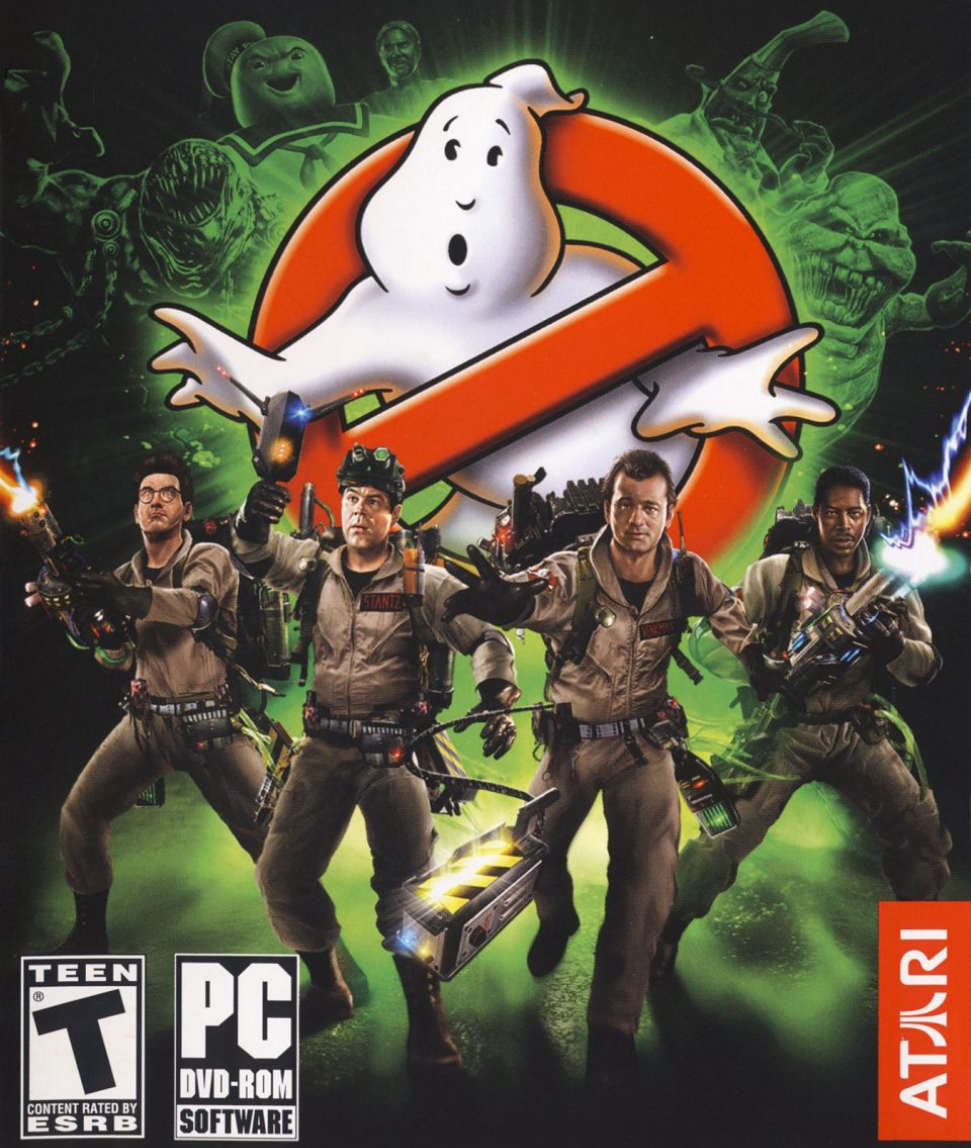
GHOSTBUSTERS™

THE VIDEO GAME



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CONTENT RATED BY ESRB

PC
DVD-ROM
SOFTWARE

ATARI

GHOSTBUSTERS
THE VIDEO GAME

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CONFIDENTIAL

Ghostbusters

June 16, 1991

Dear Rookie,

It is our pleasure to offer you the chance to join the Ghostbusters as an Experimental Equipment Technician. We believe you have the experience and skills necessary to accept this stimulating job. You will be operating our new equipment, the most cutting edge of technology.

This opportunity will allow you to join the booming and exciting business of paranormal investigations. It's a growing industry with many expanding opportunities, so right now is a great time to join.

Sincerely,

Ghostbusters Management

THE README FILE

Ghostbusters has a ReadMe file on the disc that shows the License Agreement and updated information about the game. Please read this file to learn about changes made after this manual went to print, ways to optimize your gaming experience and solve many problems.

INSTALLATION

Insert The Ghostbusters DVD into your DVD-ROM drive. Setup should begin automatically – just follow the on-screen instructions. If setup does not begin automatically, please proceed as follows:

1 On the Start menu, click on Run.

2 Type D:\Setup.exe (where D is the default letter for your DVD-ROM drive, please change it, if necessary).

3 Click on Accept and follow the onscreen instructions to install and play Ghostbusters.

INSTALLATION OF DIRECTX®

The Ghostbusters DVD-ROM requires DirectX® 9.0c or higher in order to run. If you do not have DirectX® 9.0c or higher installed, click "Yes" to accept the DirectX® 9.0c License Agreement. This will then launch the DirectX® 9.0c Installer.

GAME CONTROLS

W A S D	Move
move mouse	Turn/Look/Aim
left mouse button	Primary Fire
right mouse button	Secondary Fire/Slam
Spacebar	Jump/Evade/Sprint
1	Equip Blast Stream/Boson Dart
2	Equip Stasis Beam/Shock Blast
3	Equip Slime Blower/Slime Tether
4	Equip Meson Collider/Overload Pulse
X	PKE Meter/Paragoggles
⇧ Shift	Capture Stream
R	Vent Pack
F	Throw Ghost Trap
E	Interact/Revive Ghostbuster/Pick Up Ghost Trap
Esc	Pause/Options Menu

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.

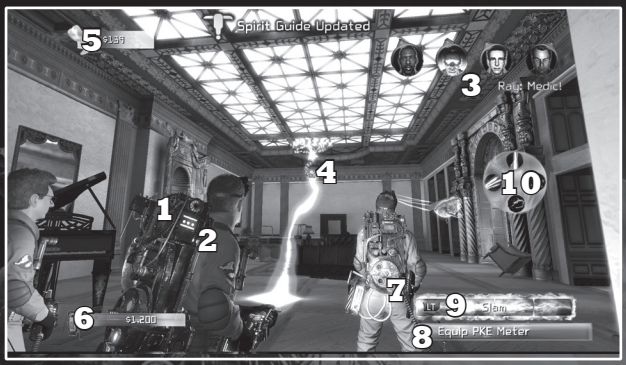
OPTIONS MENU

Reload Checkpoint: Reload last saved checkpoint.

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

Quit to Main Menu: Return to the Main Menu.

HEADS UP DISPLAY (HUD)



1. HEALTH BAR
The horizontal, green 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 R.

3. TEAMMATE PORTRAITS
When a fellow Ghostbuster is incapacitated, his portrait appears along with a directional indicator that points toward his location.

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 number keys to change equipment.

EQUIPMENT

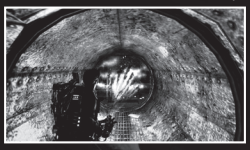
BLAST STREAM (PRIMARY FIRE)

Using the Proton Pack's particle accelerator, the Neutrona 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 Neutrona 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 Neutrona 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 distance creatures. 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 Neutrona Wand, the Overload Pulse 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.

WRANGLING AND CAPTURING

Press [1] to equip the Blast Stream. Keep the crosshair over the ghost by moving the mouse and press the left mouse button to fire the Proton Stream and weaken him.

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 [⇧ Shift].

The slam gauge will appear and begin to fill when a ghost is wrangled. When enough slam has accumulated, press the right mouse button to slam the ghost.

Press [F] to toss a trap. Maneuver the ghost into the trap using the mouse. Ghosts will try to escape an open ghost trap! Use the mouse to keep them in the middle of the trap's capture cone.

Congratulations on a successful capture!

UPGRADES

You earn money for equipment upgrades by capturing Ghosts, Scanning Cursed Artifacts, and other activities. To upgrade, press Esc 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.

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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