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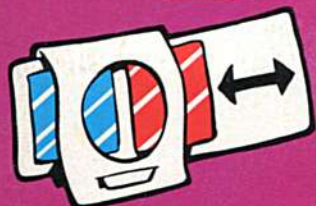
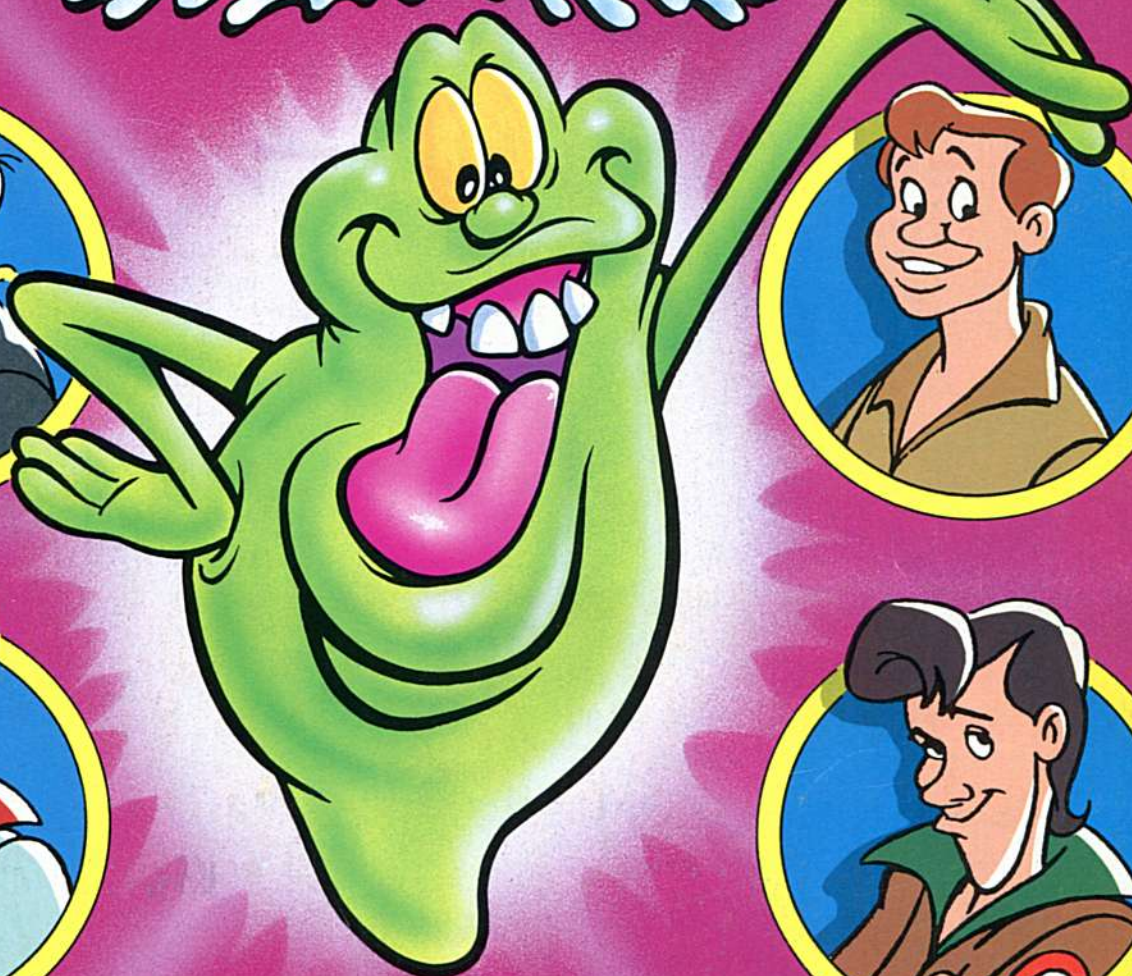
# SLIMER!

AND

THE REAL

GH**OST**BUSTERS™

STICKER  
ACTIVITY  
ALBUM



**Bonus Inside!**

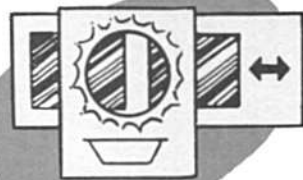
THE AMAZING **SLIDE-O-SCOPE™**

ANIMATION VIEWER THAT ACTUALLY LETS

YOU SEE **SLIMER!** AND HIS FRIENDS MOVE!

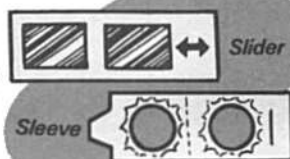


# How to assemble your SLIDE-O-SCOPE™



- (1) You get **two** separate and complete SLIDE-O-SCOPE™ viewers with this sticker album. Simply tear along the perforated lines to remove all 4 sections of your SLIDE-O-SCOPE™ from this sticker album.

- (2) Take one of each piece, "slider" and "sleeve", to prepare for the next step.



- (3) Fold the "sleeve" piece in half, and insert tab into slot to construct "sleeve" section of SLIDE-O-SCOPE™.

- (4) Now slide the "slider" lens-piece into the "sleeve" piece to complete your SLIDE-O-SCOPE™ assembly.



## How to use your SLIDE-O-SCOPE™

- (1) Hold the viewer "sleeve" at bottom with one hand.
- (2) With one eye closed, look through hole in viewer "sleeve".
- (3) With other hand, hold tab. Now slide "slider" lens-piece back and forth through sleeve, causing red and blue lenses to rapidly alternate within hole.



- (4) Look at the pictures printed in the album, and the special animated stickers you can collect in the album, while performing the above steps — and you will see the pictures **MOVE!**





1-2. The Ghostbusters were hot on the trail of the Sleaze, one of Manhattan's "most wanted" unnatural presences. "He *had* to have come this way!" said Ray.



3-4. "How could we loose the scent of something so smelly? That thing could stink up a garbage dump!" Winston chimed in.



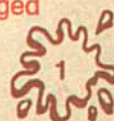
5. "Well, he's gotta be around here somewhere," Peter replied. "Slimer, you take the alley!"



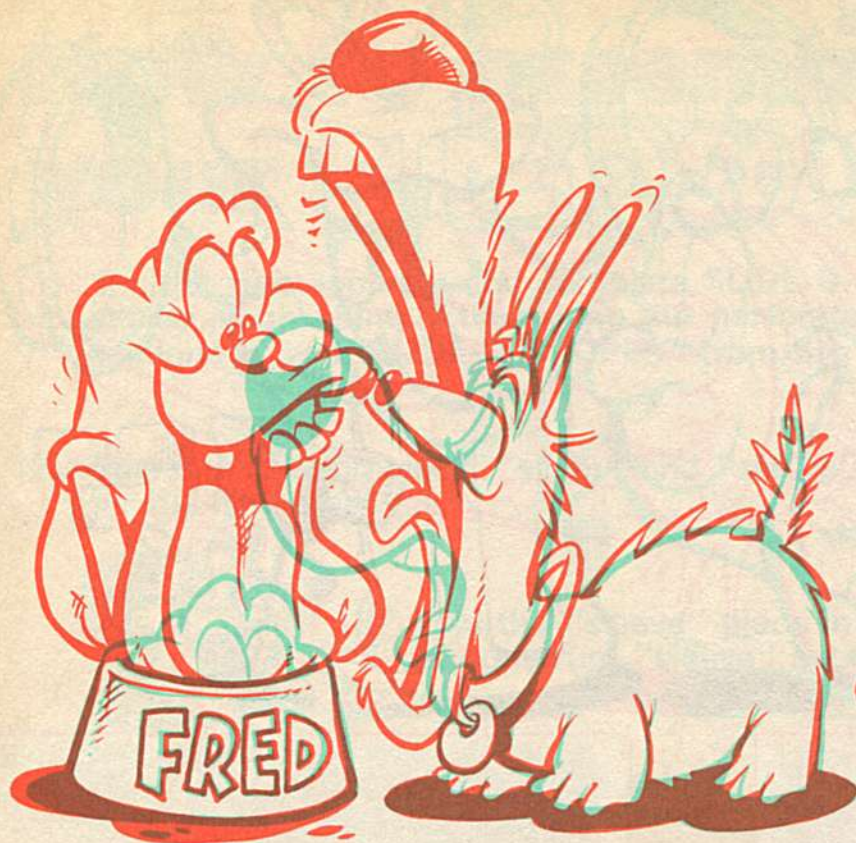
6. Slimer's nose led him to one *particular* garbage can, which smelled alot worse than the others. The little green ghost lifted the lid, and up popped the Sleaze!



7. The Sleaze picked up two trash can lids. "Hey, slime-o!" shouted the Sleaze. "Listen! *Stereo!*" He banged the two lids together loudly — catching Slimer between them.







8. The poor little spud now resembled an ectoplasm pizza!

## SUPPER SLIME!



9. Sleaze pried Slimer out of the trash can lid and tossed him, like a frisbee, right into...



10. ... Egon's face! The Ghostbusters could hear the Sleaze singing in the darkness of the alley: "I am the Sleaze, and I do as I please!"



11. As the creature's voice got closer, the Ghostbusters stood on the pavement outside the alley with their proton guns poised.



12. When the Sleaze walked into the light, he never knew what hit him!



13. Later, with the Sleaze safely inside the containment tank at Ghostbusters Headquarters, Slimer and Ray surveyed their work. "Well," said Ray, "that takes care of Sleaze!"



14. Slimer was feeling cocky. He made himself a sandwich, and began to taunt the Sleaze with it. "Want a bite, Sleaze?" Slimer teased.





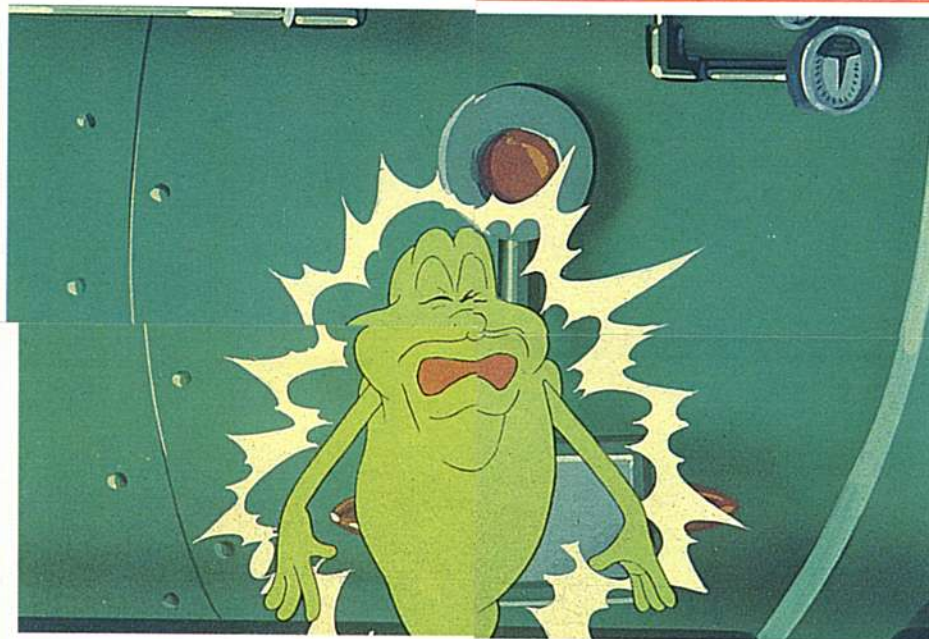
15. Just then, Ray noticed what Slimer was up to. "Slimer! Don't tease the Sleaze! He might..."



16. All of the sudden, the Ghostbusters' alarm went off. Ray cut his warning mid sentence. "Uh-oh!" he said, "I gotta run!" And he and the other Ghostbusters went out to answer the alarm.



17. Despite Ray's warning, Slimer continued annoying Sleaze. He ate his sandwich in front of the creature, obnoxiously relishing every bite! The hungry Sleaze let out a roar, which...



18-21. ...set Slimer flying through the air backwards until he landed on the lock-release lever for the containment tank!



22. Because of this, the Sleaze was sucked through a long network of pneumatic piping, which ultimately released him through a chimney on the roof of Ghostbusters Headquarters.

BEWARE OF..

GH0STBUSTERS!







23. "Oh no! What have I done?" thought Slimer, as he reached the roof just in time to watch the Sleaze fly off into the distance.



24. Slimer felt guilty *now*! His thoughts turned to Ray's warning: "Don't tease the Sleaze!"



25. It was up to Slimer to bring the Sleaze back alive! With a pith helmet on his head, and carrying a large net, our hero went out to search the city for the Sleaze.



26. Down the block a ways, the Junior Ghostbusters were hanging out on the corner. "Hey, Slimer! What's with all the hardware?" shouted Donald as the little green ghost approached.



27. "I gotta catch the Sleaze!" Slimer answered. And he explained the problem to the Junior Ghostbusters.



28. "Don't worry, Slimer," said Jason. "We'll get the Sleaze back before the Ghostbusters find out that you let him escape. We can track him with this old PKE Meter that Egon gave me."







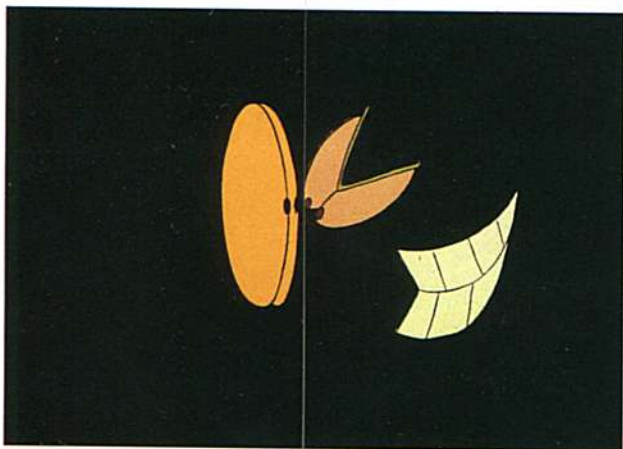
29. Slimer and the Junior Ghostbusters drove off in Ecto Jr. The PKE Meter, with a little help from their noses, led them to the city dump.



30. A particularly foul odor seemed to be coming from a large pipe above a drainage ditch. "I think the Sleaze is in there!" said Slimer.



31. Slimer approached the pipe's opening. "It's dark in there!" he whined. But nevertheless, into the darkness of the pipe he went.



32-33. Next thing he knew, he was confronted with a pair of glowing eyeballs and a set of shiny teeth gleaming in the darkness. "Wh...Wh...Who's there?" squeaked Slimer. "ME!" shouted the Sleaze.

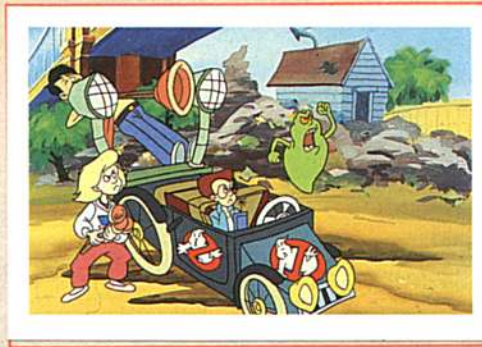


34-35. With that, a terrified Slimer turned around and shot out of the pipe into the daylight.





36. The Sleaze was right behind him. "Look," the foul-smelling creature mocked, "nothing's easy when you mess with Sleazy!"



37. Donald rigged up a huge cross-bow device on the back of Ecto Jr. "Fire one!" he yelled.



38. The giant plunger found its mark.



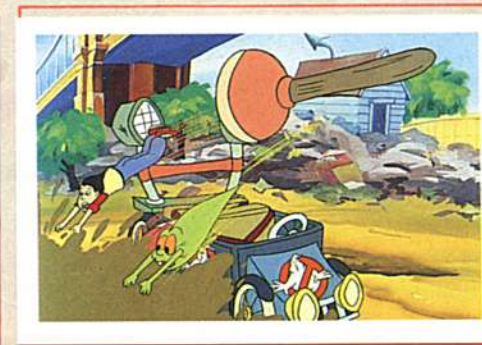
## TUB of... TERROR!



39. But Sleazy just pulled the plunger off his face and ate the thing like a lollipop, stick and all!



40. Then he blew the putrid projectile in the direction of Ecto Jr.



41. In order to dodge the giant plunger, Slimer and the Junior Ghostbusters had to jump into the mud. "Now you're lookin' like my kinda' guys!" said the Sleaze.



42. "How're we ever gonna catch something so gross?" sighed Cathy. "I know how!" replied Slimer, and he proceeded to tell the kids his plan.







43. Soon, at Cathy's uncle's restaurant, Slimer and the Junior Ghostbusters were preparing their Sleaze bait.



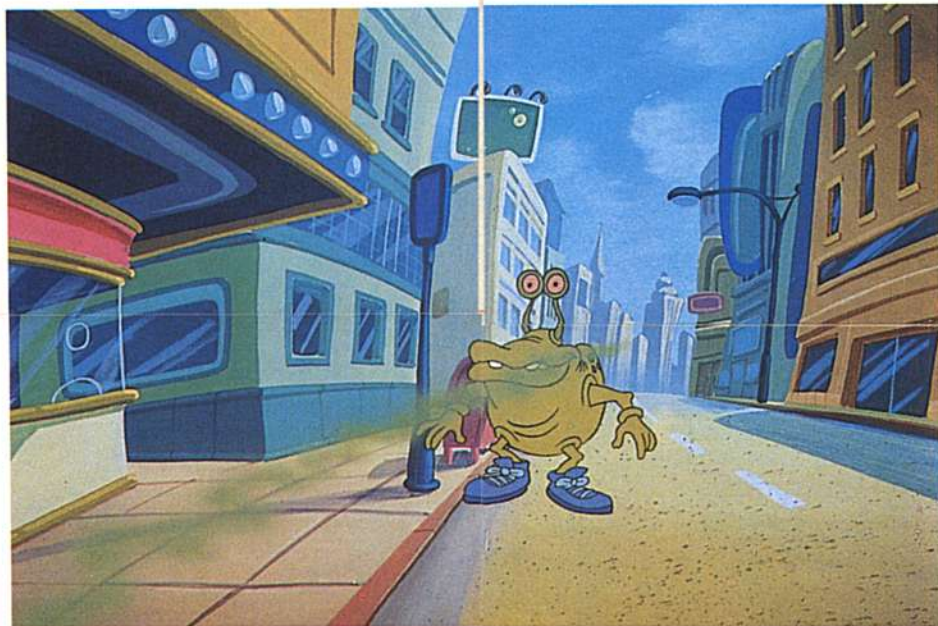
44. Cathy was hanging cobwebs and Slimer was muddying up the floor. "Hey guys!" said Cathy. "Go easy on my uncle's restaurant! He'll be back from vacation in two days."



45. "Don't worry, Cathy," Jason shouted from the kitchen. "We'll put everything back." He was brewing a vat of sleaze soup, a foul concoction made of garbage and old socks.

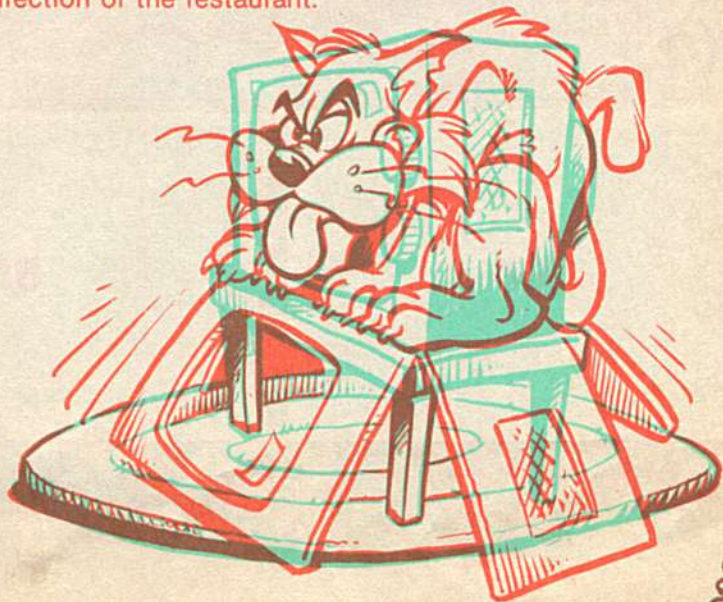


46. Slimer held an electric fan over the vat of sleaze soup and blew the putrid-smelling steam towards the window.

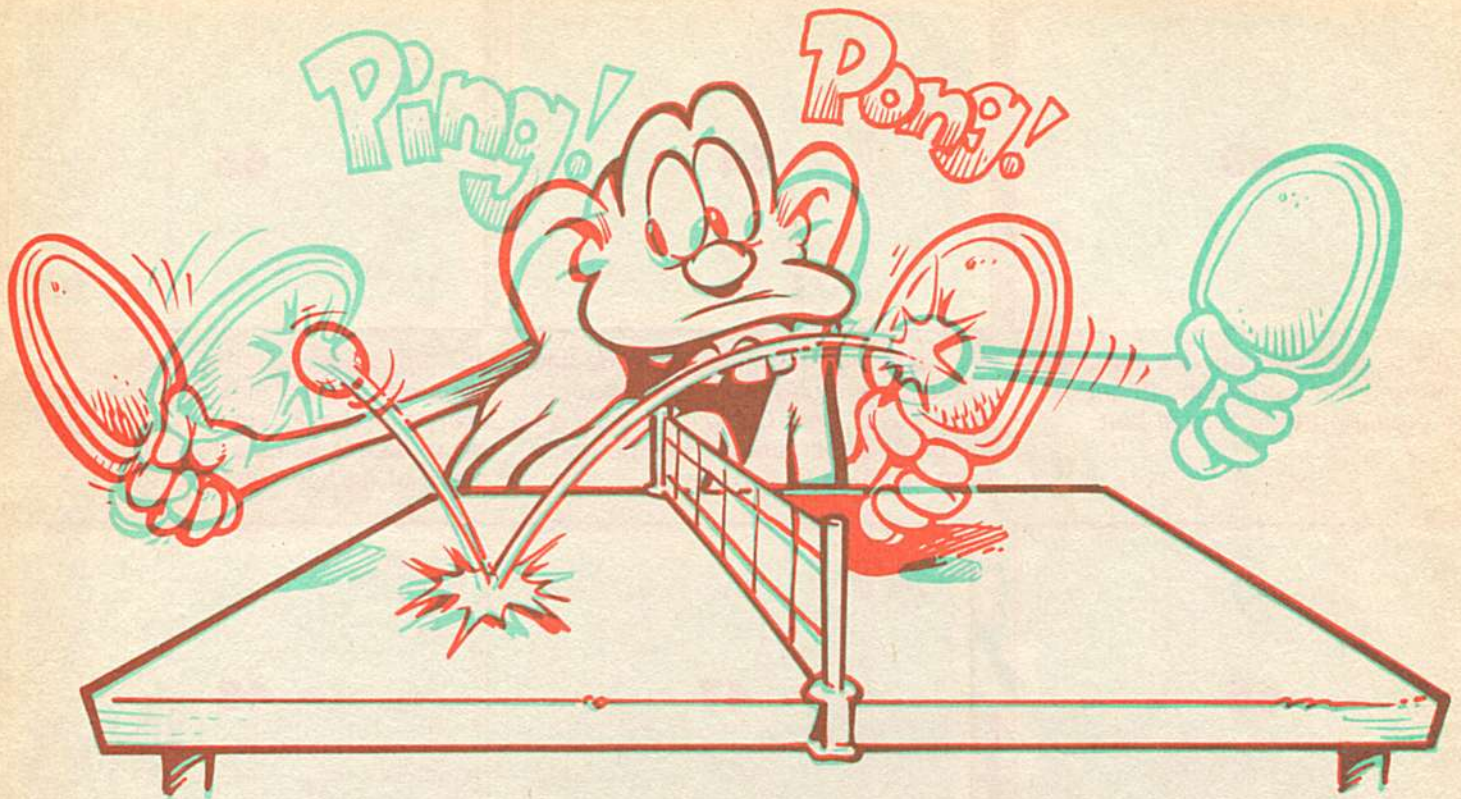


47-50. The foul odor drifted clear across town and Sleaze soon picked up the scent of the smoggy substance. "Yum yum!" said Sleaze — and headed in the direction of the restaurant.

## SLIME TIME #1







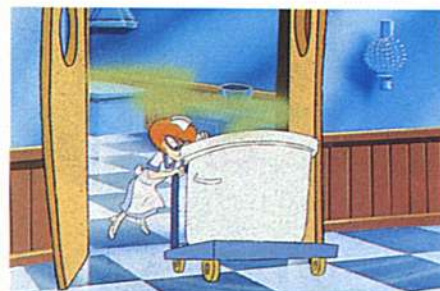
51. When Sleaze arrived, Slimer was waiting at the door — dressed as a *matre d'*. "Zees way please, mon sewer," said Slimer.



52. "Bring me a bowl of that sweet smellin' stuff!" said the Sleaze.



53. Cathy, disguised as a waitress, brought the Sleaze a bowl of sleaze soup. He gobbled up the disgusting delicacy and ordered more. "This time — bring me a *large* bowl," said Sleaze.



54. So Cathy wheeled out the entire vat.



55. Lacking in good table manners, the Sleaze dived right in! "Mmmmmm! Like Mom used to make!" he shouted.



56. Right then and there, the Junior Ghostbusters put a lid on the situation, trapping the Sleaze inside the vat.







57. Slimer and Cathy sat on top of the lid to hold it down. But the Sleaze worked one of his smelly feet out of the vat...



58. ...and the gross odor almost made the kids pass out! "Don't excuse me," said Sleaze, as he jumped out of the vat and exited the restaurant. "Oh no!" said Slimer. "He got away — again!"



59. Sleaze was loose again and Slimer and the Junior Ghostbusters were in hot pursuit. "There's Sleaze!" said Donald. "Slimer, it's up to you! We'll get the firehouse ready!"



60. To put the plan into effect, Slimer changed to women's clothing.



61. "Wow! What a babe!" said Sleaze. "What's a repulsive gal like you doin' in a nice place like this?"

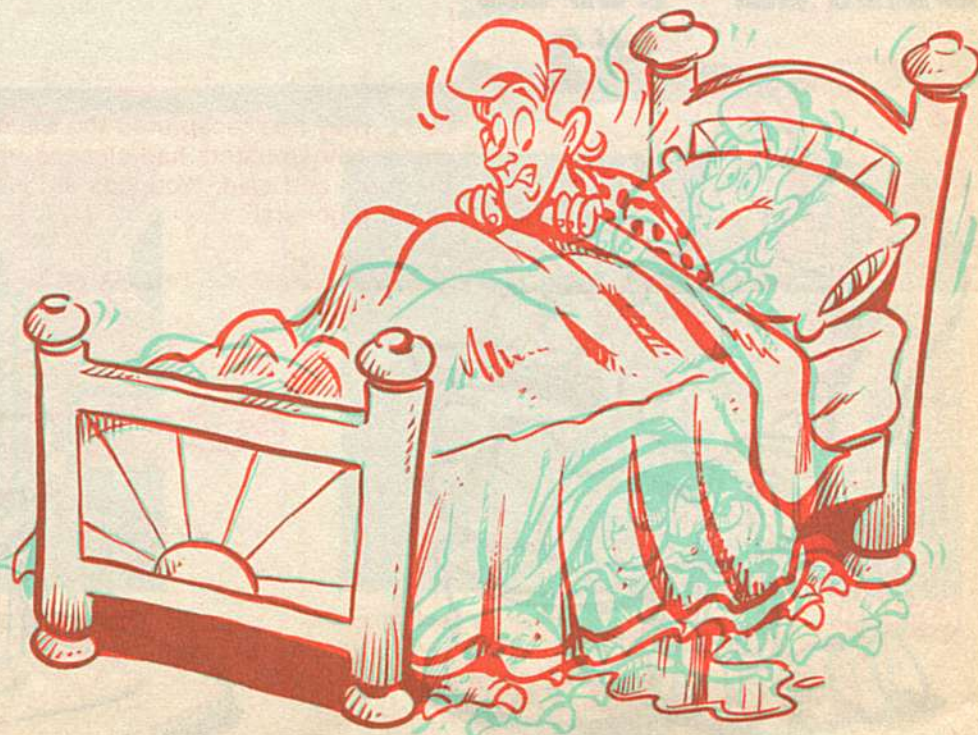


62. When Sleaze asked Slimer for a date, Slimer suggested "Club Sleaze". The Junior Ghostbusters had fixed up the firehouse to look like a nightclub!



63. "Hey," murmured Sleaze. "They're playing *our* song." "Let's boogie!" suggested Slimer.

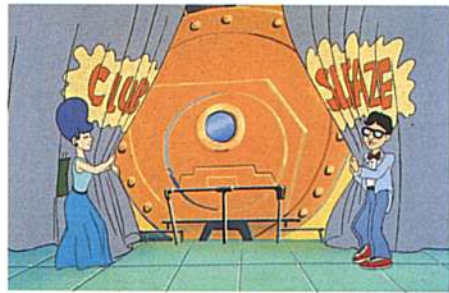
**GOOD FRIGHT!**







64. "That's really some fancy foot-work, Sleaze," said Slimer.



65. While Sleaze and Slimer danced, Cathy and Donald parted the curtains to reveal the containment tank.



66. "Now let me show you a *new* move!" said Slimer, as he spun the Sleaze around...



67. ...and tossed him toward the containment tank, which sucked him inside instantly!



## SLIME-TIME #2

68-71. They had recaptured the Sleaze just in time! Within minutes the Junior Ghostbusters had cleaned up the firehouse. Just then, Peter entered the room and said, "You kids are lucky you don't have to spend your time chasing ghosts!"







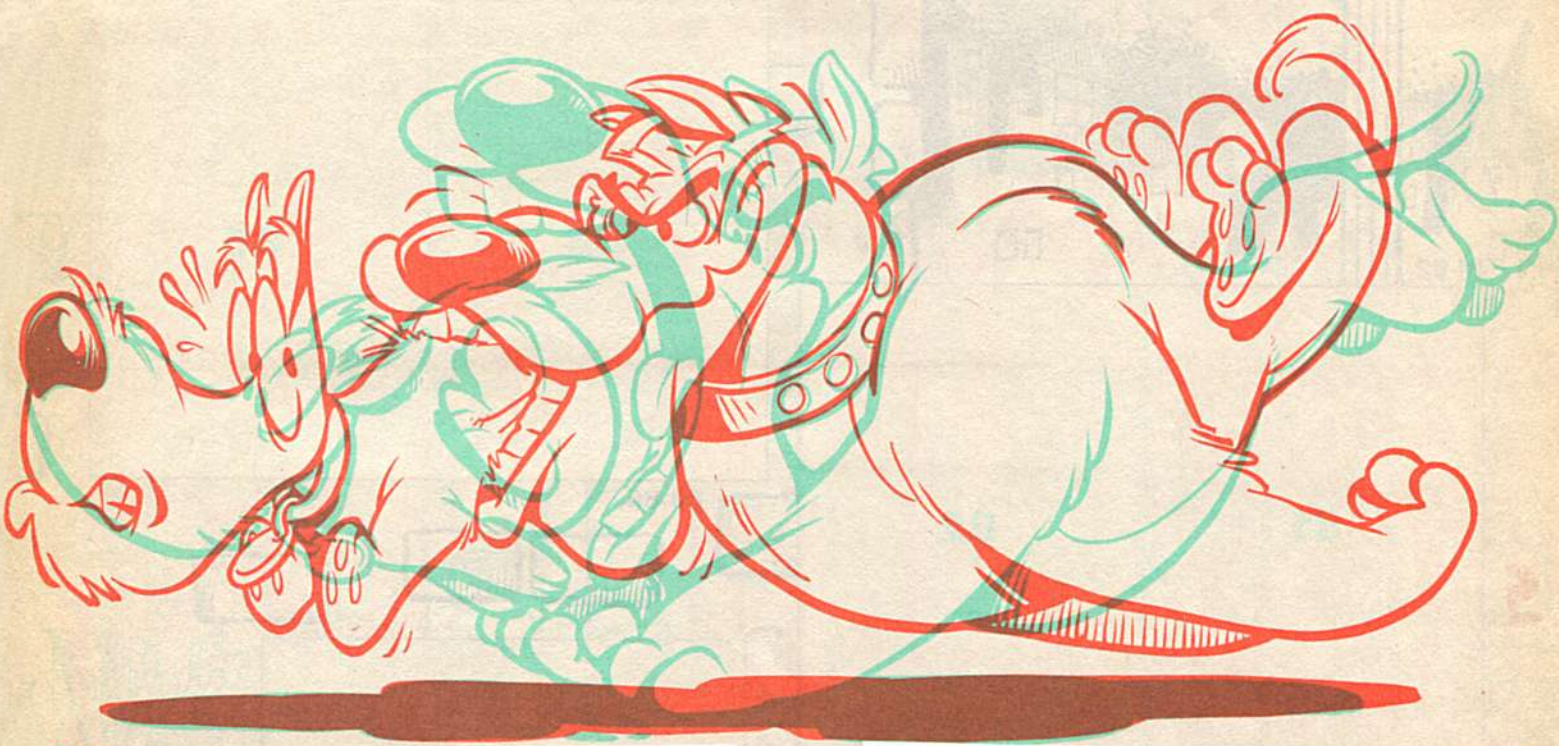
72. "Yeah," said Donald. "I'll bet it's not an easy job!"



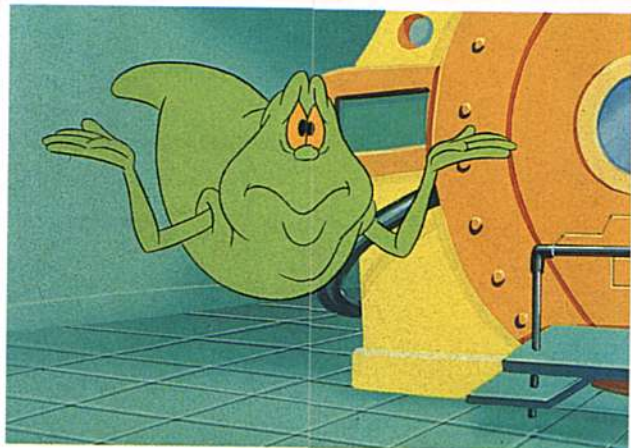
73. Peter looked into the containment tank at the growling Sleaze. "Relax, guy," he said. "We just picked up a couple of friends for ya!"



74. "Peter!" Slimer shrieked, "DON'T TEASE THE SLEAZE!"



75-76. "Relax, little spud," Peter laughed, "It's not like the Sleaze could get out or anything!"



77-78. "Ungh!" thought Slimer.



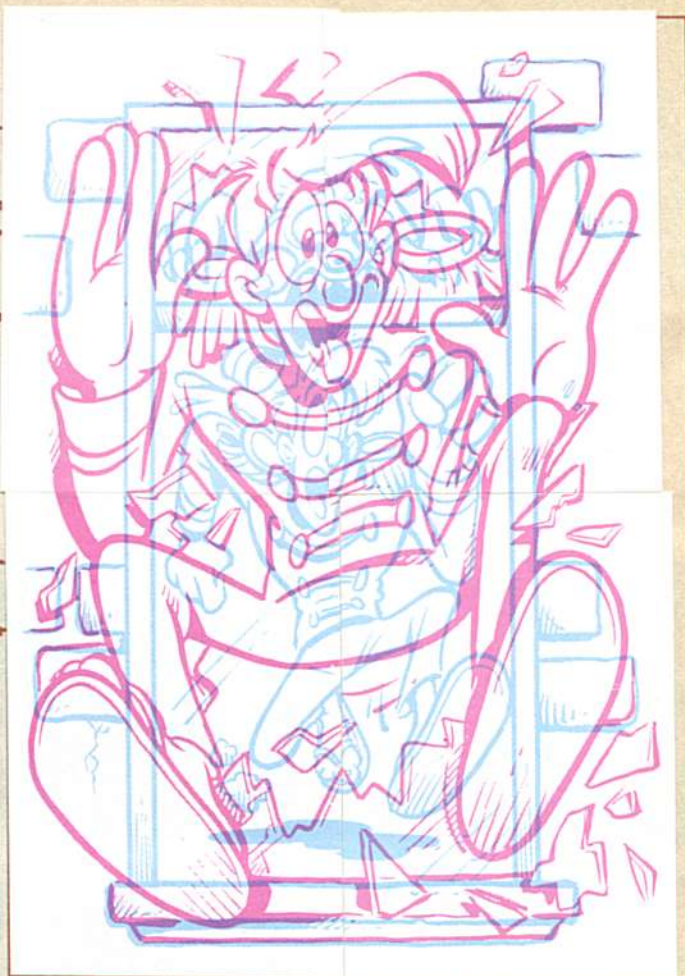
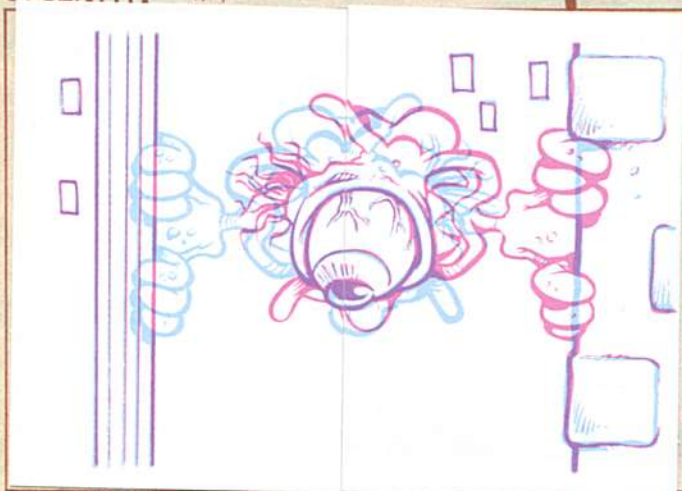
# PROF. DWEEB THINKS THIS ALLEY MAY BE HAUNTED!!



79-80.



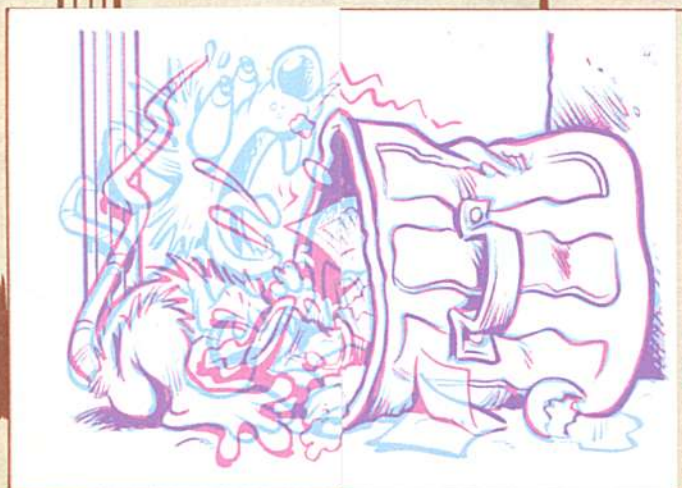
81-82.



83-86.



89-90.

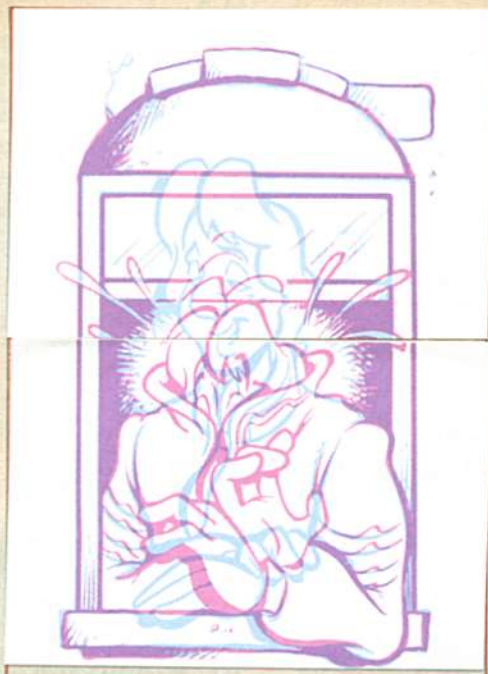


87-88.





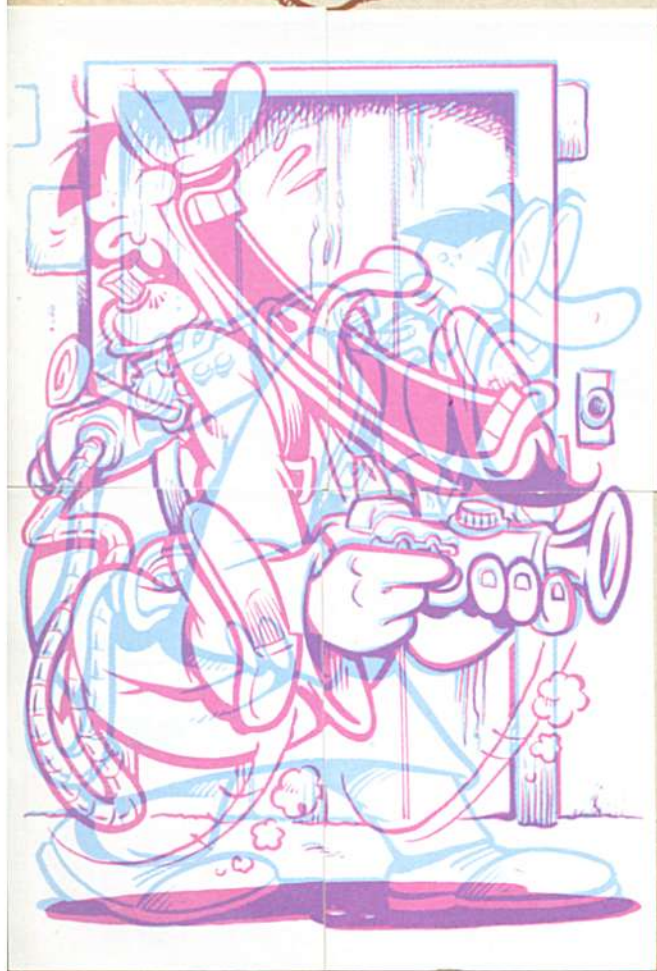
Collect **ANIMATED** Stickers #79-102 and see if he's right!!



91-92.



93-96.



97-100.

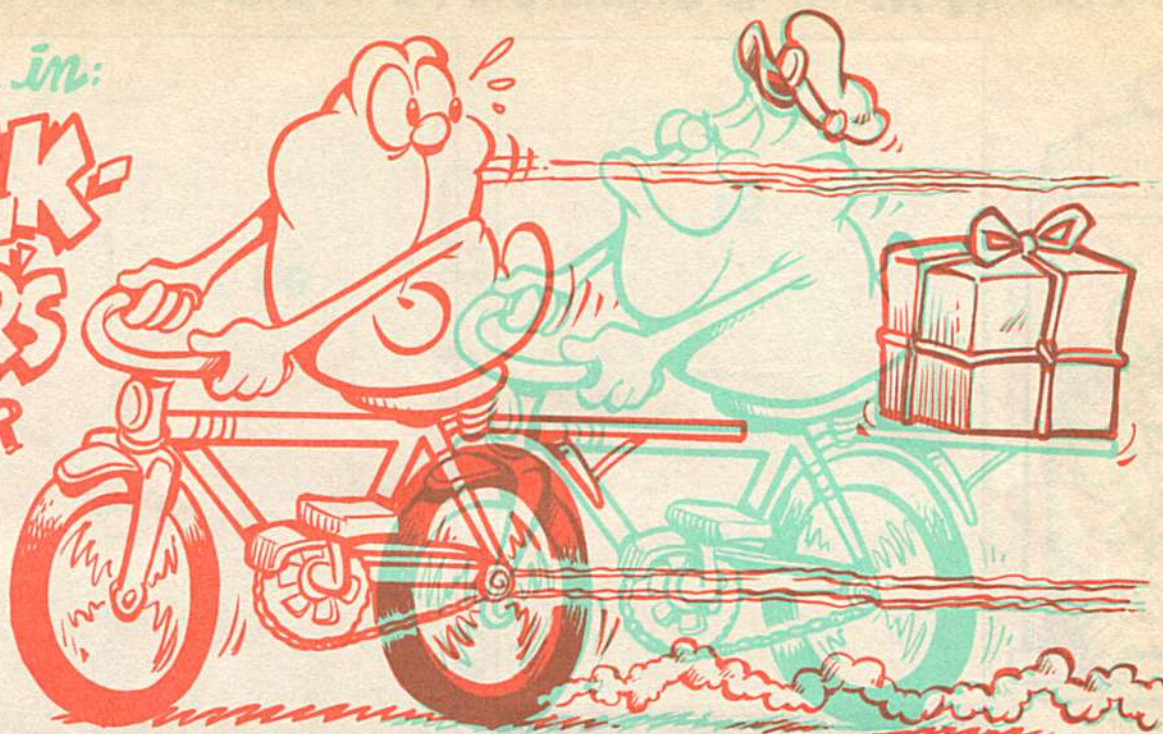


101-102.





SLIMER in:  
**QUICK-  
SLIMER'S  
MESSENGER  
SERVICE!**



103-104. One hot summer day, Slimer was relaxing with a good book at the Ghostbusters' fire station Headquarters, when he heard a familiar sound.



105-106. "Ice cream! Ice cream!" It was Chilly's voice. Her ice cream truck was definitely nearby. "Oh boy!" squealed Slimer, "Ice cream!"



107. But when Slimer looked in his Stay Puft Marshmallow Man bank for cash, all that was inside was an old coat button "Oh no!" Slimer thought, "I need money! What'll I do?"



108. Just then, Winston walked into the firehouse. Slimer flew up Winston's pants leg, to search his pockets. "Money? Money? Money?" squealed Slimer.



109. Out the neck of Winston's coveralls popped Slimer's head. He asked Winston for money for ice cream but Winston answered by saying, "Forget it. I'm fresh out of change."





110. Slimer heard the sound of Chilly's voice growing fainter. "Ice cream! Ice cream!" she cried. He zipped out of the door and proceeded to catch up with her truck.



111. When she saw her little green pal, Chilly pulled over. "Hey, Slimer!" said Chilly, "What'll it be today? Raspberry? Strawberry? Tuti-fruti? What'll you have, little sweetie?"



112. Sadly, Slimer shook his head and turned his pockets inside-out so Chilly could see that he was broke. "Oh," Chilly responded, "No dough, hunh?" Slimer sadly shook his head in reply.



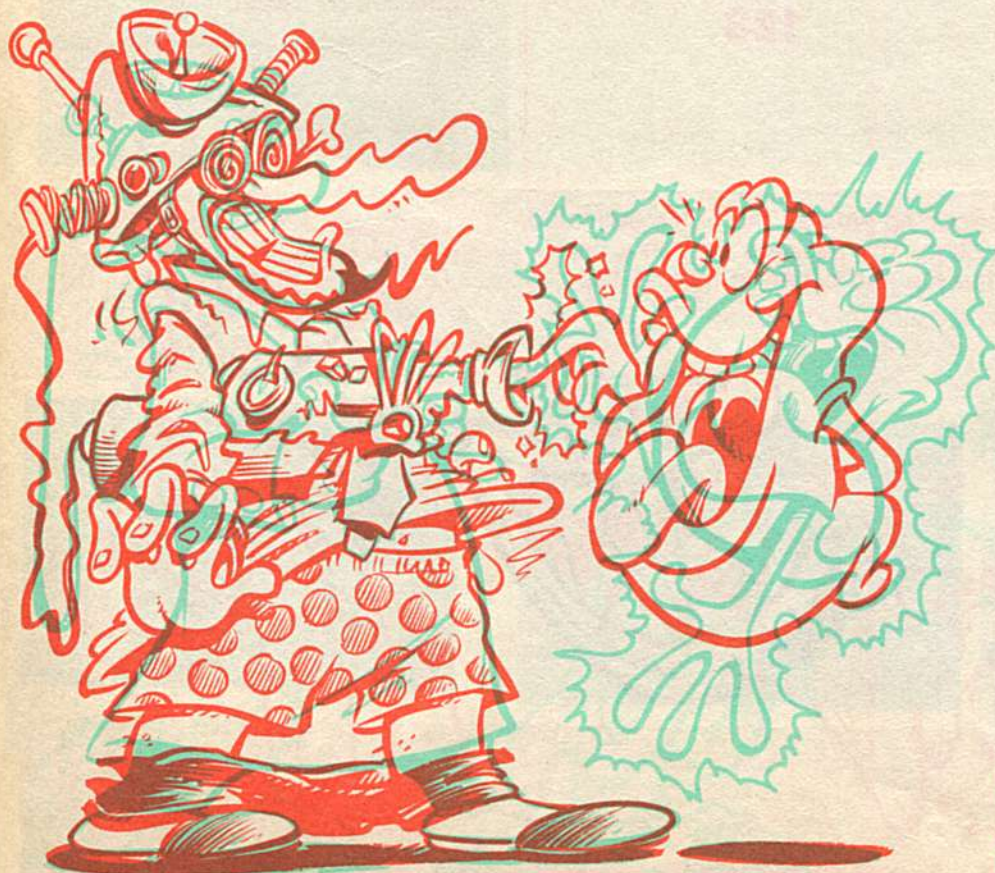
113. "Hey! No big thing," consoled Chilly, "I'll be back this afternoon. I'm sure you can hustle up 50¢ by then, right?"



114. Floating down the street — Slimer spotted his friend Rudy, who called out to him, "Hey! My man Slime! C'mere!"



115. "Like to make some money?" Rudy asked, as if he could read the little spud's mind. Slimer nodded. "This is Rudy's messenger service, and you are my messenger," said Rudy.



116. Across the street, Dweeb was eavesdropping from inside his van. "Perfect!" said Dweeb, "Slimer has a job! And I have formulated a brilliant plan to catch him!"





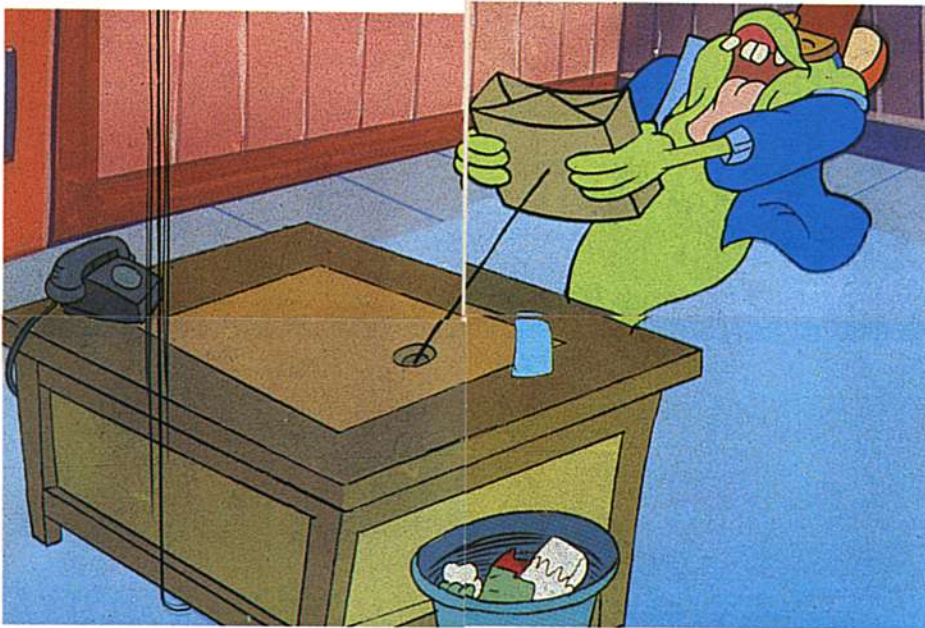
117. Rudy answered the phone. "Quickslimer Messenger Service! Package pick up? No problemo, sir." Rudy gave Slimer a slip of paper, as he said, "Here's the address. Go get that package!"



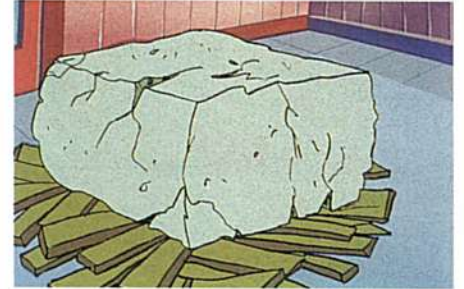
118. Slimer burned rubber! He was off on his first assignment as a messenger.



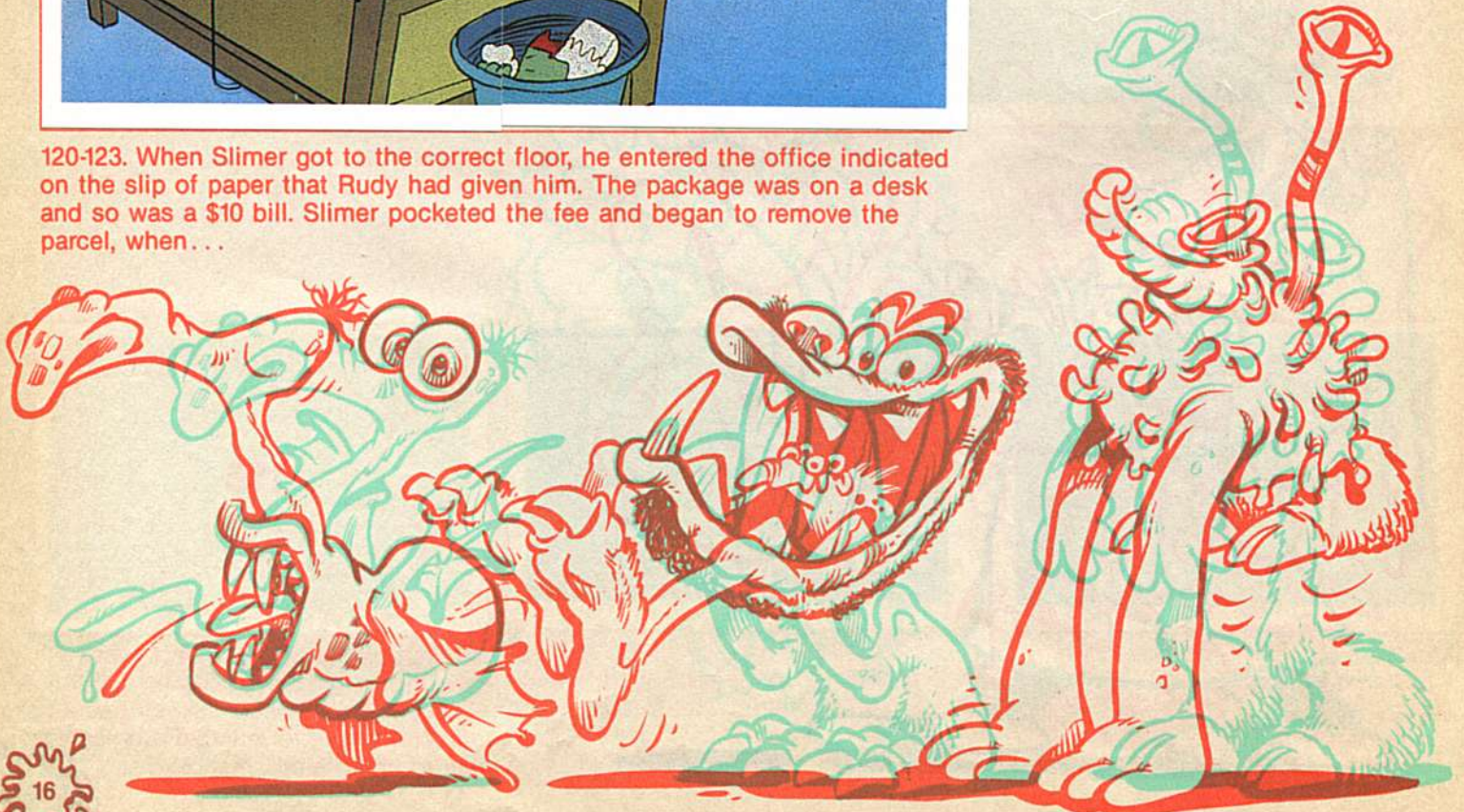
119. Dweeb's van followed Slimer. Soon Slimer parked his bicycle in front of a large office building. As Dweeb watched Slimer enter the building, he laughed, "Now Elizabeth," "we've got him!"



120-123. When Slimer got to the correct floor, he entered the office indicated on the slip of paper that Rudy had given him. The package was on a desk and so was a \$10 bill. Slimer pocketed the fee and began to remove the parcel, when...

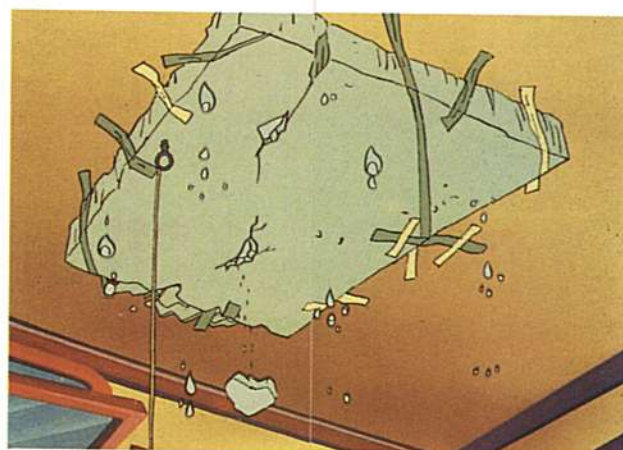
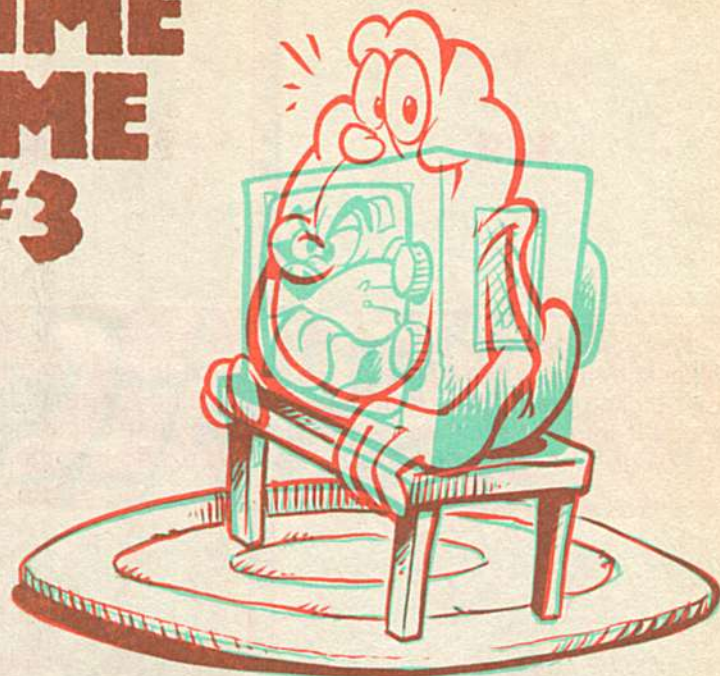


124. ...a string tripped a mechanism which began to release a concrete slab from the ceiling directly above Slimer. Obviously this was some sort of trap rigged up by Dweeb.





# SLIME TIME #3



125-126. The slab fell, but Slimer got out of the way just in time to avoid winding up as a side order of mashed messenger. "Uh-oh!" said Slimer, "Slimer broke it!" So he raised the slab back to the ceiling; taped it back; and flew out the window.



127-128. Dweeb stormed through the door. He was surprised to find *no trace* of Slimer. When he looked up, he saw the hasty, tape-repair job. Before Dweeb could figure it all out, the concrete block fell on *him*! The professor's booby-trap had backfired.



129. Back at Rudy's phone booth/office, Rudy was taking another order for Slimer's services. "Another package for you. Same address," Rudy told Slimer.



130. Back at the office building, Dweeb was rigging up another trap. "Slimer won't escape *this*! It's *fool-proof*!" cackled Dweeb. "Soon as he turns this doorknob, it'll be all over for him!"



131. Dweeb and Elizabeth heard a noise. "Slimer is here!" said Dweeb. The professor emptied a half-full garbage can to make room for himself and his hound to hide inside.





132. The garbage made quite an unpleasant sight in the hallway. Slimer picked up all this trash and dropped it into the trash can — with Dweeb and Elizabeth in it!



133. To save time, Slimer entered the office through an open transom — avoiding the rigged doorknob altogether. Slimer took the package, and exited through the office window.



134. Thinking that Slimer had already set off the trap, the professor turned the doorknob and triggered the "on" mechanism to a robot desk which was programmed to attack anyone...



135. ...and gobble them up! The robot desk padlocked them inside an iron cage. "Elizabeth," said Dweeb, "you have 'doggie breath!'"



136. Rudy began to divide the day's profits. "Lessee," said Rudy. "Out of your share, we take 50¢ for bike rental; 40¢ for taxes... So your share comes to 10¢!" Slimer was very disappointed.

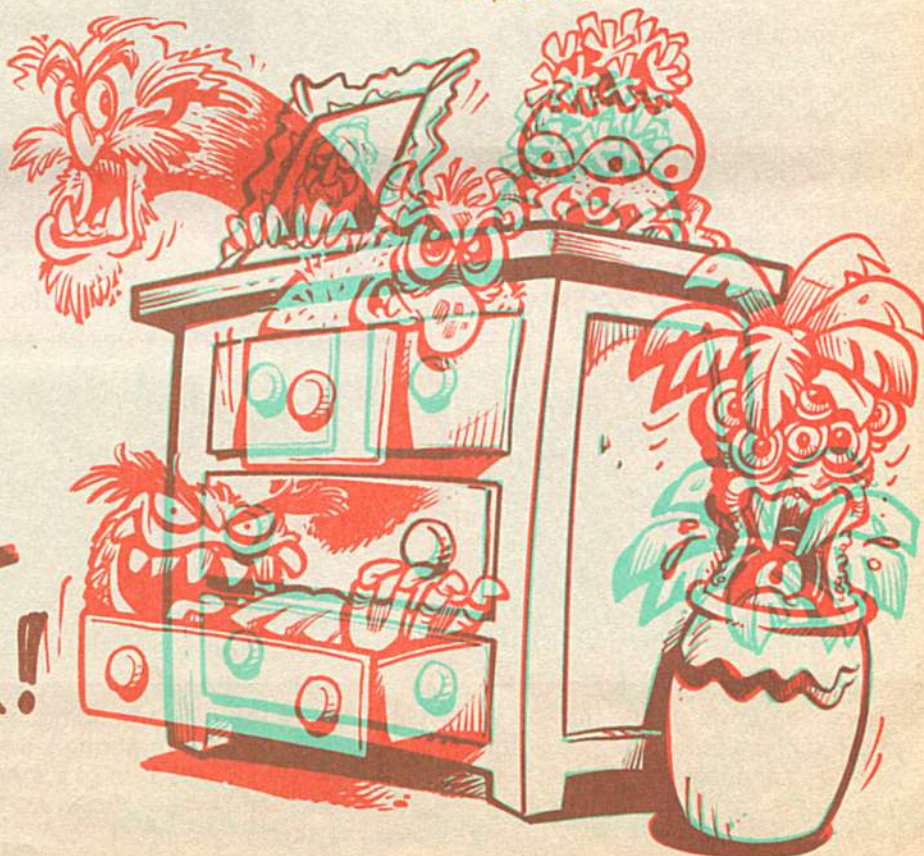


137. Just then the phone rang. As Slimer picked it up, a voice on the other end said, "Congratulations! You've won today's jackpot!" And large quantities of coins began to pour out.

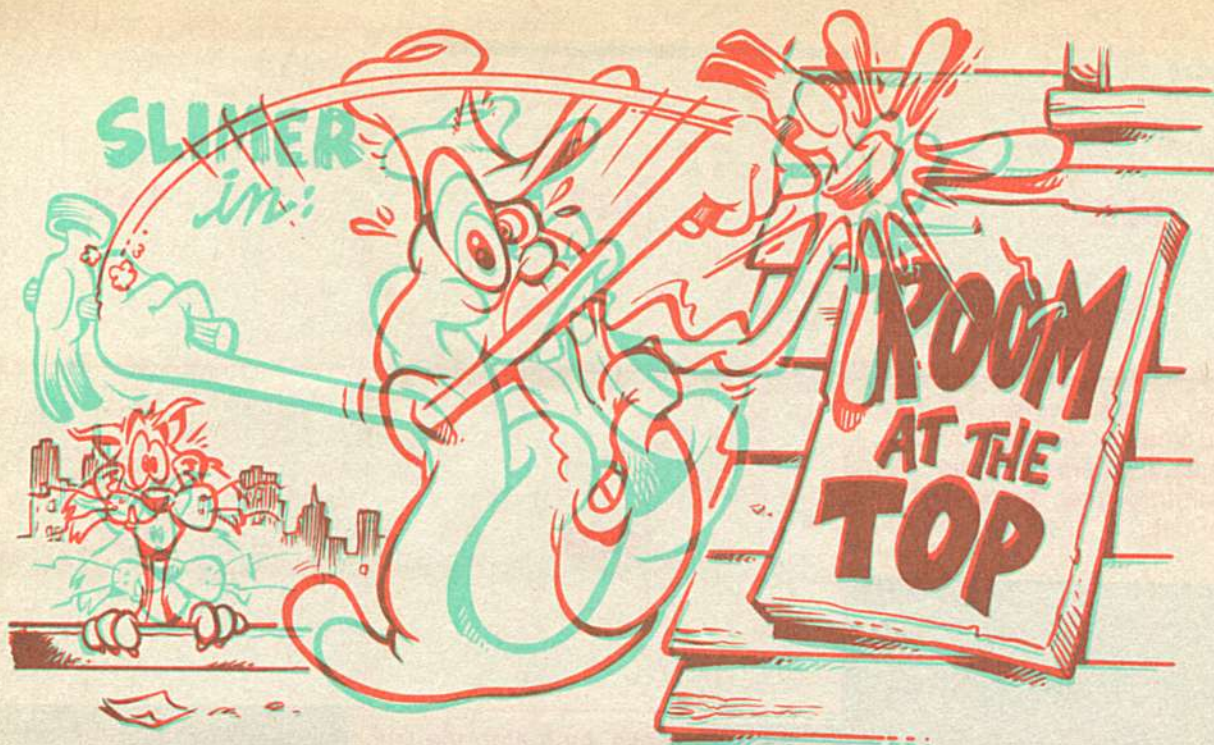


138. At that moment, Slimer heard Chilly's ice cream truck. Slimer stopped the truck and bought two ice cream bars. "How sweet it is. Huh, Slimer?" said Chilly, as they drove away.

# THE GHOST IS CLEAR!







139. The new issue of Flexo Man, Slimer's favorite super hero comic book had just come out. Slimer was all set to catch up on his reading.



140. Slimer had no sooner settled down on his bed and opened his comic book to page one, when...



141. ...he heard loud snoring coming from across the room. It was Peter! and not only was it *loud* — it was creating a *vacuum*!



142-143. To escape the noise and chaos of Peter's snoring, Slimer took his comic book into Egon's lab. Maybe there would be peace and quiet *there*! But Egon was working on an experiment with his new dimensional inverter machine, and *that* was noisy too!

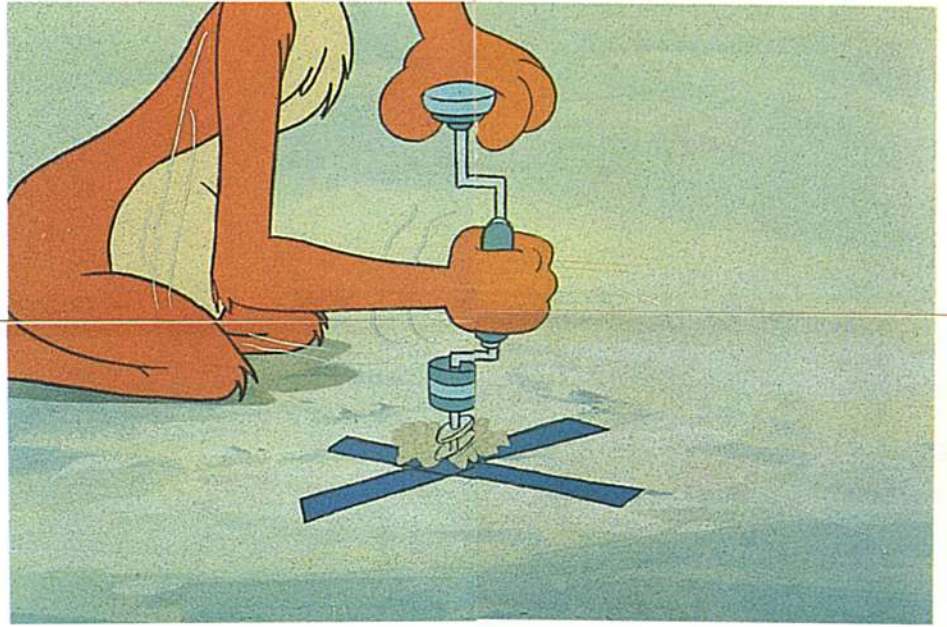


144-145. "Can't you be a little quieter, Egon?" Slimer squealed. "I'm trying to *read*!" "Just a few more tests and this machine will be perfect!" replied Egon.





146. More tests — more *noise!* Slimer needed a place that was quiet. He needed a place where he could read Flexo Man in *peace!* Suddenly Slimer got an idea.



147-150. Meanwhile, high atop the Ghostbusters Headquarters, a furry feline figure was drilling a hole in the roof.



151. It was Manx! He slipped a long straw through the hole, working the end of the straw into a carton of milk that was on the Ghostbusters' kitchen table. Manx gulped it down.



152. Just then, Slimer appeared carrying boards and a tool kit. He was planning to build a little reading hut for himself. "I'll have peace and quiet up here on the roof," he thought.



153. As Slimer started working on the shack's frame, Manx snuck up behind him. The cunning cat quickly replaced Slimer's hammer with a rubber one.



154. Using the rubber hammer, Slimer hit a nail with all of his might. "Boinnng!" The hammer bounced back — pulling the confused Slimer through the air with it.



155. Propelled in a backwards direction, Slimer flew across the roof and fell right into the drainpipe!



156. "I'm still hungry," thought Manx, as he sawed an even *bigger* hole into the roof. Kneeling above the hole, Manx slid the nozzle of a large vacuum cleaner through it. . .





157. ...and into the kitchen. He began to suck up the contents of the refrigerator into the vacuum cleaner bag.



158. Slimer's visit to drainpipe-land ended abruptly, as he slipped out of a storm drain. He heard noises in the kitchen and decided to go up and investigate.



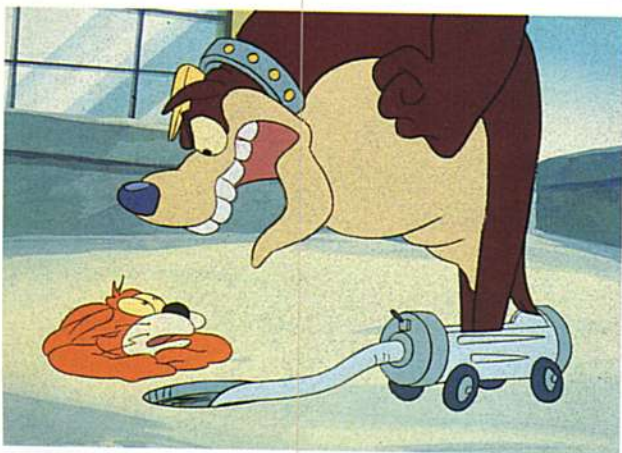
159. Slimer reached the kitchen just in time to save the main course. As soon as he pulled the turkey from the mouth of the hungry vacuum cleaner...



160. ...he hurried to the window. Slimer looked down and saw Bruiser, a vicious dog who was known not to be too fond of a certain orange cat.



161-162. Slimer lowered the end of the vacuum cleaner toward the street. In a split-second, Bruiser was sucked up into the hungry vacuum cleaner.

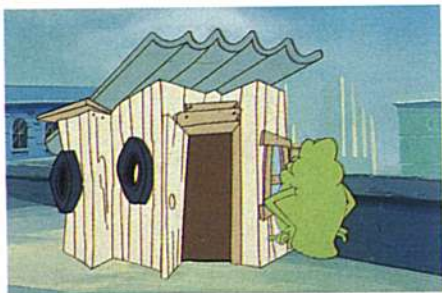


163-164. Bruiser's angry growl reduced Manx to a quivering mass of cat jelly. Then Manx jumped up, shrieked out a high-pitched scream and ran down the stairs — with the outraged Bruiser tailgating him. "So long, kitty cat!" squealed Slimer.

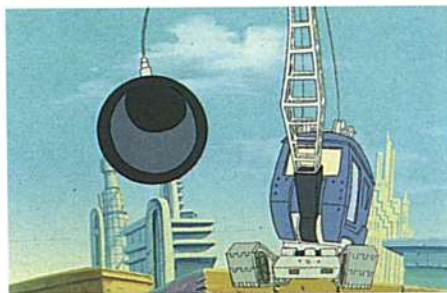


165. Slimer began serious work on the construction of his reading room. First he completed the frame.





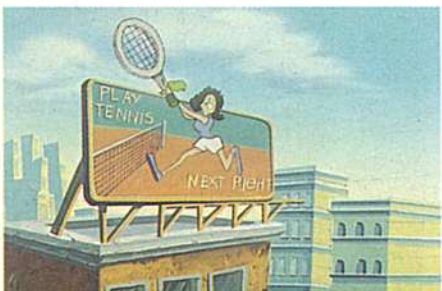
166. And in a little while he finished up the whole thing. At last, Slimer had a nice, quiet place where he could get some reading done.



167. But what was this? It was a *wrecking ball*! And it was heading straight for Slimer's new rooftop-retreat pad!



168. And at the controls, was none other than that furry fury, *Manx*!



169. Slimer looked around in panic. How would he save his new home from Manx's wrecking ball? Just then the little ghost spotted a billboard that gave him an idea.



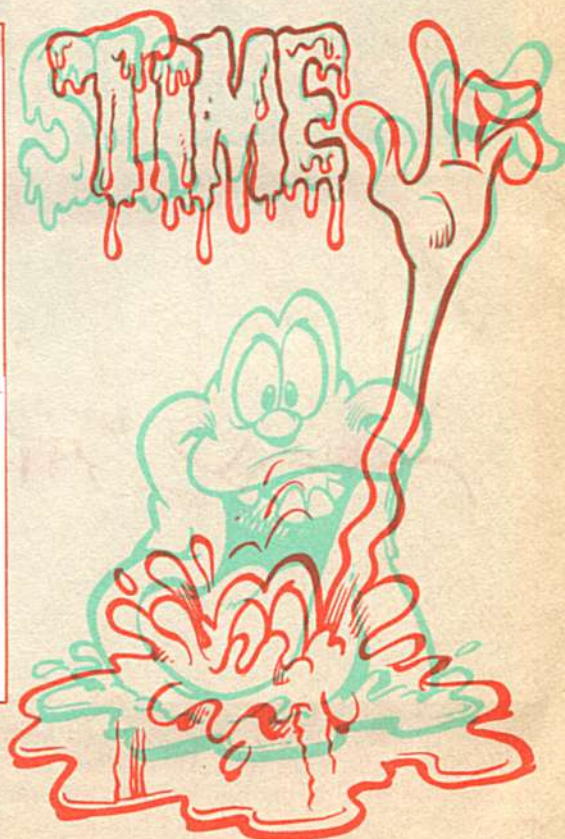
170. Grabbing the giant tennis racket from the sign, Slimer took a hefty swing...



171. ...and returned Manx's power serve! The wrecking ball was now in Manx's court!



172-175. The wrecking ball spun around the arm of the crane. And Manx began feeling a little "wrecked" himself.







176. Slimer plopped himself down in the hammock he'd set up in his new digs and began to read his new copy of Flexo Man comics, when...



177. ...there was a knock at his door. "Who's there?" asked Slimer, barely managing to hide his aggravation. The door opened. "Mind if I join you?" asked Peter.



178. Peter was followed by Egon and Winston, who was carrying a portable TV set. "Nice pad, Slimer!" said Egon. "What a great place to watch the game!" said Winston.



179-180. "All I wanted to do was read!" Slimer sighed.

## SLIME TIME #4





**SLIMER** is sad, because his Sticker Album is almost over-but *you* can cheer him up!

**You**

**BE THE ANIMATOR!** It's easy — all you need are two crayons, **RED** and **BLUE-GREEN**.

Just do the red numbered dot-to-dot with your red crayon, and the blue numbered dot-to-dot with your blue-green crayon! Now look at it thru your **SLIDE-O-SCOPE** and see

**SLIMER**  
*get happy!*

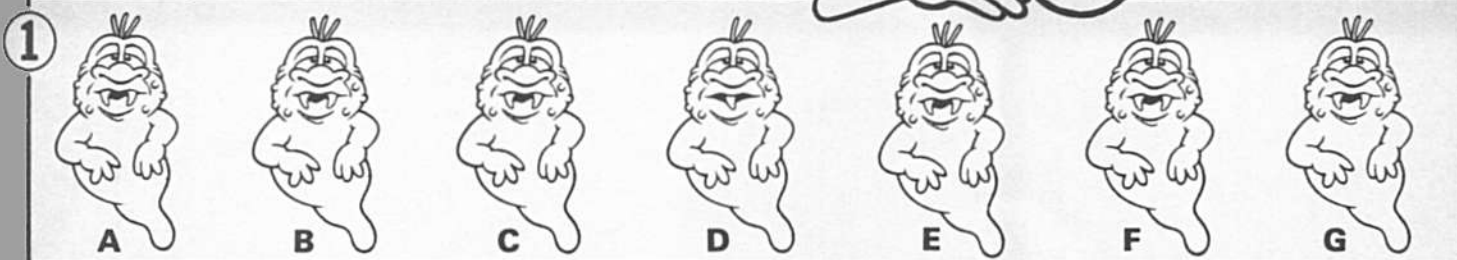




# SLIMER'S™

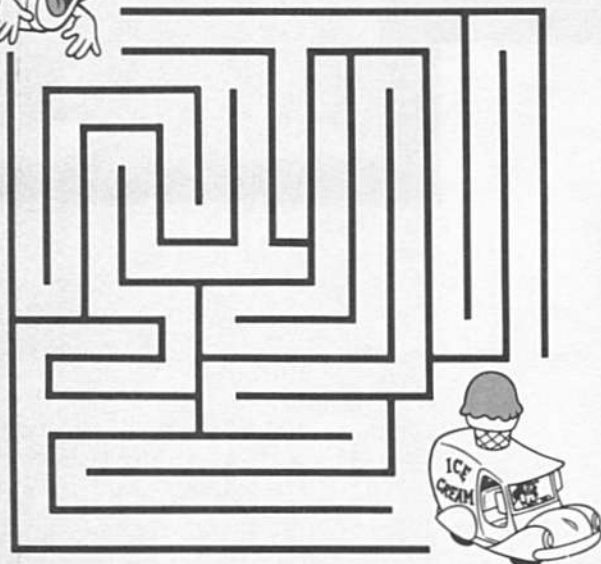
## PUZZLE PAGE

CAN YOU FIND THE ONE GHOST BELOW WHICH IS *DIFFERENT* FROM THE OTHERS?



### 2 FOLLOW the MAZE

...AND HELP SLIMER CATCH UP TO CHILLY'S ICE CREAM TRUCK!



### 3 CIRCLE the NAMES

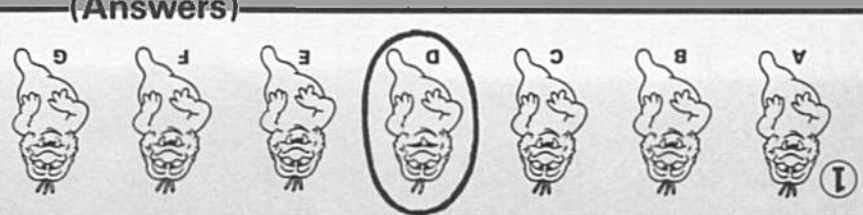
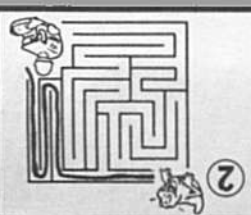
...of all ten characters shown in the pictures below! Answers may run vertically, horizontally or diagonally.



S	T	A	W	L	R	J	W
O	L	G	A	H	A	A	I
C	H	I	L	L	Y	S	N
A	R	O	M	P	L	O	S
T	D	W	E	E	B	N	T
H	O	C	X	T	R	F	O
Y	W	W	P	E	G	O	N
S	A	Y	E	R	U	D	Y



(Answers)





# COMPLETE YOUR STICKER SET THROUGH THE DIAMOND STICKER TRADING CLUB

HERE'S HOW IT WORKS:



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- 1 On a sheet of paper, print your name, age, address, zip code and name of this album.
- 2 List the number of each sticker you wish to receive. You may order 10 or 20 stickers at a time *only*. No orders for amounts other than these will be processed.
- 3 Costs are as follows:  
10 stickers cost \$1.00  
20 stickers cost \$2.00  
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- 4 Mail your list, your payment, and a self-addressed *stamped* envelope (containing your name, address, zip code and a first class stamp) along with an additional \$1.00 handling charge to:

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P.O. BOX 48778, Niles, IL 60645

Offer valid while supplies last.  
Allow 6 weeks for shipment.

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- 2 List the number of each sticker you wish to receive. You may order 10 or 20 stickers at a time *only*. No orders for amounts other than these will be processed.
- 3 Costs are as follows:  
10 stickers cost \$1.00  
20 stickers cost \$2.00  
(Send no coins)
- 4 Mail your list, your payment, and a self-addressed *stamped* envelope (containing your name, address, zip code and a first class stamp) along with an additional \$1.00 handling charge to:

**DIAMOND STICKER TRADING CLUB**  
P.O. BOX 1158, Postal Station B  
Oshawa, Ontario L1J 5Z1

- 5 **NOTE:** Canadian orders require Canadian stamps on your self-addressed stamped envelopes. Offer valid while supplies last. Allow 6 weeks for shipment.



**REMEMBER:** You *must* include a self-addressed stamped envelope with your order. Orders received *without* a S.A.S.E. or handling charge will *not* be processed.

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**DIAMOND**

# SLIMER!™

AND  
THE REAL  
GHOSTBUSTERS™

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