Ghostbusters

Handbook

Your field guide to operations, protocols, and guidelines.
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A Message From Our Chairman, Dr. Peter Venkman.

*Ghostbusters International® is a close knit family of hard working, tax paying citizens who have come together for the common good, the investigation and elimination of troublesome supernatural phenomenon. Its a tough job, but somebody has to be incredibly well paid to do it!*

![Dr. Venkman, PhD](image1)

Welcome to the Chicago Ghostbusters Division. You are about to join the world’s leading professional paranormal research and elimination group. Our competent and professional staff are on call 24 hours a day, 7 days a week to ensure that all people can live in a world unhindered by the paranormal. This job will require you to face danger, gather scientific research, and have a friendly positive attitude.

*Ghostbusters © was established in New York City by three Doctors of Parapsychology to further man’s knowledge and eliminate paranormal threats. Since then Ghostbusters have established organizations in Los Angeles, Boston, and other major metropolitan areas. Ghostbusters Chicago Division was established in 1999. Since then we have become a pillar in the community. We protect the people from supernatural harm and also participate in parades and special events. We also provide public education on ghosts and what the public can do to stay safe and unadulterated. Another key aspect in the Ghostbusters Organization is collecting, disseminating, and processing paranormal research. This also includes testing new equipment and technology in the field. Every Ghostbuster is encouraged to develop new theories, techniques, and equipment. These, if proven sound, will be passed on to Ghostbuster Headquarters in New York to be rolled into the field world-wide.*

![Founders of Ghostbusters](image2)
Chicago Ghostbuster Division

The Chicago Division of Ghostbusters International has been keeping Chicago and the surrounding areas safe since 1999. From its headquarters located in Chinatown it can quickly respond to any supernatural threat in the city. More specifically our headquarters are at 212 W CERMAK RD, Chicago, IL 60616. This old Chicago fire station was slated for demolition until GB:CD rescued it. Since then it has been renovated and updated with cutting edge equipment in the field of paranormal research. The basement features the Mark 9 Non-Biological Energy Containment Unit. This is the newest Paranormal Energy Containment Unit currently produced. The basement also has a full paranormal investigation and technology lab. The lab includes a test range, a ghost interaction area, and all the equipment a Ghostbuster could ever need to carry on the fine tradition of tinkering. Due to the extremely volatile equipment, there is no smoking in the lab. The first floor is the garage floor. This is where the vehicles, which include Ecto 1 and Ecto 2, are housed. This place also serves as storage for our equipment and uniforms. The second floor includes full living quarters including full shower, tv room, kitchen, and bedrooms.

GB:CD currently operates 3 24 hour shifts for field personnel. Support personnel will operate on a standard 40 hour work week schedule. The shift will be responsible for cooking, cleaning, and maintenance while they are on shift. These shifts will be available to respond to emergencies at a moment’s notice. Calls will be given by one of the onsite dispatchers. Their offices are located in the next door building. The dispatchers will notify you of the calls location, caller’s complaint, and response codes. The response codes are
Code 1- This is any response to a non-life threatening or non-disturbance call. This is used if they are enroute to a community event or inspection.

Code 2- This is for a non-life threatening incident, but a paranormal disturbance is occurring. Warning lights should be used to warn people of the incident and that Ghostbusters are working in the area.

Code 3- Immediate hazard to life and property. Warning lights and siren used. Get there quickly.

Ghostbusters will need to notify dispatch when they are enroute, on-scene, when the paranormal entity is eliminated, and when they are cleared of the scene and back in service. Also give be sure to give dispatch periodic status updates and if any special resources need to be contacted.

A member of the GB:CD will have to be familiar with our run area. They should have a good working knowledge of the city, its history, and its community. Chicago has a wide variety of ethnicities in it and many cultures. Also be familiar with the city’s government as being a Ghostbuster will bring you in contact with city politicians, police officers, and firefighters. You may also come in contact with city and county records personnel and library personnel as well as experts in the paranormal. Amateur paranormal investigators are also out there as well and may try to leech our calls from us.

GB:CD may also respond to areas outside the Chicago city limits. We routinely provide support for the city’s many suburbs, but we may be called to go beyond this for extreme cases. We have sent teams to handle emergencies in Wisconsin, Missouri, and Southern Illinois. Normally these are severe cases only and all travel expenses and overtime will be provided.

All perspective Ghostbusters must pass a physical, background check, and drug screening. As an employee of GB:CD you will be required to complete a full Basic Equipment Class, Basic Paranormal Elimination Class, and a Emergency Vehicle Operators Class. Also you must complete a nuclear reactor safety class and be registered with the International Nuclear
Regulatory Commission. These classes are included into the Ghostbuster’s probationary period. At the end of this period you will be a nationally qualified Ghostbuster. You will be responsible for all the continuing education required to keep these certifications.

Once you have passed all the necessary requirements to become a Ghostbuster, you will be given a title and position that will correspond to your pay and vacation time. Also Ghostbusters are given call pay. This is an extra bonus for taking calls. The pay is $3.00 for a light hazard (class 3 and below) and $5.00 for a high hazard call (class 4 and above). 5 personnel days and a paid vacation are allotted each employee annually. Please see the table below for pay scale. As an employee you will receive full health care insurance and dental insurance from Blue Cross Blue Shield Insurance Company, life insurance policy of $50,000 from Blue Cross Blue Shield which can be paid into for a maximum of $400,000, an extensive 401k retirement plan from Future Investments of America, and you will be fully insured against injury and lawsuits while on duty. An extensive insurance policy has been negotiated with the city of Chicago that covers most of the damages that you will inevitably cause by conducting operations, meaning that as long as you don’t blast everything, you should be fine. Just be aware that a positron nuclear accelerator will destroy pretty much anything it touches so never point at a person and always wear eye protection.

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*This pay is for new employees and includes the pay you will receive while attending your initial training.

Let’s get down to the positions and what their responsibilities are. First we have candidate. This is the probationary Ghostbuster. They will remain candidate for as long as they are on probation for. Generally this is 6 weeks but some people may have this time extended. This probationary period starts as soon as you are hired and will be active while you are attending
your 4 weeks of classes. At the end of this probationary period you will be promoted to the rank Ghostbuster, and your benefit package will start.

Next is the Ghostbuster. This is the backbone of our organization. They are the men and women who go out and actually perform research and handle the paranormal threats. As a highly trained, specially equipped Ghostbuster, your responsibilities will include conducting scientific research on the supernatural, evaluating and neutralizing paranormal threats, maintaining your equipment, and serving the public.

Directly over the Ghostbuster is the Supervisor, generally called Senior Ghostbuster, this person is a fully trained Ghostbuster with years of experience. They will operate in the field alongside Ghostbusters to ensure all personnel are operating professionally and competently. Their duties include performing paranormal inspections and directly leading ghostbuster teams. Each shift will be assigned one supervisor. Supervisors also can take punitive actions against any ghostbuster that they encounter disobeying company policy or endangering the public. The disciplinary actions are as follows, a verbal warning will be given for first offense of a minor nature, the second is a written warning, this can be for repeated violation of a minor violation or this could be the first action for a more serious violation, and finally dismissal from the organization occurs if the ghostbuster has received three written warnings over the time span of 1 year.

Overseeing all aspects of the field work is the Director of Operations. This person will be a fully qualified and experienced Ghostbuster. Their primary responsibility is to ensure that the organization is running smoothly and that we are serving the community to the best of our ability. The Director of Operations will also administer punitive measures on a case by case decision. They withhold the right to immediately dismiss the ghostbuster for a serious infraction or they can issue a suspension and retraining.

As a Ghostbuster you may occasionally have to interact with the people who maintain the company aspect of this organization. These support personnel are crucial to this franchise and make your job easier. These people include Billing, Accounting, the secretarial staff, mechanics, dispatch and communications, and the various researchers employed with us. You may also occasionally have to deal with the upper echelon of our company, but do not be intimidated, as are staff is always courteous and all of our Directors have an open door policy. In the GB:CD family you always have
someone who will listen to you.

Field operators will have a large amount of stress placed on them. That is why here at GB:CD we have implemented many programs that have helped employees cope with the pressure. Each employee is given a full gym membership to PrimaFitness Health Club. Ghostbusters are encouraged to visit the gym to remain in top physical shape for the rigorous demands of the job. Also you can seek professional counseling free of charge from Dr. Lynn. A licensed Psychiatrist whose office is at 6749 N Sheridan Rd, Chicago, IL 60626. Due to our insurance agreement that was negotiated with the Nuclear Regulatory Commission, it is mandatory that each Ghostbuster attend a psychiatric session at least bi-annually.

I’d like to take the time out and personally welcome you to our GB:CD family. You will see that we are a very dedicated and professional organization with one goal and that is to keep the great city of Chicago ghost free! I’m sure you are excited to get out there and start busting ghosts. On behalf of all of us here, Good luck and good hunting!

Joseph Black -President and Founder of Midwestern Ghostbuster Franchises Corporation
Being a Ghostbuster

Being a Ghostbuster is not easy. You will be exposed to danger and be expected to perform your job. A Ghostbuster will need to be professional, competent, and brave. Remember people are counting on you to be the light in the darkness that is the supernatural. You will be the savior of their nightmares. People will trust you whole heartedly. They welcome you into their homes and may very easily put their lives in your hands. This is a big responsibility and not one to be taken lightly. When you put on the uniform you are representing something bigger than yourself, you are representing a public defender. Do not do anything to tarnish the image that has been painstakingly earned over the years through sweat and blood.

Public image is very important. A Ghostbuster should always be professional, courteous, and ever helpful when they are out in public. Remember you are a role model for the community. Going to community events and teaching the public paranormal safety is a big part of your job. It is always better to prevent a supernatural emergency from occurring in the first place. A lot of the public still does not believe in the paranormal. They may show hostility to you and the organization, in the event that this happens simply smile and remind them that we are here if they need us. Some of the calls will be for people who didn’t believe in the paranormal before this incident. In these situations is very important to calm and reassure the victim. Also explain what you are planning to do so the person is well informed of your actions.

Keep in mind that sometimes these incidents can be emotionally impacting. If you are called because Nana has returned from the grave and you blast her, this could cause mixed emotions from the victim. Remember to ask the person exactly what they want to be achieved and tell them what your plan is to achieve it. Also be cognizant that these are emergency calls. That means that by definition they are chaotic and unpredictable. People are calling you because they feel the situation is out of their control. This means that each person will react differently to the situation. These reactions will not be rational and are always unpredictable. Remember that a Ghostbuster’s first responsibility is the safety of himself and his team. Always survey the scene first to ensure the scene is safe before entering, and always remember your personnel protective equipment.
Investigating the Paranormal

You are joining an elite group. Very few people are actually trained to investigate, research, and combat the paranormal. Common sense and your training are going to be your best tools in your fight against the supernatural. So read this carefully as it will give you a good idea how to handle these incidents and listen to the senior Ghostbusters.

The most important step is to ensure yours and your crew’s safety. This is done by sizing up the scene for threats and by wearing the appropriate personnel protective equipment or PPE. Scene size up begins even before the call is received, by planning, training, and preparing for operations. These will make you smoother and will give you a better working knowledge of safe and effective practices. Every day you should do a run through of all your equipment to ensure that it is working properly. The last thing you want to do is to be staring down a Class 5 Free-Forming Apparition just to have your proton pack sizzle and shutoff. By maintaining and inspecting your equipment it will not only look more professional, but function better.

Training in the use of equipment and techniques will help you and your crew understand how to better communicate with each other. It will also give a better idea on how all of you will respond in certain situations. This can show where each person’s strength and weaknesses are. It’s always better to find these out in training than on a call.

Now actual size up to the particular call you are on starts at the moment you are dispatched. Listen carefully to the dispatcher for all the details about the call. Dispatchers are very highly trained in receiving calls and can generally relay crucial information that they get out of the caller. They may be telling you something that can save your life.

Once on scene, try to park a distance away from the location, but still be able to see it. This first few seconds may be the only time you truly have to take in your surroundings. Try to make sure you see them first before anyone or anything can see you. Try to get a general impression of the area. Ask yourself questions. Do people seem frantic or is it eerily quiet? Normally quiet is a bad sign. Emergency scenes are never quiet. You could be walking into a gang of possessors. Think of possible entry and exits ways before entering the building. Does the homeowner have any dogs that could possibly attack? Dogs tend to be frightened by proton packs and may attack the user or they could be manipulated by a spirit. These are just some of the things to consider. Remember to trust your gut feeling, it will be right more times than its wrong.
Remember that scene size up is very important. It ensures you and your crew’s safety. Scene size up never stops either. Constantly be reevaluating the scene for threats and dangers. Always size up people and try to determine their demeanor. Never let a person or ghost get between you and an exit and watch you and your buddies` backs. **Always be on your guard!**

Personnel protective equipment may vary from call to call. This gear is to ensure that you have some level of protection when operating on a call. The gear that you will wear on every call is your Ghostbuster uniform coveralls, proton pack, and PSM (Personnel Status Monitor). Other PPE that should be worn when engaging a spirit, are gloves, because not only can ectoplasm and slime be caustic but it also takes forever to wash off your hands, safety glasses, because a lot of things tend to turn to splinters when proton streams start flying, and elbow pads, because banging your funny bone really hurts. Other situations and environments will call for special PPE, like personnel flotation devices if operating by the water, or helmet if operating somewhere where falling debris is a concern.

After scene safety has been established and your PPE is on, you’re ready to get to work. The key to any good investigation is to remember OOPA.

**Observe**- Observe the scene to find clues as to what the situation is. Talk to the on-scene people to get their witness accounts and any other pertinent information.

**Orientate**-Take this information and form an idea of what threat you are facing, the dangers involved, and survey the area for any kind strategic locations.

**Plan**- Form a plan on how to proceed. Figure out if you’re going offensive or defensive. Come up with the equipment you will need. Find out how to minimize the danger to you, and how you will ultimately deal with the threat. **Come up with an escape plan.**

**Act**- Carry out your plan of action.

Observing the scene starts with your size up of the scene. Recall the information dispatch gave you. Look at the location for signs of paranormal disturbances. The report from on-scene people will be one of your best resources. These people witnessed the incident, generally they know the history of the area, and they can tell you the layout of the area. Remember that when addressing these people they may be in an anxious, hysterical, or emotional state.
The Ghostbuster should use command words and a display of a confident presence as it will help distract them from the chaos going on around them. Saying “You need to listen to me now, I’m in control of this” will focus their attention on you. Once you have their attention you can reassure them and ask them questions. Try to talk to more than one source, but talk to them separately, so that you get more than one viewpoint of the incident. Also talk to these people in a safe area, free from danger if possible. Once the interview has been conducted let them know that they need to stand back and let you handle it from here. And always remember that this is most likely their first encounter with Ghostbusters so you need to be professional and polite. Every person we meet is a costumer and should be treated that way. We want people to know that Ghostbusters are not just public defenders, but also their friends and neighbors.

Always thoroughly investigate the scene with the array of detection equipment. Every Ecto unit comes with a basic investigation kit. The kit includes cameras, temperature sensors, sound recording devices, EMF detectors, and Geiger counters (A complete list of what the kit contains can be found in the equipment section). Also use the PKE Meter, Ectometre, and GME Meter. (PKE is always present in some small quantity. Make sure to get a baseline PKE reading at the start of your shift. Continue you to monitor this level so your PKE Meter can be correctly calibrated. Normal levels are usually <5 PKE per square mile) All of these will help to determine the ghost’s type, capabilities, and dangers. This equipment will also be extremely helpful in the research and development department of GB:CD.

Orientating will start with taking all the information you gathered and determining what type of apparition that’s causing the disturbance. The data you collected should also be backed up by careful research, a wealth of research tools are available to the Ghostbuster in the field. All Ecto units have a computer terminal in them with a complete paranormal reference database. Also the Ghostbusters will have several heavy duty laptops that they will be able to take with them. This information will let you know what equipment will be needed, what type of strategy you need to implement, and what the abilities of this particular type of ghost might be. Most ghosts will be harmed by the Mk. 5 PRO-PROTON pack, but some ghosts will have a particular weakness for other specialized equipment we have. A few ghosts will actually be able to leech energy from some of our weapons, making them stronger. So choose your gear carefully.

Planning will rely heavily on the information you gathered and the facts you’ve deciphered. Try never to guess or assume. If you don’t know for sure try your best to find out. Planning based
on incorrect information can have disastrous results. Once you’ve reviewed all the information, then start to formulate a plan. The first step is to use a Risk/Benefit Analysis. This is when the Ghostbusters ask themselves that is the risk to them worth the benefit that may occur from their actions. Remember that we will risk extreme danger to save a life, some danger to save property and to gather research, and risk nothing to save nothing. Next is pick a strategy, are you going to be offensive or defensive. Offensive means that there is something to save that is worth the risk of what you will be exposed to during the operation. This is an aggressive tactic that will require a fast paced, low drag operation. You should have the adequate equipment ready and working and you should move quickly and competently. Keep the attack consistent so the ghost has little chance of recovering. A defensive attack is more to keep the ghost contained in a specific location until significant resources are available on scene to capture it, its energy has been depleted enough to make capture likely, or further investigation is needed before an offensive attack can be successfully carried out. An offensive tactic can be in place during a rescue stage. This is mainly just to aggressively try and keep the ghost in check long enough to rescue any members of the public, after that you can switch to defensive. Common sense will be your greatest tool when it comes to planning. Finally keep your plan simple and flexible. Ghosts don’t tend to stick to your plan very well, which is why the most important part of the plan is your escape plan. Remember it’s not running away if you plan on coming back better prepared.

The last step is to act. This is when you put your plan into action. Carry it out effectively. Communicate with all members of your team throughout the entire duration of the operation. Make sure that you remain alert and perceptive to changing conditions. Be sure to remain flexible and if your plan is not working, get a new plan or get out of there. We will cover how to eliminate paranormal apparitions later in the manual.
Ghost Theory

The world of paranormal research, investigations, and eliminations, is far from stagnant. The field is always in a constant state of research and development. Ideas and theories will change. As a professional Ghostbuster you need to keep up to date on with this information. The research done today could change everything that we believe we know about ghosts and paranormal entities tomorrow. The research you collect may very well add to our knowledge of the paranormal.

As a Ghostbuster there a few terms you need to know.

**Egonuims**- Are negatively charged molecules that make up the spirit, entity, or apparition. Based on form density, the physical manifestations of the entity will be determined. For instance a shadow manifestation will only have 1,500 Epm (Egonuims per million of air molecules at standard air pressure at sea level) density cloud, where as a full form manifestation can have beyond 60,000 Epm density cloud.

**Ectoplasm**- Is the substance that physically binds the Egonuims together. This substance also acts like a medium for PKE energy to travel through. Ectoplasm can be found if the entity expended PKE to manipulate an object. It also can be found as ectoplasmatic slime which can occur in the environment of areas with high spiritual energy. This slime is normally negatively charged but can be positively charged. **Caution:** Ectoplasm can conduct electricity very well, and can remain charged for long periods of time. Coming in contact with it will not only stain your clothes but also has risks of mild electrocution and overall grumpiness.

**PKE** (psycho-kenetic energy) Is the negative energy that makes up Egonuims. This is the energy that the ghost uses to make up its form and interact with the environment. Every supernatural being will produce a PKE reading just by existing, but with the background PKE produced throughout the world by other apparitions it is very hard to detect the energy of low powered ghost admissions. Generally you have to wait until a ghost starts becoming active before a reading can be distinguished. Remember to calibrate your PKE meter to the day’s environmental PKE reading. This will allow you to better differentiate the spirit’s PKE from the background PKE.
Supernatural entities are all made up of Egonuims. These molecules create the psycho-kinetic energy that the ghost uses to bind its molecules together via ectoplasm, manipulate the environment, or to produce more Egonuims. The strength of these molecules will determine the ghosts over all psycho-kinetic energy potential or PKEp. All ghosts will have a limit where they cannot produce anymore Egonuims. This is referred to as the spirit’s Planular Absolute number or P. A ghosts PKEp number can be obtained through this equation- $PKEp = (P \times 5.1356) \div Epm^4 \times (\sqrt{\text{volume of density cloud}})$

These Egonuim molecules are held together by ectoplasm. Ectoplasm creates the cloud barrier and allows for the PKE charge to be transferred from one Egonuim to the next. Ectoplasm can also form in the environment when the area has a lot of PKE activity.

Some living creatures can admit Egonuims and thus PKE energy. This is how psychics and mediums work. People who are more powerful at this can project their spiritual form outside of their body. This will be a manifestation of the persons conscious thought, their soul.

Understanding ectoplasm allows you to understand possession. Possessors use ectoplasm to actively possess people. They produce large quantities of ectoplasm. This ectoplasm will bond to the cells of a living person which allows the ghost to inhabit the voids inside the human body; it also allows the ghosts PKE to control the human’s thoughts and actions. The ectoplasm acts as a medium in which PKE can affect the cells functions. This means that a possessed person will know very little of what is happening, it’s like they are sleeping when the ghost is in possession of their physical body. Normally the ghost will not be able to access memories from the person. If the possessor is able to draw upon personnel memories, it is probably not a ghost. It could be something much more powerful.

Now what does are basic equipment do? Well most of the Ghostbusters equipment plays off of the fact that all paranormal energy is negatively charged. Supernatural entities’ molecules differ from normal molecules by the fact that they actually carry a non-nuetral charge. The reason they can do this is still unknown and the way the ectoplasm bonds them together isn’t quite clear.
Entity Classifications

**Inanimate Object Apparition**- This is an apparition of a non-living object. It will normally be tied to either another spirit creating ethereal matter from their own PKE energy or a large amount of emotional energy combined to form the object. Lesser Spirits have been known to use their energy to form the object. These apparitions cannot occupy the space of an already existing object.

Hazard- Generally these events have a low risk to life and property. Caution should be used in the result that the object itself could be tied to a violent action. The case of the Croswold Circus Apparition is an example of the risks of these apparitions. The incident occurred when a circus tent that burned down in 1863 suddenly appeared in a German farm field outside the town of Hindsburg in 1971. A team of paranormal investigators entered the tent and started their investigation. Roughly 15 minutes into their investigation, the tent celestially conflagrated and trapped the investigators inside. All 7 investigators perished in the incident. To ensure safety during the incident, thorough research should be conducted before trying to manipulate the object in anyway. **Warning: do not confuse these Apparitions with Cross-Dimensional Rips.** Cross Dimensional Rips pose a significant threat to all involved.

Class 1- Small Immobile Objects. Ex. include Jewelry, pictures, clothing.

Class 2- Small Objects with Capability of Motion. Ex. include Weaponry, toys, electronic devices.

Class 3- Medium Immobile Objects. Ex. include Furniture, small structures, small terrain

Class 4- Medium Objects with Capability of Motion. Ex. include Vehicles, small bodies of water, machinery.

Class 5- Large Immobile Objects. Ex. include Buildings, bridges, terrain.

Class 6- Large Objects with Capability of Motion. Ex. include Ships, trains, weather conditions.

Vulnerability- Anything that disrupts the bond of ectoplasmatic particles. Trapping these would require a huge trap so normally a large amount of positive energy is used to dissipate them.
Psych-projection Apparition- This is any human with the ability to project their essence outside of their physical form. The apparition may pose abilities the physical form does not. Also damaging the apparition may also damage the physical form.

Hazards- Can be hazardous to life and property. Generally tend to have physical attributes amplified.

Class 1- Disembodied Senses. Person can observe, listen, and smell environment but cannot interact with area.

Class 2- Weak Incorporeal State. May appear as floating vapor or incomplete human spectre. Subdued ability to interact with environment.

Class 3- Strong Incorporeal State. Powerful being usually appears as complete human spectre. Fully interact with environment.

Vulnerability- Energy absorbing equipment will be the best to disable both person and Apparition while ensuring human form is not destroyed.

Deity or Demonic Apparition- Warning: Extremely Dangerous. These Apparitions have never been human and can have seemingly unlimited power. They are most always evil and there are very few reported cases of successful outcomes with these creatures. Extreme caution should be used when dealing with Demonic forces. Demonic Apparitions can be summoned through spells and rituals, released from sacred objects, or cross through inter-dimensional gaps and portals.

Hazards- Can and will most likely be Extremely Dangerous to life and property.

Class 1- Minor demon

Class 2 - Strong demon

Class 3 - Great demon

Vulnerability- Generally the ones summoned by rituals will have specific rules to follow such as cannot exit a circle or may be bond to an object. Understanding the rules of the ritual will be key to defeating the demon. In the case of the Watts demon summoning of 1953, a group of demonologists were able to banish a demon by slowly moving the stones that formed the binding circle inward until the demon was destroyed. Demons who have entered by the way of
a portal are the most dangerous because they are not bound by a spell or ritual. Forcing the demon back through a portal seems the best way.

**Bonded Repeater Apparition** - This apparition tends to be the more common haunting. A Bonded Repeater Apparition is an apparition that is tied to a certain location, object, or person. These will repeat over and over again a specific action or scene. This can be anything from the sound of battle at a war sight to an apparition repeating the scene of its death in great detail every night. Normally the events causing the apparition had a profound emotional effect on the apparition when it was living. Careful research and observation can find why the apparition appears and under what specific conditions it will appear. This can make it easier to eliminate as it will give a specific pattern in which it acts.

Hazard - Low, generally harmless

Class 1 – Apparition will only produce an effect on one specific sense, i.e. smell, taste, sound, or sight (such as appear as a vapor, or still image of an upper torso)

Class 2 – Apparition can produce enough to affect all senses and can produce manifestations.

Class 3- Apparition can produce complex manifestations that can be very large and incorporate a reconstructed surrounding.

Vulnerability - These are affected by normal proton streams as they tend to have a very minimal resistance to them. True repeaters will not actively react to attacks against it, which makes catching them fairly routine. But some can produce life and property threatening manifestations.

**Roaming Repeater Apparition** - This is much like the bonded repeater apparition as previously mentioned, except they are not tied to any specific location. They will repeat a specific action every time they manifest. This is generally an emotionally charged incident that occurred during their life. The difference between these and a bonded repeater is that they are not bonded to a specific environmental condition. They will appear at random, carry out their task and then fade back into obscurity.

Hazard - Low, generally Harmless

Class 1 – Apparition will only produce an effect on one specific sense, i.e. smell, taste, sound, or sight (such as appear as a vapor, or still image of an upper torso)
Class 2 – Apparition can produce enough to affect all senses and can produce manifestations.

Class 3- Apparition can produce complex manifestations that can be very large and incorporate a reconstructed surrounding.

Vulnerability- Is the same as bonded repeater. These are affected by normal proton streams as they tend to have a very minimal resistance to them. True repeaters will not actively react to attacks against it which makes catching them fairly routine. But some paranormal investigators have reported being able to get rid of these by resolving the unfinished condition that is feeding their emotional energy.

**Anchored Apparition**- These have the same characteristics as a Bonded Repeater Apparition except they aren’t repeating the same action over and over when they manifest. These Apparitions will be tied to a specific location or object, but will behave like free forming Apparitions. It can be difficult to distinguish between these and Free Forming Apparition. The big difference you will notice is that they will have a distinct point they will not be able to pass. There is a reason they are tied to the specific location or object.

Hazard- Can be dangerous. They can be monovalent and possess a range of paranormal abilities.

Class 1 – Apparition can move and manipulate small objects, will need a medium to manifest like radio for a voice or a mirror for visual manifestation. Can produce odors or sensations.

Class 2 – Apparition can manifest as in simple forms like vapor or orb of light, can manipulate small devices such as handheld electronics.

Class 3 – Apparition can manifest in more complex forms like shadows or partial human spectre. Also can manipulate large complex objects, and move large objects.

Class 4 – Apparition can fully manifest in very complex forms like full human spectres. Can manipulate and move very large and very complex objects. Can affect space and matter, and may possess paranormal abilities such as flying and producing blinding lights.

Class 5 – Apparition will possess very powerful paranormal abilities like discharging electricity or creating fireballs.
Vulnerability- Depending on class, the capture resistance will change. Class 1 and class 2’s should have a low resistance, but the higher classes will prove to be very difficult. Any type of energy disrupting device will cause damage to these spirits. Just remember that with higher classes, defense will be just as important as offense.

**Free Forming Apparition**-(also known as Poltergeists) These are what most people think of when they hear the term ghost. This is an apparition that is sentient and can interact with its surroundings. They vary in PKE power and abilities. Each one will carry with it a different set of challenges. Careful field observations should be made to help better understand how difficult it will be to capture.

Hazard- Can be dangerous. They can be monovalent and possess a range of paranormal abilities.

Class 1 – Apparition can move and manipulate small objects, will need a medium to manifest like radio for a voice or a mirror for visual manifestation. Can produce odors or sensations.

Class 2 – Apparition can manifest as in simple forms like vapor or orb of light, can manipulate small devices such as handheld electronics.

Class 3 – Apparition can manifest in more complex forms like shadows or partial human spectre. Also can manipulate large complex objects, and move large objects.

Class 4 – Apparition can fully manifest in very complex forms like full human spectres. Can manipulate and move very large and very complex objects. Can affect space and matter, and may possess paranormal abilities such as flying and producing blinding lights.

Class 5 – Apparition will possess very powerful paranormal abilities like discharging electricity or creating fireballs.

Vulnerability- Depending on class, the capture resistance will change. Class 1 and class 2’s should have a low resistance, but the higher classes will prove to be very difficult. Any type of energy disrupting device will cause damage to these spirits. Just remember that with higher classes that defense will be just as important as offense.

**Construct Apparition**-(also known as gremlins) This apparition uses the environment around it to manifest. They are also able to manipulate the environment quite effectively. These apparitions are very hard to capture do to the fact that they generally have no visible form and trapping the
entire construct will prove difficult. Most often the ghosts use a specific thing as a focal point of its energy. If this can be trapped then the Molecular Arc-Field Separator which is built into the Mark 9 Non-Biological Energy Containment Unit will separate the spirit from the object.

Hazards- Low to dangerous, Any object it possess can be used as a weapon.

Class 1 – Possess small object

Class 2 – Possess a medium object

Class 3 – Possess a large object

Class 4 – Possess a very large object or can group a lot of small objects

Class 5 – Possess a group of medium objects

Class 6 – Possess a group of large objects

Vulnerability- Many of the equipment will destroy the physical form, this will disperse the ghost but it can make a new form. Ghost must be captured in order to actually stop it. Using a capture stream on its focal point of energy to isolate it from the rest will disrupt its physical form. Put the object in either a Spirit Containment Box or somehow safely transport the object. On Constructs made up of groups of objects, the Stasis Stream has been found to be very effective. This device will freeze the entity which will weaken the hold on the objects. Then a quick shot from the proton stream will blow the materials up and allow you to trap its ethereal form.

**Possessor Apparition**-This apparition can manifest in two ways. It can either appear as a full spirit form or it can possess living beings. Be it animals or humans this apparition will control it. Strong possessors can stay in a person for years. They also have all control over their actions and thoughts. Subtle possessions can occur. This is when the apparition assumes a more passive role and only influences actions and thoughts. Subtle possession can often be difficult to notice.

Hazards- High, they can will their hosts to do anything, and may have other abilities

Class 1- Can actively possess for short periods of time and can only subtly persuade thoughts and actions

Class 2-Can actively possess for long durations, and will greatly influence thoughts and actions.

Class 3-Can actively possess for long periods of time with further supernatural abilities
Class 4- Can actively possess groups of people for short periods of time, and subtly influence all their thoughts and actions

Class 5- Can actively possess a group of people for long periods of time, and have other supernatural abilities

Vulnerability-Spraying the affected persons with positively charged slime will disrupt the negative charge of ectoplasmatic energy on the cells. Once the possessor is out of the body, normal ghost capturing methods for free roaming apparition should be effective.

**Cross Dimensional Rip**-This is a very dangerous and destructive paranormal event. A Cross Dimensional Rip is when a structure, object, or entire location is merged into this world from another dimension. Two locations cannot occupy the same space, so both locations can be catastrophically damaged. Damage to each location depends on the area it entering, construction of both locations, and orientation of each location. These incidents can be very unpredictable. Other dimensional beings can be transported with these locations and its laws of physical space may carry over. For further information look at the Nazis Ragnarock Files. Ragnarock was a Nazi operation to bring about a full Cross Dimensional Rip on Allied cities. This was tested in 1944 on the Garwolin Jewish ghetto in Poland. The entire city was vaporized as an ancient city full of murderous beings was brought down on it. The Nazis stopped the process before it was able to fully cross into this world. Over 40,000 people lost their lives that day, and it scared the Nazis enough to completely shut-down the project.

**Hazards-Extremely destructive and unstable. Has an extremely high hazard to life and property.**

Class 1- Doorways into other dimensions

Class 2- Small objects car size or smaller

Class 3- Large objects larger than vehicles

Class 4- Building size objects

Class 5- Entire cities

Class 6- Entire land masses

Class 7- Entire worlds

Vulnerability- These Rips don’t happen instantaneously, they can take days to full cross over. The best way to stop them is to interrupt the process. You need to stop whatever is allowing it
into this world. This could be a ritual, device, or ghostly power. Disrupting the Rip and containing the creatures are your main responsibilities.

**Telekinetic/ Psychic**- These are powerful humans with the ability to project their thoughts out into the physical world. They can manipulate matter, penetrate people's thoughts, and influence their actions. Generally their abilities will vary, they could have one or the other or a combination of both. They will produce low levels of Egonuims but have high levels of PKEp.

**Hazards-** Can be very dangerous. Most of these people are manipulators and sociopaths. Ghostbusters should take great care not to be influenced by them.

Class 1- Able to get vague thoughts, emotions, and moods of people

Class 2- Able to move small objects, able get moods, vague thoughts, and moods of a group of people and from environments

Class 3- Able to move medium objects, able to read exact thoughts or ideas

Class 4- Able to move large objects, able to read thoughts and use persons senses

Class 5- Able to move very large objects and apply force to objects, able to influence thoughts of a person and read many peoples thoughts at once

Class 6- Able to apply a great deal of force to objects, able to control a person completely

Class 7- Can control many people at once

Vulnerability- Generally their abilities can be blocked with any of the equipment that was made to block paranormal energy or absorb it. Once the person is weakened conventional restraints will subdue him. Arrangements will then have to be made to put him in a special containment area where he cannot use his abilities. Transfer them to Rymland Psychonetic Defense Institute in Winstead Connecticut. Remember if all else fails lethal force can be used to ensure public safety.

**Cryptozological Creatures**- This covers a broad range of entities, some may be supernatural and some may not. It is difficult to give an exact definition on any specific creature. Hazards, vulnerabilities, and overall descriptions will have to be figured out through careful research. Consult the Ghostbuster Paranormal Entity Online Database while on scene to see what information you can obtain on the creature. These can be very hazardous scenes due to the lack of knowledge. Special equipment may have to be obtained to deal with these threats.
Uniforms

Here at GB:CD we want to present ourselves to the public in a neat and highly professional manner. It is the Ghostbuster’s personal responsibility to follow all uniform regulations and keeping their overall appearance professional. Failure to abide by the following regulations will result in dismissal from that day’s duties without pay and a written warning.

Each ghostbuster will be issued 2 grey jumpsuits that will have a GB:CD logo, the Ghostbusters© logo, and the name patch. They also will be given 2 pairs of durable, ectoplasm resistant gloves, elbow pads, utility belt, and black boots. Every ghostbuster will also receive a personal status monitor (PSM). This device continually monitors your status and alerts your fellow ghostbusters if you go unconscious for any reason. We encourage you to keep your uniforms at the station in your locker so that you always have a backup and you don’t bring any supernatural contaminants back to your house. The station does have washing machines for all your gear.

You will also be issued a GB:CD identification card. This ID card will need to be on you at all times. This card carries a Nuclear Regulatory Commission stamp on it that means you are licensed to operate a proton nuclear accelerator. Any public safety official is allowed to ask to see that stamp at any time; it is to be shown as soon as possible to that inquiring party.

Aside from the standard uniform, you will have to wear a navy blue shirt, black belt, black shoes, and navy blue pants while at the station. In the winter time you may wear a navy blue long sleeved turtleneck. You can also purchase a fleece caps, fleece pullovers, baseball caps and other approved non-standard gear with the GB:CD logo on them from TJ Professional Clothing and Uniforms Store located at 315 North Leavitt Street in Chicago.

Your personnel hygiene will also need to be professional if you want to be a ghostbuster. Your hair will be clean, trim and in reasonable length. You will not be allowed to have your hair extend to your shoulders, and you cannot have any unnatural colored dye in your hair. Facial hair will need to be neat and no facial hair can be over ½ in. length. Piercings for men are not allowed and only 1 ear piercing per ear for women. Any tattoos that you may have cannot be visible; you may have to wear a long sleeve shirt year round if you have forearm tattoos. Your personnel grooming habits should be well maintained especially since the GB:CD has full bathroom facilities for on duty ghostbusters. Remember that the public has certain expectations of how ghostbusters should act and how they should present themselves. This person’s judgments of how professional and competent you are will start as soon as they see you. Keep in mind that your appearance is going to be the first impression they have of you. A clean Ghostbuster is a professional Ghostbuster.
Equipment

The equipment you will use as a Ghostbuster is very sophisticated and very dangerous. Treat your gear with the respect it most certainly deserves. Every Ghostbuster will receive a Mark 5 PRO-Proton Pack, Trap, and PKE Meter. This is your standard equipment that you will have with you at all times. More specialized equipment is located in the Ecto units and at the station.

Each piece of equipment carries with it a great risk of death and injury. It is important to read the manufactures manual on each piece of equipment that you will use. Cleaning and maintaining the equipment will be the responsibilities of the shift on duty. At the start of each shift all Ghostbuster’s gear, equipment, and vehicles should be inspected. There are forms that will help you perform these inspections and they need to be filled out and turned into the shift Supervisor at the end of each day.

After inspection make sure all the equipment gets put back in its original place. Remember other shifts use these vehicles and if you move a piece of equipment and don’t return it to its original place, then somebody may go to grab it and find it is missing. This will not make you popular with the other shifts and can also waste precious time on the scene of a paranormal emergency. Never leave a vehicle or piece of equipment dirty or not stowed away properly at the end of your shift. You will find out very quickly that sometimes an emergency call will come in right at shift change. This will make it impossible to inspect your equipment before responding, that is why at the end of your shift ensure all equipment is clean and being properly maintained. Also the shift will need to complete the inspection and maintenance of equipment upon their return from that call.

If during the course of the inspections you find damaged, faulty, or worn out equipment, place it out of service and report it to the shift Supervisor immediately. They will arrange for the appropriate servicing it needs. Unless you are trained to do so, **DO NOT TRY TO REPAIR ANY GHOSTBUSTER EQUIPMENT, SERIOUS INJURY OR DEATH CAN OCCUR, AT THE VERY LEAST A SUBSTANTIAL AMOUNT OF PROPERTY DAMAGE WILL OCCUR**, and this will come out of the responsible party’s pay.
You may find that during the course of your career that a need for a certain piece of equipment is needed. Here at GB:CD, and most Ghostbuster franchises, we are always performing research and development in the paranormal field. You are encouraged to use our full laboratory and take advantage of our research and engineering staff for new developments.

Equipment-

Name: Mark 5 PRO-PROTON Pack/ Proton Stream
Type: Offensive Weapon
Description: The Proton Stream is a highly energized stream of protons wrapped in an ionic sheath. The protons react with the psycho-kinetically energized electrons that make up PKE energy. These Protons bond with the electrons drawing them away from the entity. This will weaken the apparition. Once they have been significantly weakened, the capture stream can be deployed which will wrap the apparition in the proton stream. The bonded protons and electrons will hold the ghost in the confines of the Proton Stream. The ions in the stream allow the protons to be delivered at a great range.

Warning: DO NOT CROSS PROTON STREAMS! This will cause total protonic reversal. Also close proximity to a Proton Stream for extended periods of time has caused sterility in some men.

Ammo: Unlimited, but overheats after 3 min. of continued use. After that it must be vented or it will overheat and shut down for 3 min. Unless it’s in capture Stream which cuts down the power and will maintain 15 minutes of continued use till it will shut down for 3 min.

Cost: $423,042  Range in yards PB/S/M/L: < 3/ 4-50/ 51-100/ 101-150

Dmg. Point Blank: +6  Dmg. Short: +5  Dmg. Medium: +3  Dmg. Long: +2

Special: This weapon will weaken paranormal entities and then capture them in its highly energized proton stream.
 Name: Mark 5 PRO-PROTON Pack/ Stasis Stream  
Type: Offensive Weapon

Description: The Stasis Stream, which is built into the Mark 5 Proton Pack, is comprised of a stream ionized Xenon gas. This will cause the entity’s electron’s orbitals to become elongated, which will cause them to take a longer time to complete a single orbit. This will slow the ghost’s PKE energy. Eventually the orbit can become so elongated it will straighten and completely stop the electrons which will cause the ghost to freeze in place. This process will vary depending on the strength and type of the entity. Some entities may be able to resist these affects. This Stream is best for slowing quick moving apparition long enough to be trapped. Also it has been very effective on Constructs. A slight tingling sensation in the limbs has been noted in some of the operators, also it is normal to smell a hint of blueberries after the Stasis Stream has been discharged.

Ammo: The Stasis Stream requires a clip of Xenon gas and radioactive Uranium for ionizing radiation. This Xenon gas and Uranium will be exhausted after 2 min. of use.

Cost: $506.43 Per Clip  
Range in yards PB/S/M/L: <2/ 3-6/ 7-15/ 16-32

Dmg. Point Blank: +6 Subdual  
Dmg. Short: +5 Subdual  
Dmg. Medium: +3 Subdual  
Dmg. Long: +2 Subdual

Special: Slows down and can cease all movement of a paranormal apparition.

Name: Mark 5 PRO-PROTON Pack/ Slime Gun  
Type: Offensive Weapon

Description: The Slime Gun, which is built into the Mark 4 Proton Pack, is a composed of a pressurized tank that is filled with positively charged, highly concentrated liquid ectoplasm or commonly referred to as slime. This ectoplasm will render negative slime inert. It will also destroy the ectoplasmatic bonding of PKE energy on organic matter. This will exorcise the spirit that has possessed the person. Some people may develop a rash after coming in contact with the ectoplasmatic slime.

Ammo: The positively charged ectoplasmatic slime is held in a small pressurized tank located on the side of the pack. This tank holds 20 gallons of pressurized slime. This will be exhausted within 30 seconds of continued use. (flow rate = 40 gal. min.)

Cost: $24.67 per gal.  
Range in yards PB/S/M/L: <3/ 4-8/ 9-14/ 15-20

Dmg. Point Blank: +3 against negative slime  
Dmg. Short: +2 against negative slime  
Dmg. Medium: +1 against negative slime  
Dmg. Long: +0 against negative slime

Special: Neutralizes negatively energized ectoplasm and exorcises possessors.
Name: Mark 1 Slime Blower       Type Offensive Weapon
Description: The Slime blower is a more powerful, larger stand-alone unit than the Slime Gun is. This unit carries a higher capacity of slime, operates at a greater range, and produces greater flow rate. It also can vary the positive charge of the slime making it safer for use on infants and children. This fires the same positively ectoplasmatic slime that the Slime Gun fires, so it will produce the same effect, render negatively charged slime inert and exorcise possessor spirits. Some people may develop a rash after coming in contact with the ectoplasmatic slime.

Ammo: The Slime blower uses the same positively charged ectoplasmatic slime that the Slime Gun uses. It also has a variable flow rate. You can adjust it from 10 gpm to 120 gpm. The Slime Blower holds 300 gallons.

Cost: Overall unit- $29,000   Slime-$24.67 per gal.

Range in yards PB/S/M/L: <3/ 4-15/ 16-30/ 31-60
Dmg. Point Blank: +4 against negative slime   Dmg. Short: +3 against negative slime
Dmg. Medium: +2 against negative slime   Dmg. Long: +1 against negative slime

Name: Mark 3 Psychokinetic Energy Trap       Type: Offensive Weapon
Description: The Mark 3 Paranormal Energy Trap is the third generation Paranormal Energy Trap. It has several improvements over the first, including greater capacity for higher classed entities, more powerful paranormal energy draw strength, and a wider trap diameter. To operate the trap just simply slide the trap underneath the captured ghost and then activate the trap with the foot pedal. Due to the limited space and the dangers of Crossed Psycho-kinetic Energy Compression, the operator should only capture one ghost per trap. Caution- Do Not Look Into An Activated Trap!! Research has shown that not only will this cause temporary blindness, but in a small percentage of people have had their soul displaced into the trap. The experience is described as very unpleasant.

Cost: $13,643
Name: Mark 2 PKE Meter and Type 3 Spirit Goggles      Type: Investigative
Description: The Mark 2 PKE Meter differs from the original PKE Meter by being able to be linked to the Type 3 Spirit Goggles. The PKE Meter measures the environment's residual PKE energy. This will show any PKE energy that any paranormal entity in the area is currently expending. The PKE Meter can be combined with the Type 3 Spirit Goggles to give the operator the ability to see PKE energy.

Cost: Mark 2 PKE Meter $9,050  Type 3 Spirit Goggles $16,122

PKE Area Readings-
Average Environmental PKE 1.4-2.2  Human 0.07-1.6  Average Ghost 2.0-12.5  Strong Ghost 15.2-29.0

Name: Ectometer      Type: Investigative
Description: Ectometer is used to detect any ectoplasm in the area. It will only detect if ectoplasm is present and how much of an electrical charge it is carrying. It will not tell you the amount of ectoplasm that is present.

Cost: $375

Name: Mark 1 GME Meter      Type: Investigative
Description: Giga Meter is a gauge designed to measure the electron energy of the ghost's Egonuim molecules. This is measured in GeV's (Giga electron volts) and it will give you an approximation of how many Egonuims the ghost poses, and how strongly the ghost is negatively charged.

GME Readings-
Weak Ghost 0.4-2.4  Average Ghost 3.0-5.1  Strong Ghost 5.5-8.4

Cost: $12,345
Name: Paranormal Investigation Kit  Type: Investigation  Cost: $62,000 for total kit

Video Camera- Used to capture all paranormal activity in the visible light spectrum. Cost: $430

Motion Activated Still Camera- This camera is a digital still camera that activates when it senses motion. It can also be used with other sensors that will activate it, like humidity, pressure, sound, and temperature. This camera also will only capture paranormal phenomenon that occurs in the visible spectrum. Cost: $630

Still Camera- This is a still camera that is activated by the user. It will only pick up paranormal phenomenon that occurs in the visible light. Cost: $345

Digital Voice Recorder- This device is used to capture sound. Cost: $45

Infrared Camera- This is a camera that will detect paranormal phenomenon that occurs in the infrared spectrum. This device can see variations in temperature and radiating energy. Cost: $15,100

UV Camera- This camera will see any paranormal occurrences that occur in the ultraviolet spectrum. Cost: $4,250

EMF Detectors- (Electromagnetic Field) or EMF detector is a handheld device that will measure any differences in the electromagnetic field. The theory is that a magnetic spike occurs anytime a ghost multiplies its Egonoims. Cost: $75

Geiger-Müller Counter- is a type of particle detector that measures ionizing radiation. They detect the emission of nuclear radiation: alpha particles, beta particles or gamma rays. Ionizing radiation rarely is applicable in paranormal investigation, but some paranormal entities admit ionizing radiation. Cost: $320

Motion detectors-This can detect any motion in the area of the meter. When motion is sensed it can be either set to trigger an audible signal or flash of light. Cost: $85 per device

Air Pressure Sensor- This device will sense any changes in the atmospheric air pressure. This can also be set to either an audible or flash signal. Cost: $24 per device

Humidity Sensor-This device is made to detect fluctuations in the general humidity of area. As with the other sensors, it can be set to be audible or flash signal. Cost: $38 per device

Leica Scanner-Automated radar, video, and laser 360° scanning device that allows areas, up to 300m, to be continuously monitored for supernatural entities. Cost: $44,302
Name: Hilbert-Field Resonator       Type: Defensive
Description-Using advanced Hilbert-Field mathematics to vibrate a thin wire made of cobalt. This vibration at the frequency of 45 higgs per parsec at alternating 2mm and 5mm deviation will cause nearby nuclei to vibrate, causing the ghosts ectoplasmatic bonding ability to become inert. The ghost will lose the ability to bond with other molecules. Sustained use will cause ghosts to be unable to possess objects or people. This is will not prevent the spirit from being able to manipulate the environment. Also note that using this device can cause nearby glass to break and animals to act unpredictably.
Cost per unit: $82,340       Cost per wire: $12,000
Ammo: The cobalt wire will only last about 125 hours of use, after which time it will need to be replaced.
Range in yards:  50 yd. radius
Damage: Doesn’t directly do damage to the entity but it has to make a bonding check difficulty 9 and must remake check every turn.

Name: Supernatural Entity Disruption Device (SEDD)       Type: Defensive
Description- By splitting the atom right before the plasmatic reaction point is reached will cause a sudden surge of protons to be violently released into the area. The sudden release of protons will instantly bond with the ghosts electrons. This will greatly off set the quantum weight of the Egonuims, disrupting there activity and PKEp. All of this means that the SEDD will make it so the ghost will be unable to stay materialized. The proton field will last 7.3 seconds and will keep any entities from being able to materialize during this them. It is also hypothesized that this causes extreme displeasure to ghosts because they tend to be very irate after the deployment of the SEDD. Caution is advised when using the SEDD. Testing and use in the field has shown that 8% of the time the SEDD will cause a severe magnetic spike in the area. This is powerful enough to move vehicles and damage buildings. Also a temporary, slight tingling sensation in the operator’s limbs is reported when its used.
Ammo: 1 SEDD Device produces these effects                  Cost: $24,205
Range: 100 Sq. ft. area
Damage: All Dmg- -4, Disrupts the ghosts ability to manifest and will render any powers the ghost has that it needs to be manifested for inert.
Vehicles-

Responding to emergency calls requires a specialized type of driving. Remember that you are responsible for any accidents that occur when you are driving code 3. Driving an emergency vehicle does allow some privileges. You are allowed to proceed through red lights, you are allowed to travel the wrong way on streets, and you are allowed to park in areas normally not allowed to be parked in. You are not allowed to run red lights and stop signs, exceed posted speed, or pass other drivers in an unsafe manner. In the state of Illinois lights and sirens do not mean you have the right away. It simply means you are requesting the right away. Always practice safe driving techniques. You do the public no good if you don’t arrive safely. Pay close attention to road conditions and drive appropriately. You will not be allowed to drive a GB:CD vehicle until you have completed a Illinois Emergency Vehicle Operations course.

Inspecting and maintaining the vehicle is the vehicle operator’s job. This includes making sure the fluids are good, the tires are good, and that everything is in working order. The demands placed on these vehicles are far greater than the ones placed on every day vehicles. Report any problems to the mechanic and he will ensure that the vehicle gets back into working order quickly.

GB:CD Ecto-1  Make: Dodge  Model: Magnum  Year: 2008  VIN: 1A2EMF60B78993114

Crew Capacity: 4  Top Speed: 116 mph  Max Height: 10 ft.

Equipment: Wide scan PKE meter and Ectoplasmatic meter. Computer console with access to Ghostbuster International Database © and mapping software. Small Portable Containment unit; this unit is only able to handle about 5 ghosts. Its purpose is to keep traps clear if other ghosts need to be trapped.
GB:CD Ecto-2   Make: Subaru   Model: Outback
               Year: 1998    VIN: 1A4EMG74S90032991

    Crew Capacity: 2    Top Speed: 87 mph    Max Height: 9 ft.

    Equipment: Mark 2- Wide scan PKE meter and Mark 3- Ectoplasmatic meter. Computer console with access to Ghostbuster International Database © and mapping software. Small Portable Containment unit; this unit is only able to handle about 5 ghosts. Its purpose is to keep traps clear if other ghosts need to be trapped.

GB:CD Ecto-3   Make: Ford   Model: Escape/Hybrid
               Year: 2009    VIN: 1FMCU03749KA07279

    Crew Capacity: 4    Top Speed: 107 mph    Max Height: 6 ft.

    Equipment: Computer console with access to Ghostbuster International Database © and mapping software.

GB:CD Ecto-4   Make: Ford   Model: F-350
               Year: 2010    VIN: 4MGCC34567DT466781

    Crew Capacity: 2    Top Speed: 75 mph    Max Height: 11 ft.

    Equipment: Computer console with access to Ghostbuster International Database © and mapping software. Mark 17- Large Scale High Capacity Trap (Super Slammer). This device is able to capture very large entities.
Services and Billing Reports-

Billing is not your responsibility. It will be the Billings department to make sure that the appropriate price is charged and that the person pays it. They will know how much to charge based on your call reports, so make sure you are completely and accurately filling these forms out. These will also establish your call pay amount. Pay close attention to accuracy because these forms can be audited and have appeared in many of the lawsuits against GB:CD.

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All services come with a 1 year paranormal free warranty.

5 year extended Warranty: $3000
Capturing Ghosts

Actually capturing ghosts and entities is never routine. This is the most dangerous part of our job. Care needs to be used not only in respect to the ghost but also in respect to the equipment you use. Always keep your safety as the greatest priority, followed by your crews’, and then the public’s. Make sure you have adequate resources on scene before attempting to capture a ghost. An unsuccessful attempt only aggravates the ghost and makes it more hostile.

The process to capture ghosts is fairly simple. It is broken down into sap them, cap them, and trap them.

Sap them- This is the stage where you use your equipment to sap the PKE out of the ghost. This process severely weakens the ghost and limits its capabilities. Try to attack the ghost from slight angles from each other. This lowers the risk of crossing the streams, and limits the likelihood of hitting other Ghostbusters. Short burst of streams is your best course of action because the recoil of some of the equipment limits mobility while operating. This can give the ghost a chance to strike back at a vulnerable target. So the best strategy is to hit and move.

Cap them- This is the stage where you have sufficiently weakened the ghost. This makes the ghost vulnerable to the capture stream. The capture stream allows you to move the ghost into an area where your trap can be deployed.

Trap them-This stage is where you wrangle the ghost, which is now surrounded by the capture stream, into the trap. The trap produces its own paranormal draw capability but the capture stream still needs to be used to get the ghost close to the trap and prevent the ghost from escaping the trap.

Once the ghost is in the trap it should be put into a permanent containment grid. Having a ghost sit in a trap for an extended period of time (3-6 months) can lead to PKE energy leaks.

These are the basics, advance procedures will need to be followed for more complex entities, for instance possessors need to be separated from the person before sapping the ghosts energy. Also certain entities may not be affected by the proton stream and other equipment will need to be deployed.
Conclusion

As a Ghostbuster your job is to serve the public. Keep this in mind in the fact that people will look up to you and put all of their trust in your hands. Never break this trust. People will allow you access into their homes and will tell you very personnel details of their lives. These are never to be laughed at or exploited for personnel gain. This will result in immediate dismissal from GB:CD and could incur legal discipline. Serving the public to the best of our ability is what this job is about. Every call is a call for help; treat the person with the respect that they deserve. Also treat all the people who work with us with respect. It is mutual help. Sometimes the cops call us, sometimes we call the cops. Treat them with respect because you will need their help during your career.

As new Ghostbusters listen and follow your supervisors. They are a wealth of information and experience. It is impossible for a manual to tell you how to react in every situation; your instructor will be your best reference guide on these matters. Never hesitate to ask for help.

Failure can be compiled into two kinds of people. People who did and never thought and people who thought and never did. Always plan and prepare for supernatural emergencies, think the situations through, and to be observant for changes and hidden dangers. Thinking things through is important but in violent and unpredictable situations, actions need to be taken to stabilize the hazard quickly. The only thing worse than the wrong action is inaction. If you don’t know what to do, do something that is universally works. Stuff like cordonning off the area to the public, immediate rescues, and radioing for additional resources are all tasks that require speed more so than precision.

Finally make sure you’ve read and fully understood this manual. Keep this with you so you can quickly reference it. You’re especially going to want to reference the equipment and entity classification sections.