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HEY, ANYBODY SEEN A GHOST?

Matter of fact, yes. Many, many ghosts are right now winging their way to the infamous spook central. And only you can avert a disaster of biblical proportions. To save the city you must make it to the top of the Temple of Zuul. This can only be accomplished after you've caught many ghosts, earned more money than you originally started with, and sidestepped constant danger. Now go ahead. Show 'em how they do it downtown.

Instructions For
Atari® Home Computers

Activision®

GETTING STARTED

- Insert disk, turn on computer and disk drive, and plug a Joystick into port one.
- Game loads automatically.
- Title screen will appear, followed shortly by the Ghostbusters sing-along.
- Press START for introduction screen. To go directly to vehicle selection, press SELECT.
- To change speed of text on screen, press option key.
- Pause the game by hitting Atari Key. To continue, hit Atari Key again.
- To restart the game, press START (during game).

BUILDING A FRANCHISE

Follow instructions on the screen to buy and outfit your vehicle; to pick up and release supplies with the forklift, press the Joystick button. Keep an eye on credit available (upper right corner).

- PK ENERGY DETECTOR warns of an approaching ghost, called a "Slimer," by turning a building pink when you pass it.
- IMAGE INTENSIFIER makes Slimers easier to see when you are trying to catch them.
- MARSHMALLOW SENSOR warns you of the impending approach of the dreaded Marshmallow Man by turning a building white when you're by it.
- GHOST VACUUM sucks up itinerant ghouls (called "Roamers") as you travel the streets of the city.
- GHOST TRAPS are what you use to catch and store Slimers. Each trap holds one Slimer. Without them, you cannot earn money.
- GHOST BAIT attracts Roamers, which periodically gather to form the Marshmallow Man. Without BAIT, you cannot stop him. (See IMPORTANT SAFETY TIPS below.) You get five dollops of bait when purchased.
- PORTABLE LASER CONFINEMENT SYSTEM stores ten Slimers in your vehicle. Saves travel time back to GHQ for more traps.

YOUR ACCOUNT NUMBERS

- If you successfully complete a game, an account number will record your account balance. You can use your account number on **any** Ghostbusters program. Be careful to always enter your name and account number in exactly the same way.

MAP SCREEN

A map of the city appears, with Zuul's horrible temple in the center and GHQ at the bottom. Red flashing buildings indicate the presence of a Slimer.

- Guide your vehicle to red flashing buildings leaving as short a trail as possible to reach building. As you do this, freeze any Roamers that are moving to Zuul by touching them.
- To position yourself at buildings directly above the street, push the button. To position yourself at buildings below the street, pull back Joystick and push the button.

THE STREETS

Steer the vehicle at passing Roamers (if you have frozen any) and push the button to vacuum them up. This keeps them from getting to the Temple of Zuul. The city's PK energy reading jumps 100 for each Roamer that gets to Zuul.

BUSTING GHOSTS

When you arrive at the site of the disturbance, take the following steps with the Joystick:

- Direct the first Ghostbuster toward the center of the building and push the button to deposit the trap. Then move him to the far left of the screen, turn him towards the trap, and push the button again.
- The second Ghostbuster appears. Direct him to the far right of the screen, turn him towards the trap, and push the button. Both Ghostbusters will power on their negative ionizer backpacks.
- Move your Ghostbusters inward to trap the Slimer between the streams. But do not—repeat, DO NOT—cross the streams.
- When you have the Slimer over the trap, push the button. The trap will pull him in. (Be precise. If you miss, you know what will happen.)
- Every trapped Slimer increases your credit rating. The amount earned depends on how quickly you respond. Your accumulated credit is shown on the screen at all times.

IMPORTANT SAFETY TIPS

- Hit the SPACE BAR during the game for a status report.
- Every escaped Slimer adds 300 to the city's PK energy level.
- Beware that monolith of marshmallow monstrosity. When a MARSHMALLOW ALERT flashes at the bottom of the screen, the Roamers will quickly run to form him. You must immediately hit the "B" key on the keyboard to drop a dollop of bait before he stomps any buildings.

END OF GAME: THE TEMPLE OF ZUUL

The game ends one of three ways:

1. The Gatekeeper and Keymaster join forces at the Temple of Zuul and you have not earned more money than you originally started with.
2. Once the Gatekeeper and Keymaster have joined forces at Zuul, and you do have sufficient credit, but you are not able to sneak two of your three Ghostbusters into the entrance of Zuul.
3. You successfully reach the top of the Temple of Zuul by sneaking two Ghostbusters into its entrance.

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