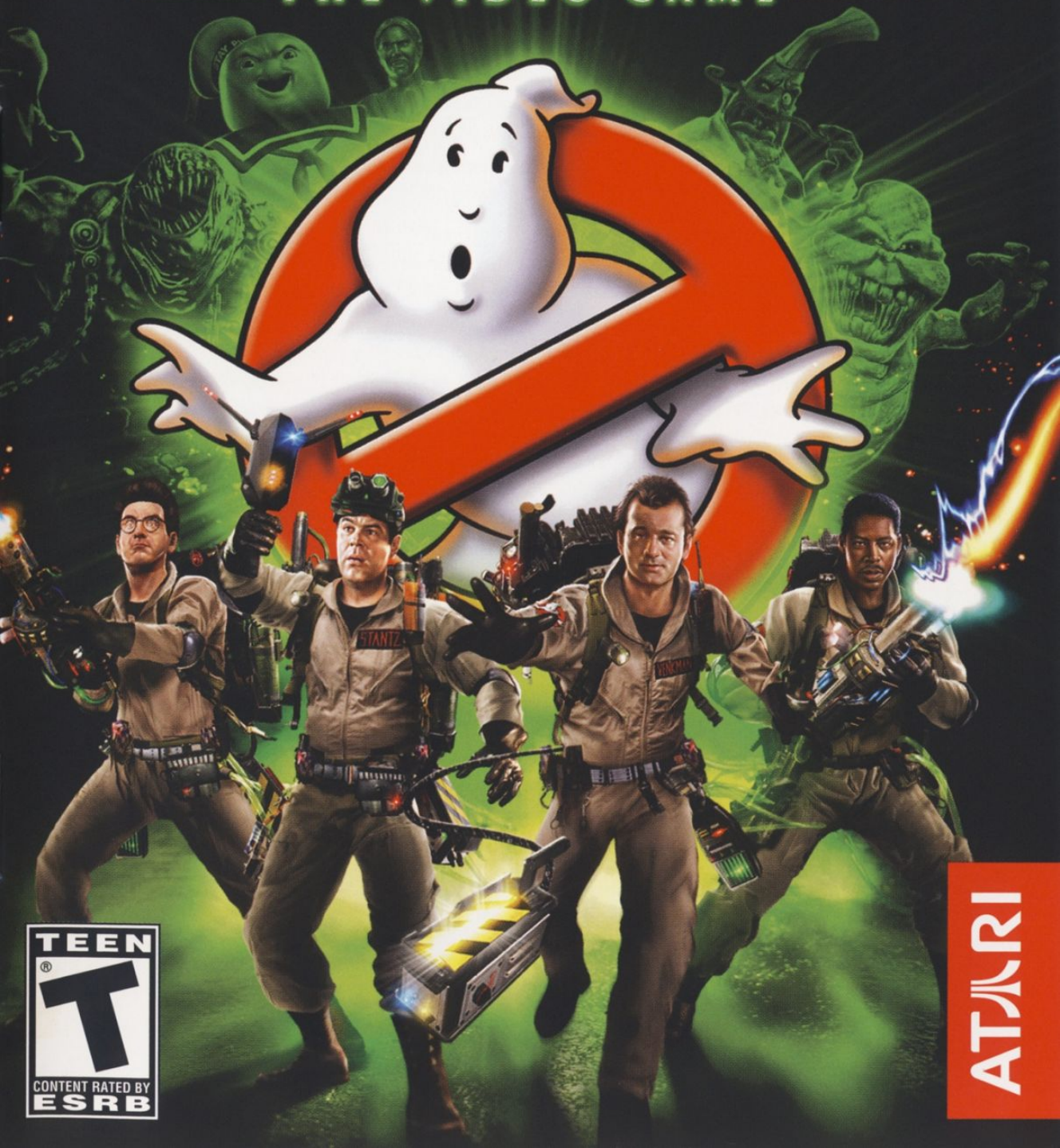


# GHOSTBUSTERS™

## — THE VIDEO GAME —



ATARI



## **WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES**

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. **IMMEDIATELY DISCONTINUE** use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement or convulsion.
- altered vision
- loss of awareness
- seizures

**RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.**

---

### **Use and handling of video games to reduce the likelihood of a seizure**

- Use in a well-lit area and keep as far away as possible from the television screen.
  - Avoid large screen televisions. Use the smallest television screen available.
  - Avoid prolonged use of the PLAYSTATION®3 system. Take a 15-minute break during each hour of play.
  - Avoid playing when you are tired or need sleep.
- 

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

### **NOTICE:**

Use caution when using the DUALSHOCK®3 wireless controller motion sensor function. When using the DUALSHOCK®3 wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

### **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PLAYSTATION®3 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

### **HANDLING YOUR PLAYSTATION®3 FORMAT DISC:**

- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

# GHOSTBUSTERS

## — THE VIDEO GAME —

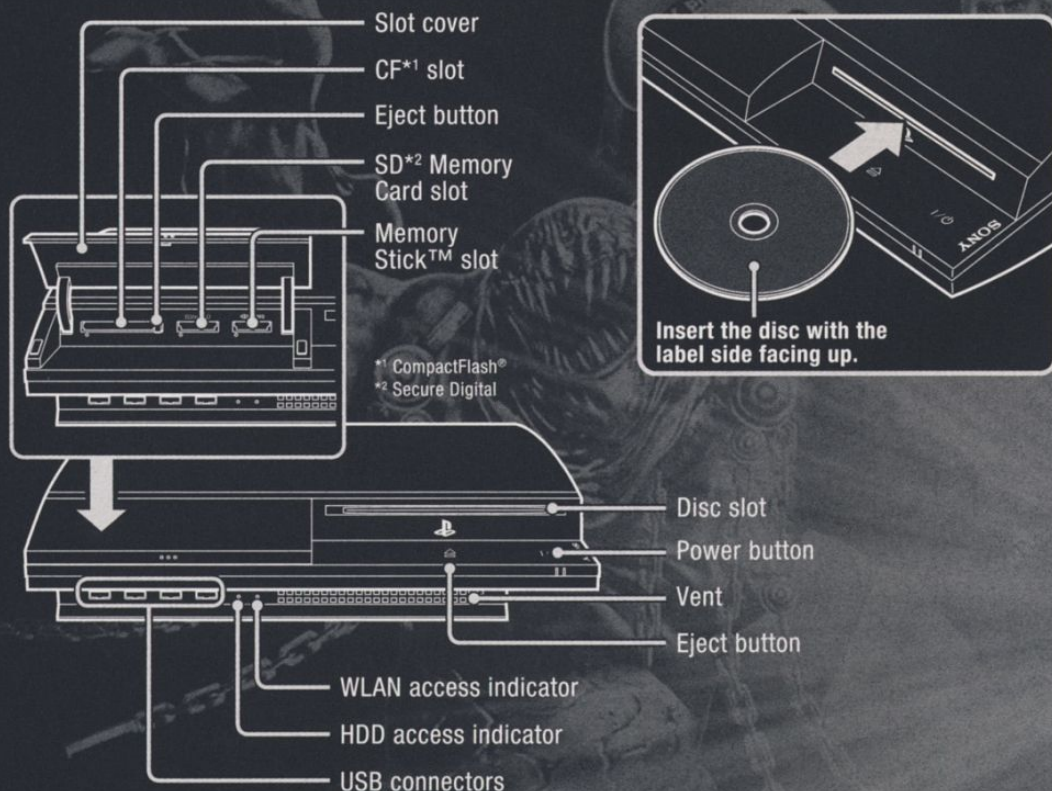
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
# GETTING STARTED

## PLAYSTATION®3 system front



**Note:** Some models of the PLAYSTATION®3 system do not include media slots. For specific features included, refer to the instructions for use of your model of the PLAYSTATION®3 system.

**Starting a game:** Before use, carefully read the instructions supplied with the PLAYSTATION®3 computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the Ghostbusters™: The Video Game disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PLAYSTATION®3 system's home menu, and then press the  button. Refer to this manual for information on using the software.

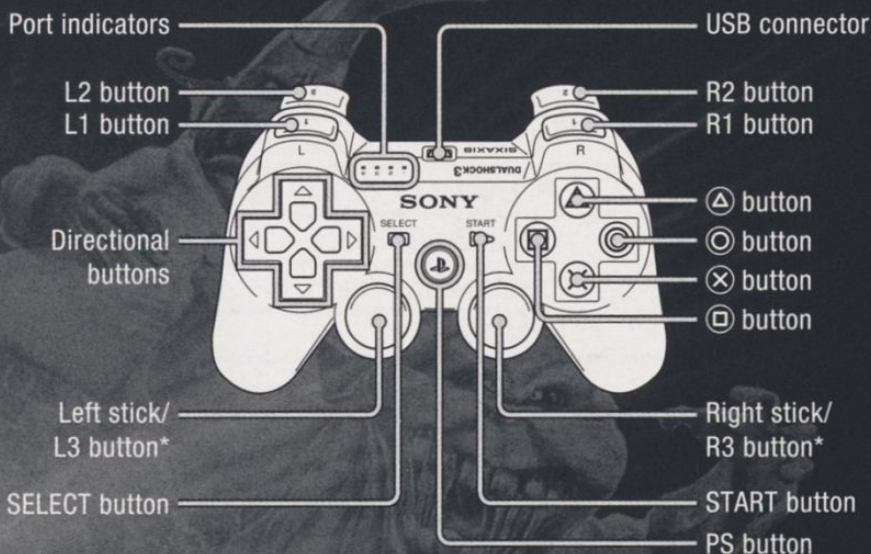
**Quitting a game:** During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

### Hint

To remove a disc, touch the eject button after quitting the game.

# GETTING STARTED

## Using the DUALSHOCK®3 wireless controller (for PLAYSTATION®3)



\* The L3 and R3 buttons function when the sticks are pressed.

**Note:** To use the controller, you must first register or “pair” the controller with the PLAYSTATION®3 system and assign a number to the controller. For details, refer to the instructions supplied with the system.

### Saved data for PLAYSTATION®3 format software

Saved data for PLAYSTATION®3 format software is saved on the system's hard disk. The data is displayed under “Saved Game Utility” in the Game menu.



# CONTROLS

left stick	Move
right stick	Turn/Look/Aim
<b>R 2</b> button	Primary Fire
<b>L 2</b> button	Secondary Fire/ Slam
<b>L 1</b> button	Deploy Capture Stream
<b>R 1</b> button	Manual Pack Venting
⊙ button	Jump/Evade/Sprint
⊠ button	Deploy Ghost Trap
△ button	PKE Meter
⊗ button	Interact/Use
directional button ↓	Equip Slime Blower/Slime Tether
directional button ↑	Equip Blast Stream/Boson Dart
directional button →	Equip Meson Collider/Overload Pulse
directional button ←	Equip Stasis Beam/Shock Blast
<b>R 3</b>	Display Teammate Location Portraits.
START button	Pause/Options Menu
SELECT button	View New Information



It's 1991, two years after the events of Ghostbusters II, and paranormal activity has reached record levels in New York City. With business booming and the Ghostbusters shorthanded, you've been hired to join the team as the new Experimental Equipment Technician and that's not just a fancy title. It means you'll be carrying Egon's newly created (and untested) hardware that, if not handled correctly, could blow you clear into New Jersey—a job perfectly suited for the new guy. With a brand-new, upgraded set of ghostbusting equipment, you'll hunt, track, capture and neutralize everything from ethereal manifestations to Class 5 Full Roaming Vapors. Is this increase in paranormal activity a new threat or an old familiar foe? Strap on your unlicensed nuclear accelerator, fire up your Neutrons Wand and find out.



# FIREHOUSE (GHOSTBUSTERS HQ)



The Firehouse serves as the tutorial area and is revisited between certain levels.

## SAVE A GAME

Your progress is automatically saved at checkpoints while you play. When you start the game, your last checkpoint is loaded. Make sure that you have at least 4 MB of free space before starting the game.

## REPLAYING LEVELS

You can access completed levels from the Career menu.

## PAUSE MENU

Pausing the game brings up the PKE HUD interface. From here you can view Objectives, the Tobin's Spirit Guide, Equipment, Artifacts, Training, Statistics, & Options.

**Objectives:** Display the current objective.

**Tobin's Spirit Guide:** View a list of all scanned ghosts, as well as the number of creatures that you have captured and destroyed.

**Equipment:** View a list of all available equipment upgrades.

**Artifacts:** View a list of all collected Cursed Artifacts.

**Training:** Review the controls for specific tasks.

**Statistics:** Displays Career Overview, Financial, Medical and Combat information.

## OPTIONS MENU

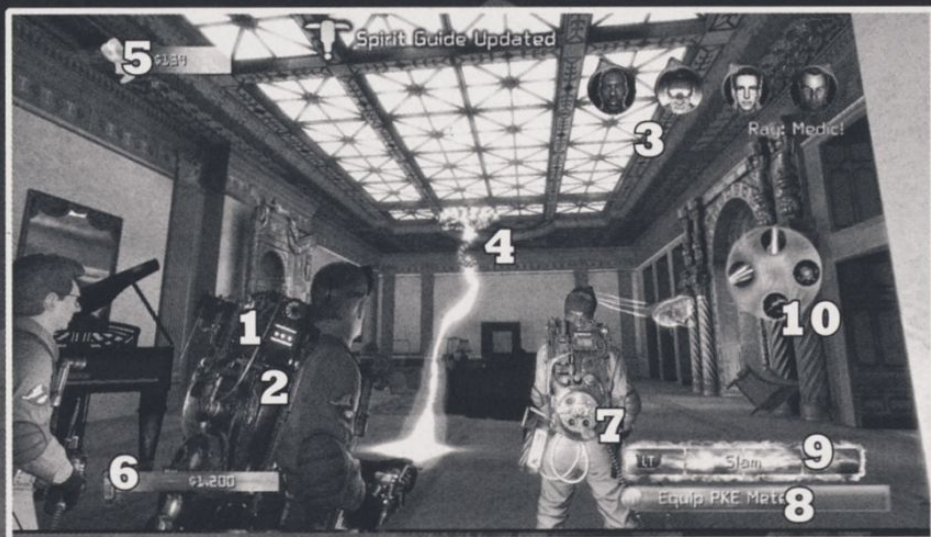
**Reload Checkpoint:** Reload last saved checkpoint.

**Settings:** Configure Gameplay, Controls and Audio/Video settings.

**Quit to Main Menu:** Return to the Main Menu.



# HEADS UP DISPLAY (HUD)



## 1. HEALTH BAR

The horizontal, green health bar health bar is located on your Proton Pack and shows your current health. As your health is reduced, the health bar drains. When it empties you are incapacitated. The fringes of the screen also begins to go red and blur to indicate critical health.

## 2. EQUIPMENT STATUS METER

The vertical, red bar on your Proton Pack indicates the status of your current equipment. If you fire your equipment for too long, it will overheat and become unusable for a short period of time. If overheating occurs, you can manually vent the pack by pressing **R1**.

## 3. TEAMMATE PORTRAITS

When a fellow Ghostbuster is incapacitated, his portrait appears along with a directional indicator that points toward his location. If you want to know where your teammates are at any given moment, you can also manually bring up the portraits of all Ghostbusters in the current mission.

#### 4. CREATURE STATUS

Shows the health of ghosts.

#### 5. DAMAGE CLAIM

This HUD element shows the dollar value of all “accidents” and incidental damage caused while on the job. You can find cumulative damage totals in the Financial Records section of your Ghostbusters Field Guide.

#### 6. CREATURE REWARD

This shows the dollar value of killed entities or captured ghosts. When a creature is captured or destroyed, its reward value is displayed on screen for a short amount of time.

#### 7. PKE METER

The rods on the sides of the PKE meter raise and begin to glow and pulse when you are pointing it at something interesting. Ecto-Goggles are automatically equipped when using the PKE Meter. When you have the Ecto-Goggles on, you will find the trails that ghosts leave behind. Your PKE METER will flash different colors at times.

- **Red Signal** – Hidden ghosts & entities.
- **Green Signal** – Environmental Phenomena
- **Blue Signal** – Cursed Artifacts (scanning these opens bonus content as well as adding additional money for upgrades).

#### 8. BUTTON/ACTION PROMPT

The bar on the bottom-right will display a prompt, such as “Equip PKE Meter” or “Interact” when action should be taken.

#### 9. SLAM METER

This gauge indicates when you have built up enough energy to slam a ghost.

#### 10. EQUIPMENT WHEEL

This circle of items appears on the right side when you press the **directional buttons** to change equipment.



# EQUIPMENT

## BLAST STREAM (PRIMARY FIRE)



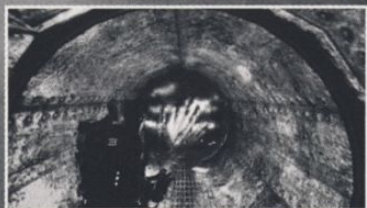
Using the Proton Pack's particle accelerator, the Neutrons Wand releases a concentrated stream of protons that fluctuates as it reaches its target. The fluctuations of the Proton beam tend to cause extensive property damage.

## BOSON DARTS (SECONDARY FIRE)



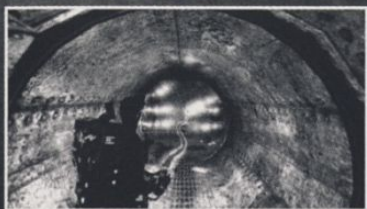
Boson Darts are super de-polarized bursts of extremely volatile, but very effective, boson particles. Boson particles quickly overheat the Proton Pack, so sparse usage is recommended. Accidental Neutrons Wand blockage could vaporize the surrounding three square miles. **Requires:** Proton Accelerator.

## SHOCK BLAST (PRIMARY FIRE)



The Shock Blast expels a conical pattern of stripped dark matter particles that diffuse quickly in the atmosphere. It is very powerful at close range but less accurate and less potent the farther you are from your target. It works well on inbound ghosts and vapor swarms or near-proximity entities.

## STASIS STREAM (SECONDARY FIRE)



The Stasis Stream emits a high-capacity stream of order-reversed particles that hypobond to ectoplasmic matter, effectively immobilizing ghosts. The Stasis Stream has nothing to do with cold, but the effect is similar.



## **SLIME BLOWER MARK 2 (PRIMARY FIRE)**



Black slime is only vulnerable to the Plasma Distribution System. Use the Slime Blower to vaporize and eliminate black slime. Only the Slime Blower can exorcise possessed humans or objects.

## **SLIME TETHER (SECONDARY FIRE)**



Once your Neutrons Wand is equipped for Traction-Levitation, the Slime Tether allows for the discharge of plasmic slime strands between two points. The plasmic strands contract and pull on whatever is on the two ends. The Slime Tether works great for moving heavy objects, and you can use it for capturing ghosts.

## **MESON COLLIDER (PRIMARY FIRE)**



The Meson Collider releases a hyper-collided, long-range stream of particles that vaporizes any ectoplasmic material in its trajectory. The spread is limited but intensely focused, making it great for long and medium distances. It also marks a spot that the Overload Pulse will track to automatically for several seconds.

## **OVERLOAD PULSE (SECONDARY FIRE)**



An alternate release mode of the Neutrons Wand, the Overload Pulse is a series of low damage, rapid-fire particles that automatically track to a marker set by the Meson Collider.

## **GHOST TRAP**



Deploy a Containment Trap when a ghost is wrangled. Lower the ghost into the trap for holding until it can be deposited in the Containment Grid at the Firehouse.



## PKE METER



The PKE Meter measures electromagnetic fluctuations like a divining rod: point it at psychokinetic energy, and it heats up. Point it away and it goes cold. Just follow the signal to your target.

Using the PKE Meter for tracking is helpful but you can also use it to perform a full target scan on a variety of paranormally-tainted entities and objects. At the center of the PKE Meter screen are three nested circles. Ghosts scanned in the outer ring receive a 25% scan, a 50% scan in the second ring, and a 100% scan in the center ring.

Information on each creature is progressively unlocked based on it's current scan level. Creatures can be scanned multiple time until a 100% scan has been reached. Scanned creatures are listed in Tobin's Spirit Guide located in the Pause Menu.

## PARA-GOGGLES



The Goggles are enabled whenever you use your PKE Meter. They'll allow you to view otherwise invisible ectoplasmic activity.

## UPGRADES

You earn money for equipment upgrades by capturing Ghosts, Scanning Cursed Artifacts, and other activities. To upgrade, press the **START** button to bring up the PKE HUD (Pause Menu) and view the "Equipment" heading. Scroll through the available options and choose your upgrade. Common upgrades include:

PKE Meter:

- Scan Improvement – Increases Scan Target Size
- Recharge Booster – Decreases Scan Recharge Time

Trap:

- Fast Trap – Increases Ghost Trap Draw Down Rate.
- Slam Dunk Trap – Enables Slam Dunking Ghosts into the trap.

Blast Stream:

- Focusing – Reduces Stream Wandering
- Recoil Decrease – Removes Movement Restrictions

Unlock new equipment and earn money to discover other upgrades.



## WRANGLING AND CAPTURING



Press **↑** to equip the Blast Stream. Keep the crosshair over the ghost and press **R2** to fire the Proton Stream and weaken him. Continuous use of a Stream may cause the Proton Pack to overheat, if this occurs you can manually vent the pack by pressing **R1**.



Ghosts that are sufficiently wounded will be automatically wrangled by the Blast Stream. You can wrangle some large objects using the Blast Stream by pressing **L1**.



The slam gauge will appear and begin to fill when a ghost is being wrangled. When enough slam has accumulated, press **L2** to slam the ghost.



Press **□** to toss a trap. Maneuver the ghost into the trap using the **left stick**. Ghosts will try to escape an open ghost trap! Use the **left stick** to keep them in the middle of the trap's capture cone.

Congratulations on a successful capture!



# MULTIPLAYER

Select Multiplayer at the Main Menu to join up to three other players in missions and competitions.

## PLAYSTATION®NETWORK

In order to play Ghostbusters, you must create a PlayStation®Network account by following the onscreen instructions. Please refer to <http://playstation.com> for further information. If you already have a PlayStation®Network account, you can access the online features automatically.

## RANKED OR UNRANKED PLAY MODES

**Instant Action** – Play a single Job on a map

**Campaign** - Play through a series of jobs on one theme. You upgrade weapons based on your weapon specialization and cash earned.

## DIFFICULTY

Difficulty scales automatically in Ranked games based on the number of players and the average rank and skill of players. For Unranked games, you can set the difficulty to Easy, Medium, or Hard.

**Note:** Both Instant Action and Campaign modes offer random selection of map/job type. You can join any Unranked game in progress. Matchmaking is based on player Rank or Difficulty.

## CHARACTER AND EQUIPMENT SELECTION

You can play as any of the Ghostbusters game characters: Venkman, Egon, Ray, Winston, or the Rookie. You choose a weapon specialization, which upgrades that weapon for you in Instant Action and allows you to upgrade it in Campaign mode. It also gives a limited amount of ammo for the chosen weapon, if applicable.

## JOB TYPES

Choose from six job types:

**Survival** – Waves of stronger ghosts attack the players until they are all knocked out at once. Survive ten waves to win!

**Containment** – Find, capture and destroy as many ghosts as you can within a time limit.

**Destruction** – Psychokinetic energy has been trapped in a variety of



evil “Relics,” and you must release it by destroying the objects, as well as any ghosts spawned by the Relic’s presence. Destroy as many objects as possible within the time limit.

**Protection** – You must protect three “PKE Disruptors” over time as they are built. Only one Disruptor can be in-progress at any given time; as each Disruptor is completed you can move onto the next one. Ghosts that attack the object reverse the building process forcing you to defend it longer.

**Thief** – Your team is pitted against some greedy ghosts trying to steal magical “Artifacts” from the level. Waves of attacking ghosts break off, grab special objects, and try to leave the level with these objects through “escape portals.” If all objects are stolen within the time limit, the Ghostbusters fail.

**Slime Dunk** – Portals have opened between the Ghost World and the Real World, and waves of slimer ghosts are coming through. Each time a ghost is “dunked” into a Big Trap, the player who dunked the slimer ghost receives cash. This is a competitive job!

Many maps feature special events...

## SCORING

You are given a cash score for each match and ranked from the first rank to the fourth. This score is applied to your gamer profile. A screen after each match shows the results.

## POWER-UPS



**Ghost Stunner** – Destroys or stuns all ghosts in range.



**Pink Slime** - Turns ghosts friendly and pink. While pink they attack other ghosts!



**Ghost Shrinker** – Shrinks ghosts down so they are puny.





**Proton Accelerator** – Supercharges to the Blast Stream and enables the Boson Dart.



**Ethereal Shield** – Creates a damage-resistant shield for a limited time.



**Ammo** – Players do not have unlimited ammo as in single-player. Players pick up ammo canisters for each weapon type. The Ammo level is shown on the pack and the HUD.

## UNIQUE MULTIPLAYER FEATURES

**Aggro Ghost Behaviors** – These special versions of floater ghosts appear on harder waves and difficulty settings. Ghosts with an Orange glow may perform tricky behaviors, like copying themselves, sabotaging Ghostbuster traps, or leaving behind dangerous pools of black slime.



**Most Wanted Ghosts** – These special ghosts appear mid game based on the experience of the current players. Try to collect all of the most-wanted ghosts!

- Hints are shown on the Most Wanted Ghost screen with portraits of all ghosts.
- Once caught or destroyed the ghost's portrait is checked off.

**Ranking** – Rank is based on total earned online Ranked match cash. Your uniform color is determined by your rank.

**Player Statistics** – View a variety of player information.

**Leaderboards** – Check out the top Ghostbusters and see how you and friends compare.

**Note:** Look for unique multiplayer Trophies related to power ups, Most Wanted Ghosts, and playing all Job Types!

# ATARI WEB SITES

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

**[www.ghostbustersgame.com](http://www.ghostbustersgame.com)**

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

**[ataricomunity.com](http://ataricomunity.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. All customer support requests are handled via Email. No telephone support requests will be accepted.

**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.

## PRODUCT RETURN PROCEDURES IN THE U.S. & CANADA

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.

## WARRANTY POLICY (U.S. & CANADA)

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Atari will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging.



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