

39¢
49¢ IN CANADA

THE REAL GHOSTBUSTERS™

STICKER COLLECTOR'S ALBUM

FEATURING
THE
FANTASTIC
MAGIC DECODER
AND HUNDREDS OF
HIDDEN SURPRISES!



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STICKER COLLECTOR'S ALBUMS

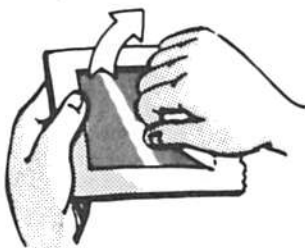
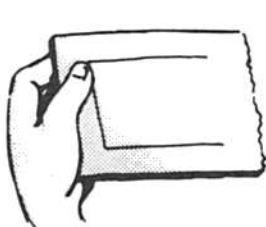
with

MAGIC DECODER

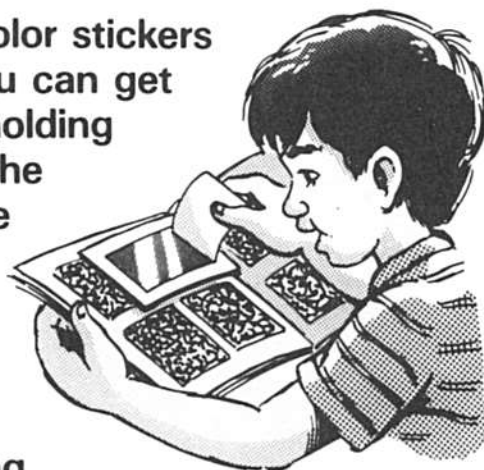
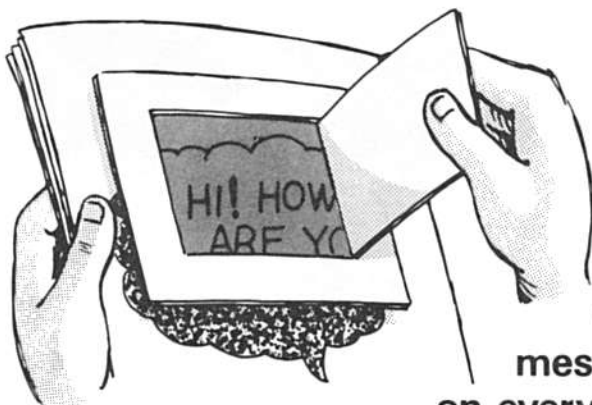


1. After purchasing your sticker album, carefully remove your MAGIC DECODER from the book by slowly tearing along the perforation in the cardboard holding it in place! Be sure to save the other half of the cardboard insert, because that's your pocket checklist!

2. Notice that on the cardboard side of the DECODER there is a flap which you can fold back, forming a handle that will make it easy to use your MAGIC DECODER!



3. As you continue collecting the full color stickers to complete the story in your album, you can get a "sneak peek" at what's to come by holding your DECODER over the red pattern in the unfilled sticker spaces! Surprise! You see *right through* the red pattern, and you can now see a picture!



4. While you're filling your album with stickers (and even long after your album is completed), you'll have loads of enjoyment using your DECODER to read the secret messages and solve the puzzles found on every page of the book!

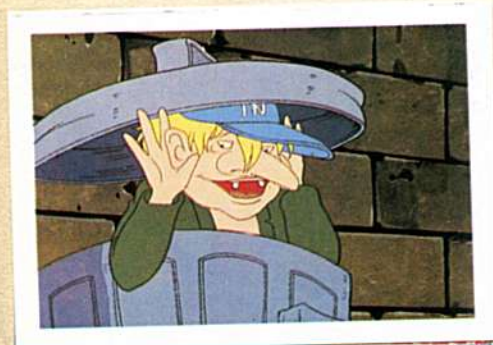
***Remember: Anytime you see the red pattern, use your MAGIC DECODER to find the surprises underneath it!**



1-2. Up from the murky depths of the East River scurries a small furry creature. Looking over his shoulder and breathing hard, he listens for the heavy footsteps of the search party which follows him. He squeezes through the grates of the sewer system...



3-4. ...and watches their fierce shadows pass by. Then he turns, shakes off the memory of the horrible beasts, and sprints through the maze of underground pipes until he makes his way to the surface of the city streets.



5. He rummages through a dumpster in an alley for discarded clothes, and dresses like a fuzzy New Yorker.

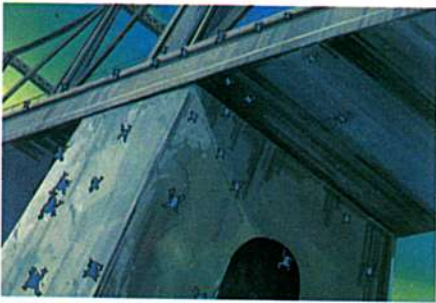


6. On the streets, he takes in the bright lights and loud sounds that first lured him away from his watery home.



7. Meanwhile, a truck runs into an eerie roadblock on the Queensboro bridge. Suddenly the truck is attacked...

CAN YOU IDENTIFY EACH MEMBER OF THE REAL GHOSTBUSTERS TEAM?



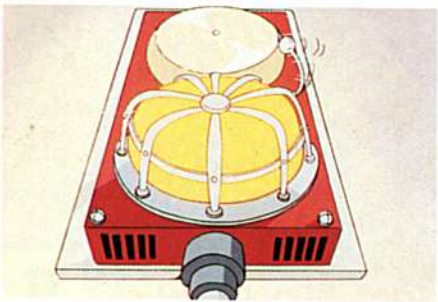
8. ...and so is the entire bridge! It's crawling with snarling hairy beasts who rip through metal like butter!



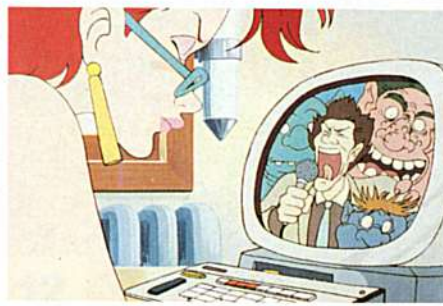
9. The savage horde sends the citizens running for cover from a rain of flying shards of steel and glass!



10. In a quieter part of the city, the Real Ghostbusters are catching a few last winks before the day begins...



11. ...and then the alarm sounds! The Ghostbusters leap out of their beds, and prepare for action!



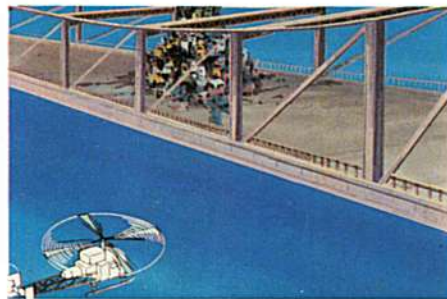
12. On their communications terminal, a news reporter sums up the situation in two words: "Ghostbusters, Help!"



13. As the reporter's plea is smothered by the sounds of destruction, the Ghostbusters leap into Ecto-1.



14. Egon figures out that the beasts are *trolls* — water-dwelling creatures who are shy and live *under bridges*.



15. What has made them angry enough to take over the bridge? How are they bold enough to face off the police?



16. They build their fortress out of the wrecked cars abandoned on the bridge. When the police fire tear gas...



17-20. The canisters of tear gas explode, as the police bombard the troll stronghold...



21. But the powerful trolls band together and blow the blinding smoke right back into the face of the city!

THE REAL GHOSTBUSTERS™ GUTBUSTERS!

USE YOUR DECODER TO
READ "SLIMER-TALK" AND
THE JOKE BELOW!

PWNHVALTMRDIORT
YSONULZGJEVTEB
AWIHXEUNCYDIOTUX
DRITPOLBJRAEOAUD!
TIPNFREUGNGMIAONID
EZCLTHOHPQLMAESYM
FHAJNIDDFPRLYO
SKNIOTJ!?!...



TFBROEWNOCCKHI
GLHJORSMTQ!?





22. The Head Troll snarls at the crowd in some confusing troll language! Nobody but a Ghostbuster dares to approach.

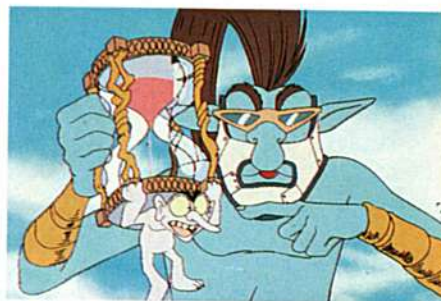
WHAT'S THE MATTER WITH WINSTON'S SANDWICH?



23. The Head Troll, with a fire in his eye that signals danger, suddenly grabs Peter.



24. Egon interrupts the Head Troll by talking troll talk, and discovering that the Trolls are here to find...



25. ...the Little Troll, who has escaped. The Head Troll gives the Ghostbusters only twelve hours to find him...



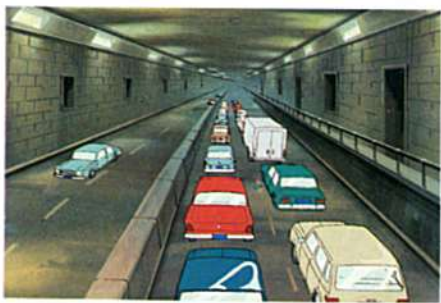
26. ...or else the Fire Flies will unleash an attack on the city! And these are not just *ordinary* fire flies...



27. A single blast from their stingers can reduce an enormous barge full of garbage to a tiny pile of smoking cylinders.



28. The Ghostbusters decide they'll cover more territory effectively if they split up into two units.



29. Peter and Egon run into a traffic jam in the Holland Tunnel which seems to squash their hopes...

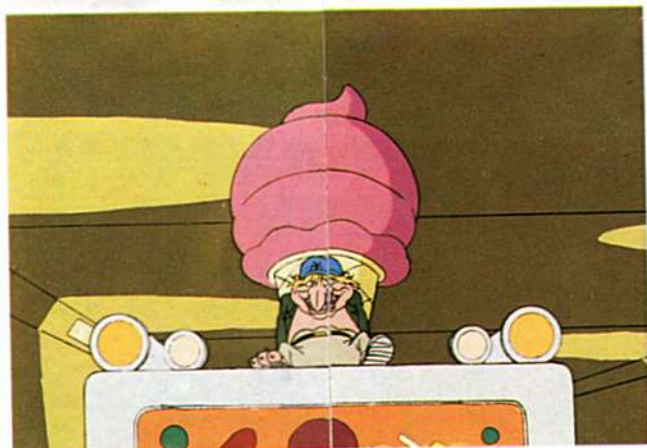
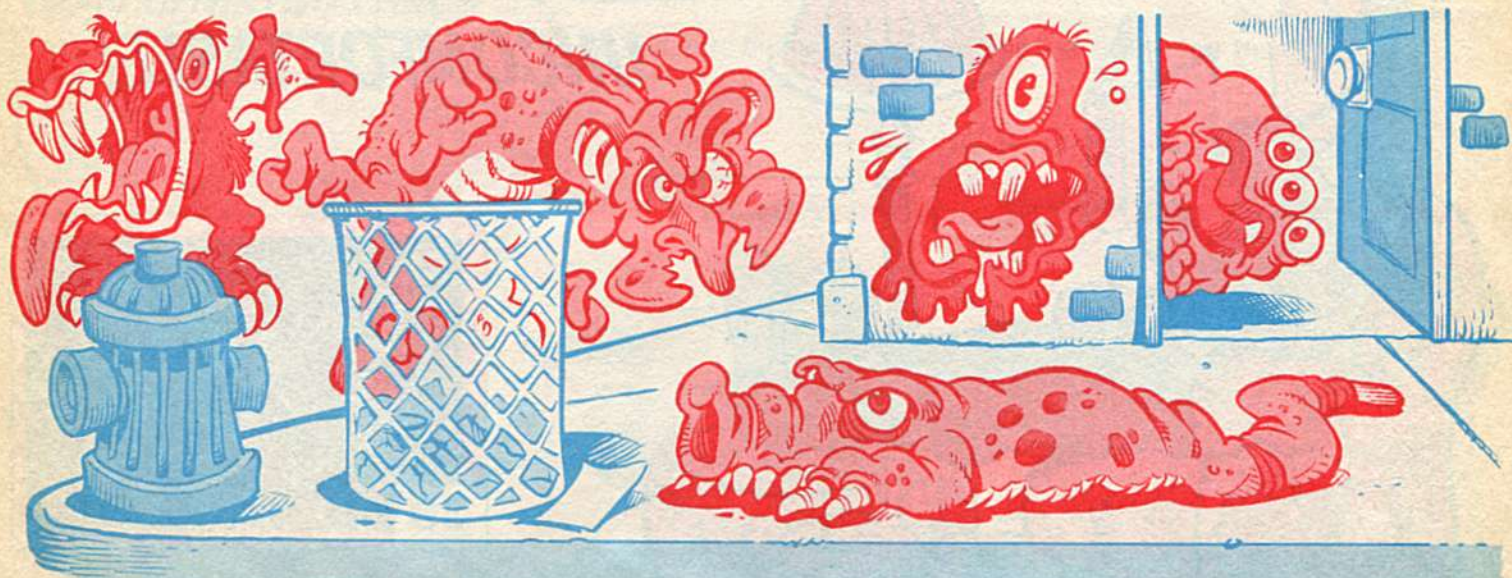


30. ...until they spot the Little Troll having a ball in the back of a pick-up truck six cars ahead!

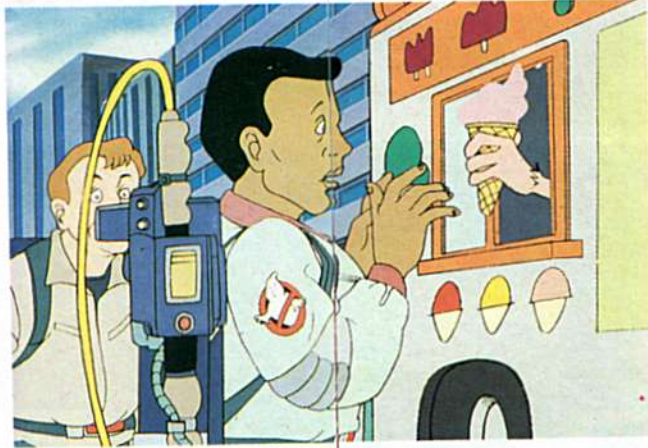


31. They jump out of Ecto-1 and race through the jammed cars, keeping an eye on the little guy.

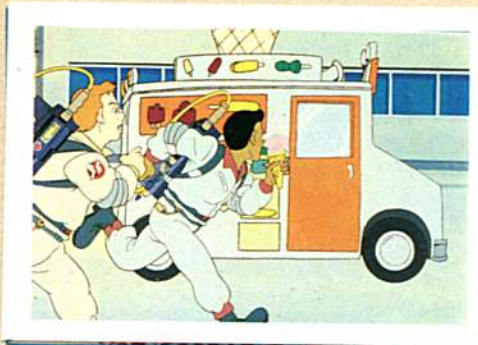
BE A REAL GHOSTBUSTER! PUT YOUR DECODER OVER THESE GRUESOME GHOSTS N' GET RID OF 'EM!!



32-33. Just as they're about to grab him, the Little Troll leaps onto an ice cream truck heading in the opposite direction! Peter and Egon chase after him, but Ecto-1 is stuck in traffic and they're stuck in Ecto-1!



34-35. Down at Times Square, Winston and Ray are over-heating from the sun. They decide to cool down with an ice cream cone. Hey, didn't you two notice that funny looking little guy selling the ice cream cones?



36. They drop their cones and dash after the truck, but once again the Little Troll makes a clean getaway!



37. Tired and frustrated, the Ghostbusters regroup on a street corner, and take the time to figure out a new strategy.

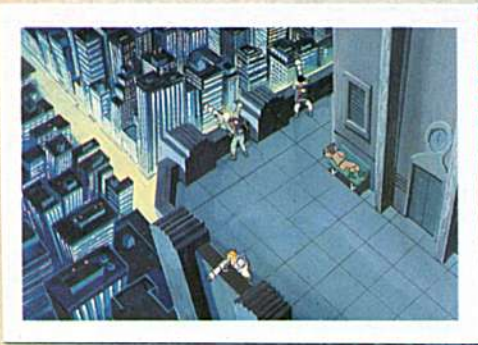


38. And speaking of time...it's running out quickly for the Ghostbusters the innocent citizens of the city!

USE YOUR **DECODER** TO
FIND OUT WHY PETER IS SO
UNCOMFORTABLE!



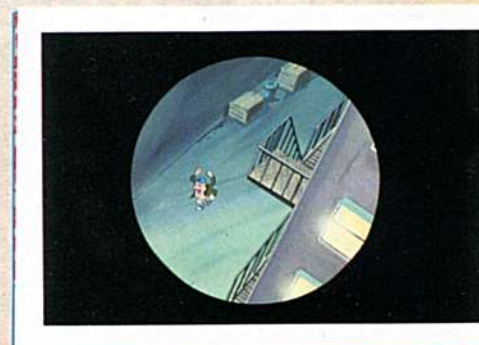
39. The Ghostbusters climb to the top of the Empire State Building, knowing that a bird's-eye view of the city...



40. ...will let them cover more ground in less time. They each take a corner and scan the streets and rooftops.



41. Egon spots something in his telescope, and the others crowd around for a look. A street band? Yes, but nearby...

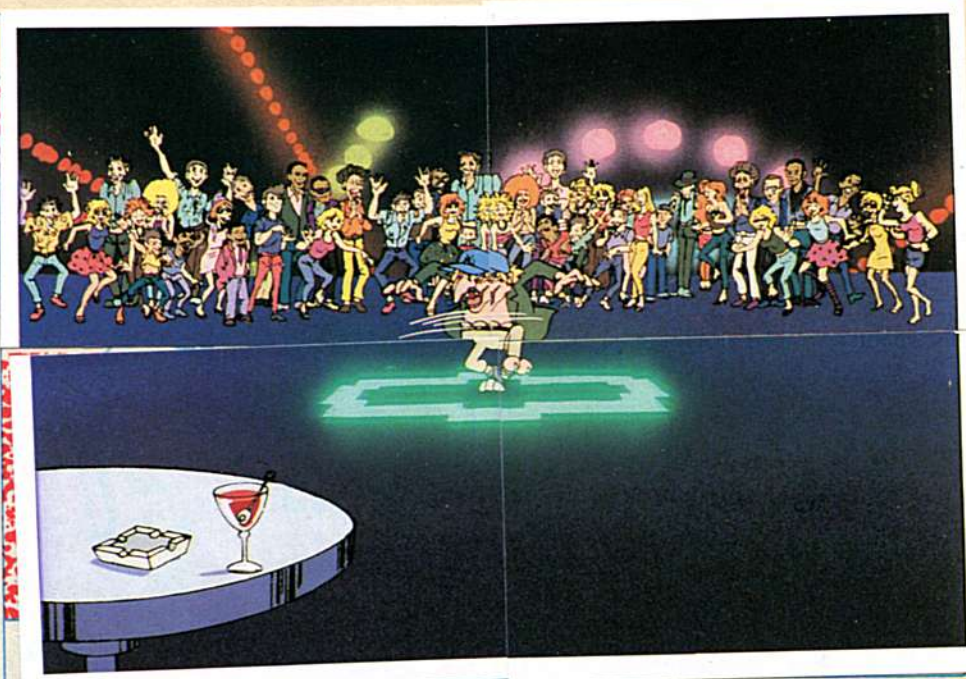


42. ...the Little Troll is dancing in the alley, kicking up his heels and snapping his fingers!

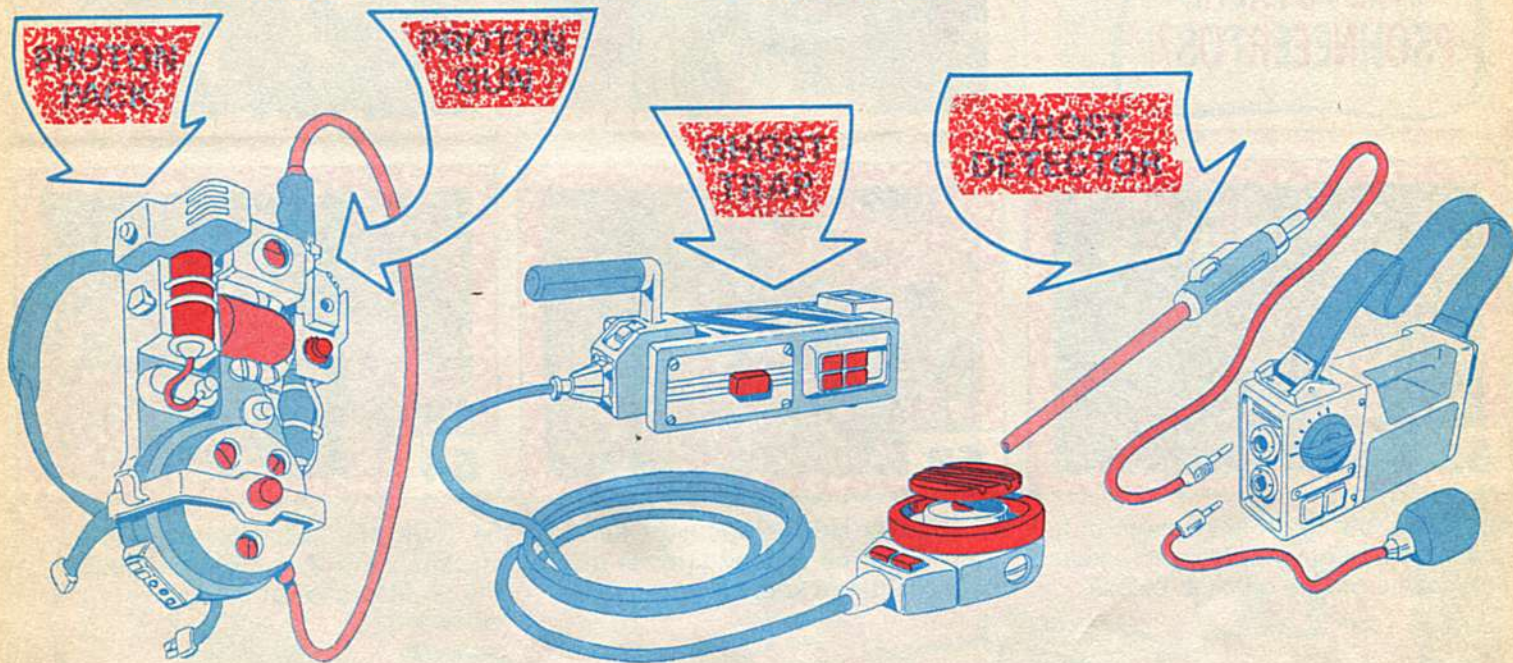


43. Later, Ray figures the best place to find the little dancin' machine is inside one of the hottest discos in town.

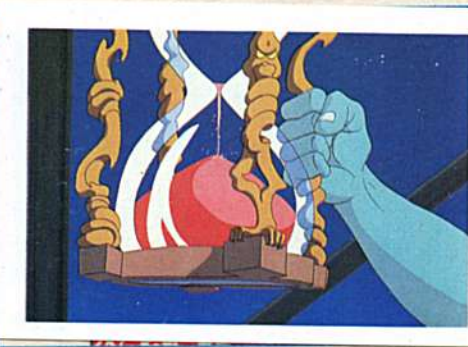
EQUIPMENT I.D. CAN YOU IDENTIFY THE REAL GHOSTBUSTER'S EQUIPMENT?



44-47. And sure enough, the Little Troll has taken over the place!



48. He even takes Peter for a twirl across the floor!



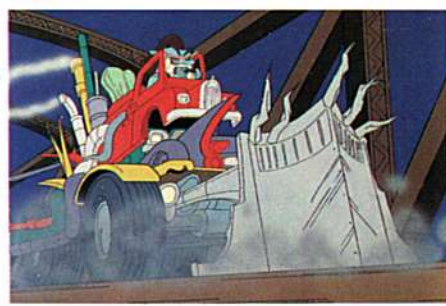
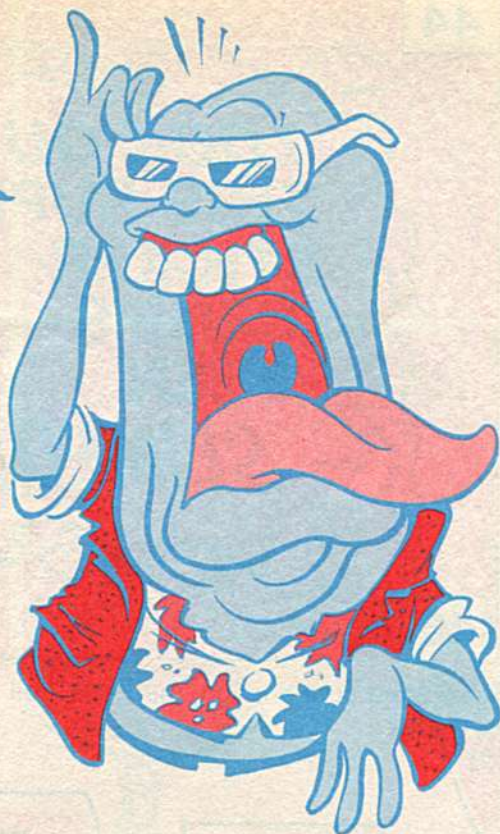
49. Just as the Ghostbusters decide they like this little party animal, the last grains of sand slip through the glass!



50. On the Queensboro Bridge, an angry shout of revenge rises up from the horde of trolls as they turn toward the city.

RHEONWAA
CLAPNIXYIOLU
RTCEBLFLJNAS
FLAZSDHEIUOMN
CPOYNTSLCQIHOTURS
BGAHJORSXTZ?!

7HIENLOBB043
SNWLENAPRAS
FHIDTOKERD
PSOHNEERTOS?!



51. Out of the scrapped wreckage, they've built a powerful Troll Mobile, which they board, and ride through the police!

**THE REAL
GHOSTBUSTERS™
GUTBUSTERS!**
USE YOUR **DECODER**
TO FIND OUT WHAT
SLIMER SAYS!



52. Above, the Fire Flies swarm in a deadly formation, preparing to unleash fiery havoc on the citizens below!



53. Tourists and natives alike flee for cover once the winged torches make their intentions known.



54. Cars, stores and streetlights sizzle, snap and then melt into liquid fire — filling the streets and sidewalks!



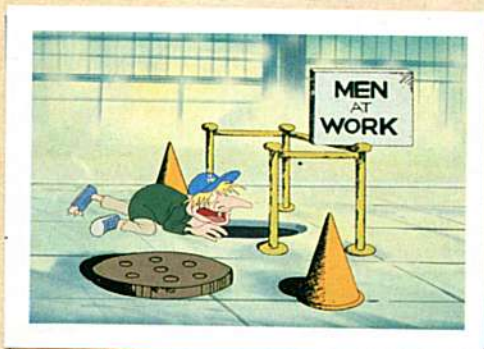
55. Everywhere the people run, they're met by fire and destruction! It's time for some Ghostbustin' action!



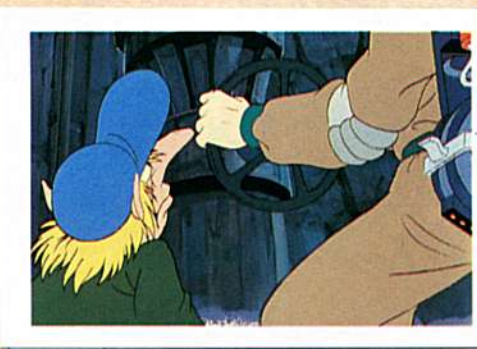
56. The Ghostbusters team-up for an attack, firing off a Proton Pack particle ray energy blast of the highest power.



57. But the beams just bounce off the Fire Flies! The Flies return with a flaming volley...



58. ...that send the Ghostbusters and the Little Troll scurrying for cover down the sewer system.



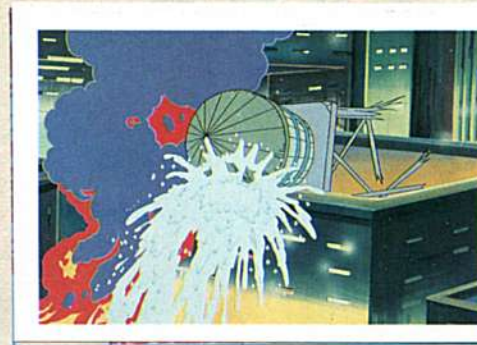
59. As a Fire Fly approaches the manhole, Peter gets an idea and he opens the main water valve...



60. What better way to stamp out a Fire Fly than to put out its fire? The scrawny fly crawls away.



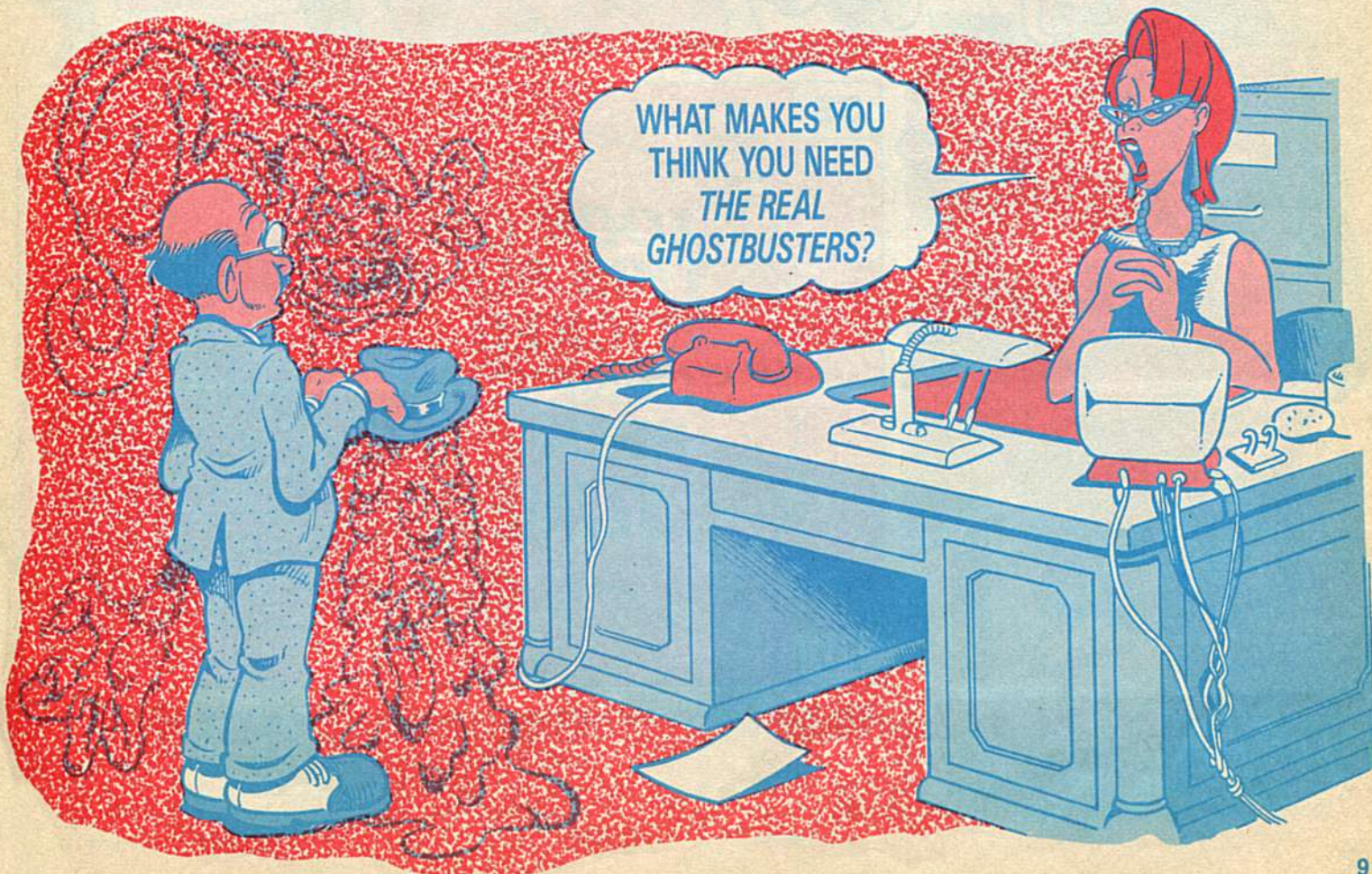
61. As Egon searches the skyline, he spots a huge water tower, and shoots out its support system!

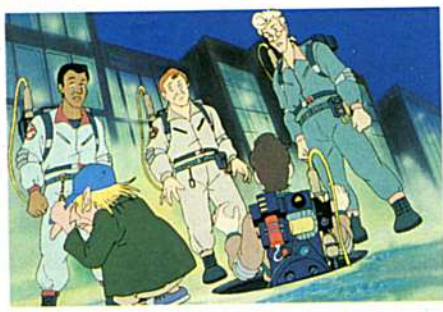


62. The water tower topples with a sloppy crash and the dam bursts, sending torrents of water...



63. ...flooding through the streets! Amid the hiss of extinguished fires, the defeated flies float away!





64. The Fire Flies have only made the Ghostbusters angry. They decide to save the Little Troll.



65. But the Head Troll and his ugly horde have other plans. As they move in towards their target...



66. ...Peter has an idea. The trolls know that a Ghostbuster beam could turn a troll into stone...



67. ...so when the trolls arrive, Peter tells them that the Little Troll wouldn't come along peacefully, and had to be beamed.



68-71. The disappointed trolls mourn the loss of one of their own.



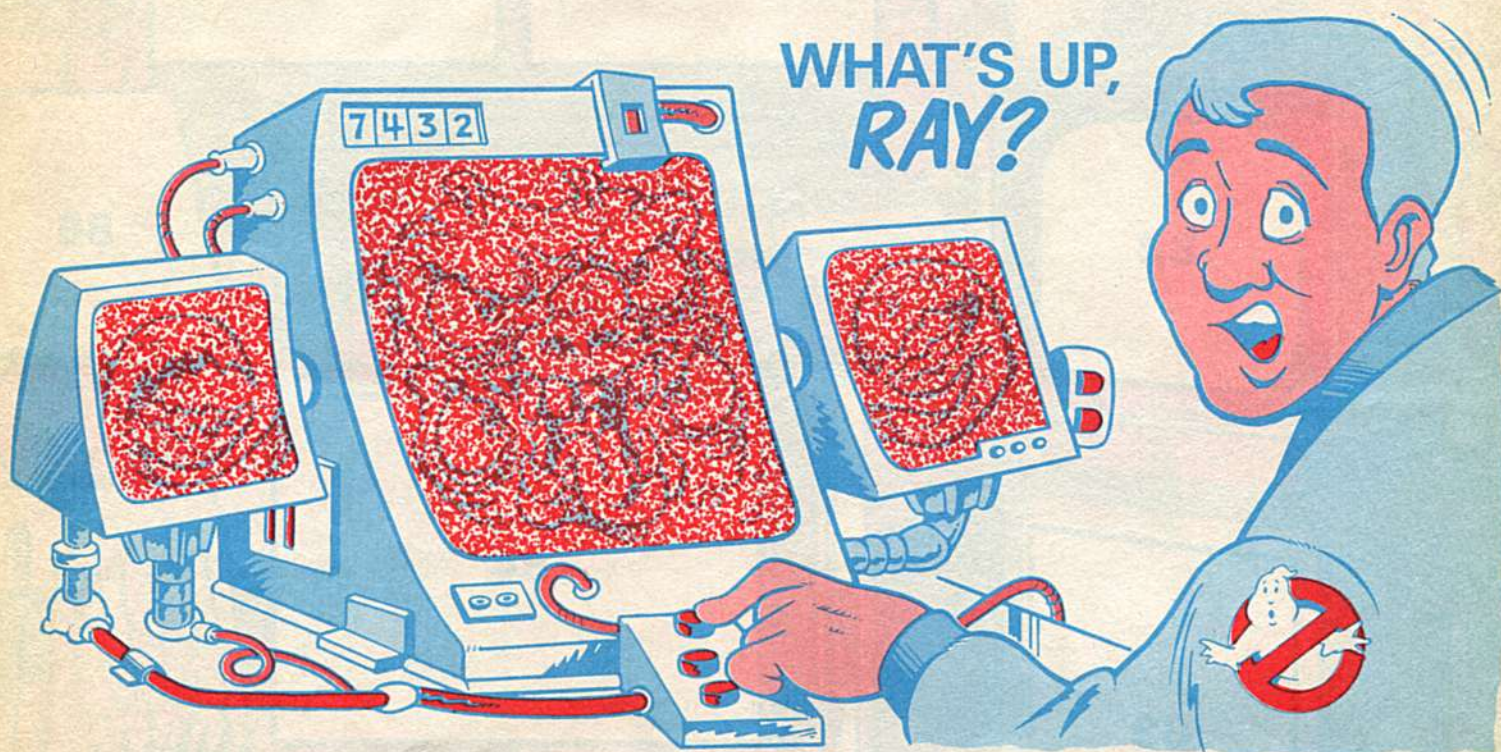
72. Convinced they have what they came for, the trolls turn away and return to the murky depths under the bridge.



73. Once he's out of danger, the Little Troll hops up and down with joy, and gratitude for the Ghostbusters.



74. And the friendly stonecutter, who made the statue so quickly, counts his money with just as much gratitude!



75-76. After a few days of seeing the sights of New York — without worrying about trolls or Fire Flies — the Little Troll decides it's time to see the rest of the country he's adopted as his new home. After saying good-bye...



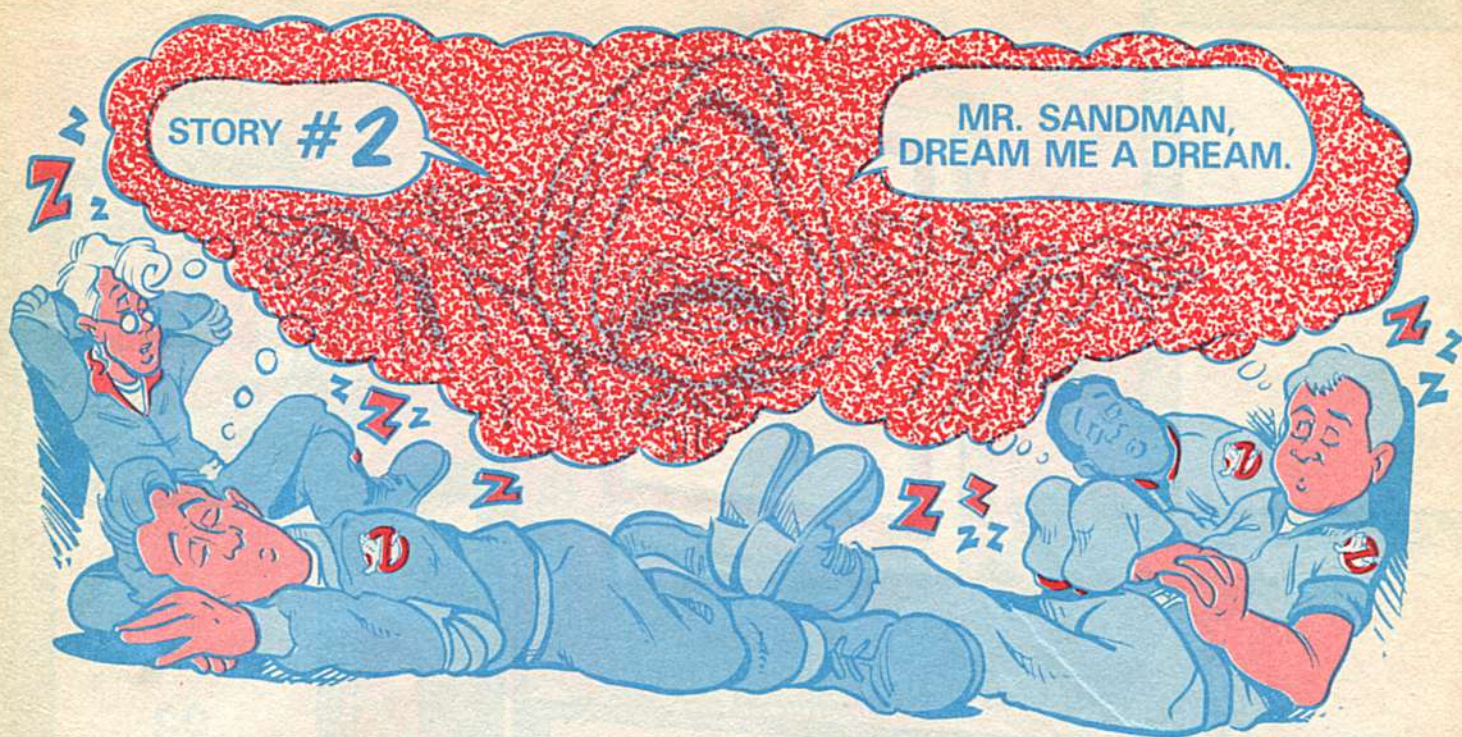
77-78. ...he boards the train — in his own special troll way — and the train lurches out of the station. But to where? If a Little Troll shows up in your town, do the Ghostbusters a favor and show him a good time!



THIS LOOKS
LIKE A JOB
FOR...



**THE REAL
GHOSTBUSTERS™!**



95-96. In a posh, upper east-side apartment, a young wife asks her husband if he'd care to join her for a game of tennis. But the long work week has caught up with the tired man, and he decides to settle down with a comic book instead.



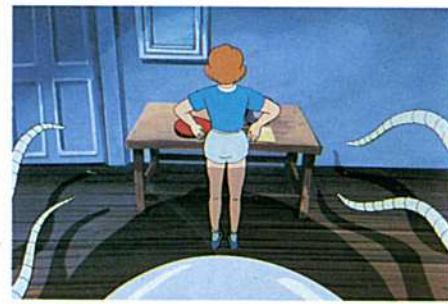
97-98. It's full of the amazing creatures he read about when he was a boy, reading by flashlight under the covers, and shaking with fear at the scary monsters that haunted his bedtime. As the images of his youth return...



99. ... a strange and eerie vision seeps up through the floorboards and appears before the unsuspecting man.



100. Before he can react, a sparkling dust descends over him, and he slouches in his chair, fast asleep.



101. As his wife prepares to leave for her tennis game, a slithering shadow envelops her from behind.



102. She turns, and has barely enough time to scream before she too succumbs to the dust and closes her eyes!



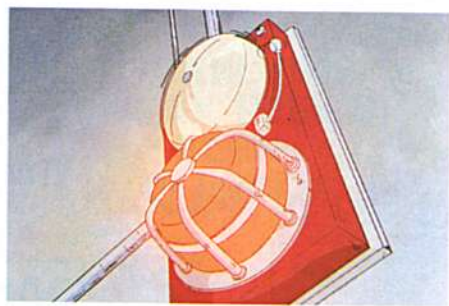
103. At the firehouse, the Ghostbusters wake up from a solid night of sleep and gather 'round the breakfast table.



104. Peter had a rough night, haunted by bad dreams. Ray remembers his grandmother's advice to him...



105. ...whenever he was kept up by bad dreams: "Just keep telling yourself that it's only a dream."



106. No time for dreaming now — the firehouse alarm interrupts breakfast and the Ghostbusters spring into action!



107. Grabbing the address from Janine on the way out, they leap into Ecto-1 and head to the upper east-side.

THE REAL GHOSTBUSTERS™ GUTBUSTERS!

USE YOUR **DECODER**
TO READ SLIMER'S
GHOSTLY GAG!

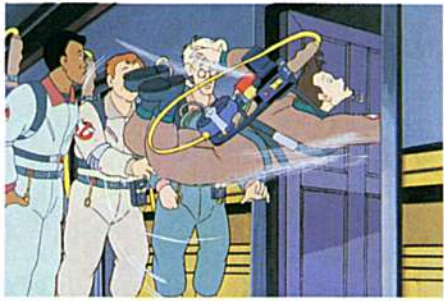


108. There, they use the "sniffer", and detect some sort of alien presence inside, though Egon can't be sure what it is.

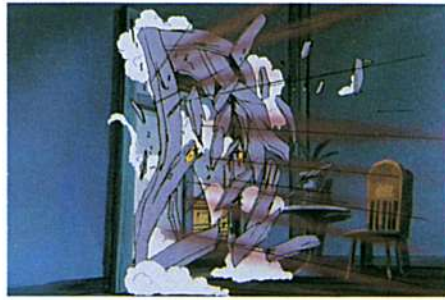
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CRATDLABVAON540836
YFKONOSTUBAGRHEOUSZTN
WMICTPHR31527SHEYAXDOS
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912!?!378...

APU
"WPSNIPRO!"
GHUSTA?

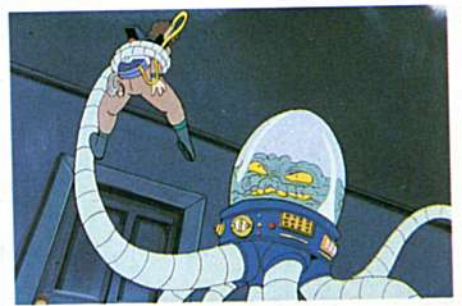




109. Peter figures the best way to find out is to simply knock. He does. And the door is answered by a giant, slimy tentacle, that pulls him inside, and slams the door!



110. Locked out, the Ghostbusters blast their way through the door and knock Peter out of the creature's clutches!



111. But the beast comes right back and scoops him up again, whipping him around the room until...

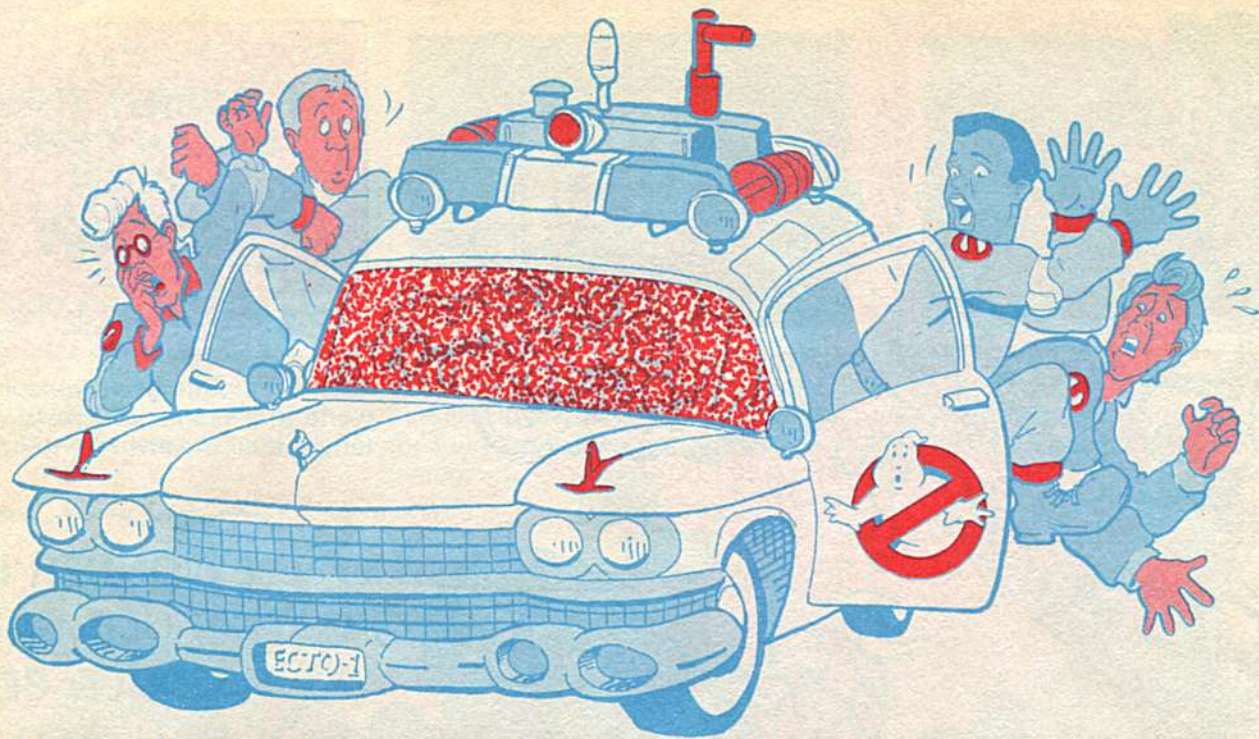


112-115. ...the Ghostbusters turn on full power and destroy it completely.

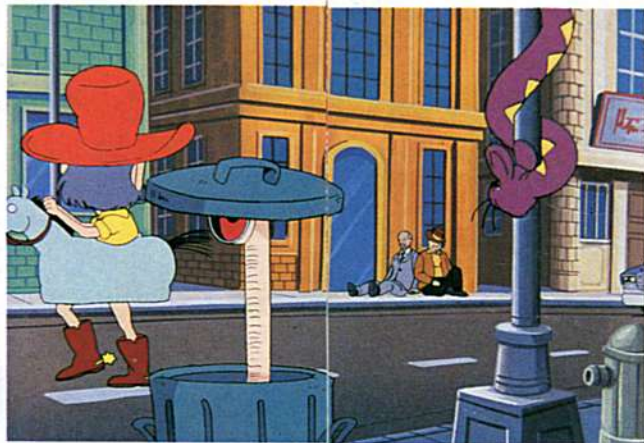


116. Peter ends up in a chair...

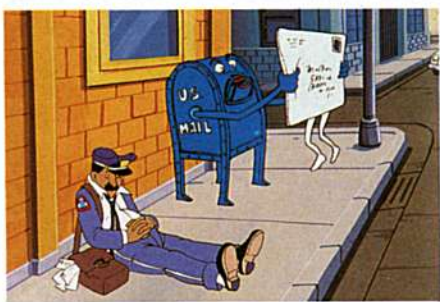




117-118. ...and immediately notices that something very strange is going on in the apartment. The woman and her husband are fast asleep — and floating in mid air!



119-120. Outside the window there are more people — all floating and all asleep — drifting out of windows and through the streets. At the same time, bizarre creatures are running through the streets like out of control dreams!



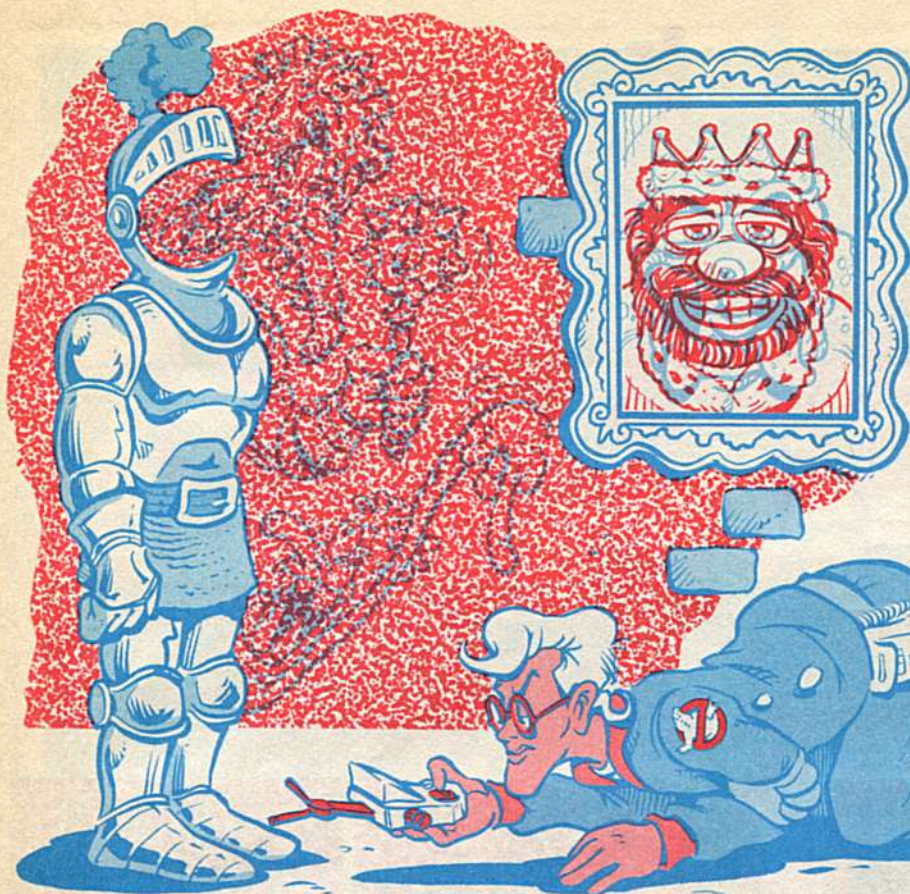
121. What supernatural creature could put the world to sleep and let these fantasies of slumber rule the day?



122. Only the *Sandman*! The Ghostbusters spot him, alone on a rooftop, revelling in the chaos he's unleashed.



123. He announces that he's sick and tired of a world ruled by war and violence. He vows to create peace...



124. ...by putting everyone in the world to sleep for 500 years, and letting their dreams rule the day!

I WONDER IF
THIS OLD CASTLE
COULD BE
HAUNTED...



125. He vanishes and reappears at radio and television stations, putting the people in power to sleep...



126. ...and broadcasting his hypnotic message throughout the unsuspecting city. Soon everyone is asleep...



127. ...except the Ghostbusters, who manage to avoid his spell, and must stay awake to stop the Sandman!



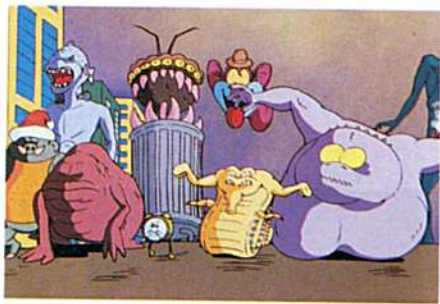
128. But every time they locate him in an alley or on a rooftop, he disappears and moves to a new part of the city.



129. Before they can reach him, he sends more people off to sleep, keeping two steps ahead of the Ghostbusters.



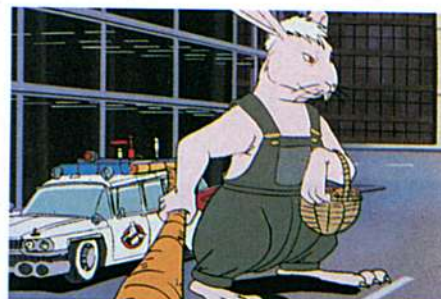
130. Angered by their attempts to stop him, the Sandman musters up all his power and transforms all the dreams...



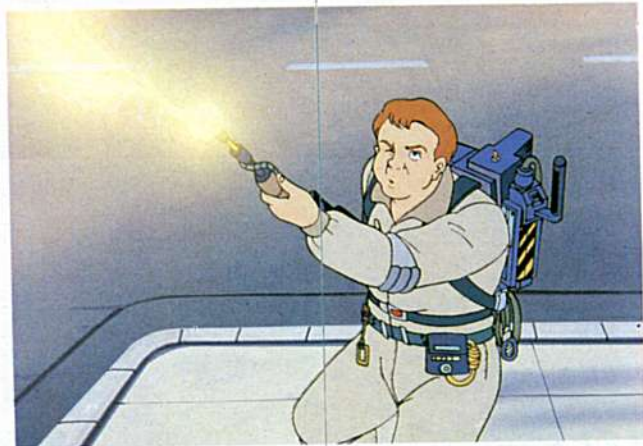
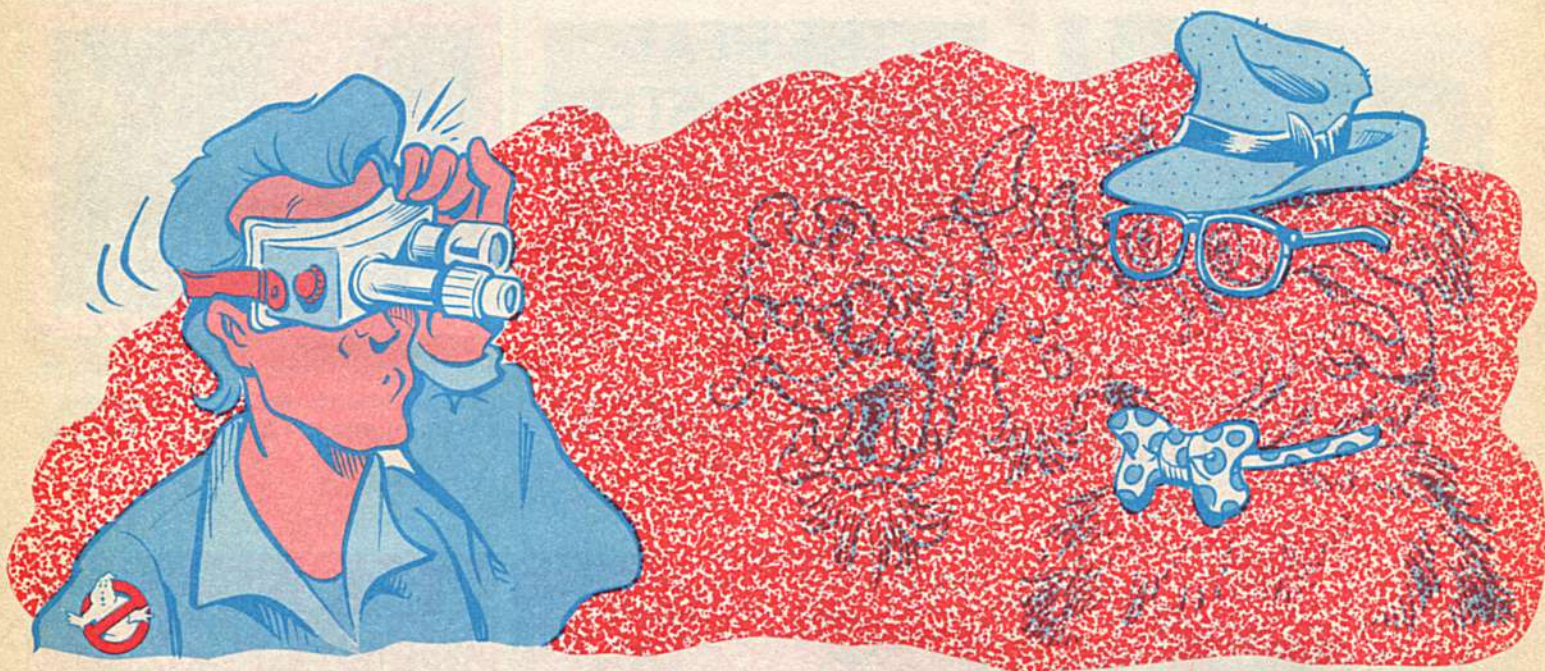
131. ...into nightmares! As soon as the sparkling dust touches them, the funny floating creatures change...



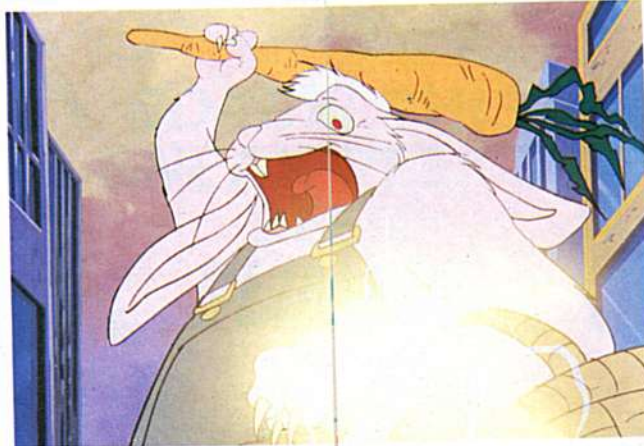
132. ...into an army of charging monsters! The Ghostbusters head for Ecto-1, but before they can get inside...



133. ...they find it guarded by a gigantic and ferocious, carrot-wielding Easter Bunny!



134-135. How can Ray blast away at the Easter Bunny? He remembers his Grandmother's advice that it's not the *real* Easter Bunny, but just a bad dream. He charges up and fires at the nightmare.



136-137. The blast rips into the carrot and knocks its nightmare owner back onto his fuzzy little tail. But while Ray is taking care of business, the Sandman sneaks up and takes care of Ray!



138. The Sandman pops out of the hood of Ecto-1 and dusts Ray to sleep. When Ray begins to dream, watch out!



139. "SPLAT!" goes a giant pizza with everything on it! The car is covered! Now the Ghostbusters will never get inside Ecto-1!



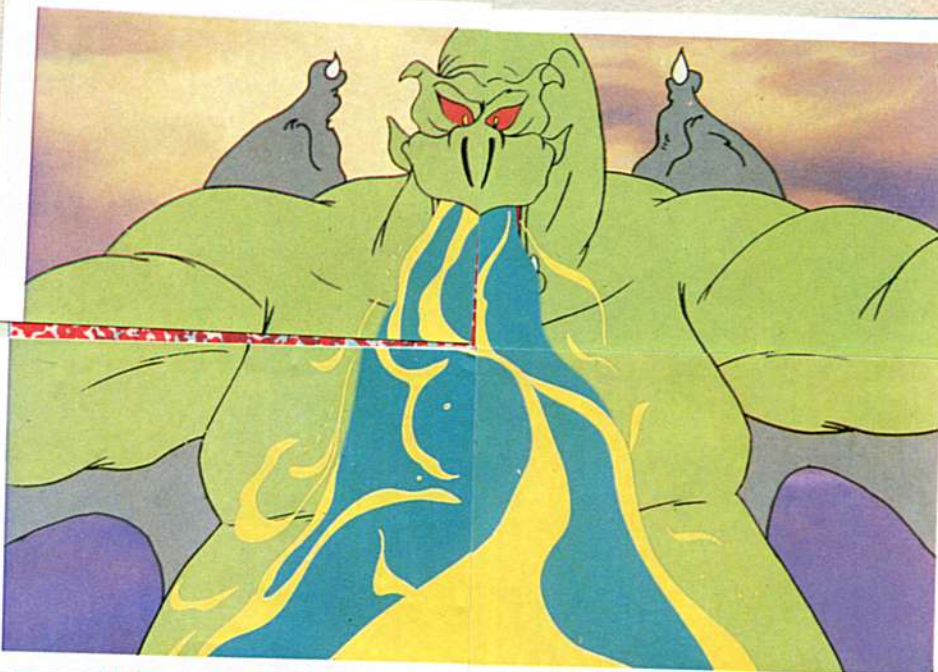
140. As Peter decides what to do next, the Sandman puts him to sleep. He dreams of a party in his own honor!

TWEHRASTABDUO
YAONULBCRAZLXLI
DARTSELYINMQEAR
OZNVNAKLSCFAHTDE-
WAIBUONASRTDN!?!
NAJURFOVLYLZEKR
GNHFOZSWTSEGRA!

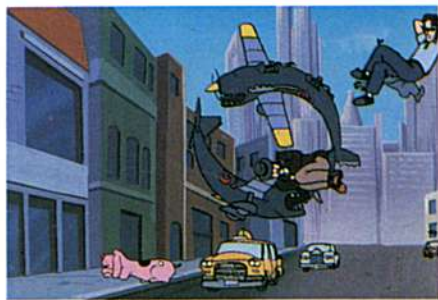
THE REAL
GHOSTBUSTERS™
GUTBUSTERS!
USE YOUR DECODER
TO FIND OUT WHAT
SLIMER SAYS!



141. On another street, Egon has just enough time to turn and blast away a giant nightmare dragon!



142-145. Egon fires a direct hit! *This* Dragon is history!



146. Still the streets and alleys are so full of sleeping people and floating dream images...



147. ...that Egon and Winston can't get a clear reading on the P.K.E. Meter on where the Sandman might be hiding.



148. Suddenly he's there, happy that the streets are full of dreams and free of violence!



149. Winston takes this opportunity to unleash a full blast of power, but the Sandman reacts...



150. ...and manages to dust Egon right into dreamland before escaping down a nearby alley!



151. Egon dreams up Albert Einstein, and Winston asks the great scientist for some advice. After getting it

BE A REAL GHOST-BUSTER! PUT YOUR DECODER OVER THESE SPOOKS N' WATCH 'EM DISAPPEAR!!



152. ...he runs all the way downtown to the firehouse. If he's going to stop the Sandman, he needs help!



IS THIS **RAY STANTZ**, OR A **GHOST** IN DISGUISE?

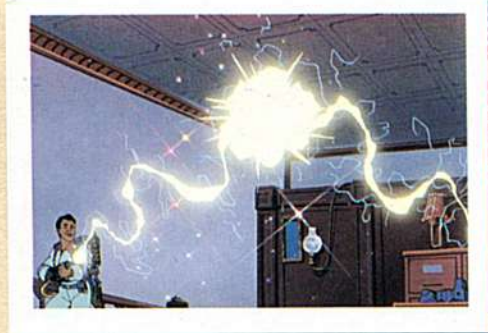
USE YOUR DECODER
TO FIND OUT!



153-154. He gets all the equipment ready and explains to Janine that it's important to remember just what Ray's Grandmother always said: "No matter what happens, remember that it's only a dream." As they're ready to go...



155-156. ...the front door bursts open! Bathed in the light of day, the Sandman appears! He calls to them in his raspy voice, telling them it's time for a long, 500 year nap. As he steps toward them...



157. ...they open fire with full force! But the Sandman ducks the blast and fires a burst of dust...



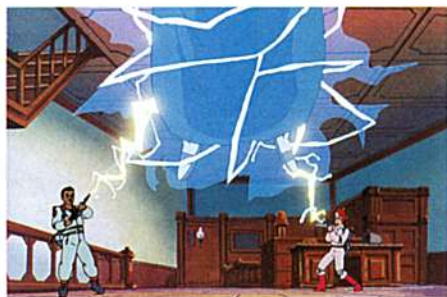
158. ...which catches Janine and puts her to sleep! The Sandman turns away from her as she begins dreaming.



159. He heads toward Winston who is left alone to defend the world against the Sandman's evil plot!



160. But who's *this*? Janine dreams herself to be a Ghostbuster! In her dream, which becomes real...



161. ...she zaps the Sandman with a particle beam from her Proton Gun at the same time Winston does! Together, they hold him...



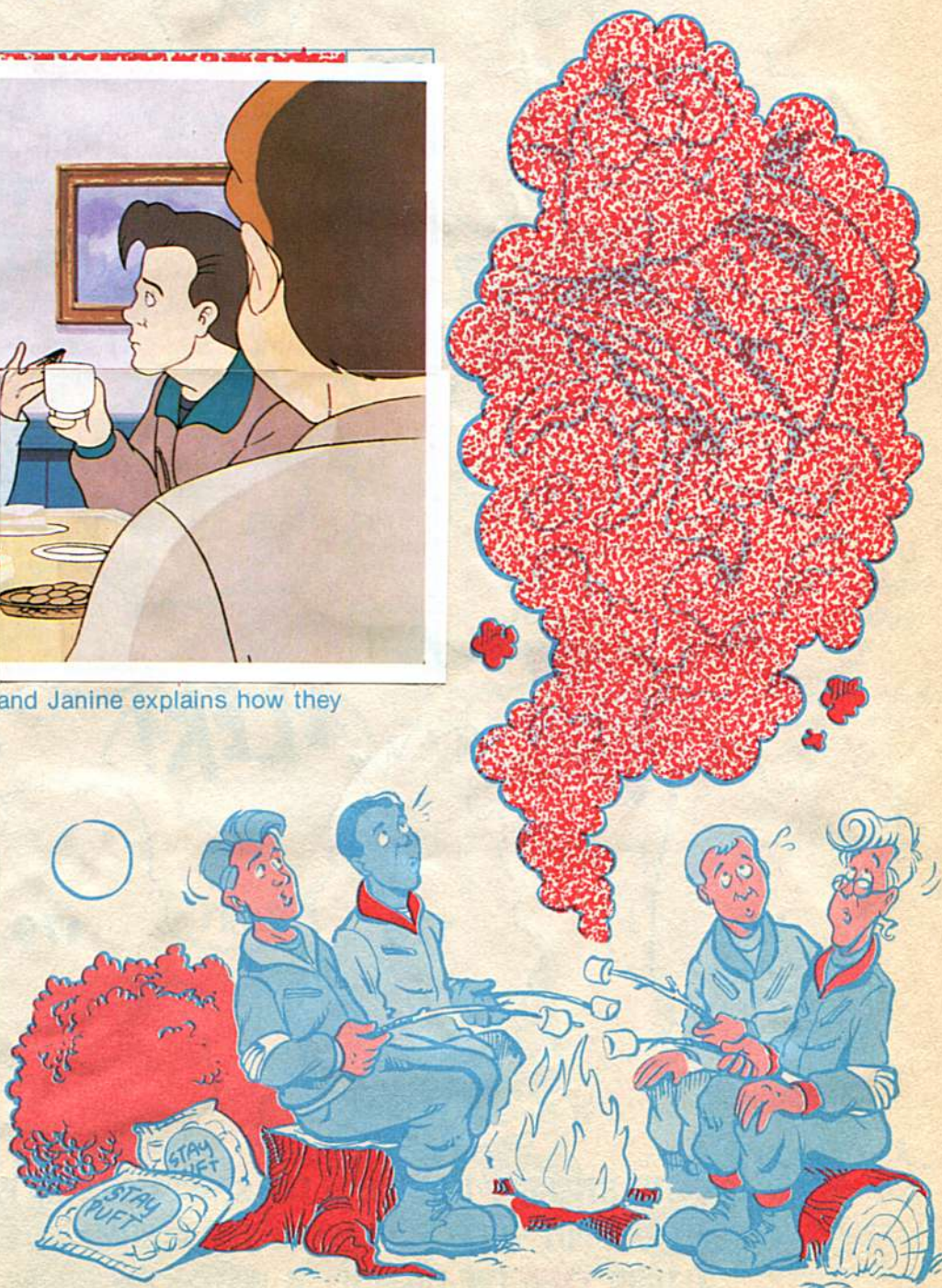
162. ...until they can capture him forever!



163-166. Later, when the city wakes up and Janine explains how they defeated the Sandman...



167. ...Winston takes the opportunity to catch up on all that lost sleep! Pleasant dreams, Winston!



WELL, SO LONG FOR
NOW FROM
**THE REAL
GHOSTBUSTERS™!**

BUT DON'T FORGET
TO KEEP AN
**EYE OPEN, 'CAUSE
YOU NEVER KNOW
WHEN YOU MIGHT
RUN INTO SOME...**

GHOSTS!

SCREECH!



BOO!



AAARRGH!

ACK!



EEEK!



WOOOOOO!



★ KIDS! THE STICKERS THAT GO IN THE SPACES ON THIS PAGE **GLOW-IN-THE-DARK!**
① PEEL THEM OFF, AND PUT THEM IN PLACE IN THE ALBUM. ② EXPOSE THEM TO BRIGHT LIGHTS.
③ TURN **OFF** THE LIGHTS! ④ WATCH THE GOOFY GHOSTS **GLOW!**

HEY KIDS! WAIT 'TIL YOU HEAR ABOUT THIS!

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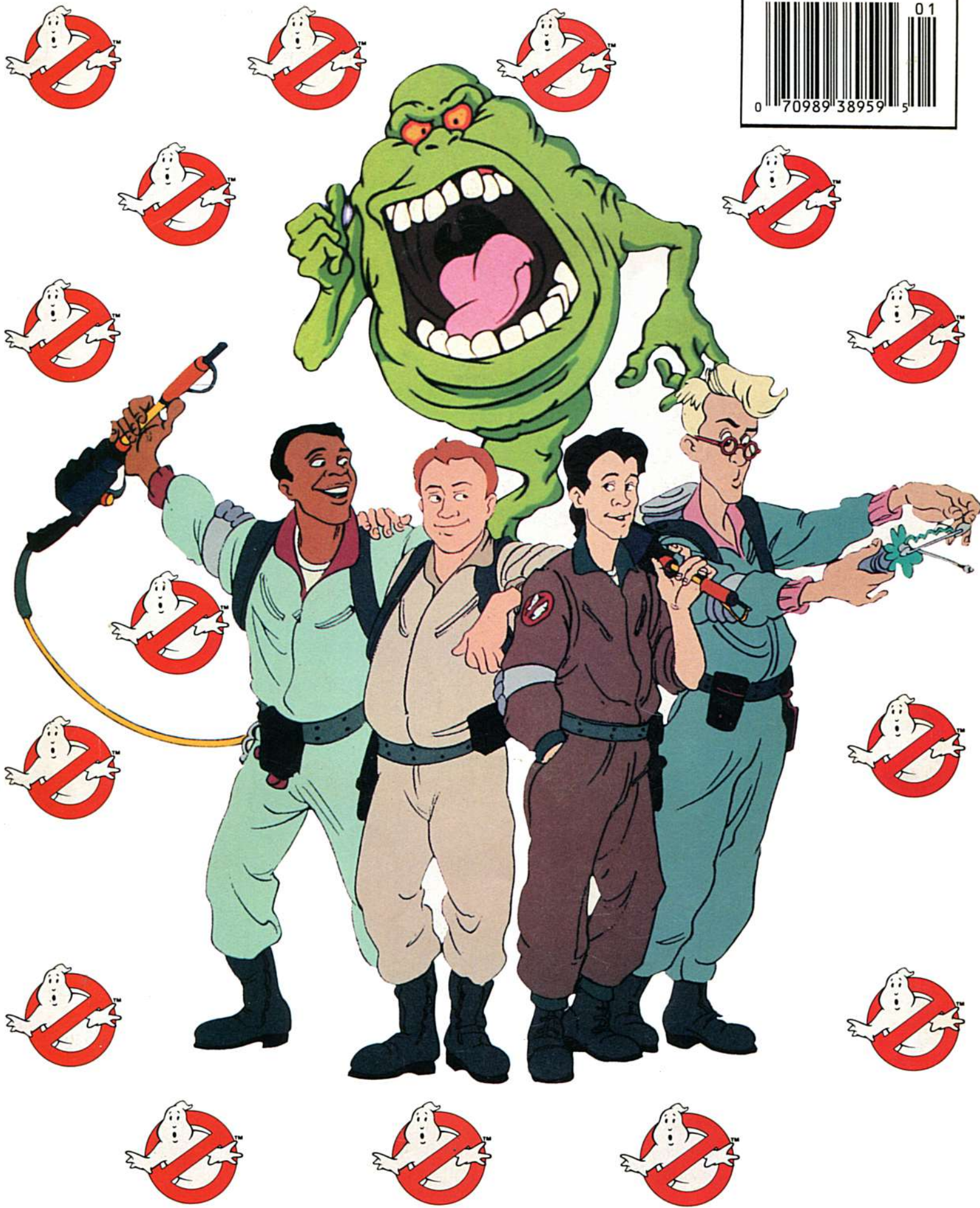
- ① On a sheet of paper, print your name, address, zip code, and name of this album.
- ② List the number of each sticker you want to receive in trade. Maximum order is thirty stickers. Minimum order is ten stickers.
- ③ For every one sticker you are ordering for your collection, send in two of your doubles. For example, if you order 12 stickers, you must send 24 doubles in trade for them. Remember, you must send in 2 stickers for each one sent back to you!
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