



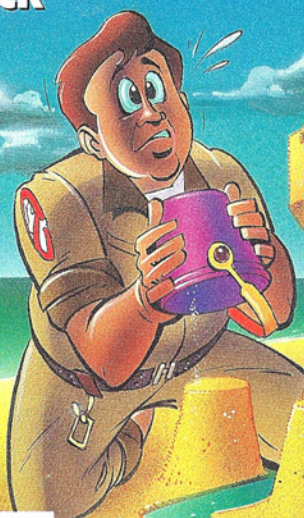
THE REAL GHOSTBUSTERS™

MAGAZINE

**Meet Five
Stupendous
Scientists**

**The Real
Ghostbusters
Get Busted!**

**A Real-Life
Proton Pack
Is in the
Works**



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THE REAL GHOSTBUSTERS MAGAZINE

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GHOSTLY GREETINGS

Geez. Those guys are so great. I'm really getting to introduce this issue of *The Real Ghostbusters Magazine*. Who would have believed it? So, here goes. . . .

You know, with this issue we're beginning the second year of the best gosh-darn magazine in the world. I, Louis Tully, lawyer to those undoers of ectoplasmic evil—The Real Ghostbusters—do hereby solemnly swear that this issue is one of the best we've ever published. Egon personally tells you about the time the guys had a dreadful clash with a seaside ghost at a Caribbean vacation haunt. You'll also read about the time that I help to bail those zombie zappers out of jail . . . er, well, sort of.

But best of all, you're going to meet some incredible people—five different scientists who study everything from the stars to garbage! One of them may even inspire you to enter their field. You may be the first garbologist on your block!

See ya around!



Your Pal,
Louis

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Meet five incredibly cool scientists who study everything from the stars to chimpanzees to garbage!

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Thirteen ghosts try to trap Peter in this board game for you and a friend to play. Who's gonna get who, Peter or the ghosts?

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COVER BY KEN STEACY

DREAM MACHINES!

"The fuel-injected, turbo-charged V12 whines loudly, held back by massive disc brakes, the dual exhaust pipes bellowing their protest.

You smash down your right foot and you feel all the pent-up torque suddenly released. Finally, the huge rear tires dig and grip.

The mighty engine whines its way up through second gear, the exhaust note rising steadily with the rpm of the engine. Third gear socks in and the finish line comes up quickly. Only 13 seconds for the quarter mile!"

If you like that kind of action, you're going to love *Wheels and Wings*! This unique card-and-models series features the best, most exciting vehicles in the world today. You get the most spectacular collection of dream vehicles ever assembled! Muscle Cars . . . Race Cars . . . Super Bikes . . . Jets . . . Spaceships . . . Helicopters . . . Trains . . . and much more!

You get exotic street and track machines like Ferrari F40, Maserati, Lamborghini Countach, Porsche and Corvette. Plus dirt demons and classic super cars!

You also get aircraft like the ultra-secret Stealth Bomber, sneaky SR-71 Blackbird, deadly Soviet MiG-21, Apache Attack Helicopter, and vintage planes like the World War II P-51 Mustang. Plus sport aircraft like gliders and daring ultra lights!

Wheels and Wings is a continuing series of 7" x 10" cards which you keep in a 3-ring binder. The front of each card features a full-color action photo, and the back contains detailed information such as history, performance stats and behind-the-scenes anecdotes.

With each shipment of cards, you get a FREE Model. You can build and collect great models of Fighter Jets, Helicopters, Sports and Race Cars, Motorcycles, 4-Wheelers, and even Tanks.

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WHO YOU GONNA WRITE?

...The Real Ghostbusters

Dear Real Ghostbusters,

I enjoy your magazine. Egon, your science theories mean a lot to me. Ray, you have a great sense of humor. Winston, you drive fast and you're my kind of guy.

Jason Zetmeir
Grand Junction, Colorado

Dear Real Ghostbusters,

I think that *The Real Ghostbusters Magazine* is the greatest thing ever! I love all the guys and Slimer, too. That's why nobody could have a better magazine. Ray, Egon, Winston and Peter are the coolest and most courageous dudes in the world.

James Selly
Chicago, Illinois

Dear Real Ghostbusters,

I really enjoyed my first issue. I wanted to write you and thank you, because I never had my own magazine come to my door before. It was a great treat for me.

Luis Rodriguez
Springfield, Massachusetts

Dear Real Ghostbusters,

I like Peter the best because of the way he and Slimer get along. I like Slimer, too, because he eats so much. Come to think of it, I like all The Real Ghostbusters!

Brian Dubiel
Dayville, Connecticut

Dear Janine,

How are you doing? I think you are really cool! I love your red hair. I'm a redhead, too. I don't blame you for thinking Egon's cute. I think so, too. Say hello to Egon, Peter, Ray and Winston.

Melissa Heil
Oxford, Georgia

Dear Real Ghostbusters,

I was more than thrilled when I received your first issue. Some people say that *The Real Ghostbusters* are for boys only, but I think they're great! Your magazine is terrific!

Angela Lam
Victoria, British Columbia

Dear Real Ghostbusters,
I think that *The Real Ghostbusters Magazine* is the best magazine in the entire universe! I also think that Peter is great and should run for President.

Larry Melnick
San Diego, California

Dear Real Ghostbusters,
You are the coolest dudes ever! I'm so glad you have a magazine. It's fun, exciting and great. Don't change anything about it, and make some more.

Wesley Haskins
South Hill, Virginia

Dear Real Ghostbusters,
I like you guys a whole lot because you always catch the ghosts. I really want to be a Real Ghostbuster when I grow up. I love your magazine!

Brent Healy
Paoli, Pennsylvania

Dear Real Ghostbusters,
You guys are my favorite heroes. You blow away any of the other superheroes. I watch your show and read your magazine all the time. Keep up the good work!

Jessica Lippy
Ambler, Pennsylvania

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,
I really loved my *Real Ghostbusters Magazine*. I don't have a favorite character because I like them all. I especially love Slimer because he's so yucky and green. Sometimes I worry about ghosts in my bedroom. But my mom will just say, "Who ya gonna call."

Zack Combs
Scottsville, Kentucky



BOREDOM



WALT DISNEY PICTURES



1990 UNIVERSAL CITY STUDIOS, INC.

Scrooge and the boys star in their first movie.

The Jetsons are a hilarious space-age family.

Movie News

NEWS FLASH: The summer of 1990 is going to be one of the hottest of all time! No, we don't mean that the mercury is going to be busting out of thermometers across the nation. We're talking about a sizzling summer filled with fantastic films, flicks and movies!

Dick Tracy just might be the hottest of all this summer's movies. One of the most popular comic strip crime-stoppers ever is about to come to life on the silver screen. The daring detective in the yellow raincoat takes on the toughest villains in the world—including the knucklehead Flattop, and that shift sneaky 88-Keys. This mystery is sure to please any movie maniac. Superstar Warren Beatty plays the supersleuth, and Madonna co-stars as spunky nightclub performer Breathless Mahoney.

Marty McFly is back in action again! **Back to the Future III** is scheduled to zoom your way this

July. Michael J. Fox, Christopher Lloyd and Leah Thompson are returning for the final chapter of the blockbuster series. This time they're heading to the West—the Old West that is—where Marty will try to teach the gunslingers some manners. Yikes!

And, of course, no batch of fabulous flicks would be complete without a movie about ghosts! **Ghost Dad** stars America's favorite father, Bill Cosby. One day he has an exciting ectoplasmic encounter, and from there his life changes.

If these movies aren't enough for you, don't sweat it. A slew of your favorite cartoon characters are starring in their own flicks.

What cartoon characters are coming? Why... here's George Jetson, Jane his wife, his boy Elroy, and daughter Judy—all starring in **The Jetsons: The Movie**. The forever fabulous family of the future is as spacey as you'd expect. And when you see this movie, pay close attention to Judy Jetson's

voice. It's really the voice of the singer Tiffany!

The wacky DuckTales characters are also starring in their first feature film, **Treasure of the Lost Land**. When Scrooge McDuck and his nephews, Huey, Dewey and Louie, unearth a magic lantern—complete with Genie—they have a wildly wonderful wish-fest... until the evil Merlock shows up.

The Jungle Book is a totally amazing animated movie based on the equally great book by Rudyard Kipling. It's a story about a little boy who is left in the jungles of India after he is born. Luckily, he is saved by a pack of wolves, who call him Mowgli and raise him as one of their own. And that's just the beginning of his amazing adventures!

Hunt for Dinosaurs!

Do you dig dinosaurs? If you do, we've got the perfect thing for you! It's called the **Dinosaur Hunter's Kit** (Running Press, \$14.95). The

BUSTERS

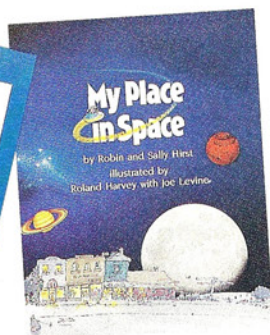
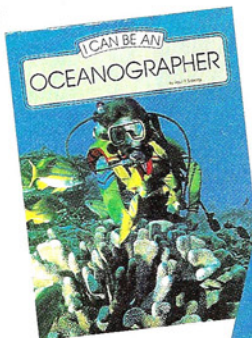
Compiled by
Steven Goldberg

kit includes a dinosaur hunter's handbook that will take you on a real adventure into the land of the dinosaurs. There's also a replica apatosaurus fossil trapped in a block of ancient dust, and there are excavation tools and brushes. Once you've learned how to extract fossils from rocks, you'll be ready to go out on your own—just like a paleontologist (pail-ee-en-TOL-o-jist). A paleontologist is a scientist who uncovers the ghosts of ancient times through the study of fossils—the rocklike remains of dinosaur bones and plants. And whenever you do discover a fossil, you can record your find in your own handbook.

Who knows? There may be a tyrannosaurus rex in your yard!

Books

In this issue of *The Real Ghostbusters Magazine*, you're going to



read about some totally incredible scientists (check out page 26). If you want to learn about what other sorts of scientists do, then check out the *I Can Be...* series from Children's Press. Each book focuses on only one kind of scientist and it tells you all about what that person does. One of the raddest books in the whole series is **I Can Be An Oceanographer** by Paul P. Sipiera (\$9.45). In it, you'll find out how an oceanographer studies the animals and plants that live in

the ocean. It's also filled with amazing pictures of underwater life!

Jane Goodall, one of the scientists you meet on page 26, has written her own series of books: **Jane Goodall's Animal World** (Atheneum, \$11.95). Each book offers a close-up look at one type of animal, and explains how they live and what they do every day. You can learn about gorillas, chimpanzees, tigers, sea otters and elephants. The best thing about these books is the amazing facts in each one. For example, did you know that tigers use their sense of smell to communicate with each other, or that gorillas communicate by making 25 different sounds, all meaning different things?

Want to learn about where you live in relation to the rest of the Earth, the solar system and the universe? Then pick up a copy of **My Place in Space** by Robin and Sally Hirst (Orchard Books, \$13.95). Not only is it filled with extraordinary facts about the universe, but it's loaded with some absolutely astonishing pictures of the planets and stars.



See if you can discover a dinosaur in your own backyard!

COLOR "THE JETSONS" POSTER!



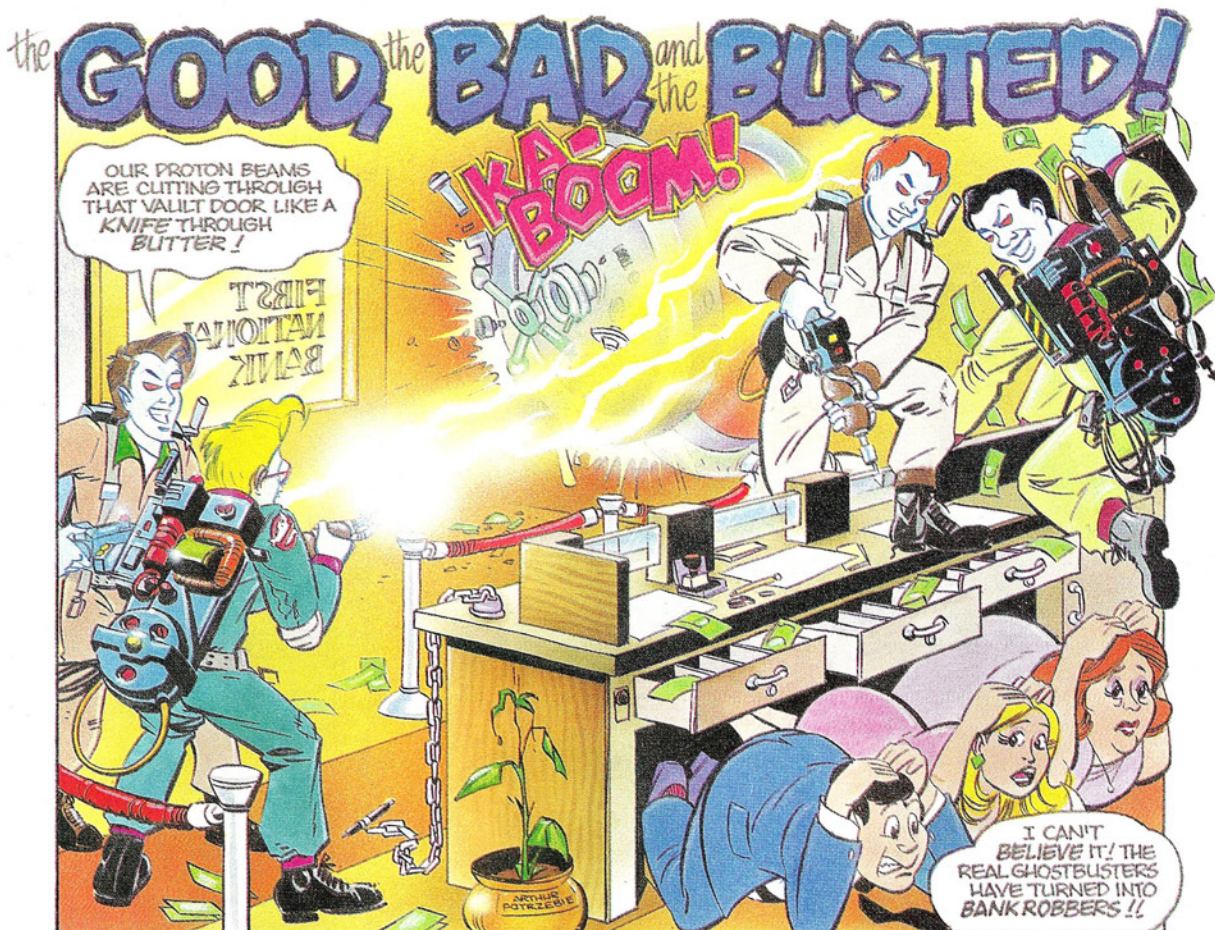
COMING JULY 6TH TO THEATRES EVERYWHERE.

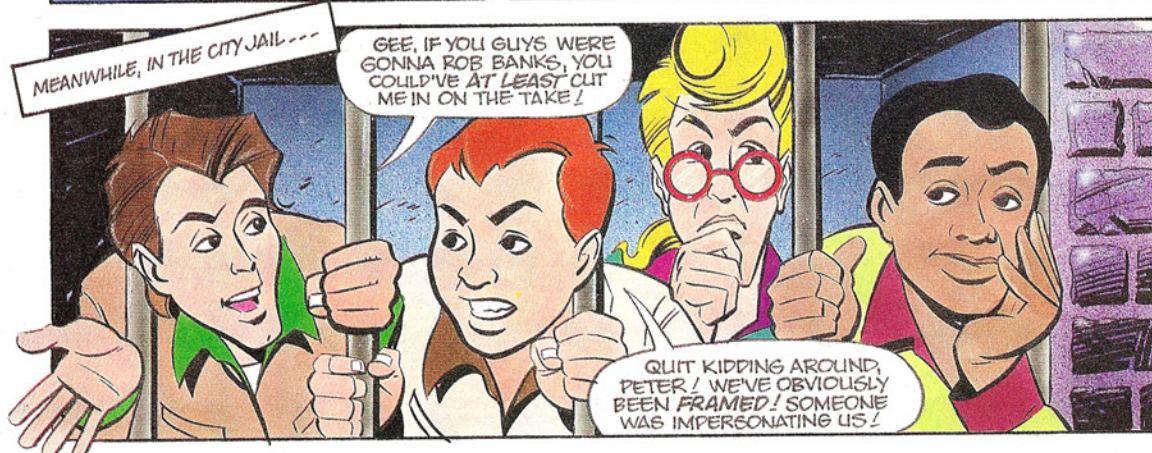
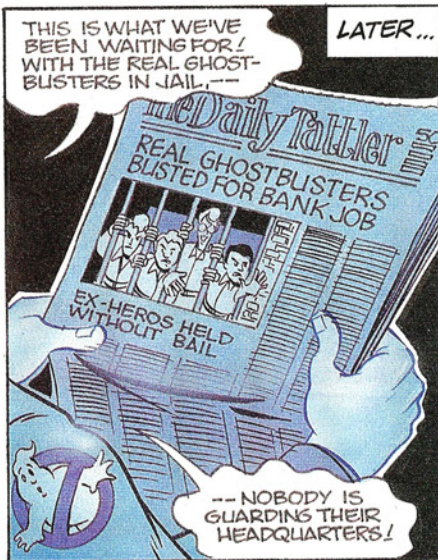
SEE "THE JETSONS" MOVIE!

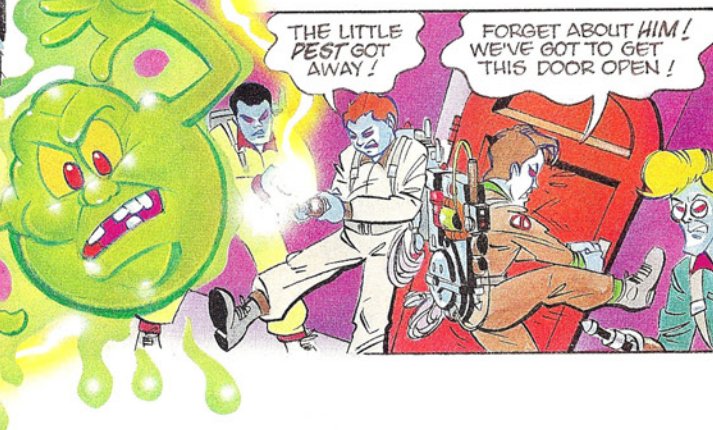
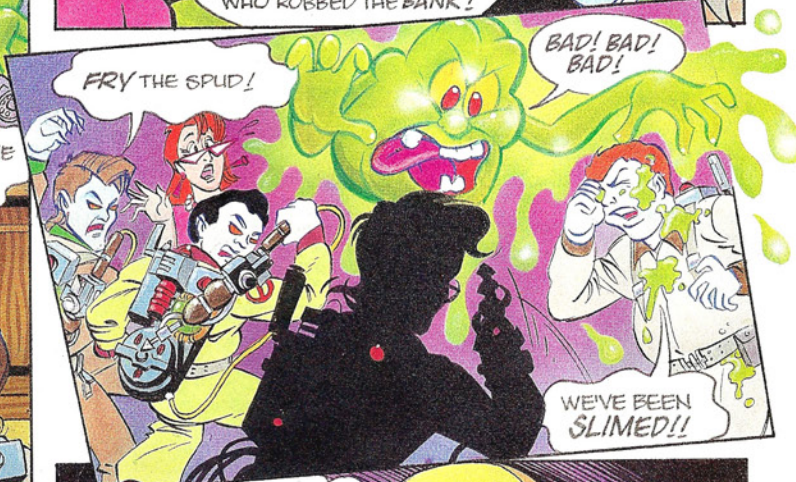
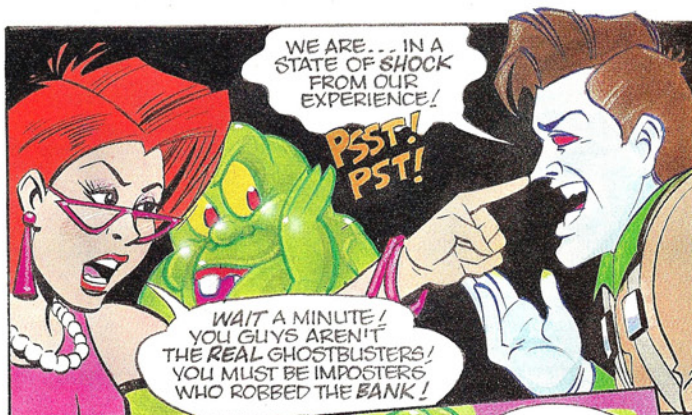
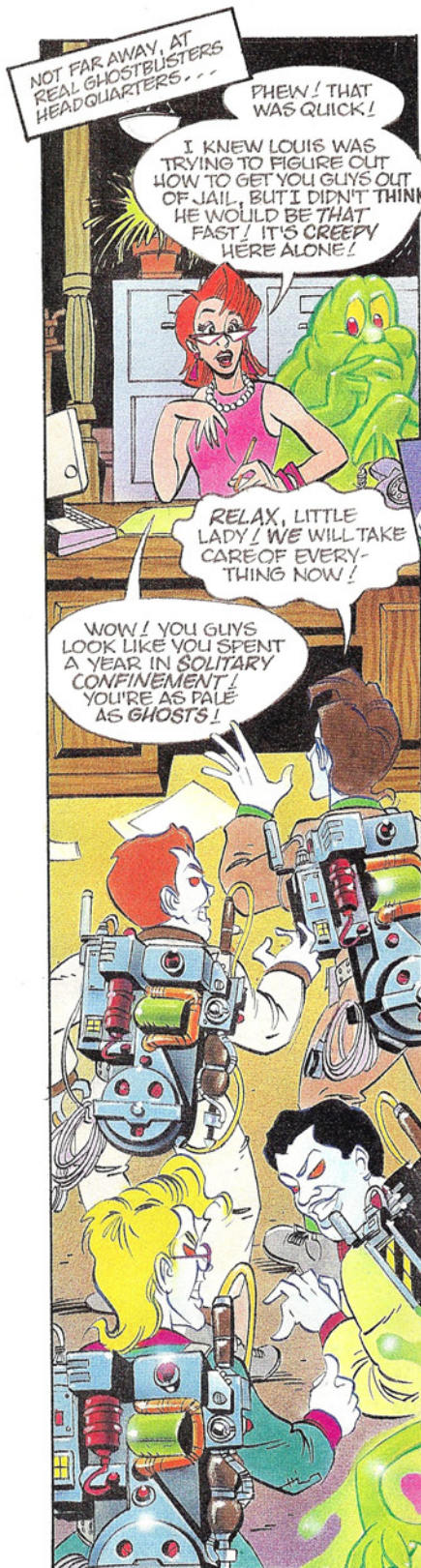
The first movie from the family
that's truly ahead of its time!

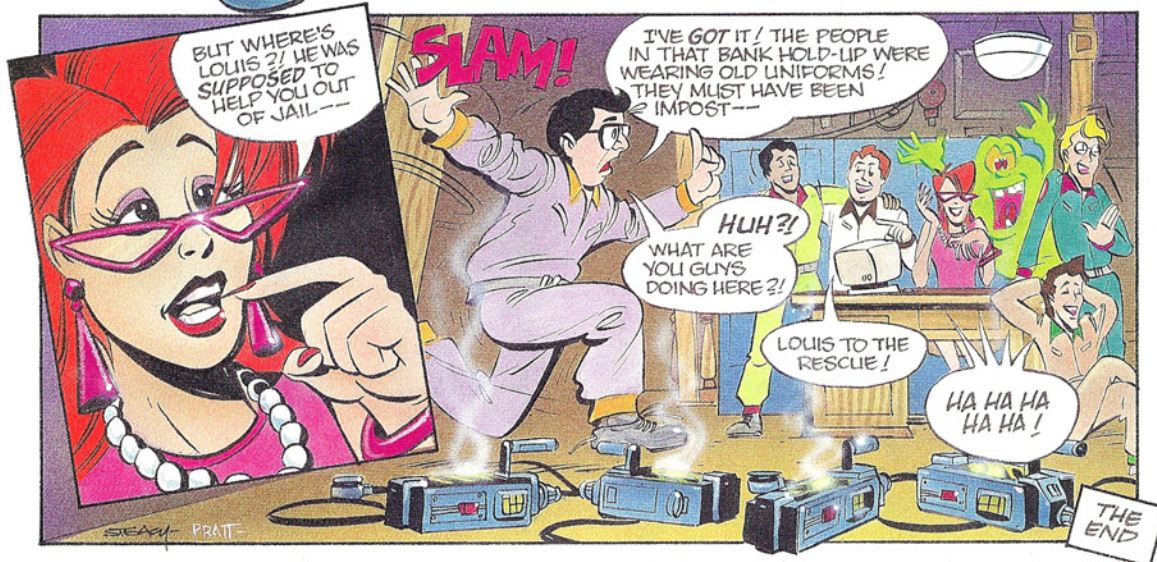
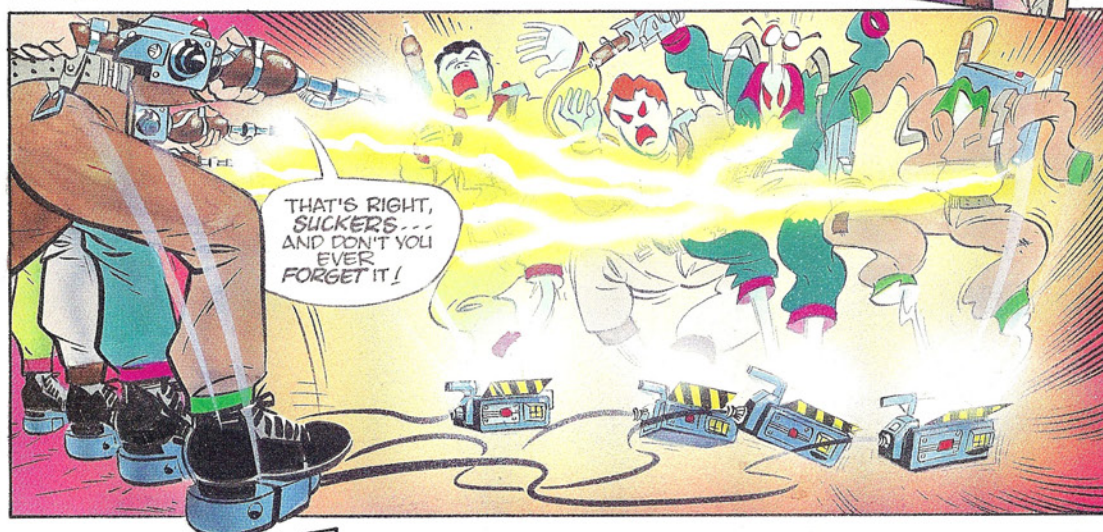
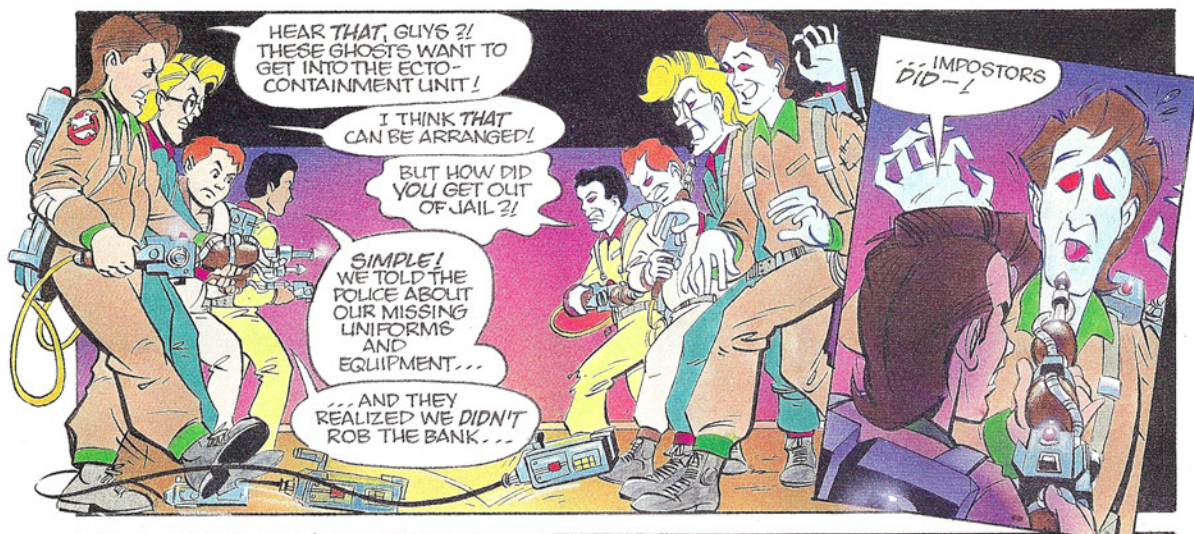


UNIVERSAL PICTURES Presents A HANNA-BARBERA Production "JETSONS: THE MOVIE" Featuring GEORGE O'HANLON as George Jetson
MEL BLANC as Spacely and TIFFANY as Judy Jetson Music Score by JOHN DEBNEY Original Song Performed by TIFFANY Supervising Director IWAO TAKAMOTO
Supervising Producer BRUCE DAVID JOHNSON Written by DENNIS MARKS Produced & Directed by WILLIAM HANNA & JOSEPH BARBERA
A UNIVERSAL RELEASE
ORIGINAL SOUNDTRACK ON VCA RECORDS, CASSETTES AND CD'S JETSONS® PROPERTY © 1990 HANNA-BARBERA PRODUCTIONS, INC. READ THE GROSSSETT & OUTLAP BOOK

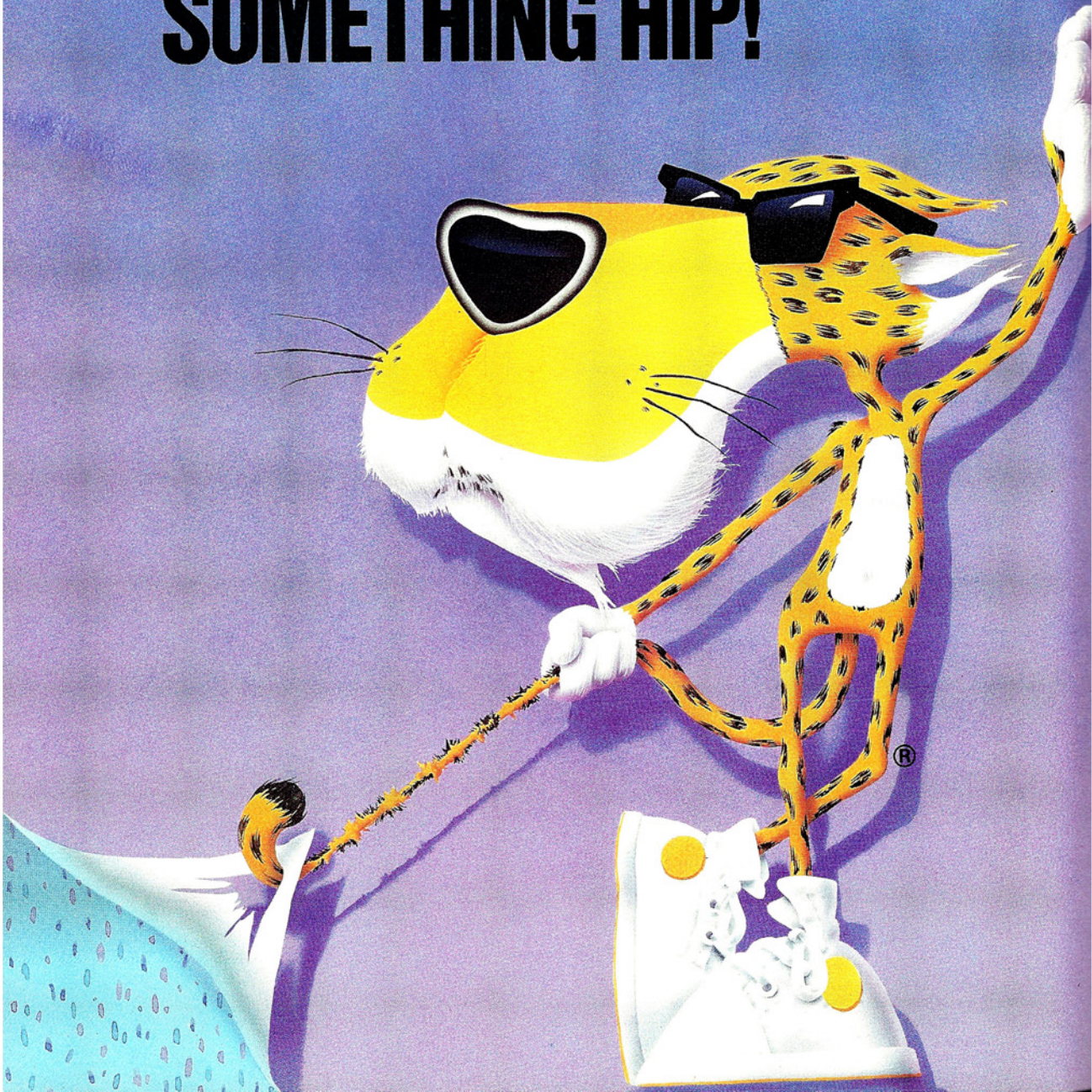








**GIVE THIS PAGE
A FLIP 'N A RIP
AND HANG
SOMETHING HIP!**





The Real Ghostbusters Hidden NAME GAME

In each sentence there is a hidden name or word that is related to The Real Ghostbusters. When you find the word, underline it! The first one is already done for you.

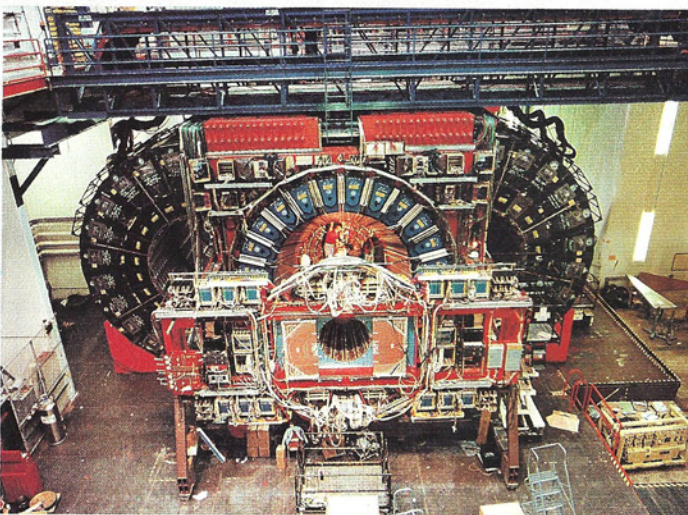
1. (EGON) Check behind the door, I think the ghost might be gone.
2. (SLIMER) For laughs, the guys tell stories, limericks and jokes.
3. (PETER) When The Real Ghostbusters look for ghosts, they never forget to check the bathroom pipe. Termites aren't the only things crawling around.
4. (WINSTON) Egon wins tons of awards for his reporting on science news.
5. (RAY) Louis's uncle grows okra, yams and squash on his farm.
6. (JANINE) The Indian Raja, nine years ago or so, thought about becoming a Real Ghostbuster.
7. (LOUIS) "Skip to My Lou" is one of Peter's favorite songs to sing in the shower.
8. (GHOSTS) When the guys throw a party, everyone wears a name tag—hosts and guests.
9. (WITCH) Peter is a real wit. Check out his jokes on page 32.
10. (SCARE) The Real Ghostbusters always carefully plan how to capture their next ghost.

Egon's SCIENCE AND TECH REPORT



Hi everybody, Egon here, and I'm back with some of the hottest science news in the world. Before we get started, though, I've got a message for any ghosts that might be reading this issue's Science and Tech report. If you were hoping to find out about our new proton packs I've been working on, you're out of luck. You aren't going to learn a thing! I wisely left out any of that top-secret information! But if any Real Ghostbuster fans want to learn about a real-life proton pack, then you'll definitely want to check this out.

FERMI LAB PHOTO DEPT.



The guys are going to have to work out if they want to carry this proton pack around!

A REAL PROTON PACK

If you think The Real Ghostbusters Proton Packs are cool, wait till you get a load of this! American engineers are building a real-life Proton Pack. It's called a **Superconducting Super Collider (SSC)**. The new SSC will accelerate protons almost to the speed of light (that's 186,282 miles per second)! Then it will smash them together—just to see what happens. Scientists hope the SSC will reveal all-new information about atoms, the building blocks of matter. The SSC is

going to be the biggest study aid in history!

Unfortunately, the SSC will be way too big to fit into Ecto-1. It will be in an underground tunnel more than *ten miles* across!

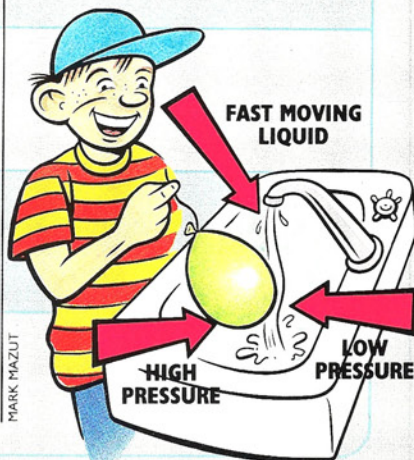
WHEN PUSH COMES TO PULL

When you put your hand under a running faucet, you can feel the water push your hand down, right? So if you tie a balloon to a string and slowly swing it toward the running water, what do you think will happen?

If you guessed that the balloon will be pushed away from the stream, you're wrong! Try it and see!

The balloon is actually *pushed into the water* because of a principle of physics called **Bernoulli's Law** (Behr-noo-lee). This same law is one of the reasons that an airplane can fly. You see, the faster a fluid (like water) or a gas (like air) moves over a surface (like a balloon or an airplane's wing), the lower the pressure on that surface. So, in the case of the balloon and the water, the water from the faucet moves so fast over part of the balloon, that the balloon is forced *into the water* by the higher pressure on the other side. For the same reason, when air rushes over the top of an airplane's wing, pressure on the *bottom* of the wing causes "lift." That helps make the plane rise into the air!

—John Donovan



MARK MAZUT

Fill in the Fire Station

Things are getting a little bit dull at the fire station. In fact, you could say all of the color has gone right out of the place. But you can spruce everything up. Just color in the guys and the fire station any way you want!



CLUB DREAD

It was a tense moment. Slowly, carefully, I lowered the electrode to the fungus. It began to glow, then throb. I sat on the edge of my chair, not daring to breathe. In just a moment, a whole month's worth of hard work would pay off. . . .

"Boo!"

"Yeeooooow!!!!"

When I finally landed back in my seat, I saw my experiment trashed on the floor. I turned to see Peter standing behind me, smirking. With him were Winston and Ray.

"Gee, Egon," Peter said. "You're a little tense. All I said was 'boo.' You've been working too hard."

"You clown! You dolt! I was on the verge of a great discovery!"

Peter looked down at what had been my experiment. "Looks like mushroom soup to me," he said.

"For your information, I was about to harness the energy of a common household fungus. Now I'll have to start back at the drawing board."

"Man, we don't need fungus to recharge our batteries!" said Winston.

"What do we need, Mr. Know-It-All?" I asked.

"This!" said Peter. He dropped a pamphlet on my desk. On its cover was a picture of a beautiful beach fringed with lush foliage. The title of the pamphlet was *Club Dread—The Cure for Civilization*.

"I thought the H-bomb was the cure for civilization," I muttered.

"Loosen up, Egon!" Peter said. "We all need a vacation—especially you! Club Dread is perfect! Beaches, sunshine and more fauna than you can shake a test tube at!"

"Hmmm," I said. "What do you think of this idea, Ray?"

Ray was reading through Peter's pamphlet.

"Why do they call it Club Dread?" he asked.

"Pirates used to hang out on the island," said Winston. "The toughest one was a dude named Captain Dread."

"He was quite an innovative torturer," I said.

"Sounds like my old math teacher," said Peter.

"Legend has it his treasure is hidden somewhere in the Caribbean."

Ray and Winston lit up like a blast from a proton gun. "Treasure?!" they both said at once.

"I'm bringing my metal detector!" said Winston.

"You can bring whatever you want," said Peter.

"All I know is I'm going to be detecting a nice, sunny seat close to the pool. . . ."

"I'm *still* not sure about this. . . ." I said.

"Egon, we owe it to the citizens of New York City to remain in tip-top ghostbusting condition!" Ray said. "If this vacation will help us keep our edge, let's do it." Then he smiled. "Besides, the National Association of Female Auto Mechanics is holding their annual convention at Club Dread!"

"Can we leave Janine a number where we can be reached in an emergency?" I asked.

"Why not?" said Winston.

"Relax, Egon," said Peter. "*No one* stays in New York during August—not even ghosts!"

Although at first I didn't like the idea of taking a vacation, I must admit that it started out well. Winston and Ray spent the first day combing the beach with a metal detector. I passed the afternoon finding and cataloging tropical spores by the lagoon. Peter laid in the sun.

All in all, a very pleasant experience.

That's why it was so disturbing when Peter freaked out.

It all started our first night there. We were standing in line for the club's weekly toga party. Suddenly, Peter went "bongo," as they say on the islands.

"Look! Look!" he screeched, pointing at the laundry room. "Did you see it?"

"What?"

"A ghost! A BIG one!" He ran to the head of the line.

"Hey! No cutting!" someone said.

"Back off, man! I'm a Real Ghostbuster!" Peter strode into the laundry room.

"Oh, no," I groaned. "I *knew* we should have brought our ghostbusting gear!"

When we got to the laundry room, Peter was thrashing around in a big basket that had held neatly folded togas. Now they were all wrinkled and dirty. There was no ghost in sight.

"He was in here!" ranted Peter. "I know he was! An ugly, slobbering, drooling class-three!"

"Sure, sure, he was," I said, leading Peter out the door. "I think he was in the sun too long," I whispered to Ray. The attendant gave us a dirty look. "Sorry folks," he called to the people still in line. "The toga party is off for tonight. Our togas have been soiled."

"It was a class-three!" yelled Peter.

Everyone looked at him like he was a nut. Nobody else saw a thing.

The next day started out well. I ran across a rare strain of thallophyte in my breakfast grapefruit. Ray and Winston had met a pretty pair of auto mechanics who were going to help them search the North Beach. And Peter was set for a swim, when it happened again.





"YEEEEOW!" It was Peter, screaming from the pool. Ray, Winston and I went running to him.

"He's there! He's there!" screamed Peter, running into the shed behind the pool.

"Here we go again!" I groaned, following him. The shed was filled with pipes and levers. When we got there, Peter was on his hands and knees, searching the floor.

"He slipped down here. . . ." said Peter, as he leaned against a big lever. From outside we heard a loud "Glug, glug, glug. . . Sluuuurp." I looked at Ray. Ray looked at Winston.

"Uh-oh," we all said.

As we led Peter past the pool back to his room, the same attendant gave us another dirty look. "Sorry folks," he yelled. "There will be no swimming today. Somebody drained the pool!"

"It was a class-three!" screamed Peter.

Later, Ray and I were discussing the situation. "I don't know what's gotten into Peter," I said.

"I guess he really *did* need a vacation!" Ray said. Just then, Winston came running up carrying a note.

"Dear Guys," it read. "I can't take it anymore. I'm taking the next plane back to the Big Apple. Sincerely, Peter."

"It's probably just as well," I said. "This vacation was killing him!"

The next day, Ray and Winston entered the sand-sculpture contest. I walked up just as they finished.

"What a great idea—to create a sand pirate-ship in honor of Captain Dread," I said.

"Check out the detail!" added Ray. "We got it

just right, down to the drooling, slobber-soaked head of Captain Dread himself!"

"What drooling head?" Winston asked. He turned to Ray. "Did you make one?"

"No, man. I thought you did it!"

Slowly we turned to the sculpture. There, rising out of it, was Peter's horrifying class-three! And we were caught without our ghostbusting gear!

The thing floated from the ship toward us, chuckling. We were too scared to move! Just then, Ray's date screamed! The ghost floated to her, grinning hideously, and was just about to strike when—

A blast of yellow energy zapped it between the eyes!

"Eat proton, pirate scum!" yelled a familiar voice. Everyone turned. There stood Peter on top of a dune, wearing his Real Ghostbusters uniform and proton pack! The ghost looked at him in shock. Without missing a beat, Peter tossed a trap under it and sucked the ghost inside. "So much for Captain Dread!" he said, holding the trap over his head.

The rest of us gathered around. "You were right all along, Peter!" I admitted.

"We were losing our edge," said Ray. "We were so caught up in our own pursuits, that only *you* were able to sense the ghost!"

"Thanks guys," said Peter with a blush. "But you didn't really think I was going to leave you all alone with the female auto mechanics, did you?" He stripped off his uniform, revealing a swimsuit underneath. "Hey girls!" he called to Ray and Winston's dates. "Come and chat with a *real* Real Ghostbuster. . . ."

Oh, well, at least Ray and Winston won a prize for their sand sculpture!



CREATE Your Own Ghost



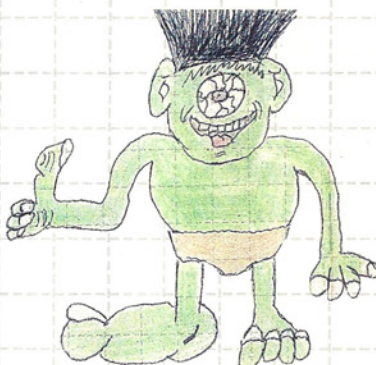
Talia Chiodo
Des Moines, Iowa



Arthur Baird
Burraley, British Columbia



John McCauley
Auburn, Alabama



Eric Carter
Lafayette, Tennessee



Dennis Lasater
Mathis, Texas

Yüüüikes!

We thought we had seen wild and wooly weirdos before, but they were nothing compared to what came in the mail this time! Never before has there been a group of such ghastly ghouls! We wanted to show all of your ogres, witches and just plain "things," but there simply wasn't enough room for them all.

Don't despair if your spirit didn't appear in this issue. We still want to see more fantastically freakish ghosts. Your creepy creation may haunt our pages in the next issue. So send all ghosts, along with your name and address to:

CREATE YOUR OWN GHOST
The Real Ghostbusters Magazine
300 Madison Avenue
New York, NY 10017



Brad Gawronski
Cape Coral, Florida



Jason Martin
Springfield, Illinois

IT'S SCIENTERRIFIC!

BY RANDI HACKER

Clouds. Dirt. Chimpanzees. Garbage. What do all these things have in common? Each one is studied by scientists.

Not all scientists spend their days in laboratories looking through microscopes and mixing all kinds of concoctions in test tubes. Actually, scientists usually have a ton of fun doing what they do. So check out these scientists. You might decide that science is for you!

Archaeologists travel across the world as they dig up the past.

ruins in Egypt, Iran, England and North Africa. She didn't do any digging then, but the idea of uncovering the way people lived long, long ago captured her imagination. So she went to school and studied art history and languages. She also practiced her drawing.

"We take photos of everything we uncover," she says, "but having someone sketch everything is important, too." That way you pick up some of the details that photographs miss.

But being an archaeologist is more than just drawing, cleaning dirt off old pots and studying. It's sweating in the desert heat. It's facing scorpions, hairy spiders and poisonous snakes—like the movies' most famous archaeologist: Indiana Jones.

Unlike Dr. Jones, Dr. Peck's not afraid of snakes or spiders. "You learn to expect that kind of thing when you're on a dig in the Middle East," she says.

In her career, Dr. Peck has brushed dirt off statues of ancient gods, giant stones with strange writing on them and fabulous head-dresses shaped like the heads of vultures. Each and every thing she finds is a key that helps unlock the mysteries of the past.

DETROIT INSTITUTE OF ARTS/ELSIE PECK

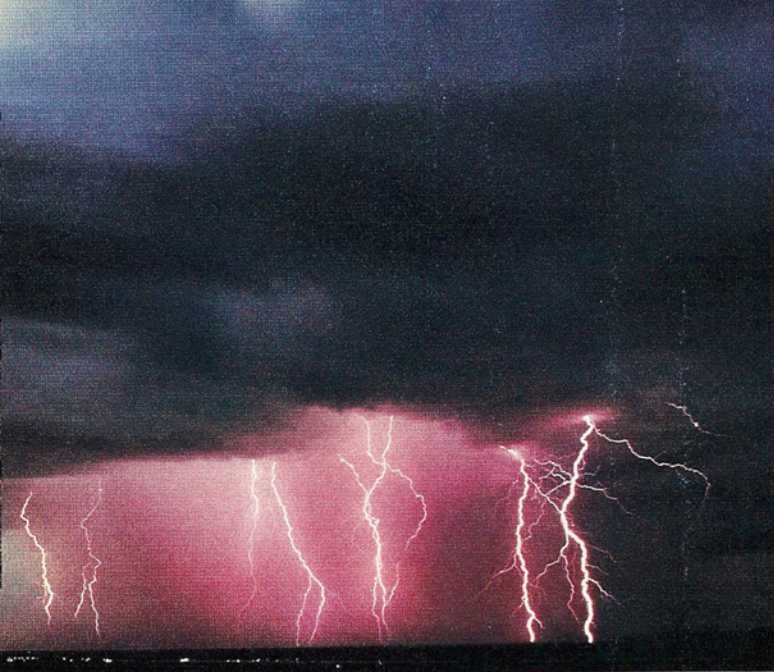
DOWN AND DIRTY

Dr. Elsie Peck spends a lot of time in the mud. In fact, getting dirty is part of her job. She's an **archaeologist** (ar-key-AHL-oh-jist). That means she digs deep into the ground looking for the remains of past civilizations. Pieces of pottery, old statues and ancient roads that lead to beautiful temples are the things she finds when she gets down and dirty. Everything she discovers helps her learn more about

ancient times. "I just love filling in the blank pages of history," she says.

Dr. Peck's work is also fun! "If you're an adult and you have a bucket and shovel and you dig in the sand at the beach, people think you're odd," says Dr. Peck. "But if you're an archaeologist digging with a bucket and shovel, no one thinks you're peculiar."

Dr. Peck got interested in archaeology when she was a little girl. Her father took her to see



Automatic observation stations help meteorologists predict when a lightning storm is on the way.

HIS HEAD'S IN THE CLOUDS

June 2, 1961, was the first day of summer vacation for six-year-old Steve Maleski. It was also the day he decided what he wanted to be when he grew up.

"I went outside to call my pet collie," says Steve. "I looked at the horizon. Dark thunderclouds were boiling up and changing shape. The form they took, the shading, the lightning in them; it all fascinated me. I knew then and there I wanted to study the weather."

And that's what he did. Steve went to college and got his degree in **meteorology**. Now Steve can almost read Mother Nature's mind. He can predict the weather.

Weather can be a scary thing. Tornados, hurricanes and even thunderstorms are all powerful forces. But, through studying the weather we can prepare for just about anything that comes along.

There's an incredible amount of high-tech hardware you need to know how to use when the weather is your business. Every day Steve studies the *maximum thermometer*, which records the highest

temperature. The *minimum thermometer* logs the lowest temperature. The *anemometer* registers wind speed. The *wind vane* records the wind direction. The *rain gauge* shows how much rain—or snow—has fallen. And the *barometer* lets you know if the weather is going to turn fair or cloudy.

Checking all of this equipment used to be incredibly time-consuming. But, today, the automatic observation station, which registers all conditions and automatically updates them every 20 minutes, gives Steve and other meteorologists more time to study the conditions they've noted, and that means the

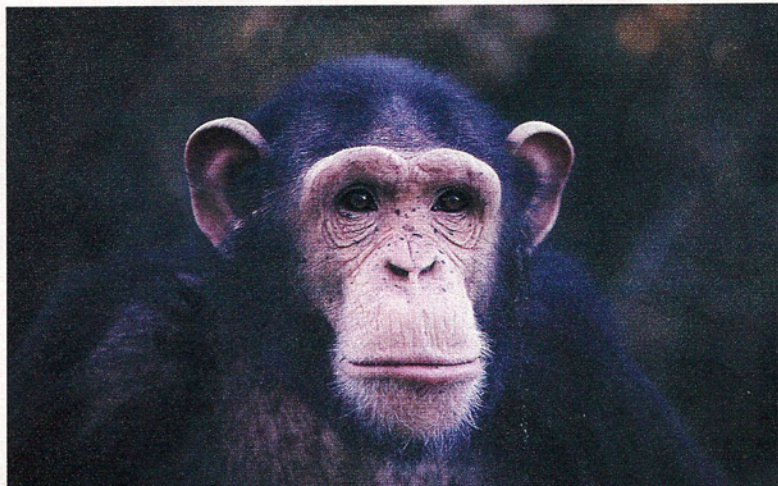
weather forecasts are more accurate. Steve sends his weather data to TV and radio stations across America.

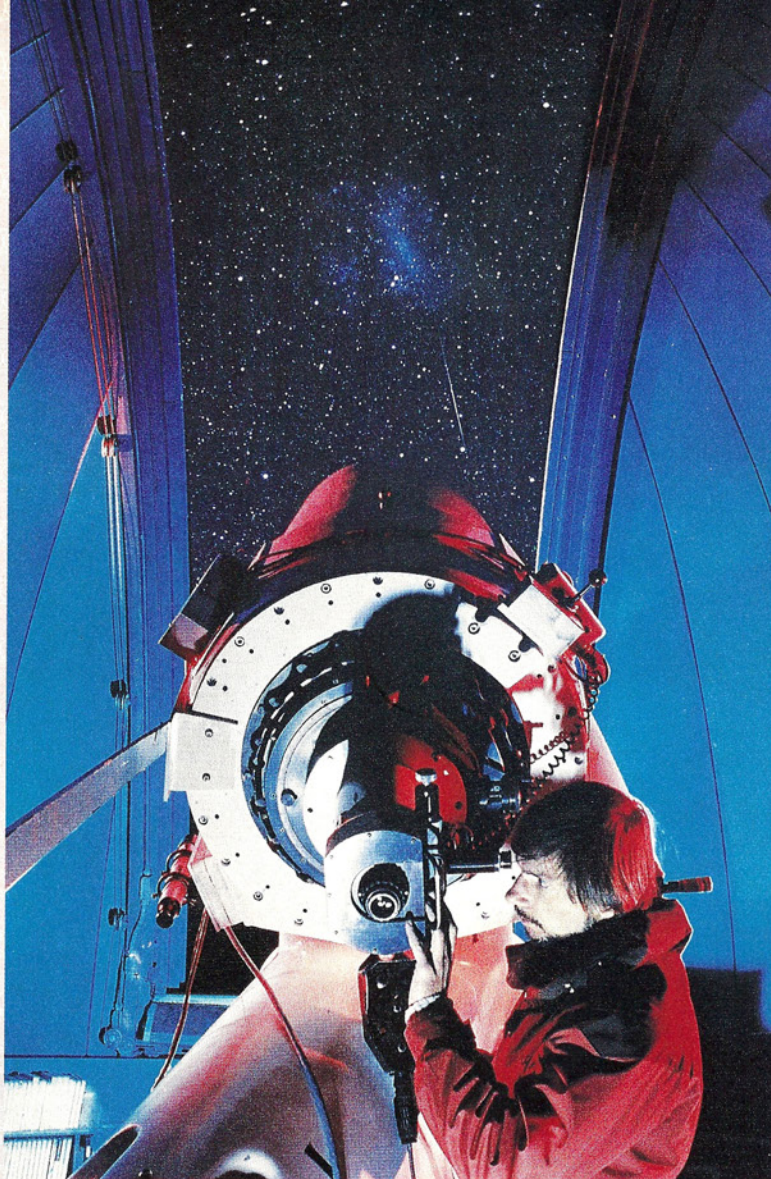
When Steve's not studying the weather, he's teaching others about it. He spends half his day forecasting the weather and the other half teaching a course on weather at a kids museum. Right now, his students are learning about the big blizzard of 1888. That's doubly good for Steve—his favorite weather is a snowstorm!

JANE OF THE JUNGLE

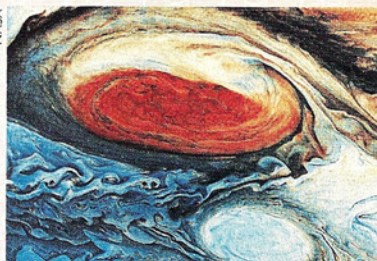
Jane Goodall knows more about chimpanzees than practically any other person in the world. She ought to. She's lived with them in Africa on and off for 30 years.

At first, wild chimpanzees didn't even allow Dr. Jane Goodall to get close enough to look at them.

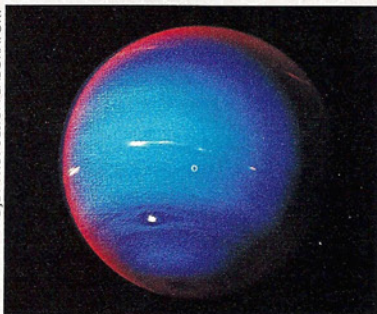




NASA



THE JET PROPULSION LABORATORY



When the space probe Voyager sent back these pictures of Jupiter, NASA astro-physicists were the first people to see them.

It was in 1960 that Jane first moved into the chimp neighborhood of the Gombe Reserve in Tanzania. She lived in a tent with only a photographer and cook. Every day, she climbed a mountain and sat for hours waiting to see chimpanzees. She had a notebook ready to write down what she saw.

At first, the chimps wouldn't let Dr. Goodall get close enough to see them. She sat for days without seeing a single chimp. But soon they realized she wasn't there to hurt them, and they came out of hiding.

Dr. Goodall was able to follow them around and watch everything they did. She learned that chimps love eggs and pop them into their

mouths—*whole!* She discovered how much they love their young. She learned how they make sleeping nests high in the tops of trees.

Dr. Goodall grew to love the animals she watched, and gave some of her chimp chums names. There was David Graybeard, a big male with a gray beard, and Flo, a female who was one of the best mothers Jane had ever seen.

One of the greatest thrills of Dr. Goodall's life came the day she actually "talked" to the animals! She was sitting with David Graybeard when she saw a ripe palm nut on the ground. (Remember, at first the chimps wouldn't even let her see them!) Since chimps love palm nuts,

Jane picked it up and offered it to David. He turned away. She moved a little closer and stretched her hand toward him. He looked at her. Then he took the nut and held her hand firmly and gently in his own. After a minute, he let her hand go, looked at the nut in his own hand and then dropped it on the ground.

Even though they didn't use words, Dr. Goodall knew she had "talked" to David! He knew she was giving him a gift. He thanked her by squeezing her hand, but he just didn't want to eat the nut, so he dropped it.

For Dr. Goodall, all the years of observation paid off at that moment. Jane Goodall still lives and works near the Gombe Reserve. Every year, students travel to Africa to help her. Maybe one day you'll be one of them.

OUT OF THIS WORLD

Deep space. What's out there? Richard Terrile finds out more and more every day. How? He's an **astrophysicist** (as-tro-FIZ-eh-sist) who works for NASA. He's part of the team that put together the Voyager spacecraft and sent it beyond the edge of the universe.

IT'S SCIENTERRIFIC!

"I'm one of the lucky people who gets to see photographs of things nobody has ever seen before, and I have to stretch my imagination to figure out what they might be," says Dr. Terrile.

Some of the things Voyager photographs are puzzling. When the deep-space probe passed by Saturn recently, it sent back images that Dr. Terrile and his colleagues still haven't identified!

Also thanks to Voyager's photographic eye, Dr. Terrile has seen volcanoes erupting on the moons of Jupiter, and on the outer moons of Saturn, Uranus and Neptune. And it isn't lava that spews out of those volcanic craters. Because it's so much colder on those planets, most things freeze solid. "Rocks of solid nitrogen and methane shoot out of the volcanos," explains Dr. Terrile. "Nitrogen and methane are gases we breathe on *this* planet [Earth]!"

Sitting at a desk and studying photos is only part of Dr. Terrile's job. Sometimes he bundles up in warm clothes and stays up all night in a cold observatory peering at the stars through a giant telescope.

"An observatory has to be cold," says Dr. Terrile. "Heat changes the way things look. It distorts the images." If you've ever looked at a road on a hot day, you know that heat makes the air look wavy as if you were looking through water.

Dr. Terrile and his fellow scientists haven't made contact with any aliens yet. However, he believes it's only a matter of time. "It's absolutely inevitable that there's other life in the universe," declares Dr. Terrile.

Right now Voyager is leaving our solar system and continuing its interstellar journey. If there's life out there, Dr. Terrile will be one of the first people to say, "Hello."

THE SCIENCE OF GARBAGE

A hot dog from 1966 is an important scientific artifact; so is an empty cherry jar. According to garbologist Tim Jones, just about any bit of garbage can be studied for

scientific purposes—from the gnarliest 19-week-old banana to an old phone book.

Believe it or not, the study of garbage, called **garbology**, is just as real a science as chemistry, astrophysics or archaeology. Tim, who studied archaeology in school, spends most of his time looking through landfills, dumps and even people's garbage cans.

Trash tells Tim all sorts of things about our lives that he can't find out anyplace else. But is learning those things worth the gross-out?

"I don't think it's disgusting at all," says Tim. But, just to stay on the safe side, he stores garbage he's studying in a large freezer in his lab!

Through studying a batch of garbage, Tim can tell people more about what they eat, wear and do every day than they can remember. For instance, Tim says that most people don't remember all of the

tant for other reasons, too. Tim can help planners decide what to do with future trash. That's especially important today, because people worry that we're running out of room for all of our garbage. But Tim reports that there's no need to worry, as long as we pay

Five-year-old hot dogs are an exciting discovery for garbologists!



things they eat. People will usually tell Tim they eat healthy foods like fruits and vegetables, but forget to mention junk food.

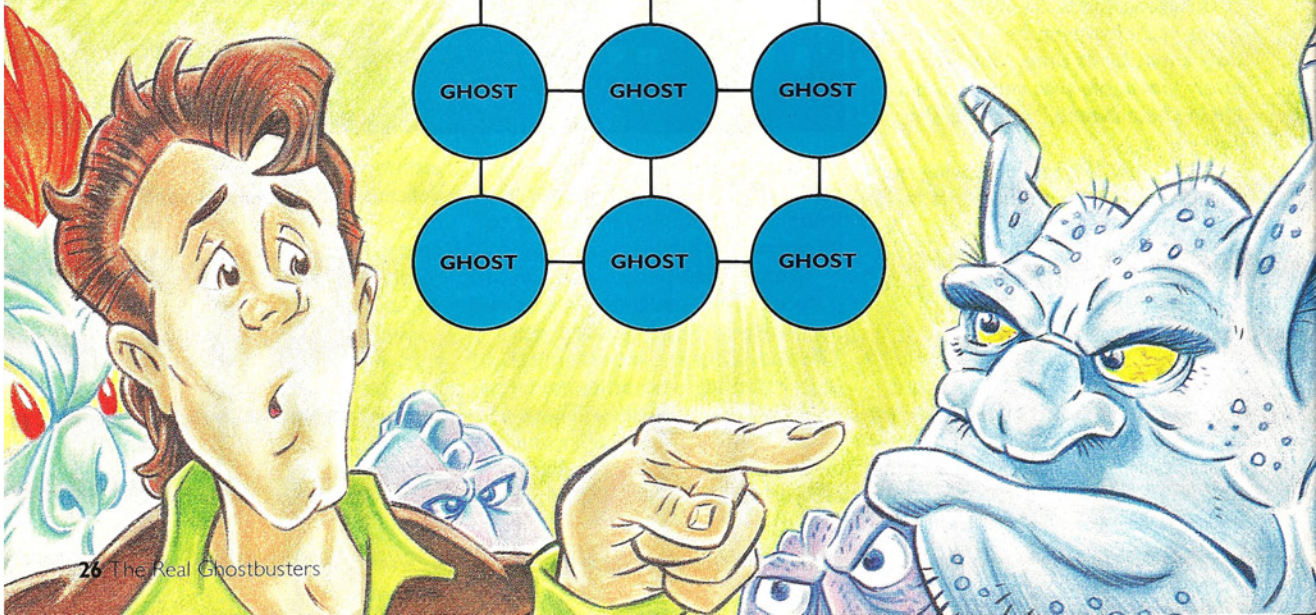
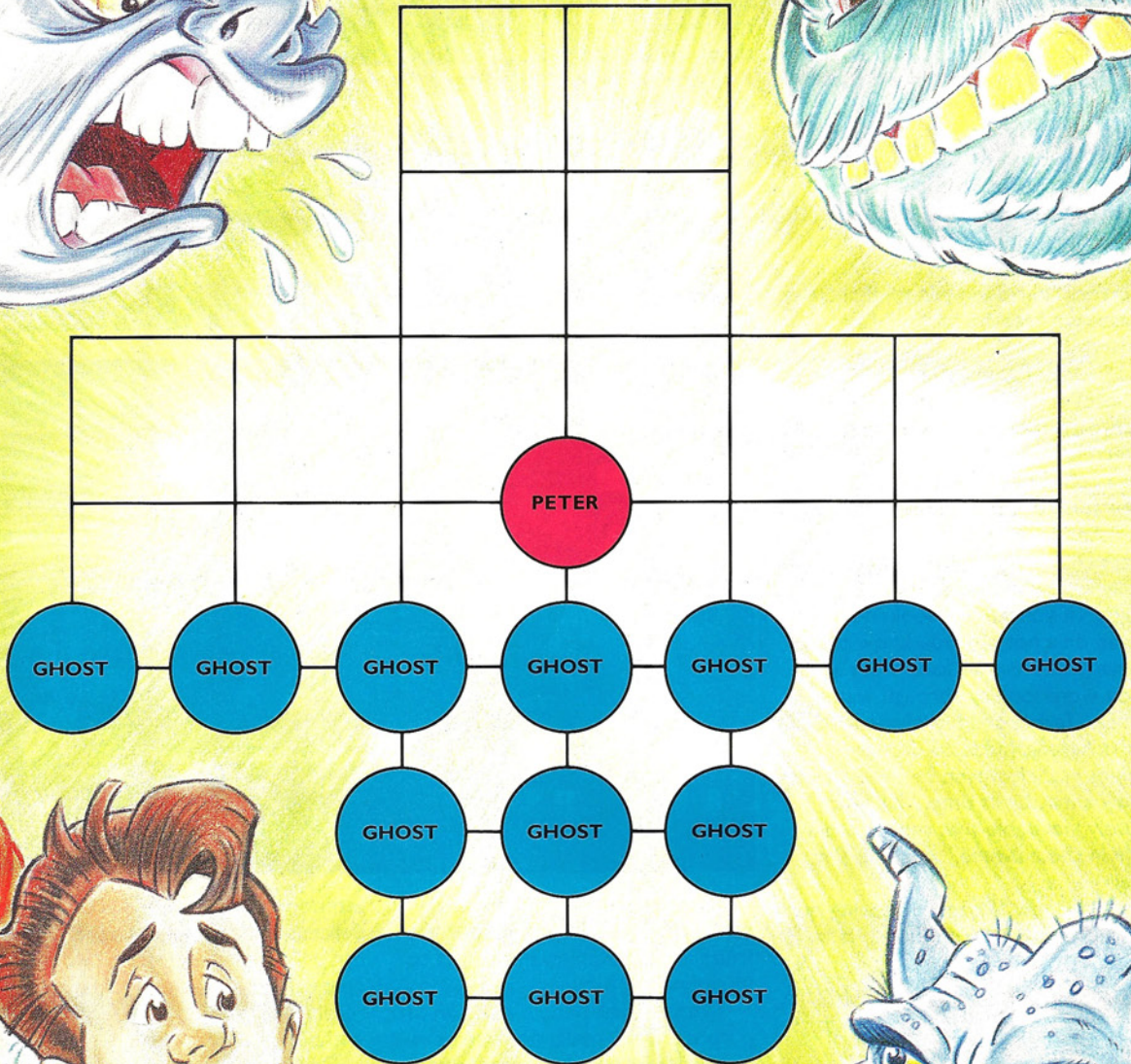
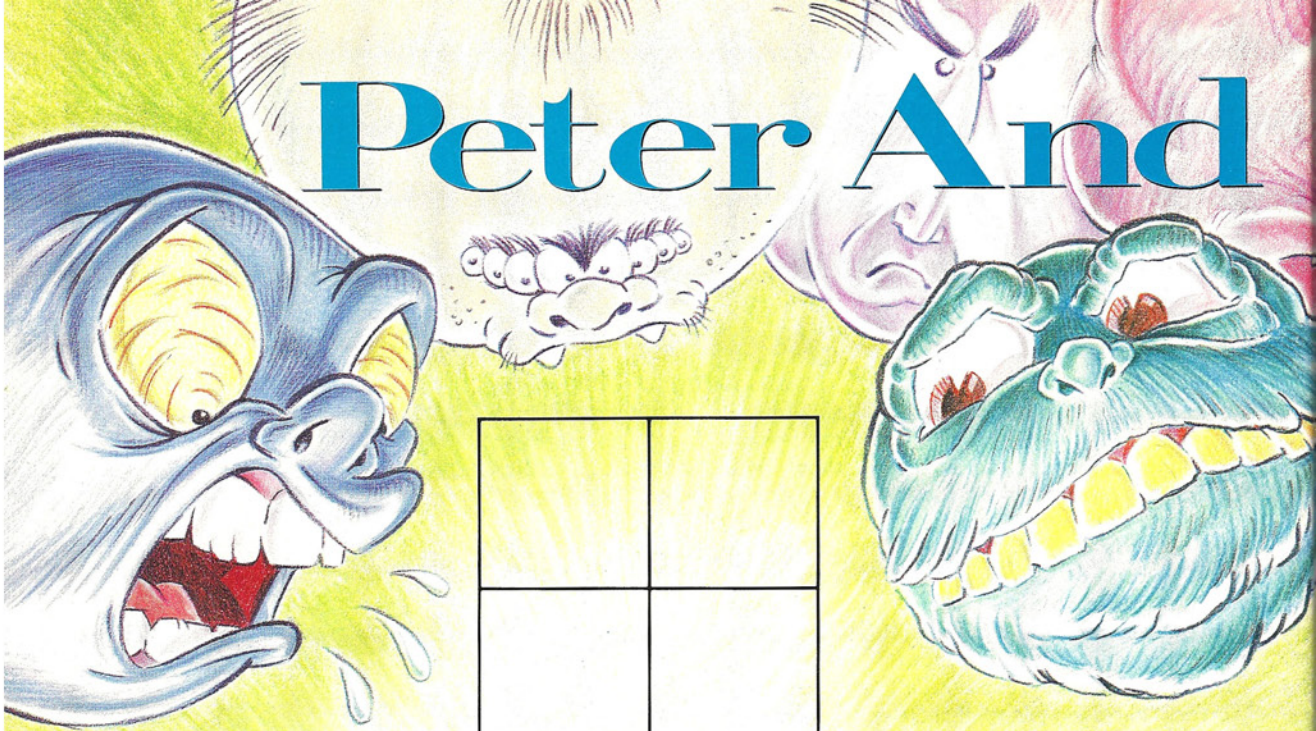
Tim says that people don't lie on purpose. They really don't remember eating all that junk food! But Tim finds all of the ice cream cartons, chips bags and other evidence of their junk-food habits. That's one of the reasons Tim's work is important. It lets people know what they *really* do each day.

A garbologist's work is impor-

attention to our trash. About 50 percent of all garbage is paper and can be recycled. Another 20 percent can be eliminated through reusing things, and using items without much packaging.

Do you reuse plastic bags and cups in your house? You can do a little garbology and check it out. Tim says any kid can be a garbologist. So give it a try! You'll help fight waste, and you may discover something interesting about your family!

Peter And



The Ghosts

Dr. Peter Venkman is in a serious pickle, and it's up to you or a friend to get him out of trouble.

GETTING READY:

Decide who will be Peter and who will be the ghosts. Cut out the game pieces and place your players on the circles indicated on the board.

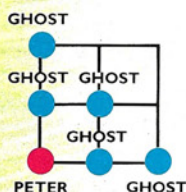
HERE'S HOW YOU PLAY:

1. Peter gets to start the game. He can slide along the lines, one space in any direction, except where there is a ghost.

2. The ghosts move next. A ghost can move along a line to any one of the open spaces on the board. After that, players alternate moves.

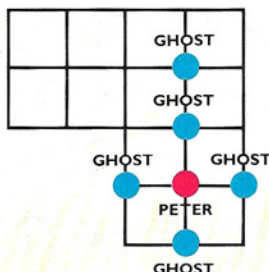
3. Peter captures ghosts by jumping over them. To bust a ghost, Peter has to start a jump on a space directly next to a ghost and land on an empty space on the other side. (There is only one jump per turn.)

Busted!
(A ghost is captured.)



4. The ghosts capture Peter by sliding along the lines and trapping him in a corner. They can't jump, so this is the only way to capture him.

Trapped!
(Peter's been pickled.)



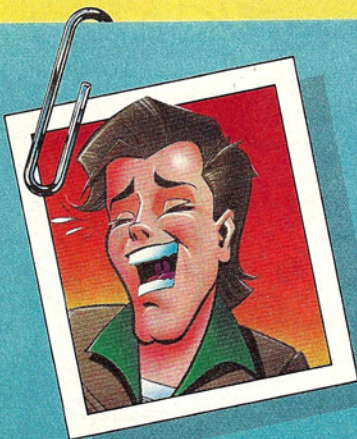
5. If the ghosts can corner Peter so that he cannot slide or jump, they win, but if Peter captures ten ghosts, then he wins because it would be impossible for only three ghosts to trap Peter.

You can play the game over and over. Take turns being Peter and being the ghosts.



CUT OUT
PLAYER
PIECES





Dr. Venkman's GAG FILE

By Michael Pellowski

EGON: What did the witch use to draw a picture?

PETER: A magic marker.

JANINE: What do you call a ghost's telephone?

EGON: A dead ringer!

What do you get if
you cross a were-
wolf with a dog?

A Woofman.



WINSTON: What ghosts live in forests
and hibernate in caves in the winter?

JANINE: Scare bears.

PETER: What do you call a magician
turned doctor?

EGON: The Wizard of Ahs.

Why did the little witch flunk out of
magic school?

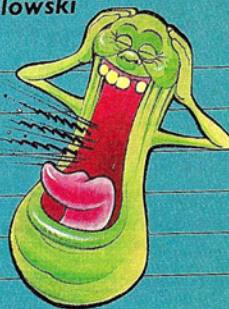
She misspelled everything.

What do you call a sleeping ghost?

A bootiful dreamer.

Why didn't Slimer
get a part in the
ghost movie?

**He failed the
scream test.**



EGON: How did the skeleton pass his
exams?

RAY: He boned up on his studies.

Why was the vampire bat bored?

**Because all he did was hang around
all day.**

Who is a ghost's best friend?

His haunting dog.

Who haunts beach picnics?

A sand witch.



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