

Wii™

GHOSTBUSTERS™

— THE VIDEO GAME —



ATARI

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL 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, and this may occur while they are 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 their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	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 - Repetitive Motion Injuries and Eyestrain

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





- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feel dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

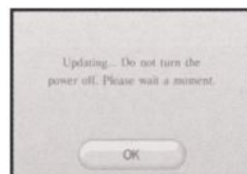
IMPORTANT LEGAL INFORMATION

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

	<p><i>The Official Seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.</i></p>	
	<p>Manufactured under license from Dolby Laboratories. Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories.</p> <p>This game is presented in Dolby Pro Logic II. To play games that carry the Dolby Pro Logic II logo in surround sound, you will need a Dolby Pro Logic II, Dolby Pro Logic or Dolby Pro Logic IIx receiver. These receivers are sold separately.</p>	
	<p>Nintendo, Wii and the Official Seal are trademarks of Nintendo. © 2006 Nintendo</p>	<p>Licensed by Nintendo</p> 

SYSTEM MENU UPDATE

Please note that when first loading the Game Disc into the Wii console, the Wii will check if you have the latest system menu, and if necessary a Wii system update screen will appear. Press OK to proceed.



CAUTION: WRIST STRAP USE

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

Also remember the following:

- *Make sure all players put on the wrist strap properly when it is their turn.*
- *Do not let go of the Wii Remote during game play.*
- *Dry your hands if they become moist.*
- *Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.*
- *Stay at least three feet from the television.*
- *Use the Wii Remote Jacket.*

CONTENTS

Getting Started.....	4
Profile Creation.....	4
Profile Selection.....	4
Cooperative Play.....	4
Controls	5
Firehouse	6
Replaying Levels.....	6
Tobin's Guide.....	6
Lockers	6
Ecto -1.....	6
Pause Menu.....	7
Firehouse	7
Tobin's Guide	7
Options	7
Heads Up Display (HUD)	8
Health Bar	8
Equipment Status Meter	8
Objective Bar	8
Ghost Status	8
Insurance Claim.....	8
PKE Meter	8
Wrangling.....	9
Equipment	10
Blast Stream	10
Boson Darts	10
Slime Blower Mark 2	10
Slime Mine	10
Shock Blast	10
Stasis Stream	11
Containment Trap	11
PKE Meter	11
PKE Goggles	11
Atari Web Sites.....	12
Technical Support (U.S. and Canada)	13
End-User License Agreement	14

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 Neutrona Wand and find out.

Sincerely,

Dr. Raymond Stantz PhD
Owner and Proprietor, Ghostbusters

GETTING STARTED

PROFILE CREATION

You can create new profiles at the locker menu.

- Point with the Wii Remote and press the **A Button** to interact with the lockers and their contents. Select an empty locker with a Ghostbusters emblem to begin creating a new profile.
- Point with the Wii Remote and press the **A Button** to select a gender and a difficulty level. You will then be taken to the profile selection menu.



PROFILE SELECTION

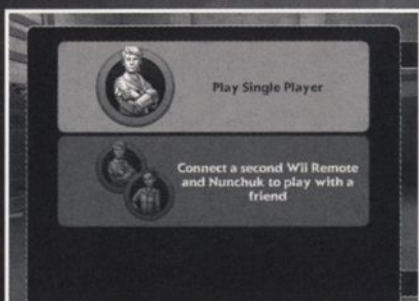
You can select an existing profile at the locker menu.

- Point with the Wii Remote and press the **A Button** to interact with the lockers and its contents. 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.



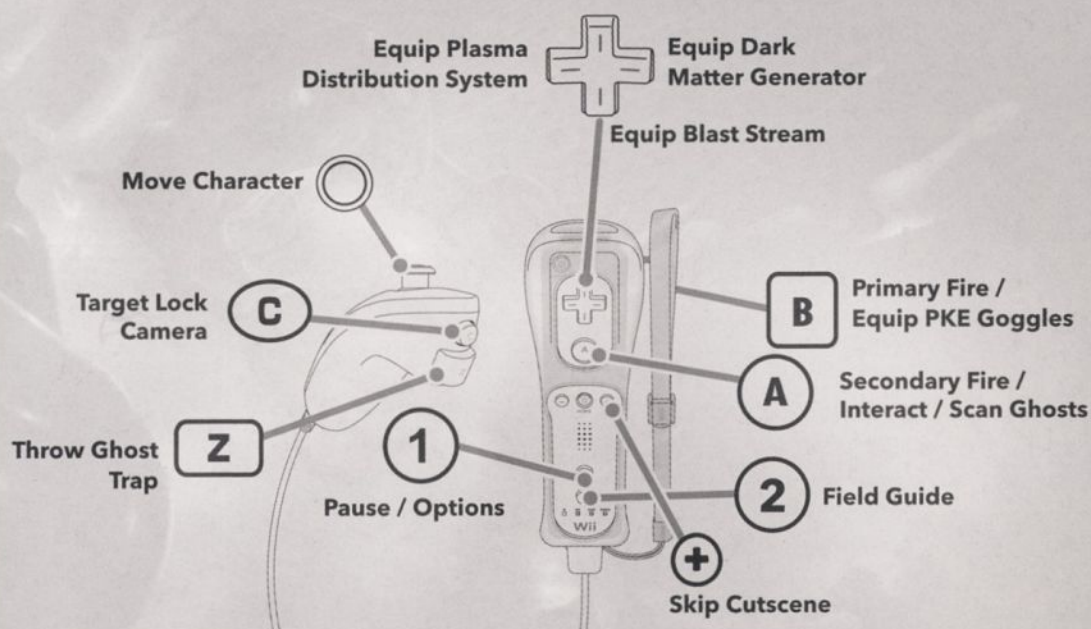
COOPERATIVE PLAY

When starting a new game, continuing a saved game or launching a previously played level, you can select either a single-player or multiplayer coop mode. You can do this from the Ecto-1 on the first floor or the TV Screen on the second floor.



CONTROLS

Equip PKE Meter



Control Stick	Move
Pointer	Turn/Look/Aim
A Button	Secondary Fire/Interact/Scan Ghosts
B Button	Primary Fire
C Button	Target Lock Camera
+Control Pad Down	Equip Blast Stream
+Control Pad Up	Equip PKE Meter
+Control Pad Right	Equip Dark Matter Generator
+Control Pad Left	Equip Plasma Distribution System
Hold B Button while PKE meter is equipped	Equip PKE Goggles
Wii Remote Gesture in Direction	Wrangle/Slam
Z Button	Throw Ghost Trap
A Button while over an Interact Circle	Interact/Revive Buster/Pickup Ghost Trap
1 Button	Pause/Options Menu
2 Button	Field Guide
Shake Nunchuk	Shake the slime off

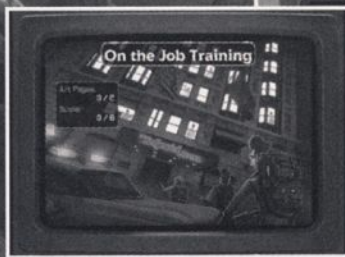
FIREHOUSE

The Firehouse serves as your main hub between missions.



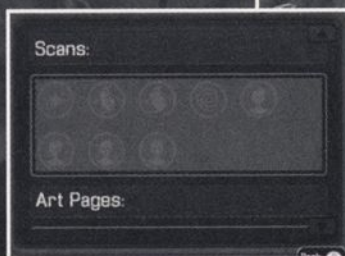
REPLAYING LEVELS

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. While accessing the Ecto-1, you can choose to play single player or co-op.

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

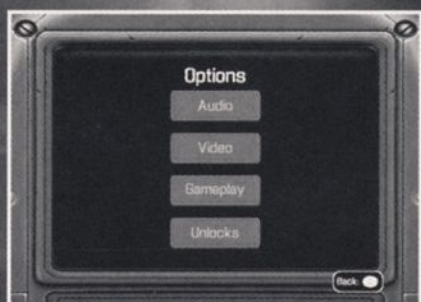
- Adjust brightness
- Display subtitles

GAMEPLAY

- Field Guide Popups
- Display Tutorials
- Enable Aim Assistance
- Enable Controller Rumble

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.

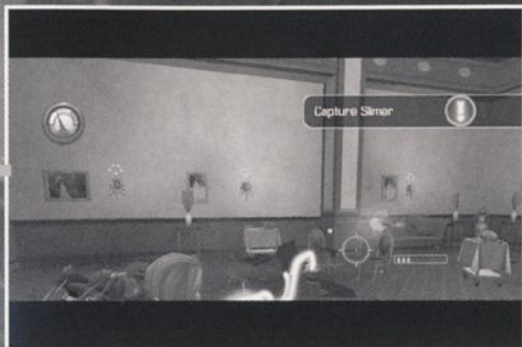
INSURANCE CLAIM

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 down on the **+Control Pad** to equip the Blast Stream. While the cursor is over the ghost, hold the **B Button** to fire the Blast Stream at him and weaken him.



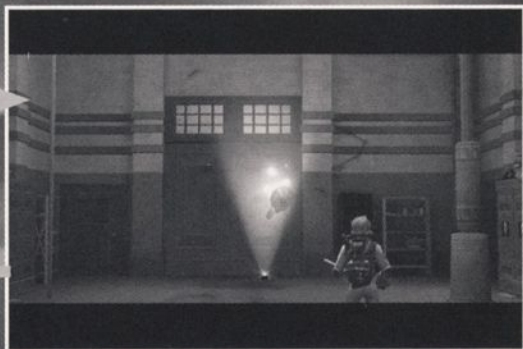
While firing the Blast Stream, hold the cursor on the ghost to wrangle it.



Continue to hold down the **B Button**. Wait for the slam arrow to appear, then swing the Wii Remote in the direction of the arrow to slam the ghost. Continue slamming 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!



Hold the **Z Button** and make a bowling motion with the Nunchuk, and release the **Z Button** at the end of the motion to toss a trap. Continue to hold the **B Button** and maneuver the ghost into the trap using the Wii Remote.



Congratulations on a successful capture!

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 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 Neutrona 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.



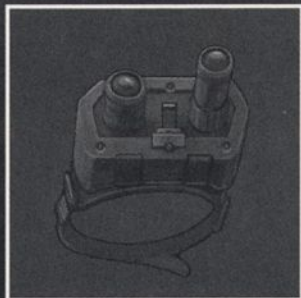
PKE METER

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 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

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

ataricommunity.com

Kids, check with your parent or guardian before visiting any web site.

Chat Messages: Atari does not monitor, control, endorse, or accept responsibility for the content of chat messages. You are strongly encouraged not to give out identity or other personal information through chat message transmissions. Kids, check with your parent or guardian if you are concerned about any chat you receive.

Use of Atari web sites is subject to terms and conditions, which you can access at:

atari.com/us/tos

TECHNICAL SUPPORT (U.S. AND CANADA)

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 to Friday, 9am to 5pm, Eastern Standard Time by calling 866-721-4977. You can contact technical support in writing at: 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.

PRODUCT RETURN PROCEDURES IN THE UNITED STATES & 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 IN THE UNITED STATES & 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.

END-USER LICENSE AGREEMENT

IMPORTANT — READ CAREFULLY: Please be sure to carefully read and understand all of the rights and restrictions described in this End-User License Agreement (“EULA”).

AGREEMENT

This document is an agreement between you and Atari, Inc. and its affiliated companies (“Company”). The enclosed software game disc(s), cartridge or Game Pak (“Software”) and any accompanying printed materials are licensed to you only on the condition that you accept all of the terms contained in this EULA.

By opening this package and installing or otherwise using the Software you agree to be bound by the terms of this EULA. If you do not agree to the terms of this EULA you may not install or use the Software and within 15 days of purchase you must contact Customer Support at atarisupport.com.

You will be given a Return Merchandise Authorization number (RMA #). You then have 15 days from the date of this contact to return the Software in its protective covering, the Manual and the original sales invoice to the address supplied to you. If this is a PC product, when you install the Software you will be asked to review and either accept or not accept the terms of the EULA by clicking the “I Accept” button. By clicking the “I Accept” button you acknowledge that you have read the EULA, understand it and agree to be bound by its terms and conditions.

COPYRIGHT

The Software is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. All title and copyrights in and to the Software (including but not limited to any images, photographs, animations, video, music, text and “applets” incorporated into the Software and any results or proceeds created by you using the Software) and any printed materials accompanying the Software are owned by the Company or its Licensors.

GRANT OF LICENSE

The Software is licensed and not sold to you and its use is subject to this EULA. The Company grants you a limited, personal, non-exclusive license to use the Software in the manner described in the user documentation. The Company reserves all rights not expressly granted to you in this EULA.

PERMITTED USES

If the Software is configured for loading on a hard drive, you may install and use the Software on a single computer. You may make and maintain one copy of the Software for backup and archival purposes, provided that the original and copy of the Software are kept in your possession. You may permanently transfer all your rights under this EULA, provided you retain no copies, you transfer all of the Software (including all component parts, the media and printed materials and any upgrades) and the recipient reads and accepts this EULA.

RESTRICTIONS

1. You may not delete or obscure any copyright, trademark or other proprietary notice on the Software or accompanying printed materials.
2. You may not decompile, modify, reverse engineer, disassemble or otherwise reproduce the Software.
3. You may not copy, rent, lease, sublicense, distribute, publicly display the Software, create derivative works based on the Software (except to the extent expressly permitted in the Editor and End-User Variation section of this Agreement or other documentation accompanying the Software) or otherwise commercially exploit the Software.
4. You may not electronically transmit the Software from one computer, console or other platform to another or over a network.

5. You may not use any backup or archival copy of the Software for any purpose other than to replace the original copy in the event it's destroyed or becomes defective.

EDITOR AND END-USER VARIATIONS

If the Software includes a feature that allows you to modify the Software or to construct new variations (an "Editor"), you may use such Editor to create modifications or enhancements to the Software, including the construction of new levels (collectively the "Variations"), subject to the following restrictions. Your Variations: (i) must only work with the full, registered copy of the Software; (ii) must not contain modifications to any executable file; (iii) must not contain any libelous, defamatory or other illegal material, material that is scandalous or invades the rights of privacy or publicity of any third party; (iv) must not contain any trademarks, copyright-protected work or other property of third parties; and (v) may not be commercially exploited by you, including but not limited to making such Variations available for sale or as part of a pay-per-play or timesharing service.

TERMINATION

This EULA is effective until terminated. You may terminate this EULA at any time by destroying the Software. This EULA will terminate automatically without notice from the Company if you fail to comply with any provisions of this EULA. All provisions of this EULA as to warranties, limitation of liability, remedies and damages will survive termination.

LIMITED WARRANTY AND DISCLAIMER OF WARRANTIES

You are aware and agree that use of the Software and the media on which it is recorded is at your sole risk. The Software and media are supplied "AS IS." Unless otherwise provided by applicable law, the Company warrants to the original purchaser of this product that the Software storage medium will be free from defects in materials and workmanship under normal use for ninety (90) days from the date of purchase. The warranty is void if the defect has arisen through accident, abuse, neglect or misapplication. If the Software fails to conform to this warranty, you may at your sole and exclusive remedy, obtain a replacement free of charge if you return the defective Software. Follow the Product Return Procedures described in the Manual. The Company does not warrant that the Software or its operations or functions will meet your requirements, or that the use of the Software will be without interruption or error.

TO THE FULLEST EXTENT PERMISSIBLE UNDER APPLICABLE LAW, EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DISCLAIMS ALL WARRANTIES, EXPRESS OR IMPLIED, INCLUDING AND WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT. EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DOES NOT WARRANT, GUARANTEE OR MAKE ANY REPRESENTATION REGARDING THE USE OR THE RESULTS OF THE USE OF THE SOFTWARE IN TERMS OF ITS CORRECTNESS, ACCURACY, RELIABILITY, CURRENTNESS OR OTHERWISE. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF OR LIMITATIONS ON IMPLIED WARRANTIES, SO THE ABOVE EXCLUSIONS AND LIMITATIONS MAY NOT APPLY TO YOU.

LIMITATION OF LIABILITY

IN NO EVENT WILL THE COMPANY OR ITS EMPLOYEES OR LICENSORS BE LIABLE FOR ANY INCIDENTAL, INDIRECT, SPECIAL, CONSEQUENTIAL OR PUNITIVE DAMAGES, OR ANY DAMAGES WHATSOEVER (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR INJURY TO PERSON OR PROPERTY, FOR LOSS OF PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, LOSS OF PRIVACY, FAILURE TO MEET ANY DUTY AND NEGLIGENCE) ARISING OUT OF OR IN ANY WAY RELATED TO THE USE OR INABILITY TO USE THE SOFTWARE, EVEN IF THE COMPANY OR AN AUTHORIZED REPRESENTATIVE OF THE COMPANY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU. IN NO EVENT WILL THE LIABILITY OF THE COMPANY FOR DAMAGES WITH RESPECT TO THE SOFTWARE EXCEED THE AMOUNTS ACTUALLY PAID BY YOU FOR THE SOFTWARE.

THIRD-PARTY LICENSORS

You acknowledge that the Software contains software and/ or materials of third party licensors. You will comply with all requirements imposed upon the Company by third party licensors. You acknowledge and agree that you are not a third party beneficiary of any agreements between the Company and its third party licensors. You acknowledge and agree that the Company's third party licensors are and shall be a third party beneficiary of this EULA.

CHOICE OF LAW AND VENUE

This EULA is governed by the laws of the United States of America and the State of New York, exclusive of its conflicts of law provisions. The exclusive venue for litigation regarding or arising from this EULA is New York County, New York and you agree to submit to the Jurisdiction of the courts of New York County, New York for any such litigation.

MISCELLANEOUS

If any provision or portion of this EULA is found to be unlawful, void, or for any reason unenforceable, it will be severed from and in no way affect the validity or enforceability of the remaining provisions of the EULA. You agree to adhere to all applicable laws, regulations and rules relating to the export of technical data and shall not export or re-export any technical data, the Software, or the direct product of such technical data to any proscribed country listed in such applicable laws, regulations and rules unless properly authorized.

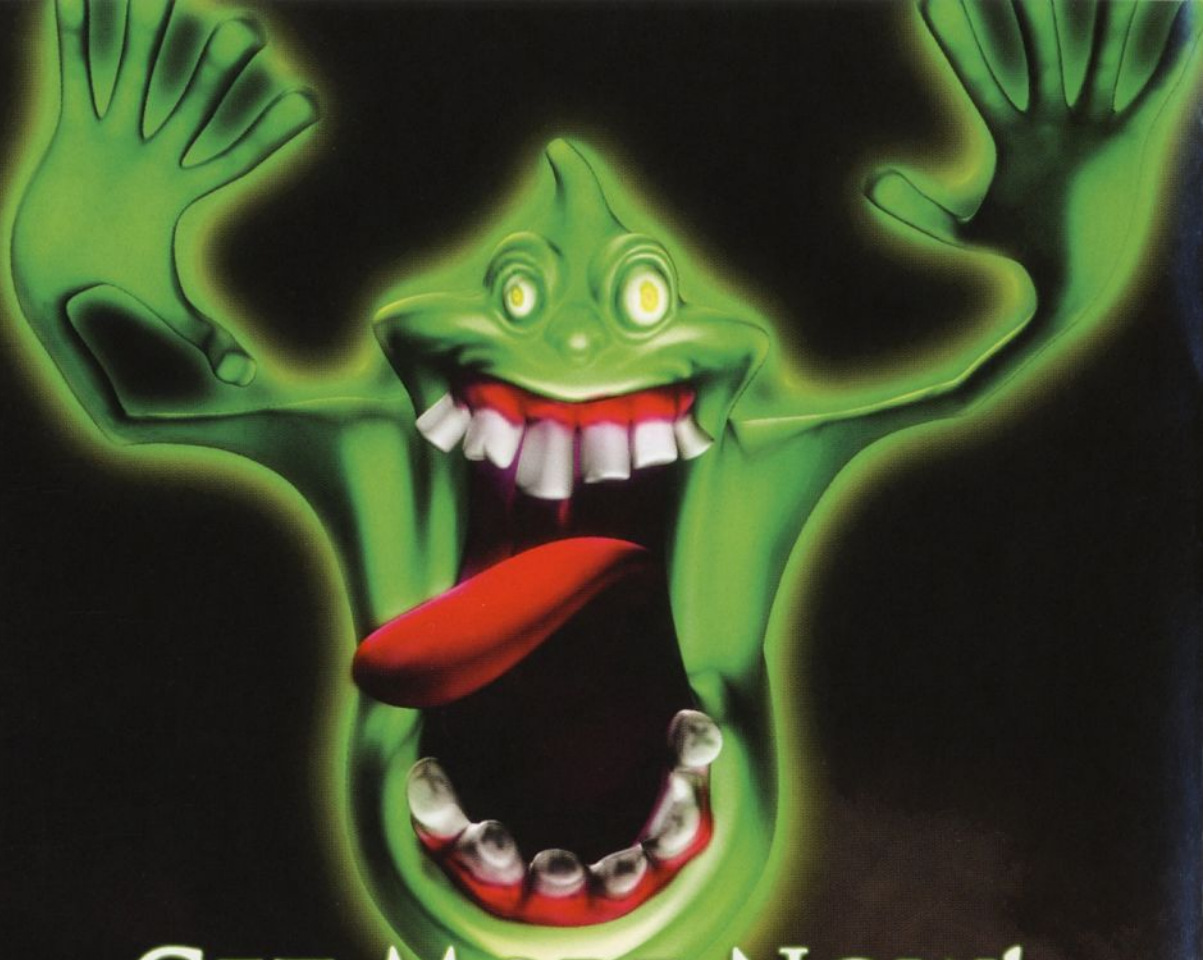
This EULA constitutes the entire agreement between you and the Company regarding the Software and its use.

"GHOSTBUSTERS" The Video Game: TM & © 2009 Columbia Pictures Industries, Inc.

"GHOSTBUSTERS" with the "GHOST DESIGN" is a registered trademark of Columbia Pictures Industries, Inc. "GHOSTBUSTERS" and "GHOSTBUSTERS 2" movies: © 1984, © 1989 Columbia Pictures Industries, Inc. All rights reserved. Game Software excluding Columbia Pictures Elements: © 2009 Atari Interactive, Inc. All rights reserved. Developed by Red Fly, Inc., Infernal Engine® 2003-2009 Terminal Reality, Inc. All rights reserved. Infernal Engine, the Infernal Engine logo, Terminal Reality, and the Terminal Reality logo are trademarks of Terminal Reality, Inc. Marketed and distributed by Atari, Inc. New York, NY. Atari and the Atari logo are trademarks owned by Atari Interactive, Inc. Uses Bink Video © 1997-2009 by RAD Game Tools, Inc. Powered by Wwise® Audio Pipeline Solution. © 2006-2009 Audiokinetic Inc. All rights reserved. The ESRB ratings icon is a registered trademark of the Entertainment Software Association.

043009





GET MORE NOW!

Register online today at
<http://www.gameregister.com>
to receive special offers and the
inside scoop about Atari products!

Your privacy is assured.
For more information
about our privacy policy, visit
<http://www.atari.com/us/privacy>.

www.ghostbustersgame.com

Part# 27768M

ATARI

Atari, Inc.
417 Fifth Avenue
New York, NY 10016 USA

Wii and the Wii logo are trademarks of Nintendo. © 2007 Nintendo.

"GHOSTBUSTERS" The Video Game: TM & © 2009 Columbia Pictures Industries, Inc. "GHOSTBUSTERS" with the "GHOST DESIGN" is a registered trademark of Columbia Pictures Industries, Inc. "GHOSTBUSTERS" and "GHOSTBUSTERS 2" movies: © 1984, © 1989 Columbia Pictures Industries, Inc. All rights reserved. Game Software excluding Columbia Pictures Elements: © 2009 Atari Interactive, Inc. All rights reserved. Developed by Red Fly, Inc., Infernal Engine® 2003-2009 Terminal Reality, Inc. All rights reserved. Infernal Engine, the Infernal Engine logo, Terminal Reality, and the Terminal Reality logo are trademarks of Terminal Reality, Inc. Marketed and distributed by Atari, Inc. New York, NY. Atari and the Atari logo are trademarks owned by Atari Interactive, Inc. Uses Bink Video © 1997-2009 by RAD Game Tools, Inc. Powered by Wwise® Audio Pipeline Solution. © 2006-2009 Audiokinetic Inc. All rights reserved. All other trademarks are the property of their respective owners. The ESRB ratings icon is a registered trademark of the Entertainment Software Association.

PRINTED IN USA

THIS FILE WAS PROVIDED BY



SPOOKCENTRAL.TK