Ecto-1, flash the lights faster and honk the noisemaker louder.

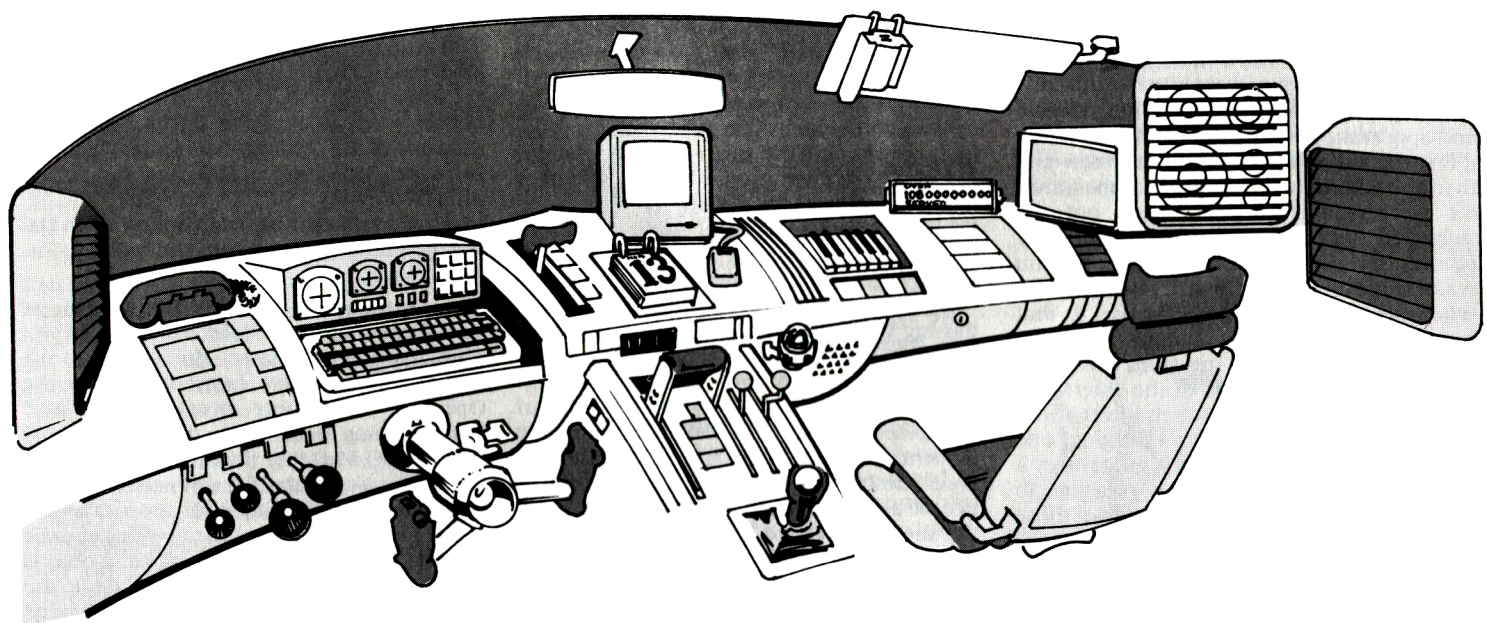
This device will activate the first time the Ghostbusters return to Ecto-1 after leaving for two minutes or more. The switch is easy to find on a Brains roll of 6, since all kind of blinking lights are visible right around it.

4. Power Windows: Do you remember the blast doors and airlocks in *Star Wars*? Remember how fast they opened and closed? Sort of frightening, wasn't it? Well, that is how all of the windows on the Ectomobile work now. Same for the doors and the roof, which is now convertible. These are great for chopping the ends off proton packs when Ghostbusters accidentally lean on the switch. The windows *do* have a safety override that keeps them from killing people, but this won't stop them from closing (and jamming) as often as they can on whatever (or whomever) is in the way.

The controls for the windows, doors and roof are located very conveniently. So conveniently, in fact, that they are often triggered accidentally by anyone leaning on the door, hitting the ceiling during a looping maneuver, etc.

5-6. Gigawatt Nuclear Resonance TerraTune Sound System: This set-up will put life into any party, even a residents-only bash at Forest Lawn.

The Gigawatt Nuclear Resonance TerraTune Sound System is standard equipment on all Fugg hot rods. Some systems are better than others, but the differences are too subtle to be understood by humans. (Can an Australopithecus understand why a Nakamichi professional sound system is better than a Playskool Record Pal?) Nevertheless, the Fuggs spend endless hours arguing about what kind of quark valence modamplificator is best, the easiest way to screen out nutrino crossphase interference, and so on. Humans who cannot keep up with the conversation are considered to be "hyperaxiomatically geekoid."



The Mostly All New & Improved Super-Mega Ectomobile Table

Roll	Result
2-3	Magnus Effecto Human Detectomatic
4	Power Windows
5-6	Gigawatt Nuclear Resonance TerraTune Sound System
7-8	Dial-a-Paint Job
9	Dial-a-Thing-Hanging-From-the-Rear-View- screen
10	Dial-a-Megawatt-Death-Ray-Cannon with Autoseek-Targeting
11	Something Else
Ghost	All the Stuff We've Been Keeping Secret 'til Now

Before play begins, set up your home stereo with the strangest music you can find. Industrial music, hardcore, Minimalist, Alvin and the Chipmunks, Berlitz "Learn to Speak Hebrew" and PDQ Bach are all good choices. Use whatever you have on hand, but try to get a combination that will offend all of your players' musical tastes.

Of course, when the Ghostbusters first trigger the G.N.R.T.T.S.S., it should be on loud. Real loud.

If you're real sneaky, you can shock the bejeesus out of your players with the G.N.R.T.T.S.S. "Hey guys, you mind if I put on some tunes?" As you start the tape, continue to run the game. "Ok, Egon is fiddling with the large red orb mounted on the ceiling. Suddenly his hand goes two feet into it and..." Cue the music. Scrape the players off the ceiling. Buy new speakers.

The Gigawatt Nuclear Resonance TerraTune Sound System is more than a stereo. It controls

everything associated with the Ectomobile for a total musical environmental experience. This includes the propulsion, steering, weapons systems, and even the Ghostbusters. When the right buttons are hit (i.e., at random), the sound system begins orchestrating the Ectomobile along with the music. The Ectomobile does ballistic climbs on accellerando passages, dead stick power-down falls during pauses, and rolling dives when passages are building to a climax. When dance music is on, the music itself exerts Rad Valence Conditioning and Control to force everyone to get up and boogie. Cool rolls of 20 or better are needed to resist.

The scariest thing about this Gigawatt Nuclear Resonance TerraTune Sound System is that, loud as it is when first turned on, it is only set on the second of ten volume levels. At setting ten, the Ectomobile must be sitting still on the ground because all power is being diverted to the Gigawatt Nuclear Resonance TerraTune Sound System. Buildings shake, windows break, the earth quakes, and aliens are on the make when this system cranks up.

7-8. Dial-a-Paint Job: This control deals with the exterior of the Ectomobile. It is really two different dials: one has a numeric range and the other has a color spectrum.

The range control changes the exterior size and appearance of the Ectomobile. Currently it is set on Automatic, so that every now and then the Ectomobile changes its appearance for no apparent reason. Check out the suggested appearances for the Ectomobile (above). Give them (and anything else you want to throw in) a numerical value, and when the Ghostbusters turn the dial to that number, the Ectomobile changes into it.

The dial with the spectrum indicator changes the color scheme of the exterior.

There is an interface between interior and exterior color schemes, so changing one always changes the other. This guarantees a combination that is aesthetically pleasing. To immortal alien punks. (It *is* a pity about those insanity checks, isn't it?)

9. Dial-a-Thing-Hanging-From-the-Rear-Viewscreen: This is like the Dial-a-Paint-Job, but it affects the interior of the Ectomobile.

Some of the interior possibilites can be swiped from the descriptions of the Powder Room, but there are others. The old Ectomobile, a space shuttle interior, a roller coaster car, a steam locomotive, a Victorian sitting room, or the inside of a modified deLorean are all possible settings. Or how about the garbage compactor room from *Star Wars?* There's no accounting for taste, after all.

The spectrum dial for the interior is the same as for the exterior, except that all of the problems are experienced on the inside.

Regardless of the appearance of the interior, the standard features are all present. Though the seat is a Chippendale loveseat, the dashboard looks exactly like an H.G. Wells time machine, or the engine makes chitty-chitty sounds and buttons flash "push me idiot!", it still acts like a Responsoflex Acceleration Couch, and one or more of the Ghostbusters is still allergic to it.

10. Dial-a-Megawatt-Death-Ray-Cannon with Autoseek-Targeting: Now this looks exciting. It almost sounds like the Ghostbusters will be able to fight back with this one, right? Maybe Those Famous Game Designers have hidden one of the keys to winning the adventure way way down in this episode — is that what you are thinking?

Well you're wrong.

The Megawatt-Death-Ray-Cannon with Autoseek-Targeting is a wonderful weapon for blowing up really big things — like other cars, important statuary, museums, Ghostbuster HQ, aircraft carriers, pyramids, or Stonehenge. But there is one thing it won't affect at all: anything alien in nature. Oh sure, the Ghostbusters can shoot at aliens or their hot rods if they want, but the cannon doesn't really do anything. Not to the aliens, anyway.

However, the Megawatt-Death-Ray-Cannon with Autoseek-Targeting works real good on human artifacts. And it likes to work on them. When the Ghostbusters turn this on, they have a very short time to deactivate it before it locates a target and vaporizes it. This could be unfortunate if they activate the device in the Ghostbuster Headquarters garage.

When activated, a huge, tremendously dangerous-looking ray cannon extends itself out of the hood of the Ectomobile. Strange coils and tubes on its side pulse with a deadly-looking light. Radar dishes on the barrel whirl around like crazed breakdancers; a screen or holographic projection pops on inside the Ectomobile and displays the surrounding area with a flashing crosshairs superimposed. After a few seconds, the crosshairs lock on the "most dangerous" target around (like a passing VW or an electrical junction box), and fire at it. The target is instantly vaporized.

Note: Since no one really dies in Ghostbusters, you need to figure out what keeps the Death Cannon from killing everyone in sight. You could have it only do "cartoon style" destruction, where everything but the people and their underwear is destroyed, but the sneakiest way to handle it is to have the Cannon throw all living things it hits into some other dimension until the aliens leave. Then suddenly all sorts of upset, naked folks appear at the scene of their blasting. And who knows what the result of their stay in the other dimension will be? Maybe they have been in contact with all manner of strangeness — and just in time for a new adventure, too!

11. Something Else: Whatever seems fun. This is your chance to be creative. Possibilities include a cigarette lighter (just how difficult *is* it to light a Fugg cigarette?) emergency brakes, the Horror from the Glove Compartment, cosmic safety flares, and the best automotive jack in this spiral arm of the galaxy. Have fun, and be unrestrained.

GHOST. All the Stuff We've Been Keeping Secret 'til Now: Have you noticed that we've hinted at some things that haven't been explained? Well, that's because ill-mannered players sometimes scan these scenarios, but rarely get a chance to read all the way through to the end. (Also, we like to save the punchline for last. Heightens the impact, don't you know.) When you roll a Ghost on this table, decide which of the following things the Ghostbusters messed with (turned on or off, turned up, insulted — you get the idea).

Scorch, the Optional Onboard Ectomobile Computer: If you are a big fan of sleazy hackneyed television shows involving talking cars (of either the onboard computer or deceased relative haunting the glove compartment kind), and want a voice that can keep up with the Ghostbusters and perhaps offer advice (good, bad or indifferent), let the Ghostbusters activate Scorch.

Scorch is superintelligent, far more powerful than any Earth computer, does great realtime animation, and has the personality of a teenage nerd with megathyroid problems. (Sounds familiar, huh?) Scorch's programming emphasizes partying, driving real fast, partying, discussing neo-Montefuscorian philosophy, loud music, and partying. But he does know something about the capabilities of the new Ectomobile. Not much, but a little. After all, Scorch just came into existence a few moments ago, right?

Use Scorch to give the Ghostbusters a hand when they are having a tough time, or to give them a tough time when they aren't.

The Autosuppressing Devibrator Matrix and Hood Ornament: This doodad keeps the Ectomobile from making earsplitting sonic booms when accelerating. It isn't even necessary unless the Optional Molecular Displacement and Repositioning Field has been turned off. It resembles a Swan, a Mermaid, a Fugg, or a dozen other things depending upon the configuration selected from the Dial-a-Paint-Job device.

The Optional Molecular Displacement and Repositioning Field: For those of you who have particularly clutzy, dumb or unlucky players, we humbly provide the Optional Molecular Displacement and Repositioning Field. Fancy buzzword, right? Well, the O.M.D.R.F. is designed to make it very difficult for the Ghostbusters to injure themselves or anything else.

The O.M.D.R.F. makes the new Ectomobile capable of passing right through solid objects without any harm to the Ectomobile or the object. Thus, it is virtually guaranteed that the Ghostbusters cannot destroy a whole building by hitting full throttle in an underground parking garage. Of course, when passing through the Chrysler Building, say, the Ectomobile will cause tremendous excitement among the populace.

Be sure to mention that the Ghostbusters are fully visible to the rest of the world, and that they see cross sections of things (and people) as they pass through them.

If you wish, have the O.M.D.R.F. turned off when the Ghostbusters first get the new Ectomobile, but realize that doing so puts the whole world in danger.

The O.M.D.R.F. keeps sonic booms from occuring because the Ectomobile passes through air and water without affecting them. However, when riding on water, the Ectomobile still puts up wakes and roostertails, just because Swneeze-Yip thinks it is cool.



Episode Twelve: War of the Worlds

Well, the last time we saw our intrepid Alienbusters, they were floating high above the Earth in a car Not Of This Earth. Our dauntless heros, no doubt undaunted, are certain to experiment to their heart's content. This is a Good Thing. It means that *you*, Mr. Ghostmaster, get to play with all the neat gizmos Ecto-1 is straining at the bit to show off, and it also means that the Ghostbusters will get the general idea of how to drive the thing while there's no large breakable objects within spitting distance. Encourage this outlandish behavior until there are no more new things the Ghostbusters can play with.

So What do We do Now?

Now that the Ghostbusters have a spacecraft, they can enter the demolition derby. Hopefully they have gotten bored with testing Ecto-1's new abilities and causing untold carnage, so their attention may return to getting all of the alien hoods off of Earth.

Just then, Swneeze-Yip speaks:

"Hey, guys! I gotta leave now, before the Fuggs get suspicious. I'm supposed to be down at some hole-in-the-wall place called Central Park for the demo derby."

This should perk up the Ghostbusters' ears! They can question Swneeze-Yip, who tells them about the age-long rivalry between the Fuggs and the Merks. Through his onboard scanner, Swneeze-Yip has learned that the derby is currently in its early stages: the Fuggs and Merks are lined up on opposite sides of Manhattan island, and a few hot rods skirmish above the streets, holding impromptu "chicken races" ending in spectacular building crashes. The citizens are terrified, which adds immeasurably to the fun.

This, of course, is a perfect opportunity for the Ghostbusters to ask about joining the race. If they don't think of it, Swneeze-Yip announces that they'd be better off not trying to join, unless they think they can beat The Veeb.

"The Merks would probably get annoyed, but I don't know what Veeblefrexxer would say. He's won the last 347 races we've had. Of course, since whomever wins the race gets to decide what to do with Earth, the competition is gonna be extra tough, so maybe you better not try."

Be real sincere when you say this, so the players don't get the idea that you are in fact prodding them to join the race. I mean, it's *their* decision, isn't it?

Of course, if they *don't* show up, the Merks win the race and vaporize everything on the planet down to bedrock.

Send in the Clowns

Unless the Ghostbusters wish to sneak into the demolition derby, make their entrance spectacular.

You see the Fuggs' and Merks' souped-up hot rods swarming the canyons between the taller skyscrapers. As you fly into their midst, a cry goes up from the gangs. When you park and get out of your car, Veeblefrexxer's eyes nearly pop out of their eyestalks as he recognizes you. The Merk's leader looks disturbed and says, "Hooda hella you?!"

The Ghostbusters are questioned about where they got the "nerdy-looking car." If they say Swneeze-Yip made it, the aliens laugh heartily, but a few Fuggs look concerned. If the Ghostbusters say they made it themselves, the aliens just snicker, expecting the Ectomobile to be a lemon.

Senseless Violence

If the Ghostbusters open fire, their proton packs will be turned to slag. If they use their Megawatt-Death-Ray-Cannon, they will be very suprised to learn that it does not work on aliens or alien equipment. So much for senseless violence.

Entering the Derby

If the Ghostbusters try to enter the derby, the Merk leader, Klurko, says, "Ain't dere rules against allowin' dum aminals inna derby?"

Veeblefrexxer can't recall any such rule. He shrugs his four shoulders and says, "What da clisk? Leddem race. Why not?"

A surly, vicious-looking Merk looks you up and down and says "I don' like da ideer."

If the Ghostbusters make a Cool or Convince roll of 10 or more, the thugs decide to give them a test to see if they are evolved enough to demo derby with the big boys. The gangs tell them that to be allowed to enter, they have to win a "chicken race" against one of the Merks.

The Chicken Race

Klurko sneers at you and says, "Youse ugly liddle monkey-men godda drive yer joke uvva hot rod at me, whatt'l be drivin' my Turbo-Belchfire 666 at you. Da firs' one dat turns away is da loser. A crackup wit both parties survivin' means we race agin. A crackup wit' only one party survivin' needs no explanation."

With a contemptuous sneer he leaps into his hot rod and fires it up, unleashing a cloud of noxious yellow smoke that kills a passing flock of pigeons. He shouts, "Let's rock 'n roll!"



Klurko is a steely-nerved master of the chicken race. The Ghostbuster driver must beat Klurko's Reckless Driving Talent of 6 to win. If the Ghostbusters win, they get to enter the derby and Klurko is publicly humiliated. If the Ghostbusters roll less, they turned away first and lose the race (or they can choose to crash into Klurko instead of turning away). A Ghost indicates a nasty crash.

If the Ghostbusters crash rather than turn, or if they crash by accident, the two vehicles erupt in flames, spinning out of control into the crowds below. The characters escape undamaged, caught in the safe but embarrassing embrace of their Wondro-Matic Responsoflex Bucket Acceleration Couches in Genuine Simulated SnockaHyde. But both cars are totalled. In order to race again, they need to convince Swneeze-Yip to fix the Ectomobile. That shouldn't be difficult to do (Cool roll of 5 or better). If successful, he also offers to be their pit crew.

Klurko is pulled, badly mauled, from his craft. As he is being re-grown in a friend's hot rod, his pit crew fixes his Turbo-Belchfire.

The Ghostbusters can enter the chicken race again — if they have the guts.

The Easy Way Out

If the Ghostbusters have discovered the Optional Molecular Displacement and Repositioning Field, they can use it in the race. Neither the Fuggs nor the Merks know of the existence of such a thing (though the Referees do; see below).

If the Ghostbusters switch the O.M.D.R.F. on during the chicken race, they win. Klurko swerves to get out of their way at the last instant, blanching a sickly shade of gray as Ecto-1's fender passes right through his Turbo Belchfire 666.

Pre-Derby Festivities

The tension in the air before the beginning of the demolition derby is thick. The alien gangs blow off steam by joyriding through office buildings and giving impromptu rides to panicked humans. If the Ghostbusters try to talk them out of these dangerous pastimes, they must make a Cool roll of 17 or better. If they fail the roll, the aliens just laugh at them, and continue.

The aliens party hard. They drink kegs of Earth beer and gallons of even more questionable alien brews, and stare into scintillating interdimensional rifts. They also invite the Ghostbusters to participate in these rituals. If the Ghostbusters foolishly agree, all their Traits and Talents drop by 1 for each incidence of overindulgence. (The Ghostbusters can indulge moderately without impairment, but the aliens hoot derisively and apply the dreaded Peer Group Pressure to them.)

The aliens also steal mass quantities of junk food to eat before the race, negating gravity over all the fast food joints and leaving huge piles of half-eaten MacWhoppers clogging the skies.

Just as the partying reaches a fevered pitch, an ear-splitting whistle is blown, signalling the start of the race. The aliens set up pit crews over Central Park. Then the hot rodders take their starting positions, the Fuggs forming a ragged line over the East side of Manhattan and the Merks on the West side. Other aliens watching the derby hover high above the city.

A hush falls over the milling crowds below. Then, in one voice, a cheer — almost a plea — rises from the frightened New Yorkers: "ghostbusters, Ghostbusters, GHOSTBUSTERS, *GHOSTBUSTERS!*"

Your throats tight, your eyes moist, you enter Ecto-1, ready to give your lives — or at least suffer some internal injuries or maybe a bad sprain or two — to Save the World.

The Ghostbusters are instructed by Swneeze-Yip to start down at the South, "so you don't get caught in the first explosions."

During the flurry of activity, the Ghostbusters can ask Swneeze-Yip to be their pit crew. Swneeze-Yip heartily agrees. If they do not think to ask him, Sweenze-Yip contacts them during the derby and offers to repair the car if it gets damaged.

Set-up for the Race

Won't the players be surprised to find out they're going to play a boardgame. Grin slyly and whip out the deluxe Hot Rods of the Gods Map of Manhattan. Lay out the Fugg and Merk counters (which you wisely cut out before the game began) on their respective starting places. The six Fugg cars begin on the East side (as indicated on the map), and the Merks begin on the West. If the Ghostbusters heed Swneeze-Yip's advice, they begin in the Wall Streeet space. If not, they may begin where they please.

The Derby Begins

An older-looking Fugg and Merk fly a black and white striped hot rod into the center of the arena. The Fugg says, "Durin' da fight, you can go ta yer pit crew fer repairs as long as you can get dere under yer own power. However, yer still fair game while being repaired. Heh heh. Da individual bein' lef' alive and inna functional hot rod at the end of da race is da winner. Dat driver gets dis mudball planet as a prize."

The Merk adds, "So fight dirty! At da sound o' da whistle, MAIM!" They quickly fly their hot rod up to the tops of the buildings.

Another earsplitting whistle is blown, and the alien hot rods blast toward each other.

Using the Optional Molecular Displacement and Repositioning Field During the Derby

Like Gah, how unfair! The Ghostbusters are going to win hands-down if they employ the O.M.D.R.F. during the race. How anticlimactic. Isn't it fortunate then that molecular displacement devices are illegal in Gang Demolition Derbys. When the device is turned on, read:

Suddenly another one of those piercing whistles sounds. Immediately every hot rod, the Ecto-1 included, freezes in its tracks. A voice comes over the loudest loudspeaker you've ever heard. "Ok you'se bums. We're gettin' a readin' dat sombody's usin' a molecular displacement device! I don't know who it is, but iffin I find out, the poison responsible is gonna get blown into a thousand teeny pieces and then disqualified. *TURN IT OFF NOW!*"

Once they do so, the race resumes.

The Official Hot Rods Demolition Derby Rules

Relax. We're mostly kidding. These are mostly non-rules to lull the players into a false sense of complexity. Actually, it's all real simple.

Every alien car has a number on it, from 1 to 5 (except the leaders, Klurko, and Veeblefrexxer; they're both 6's). These cars use that number of dice when trying to ram another car (as if the chicks and greasers driving those jalopies had that Moves score). The Ghostbuster's Ectomobile uses the driver's Moves Trait or appropriate Talent for movement.

Each car can only handle a certain amount of damage before it is destroyed. Each alien vehicle can take as much damage (that is, it has as many Structural integrity points) as its Moves score (six for Klurko or Veeb, five for the hot rods labeled '5', etc.). Therefore, it's easy to see the lower-numbered cars will disappear right quickly. Because of the mega-boffo job Swneeze-Yip did on it, Ecto-1 can take ten points damage before erupting in a flaming ball of radioactive fire.

For your gaming convenience, we have included a **Hot Rods of the Gods Boardgame Rules Sheet** in the center of the booklet. Yank it out and look it over. It contains: a Hit Record Chart on which you can record the damage which participants inflict on each other, a Ready Reference Chart which you can refer to readily when trying to run the derby, and **Hot Rods of the Gods Boardgame Advanced Rules,** which explain how to include Alien Tactics and Panicked Crowds in your game.

Turn Sequence

1) Panicked Crowds Move (Advanced Game only)
2) Ghostbusters Move: The Ectomobile Moves up to 3 Spaces.
3) Merks Move 1 Space.
4) Fuggs Move 1 Space.
5) Ghostbusters Attack.
6) Resolve Other Attacks.
7) Repairs and Damage.

Panicked Crowds Move: (Advanced Game only, see Reference Sheet.)

Ghostbusters Move: Due once more to Swneeze-Yip's handiwork, they can move up to 3 spaces on the map in one turn, as opposed to the Fuggs and Merks, who can only move 1 space. They mave move North, South, East, or West or any combination thereof, but not diagonally. If the Ghostbusters move into a space with another car, they must stop. If they leave the map, they are disqualified.

Merks Move: The trick here is to give the players the illusion that there is some complex system for determining the aliens' moves and strategies, when in reality it's all just quick, dirty, and random.

Merks move to engage the Ghostbusters if they're within range. If not, they move toward a Fugg (if they're within range). If another car is in the same space as the Merk car, the Merk stays to fight, unless the Merk attacked that car last turn. If so, the Merk will look elsewhere for some fun. The Merks always move towards a disengaged car before moving toward an engaged car.

If there are no cars in any area surrounding the Merk, roll on the chart below.

Random Movement Chart

1	North
2	East
3	South
4	West
5,6	No Move

Cars with the number 1 always roll on the movement chart, because the dudes and



chicks driving them are too drunk to think about where they ought to go (that cheap Earth beer'll do it every time).

Fuggs Move: Just the same as the Merks, only the Fuggs perform with more finesse.

Ghostbusters Attack: If the Ghostbusters finish their turn in the same space as another hot rod, they can attack. If the area they are in has more than one car, they choose which one to go after.

To attack, the driver of the Ecto-1 must roll his or her Moves dice. You roll dice for the other car (the same number as the car; both Veeblefrexxer and Klurko roll 6 dice). Whoever rolls higher wins that attack. The loser drops 1 point off his or her hot rod. If the Ghostbusters roll more than twice their opponent's roll (or vice versa) the winner inflicts 2 points of damage to the loser. Triple the opposition's total does 3 points, and so on.

The Ghostbusters can attack just once in a turn.

Resolve Other Attacks: Any other cars sharing the same space immediately attack each other. If two or more cars attack a single car, both attacks are rolled seperately. Note that Fuggs can attack Fuggs and Merks can attack Merks, but they won't begin doing this 'till late in the derby.

To speed things up if your players are impatient about you resolving all the alien vs. alien combats (there's a lot of them in the beginning of the game), you may wish to consider the following option. When two alien cars attack each other, the one with the lower number automatically loses 1 point. (Always remember: quick, dirty, and it isn't cheating if your players don't catch you.)

Repairs and Damage: Every crash reduces a car's structural integrity by 1 point. (This has no effect on the number of Moves dice to roll.) When a hot rod takes its full amount of damage, it plummets to the ground and explodes in a fiery ball of debris.

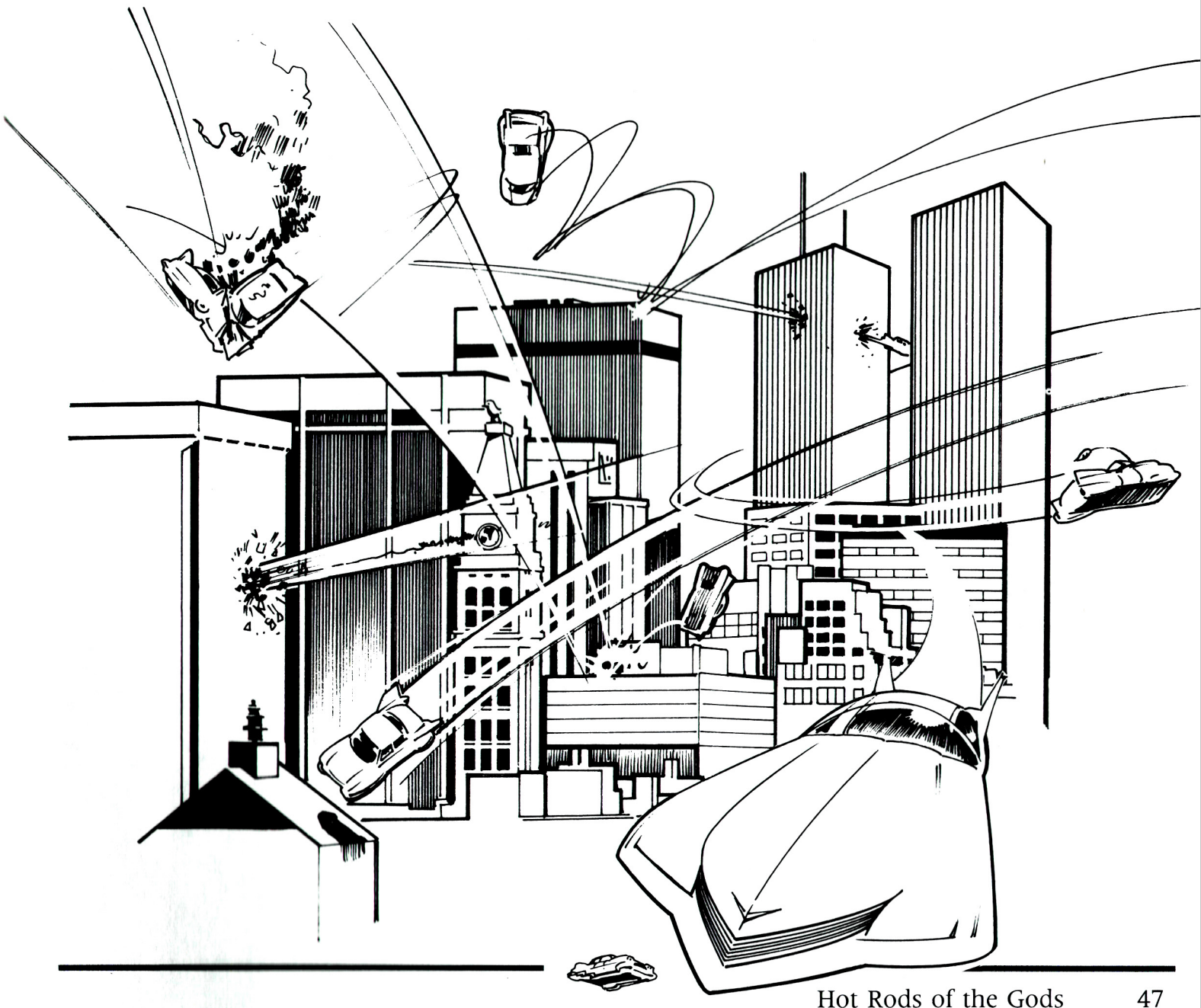
Anytime a hot rod gets down to 1 point, the driver attempts to reach Central Park. (Except the number 1 cars who start out that way and are way too drunk to care.)

Once at Central Park, every alien car regains 1 point for every turn it sits there and doesn't move. Of course, other cars won't let it alone, and attack if within range. Cars on the ground are reduced by 1 die for their defense, and cannot attack (ignore any damage to the attacking vehicle).

If the Ghostbusters choose to go to Central Park, Swneeze-Yip can fix 2 points of damage each turn (he's good). If Swneeze-Yip isn't around, somebody needs to make a Brains roll of 15 each turn to fix 1 point of damage.

Alien Tactics (Advanced Game Only)

Each alien has his or her own peculair brand of tactics. When the Ghostbusters encounter a specific car, look on the **Alien Tactics List** to find out what gimmick or stunt that alien employs. For example, all number 1 cars drive erratically and smash into everything. (Admittedly, this isn't much of a tactic, but it is the only easy target the Ghostbuster are likely to get.)



The Damage Panel

After the first hit on the Ectomobile, the Ghostbusters see a readout panel light up with ten red lights. The first light winks out almost immediately. This lets you announce damage to the Ectomobile in terms like, "As violent shocks buffet the Ectomobile, you see two lights on the Damage Panel wink off."

If you allowed the Ecto-1 to have the optional talking computer, Scorch, then there's no need for the dashboard display. Scorch will be just *too* happy to keep the Ghostbusters appraised of its, "almost certain destruction at any moment now, guys" condition.

Dramatizing the Derby

Counting numbers isn't very much fun for most of us. Computing odds has its place in the grand scheme of things, surely, but this is ***GHOSTBUSTERS***, not some arcane fantasy roleplaying game.

That being said, embellish some of your statistics, turning the game into a feast for the imagination. Use the following examples for ideas:

- "A hot rod flips over, smoke billowing out the back. It slams into a skyscraper and explodes in a brilliant flash."
- "Two jalopies zip in opposite directions between the World Trade Center buildings. Just as it looks like they're going to miss, they change directions and plow right into each other. As they hang for a moment in midair, you hear both engines crackle and grind. Sparks fly, and suddenly the cars plummet straight down, sprinkling flames and shards of metal on the streets below."

The Climax

If you want a shattering climax to this slugfest, let both The Veeb and Klurko be the only ones left on the board after the fight. (Even if you don't artificially force this, the chances are they'll be the surviving racers anyway.)

The crowd, which roared all the way through the derby, now falls silent. Below, you can hear the faint sirens of fire trucks as they rush to one of the burning hot rods.

Now the only three vehicles left in the sky are you — and Veeblefrexxer and Klurko. And they're not smiling.

Then, the final confrontation. Sparks fly, engines whine, women and children scream, and bright flames — almost like a second sun — burst into life over the dazed and battered city. As the dust settles, the beleaguered citizens can see one vehicle hovering in the air alone, triumphantly.

So who won, anyway?

After the Race

The smoking carcasses of mangled alien hot rods litter the New York streets; some are stuck halfway down the side of smoldering buildings. There are gigantic craters where there once were potholes. The area is devastated. The stillness is broken by the referees zooming into the sky.

If the Ghostbusters Win the Derby

The referees say "And da winnah! Da... hoomins..." There is confusion among the newly re-grown Fuggs and Merks. There are great arguments over cheating, and how embarrassing it would be if news of the human's victory got out. Some of the aliens suggest leveling the planet to prevent the story from spreading.

Eventually, the aliens come to the conclusion that the Ghostbusters are entitled to their victory, and deserve the Earth as their trophy. But you can make the players sweat just a little while longer.

The aliens have one more riotous party over New York, toasting you as, "almost sorta cool dudes." High praise indeed. With cheery and somewhat drunken waves, they leave in dazzling displays of hot rod artistry. Soon the last of the ships weaves into the night sky, heading home to worried alien parents who will ask them why they are so late and then ground them for the next millennium.

If the Ghostbusters Lose the Derby

If you're the sort that let the dice run the game, then it's possible that the Ghostbusters actually *lost*. The winning group will be whichever alien was left at the climax: Veeblefrexxer or Klurko. The following description assumes Klurko won. Alter it if The Veeb emerged victorious.

The Referees announce "An' now! Da winnah! Da Merks!" A roar goes up from the newly re-grown Merks. They laugh at the Fuggs, gloating over their triumph. They laugh at the mediocre job the Fuggs did in evolving life on Earth. They announce that they intend to wipe out the humans and start again, evolving the cockroaches into intelligent life. They say that the humans were a joke of a race, and an evolutionary dead-end. Swneeze-Yip is especially mortified, since he spent one million years working on Humanity.

If the Ghostbusters attempt to track down Swneeze-Yip as he is leaving, they find him getting into his hot rod, on the verge of tears. If they press him for information on how to defeat the Merks before they wipe out Mankind, he reveals the sub-space radio band frequency of the Federated Enforcers, the anti-fun Interstellar Highway Patrol. Both the Fuggs and the Merks are wanted by the Enforcers, so Swneeze-Yip asks the Ghostbusters to give the the Fuggs a ten-hour lead to get out of the quadrant before calling the cops.

If the Ghostbusters call the Federated Enforcers, they show up within 20 minutes.

Cut out the four Enforcer spaceships and drop them in the middle of the map of Manhattan.

Earsplitting, head-throbbing, stomach-thumping sirens fill the air as three mammoth yellow battlecruiser spaceships appear in the sky, blocking out the sun. The Merks look up in fear. A voice booms from the battlecruiser: "Delinquents! This is the Federated Enforcers! Your days of terror are over. It's reform school and regular meals for the lot of you!" A gigantic tube is lowered from one battlecruiser. The Merks are sucked up in the tube like lint into a vacuum cleaner.

If the Ghostbusters are in the flying Ectomobile at the time, they are sucked up too, unless they turn on the O.M.D.R.F. If not, they end up in a maximum-security reform school on Tau-Ceti.

The End?

With the alien menace over, the nations of the Earth celebrate and you are the toast of the town. You get parades, keys to cities, and lots of free media coverage.

Then attention returns to significant issues like the budget, and things go back to normal.

The Last Laugh

Unless the Ectomobile was destroyed in the demolition derby, the Ghostbusters are still in possession of one of the most powerful devices in the world. If you want them using it for future missions, let them keep it for a while. If the idea of the Ghostbusters hunting spooks in a car that can drive through walls and exceed the speed of light does not appeal to you, however, use the following encounter, preferably while the Ghostbusters are out driving, gloating about their great new Ectomobile.

You suddenly notice a flying saucer hovering in the distance. The saucer pauses for a moment, and then starts to grow larger. It comes down toward the Ectomobile, Snweeze-Yip leans out, waves, smiles a big Fuggly smile, and clicks something that looks like a garage door opener at the Ectomobile. Instantly, it goes "!POP!" and turns back into the old Ectomobile, much the worse for wear.

With a hearty "farewell" and a cheerful "watch the skys, fellows," Swneeze-Yip disappears into the sunset.

Fini.

PARANOIA . . . Serve The Computer!



PARANOIA is an original adventure roleplaying game set in a darkly humorous future. A parody of bureaucracy and modern life, ***PARANOIA's*** consistently humorous style, encouragement of inter-player competition, combat, and creativity on the part of the gamemaster make this game a unique roleplaying experience for players and gamemasters alike.

PARANOIA
The Roleplaying Game of a Darkly Humorous Future

$16.95 | 3 | N | **#12001**
ISBN # 0-87431-018-0 Packed 12

H.G. Wells Award Winner! Best Roleplaying Game!

In ***Paranoia***, a well meaning but deranged computer desperately protects the citizens of an underground warren (called Alpha Complex) from all sorts of real and imagined traitors and enemies. Players are The Computer's elite agents, assigned to seek out and destroy whatever The Computer decrees. Easy to learn, ***Paranoia*** is for 2 to 6 players, ages 12 and up.

Includes: 24-page player handbook with **introductory solitaire scenario**, 64-page gamemaster handbook, 32-page adventure handbook with a complete adventure, and two 20-sided dice.

GAMEMASTER SCREEN
with* Paranoia *Mini-Adventures

$5.95 | 3 | N | **#80101**
ISBN # 0-87431-025-3 Packed 12

This colorful 34" x 11" screen contains useful information, charts, and tables for players and gamemasters! Also includes three epic mini-adventures.

VAPORS DON'T SHOOT BACK
Paranoia *Adventure: 2-6 Players*

$5.95 | 3 | N | **#80102**
ISBN # 0-87431-026-1 Packed 12

"VAPORS DON'T SHOOT BACK maintains the high standard of humor set by the original PARANOIA rules books. . .This is an excellent job. . ."
— GAME NEWS, Feb. 1986.

This 32-page adventure with stand-alone screen takes you to the 84th Annual High Programmer's Invitational Tournament. Included in this lethal and exciting package are pre-generated character statistics, maps, charts, and tables.

PARANOIA
Player Handbook

$3.95 | 3 | N | **#80106**
ISBN # 0-87431-015-6 Packed 12

Tired of players pawing through your ***Player Handbook*** desperately looking for information to save their clones? No problem. The 24-page handbook with solitaire introductory scenario can be purchased separately.

SEND IN THE CLONES
Paranoia *Adventure: 2-6 Players*

$7.95 | 3 | N | **#80104**
ISBN # 0-87431-033-4 Packed 12

Treasonous old songs from the public-address system — Troubleshooters must track traitors through — yes — the sewers, serenaded all the way by old favorites like "Alpha Complex Dandy."

This 48-page adventure contains a stand-alone gamemaster screen, pre-generated characters, maps, charts and tables, the rules for the hit game show "Date with Death," a funbot, the Alpha Complex songbook, and more!

ACUTE PARANOIA
Expand* Your Paranoia *Campaign!

$9.95 | 3 | N | **#80105**
ISBN # 0-87431-034-2 Packed 12

Over 80 pages of supplementary information, adventure-generation devices, and new rules. Chock full of illustrations, zany Computer monitors, and smoking boots. Also contains helpful information, new secret societies, and a veritable cornucopia of Code 7 mini-adventures!

*THE YELLOW CLEARANCE BLACK BOX BLUES**
Paranoia *Adventure: 2-6 Players*

$7.95 | 3 | N | **#80103**
ISBN # 0-87431-027-X Packed 12

"Possibly the best written role-playing adventure in the history of the field."
— DRAGON Magazine #41

Rock videos. High-tech road warriors. Break dancing. A mysterious black box. This 48-page adventure with stand-alone screen, pull-out section with player-character cards, charts, tables, and maps, includes many new ways to reduce Troubleshooters to a thick, yellow spray.

CLONES IN SPACE *New!*
Paranoia *Adventure: 2-6 Players*

$7.95 | 3 | N | **#80107**
ISBN # 0-87431-042-3 Packed 12

Space — the final frontier. These are the voyages of 2-6 unenterprising Troubleshooters. Their mission: to boldly go where no clone has any business going! This delux 48-page adventure, comes complete with a "mini" solitaire adventure for the gamemaster, a gamemaster screen, an 8-page pull-out including maps of space stations and space craft, and six pre-generated characters.

***H.G. Wells Award winner for best Roleplaying Adventure!**

West End Games
251 West 30th Street
New York, New York 10001
(212) 947-4828

GHOSTBUSTERS™ HOT RODS OF THE GODS

A Fab 48-page Flying Saucer Extravaganza!



Close Encounter of the First Kind: Evidence

Little Lori Blander has a problem. She levitates. Her parents have a slightly different problem. They are orbiting her.

When the Ghostbusters pull the Blanders down off the ceiling, they discover a tablet that predates human intelligence by at least a week. Maybe two.



Close Encounter of the Second Kind: Sighting

Next our heroes defend a junk-food factory, fending off flying saucers intent on stealing creme filling.

After an exciting encounter with Swneeze-Yip, the world's nerdiest alien, the Ghostbusters learn that their tablet is actually an ancient alien signalling device. . .

Somebody phones home.



Close Encounter of the Third Kind: Contact

Juvenile delinquents from Outer Space! Green, four-armed, lobster-eyed aliens in leather jackets, bobby socks, and saddle shoes invade the Earth!

Can anyone stop these bug-eyed punks from corrupting our youth, skateboarding on national monuments, and turning the entire planet into one big demolition derby rink? Who ya gonna call?



Hot Rods of the Gods is a 48-page mondo blowout ***GHOSTBUSTERS*** adventure. Chock full of fun illustrations and pullouts, **Hot Rods** features an 11" by 17" cardstock map of Manhattan, The Mostly All New & Improved Super-Mega Ectomobile, and full-color hot rod counters for running the climactic demolition derby! A gas for 2-6 players, ages 12 and up.



ISBN 0-87431-052-0

0 18874 80602 4



Design: Daniel Greenberg
Development: Martin Wixted
Editing: Paul Murphy
Cover Illustration: Richard Johnson
Interior Illustrations: Timothy Meehan

West End Games, Inc.
251 West 30th Street
New York, NY 10001
#80602



Hot Rods of the Gods adventure © 1986 West End Games, Inc. ***Hot Rods of the Gods*** is West End's name for its science fantasy roleplaying adventure. Trademark applied for. ***GHOSTBUSTERS*** artwork, logo and logo design © 1986 Columbia Pictures Industries, Inc. All Rights Reserved. ***GHOSTBUSTERS*** logo and logo design are trademarks of Columbia Pictures Industries, Inc.

GHOSTBUSTERS INC.