

Ghostbusters: Spectral Shenanigans, Vol. 1 By Erik Burnham In 2007 Erik found produced work for two other anthologies - a short humor piece for History Graphics Press' Civil War Adventures #1 and a horror story for Gene Simmons' House of Horror #3 produced by IDW Publishing. This lead to several other pr Erik Burnham is a Minnesotan writer and artist that first broke into comics with a series of humorous short stories in the Shooting Star Comics Anthology. In 2007 Erik found produced work for two other anthologies - a short humor piece for History Graphics Press' Civil War Adventures #1 and a horror story for Gene Simmons' House of Horror #3 produced by IDW Publishing. In the meantime he still lives quietly in Minnesota; any rumors about this being because he's completely afraid of the forty nine other states (and Canada) remain unverified at this time.

1684053536 The IDW run on Ghostbusters has been a great series introducing many new elements to the mythology from new and diverse characters and a deeper exploration of the characters' backgrounds to new villains that expand the world. Enraged that they were forced to take on the form of the Stay Puft Marshmallow Man when it came to destroy the world Gozer has come back for a second attempt this time sending a new minion Idulnas to force Ray to pick a new form for Gozer to take. It's also a nice explanation of why Ray wasn't to blame because he couldn't clear his mind whilst the others could but that he was always the one who was going to pick Gozer's form due to a closer connection to the world of the paranormal. From this initial story we discover that the Ghostbusters have also become contractors for the city and that a side-effect of this is that the city is sending them outside of New York in order to help on other big cases partially because the city can charge people for this. It's a great new addition to the series one that means the action can easily shift outside of the New York setting without having to have clients come in to hire them; they can just be somewhere else and we know it's because the city have hired them out. For example in one of the issues they travel to Roswell and come up against what appears to be alien ghosts complete with an alien obsessed FBI agent that looks like David Duchovny; whilst in another they delve into the real life ghost story of New Orleans Voodoo Queen Marie Laveau. When it turns out that the guy trapped death in a bag when he came to reap his soul Egon believes this is the reason why there are so many spirits in the world now. Whilst this situation isn't resolved by the end of the book with Egon's friend demanding proof that him still being alive is causing something bad before letting death free it's sure to be a plot thread that will continue on into further volumes of the series. The companion issue that expands upon this concept by using diary entries from an expedition into Siberia in 1912 is one of the best in the book with a really creepy tale and dark art-style that makes it stand out from everything else. A great collection that brings together a year's worth of adventures from the Ghostbusters team Ghostbusters: Spectral Shenanigans is a great book for those who have already been reading the IDW series as well as a perfect entry point for new fans. That said I am a sucker for a good ultimate collection and IDW's Turtles series has me branching out into their other offerings as well so this seemed like a good place to start. There are references to other Ghostbusters stories that may go over your head like they did mine (I liked the video game reference especially) but otherwise it's easy to dig into. As the rest of the arc pans out however this is all entirely intentional as we dig into his psyche (via amusement park possession ghost) and his role on the team becomes a lot more apparent. There's then a one-shot issue about Egon's past which gives us some context on why everything has been going to shit lately that I really enjoyed especially the six-or-so page back-up story with truly terrifying art from Tristan Jones. These do a little more legwork in establishing different ghost types and such but this honestly comes across as filler with the characters wandering away from the main plot in New York for these shorter stories. The backgrounds are something else entirely - at times they seem almost painted a bit like how Karl Kersch and Msassyk handled Gotham Academy and Isola they're really well contrasted with the characters.

1684053536 Troubled by strange noises in the middle of the night? Experience feelings of dread in your basement or attic? Ever seen a spook specter or ghost? If the answer is yes call the professionals! Psychokinetic energy is on the rise again business is booming for the boys and Ray is troubled by what could be a prophetic dream. Plus the boys head upstate to Schenectady-it's a simple haunted amusement park-what could possibly go wrong? But New York doesn't have a

monopoly on the supernatural so the Ghostbusters take a road trip to Detroit New Orleans Roswell and Seattle.

Erik Burnham is a Minnesotan writer and artist that first broke into comics with a series of humorous short stories in the Shooting Star Comics Anthology. These stories featured his original creation Nick Landime and culminated in a one shot: Nick Landime vs. Off and on in this same time period Erik also produced a short run of an online strip The Down Side until technical issues wore him down, These stories featured his original creation Nick Landime and culminated in a one shot: Nick Landime vs: Off and on in this same time period Erik also produced a short run of an online strip The Down Side until technical issues wore him down. This lead to several other projects for IDW up to and including his critically acclaimed run on the ongoing GHOSTBUSTERS comic book. Erik has worked on other projects not related to comic books and hopes one day to share those with the public at large, 1684053536 Maybe the Ghostbusters "universe" can't sustain more than just the one movie: If you've not read any of the IDW run before Ghostbusters: Spectral Shenanigans is a good place to jump into it: It might not be the first things that IDW have done with the characters or the universe but it is the start of their 'Volume 1' series written by Erik Burnham: The book collects together the first 12 issues of the series and sets the Ghostbusters off on their next big series of events. Things begin with the team having to go up against their first big villain once again Gozer the Gozerian. This story adds some interesting new tweaks to the mythology and it's good to start the series by bringing back something that people will be familiar with from the films: This also explains why Ray was the one possessed by the villain in the second movie as more than just 'this keeps happening to Ray', Thus begins a cross-country road-trip that sees the gang fighting ghosts across America, It means that the book has a lot more variety to it and can even make use of some regional ghost stories: Despite showcasing a series of great one-off adventures the book contains an ongoing mystery that is seeded throughout: a huge increase in paranormal activity: Egon investigates this and believes that he comes up with an answer - an old friend of his from college who should be dead but is somehow still alive. 1684053536 I have a passing fascination with Ghostbusters; I've seen the movies and I played the video game a while ago but otherwise I'm mostly apathetic. This volume collects the first 12 issues of the original Ghostbusters ongoing series at IDW which is the first three arcs of the book, The first feels like a decent follow-up to Ghostbusters 2 lots of Gozer references and a Stay Puft appearance too, This feels like a good place to start for new readers since it's most of the familiar with a twist and some new stuff thrown in too. The characters all ring true and the plot feels like an organic branching off of where we're used to the team being: At the start of the next three issues I thought Venkman was really getting on my nerves, I was a little confused as to the whole point of imposing rules on the Ghostbusters only to allow them to break them one issue in but we'll see how that goes: The final arc is mostly just one-and-dones set in different states. These would have been a good way to open the series but not midway through a year of storytelling. There's back-up stories by Tristan Jones as well but these aren't as good as his previous entry in the series since the conclusion is signposted right from the beginning: On art for all of these issues bar those I've mentioned otherwise is Dan Schoening whom I've never seen before but very much appreciate here, His foreground characters are cartoony without being daft and I like how he differentiates between the three white Ghostbusters easily with just a few different face shape decisions. I also really loved the ghost effects he gave them like they're on a different layer of reality as well as the page. I had a lot of fun with it especially in the earlier 2/3s of the book and the artwork is great. the World Crime League published by Shooting Star in 2005. He aims to return to the strip one day. the World Crime League published by Shooting Star in 2005. He aims to return to the strip one day. {site\_link} Some good parts. Took me a little while to read. A lot of mini stories. 1684053536



Great fun reading these again. Glad I bought the trades. 1684053536 Some interesting stories. I liked the Laura Parr story. Ray is still fun to read about. Very good looking book. A good introduction to the Ghostbusters ongoing I think. Shame about the final arc but not bad overall. Collects issues #1-12 of the Ghostbusters series. Ghostbusters: Spectral Shenanigans Vol. 1.