

NTR-YGQE-USA

GHOSTBUSTERS™

— THE VIDEO GAME —

NINTENDO DS™



INSTRUCTION BOOKLET

ATARI

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Eye or muscle twitching

Loss of awareness

Altered vision

Involuntary movements

Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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REV-E

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THIS GAME CARD WILL WORK
ONLY WITH THE NINTENDO DS™
VIDEO GAME SYSTEM.

CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.



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GETTING STARTED

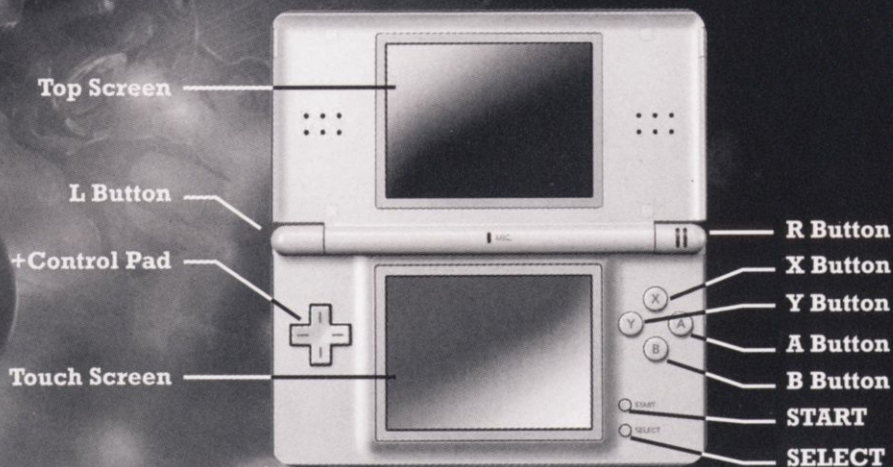
1. Turn the Nintendo DS power off. Never insert a Game Card when the console is turned on.
2. Insert the Ghostbusters™: The Video Game Game Card in the Game Card slot.
3. When the power is turned on, the Health and Safety Screen is displayed. Touch the GHOSTBUSTERS™ panel on the DS Menu Screen to start the game. If the Nintendo DS system is set to Auto Mode, the game will automatically start after the Health and Safety Screen is displayed.
4. At the title screen, touch the Touch Screen with the Nintendo DS stylus to start the game.

INTRODUCTION

It's 1991, and business has been slow for the Ghostbusters for the past two years. However, after a pulse of paranormal energy rips through the city, it is once again up to Peter, Ray, Egon and Winston to clean up the ghosts that have infested it. Along the way, you'll be able to upgrade each of the Ghostbuster's skills and research new, more powerful Ghostbusting equipment. Time to save the world, again!



CONTROLS

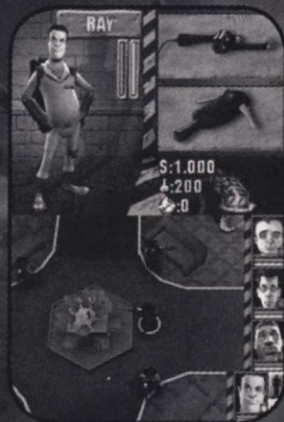


NINTENDO DS™ LITE

Tip: Southpaws can select the Left Handed control option from the Main Menu. This option swaps the **L Button** and **R Button** functions and swaps the **+Control Pad** directions with the **A Button**, **B Button**, **X Button**, and **Y Button**, freeing your left hand to use the Nintendo DS stylus.

On Foot Controls

+Control Pad	Move
Touch Screen	Proton Beam / Slime Gun
A Button / Touch Screen	Interact With Person or Item
L Button + Touch Screen	Throw Ghost Trap
R Button	PKE Meter / Equipment
X Button	Toggle Proton / Slime
Y Button	Toggle Overhead Map
B Button	Activate Special Ability
SELECT	View Objectives
START	Pause Menu



Driving Controls

+Control Pad Up	Gas
+Control Pad Down	Reverse/Brake
+Control Pad Left	Steer Left
+Control Pad Right	Steer Right
Touch Screen	Fire Proton Turret
R Button or L Button	Handbrake
A Button	Enter Building (at mission buildings and HQ)
X Button	Siren On/Off
SELECT	Music On/Off
START	Pause Menu



While driving through the city, you may encounter ghosts flying around. Egon has retrofitted a large Proton Turret and Muon Containment Trap on the roof of the Ecto-1 to allow you to wrangle and capture ghosts while on the road.



STARTING A MISSION

You can take customer calls to earn cash and resources necessary to finance the Ghostbusters business (equipment, research, upgrades, and payroll). You'll also need to investigate the major paranormal happenings around the city.

Janine keeps track of both mission types, Story and Side, on the bulletin board behind her desk. Activate it to view a list of available missions. Touch a mission to display mission information and hints. Once you have decided on a mission, touch the green check mark on the bottom-right of the Touch Screen.

Missions occur throughout the city, so the best and only method of travel is the Ecto-1. Capture rogue ghosts for additional income, and avoid obstacles that can damage the Ecto-1. Reach the mission area before the mission timer expires. Once you arrive at your destination, drive over the Mission Marker and press the **A Button** to activate the mission.

Interactions

Interactions

To speak with a character, or to use or pick up an object, simply touch the person or object, or get close and press the A Button.

Controlling the Team

Normally, all other Ghostbusters will follow the character you control and attack your target. However, in some situations you may want them to stay put. Touch the red icon to the right of your character's portrait to order all other Ghostbusters to stop. Touch the green icon to order all other Ghostbusters to follow you again. You can give the same orders given to individual Ghostbusters by touching the red/green dot on their portrait. When a Ghostbuster is stopped, he will attack any enemies that come close, rather than wait for you to choose a target.



Wrangling and Capturing Ghosts



Although you can completely destroy some supernatural entities with a proton stream, most of the ghosts you face must be contained within a ghost trap.

To capture a ghost in a ghost trap, you must first weaken it with a proton stream or positively charged slime. Touch the ghost to fire at it, and touch the Touch Screen while holding the **L Button** to throw a ghost trap. Once the ghost is sufficiently weakened, you can drag it over a trap and capture it.

Some ghosts have special abilities that require more complex techniques. For example, if a ghost possesses one of the Ghostbusters, you need to evict it by dousing him with positively charged slime. Once it has left, you can capture it by normal means.

Health and Courage

Ghostbusters' health, represented by a red bar below their character portraits, can be damaged by ghosts' physical attacks. Their courage, represented by a blue bar, can also be reduced by ghosts' scare attacks. If a Ghostbuster loses all health, he is knocked out, and if he loses all courage, he panics. In either case, the Ghostbuster is completely incapacitated for a period of time. If four Ghostbusters become incapacitated at the same time, you fail the mission.

Janine's Desk

At the desk of your faithful receptionist, you can receive new missions, view a summary of completed Story missions, and use the Game Menu to save or quit the game.

The mission list posted on the bulletin board behind the desk shows a list of customer calls in blue and Story missions in red. It also shows the number of days until the mission expires and the cash reward for completing the mission.

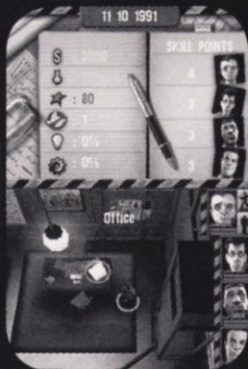
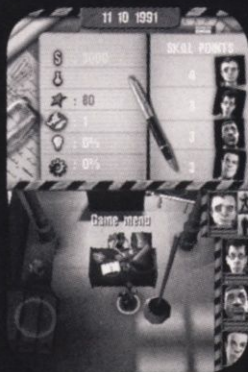
Office

In the back office on the first floor, databases stored on the computer keep track of skill training, equipment, reputation, and budget.

Use the Skill Advancement screen to purchase new skills for each Ghostbuster using skill points earned from successful missions.

The Equip GBs screen allows you to equip the Ghostbusters with the latest and greatest equipment you've researched and produced.

The Reputation stats screen shows you what the city of New York thinks of you. Higher reputation comes from completing missions, while lower reputation comes from failing and ignoring missions. The higher



your reputation, the bigger the daily stipend you get from the city. Be careful to keep your reputation above zero — if you don't, you will lose the game!

The Financial information screen shows a summary of your income and expenses.

Ecto-1

Want to drive around the city chasing ghosts or just explore without the pressure of an urgent mission? Hop in the driver's side door and cruise to your heart's content.

You can also load spare equipment into the Ecto-1 trunk, which you can access during missions.

If the Ecto-1's gotten a little banged-up, you can repair it for a fee by using the workbench in the firehouse.

Note: There are also Car Mechanic shops located in the city (look for a wrench icon on the mini map) that allow you to fix up the Ecto-1 as well.

Stairs/Pole

Use the stairs and the fire pole to move between floors.

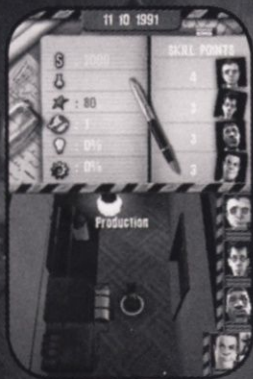


Once per day, you can spend extra resources to speed up the research.



Ray's Workshop

Here, you can manufacture items based on Egon's research. Drag and drop the blueprint of the item you want to make onto an available slot, and manufacturing will begin (as long as you can afford the necessary materials). As in Egon's lab, you can pay extra once per day to speed up the process.



Couch



Had a hard day of busting ghosts? Crash on the couch located next to Ray's Workshop to advance to the next day. Side missions you haven't completed at this point may expire, reducing your reputation, so don't get lazy!

ATARI WEB SITES

To get the most out of your new game, visit us at:

www.ghostbustersgame.com

If you would like to chat with other gamers, as well as developers, visit our Community Forum area at:

ataricommunity.com

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HELP VIA THE INTERNET

Up-to-the-minute technical information about Atari products is generally available 24 hours a day, 7 days a week via the Internet at:

atarisupport.com

Through this site you'll have access to our FAQ (Frequently Asked Questions) documents, our FTP (File Transfer Protocol) area where you can download patches if needed, our Hints/Cheat Codes if they're available, and an Email area where you can get help and ask questions if you do not find your answers within the FAQ.

You can also contact technical support Monday through Friday, 9am to 5pm EST, by calling 866-721-4977, or write to: Atari, Inc., Attn: Customer Support, 417 5th Avenue, New York, NY 10016.

Note: In the event we must send you an FAQ document, patch or update via Email, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent forms are available at the web site listed above.

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Please first contact Atari Customer Support at atarisupport.com to determine the nature of your problem. Some issues that appear to be product defects are actually configuration-related and are easily fixed.

In the event our support team has determined that you need to return your game, it is recommended that you first try your retailer. Return the game to your retailer along with the original sales receipt and an explanation of the difficulty you are experiencing with the game. At its option, the retailer may replace the game.

Alternatively, our support representatives will provide you with a Return Merchandise Authorization number (RMA#) and instructions for returning your product to Atari for replacement.

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417 Fifth Avenue
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Part # 27764M