

When free-floating vapors, pesky poltergeists, ghouls, ghosts, haunts and various occupants of the spirit world show their creepy, freaky, slimey and funky faces, you can trust that any Ghostbuster who knows their stuff will step boldly and blindly into the embrace of danger. But what happens when the frightening visage before them is (gasp!) their all-powerful *landlord*? What do their neighbors think of those strains of ghostly music and all that horrible screaming coming from their Ghostbuster HQ last night? What does a new Ghostbusting business need to operate at its peak?

The answers to these questions and more, as approved by West End Games (although not exactly *Officially*, since Columbia pictures hasn't said so. Let's not bring lawyers into this, OK?), the following charts may help to establish a feeling of 20th Century stability, add a certain note of (dare we say it?) realism, (yes, *realism!*), to your **Ghostbusters Role-Playing Game**. "Why?" you ask. Richard Tucholka says, "because they will add that touch of responsibility and civic awareness to the game?!" Well, we don't know. We just think they're fun! Read them, add them to the game, enjoy!

GHOSTBUSTERS APPROVED!

Richard Tucholka

A long running **Ghostbusters** campaign needs a base for the players and a few guidelines that the rules do not cover. While the game is simple in design, a good GM may want to add a bit more to round out the gray areas.

The following gives you a better start for the game and makes the players work together to expand their business.

- Send them out with little more than a franchise, the clothes on their backs, and \$100,000 for expenses. (Or perhaps \$100,000 worth of bank loans they need to pay off...)

- Make them buy everything from their food to the equipment they own. Getting a new *Ghostbusters* franchise doesn't mean they're fully equipped to start. Use the equipment price list that follows.

- Make them rent or buy a building. Create a colorful neighborhood or roll a d6 on the tables below. The rent for an average building may run between \$600-\$3000 per month or a buying price of \$20, 000-\$90, 000, pretty low for the N.Y. area, but then...

- Make players keep, financial records, a bank balance, and spread sheets. This teaches them tolerance and hatred when the bills start rolling in each month. Bank errors can also be fun. This also teaches young players what a business is all about; real world costs and responsibilities.

- Make them purchase new equipment or take time out to get needed supplies (like gas). If the players don't have it on their equipment list, make them go to a K-Mart during that emergency and buy it! There's nothing like a fully equipped *Ghostbuster* with a Proton Pack waiting in the express line.

- Roll daily to see whether the business gets a call from a customer. On the roll of a Ghost die, the ghost gives them a call. Several customers may call in on a single day and backlog the "exhausted" team you run.

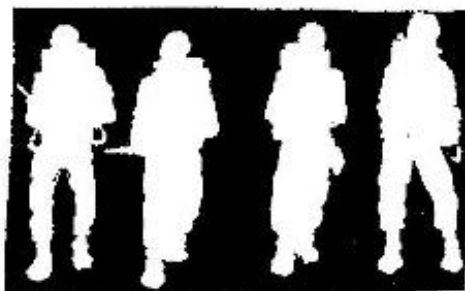
BUSINESS MODIFIERS	NUMBER OF DICE ROLLED
No advertising, New Franchise.....	1
Established Franchise.....	2
Light Advertising.....	2
Heavy Advertising.....	3
After a BIG case(For 1 week).....	4
After World Saving Case.....	5

- How do you exhaust a team? Keep them at work and give them a -5 on dice totals when staying awake for over 24 hours. This is cumulative per every 24 hours.

- Give them competition. A second group of *Ghostbusters* in the same town can create fun, good cooperation or creative mayhem. (Not to mention a possible lawsuit. Make sure that the players have purchased proper franchise rights from GBI!)

- Make them pay for damages. The client will sue when they burn down a house to get rid of a pesky Class I Vapor. Make them actually fill out a waiver sheet when they take a case.

- For creative 'Ghost Generation' use the easy table in the **GHOSTBUSTERS OPERATIONS MANUAL** (pg. 49) or the 'Haunt Generation' charts in TriTac's **HAUNTS** (TTS #3020/\$5.95). This is actually a module for the *Stalking the Night Fantastic* rule system. The fun part is it's a universal table that can generate good information about a ghost and its background using a d100.



Ghostbusters, the Ghostbusters Roleplaying Game, its components and all associated names and likenesses thereof, are TM and c. 1987 West End Games through Columbia Pictures, Inc.



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GENERAL EQUIPMENT

CONTAINMENT UNIT/PROTECTION GRID \$10,000
 PROTON PACKS W/GUN \$ 5000
 PROTON PACK GUN (SEPARATE) \$ 1000
 ECTO/IR VISORS \$ 2000
 GHOST TRAPS \$ 2000
 PKE METER \$ 1000
 AURA ANALYZER \$ 7000
 JUMPSUITS \$ 40
 MICROWAVE DETECTOR \$ 30
 IR CAMERA \$ 1500
 -TRIPOD \$ 75
 VIDEO CAMERA \$ 700
 -TRIPOD \$ 100

BASE STATION CB \$ 500
 -MOBILE STATION CB \$ 200
 -TOWER \$ 600
 -ANTENNA(VEHICLE) \$ 50
 -MOBILE STATION HAM \$ 600
 WALKIE-TALKIE \$ 350
 -RECHARGER \$ 200
 -BASE STATION \$ 750

COMPUTER(S) \$ 4000
 -DISK DRIVES \$ 250
 -HARD DRIVES (20 MEGABYTES) \$ 1000
 -PRINTER \$ 1500
 -MODEM \$ 250
 -COMP-U-SERV ACCESS \$ 100
 (MONTHLY USE D100X2)

REFERENCE BOOKS
 -OCCULT BOOKS (GOOD SELECTION) \$ 2000
 -PSYCHOLOGY BOOKS \$ 1000
 -PARAPSYCHOLOGY BOOKS \$ 2000
 -FICTION \$ 250
 -REFERENCE/TECHNICAL \$ 1000
 -SUBSCRIPTIONS \$ 250
 -NEWSPAPERS (YEAR) \$ 200

UTILITIES



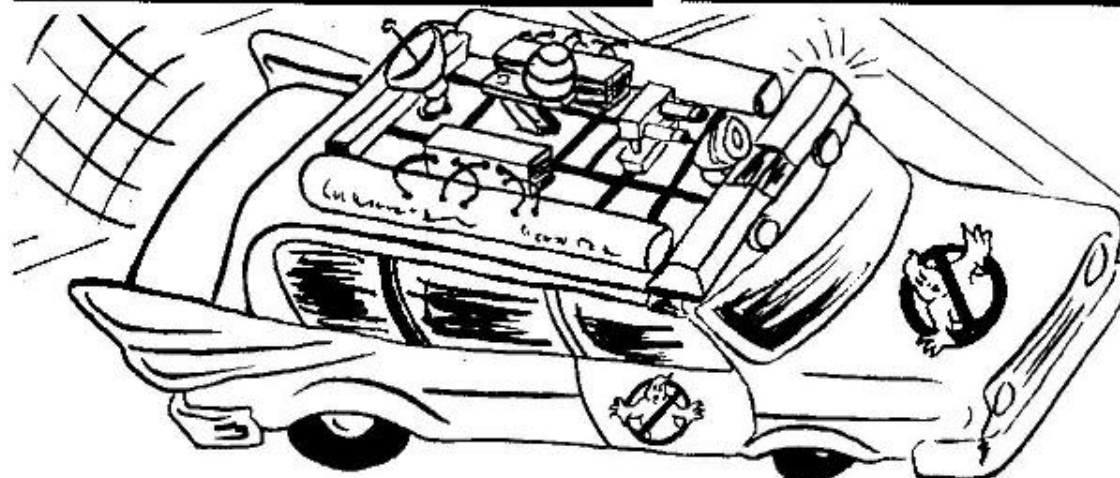
TELEPHONE LINES (3)
 -INSTALLATION \$ 200
 -PHONE COST \$ 500
 -MONTHLY SERVICE \$ 100
 -PRIVATE LINE
 -INSTALLATION \$ 40
 -PHONE COST \$ 60
 -MONTHLY SERVICE \$ 25

GAS SERVICE
 -MONTHLY SERVICE \$ 30
 CITY WATER
 -MONTHLY SERVICE \$ 20
 ELECTRICITY
 -PROTECTION GRID MONTHLY \$ 1000
 -GENERAL MONTHLY USE \$ 100
 TRASH REMOVAL
 -DEPOSIT \$ 500
 -MONTHLY SERVICE \$ 30

BUILDING
 -DEPOSIT \$ VARIED
 -RENT \$ VARIED
 -MORTGAGE \$ VARIED

INSURANCE
 -BUILDING \$ 200
 -EQUIPMENT \$ 500
 -MEDICAL (PER STAFF) \$ 150
 -VEHICLE (PER 6 MONTHS) \$ 650
 -LIABILITY \$ 600
 -LAWYERS FEE \$ 100
 -FRANCHISE FEE (15% NET PROFIT)
 -BUILDING INSPECTION (YEARLY) \$ 75
 -EPA LICENSING (YEARLY) \$ 200
 -CITY PERMIT (YEARLY) \$ 100

• Don't forget to get a few department store catalogues to let them furnish their office and new home!



SCREEEE

LENO '87

YOUR NEIGHBORS

Then there are always neighborhood views on your ghost-busting business:

(Roll d6 or determine according to your plot requirements.)

01 They love you and support your business until you burn half the block down.

02 Suspicious at first, they will come around and begin to like you before your presence disrupts the neighborhood.

03 They stay suspicious and really couldn't care less.

04 They don't like you but they only grumble a bit.

05 They don't like you and they let you know it. A petition is started to have your business declared a hazard to the community.

06 They hate your guts and will do just about everything to prove it (i.e. egging your vehicle, gluing your door locks shut, etc.).

Of course, there's always the condition of the neighborhood:

01 Quiet, peaceful area. No crime rate.

02 Mostly peaceful with an occasional crime.

03 Low crime area. Check every two months on ghost die, ghost gives you problem from next table.

04 Median crime area. Check die once/month.

05 High crime area. Check die once/week, for breaking and entering.

06 Demilitarized Zone. Roll die twice/week, for burglary and robbery.

A landlord of outstanding character is an excellent addition to the campaign that may create more problems than the players want to face.

GHOSTBUSTER LANDLORD TABLE

01 Nobody ever sees him

02 A reasonable person whose post office box receives communications from his tenants and most answers them in word and deed.

03 Fair landlord who collects rent with the most minimal of upkeep on his property.

04 Absentee Slumlord who collects rent and has not seen the building in 8 years.

05 A busybody Slumlord, who raises the rent every so often and causes trouble for his new tenants.

06 A good landlord but an abysmal busybody who advises all tenants on all phases of upkeep on HIS property. A real jerk.

What your clients pay is mostly up to the GM and what the players can milk him for. A poor neighborhood may not have the resources of a single upper-class family. Abandoning a case because the clients are dirt poor is a sure way to get bad publicity for the franchise - subtract 1d6 from 'Number of Calls' modifier. The following is a general guide to ghost removal prices, including containment. Players should learn any case is worth tackling if they can at least make beer money from it.

BGBS=Big Business

RICH=Wealthy Client

WORK=Working Class Client

POOR=Poor



GHOST	BGBS	RICH	WORK	POOR
Class I	\$2000	\$1000	\$250	\$100
Class II	\$3000	\$1500	\$400	\$200
Class III	\$4000	\$2200	\$750	\$400
Class IV	\$4500	\$3000	\$1000	\$750
Class V	\$6000	\$4000	\$1500	\$950
Class VI	\$7500	\$5500	\$1900	\$975
Class VII	\$9000	\$7500	\$2100	\$995

YOUR FRIENDLY CLIENTS

Clients also have personalities. Generally, they are pretty normal, but there are a few odd ones out there. Roll a d6 to index the column, then a second to find your client's quirks.

PERSONALITY TABLE

01 COOL

02 CALM

03 WORRIED

04 UPSET

05 TERRIFIED

06 HYSTERICAL

CLIENT PROBLEMS TABLE

01-05 NONE

06 ROLL ON QUIRKS CHART

QUIRKS TABLE

01 CHECK BOUNCER

02 WON'T PAY NOW THAT PROBLEM HAS BEEN TAKEN AWAY

03 ARGUES PRICE DOWN

04 LIED ABOUT AVAILABLE CASH

05 THREATENS TO SUE IF DAMAGES WERE INCURRED DURING BUSINESS

06 REAL SPECIAL QUIRK

REAL SPECIAL QUIRKS TABLE

01 ADOPTS GHOSTBUSTERS AS 'PERSONAL FRIENDS'

02 KEEPS CALLING BACK TO THANK THEM

03 GETS IN THE WAY DURING ACTION

04 IS A CRIMINAL OR A CON-MAN

05 IS COVERING SOMETHING UP

06 IS REALLY A GHOST

While the comedy of the game is retained, role-playing adds character to the game and teaches the characters that the operation of a business is not as easy as they thought.

A second set of Talents awarded by the GM will add to the humor as players learn new, specialized, and almost useless skills like:

•USE DUCT TAPE

•BAR-B-Q SPARE RIBS

•FAST FOOD AVOIDANCE

Ghostbusters isn't Call of Cthulhu, or Stalking the Night Fantastic, or Chill, but it is a whole lot of fun, and that's what gaming is all about.

If There's Something Strange in Your Hobby Shop...

Two of West Ends' Ghostbusters Modules

Barbara Makransky

So you wanna be a Ghostbuster, huh? There are too many of those pe-sky poltergeists for your taste, is that it? Or, have you seen the movie a hundred times too often, and feel that you could have done the job better? Or, is it just that you've run out of patience with all those sword and sorcery epics you've been playing? Well, for whatever reason you've chosen to play West End Games' **GHOSTBUSTERS-THE ROLEPLAYING GAME™**, there are two new modules out that you should take a look at. The first of these modules is called *Hot Rods of the Gods*. It's written by Daniel Greenberg (see Gateways 4 for the scoop on Dan's incredible *Watchmen* module), and is, according to the blurb, "a 48 page mondo blowout adventure". And it is. In fact, it's downright out of this world.

This module is sort of what the television show **HAPPY DAYS** would look like if it had been set in outer space. In the module, a group of alien teenagers known as the Fuggs have come down to earth to wreak general havoc. They also like to drink beer, party down, and "pick up earth chicks". Sure; they sound like normal, everyday adolescents; except that you've got to remember that these are not mere teenagers, but are immensely powerful Space-Gods who ride through space in immensely powerful hotrod spaceships (yes, they do look like cars). Your job, in case you haven't figured it out by now, is to save the Earth from the Alien Menace.

It's a fun module; fun to read and fun to play. Non-player characters include a 'Door-to-Door Exorcist', an 'Attack Attorney', the prerequisite 'Super-genius Alien Nerd', and a UFO researcher named Donath Von Dunkin.

Talents of NPCs range from the ordinary to the bizarre; from being able to run well to being able to hover gracefully. The Security Guards, Policemen, and Soldiers have a very handy talent; it is called 'Suppress Self-preservation Instinct'; this is a talent which these persons seem to use to good advantage in this module.

The module is divided into episodes, which, in turn, are divided into scenes. Everything is well planned out and most contingencies are taken into consideration just in case your players take it into their heads to do something silly; like go somewhere totally different from where they are supposed to be going. There are maps of the city and the other places you will be visiting. Something else you'll find in the module is the sections entitled "Helpful Hints". These sections will, among other things, teach you the proper way to gurgle so that you will be all but incomprehensible.

But seriously; *Hot Rods of the Gods*, from its 'uplifting' beginning to its demolition derby ending is humorous, action-packed and just plain fun.

The second module, written by John M. Ford and Bill Slavicsek, is entitled *Scared Stiffs*. Although the Ghostbusting characters from the movie cannot be used as player-characters in this module, create your own and play it anyway.

This trip, the Ghostbusters are actually taking one--to Wrath, Vermont where they are attending the "First Annual Convention And Ski Party Weekend of the Quasi-Unearthly Association of Clairvoyants, Kismetologists, and Spiritologists, Inc." or, QUACKS for short. They are staying at the Wrath Hotel (owned by Newhart Baits), where they meet a handyman named George, and a maid named Stephanie. Among other NPCs you will meet are Toodles and Panes, makers of New England Vinegar Coolers, the Ghostbusters from the movie, a werewolf, and zombies. Oh, and before I forget, the Aliens.

Yes, once again, we are dealing with Aliens. This time, however, the aliens are not fun-loving teenagers with four arms and telescoping eye-stalks. These aliens are serious. They can make themselves look like anyone, and quite frequently have. We have something they want, you see--Psychokinetic Energy. As it happens, the Earth has an abundant supply of

this, but there is a hitch: without PKE, there are no ghosts. But what is more, not only is PKE important for ghosts' survival, it's also important for the survival of living things as well. It is up to you, Ghostbusters, to stop the Aliens and to save Earth's supply of PKE (not to mention the ghosts). All in a day's work, right?

Scared Stiffs like *Hot Rods of the Gods* is well thought out and planned. It is, like the first module, a mystery, because the players must figure out who is human and who is Alien, as well as how to defeat the Aliens and save the PKE. The Module also contains maps, a guide to the QUACKS Convention, and a Who's Who of Wrath. *Scared Stiffs* is full of deliciously bad puns--including some inevitable grape puns in the first episode. It's also a wonderful satire on television, wine coolers, and the whole laid-back New England scene.

For gaming modules, they are remarkably intelligent; as a rule, the plots are well thought out, and realized, the action is there, and they are fun--which is probably the most important thing a module could possibly be. Retailing at \$7.95 each, *Scared Stiffs* and *Hot Rods of the Gods* promise to provide many hours of satisfying gaming.

So, who ya gonna call?

