



GHOSTBUSTERS™

INTERNATIONAL

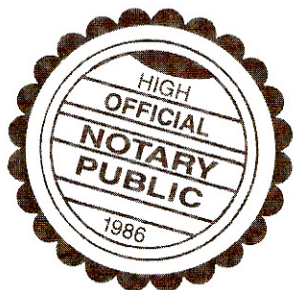
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800 555-7783

RELEASE FROM DAMAGES



AT CLIENT'S FREE REQUEST, and without inducement other than dire need of services, the undersigned licensed franchisee of Ghostbusters International hereby undertakes to perform such services pertaining to the bizarre and supernatural as said undersigned client shall indicate verbally or in writing, and undersigned client shall promptly pay the franchised agent of Ghostbusters International the agreed-upon sum upon performance of the service.

In pursuit of said service action, franchised agent may create, cause, invoke, prompt, induce, or accidentally perform reasonable actions which cause unreasonable damage to client's home, furnishings, property, chattels, vehicles, records, papers, family, friends, and/or self, including injury, maiming, dismemberment, death, or loss of confidence or sex drive, for which client agrees to hold franchised agent blameless, harmless, irreproachable, without guilt, or intent to perform injury, and without any liability whatsoever, now or at any future date, forever.



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COMMON GHOSTLY TE

Welcome, Ghostbusters, to the premier defense science of this decade. The following information will prove indispensable in your ghost hunting. Classification of ghosts, spectres, haunts, and Things That Go Bump In The Night is the first step toward conquering these manifestations. With this starting list of paranormal definitions, you are on your way to a glamorous career full of adventure.

(The following discussion of "Class" and "Trait" in the classification of spectral manifestations is excerpted from Dr. Egon Spengler's celebrated work, *A Paranormal Taxonomy: Slimes, Spuds, and Other Mutants.*)



Class I: These are undeveloped forms, insubstantial and difficult to see. Interaction with environment is limited and enigmatic (e.g., spectral lights, voices and sounds, ectoplasmic vapors, etc.). Simple application of a proton pack beam is normally effective.

Class II: Manifestations focused in this time and space, Class II ghosts and up can physically manipulate things in this world. These forms are vague, inconsistent, or incomplete (e.g., floating sheets, ghostly hands, animated lips, etc.). Although a proton pack beam is normally effective, some Class II ghosts have the capacity to return attacks.



Class III: Anonymous Hauntings. Distinct human form and personality is evident, but former identity (i.e., as a living being) is not established. If established, ghost is reassigned as Class IV. Often difficult to deal with, Class III ghosts generally possess sophisticated means of defense.

Class IV: Identity established. Distinct human form and personality with known identity, such as General Custer or Cleopatra. Economic disposal methods include research into the background of said entity, as well as possible communication with it.

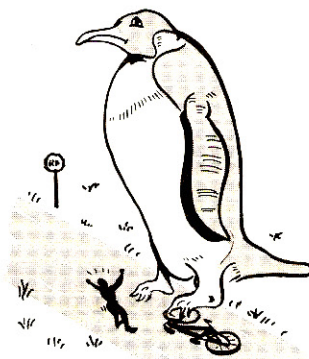


TERMINOLOGY



Class V: These are ectoplasmic manifestations of definite but non-human form. Speculation includes the theory that Class V's are formed from emotionally-charged events or as side effects from ritual summonings. (The spud Peter Venkman talks about so much was a by-product of the rituals that a cult held in the Sedgewick basement.) These typically require extensive proton pack implementation to eradicate.

Class VI: Ghosts from lower life forms. A giant penguin was once seen attacking a mugger in Central Park. Later it was discovered the penguin was a ghost. Unique solutions are often required to handle these entities, including research into habitats, allergies, natural enemies, etc.



Class VII: Metaspectres. Obsessively malevolent, exceptionally powerful, and exhibiting control over subordinate forms, such entities are potentially very dangerous. These are often identified by primitive cultures as "Demons". Entities which fit this classification include Gozer and Zuul. Neutralizing them is usually a problematical undertaking at best. Most standard procedures are futile. The most realistic plan is to take measures to prevent these things from entering this sphere of influence in the first place.

Traits

Ghost traits vary, presenting everything from spooks to nuts. Though official terminology has not been regularized, a few commonly used terms are discussed below:

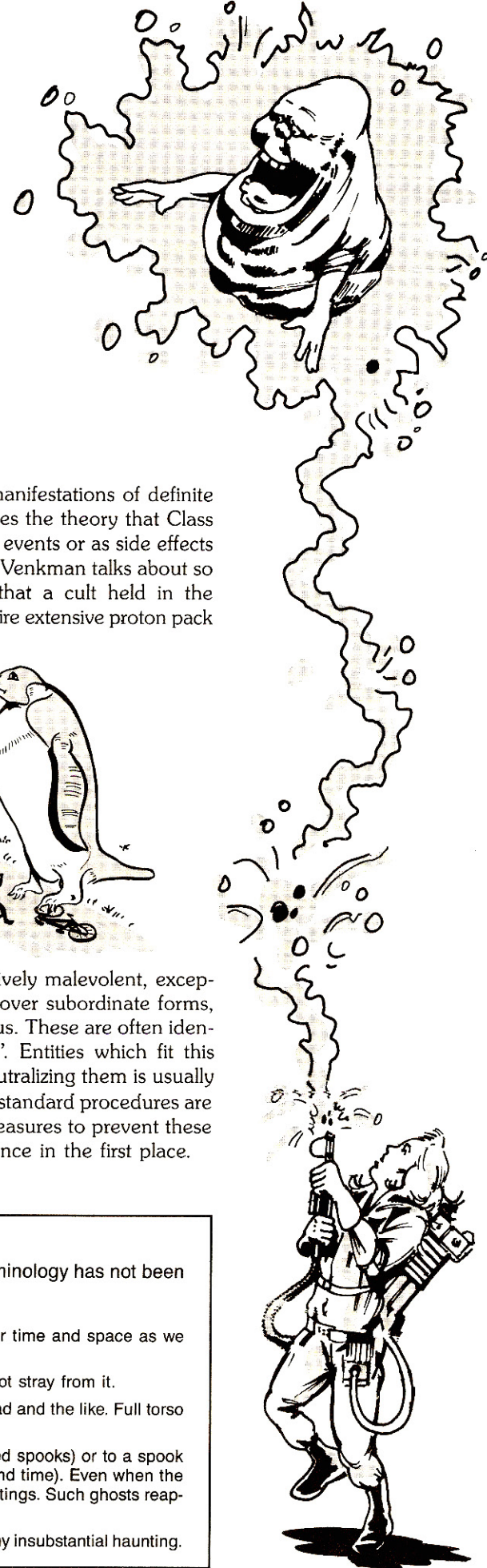
Free-floating: The ghost moves about at will, with no regard to buildings, people, or time and space as we know it. Sometimes just called "Free".

Focused: The ghost is tied to the specific locale in which it first appeared and cannot stray from it.

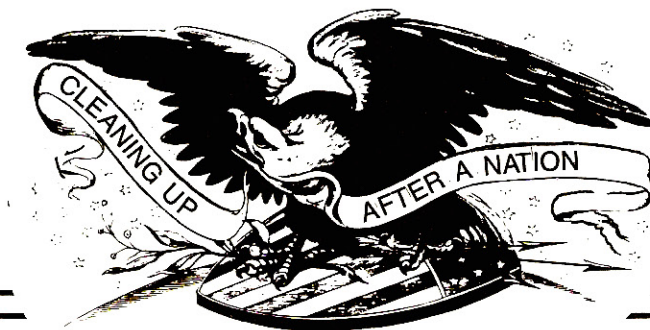
Full Torso: Some ghosts have full torsos, some have arms and legs, some have no head and the like. Full torso apparitions are relatively rare — many hauntings are indistinct below the chest.

Repeater: May refer to a self-regenerating PKE force (common with ritually-summoned spooks) or to a spook with obsessive repetitious behavior patterns (i.e., always manifesting at a certain place and time). Even when the ghost can be captured or eliminated, some agency continues to produce successive hauntings. Such ghosts reappear periodically until the source can be disabled.

Vapor or Mist: A common but imprecise term, it may refer to a Class I or II entity, or to any insubstantial haunting.



Be Safe
Be Healthy
Wash Up



Be Safe
Be Healthy
Watch Out

ENVIRONMENTAL PROTECTION AGENCY
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Done this day of, 19.....



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