



# THE REAL GHOSTBUSTERS™

MAGAZINE

**Sneak A  
Peek Into  
The Future**

**The First Ever  
Ghostbusters Trivia Race**

**Egon Slimes Slimer!**

**The REAL Real  
Ghostbusters Fire Station**

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Canada \$2.50



APR 89



# HERSHEY'S

**GET READY FOR  
AN AWESOME  
ADVENTURE!**

Climb your way to the giant glass of really chocolatey chocolate-milk at the top of the mountain. Then, count the number of spoons, straws, Hershey's syrup cans, bottles, Hershey's chocolate milk mix cans and Hershey's milk cartons. True chocolate milk lovers will find at least 35; find all 42 and you're a milk mix maniac!

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# GHOSTLY GREETINGS

**W**hew! There's nothing like sliding down the fire pole a hundred times in a row to get your blood moving and your head spinning. Hi, everybody. Winston Zeddemore here (I think—I'm still a little dizzy from the fire pole!) to welcome you to the latest issue of *The Real Ghostbusters Magazine*. As usual, it's filled with stories, games, puzzles, and two brand-new adventures. But this is a special issue, because in it you're going to get to meet some real firefighters and learn what the inside of a real fire station looks like. You might be surprised to discover that our messy fire station isn't exactly normal in the world of fire stations. And by the way, if you pay close attention to the fire station in the story, you'll notice that it isn't any old fire station; it's Hook and Ladder Company No. 8 in New York City—the fire station that was used to film both Ghostbusters movies. So sit down, enjoy the tour and the rest of the magazine!



Your buddy,  
Winston

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The doctor of laughs is back with a brand new batch of jokes.

COVER AND POSTER ILLUSTRATION  
BY KEN STEACY



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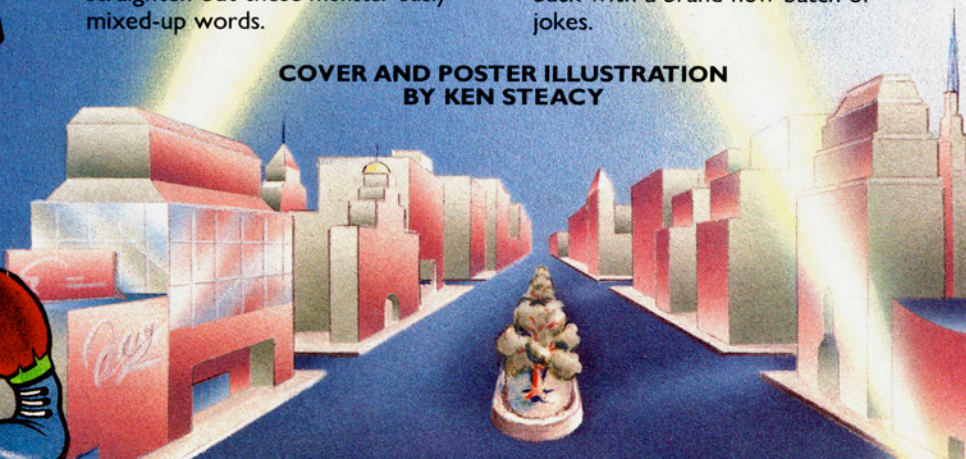
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ALL YOU NEED TO GET BLACK AND BLUE.



ALL STAR'S. ALL YOU NEED.



# WHO YOU GONNA WRITE?

## ...The Real Ghostbusters



**Dear Real Ghostbusters,**  
I thought that the last issue of The Real Ghostbusters Magazine was spectacular! You guys are the best! I watch your show six days out of seven and can't get enough of it. My favorite sections in the magazine were the Ghostbusters II pictures and the pull-out poster.

**Brian Genga**  
Redford, Michigan

**Dear Egon,**  
I'm one of your biggest fans. You and the rest of the guys are the coolest. I read your magazine from cover to cover.  
**Miranda Barbee**  
Weatherford, Texas

**Dear Real Ghostbusters,**  
You guys are the greatest! Egon Spengler is my favorite ghostbuster, because he's the scientist of the group. I'd like to be a scientist when I grow up. If you can, could you please give some hints about becoming a great scientist like Egon?

**Robbie Roske**  
Bremerton, Washington  
[Dear Robbie—I'll be talking to a world famous scientist about lots of cool stuff in an upcoming issue. Look for it!—Egon]

**Dear Real Ghostbusters,**  
I really enjoyed reading the latest issue of The Real Ghostbusters Magazine. The magazine is loaded with so many things to do that I just don't know where to start!

**Patrick Matula**  
Wanen, Minnesota

We want to hear from you! While we can't reply to each of you personally, we do read every letter sent to us. Please send all letters to:

**THE REAL GHOSTBUSTERS  
MAGAZINE**  
Welsh Publishing Group, Inc.  
300 Madison Avenue  
New York, New York 10017



**Dear Real Ghostbusters,**

Peter is my favorite Ghostbuster, but I love all of them. I think the magazine is great, especially Peter's "Gag File." Keep up the good work guys, and tell Slimer he's great too!

**Michael Blake Cassinelli**  
Lexington, Kentucky

**Dear Winston,**

You are my favorite Real Ghostbuster. I wish we could be best friends. You are so funny. Thanks for taking good care of Ecto-I. Please tell Slimer "Hi" for me.

**Shawn M. Murray**  
Grants Pass, Oregon

**Dear Real Ghostbusters,**

I like *The Real Ghostbusters Magazine* because the jokes, pictures, comics, and games are so funny. The jokes are the best of all.

**Amanda Fox**  
Phoenix, Arizona

**Dear Real Ghostbusters,**

Your magazine is the coolest! I especially like the "Science and Tech Report" with Egon Spengler. Doing the home experiments was a blast.

**John Galley**  
Las Vegas, Nevada

**Dear Real Ghostbusters,**

The best thing about the magazine is Dr. Peter Venkman's "Gag File." *The Real Ghostbusters* is the best magazine I've ever read!

**Kenny John Tate**  
Newton, Illinois

**Dear Real Ghostbusters,**

I just started getting *The Real Ghostbusters Magazine* and it's great! I love all you guys, Janine and Slimer too! Keep up the terrific work!

**Jennifer Waggoner**  
Laguna Niguel, California

**Dear Real Ghostbusters,**

I think your magazine is great! I'm just learning to read and your magazine has helped very much.

**Monica McCulloch**  
Lenoir City, Tennessee

# BORED OM BUSTERS



© 1990 NEW LINE CINEMA/ALAN MARKFIELD

The Teenage Mutant Ninja Turtles . . . the coolest reptiles ever!



THE WALT DISNEY COMPANY/BETH GWINN

Ernest plays a mixed-up janitor in his latest flick.

## Movie News

What's the toughest, coolest, partyingest, slowest bunch of warriors to ever come along? The **Teenage Mutant Ninja Turtles**, of course!

And guess what? The Turtles are about to make their first appearance ever on the silver screen. That's right! The Teenage Mutant Ninja Turtles—the hippest warriors that ever lived in a sewer—are about to get their own movie! Leonardo, Raphael, Donatello and Michaelangelo will be starring in a brand new live-action mutant adventure. Even their wise Ninja master, Splinter, is going along for the ride. So buckle up for the wildest movie of the spring.

Get ready to laugh your socks off when Jim Varney returns as Ernest for his third and definitely kookiest movie, **Ernest Goes To Jail**. In this laugh riot, Ernest plays a good-hearted janitor who gets confused with a jailed gangster that looks just like him.

## Invention Contest

Hey, all you Einsteins, Edisons, and Egons out there. Have we got a contest for you! It's the Invent America! contest sponsored by the U.S. Patent Model Foundation. If you've got an idea for any sort of new gizmo, no matter what it is, you can enter the contest. All you need to do is fill out an official entry form describing your invention, and then draw an illustration of your idea. The deadline is May 1.

Invent America! is open to

everybody from kindergartners to eighth graders. Contestants compete only against people in their grades, so there are nine winners at the state, regional, and national levels. Regional winners get a free trip to Washington D.C. for Invent America! Week. And national winners get a U.S. Savings Bond and their inventions are put on display at the Smithsonian Institute!

For more information, write: United States Patent Model Foundation, 1331 Pennsylvania Avenue, NW, Suite 903, Washington, D.C. 20004.

**Yuck! It's pretty easy to figure out why this young inventor created a disposable floor-covering for his bird cage.**



COURTESY OF INVENT AMERICA



# THE REAL GHOSTBUSTERS™

MAGAZINE

**SUBSCRIBE TODAY TO RECEIVE  
4 FANTASTIC ISSUES FOR ONLY \$7.50!!!!**

The Real Ghostbusters—zany Peter, serious Egon, lovable Ray, and dependable Winston—plus their faithful secretary Janine, and their pet ghost, Slimer, star in a magazine filled with ghostly good times and frightening fun. You'll receive new stories, comics, jokes, contests, posters, trivia and puzzles that will haunt every issue. *PLUS!* These very, special sections in every issue:

- ★ **Egon's Science & Tech Report**—Egon shares fun facts about the newest scientific gadgets and simple inventions to try at home.
- ★ **Boredom Busters**—reviews of the latest movies and books.
- ★ **Who You Gonna Write?**—letters and artwork from readers.

**ALL THIS AND MUCH, MUCH MORE  
FOR ONLY \$7.50**

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**"Who you gonna call?"**

Use the postage-paid envelope in the front of this magazine to mail in your order. Or mail to:

**THE REAL GHOSTBUSTERS MAGAZINE, P.O. Box 10176, Des Moines, IA 50340**

Please send me The Real Ghostbusters Magazine for one year—4 issues for \$7.50.

Please send The Real Ghostbusters Magazine to my friend.

Name \_\_\_\_\_

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Address \_\_\_\_\_

Address \_\_\_\_\_

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Zip Code \_\_\_\_\_ Age \_\_\_\_\_

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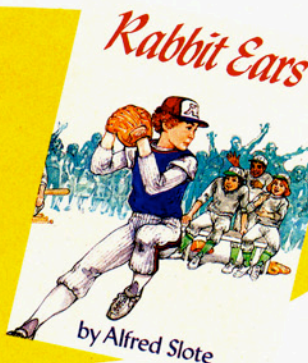
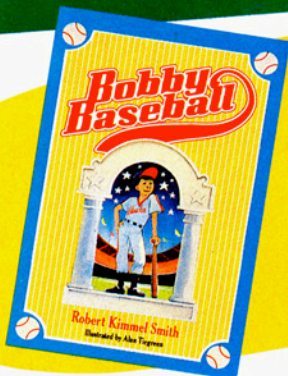
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Each subscription costs \$7.50 and will be mailed to you four times a year in Spring, Summer, Fall and Winter.

Please allow 8-10 weeks for your subscription to begin.

HYA13

# BOREDOM BUSTERS



## Book Business

For baseball fans, spring means only one thing—opening day and the beginning of a new season of home runs and stolen bases. If you really want to get into the swing of things, check out some of these great books about baseball.

**Bobby Baseball**, by Robert Kimmel Smith (\$13.95, Delacorte Press), is about ten-year-old Bobby Ellis who loves everything about the game. His greatest dream is to become an all-star pitcher in the big

leagues. But first he has to get through Little League while earning the respect of his tough coach (who happens to be Bobby's father).

Tip O'Hara might have been the best pitcher in his 12 and 13-year-old baseball league. But when he moved up to the 14-year-old league things got a lot rougher. In **Rabbit Ears** by Alfred Slote (\$3.50, J.B. Lippincott), Tip learns that a good pitcher has to ignore the jeers of the players on the opposing team.

If you like baseball *and* mystery stories, then you'll definitely enjoy

the **Jeffrey and the Fourth Grade Ghost** series by Megan Stine and H. William Stine (\$3.95, Fawcett Columbine). In each book, Jeffrey and his ghost friend, Max, get to the bottom of a brand new mystery. In **Baseball Card Fever**, Jeffrey lucks out when he finds his dad's collection of prime 1950s baseball cards. His father tells him it's o.k. to show them to his friends at school—as long as he promises not to lose any cards. Amazingly, the cards disappear! Now Jeffrey and his friends have to play detective to solve the mystery of the missing cards.

## Earth Day

There's going to be a special celebration, and you're all invited. April 22 is the date and Planet Earth is the place. That day is **Earth Day**, when people all across America will celebrate their commitment to preserving our environment. You can show how much you care by wearing green clothes that day.

Remember, once Earth Day is over you can still do your part to help protect our environment. Recycling all of your old bottles, cans,

and newspapers will help save energy and our natural resources. And if you start a small garden or plant a tree in your yard, it will help prevent the spread of the greenhouse effect.



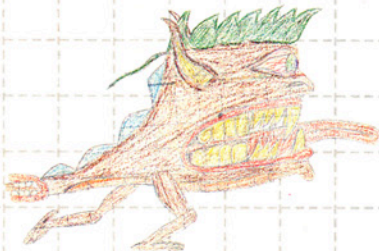
WANDA YUEH

# CREATE

## Your Own Ghost



**Brian Zeiders**  
Millerstown, Pennsylvania



**Andy Bigelow**  
Reading, Mississippi



**Gregg Baccus Jr.**  
Vernon, Oklahoma



**Fritz Geanty**  
Jamaica, New York



**Dave Nager**  
Enfield, Connecticut



**Chris Piltman**  
Southgate, Minnesota



**Bonnidette L. Lantz**  
St. Louis, Missouri

### They Are Faaarrrrr Out!

Here is a whole new batch of your zany zombies!

These ghosts are about the most off-the-wall, oddball creatures we've ever seen! We wish we had enough room to print everybody's seriously spooky drawings. They were all great!

Don't stop drawing! We still want to see more ghostly ghouls. Maybe your creation will be haunting our pages next issue. So send all ghosts, along with your name and age, to:

CREATE YOUR OWN GHOST  
Welsh Publishing Group, Inc.  
300 Madison Avenue  
New York, NY 10017

# TRIVIA

Here's a Ghostbusters Trivia Race for you and your friends. The idea is to see who knows more fun facts about The Real Ghostbusters. To start the race, all you need are the game pieces provided and a penny.

**START**

1 WHAT IS JANINE'S LAST NAME?



A WHAT PIECE OF EQUIPMENT MEASURES GHOSTLY ENERGY?

B NAME JANINE'S PET CAT FROM THE REAL GHOSTBUSTERS.



C LOUIS TULLEY LIVES IN THE FIRE STATION.  
**T OR F**

D ALLIGATORS!



GO BACK ONE SPACE

E THE ECTO CONTAINMENT UNIT IS LOCATED ON THE THIRD FLOOR OF THE FIRE STATION.  
**T OR F**

F WHAT WAS LOUIS'S PROFESSION IN GHOSTBUSTERS II?

2 WHICH OF THE REAL GHOSTBUSTERS MAINTAINS ECTO-1?



3 SLIMER'S FAVORITE FOOD IS YOGURT.  
**T OR F**



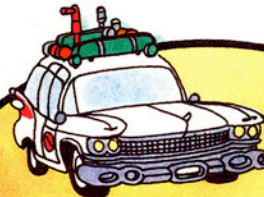
4 **YOU GOT SLIMED!**  
MISS ONE TURN



5 IN GHOSTBUSTERS II, WHAT LIQUID RUNS IN THE RIVER BELOW NEW YORK CITY?



6 **STEAM BLAST!**  
MISS ONE TURN



7 WHAT WAS THE NAME OF THE GHOSTBUSTERS NEW CAR IN GHOSTBUSTERS II?

8 WHAT IS AN UNLICENSED NUCLEAR ACCELERATOR?

9 WHAT WAS LOUIS TULLEY'S JOB IN GHOSTBUSTERS?



10 WHAT TYPE OF BUSINESS DID RAY OPERATE IN GHOSTBUSTERS II?

**ANSWERS:** LEFT PATH: 1. Melnitz, 2. Ray Stanz, 3. False, 5. Slime, 7. Ecto-1, 8. A proton pack, 9. Accountant, 10. A bookstore, 11. Winston Zedmore, 13. A hotel, 14. Zuul, 15. He-Man.  
RIGHT PATH: A. PKE Meter, B. Manx, C. False, E. False, F. A Lawyer, H. A refrigerator, I. "No job too big, no fee too big", J. Col- lecting spores and fungus, K. True, M. Cello, N. TV talk show host, O. The Scolari Brothers.

# Ghostbusters

# RACE



**HOW TO PLAY:**  
Cut out the pieces and place them on the star that says "start." Decide who goes first and then take turns flipping a penny. "Heads" means you go forward two spaces, "tails" only one. If you land on a space with a question on it, try to answer it. (Check your response with the answers on the bottom of the page.) If your answer is right you get to go again. If not, the next player goes. If you land on a space with one of the ghosts, rats, or other creeps, you have to do what it says. The first player to reach the end wins!

**G FLOOD! MISS ONE TURN**



**H WHAT HOUSEHOLD APPLIANCE IN DANA'S APARTMENT WAS HAUNTED IN GHOSTBUSTERS?**

**I WHAT IS THE GHOSTBUSTERS' BUSINESS SLOGAN ?**



**J WHAT'S EGON'S HOBBY?**

**K JANOSZ WAS DANA'S BOSS AT THE ART MUSEUM. TRUE OR FALSE?**

**L YOU GOT SCIMED! GO BACK TWO SPACES**

**M WHAT MUSICAL INSTRUMENT DID DANA PLAY IN GHOSTBUSTERS?**

**N WHAT WAS PETER VENKMAN'S JOB IN THE BEGINNING OF GHOSTBUSTERS II ?**

**O NAME THE GHOSTS THAT INVADDED THE COURTROOM IN GHOSTBUSTERS II.**

**P IN GHOSTBUSTERS II, A GHOSTLY PASSES THROUGH WHICH ONE OF THE GUYS?**



**Q RATS! RATS! GO BACK ONE SPACE**

**R IN WHAT TYPE OF BUILDING DID THE GHOSTBUSTERS FIRST ENCOUNTER SLIMER?**



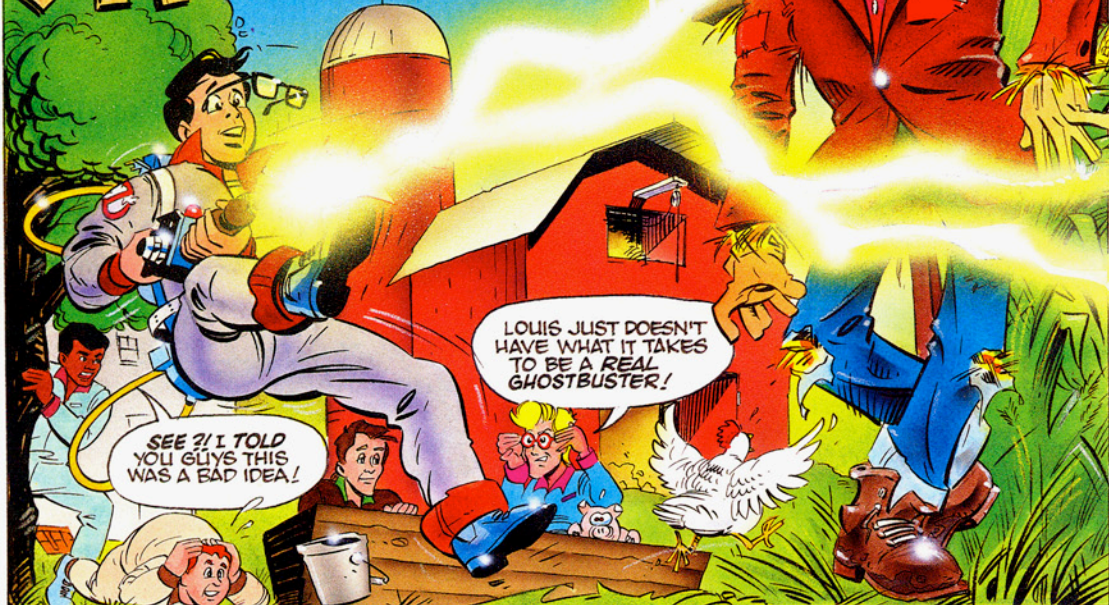
**S WHAT ANCIENT PERSIAN SPIRIT DID THE GUYS BATTLE IN GHOSTBUSTERS ?**

**T WHAT DWEEB OF A SUPERHERO DID THE YUPPY GHOSTBUSTERS II LIKE BETTER THAN THE GUYS?**

**THE END**

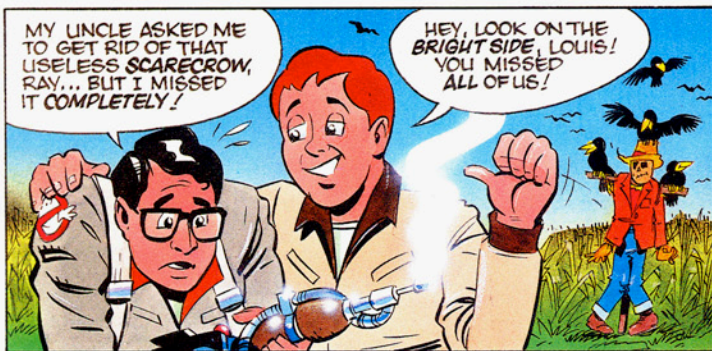
# the LAST STRAW!

## THE REAL GHOSTBUSTERS



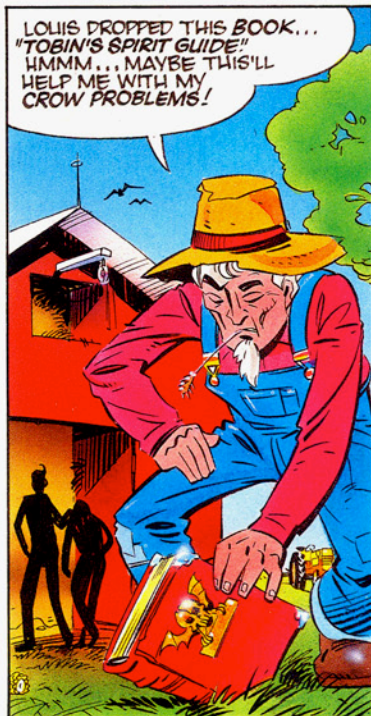
SEE ?? I TOLD YOU GUYS THIS WAS A BAD IDEA!

LOUIS JUST DOESN'T HAVE WHAT IT TAKES TO BE A REAL GHOSTBUSTER!

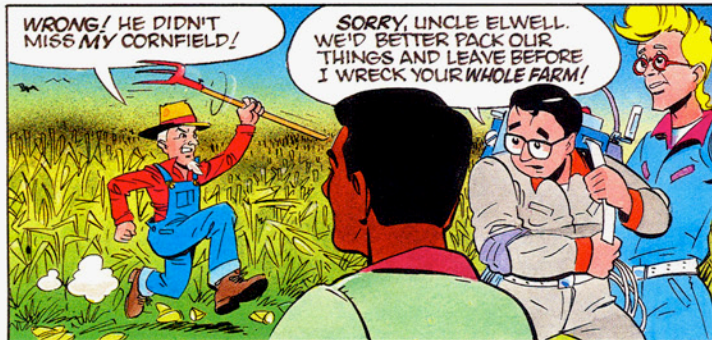


MY UNCLE ASKED ME TO GET RID OF THAT USELESS SCARECROW, RAY... BUT I MISSED IT COMPLETELY!

HEY, LOOK ON THE BRIGHT SIDE, LOUIS! YOU MISSED ALL OF US!

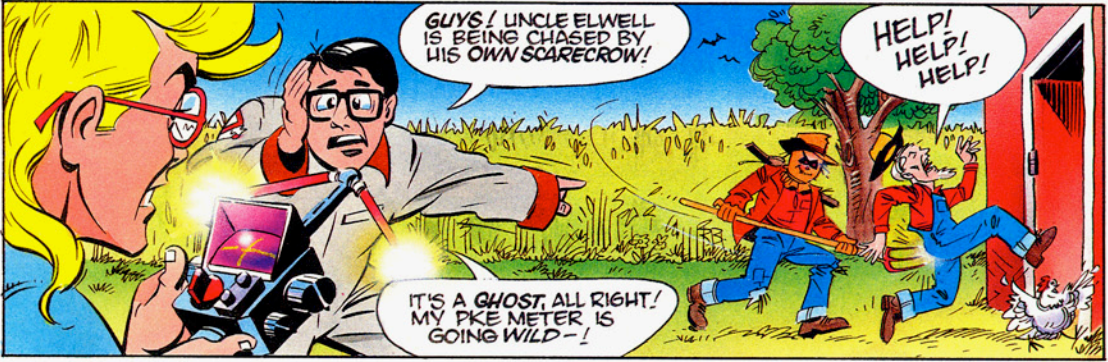
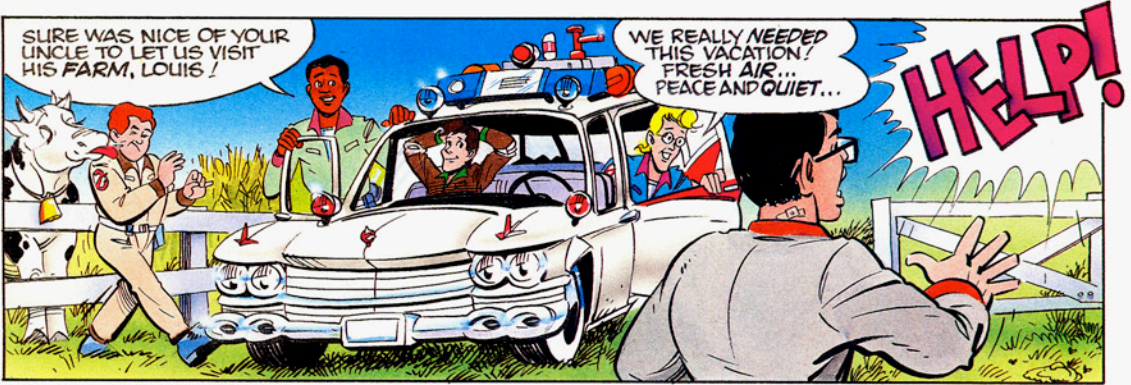


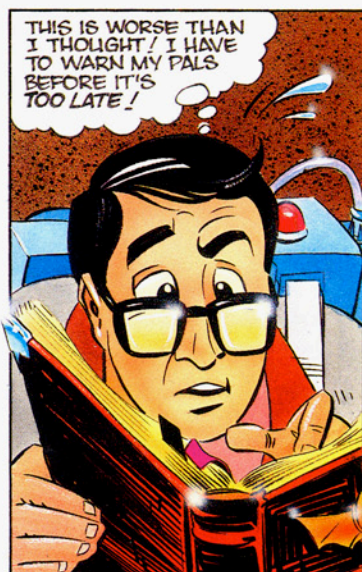
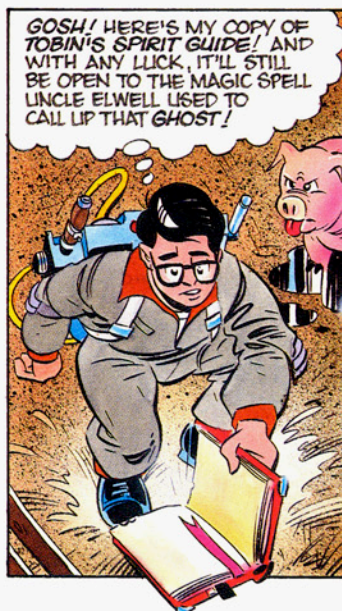
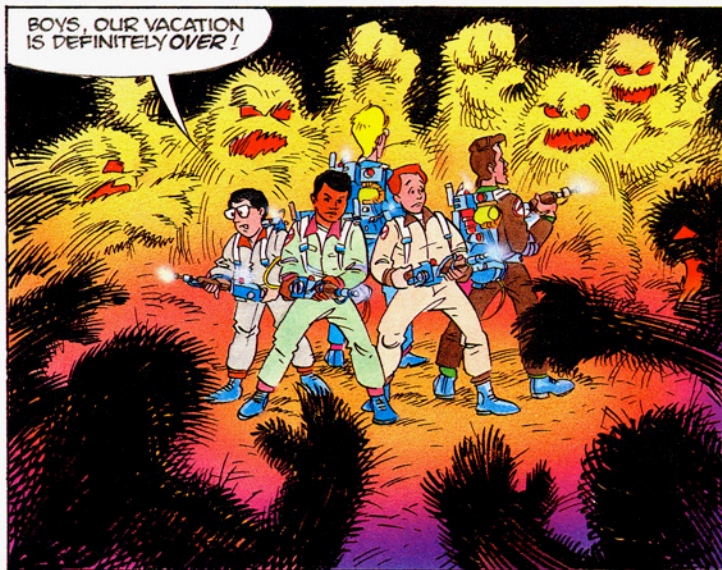
LOUIS DROPPED THIS BOOK... "TOBIN'S SPIRIT GUIDE" HMMM... MAYBE THIS'LL HELP ME WITH MY CROW PROBLEMS!



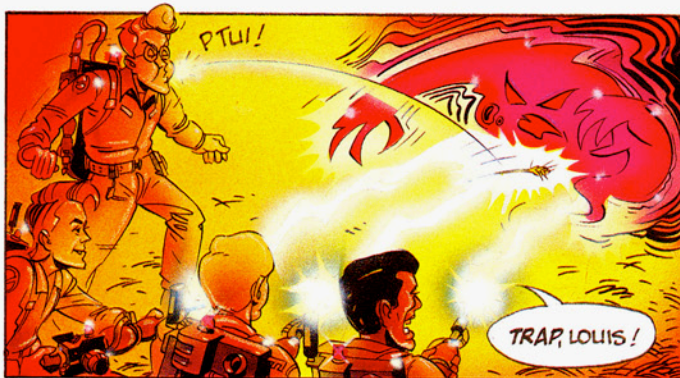
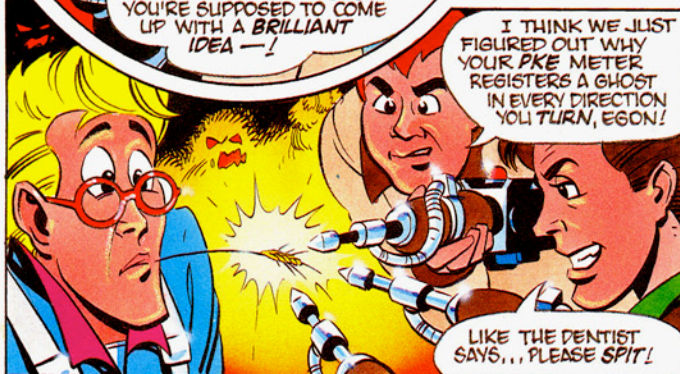
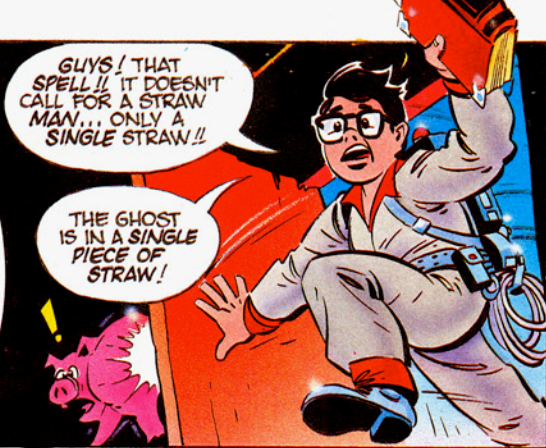
WRONG! HE DIDN'T MISS MY CORNFIELD!

SORRY, UNCLE ELWELL. WE'D BETTER PACK OUR THINGS AND LEAVE BEFORE I WRECK YOUR WHOLE FARM!











STRAK-84-

**THE REAL**  
**GH**0**STBUSTERS™**  
MAGAZINE  
POSTER



# The **REAL** Real Ghostbusters

# FIRE STATION



BY ANDREW LERNER

It's nighttime in New York City. Suddenly, sirens start screaming, and a rather large vehicle with a Ghostbusting label on its side pulls out of Hook & Ladder Company 8.

It's the Real Ghostbusters, right? Wrong! It's the real firefighters who actually use the fire station that the Ghostbusters used in both of their movies. The guys at the station put the Ghostbusting label on their truck in honor of the movies.

Even though the makers of the Ghostbusters movies fixed the station up especially to catch ghosts, Hook and Ladder 8 is actually a real fire house, designed to make firefighting easier!

The first thing you notice in

**I**f this fire truck was Ecto-1, you might mistake Hook and Ladder 8 for Ghostbusters Headquarters.

**O**nly one firefighter ever drives the truck. He's called the chauffeur.





**I**s that a firefighter sliding down the pole . . . or a ghost?!

the real Real Ghostbusters fire station is the gigantic red fire truck. This truck might seem like any other, but Hook and Ladder 8 gets its name because it has a special kind of truck—one with a ladder on top. The fire fighters call their truck “Ladder 8.” When there’s a fire in one of New York City’s tall buildings, Hook and Ladder 8 gets the call. The 100 ft. long ladder enables fire fighters to battle blazes on the higher

**N**o matter what their duty on a call, everybody takes a turn in the kitchen.

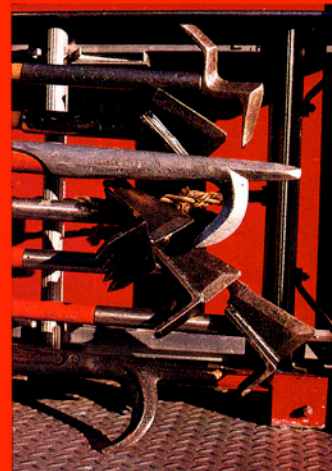


PHOTOGRAPHY BY GEOFFREY BIDDLE



**T**hese phones were melted from the heat of a fire. The flames never even touched them.

**D**ifferent hooks are placed on the end of a ladder depending on what a building is made of. There are hooks for tin, plaster, and sheetrock, to name a few building materials.



**T**he housewatch officer assigns each firefighter a job when the shift begins.





**E**ach fire-fighter has a different responsibility at a fire. One person takes the roof, another the door, and somebody carries the masks. The most dangerous jobs (like covering the roof) usually goes to the man with the most seniority.

**T**his bunkroom sure is a lot cleaner than the Ghostbusters' rooms.

floors of a building without fighting their way up burning stairs.

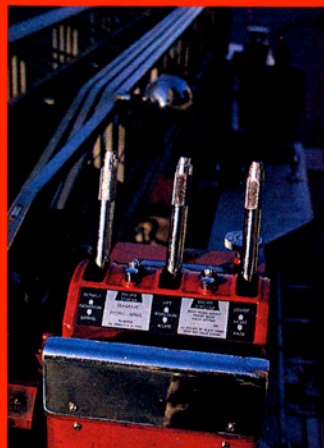
Ladder 8 is always parked in the very front of the station and faces the street so that the driver (called the chauffeur) can pull out of the firehouse without delay. And the fire pole is located right next to the truck.

It takes no more than 30 seconds from the time the fire alarm rings for Ladder 8 to pull onto the street.

When they are not out on a call, every member of the company has a responsibility at the station. Each firefighter takes a turn as housewatch officer. That officer is in charge of monitoring all alarm signals. The chauffeur makes sure that the truck is clean and full of fuel. The rest of the company takes turns preparing meals and checking all of the hoses, tools, and protective gear. The men of Hook and Ladder 8 work together so they're always ready for action! They ain't afraid of no fires!



**T**he joystick controls the height and position of the ladder.



**T**he men in Hook & Ladder 8 put their hats up at the end of every shift.

# SCIENCE AND TECH REPORT



**H**i there, science buffs! Egon here, with a brand new batch of science stuff for you to check out.

COMSTOCK INC./RUSS KINNE



COMSTOCK INC.



**Spiders spin their webs to snare unsuspecting prey.**

## WEB CITY

Imagine buzzing happily through the air. Suddenly, you find your arms and legs sticking to several long strands of silk. You twist and thrash about, trying to break free, but you only become more tangled in the knots of steel-like thread. . . . AAAAGH!

Sorry, I got carried away. I was describing what it's like for an insect that gets caught in a spider web.

Spider webs are among the wonders of the world of nature. Spiders weave webs in order to capture food. Because webs are hard to see, unsuspecting insects often walk or fly right into them. Once a bug gets tangled in a web, it's history.

The silk a spider uses to make webs is produced inside

its abdomen. The silk starts out as a gooey fluid. As it comes out of the abdomen, it turns into a tough thread. That thread quickly winds around four tiny, finger-like spools called spinnarets, located outside the spider's body. The silk spins off the spinnarets onto a tree branch. Once the silk catches a second branch, the spider has a base for its web. It then weaves thousands of strands of silk between the two branches until its web is completed.

A spider's web is made up of two kinds of silk: dry and viscid (sticky). The entire web is made with dry silk except for the last spiral. The viscid silk turns the web into a trap for any passing insects.

I sure am glad I'm not a bug!

## FLOATING TRAINS

The days of rolling (and screeching) along metal train tracks will soon be gone forever. There are new superfast trains in West Germany that actually float about four inches above the ground! No, they aren't ghost trains. They are called *maglevs* (short for *magnetically levitated trains*). Scientists believe that maglevs will soon be able to move faster than 300 miles per hour.

If you've ever played with a couple of magnets, you probably noticed that some magnets repel each other. No matter how hard you try to make them stick, the magnets push each other away. To make maglevs move, rows of extremely powerful electromagnets are placed underneath them and along the guideway. When the electromagnets are turned on, the repulsion is so great that the trains are pushed into the air and then propelled forward.

—By Elizabeth Darst

**Maglevs are the fastest trains in the world.**



# WHO'S SLIMY

**"G**et away from that bookcase, you big slimy slob!"

Egon Spengler picked up a screwdriver from his workbench and threw it at Slimer. With a shriek, the green ghoul dropped the book he was holding and passed straight through the floor, leaving behind a rather large puddle of slime. The book landed in the puddle with a soft, mushy plop.

"Ugh . . . disgusting!" said Egon. He grabbed a pair of tongs and fished the book out of the puddle. Tricklelets of slime dribbled from the pages. "I've told him again and again never to touch my books. But every time I turn around, he's going through the bookshelf. At least I stopped him before he got to my favorite: *Fungus-Friend or Foe?*"

Egon tossed the slime-covered book into the sink and returned to the bizarre contraption sitting on his lab table. He looked at the machine and frowned. Egon's mind-reading machine was finally finished, but there was no way to test it! He needed somebody to try it with him, but Egon was too embarrassed to show the machine to the other Real Ghostbusters. They would definitely laugh at him! A mind reading machine would sound too crazy to be true—even for Egon.

"There probably isn't a living soul that would get hooked up in my new contraption," Egon said to himself. He absentmindedly wiped a drop of slime off his finger.

Suddenly, Egon knew the answer to his problem. He couldn't test the machine with a *living* soul, but he could always use a ghost!

"Slimer. . . Oh, Slimer ole pal o' mine," yelled Egon. But Slimer was nowhere to be found. "He's probably still mad about the screwdriver," thought Egon. Frantically, Egon ran around the firehouse looking for Slimer.



# NOW?

By Robert Loren Fleming

## THE REAL GHOSTBUSTERS CASEBOOK

Then he stopped. "Of course," thought Egon, "where else would that gobbling ghost be?" He marched straight to the kitchen.

There was Slimer in his usual haunt, gulping every bit of food in the refrigerator. "Just once I would like to eat some of that food!" fumed Egon to himself. "By the time Slimer is done, the rest of us have to settle for scraps. We're on the Slimer Diet!"

"Uhh. . .Slimer," said Egon, "I'm really sorry I yelled at you before."

"An' troo dat *grou-drizer*?" asked Slimer.

"Yes, yes. Of course," said Egon, "and I'm really sorry I threw that screwdriver at you. I was really just testing your visual-muscular reflexes. I was thinking of letting you help me with an experiment of mine. . ."

Egon started to tell the little ghost about the mind-reading machine. But before he could even ask Slimer to test the device, the ghost darted past him and sailed up the stairs to the laboratory. He couldn't wait to have his mind read.

Egon connected a big bunch of wires to both his forehead and Slimer's, and he switched on the machine. Slimer thought lots of thoughts and Egon concentrated as hard as he could, but it was no use. His mind-reading machine was a failure!

When Egon reached up to remove the wires from his forehead, he caught a glimpse of his hand. It was green! And besides that, he could see right through it. When he turned to look at Slimer he saw his own body sitting on a chair several feet away!

"Yikes!" they screamed.

The mind-reading machine had worked a little bit too well. Instead of reading minds, it had switched whole brains. Now Egon was in Slimer's body and Sli-





mer was in his! Egon put his slimy head into his slimy hands and thought. He didn't quite know what to do.

Looking up, he noticed that his old body had got up and left the room. Egon quickly went to look for it.

As he headed for the staircase, it suddenly occurred to Egon that he didn't have to clamber down the stairs, he could just pass directly through the floor! He closed his eyes and dropped. Splat! In an instant, Egon emerged from the downstairs ceiling, which was now coated with slime. What a sensation!

Egon forgot about his old body and started to test out his new, slimy self. But in moments, he was hungry! Floating in the air and passing through walls will do that to a ghost. So he went to the kitchen and raided the refrigerator.

Meanwhile, Slimer was also getting used to his new body. Life as a human was different than being a ghost. It took a little too long to get from place to place, but he really enjoyed the feeling of gravity. He was having so much fun, he couldn't decide what to do next.

Then he saw Ecto-1. "Why not take it out for a spin?" thought Slimer. "Nobody's going to stop me. Everybody will think Egon is driving. And besides, I've always wanted to try a fast-food drive-thru!"

As Slimer climbed into the driver's seat of Ecto-1, Ray Stanz's head popped up from beneath the car's open hood. "Hey, Egon! What are you doing?" Ray called out. "I was just about to change the oil! Do you have to take the car out right this minute?"

Slimer didn't want to get into an argument, so he just turned the key in the ignition and started the engine. Ray got the idea. He slammed the hood closed and stepped out of the way as Slimer steered Ecto-1 onto the street. "What's the matter, Egon?" Ray yelled after him. "Ghost got your tongue?" Slimer laughed. Ray didn't know how right he was!

Slimer didn't laugh for long. Driving a car wasn't as much fun as he had imagined it would be. It was hard to steer the wheel and press the foot pedals at the same time. When he made even a little mistake, other cars honked at him. It was all very frightening, and it made him very jittery. Then Slimer made a big mistake. He

went right through a red light! Within moments a police car turned on its siren and flashing lights and began chasing him. Slimer didn't know what to do!

Back at the station, Ray decided to go to the kitchen for a little afternoon snack, but the sight of Slimer stopped him dead in his tracks. "This just isn't my day!" he said. "First Egon drives off with my car, and now this ghost is eating my food. Again!"

Egon couldn't believe his ears. If Ray thought that Egon was driving Ecto-1 that meant that Slimer was actually driving Ecto-1 . . . in Egon's body! Egon dropped the food he'd been holding and flew right past Ray and out of the fire station.

**F**rom the rooftops above the city streets, Egon could see the flashing lights of the police car chasing Ecto-1. He swooped down and passed through the windshield of Ecto-1. "Take a right at the next corner and then a left at the light!" he yelled at the frightened Slimer.

The little ghost obeyed Egon's commands, and soon they were pulling into the garage of Real Ghostbusters Headquarters. As they stepped out of Ecto-1, the police car screeched to a halt in the driveway.

"I was going to give you a ticket," said the policeman, "but I see that you have a ghost that needs to be put in the containment unit! Next time you have an emergency, use your siren and flashers!" Egon and Slimer breathed sighs of relief as the police car drove away.

Minutes later, they sat in front of the mind-reading machine as it hummed to life. Reversing the wires, Egon returned his brain to its rightful place and gave Slimer back his ghostly form.

Suddenly, sparks began to fly from the machine. It coughed and wheezed and gave off a puff of smoke. Then the whole thing just collapsed.

"Err ooo," said Slimer.

"Oh, it's o.k.," answered Egon. "I'm not going to rebuild it. It's too unpredictable. What if you somehow traded brains with Peter? A wise-cracking Slimer is too scary to even *think* about!"



# Janine's Messy Memory Puzzle

Janine's desk is a mess. There are papers and files everywhere. It's amazing that she can ever remember where anything is! See if your memory is as good as hers. Study this picture for a few minutes. Then turn this page upside down and try to answer the questions about the picture. And don't look back at the picture when you're answering the questions, OK!

1. What kind of book is on Janine's desk?
2. How many coats are on the coat rack?
3. Which two drawers are open in the file cabinet?
4. What kind of snack does Janine have on her desk?
5. Who is in the painting on the wall?



ANSWERS: 1. Telephone Book 2. Two, 3. Top Middle and Top Right, 4. Carrots, 5. Slimer and The Real Ghostbusters.

Coming Soon To A Neighborhood Near You ...

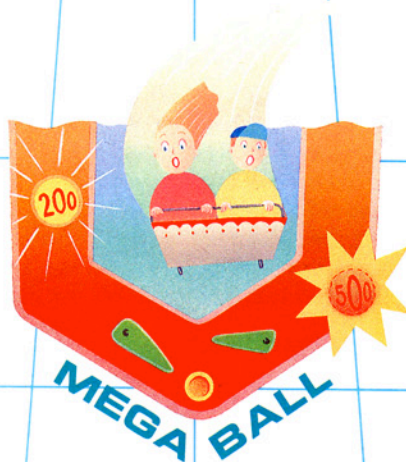
# THE FUTURE

BY RANDI HACKER

**W**hat will the future be like? Nobody really knows, but *anybody* can imagine. That's what makes the future so fascinating. To find out more about the future, *The Real Ghostbusters Magazine* went to Malcolm Abrams, author of *Future Stuff*, a new book all about the products of the future.

Mr. Abrams, who has always been a writer, said that as a kid he "was interested in science fiction and all those futuristic gadgets in both books and movies." Since then he's had a healthy curiosity about the future.

He was able to help satisfy his curiosity by writing *Future Stuff*. He and his co-author Harriet Bernstein researched the book by



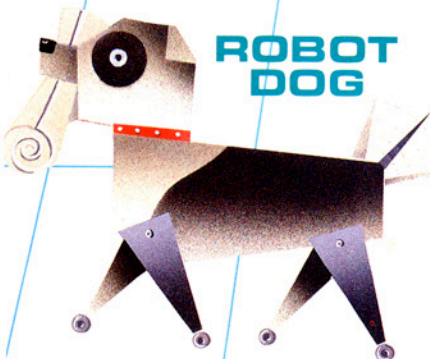
interviewing inventors and futuristic companies. The book gives readers a glimpse of the gadgets, games, and vehicles that we will use in the 21st Century. They might sound unreal when you read about them, but Mr. Abrams thinks many could be in a mall near you within the next 10 years.

Some future stuff may be pretty silly. Don't be surprised, for example, if your local pet store suddenly starts carrying Robot Dog, the battery-operated pet of the future. This mechano-pet obeys 15 commands, has infra-red vision, and talks. It doesn't shed fur. It doesn't have to be walked. And, best of all, it doesn't have to be housebroken!

Then there's Mega-Ball, a next-

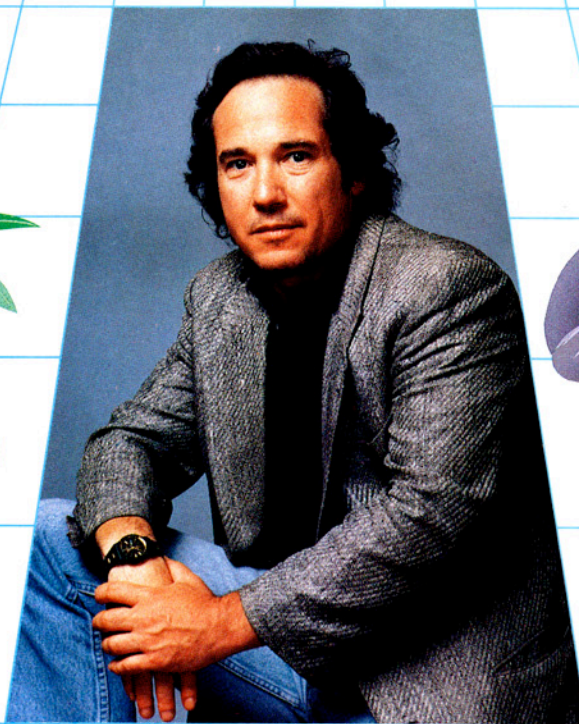
generation amusement park ride that puts you inside a giant pinball and lets you hurtle, spin and bounce off bumpers and posts in a giant pinball machine. You and your three co-riders can control the flippers from inside, but a coin-operated button outside lets spectators send you back and forth, too!

And let's not forget Mr. Abrams' personal favorite—the levitation vehicle. This car is a sort of hovercraft. It takes off straight up and can do 400 miles an hour. It has eight engines, runs on regular gasoline, and gets 15 miles to the gallon at a cruising speed of 225 miles per hour. Each vehicle has three on-board computers that constantly scan nearby air space to prevent mid-air collisions.





## ELECTRONIC BOOK



Malcolm Abrams, co-author of *Future Stuff*.



## EDIBLE CAT SPOON

Don't be too surprised if someone you know is driving one of these babies in the next couple of years!

Unfortunately, not all of the products that you'll see in the future are so wonderful. One of Mr. Abrams' least favorite gizmos is the electronic book, a gadget for your computer that holds 500 books. You actually read the book on a computer screen. The pages flip at the touch of a button.

Mr. Abrams dislikes this invention because he thinks that holding a book in your hands is part of the fun of reading. "I think the texture of a book, the feel of the paper, is important," said Mr. Abrams. "That kind of thing is lost when you mechanize it."

Overall, though, the future is looking bright! Mr. Abrams believes a lot of good is coming. There are solar powered windows in development, along with water-powered pollution-free batteries to generate power.

The way Mr. Abrams sees it,

the future holds limitless possibilities for people. There will be time- and labor-saving gadgets that will be able to take over many tasks.

"When you program a computer to do chores for you, you free your mind for other thoughts," says Mr. Abrams. "You can be lazy and just watch TV, or you can do something really constructive! You can invent other things, or spend more time with

your family or improve yourself physically."

To Mr. Abrams, the future is inspirational. Especially for kids. In fact, two of the products in *Future Stuff* were invented by kids. The edible pet spoon—a spoon made of cat food—was invented by Susanna Goodin, who was six at the time. The spoon can be used to scoop cat food from a can, then crumbled up and served with the canned food. And eight-year-old Lillian Lukas was eight when he invented the battery-operated puddle detector. It attaches to the ends of canes used by the blind and beeps when it touches water. That way they won't walk into puddles and get their shoes soaked!

"The important thing to remember," said Mr. Abrams, "is that there's a big difference between having an idea and doing something about it. Anyone can have an idea. The future is for people who follow through and go the distance."



# Seafood Surprise!

The Real Ghostbusters are all mixed up. Well, actually the guys aren't confused, but these words sure are. If you can unscramble each word, then the letters that end up in the circled spaces will spell out the answer to this riddle:

**What do sea monsters eat?**

1. IREF TNITASO      ○ \_ \_ \_ \_ \_ ○
2. AYR NSZTA      \_ \_ \_ \_ \_ ○ \_ \_ \_ \_ \_
3. SOTGSBHRETU      \_ \_ \_ \_ \_ ○ \_ \_ \_ \_ \_
4. TPOORN CPKA      \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ ○ \_ \_ \_ \_ \_
5. SNINOTW DEMZDROE      \_ \_ \_ \_ \_ ○ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ ○
6. RSAYC      ○ \_ \_ \_ \_ \_
7. SHTGO ATPR      \_ \_ \_ \_ \_ ○ \_ \_ \_ \_ \_
8. LEISRM      \_ \_ \_ \_ \_ ○ \_ \_ \_ \_ \_
9. ETRPE NKAVNME      ○ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_
10. ONEG GPRSNELE      \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ ○ \_ \_ \_ \_ \_

ANSWER: Sea monsters like to eat FISH AND SHIPS!

# THE MONSTER FALLS FOR HONEY NUT CHEERIOS!



THE MONSTER'S COMING! HE LOOKS HUNGRY!



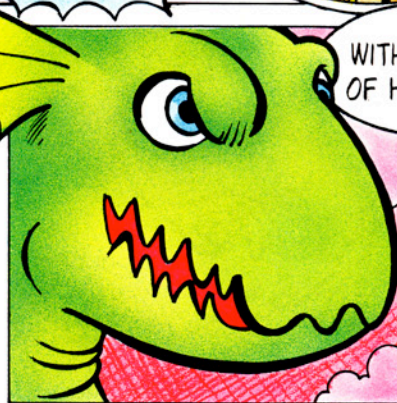
MAYBE I CAN HELP!



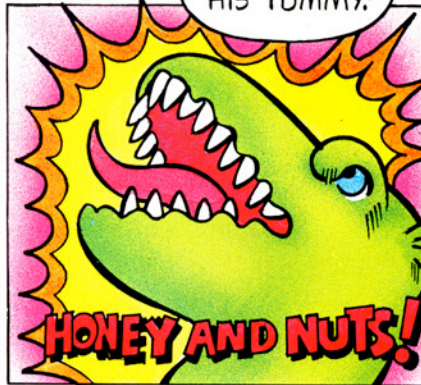
WHAT CAN YOU DO?



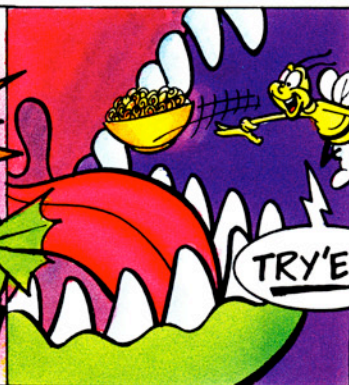
TEMPT HIS TUMMY!



WITH THE TASTE, OF HONEY & NUTS.



HONEY AND NUTS!

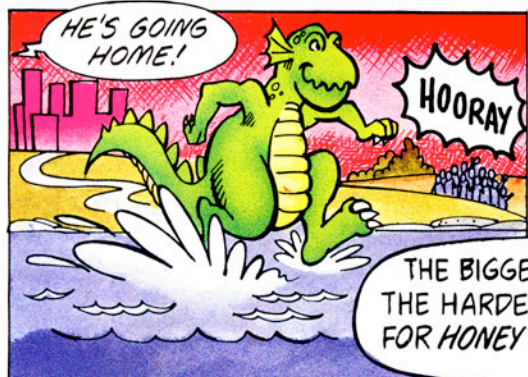


TRY'EM!



DELICIOUS!

HE LOVES THEM!



HE'S GOING HOME!

HOORAY!



THE BIGGER THEY ARE THE HARDER THEY FALL, FOR HONEY NUT CHEERIOS!

# BUSTIN' THOSE GHOSTS!

Peter's primed and ready to zap some nasty looking goblins. But something about this picture looks a little dull ... wait! There's no color! Color in the page to liven it up.





# Where Is It Now!

Ray has scoped a nasty ghost! But the rest of The Real Ghostbusters' heads are in the clouds. They can't find the ghost they are chasing. Fold the page so the arrows meet, and see if you can help them find the ghoul Ray has spotted.

FOLD A ►

◄ FOLD A



FOLD B ►

◄ FOLD B



# Dr. Venkman's GAG FILE

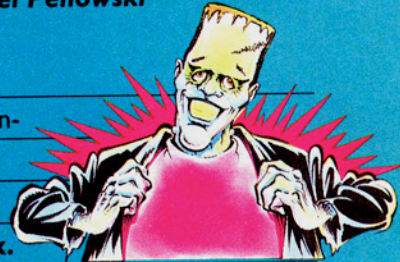
By Michael Pellowski

Why is it so hard for ghosts to fool people?

**Because it's easy to see right through them.**

What is Frankenstein's favorite color?

**Shocking pink.**



Why is a wicked witch like a nervous hen?

**Because they both cackle a lot.**

WINSTON: What do police ghosts wear?

**RAY: Boo-letproof vests.**

What's the name of Slimer's favorite rock band?

**The Deadbeats!**



EGON: Did you hear about the vampire who bit three worms on their necks?

**PETER: No! Really? How could he stoop so low!**

RAY: Knock! Knock!

EGON: Who's there?

RAY: Ron.

EGON: Ron who?

**RAY: Ron fast! There's a monster chasing us.**

PETER: Why did the vampire take an art class?

**EGON: Because he wanted to learn how to draw blood.**

What does the Invisible Man put in his coffee?

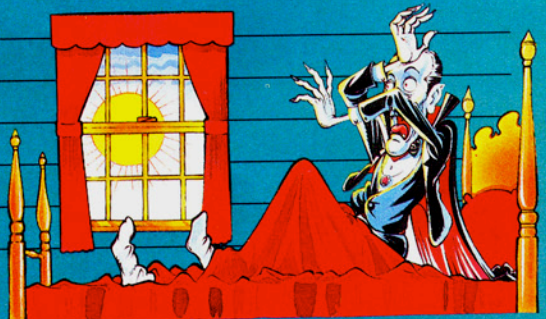
**Vanishing cream.**

JANINE: Why don't vampires go out during the day?

**PETER: They're always dead tired.**

What kind of horse does the ghost of Buffalo Bill ride?

**A night-mare.**



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# COME JOIN OUR TEAM!

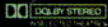
# TEENAGE MUTANT NINJA TURTLES

"Hey Dude,  
This Is No Cartoon!"



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