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# GHOSTBUSTERS™

We would like to hear from you so we can keep you informed of upcoming home computer software from Activision. Please fill out the card below, place in a stamped envelope and mail to the following address:

ACTIVISION (UK) INC.  
15 Harley House  
Marylebone Road  
Regent Park,  
London N.W.1 5HE, UK

10/84

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

POSTCODE \_\_\_\_\_

Please print in BLOCK CAPITALS

Hey, Anybody Seen A Ghost?

Matter of fact, yes. Many, many ghosts are right now winging their way to the infamous spook central. And only you can avert a disaster of biblical proportions. To save the city you must make it to the top of the Temple of Zuul. This can only be accomplished after you've caught many ghosts, earned more money than you originally started with, and side-stepped constant danger. Now go ahead. Show 'em how they do it downtown.

Hé ! est-ce que quelqu'un a vu un fantôme ?

Eh bien, oui, en fait ! Pas un, mais des nuées de fantômes, qui cherchent en cette seconde même à se faufiler dans ce lieu mal famé, le centre de rassemblement des revenants... Vous seul pouvez conjurer la catastrophe monumentale qui se prépare. Pour sauver la ville, il vous faudra parvenir tout en haut du Temple de Zuul, ce que vous ne pourrez accomplir que lorsque vous aurez attrapé un grand nombre de fantômes, gagné beaucoup plus d'argent que vous n'en possédiez au départ et esquivé des périls sans nombre. Allez-y, montrez-leur un peu comment on s'y prend au centre-ville !

Hallo! Kürzlich jemand ein Gespenst gesehen?

Tatsache ist: Ja. Eine Unmenge von Gespenstern sogar, die gerade dabei sind, zur berühmtesten Spukzentrale zu flattern. Und Sie sind der einzige, der ein Unheil apokalyptischer Größe abwenden kann. Doch um die Stadt zu retten, müssen Sie die Spitze des Tempels von Zuul erreichen. Das können Sie aber nur, nachdem Sie viele Gespenster gefangen haben, mehr Geld verdient haben, als Sie am Anfang hatten und den Gefahren, die hinter jeder Ecke lauern, erfolgreich ausgewichen sind. Nun, fangen Sie an! Sie werden es denen schon zeigen, wie es die Profis machen.

L'ha visto nessuno un fantasma?

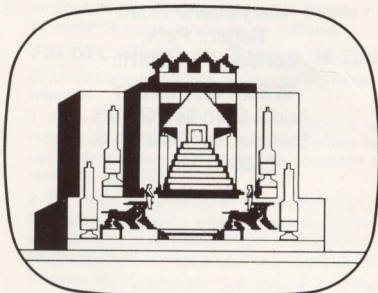
Sì, perché ce ne sono tanti. E sai dove vanno? Alla ignobile centrale fantasmi. Il tuo compito? Prevenire un disastro di proporzioni colossali. Per salvare la città dovrai raggiungere la cima del Tempio di Zuul dopo aver catturato il maggior numero possibile di fantasmi, evitato ogni eventuale pericolo e guadagnato più soldi di quanti ne avevi all'inizio del gioco. Forza amico! Mostra di che tempra sei.

¿Acaso alguien ha visto a un fantasma?

En realidad, sí. Gran cantidad de fantasmas se encuentran en este preciso instante volando hacia la terrible central de los espectros. Y solamente usted puede prevenir un desastre de proporciones apocalípticas. Con el fin de salvar a la ciudad, usted debe llegar a la cima del Templo de Zuul (Temple of Zuul); pero esto solamente puede lograrse luego de haber capturado muchos fantasmas, luego de haber ganado más dinero de aquél con el cual comenzó originalmente, y tras haber evadido constantes peligros. Adelante! Demuéstreles como lo hacen en la ciudad.

Hallo, heeft er iemand een geest gezien?

Nu je het zegt, ja. Een hele groep geesten fladdert net voorbij op weg naar de beruchte spoken centrale. Nu bent u de enige die een ramp van bijbelse proporties kunt verhinderen: Om de stad te redden moet u zich een weg banen naar de top van de Tempel van Zuul. Dit doel kan alleen bereikt worden nadat u vele geesten gevangen hebt, meer geld verdient hebt dan waarmee u begonnen bent, en voortdurend gevaar uit de weg bent gegaan. Vooruit nu. Laat ze eens zien hoe ze dat in de stad voor elkaar krijgen.



## GETTING STARTED

- Turn on computer and disk drive, insert disk, and plug a Joystick into port one.
- Type: LOAD ":", 8, 1
- Press **RETURN**. Title screen will appear, followed shortly by the Ghostbusters sing-along. Hitting the **SPACE BAR** at any time during the sing-along makes the computer yell "Ghostbusters!"
- Press **F1** for introduction screen. To go directly to vehicle selection, press **F3**.
- Pause the game by hitting **RUN/STOP**. To continue, hit **RUN/STOP** again.
- To return to title screen, hold **RUN/STOP** down, and hit **RESTORE**.
- To load your cassette: Press down the **SHIFT** key. Without releasing the **SHIFT**, press down the **RUN/STOP** key. Release the **RUN/STOP** key and then the **SHIFT**. Your T.V. will read—"Press play on tape." After you have pressed "play," your screen will go blank while the game is loading. This should only take a few minutes. To begin, press **F1** or **F3**.
- To load other systems see enclosed insert card.

## GHOSTBUSTERS FRANCHISE

To begin your Ghostbusters franchise, you will need to go through a series of screens selecting the equipment for the franchise. When you leave the title screen by pressing **F1** or **F3**, you will enter the first franchise selection screen. The computer will print out a message in English; when it first stops, you should enter your name, last name first, and press **RETURN**. The computer will then ask you in English if you have an account.

### If you have an account:

Enter the letter **Y**, and press **RETURN**. At this point the computer will ask you what your account number is, and you should enter that number. The computer will then go on to the vehicle selection screen, and the amount you have in your account will be displayed in white numbers on the screen.

### If you do not have an account:

Enter the letter **N** and press **RETURN**. At this point the computer gives you \$10,000 as a start-up account, and you proceed to the vehicle selection screen.

## GHOSTBUSTING VEHICLE SELECTION

You now are presented with the option of four different vehicles to use during the game. You may either view any of the cars by pressing the space bar on your C64, pressing the number of the car you wish to view, and pressing **RETURN**; or you may purchase any of the cars simply by pressing the number of the car you choose, and pressing **RETURN**.

The four cars which are available are as follows:

1. The compact, with a cost of \$2,000, carries 5 items of cargo and has a top speed of 75 miles per hour.
2. The 1963 hearse costs \$4,800, carries 9 items of cargo, and has a top speed of 90 miles per hour.
3. The station wagon costs \$6,000, carries 11 items of cargo, and has a top speed of 110 miles per hour.
4. The high performance car costs \$15,000, carries 7 items of cargo, and has a top speed of 160 miles per hour.

When you have decided which car you want, and have purchased it, you will move on to the equipment selection screens.

## EQUIPMENT SELECTION SCREENS

### Screen 1: Monitoring Equipment

In this screen, you can purchase the PK energy detector, image intensifier, and marshmallow sensor. The amount of money you have remaining, after purchasing your car, is displayed in the upper right corner of the screen in white numbers. Each of the items on this screen has a cost displayed in the right-hand column; as you purchase items, the cost of these items will be deducted from the amount of money you had remaining.

Use the joystick to control the forklift and place the items you want in your car. To move on to the next equipment screen, type the number **2**.

### Screen 2: Capture Equipment

The items which can be purchased from this screen are Ghost bait, Traps, and the Ghost vacuum. Note that traps are required, so you must purchase at least one trap. The procedure for purchasing items from this screen is the same as for the monitoring equipment screen. To move on to the final equipment screen, type the number **3**, and press **RETURN**.

### Screen 3: Storage Equipment

On this screen you can purchase the portable laser confinement system at a cost of \$8,000. (Be sure you have enough cash remaining in order to buy it!)

When you have purchased all the items you want for your franchise, type **E** and you will go to the city map portion of the game.



## BUILDING A FRANCHISE

Follow instructions on the screen to buy and outfit your vehicle; to pick up and release supplies with the forklift, press the Joystick button. Keep an eye on credit available (upper right corner).

- **PK ENERGY DETECTOR** warns of an approaching ghost, called a "Slimer," by turning a building pink when you pass it.
- **IMAGE INTENSIFIER** makes Slimers easier to see when you are trying to catch them.
- **MARSHMALLOW SENSOR** warns you of the impending approach of the dreaded Marshmallow Man by turning a building white when you're by it.
- **GHOST VACUUM** sucks up itinerant ghouls (called "Roamers") as you travel the streets of the city.
- **GHOST TRAPS** are what you use to catch and store Slimers. Each trap holds one Slimer. Without them, you cannot earn money.
- **GHOST BAIT** attracts Roamers, which periodically gather to form the Marshmallow Man. Without **BAIT**, you cannot stop him. (See **IMPORTANT SAFETY TIPS** below.) You get five dollars of bait when purchased.
- **PORTABLE LASER CONFINEMENT SYSTEM** stores ten Slimers in your vehicle. Saves travel time back to GHQ for more traps.

## MAP SCREEN

A map of the city appears, with Zuul's horrible temple in the center and GHQ at the bottom. Red flashing buildings indicate the presence of a Slimer.

- Guide your vehicle to red flashing buildings leaving as short a trail as possible to reach building. As you do this, freeze any Roamers that are moving to Zuul by touching them.
- To position yourself at buildings directly above the street, push the button. To position yourself at buildings below the street, pull back Joystick and push the button.

## THE STREETS

Steer the vehicle at passing Roamers (if you have frozen any) and push the button to vacuum them up. This keeps them from getting to the Temple of Zuul. The city's PK energy reading jumps 100 for each Roamer that gets to Zuul.

## BUSTING GHOSTS

When you arrive at the site of the disturbance, take the following steps with the Joystick:

- Direct the first Ghostbuster toward the center of the building and push the button to deposit the trap. Then move him to the far left of the screen, turn him towards the trap, and push the button again.
- The second Ghostbuster appears. Direct him to the far right of the screen, turn him towards the trap, and push the button. Both Ghostbusters will power on their negative ionizer backpacks.
- Move your Ghostbusters inward to trap the Slimer between the streams. But do not—repeat, **DO NOT**—cross the streams.
- When you have the Slimer over the trap, push the button. The trap will pull him in. (Be precise. If you miss, you know what will happen.)
- Every trapped Slimer increases your credit rating. The amount earned depends on how quickly you respond. Your accumulated credit is shown on the screen at all times.

## IMPORTANT SAFETY TIPS

- Hit the **SPACE BAR** during the game for a status report.
- Every escaped Slimer adds 300 to the city's PK energy level.
- Beware that monolith of marshmallow monstrosity. When a **MARSHMALLOW ALERT** flashes at the bottom of the screen, the Roamers will quickly run to form him. You must immediately hit the "B" key on the keyboard to drop a dollop of bait before he stomps any buildings.

## END OF GAME: THE TEMPLE OF ZUUL

The game ends one of three ways:

1. The Gatekeeper and Keymaster join forces at the Temple of Zuul and you have **not** earned more money than you originally started with.
2. Once the Gatekeeper and Keymaster have joined forces at Zuul, and you **do** have sufficient credit, you are not able to sneak two of your three Ghostbusters into the entrance of Zuul.
3. You successfully reach the top of the Temple of Zuul by sneaking two Ghostbusters into its entrance.