

# GHOSTBUSTERS™

## — THE VIDEO GAME —



INSTRUCTION BOOKLET

ATARI



## **WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES**

### **READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

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

**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®2 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.

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

Do not connect your PlayStation®2 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®2 FORMAT DISC:**

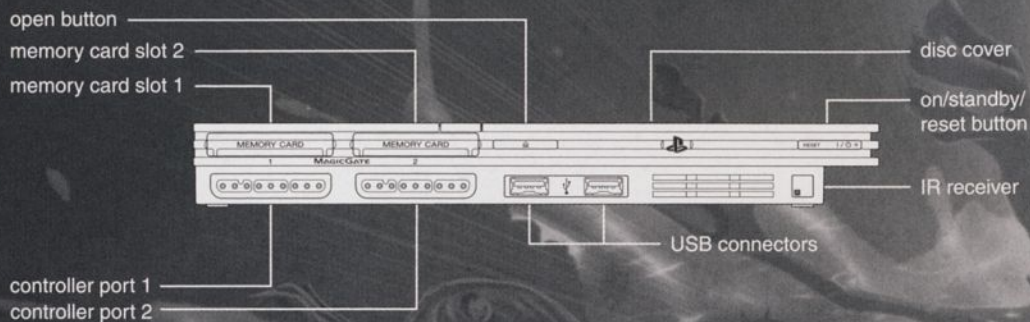
- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact 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.

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# GETTING STARTED



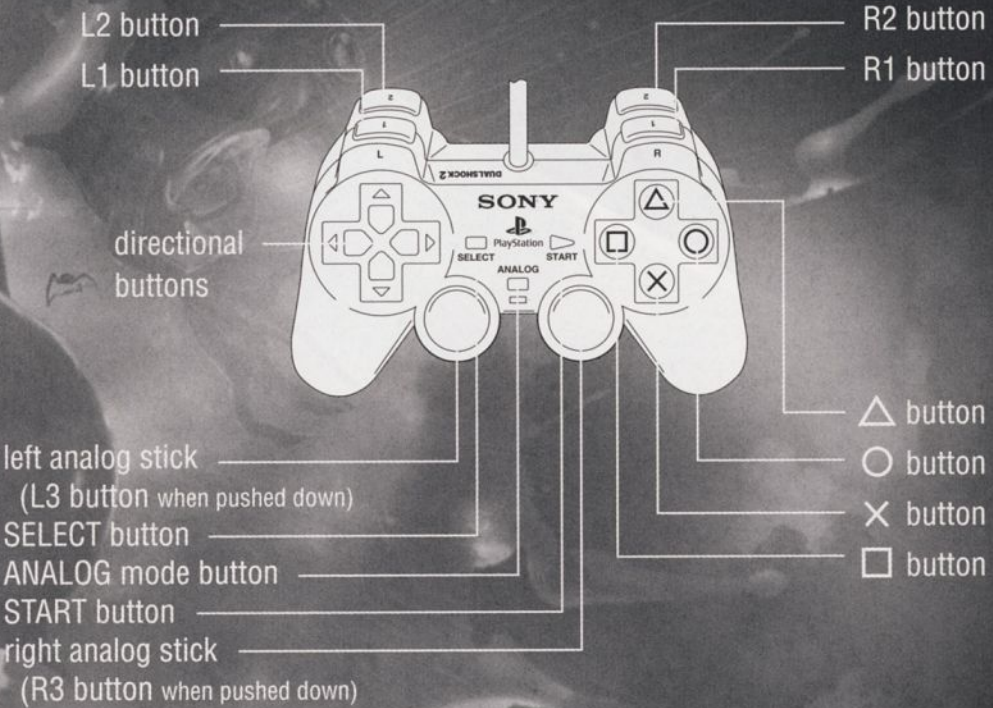
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the *Ghostbusters: The Video Game* disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

## Memory-Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games. You need a minimum of 56KB of free space available.

# CONTROLS

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



left analog stick	Move
right analog stick	Turn/Look/Aim/Slam
<b>R2</b> Button	Primary Fire/Scan Ghosts
<b>L2</b> Button	Secondary Fire
directional button ↓	Equip Blast Stream/Boson Dart
directional button ↑	Equip PKE Meter/PKE Goggles
directional button →	Equip Stasis Beam/Shock Blast
directional button ←	Equip Slime Blower/Slime Mines
△ button	Throw Ghost Trap
× button while over an Interact Circle	Interact/Pick up Ghost Trap
○ button	Target Lock Camera
□ button	Wipe off slime/Revive Buster
START button	Pause/Options Menu
SELECT button	Field Guide



**CONFIDENTIAL**



Ghostbusters  
417 5th Avenue  
New York, NY 10016

June 16, 1991

Dear Rookie,

As the premiere paranormal containment agency in New York City business is booming and the Ghostbusters are shorthanded. It is our pleasure to offer you the chance to join us as an Experimental Equipment Technician. And that's not just a fancy title.

It means you'll be carrying newly created (and untested) hardware that, if not handled correctly, could blow you clear into New Jersey. With a brand-new, upgraded set of ghostbusting equipment, you'll hunt, track, wrangle, capture and neutralise everything from ethereal manifestations to Class 5 Full Roaming Vapors.

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. So strap on your unlicensed nuclear collider, fire up your Neutrons Wand and find out.

Sincerely,

Dr. Raymond Stantz PhD

Owner and Proprietor, Ghostbusters



# STARTING UP

## PROFILE CREATION

You can create new profiles at the locker menu.

- Use the **directional buttons** or **left analog stick** to select a locker and press the **⊗ button** to interact with its contents. Select an empty locker with a Ghostbusters emblem to begin creating a new profile.
- Select a gender and a difficulty level. You will then be taken to the profile selection menu.



## PROFILE SELECTION

You can select an existing profile at the locker menu.

- Select an existing locker with a level image to select a profile.
- To begin playing a profile, select the Ghostbusters jumpsuit.
- To change options, select the PKE (Psycho Kinetic Energy) Meter.
- To wipe the profile, select the towel.
- The profile's character and difficulty will be displayed in the back.



## DUALSHOCK®2 ANALOG CONTROLLER

Only the DUALSHOCK®2 analog controller is supported by this software. Operation using any other controller cannot be guaranteed.

- To play the game, connect a DUALSHOCK®2 analog controller to controller port 1.
- You can turn the vibration function of the DUALSHOCK®2 analog controller ON and OFF in the Options Menu.
- The mode indicator of the DUALSHOCK®2 analog controller is locked in analog mode. Control using the analog sticks is always possible when playing this game.
- In this manual, in any case where the **directional buttons** are used for controls, the **left analog stick** may be used as well.



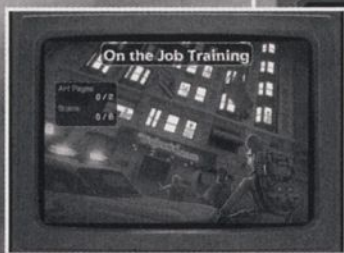
# FIREHOUSE

The Firehouse serves as your main hub between missions.



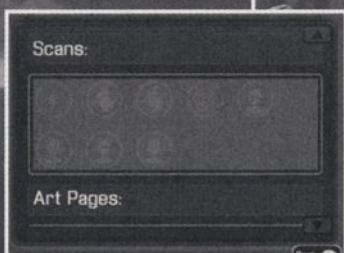
## REPLAYING LEVELS

At any time in the Firehouse you can access completed levels by interacting with the TV on the second floor.



## TOBIN'S GUIDE

Tobin's Guide contains all the art pages and scanned ghosts that you find throughout the game. This encyclopedia of ghostly knowledge is in the basement.



## LOCKERS

You can switch profiles by interacting with the lockers on the first floor.



## ECTO-1

When you are ready to start the next mission, simply go to Ecto-1 on the first floor.

# PAUSE MENU

## FIREHOUSE

Quit the current mission and return to the Firehouse.

## TOBIN'S GUIDE

Important information earned by scanning ghosts with the PKE Meter.

## HELP

Access helpful gameplay information.

## OPTIONS

### AUDIO

- Adjust volume

### VIDEO

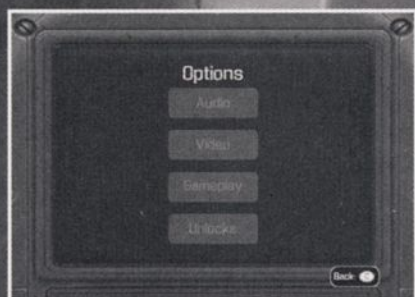
- Adjust brightness
- Display subtitles
- Field Guide Popups
- Display Tutorials

### GAMEPLAY

- Autosave
- Enable Aim Assistance
- Enable Vibration
- Toggle Y Invert
- Horizontal Sensitivity
- Vertical Sensitivity
- Aim Speed

### UNLOCKS

- Display Unlockables





# HEADS UP DISPLAY (HUD)



1 Health Bar

2 Equipment Status Meter

3 Objective Bar

4 Ghost Status

5 Insurance Claim

6 PKE Meter

## HEALTH BAR

The display in the upper-left, or HUD, shows your current health as a colored bar.

## EQUIPMENT STATUS METER

The icon and status for your equipment. If you fire constantly for too long, it will become unusable for a short period of time.

## OBJECTIVE BAR

Shows current objective and the direction of any downed Ghostbusters.

## GHOST STATUS

Shows the health of ghosts.

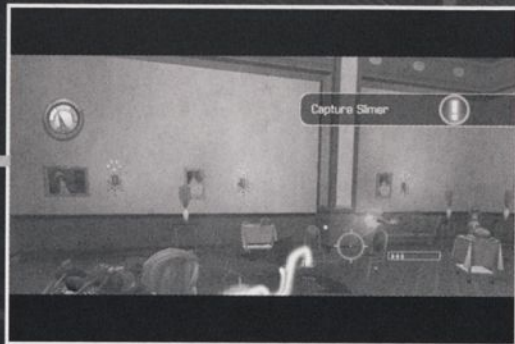
## INSURANCE CLAIM

Dollar value of "accidents" while on the job.

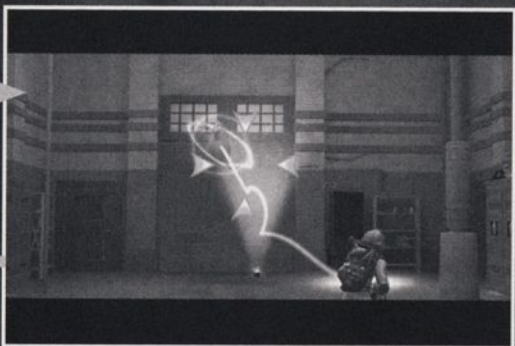
## PKE METER

The rods on the sides of the PKE meter will raise and begin to glow and pulse when you are pointing it at something interesting. When you have the PKE Goggles on, you will find the trails that ghosts leave behind.

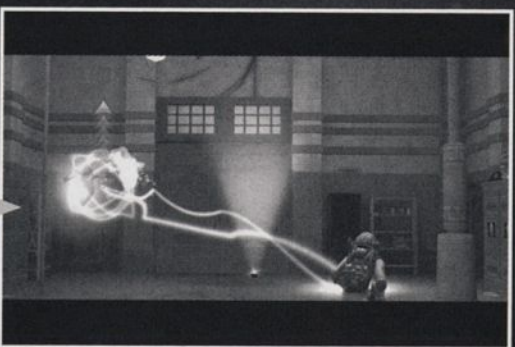
# WRANGLING



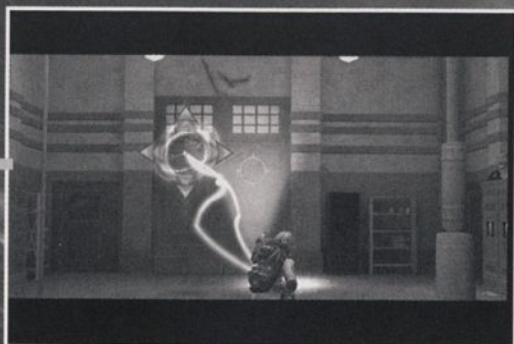
Press the **directional button** ↓ to equip the Blast Stream. While the cursor is over the ghost, hold the **R2 button** to fire the Blast Stream and weaken them.



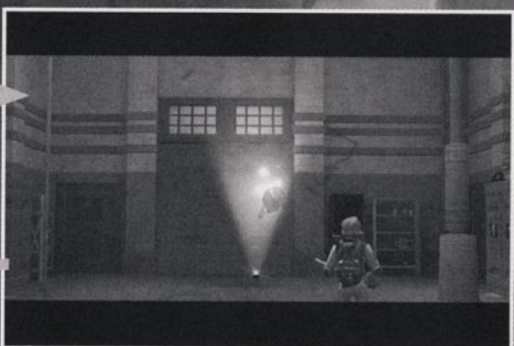
While firing the Blast Stream, hold the cursor on the ghost to wrangle it.



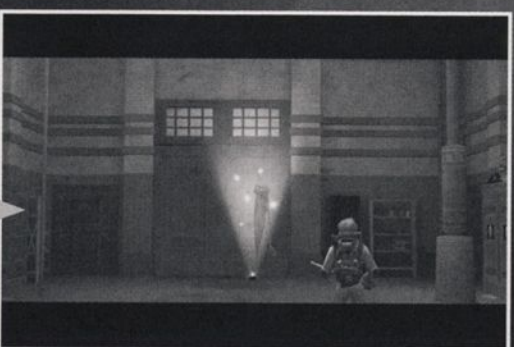
Continue to hold down the **R2 button**. Wait for the slam arrow to appear, then move the **right analog stick** in the direction of the arrow to slam the ghost. Continue slamming the ghost in the direction of the arrows when they appear.



The ghost's almost had it! Slam him in any direction you want to stun him!



Press the **△ button** to toss a trap. Maneuver the ghost into the trap using the **left analog stick** or the **right analog stick**.



Congratulations on a successful capture!



# 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 blast 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.



## SLIME BLOWER MARK 2

### (PRIMARY FIRE)

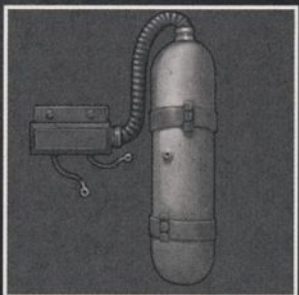
Black slime is only vulnerable to the Plasma Distribution System. Use the Slime Blower to vaporize and eliminate black slime. Only the Slime Blower can exorcize possessed humans or objects.



## SLIME MINE

### (SECONDARY FIRE)

When a Slime Mine explodes, a large area or radius is affected. A fully charged Slime Mine will deliver more damage and produce a larger blast radius.



## 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.



## **CONTAINMENT 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.



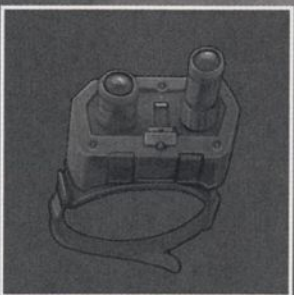
## **PKE METER**

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. Scan ghosts to add their paranormal information to your electronic Tobin's Spirit Guide.



## **PKE GOGGLES**

The Goggles may be enabled whenever you have your PKE Meter equipped. They'll allow you to view otherwise invisible paranormal and ectoplasmic activity.



**Note:** As you play through the game, you will acquire new equipment.



# ATARI WEB SITES

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

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

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**[ataricommunity.com](http://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.

All customer support requests are handled via Email. No telephone support requests will be accepted.

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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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