

WINTER 1991



THE REAL GHOSTBUSTERS™

MAGAZINE

**Happy New
Year—Real
Ghostbusters
Style!**

**The Mystery
of the Loch
Ness Monster**

**Make Yourself
a Slime Snack**

**Check Out
the Ultimate
Video Arcade!**

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THE REAL GHOSTBUSTERS™ MAGAZINE

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GHOSTLY GREETINGS

Hey, gang! Dr. Peter Venkman here with yet another terrific issue of *The Real Ghostbusters Magazine*. Between busting ghosts and my swingin' social life, I just don't know how I do it all!

Of course, sometimes I combine business and pleasure. In fact, it seems like every time I'm out having fun, some ugly spud shows up. One of my favorite party nights of the year, New Year's Eve, almost always brings some cranky ghost out of hiding. You can read about the trouble the gang and I had on one New Year's Eve in "Silence, Please," this issue's comic story.

Normally I try to take on spooks, goblins and other nasties during business hours only. But when we aren't out putting the kibosh on some ghost, we're busy training. In "Can You Believe Your Eyes?" you'll see some optical illusions that will keep you on your toes. It's also important to know your monsters, so don't forget to read "The Mystery of the Loch Ness Monster." That's where I spill the beans on one of the world's best known beasts.

As always we also have puzzles, jokes and ghost drawings sent in by you. And our collection of spooky snacks you can make at home rounds out this issue.

Well, that's all for now!

Enjoy the issue, everybody!



*Take it easy -
Peter*

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HBB14



PAGE 24

CONTENTS

Features

9 Telephone Tangle

The whole gang is caught up in a web of phone lines.

10 Silence, Please!

It's New Year's Eve—but will a pesky spirit ruin the party?

18 The Family Tree

When a wood sprite threatens a family's elm tree, it's the Ghostbusters to the rescue!

21 Supernatural Snacks

Looking for new thrills in eating? Try these freaky foods you can make yourself.

22 Meet a Monster

Dr. Venkman clues you in to "The Mystery of the Loch Ness Monster."

24 Can You Believe Your Eyes?

Try to solve these tricky optical illusion puzzles—they're not as easy as they look!

27 What's Wrong With Ecto-I?

Winston and Slimer need help finding all the things wrong with the Ghostbusters' wheels.

In Every Issue

1 Ghostly Greetings

Dr. Venkman says "Hi!"

4 Who Ya Gonna Write?

The latest letters from readers.

6 Boredom Busters

Your guide to a wild winter, and a look at the ultimate video arcade.

8 Create Your Own Ghost

A brand new bunch of nasty little spuds from you.

14 Egon's Science and Tech Report

The Real Ghostbusters' resident genius shows you some wild discoveries and inventions.

16 The Real Ghostbusters Poster

Ray Stantz steps into the spotlight for a solo poster.

28 Dr. Venkman's Gag File

The latest in laughter from your pal Peter.

PAGE 21



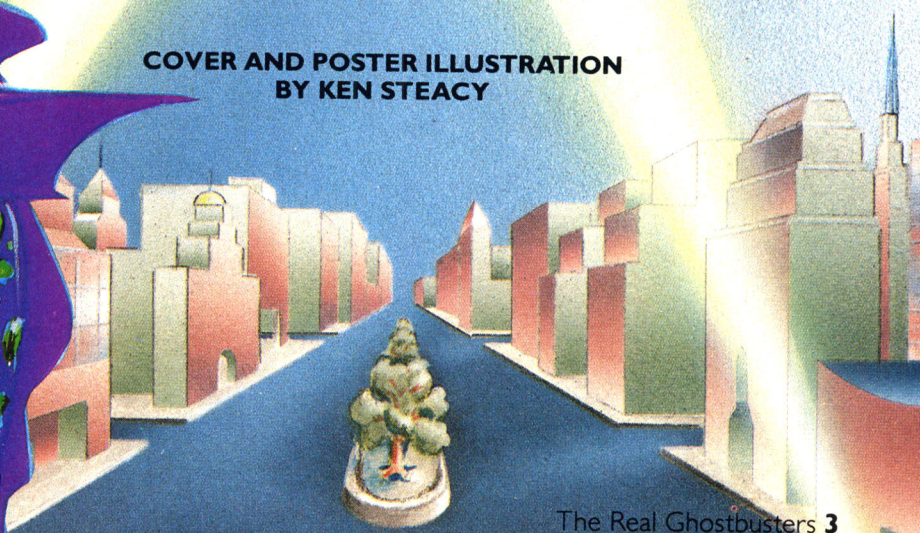
PAGE 10



PAGE 22



COVER AND POSTER ILLUSTRATION
BY KEN STEACY



WHO YOU GONNA WRITE?

...The Real Ghostbusters



Dear Real Ghostbusters,

What I like about the magazine are the trivia games and Egon's Science and Tech Report. Egon is so brilliant, coming up with such amazing facts.

Johnny Culbertron
Saint Joseph, Missouri

Dear Real Ghostbusters,

I love this magazine more than anything else! It's loaded with such fun things to do. I especially like the different kinds of games and puzzles. I can't wait for the next issue!

John Rainey
Seattle, Washington

If you enjoy our ghostly puzzles, John, take a peek at page 27 and try to figure out What's Wrong With Ecto-1.

Dear Real Ghostbusters,

I really liked the article you did about scientists. I want to be a scientist when I grow up, but I can't decide what kind I should be! I hope you write more about science soon. Your magazine is the coolest!

Brian Roberts
Pomona,
California

Dear Real Ghostbusters,

I really love your magazine! I didn't know what it was until my brother got me interested. I like Egon the best because he is so smart. But I have one question: How do you get so much fun and interesting information in one magazine?!

Amanda Langham
Burleson, Texas

Thanks for the compliments, Amanda. We work hard to find all the things you see in RG Magazine. But we're always looking for new ideas. If there is anything you readers think we should write about, please send us a letter telling us about it!

Dear Real Ghostbusters,

Peter Mosen sounds like a really cool guy! I wish I had all those Ghostbuster things. I buy all the Ghostbusters toys I can find, but I don't know where I can get a Cadillac!

Lee Aronson
Chicago, Illinois



Dear Peter,

I always like to read your joke page and The Real Ghostbusters stories. But I was wondering how you learned so many jokes.

**Tyler Storer
Manchester, New Hampshire**

What can we say, Ty? Peter's just a naturally funny guy!

Dear Real Ghostbusters,

I can't get over how much fun this magazine is. There is so much to do. I don't have a favorite character because I think all The Real Ghostbusters are great!

**Lisa Rubin
Rockford, Illinois**

Dear Real Ghostbusters,

Your magazine is great! Finally us kids have something to read. I watch your show and read your magazine all of the time. I think Slimer is the coolest!

**Urian Ortiz
Fort Worth, Texas**

Dear Real Ghostbusters,

I like Peter the best because of the way he and Slimer get along. Janine, I think you are good for Egon and you will end up being together. Your magazine is terrific! Keep up the good work!

**Jeffrey Squires
Belchertown, Massachusetts**

Dear Real Ghostbusters,

What I like best about the magazine is the great stories I get to read. They're so different and interesting. They're action packed and I wish they went on forever.

**Barry Morgan
St. Louis, Missouri**

Dear Real Ghostbusters,

I am enjoying your magazine a lot. I am a big fan of the Ghostbusters, and I'm really glad you have a magazine. Do you have any jobs for children?

**Casey Robinson
Durham, North Carolina**

Thank you for writing, Casey. The Ghostbusters say that the most important job kids can do to help them is to keep an eye out for ghosts! But if there aren't any ghosts around, you can always drop us a line with your questions or ideas.

Dear Real Ghostbusters,

I think that The Real Ghostbusters Magazine is super great! Ray, Egon, Peter and Egon are the coolest guys in the world! I like Egon the best, though, because his plans are cool and the machines he makes are out of this world!

**Jamie Schweitzer
Tampa, Florida**

BOREDOM



Bernard and Bianca hit the Outback in *The Rescuers Down Under*.



The Nutcracker Prince faces the evil Mouse King to rescue a young girl.

Movies

The Rescuers are back in **The Rescuers Down Under**, the latest animated adventure from Disney. Mouse agents Bernard and Miss Bianca must journey to the Australian Outback to help a young boy protect a rare eagle from a crazed poacher. Wilbur the albino and Jake the mouse are both back, too, to help save the eagle and explore the Outback wilderness.

The Nutcracker Prince is Warner Bros.' animated adaptation of the holiday classic *The Nutcracker Suite*, complete with music from the stage version. A nutcracker shaped like a toy soldier comes to life when its owner, a young girl named Clara, is kidnapped by the evil Mouse King. The toy soldier must follow the evil Mouse King into a magical and dangerous kingdom and fight to free his friend.

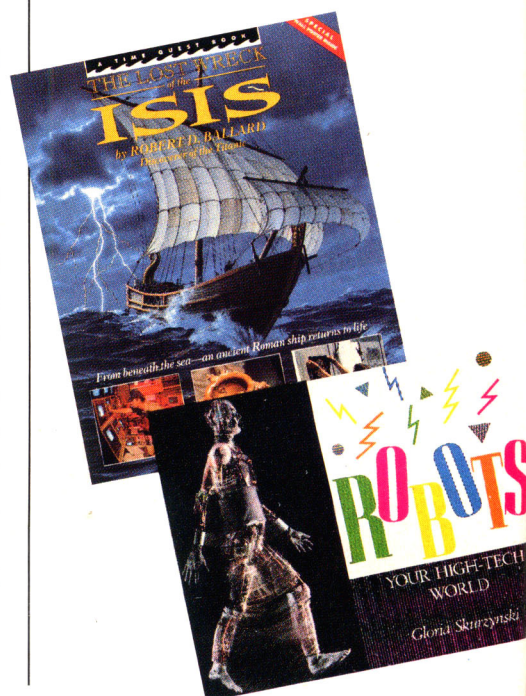
Books

The Lost Wreck of the Isis (Scholastic/Madison Press), by Dr. Robert Ballard, tells the true story of a visit to an active underwater volcano and the finding of an ancient Roman shipwreck site.

In 1988, Dr. Ballard's high-tech underwater robot, Jason, stumbled upon a 1,600-year-old shipwreck. Half a mile under the Mediterranean Sea's surface lay the remains of the Isis, including lamps, pots and cups. Dr. Ballard's findings show us what life was like for the ancient Romans and how different and alike our cultures are.

Robots are everywhere. They can wash windows, they can shear sheep, they can even tell you how smart they are! **Robots**, by Gloria Skurzynski (Bradbury Press), takes a look at how robots are being used today for everything from assisting the handicapped to exploring the surface of other planets.

Bet You Can, by Vicki Cobb and Kathy Darling (Lothrop, Lee & Shepard Books), has more than 60 tricks that will amaze your friends. Learn how to write a message on your arm without any ink, boil water without heat or win a tug of war against four people!



BUSTERS

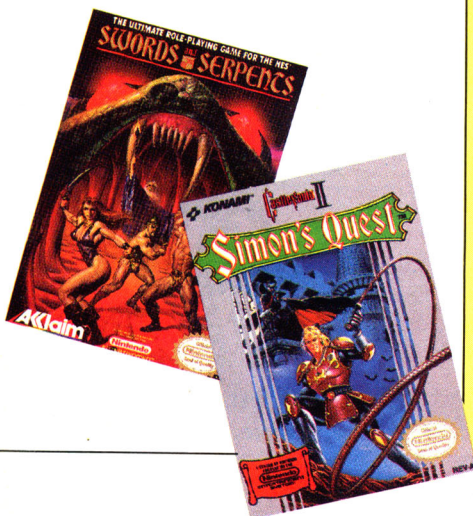
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GOLDBERGER

Videogames

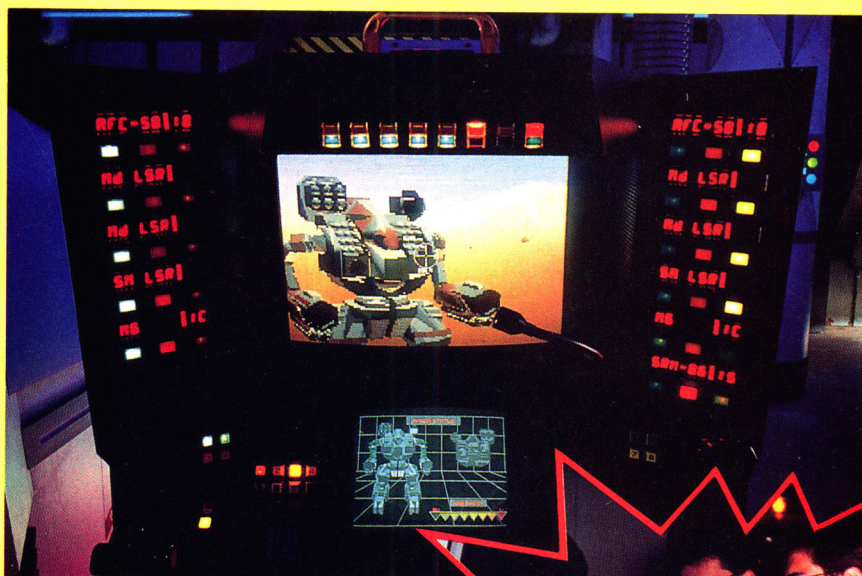
Step into a new world of Nintendo action with **Swords and Serpents** from Acclaim Entertainment. The game takes you on a quest to find the secrets of the Ruby Warrior and to slay a serpent. But finding the serpent isn't easy—he's hidden in a dangerous dungeon with 16 levels.

Acclaim has also released **Wizards & Warriors X: The Fortress of Fear** for Nintendo Game Boy. Kuros, hero of Wizards & Warriors, must do battle with two-headed eagles, deadly bats and slithering serpents. And if you get past them, the evil Wizard Malki is waiting with magic spells and poisonous potions.

Castlevania II: Simon's Quest is one of the latest games from Konami. Count Dracula is back, and it's your job to stop him. The secrets you need to destroy the vampire are hidden in mansions, graveyards and eerie forests, guarded by werewolves, zombies and horrifying monsters.



The Ultimate Video Arcade!



There's a new sport out there for athletes looking for challenges of the mind. **Battletech Center**, in Chicago's North Pier Mall, is the first computer game that pits people against other people.

Battletech takes place in the year 3028. Players can join one of two eight-person teams battling it out in 100 square miles of computer-generated land.

The teams get around in 30-foot-tall robot like fighter vehicles. The vehicles' cockpits have more than 100 controls and buttons as well as two video screens. One shows the view from the cockpit, while the other has radar and information about the enemy and your vehicle.

Battletech requires both individual and team skills, says game inventor Jordan Weisman. "When



Battletech Center pits people against people in an incredible video journey. The cockpit of each video vehicle (top) has over 100 controls.

talking about sports, most people relate to physical activity," says Weisman. "Battletech Center offers a new sporting concept of the mind, where individuals' mental skills are coupled with team strategy. The result is limitless entertainment."

CREATE

Your Own Ghost



Mitch Enns
Williams Lake, British Columbia



Michael Thompson
Mansfield, Texas

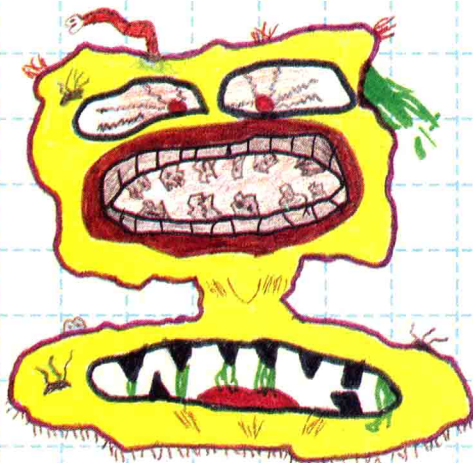
Yeee-oww!!

We thought we had seen the nastiest ghouls and goblins ever! But your latest creeps showed us that there is no end to the scary spooks you can create. The mail has been overflowing with things that go bump in the night. We wish there was room to show each and every drawing we receive!

Don't give up hope if your "thing" didn't appear in this issue. We still want to see more fantastic phantasms. And your horrible creature could show up on this page next time around. Send your best efforts, along with your name and address, to:

CREATE YOUR OWN GHOST

The Real Ghostbusters Magazine
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300 Madison Avenue
New York, NY 10017



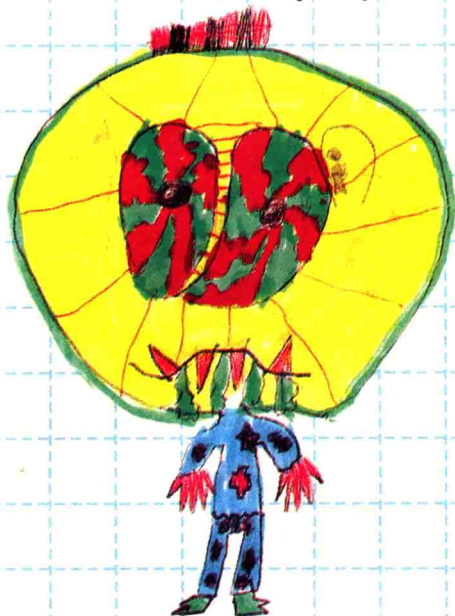
Andy Schlaht
Kent, Washington



Joya Golden
Santa Monica, California



Janet Colucci
Lakewood, New Jersey



Garrett Stines
Lone Pine, California

Telephone TANGLE

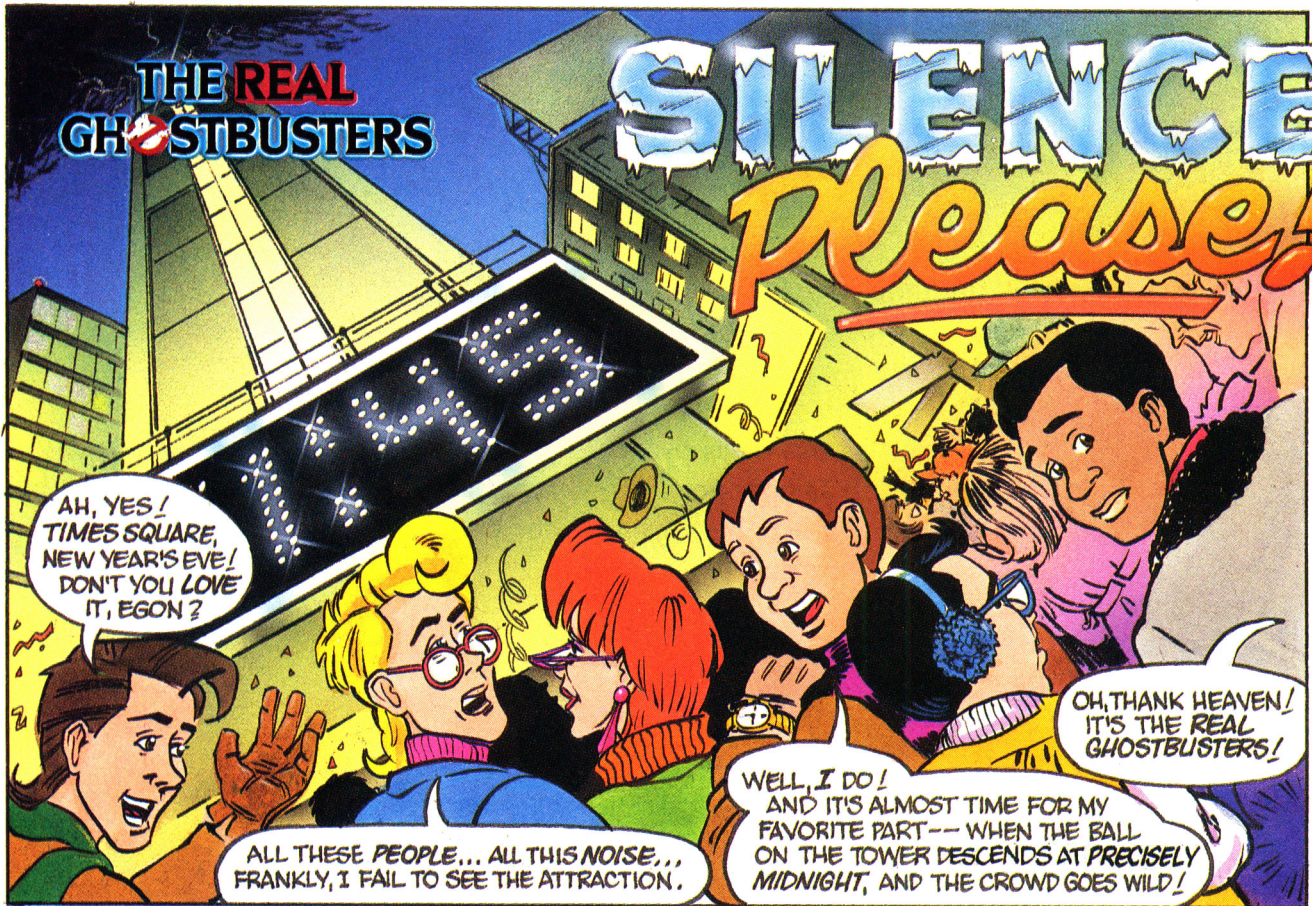
Business is booming for The Real Ghostbusters. Every time the phone rings it's another customer calling with ghost trouble.

The more calls they get, the worse the snarl of telephone cords on Janine's desk becomes. See if you can get them out of this mess by figuring out who is talking on which telephone. Then write that person's name in the box below his or her phone.



ANSWER (telephones, left to right): Janine, Ray, Slimmer, Peter, Winston, Egon.

SILENCE Please!

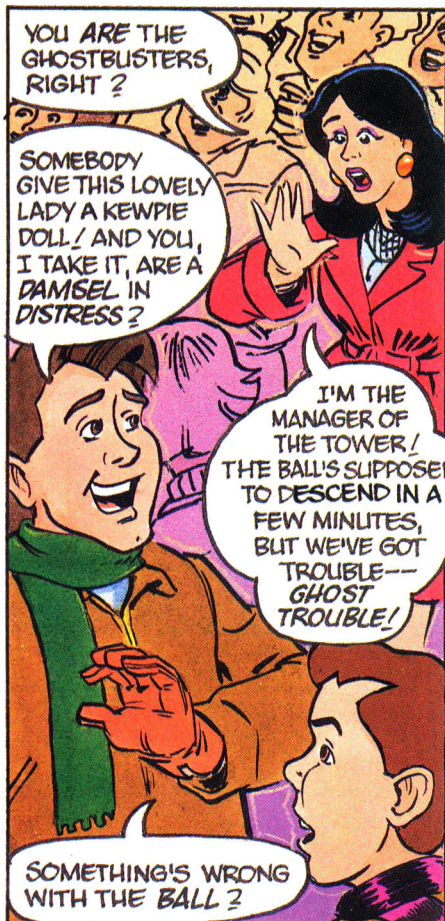


AH, YES!
TIMES SQUARE,
NEW YEAR'S EVE!
DON'T YOU LOVE
IT, EGON?

ALL THESE PEOPLE... ALL THIS NOISE...
FRANKLY, I FAIL TO SEE THE ATTRACTION.

WELL, I DO!
AND IT'S ALMOST TIME FOR MY
FAVORITE PART-- WHEN THE BALL
ON THE TOWER DESCENDS AT PRECISELY
MIDNIGHT, AND THE CROWD GOES WILD!

OH, THANK HEAVEN!
IT'S THE REAL
GHOSTBUSTERS!

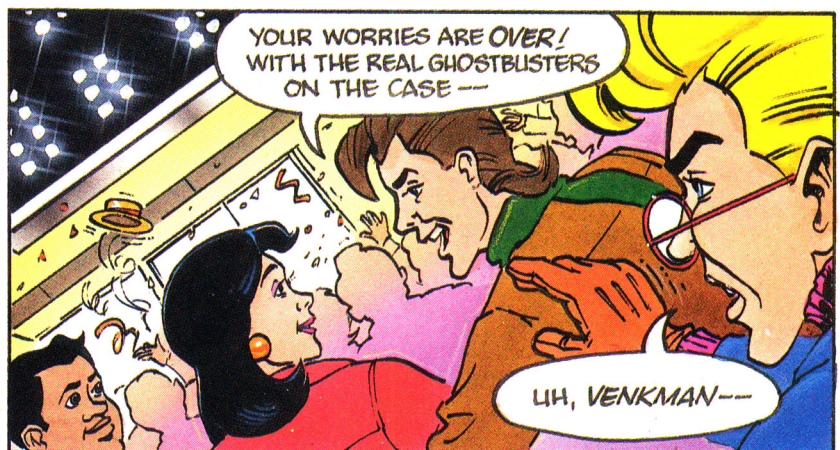


YOU ARE THE
GHOSTBUSTERS,
RIGHT?

SOMEBODY
GIVE THIS LOVELY
LADY A KEWPIE
DOLL! AND YOU,
I TAKE IT, ARE A
DAMSEL IN
DISTRESS?

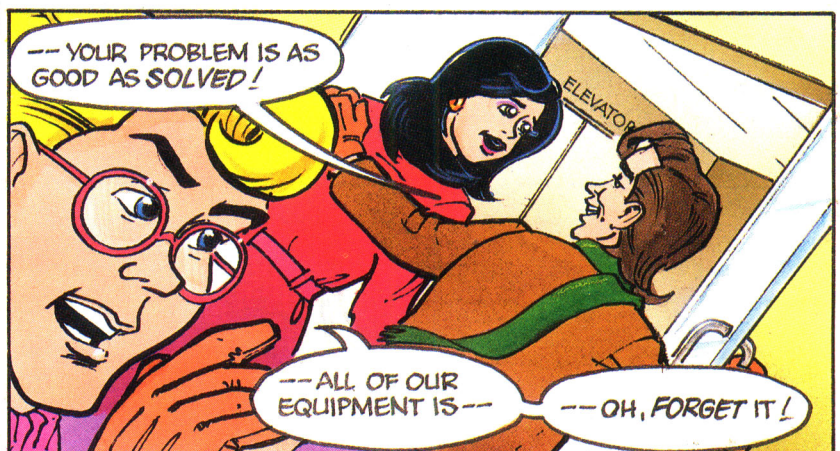
I'M THE
MANAGER OF
THE TOWER!
THE BALL'S SUPPOSED
TO DESCEND IN A
FEW MINUTES,
BUT WE'VE GOT
TROUBLE--
GHOST
TROUBLE!

SOMETHING'S WRONG
WITH THE BALL?



YOUR WORRIES ARE OVER!
WITH THE REAL GHOSTBUSTERS
ON THE CASE--

UH, VENKMAN--



-- YOUR PROBLEM IS AS
GOOD AS SOLVED!

-- ALL OF OUR
EQUIPMENT IS --

-- OH, FORGET IT!



70437C8 !!

OH, WAIT--
HERE'S SOME-
THING...

...THIS ENTRY SAYS
THAT TIMES SQUARE
WAS BUILT OVER THE
TOMB OF AN ANCIENT
WIZARD-- A REAL
NASTY SUCKER--
AND HE HATED
NOISE!

THAT'S NOT ALL,
RAY-- I'VE MANAGED
TO PUZZLE OUT A FEW
WORDS OF WHAT HE'S
BEEN SAYING, AND AS
FAR AS I CAN TELL, HE
WANTS US TO MAKE
EVERYONE
SHUT UP--

-- OR HE'LL
DROP US!



OH, NO -- WE'RE ALL
DOOMED !!

I'VE GOT THIS WHOLE
DEAL TAPED--

-- WATCH AND LISTEN!

HEY! HEY, GHOST!
YEAH, I'M TALKING
TO YOU--

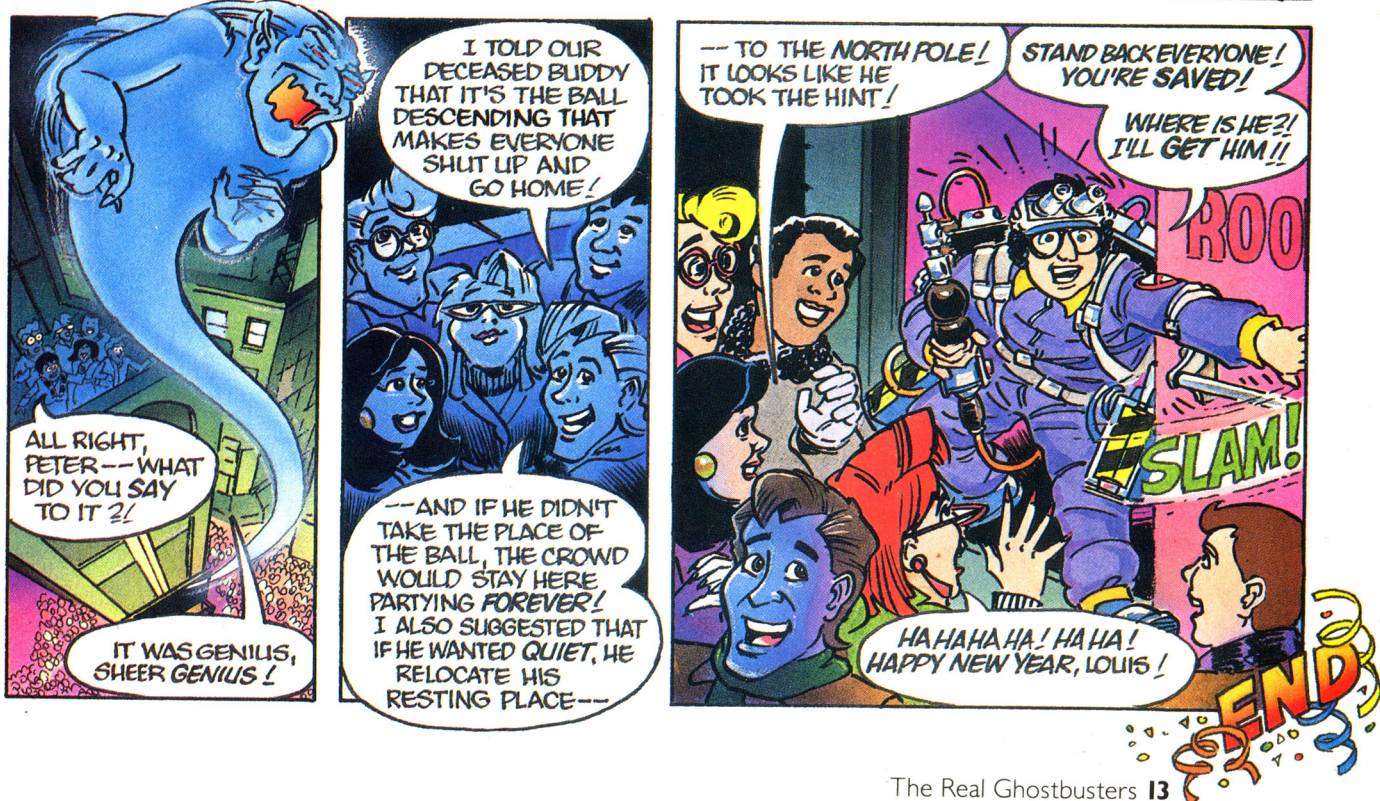
IF YOU'VE BEEN LISTENING
TO US HUMANS PARTY FOR THE
PAST FEW CENTURIES, YOU
MUST HAVE PICKED UP
SOME ENGLISH!

LET ME DOWN,
I'VE GOT A DEAL
FOR YOU!

707C8:48!

HEY, WATCH THE
MATERIAL-- IT'S
CASHMERE!

NOW, HERE'S THE DEAL--
BZZ BZZ BZZ, BZZ BZZ
BZZ BZZ, BZZ BZZ...



SCIENCE AND TECH REPORT



Greetings and salutations, everyone. Egon here, with another exciting collection of scientific marvels. This time around I thought we'd take a look at some very recent inventions. We've got a lot to cover, so let's get going . . .



BAD AIR BUSTERS

People can get sick and animals can get sick, but did you know that buildings can get sick, too? Sick-building syndrome, as indoor air pollution is called, can happen when offices and homes are built airtight. Airtight buildings save energy by preventing hot or cool air from escaping. Along with that air, indoor air pollutants can also get trapped inside.

Look around you, Ghostbusters fans. Upholstered chairs, the carpet under your feet, the painted walls and polished furniture around you can all give off small amounts of toxic gases like benzene and formaldehyde.

Don't reach for your gas masks yet. The simplest bad-air busters could be on the table next to you or just out-

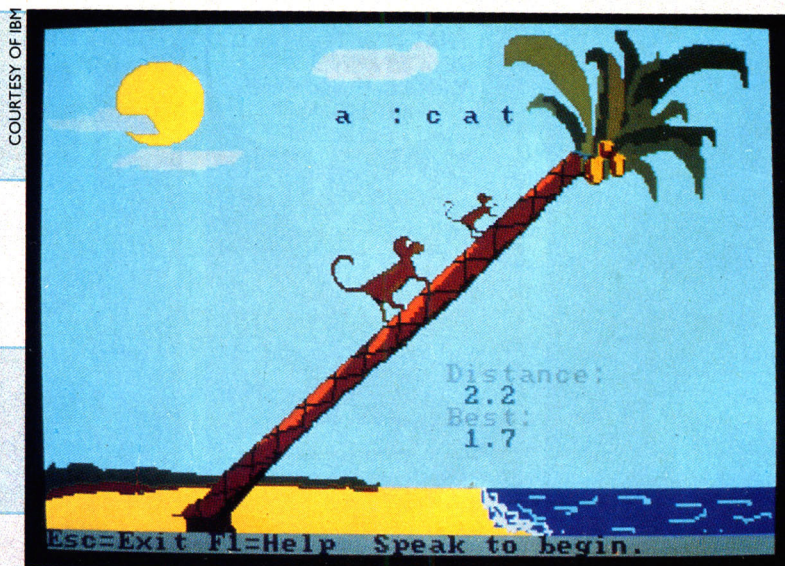
side your window. What are they? Potted plants. That's right, potted plants.

Many common houseplants that need little light are efficient filters for indoor air. A

NASA research team discovered this while experimenting with conditions that could exist in space stations. They found that English ivy, peace lily and gerbera daisy effectively removed 80 to 90 percent of the benzene in the air. Pot mum and two dracaenas helped remove toxic gases like formaldehyde. If you've got a room that's about eight feet by ten feet or ten feet by twelve feet, one good-sized potted plant should clean up your air. So once you're done reading *The Real Ghostbusters Magazine*, go grab that watering can.

SEE IT AND SAY IT

IBM has developed a computer program that can help people with hearing and



The SpeechViewer's monkeys climb the tree as the user's pronunciation gets better.

Ranger is sold as a kit, which includes mechanical drawings and a how-to videotape by Technical Solutions Inc., P.O. Box 284, Damascus, MD, 20872.

PIANO PLAYING MADE FUN

Have your parents been after you to stop playing Nintendo and do something constructive instead? Now you can do both at the same time! If you've got a Nintendo system, you can learn to play the piano. All you'll need is Software Toolwork's electronic keyboard and Miracle Piano Teaching System cartridge for Nintendo.

First, the program tests your skill level. Then it creates lessons on the TV screen just for you. You follow along on the keyboard. As you learn, the system increases the lessons' level of difficulty.

When you're ready for your first recital, just detach the keyboard from the Nintendo system. The keyboard has its own speakers built in, and it's compatible with other electronic instruments. For information, write to Software Toolworks, 19808 Nordhoff Place, Chatsworth, CA, 91311.

—Liane Fiske

Want a break from mowing the lawn? Show your dad this article about Lawn Ranger and see if he'll buy one.

speaking problems. The program can also teach new readers the basics of phonics. It's called "SpeechViewer," and it's used with a computer that has a microphone attachment. It lets speakers who have difficulty hearing see what sounds look like.

Here's how it works: The computer says a sound like the short "ah" sound you hear in the word artist. At the same time, it shows the sound on its screen, both by writing it out and showing it in wave-form on a graph. The screen also shows a monkey at the bottom of a coconut tree. When the user correctly says the sound into the microphone, the monkey climbs up the tree.

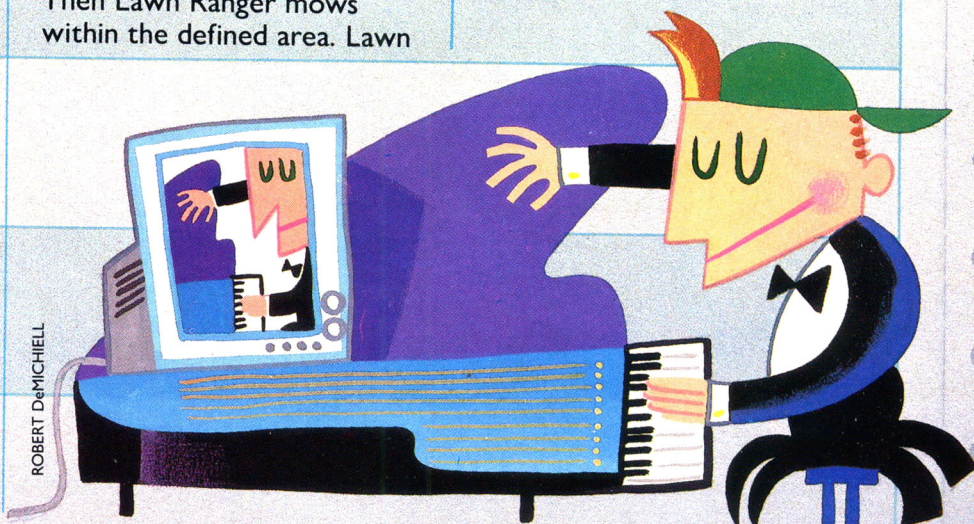
ROBO-MOWER

Next summer you might actually look forward to mowing your lawn if you have this—it's 15 inches tall, weighs 150 pounds and mows a 150-foot path of grass in one minute. No, it's not a ghost trap full of ectoplasmic vegetarians. It's the Lawn Ranger, a bright

red robot lawn mower.

The battery-powered mower, invented by Ray Rafeals, has an electronic guidance system. Infrared sensors can tell the difference between cut grass and uncut grass. A sonar obstacle detector that steers the mower around trees and bushes is an optional extra.

To start cutting, you simply attach a joystick to the Lawn Ranger and walk it around the outside edge of the lawn (and also around trees, bushes and other obstacles if you don't have the sonar detector). Then Lawn Ranger mows within the defined area. Lawn







THE REAL
GHOSTBUSTERS™

MAGAZINE

POSTER

The Family

BY ROBERT LOREN FLEMING

Phillip Sargent stood at the foot of the huge elm tree in his family's front yard. He looked up at the branches high overhead and sighed. "I should be used to climbing you by now," he said. A light breeze caused the leaves above to rustle in reply. Phillip wedged his foot into a crack in the rough bark and grabbed a knot that jutted from the trunk. He pulled himself up and began to climb up to his tree house.

"Don't look down, dummy," Phillip whispered to himself. Looking down made him feel dizzy and scared, but it was hard to keep from doing it.

Phillip's mother nervously watched him from the house. She could see his white high-top sneakers scraping against the black bark. Phillip's father came over and stood beside her. "Try not to worry," he said. "Building that tree house was Phillip's idea. If he wants to conquer his fear of heights, we can't stand in his way. Besides, I trust that old tree. It'll take good care of him, you'll see."

Phillip stepped onto the planks of his tree house and slowly allowed himself to look down. The view always took his breath away. He was higher than the roof of the house, higher than any tree on the block. No other tree on Elm Street was as tall as the ancient elm in the Sargent's yard.

"Here's another for the hatchet, Harry" said a voice from below. Phillip looked and saw four men in white overalls standing by an elm tree in the yard next door. One of the men took out a can of spray paint and began to shake it.

Phillip knew what came next. He had been watching the men every day for two weeks. They were inspectors. They came and looked for trees that had a sickness called Dutch Elm disease which made a tree's leaves turn yellow and fall off. Eventually, it would kill the tree. When a tree had the disease, the inspectors spray-painted a large yellow "X" on its trunk. Later, men with chain saws came and cut down the sick trees. Many trees on Elm Street were already marked with the "X."

"'X' marks the spot," said Harry as he sprayed yellow paint onto the tree. The other three men turned and started toward the Sargent house. Phillip held his breath. "You can't be sick, pal!" he whispered to his tree.

Suddenly, Harry began to scream. Phillip looked just in time to see something big and white jumping out of the trunk of the tree next door. It was a ghost! The creature looked ten feet tall, with a gaping mouth and glowing eyes. It grabbed the paint can and sprayed an "X" across the startled tree inspector's chest.

The four men looked so funny as they dashed down the street that Phillip had to laugh. Then he suddenly stopped laughing. He felt cold hands on his back. He turned and caught a glimpse of the ghost's angry eyes just before it pushed him out of the tree house. Phillip yelled and tried to grab a low branch as he fell.

Luckily, he caught the lowest branch on the tree. He quickly dropped to the ground and ran as fast as he could to the house.

Janine Melnitz took the emergency call at the Real Ghostbusters Headquarters. Phillip Sargent reported a ghost on Elm Street that required attention—and fast!

The boys arrived at the Sargent house just as Phillip's mother was bandaging a cut on his knee. Mr. Sargent met Ecto-1 at the curb.

"We have a dangerous ghost in our tree!" he exclaimed as Peter, Egon, Ray and Winston stepped out of the car. Egon headed toward the old elm. His PKE meter beeped loudly as he held it to the tree's trunk.

"He's right, men!" Egon said. "Definitely a major manifestation. Easily a Class Five."

"I found it!" yelled Ray excitedly, holding up an open copy of Tobin's Spirit Guide. "Here's a ghost that fits the description the kid gave Janine."

Phillip looked at the picture and nodded

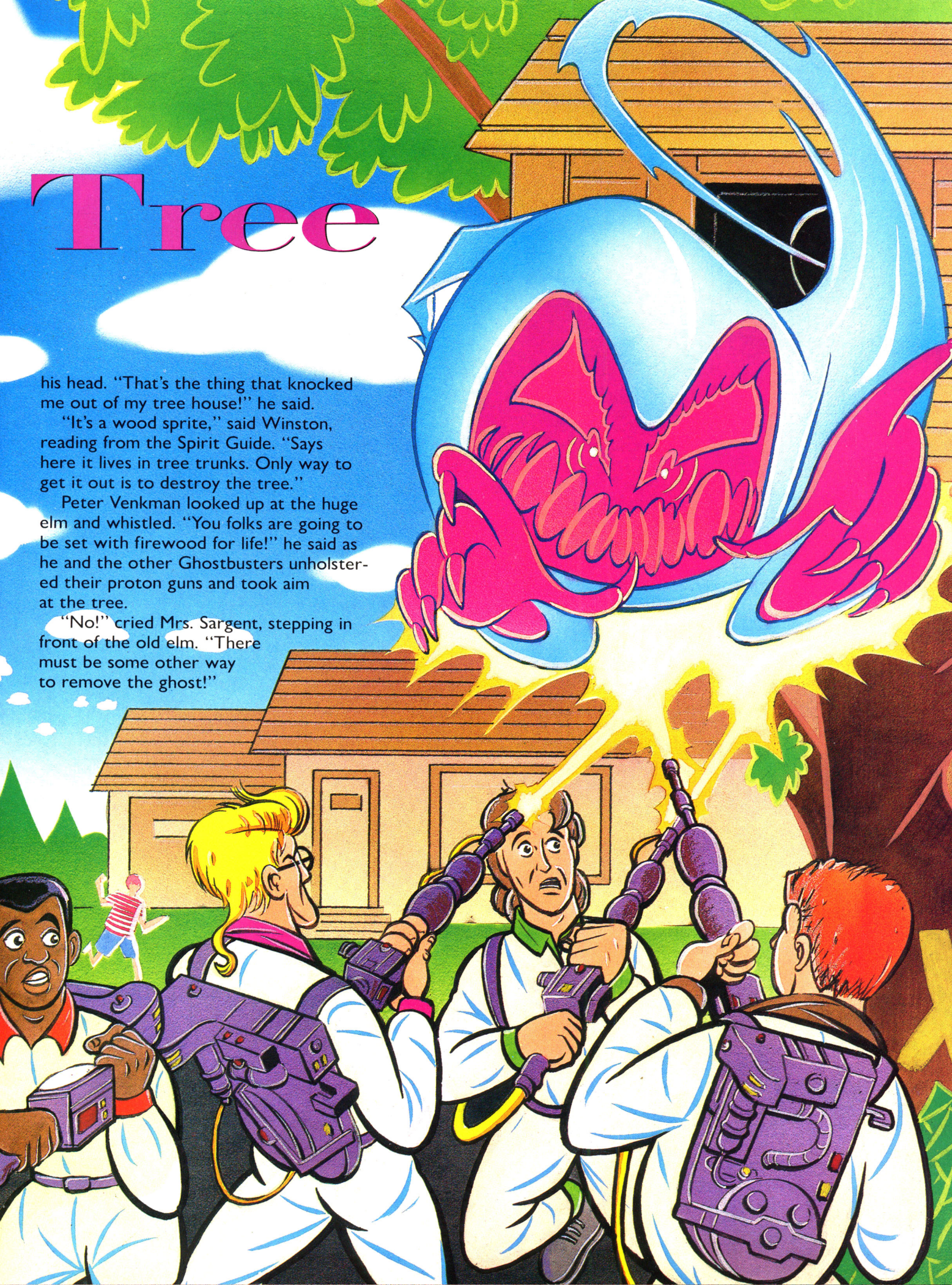
Tree

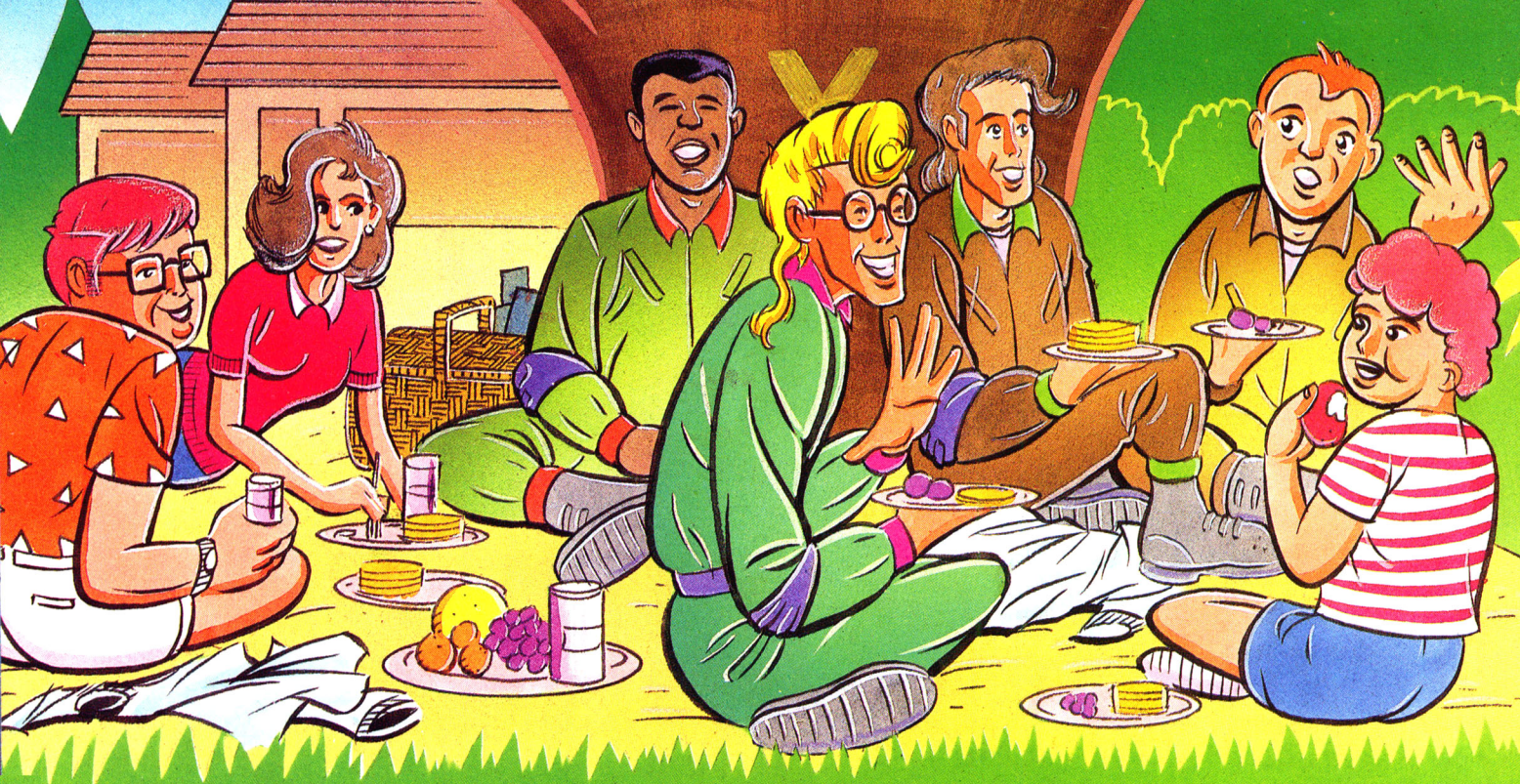
his head. "That's the thing that knocked me out of my tree house!" he said.

"It's a wood sprite," said Winston, reading from the Spirit Guide. "Says here it lives in tree trunks. Only way to get it out is to destroy the tree."

Peter Venkman looked up at the huge elm and whistled. "You folks are going to be set with firewood for life!" he said as he and the other Ghostbusters unholstered their proton guns and took aim at the tree.

"No!" cried Mrs. Sargent, stepping in front of the old elm. "There must be some other way to remove the ghost!"





But Tobin's Spirit Guide was accurate as always. The Real Ghostbusters tried everything to coax the wood sprite out of the elm tree, but it was no use. Finally, it began to get dark. "If we think of anything else, we'll come back tomorrow," Egon said to the Sargents. "But don't get your hopes up."

The next morning the Sargents awoke to see the men in white overalls standing in front of their elm tree. One of the men sprayed a large yellow "X" onto the trunk of the tree. Phillip almost started to cry.

Suddenly, the wood sprite leaped out of the tree trunk. The four tree inspectors jumped back, but this time they didn't run. Instead, they opened their white overalls, revealing Ghostbusters uniforms underneath.

"Those aren't the inspectors!" Phillip cried. "They're the Real Ghostbusters!"

Before the ghost could escape, Peter, Egon, Ray and Winston drew their proton guns and took aim. The wood sprite was caught by powerful beams of proton energy. Ray slid a ghost trap under the struggling spook and stomped hard on the foot trigger. The trap opened and the ghost was quickly sucked inside. The trap clicked shut and the indicator light began to blink. The ghost was safely contained!

"Our plan worked!" Ray chortled. "The wood sprite was afraid of being in a tree that was going to be cut down! We tricked him into thinking that this tree was going under the ax, just like the one next door!"

"You mean it's not?" Phillip asked.

"Of course not!" said Egon. "This tree is as healthy as a horse! And it will soon look good as new! We used a special vanishing paint, see?" He pointed at the yellow "X," which was already disappearing from the trunk of the old elm. Phillip was so happy he gave his mother a big hug.

"Why don't you climb up and check on your tree house, Phillip?" she suggested.

When Phillip was halfway up the tree, he yelled down to his mother and father. "Hey! I'm not afraid anymore! I can look down without getting dizzy!"

Mr. and Mrs. Sargent thanked the Real Ghostbusters for their help.

"Shucks, ma'am, it's all in a day's work," said Peter.

"Besides," added Egon, "I've been hoping to find a wood sprite to study for a long time."

"That's our Egon," said Winston. "All work and no play!"

"You don't really mean that, do you?" asked Mrs. Sargent. "Because I was hoping you could join us for dinner."

"That depends," joked Peter. "What are you having?"

When Mrs. Sargent told them about the fried chicken, sandwiches, watermelon and pies she planned to serve, the four Ghostbusters answered by smacking their lips and smiling. It sounded like there would be plenty of good food. "Gee, maybe we should have brought Slimer along," said Ray.

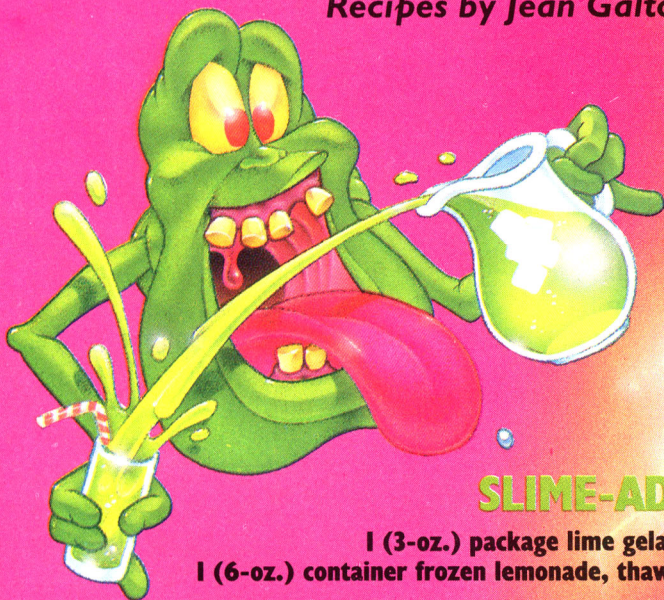
And when Phillip Sargent went back to school on Monday, he had some great stories to tell about how he helped the Real Ghostbusters trap a nasty ghost and save the family tree.

SUPERNATURAL SNACKS

Tired of snacks that come in tame shapes like teddy bears or goldfish? The Real Ghostbusters Magazine has come up with some freaky foods that are perfect for fans of the fantastic. These snacks are sure to surprise your friends. They're not only spooky to look at, they're tasty, too.

To make these recipes you'll need to use a hot oven or stove, so please ask a grown-up to help you.

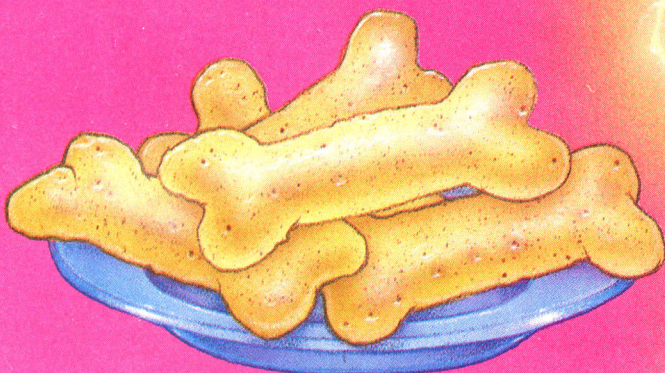
Recipes by Jean Galton



SLIME-ADE

1 (3-oz.) package lime gelatin
1 (6-oz.) container frozen lemonade, thawed

1. In a medium bowl, stir 1 cup of boiling water into the jello. Continue to stir until the mixture dissolves (about 2 minutes). Pour in 1 cup of cold water, stir, and chill until set.
2. Meanwhile, in a large pitcher, stir 4 cans cold water into the lemonade. When the jello has set, break into small pieces and stir into the lemonade. Pour into glasses and serve. Makes about 6 to 8 portions.



BONE COOKIES

½ cup unsalted butter
(1 stick), softened
1 large egg, slightly beaten
½ cup sugar
1 teaspoon vanilla

2¼ cups flour
¼ teaspoon baking soda
pinch of salt
confectioners' sugar

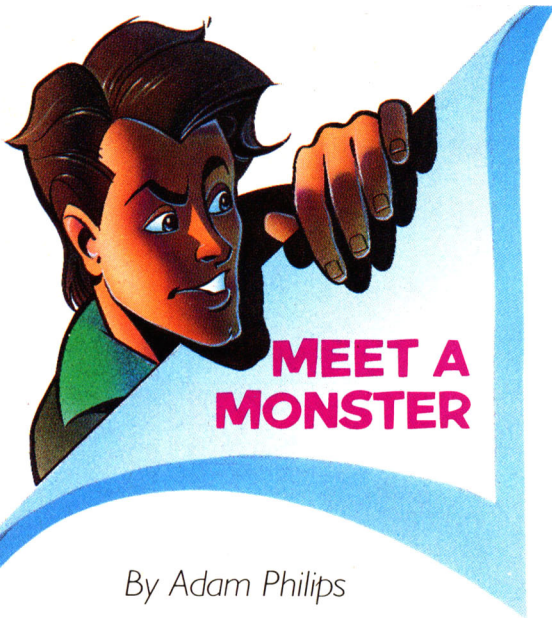
1. Preheat oven to 375 degrees.
2. Place the butter in a large mixing bowl. Use an electric mixer to cream the butter with the sugar on high speed, beating until fluffy and pale yellow. Add the egg and vanilla, and mix well on medium speed. In a small bowl, combine the flour, baking soda and salt. Add to the butter mixture and mix on low speed until just combined. With your hands make 4 small balls (about 1 inch across) and a small 2-inch roll for the bone's middle. Place two balls on each end of the roll and shape into bones. Repeat with the remainder of the dough and place on greased cookie sheets. Bake 12 to 15 minutes or until lightly browned. Cool the cookies on a rack and sprinkle with confectioners' sugar! Makes about 15 bones.

ECTOPLASMIC PUDDING

⅓ cup sugar
3 tablespoons cornstarch
2 cups milk
2 teaspoons vanilla
1 to 2 drops of green
food coloring
1 banana, cut into
½-inch chunks
About 1.5 oz. chocolate
bar broken into pieces

In a 4-cup measuring cup or microwave-safe bowl, combine the sugar and cornstarch. Stir in the milk and the vanilla. Put in the microwave and cook on high power for 3 minutes. Stir and cook on high another 3 minutes. Stir again and cook on high 2 to 3 minutes more until the pudding starts to boil and thickens. Add green food coloring and mix until color is even through pudding. Pour into 4 serving bowls and decorate the top with the banana and chocolate rocks. Chill for 2 hours.





The Mystery of the LOCH NESS Monster

By Adam Philips

Hi, gang. Peter Venkman here—but you can call me Dr. Venkman. Just kidding! Welcome to “Meet a Monster,” my brand-new column. In it we’ll take a close look—but not *too* close—at some well-known creatures from around the world. What they have in common is that nobody really knows if these kooky spooks exist. All sorts of people have tried to figure out whether they’re real or not.

Let’s kick off with one of my favorite beasties, the Loch Ness Monster. “Nessie,” as she’s called, hails from Loch Ness, a lake in Scotland. She’s been described as about 30 feet long—that includes a six-foot neck and a snake-like tail. Sounds pretty cute, right? Some people think she might look like a plesiosaurus, a dinosaur that died out 70 million years ago.

The first recorded sighting of Nessie took place in the year 565 A.D. Legend has it that the missionary Saint Columbia saved a swimmer in the lake from a ram-paging monster. According to his

biographer, Saint Columbia stopped the monster by saying, “Think not to go further, touch not thou that man. Quick! Go back!” I guess Nessie wasn’t used to being yelled at by saints, because she turned tail and ran.

Of course, at this time stories of saints fighting scary beasts were very popular, so it’s hard to decide if we can believe this story. But in modern times there have been many people who claim to have seen the monster.

On April 14, 1933, a couple who lived on the lake saw what they called an “enormous beast” playing in the water. They reported what they saw to the local newspaper. Soon people started flocking to the lake to try and see the thing, whatever it was.

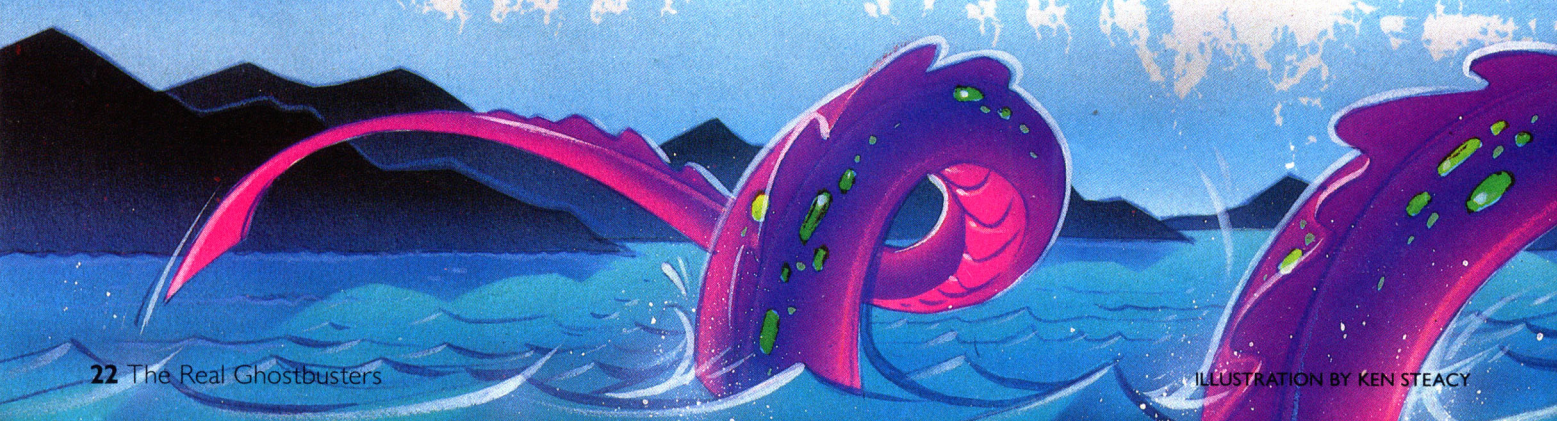
The next person who spotted Nessie, a few months later, made a sketch that looked a lot like a plesiosaurus. Soon after that, another guy managed to take a couple of fuzzy pictures of something that looked like a long neck and head poking out of the lake. He said it

was the Monster, but other people thought it was just a log or the tail of an animal.

In 1960 an engineer took a home movie of what he said was Nessie swimming. Some people said it was just a motorboat, but England’s Royal Air Force took a close look at the film. They didn’t reach any conclusions, but the search for Nessie began to get more serious after that.

In 1972 a team of American scientists managed to snap some underwater pictures of what looked like a six- or eight-foot-long flipper. Since then there have been a few more fuzzy pictures taken of what might be a mysterious underwater creature, but no one is really sure whether Nessie is real.

One reason it’s hard to believe in the Loch Ness Monster is that no one has ever seen more than a single creature. Since nothing can live forever, scientists agree that there couldn’t be just one monster. There would have to be a group big enough to produce little Loch Ness Monsters. In fact, some





people speculate that if the monster actually exists there could be as many as 100 of them in the lake.

Exploring Loch Ness is no picnic either. For starters, the lake is very murky, making photography difficult. It also has dangerous undercurrents, and the water stays at a chilly 42 degrees Fahrenheit year round. And let's face it—even the craziest Nessie fans wouldn't dare to dive all the way to the bottom, 900 feet under water.

If there really is a Nessie, though, the big question is "What the heck is she?" No one has a good answer for this one. Some people say Nessie is a reptile or an amphibian. Some even say she's a gigantic underwater slug!

Whatever the Loch Ness Monster is, whether she's real or not, she has attracted the attention of people across the world and become one of the best known monsters of all time. So if your family is thinking about a vacation for next summer, try talking your folks into flying to Scotland. And maybe you'll be lucky enough to discover the secret of the Loch Ness Monster!

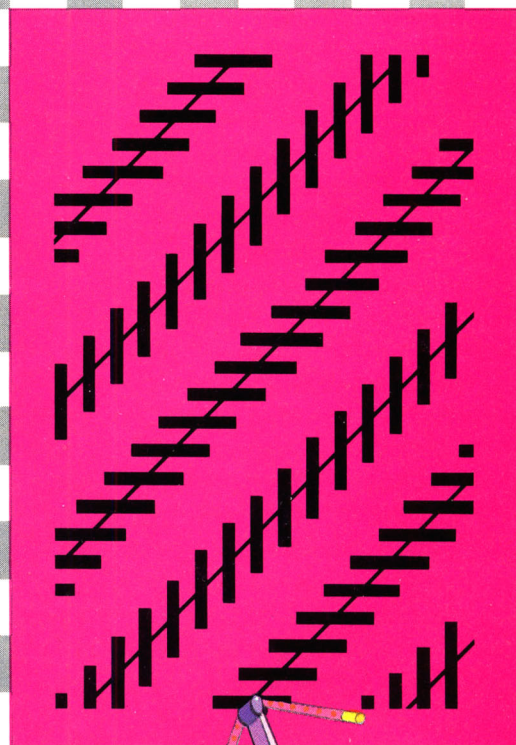


CAN YOU BELIEVE YOUR EYES?

It's important for The Real Ghostbusters to be ready for anything a ghost might throw their way. One ploy ectoplasmic creeps love to use is optical illusions—that is, they try to trick the guys into seeing things that aren't real. But once the Ghostbusters get through the optical illusion puzzles on these pages, nothing will be able to fool them! Can you solve these mysterious illusions and be prepared for ghostly tricks?



Which one of these monsters is tallest—the wolfman, Frankenstein's monster or the vampire? *They're all the same size—but the shape of the room makes the vampire seem tallest.*



Are the thin lines above crooked or straight?

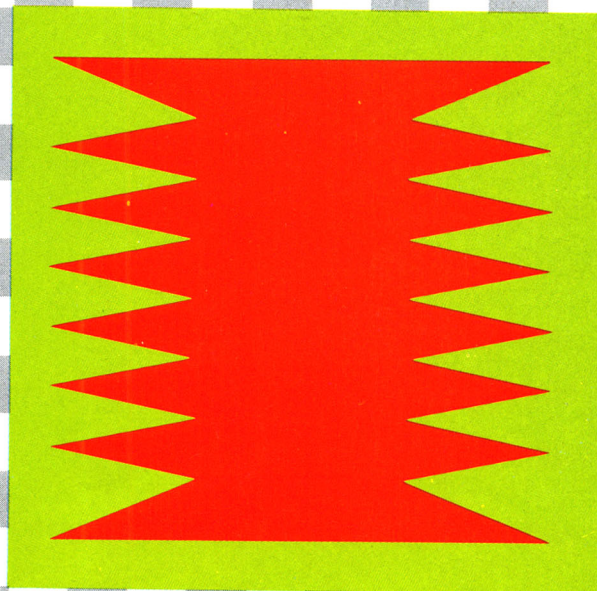
Egon's PKE Meter tells him that even though the thin lines look crooked, they're actually parallel. The short, thick lines go a long way toward confusing our eyes.





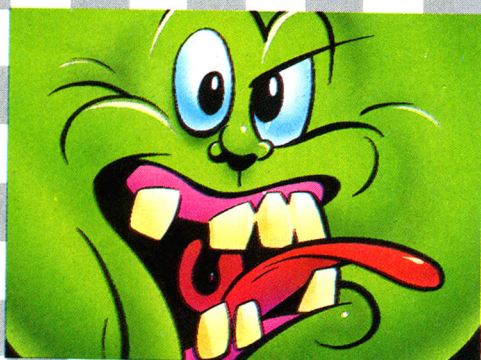
Who's fatter, the Ray on the left or the Ray on the right?

The Ray on the left may seem thinner than the other, but he isn't—they're the same. Vertical lines make things appear taller and thinner, while horizontal lines make them look shorter and wider.

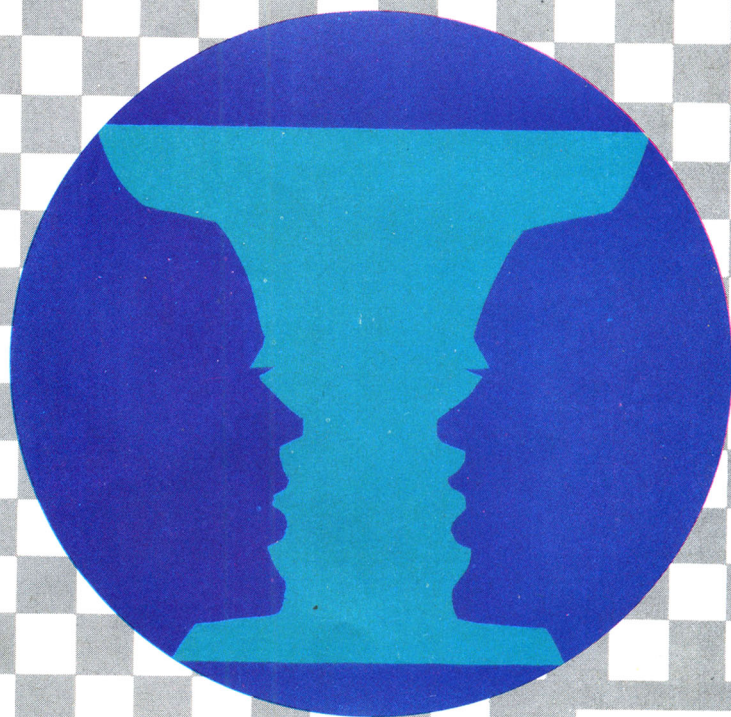


Is the shape above taller than it is wide?

If you measure it you'll find that it's the same size in height as it is in width.



This colorful portrait of Slimer can make you see in reverse. Stare hard at Slimer's picture for at least 30 seconds. Then look at the white box. You should see red where the green was.



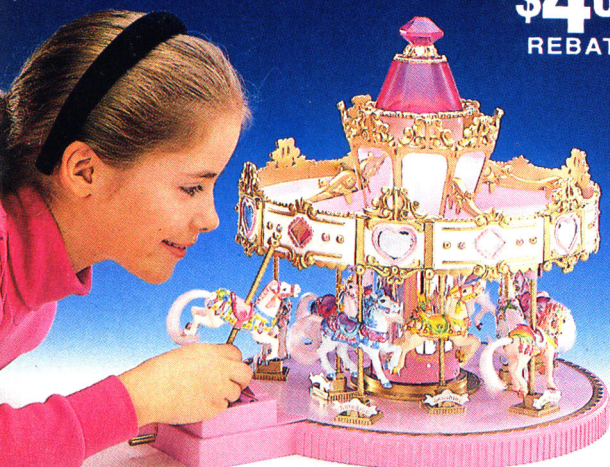
Which do you see, a vase or two people facing each other?

Whichever answer you picked would be right. If you saw one, look again and you may see the other.

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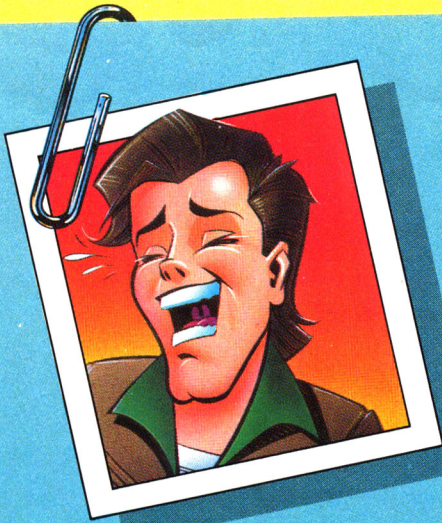
These mini miracles fold up to fit in your pocket or can be joined together to form the world's smallest Matchbox city.

What's Wrong With Ecto-1?

Winston and Slimer can't believe their eyes! Someone's been messing around with The Real Ghostbusters wheels. There are eight things wrong with Ecto-1. Can you find all of them?

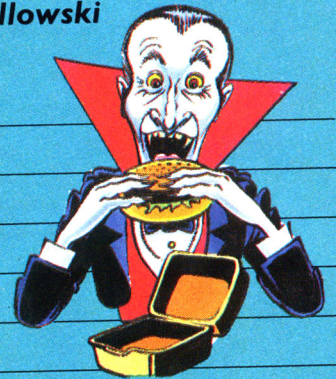


ANSWERS: Left headlights are square, license plate says "Ecto-1," front tire is an inner tube, rear door has door knob, fish swimming in car, steering wheel is on wrong side, windshield wipers are brushes, Ghostbusters symbol on door is upside-down.



Dr. Venkman's GAG FILE

By Michael Pellowski



Why did the coach send the monster into the football game?

Because his team needed a field ghoul to win.

Why did Dracula go into the fast-food restaurant?

He needed a quick bite.

Why did the ghost go to the Alps?

He wanted to do some mountain sliming.

JANINE: What is a ghost's favorite color?

WINSTON: Lavender boo!

WINSTON: Why do skeletons hate winter?

JANINE: It chills them to the bone!

What did one casket say to the other?
Is that you coffin?

PETER: What's hairy, scary and performs in Las Vegas?

EGON: What?

PETER: The Abominable Showman!



WINSTON: What does a Transylvanian dentist use to pull teeth?

PETER: Vampliers.

EGON: Why did the little witch have to stay after school?

PETER: I give up.

EGON: Because she didn't learn her spelling.

Why did the ghost go to military school?

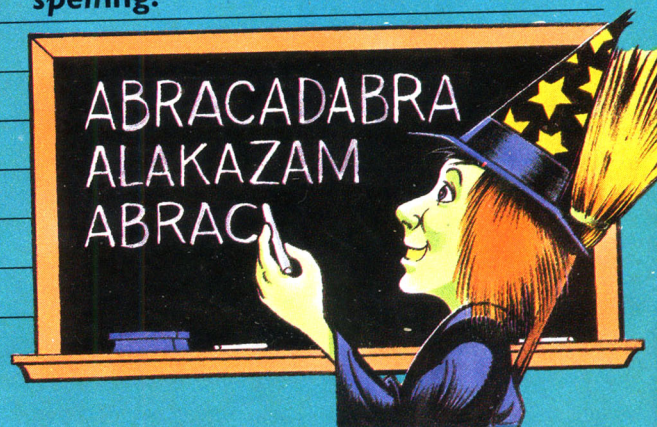
To learn scare tactics.

PETER: What has horns and oinks?

RAY: Deviled ham, of course!

EGON: Why is the fishing good in Transylvania?

PETER: Because something is always biting there.



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