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 accomplish this, you must catch many ghosts, earn more money than you originally started with and sidestep constant danger. Now go ahead. Show 'em how they do it downtown.

Instructions for the Atari® 2600™

ACTIVISION®

GETTING STARTED

- Insert cartridge into your video game system with power OFF. Then turn power ON.
- Plug joystick into left controller port.
- Press GAME RESET to begin.
- Left and right difficulty switches may be in any position at this time.

YOUR GHOSTBUSTERS FRANCHISE

The bank has loaned you $5,000 to start your own Ghostbusters franchise. Earn enough money busting ghosts before their dangerous energy emissions (PK energy) reach critical mass at 9999. Otherwise, your business will be foreclosed.

GEARING UP

The first screen you see after pressing GAME RESET is the equipment selection screen. Move the arrow up and down by moving the joystick up and down. Buy equipment to outfit your ghostbusting vehicle by pressing the button when the arrow is pointed at the equipment you want. (The name of each piece of equipment will appear at the bottom of the screen as you point to it.) You begin with $5000 as shown on the bottom of the screen. Your purchase selections may include the following items:

- IMAGE INTENSIFIER makes ghosts in buildings ("slimers") easier to see. (See "BUSTING GHOSTS.")
  You may only purchase one image intensifier. Cost: $800.
- BAIT prevents the Marshmallow Man from destroying buildings. (See "OUT OF CONTROL.")
  Cost: $400 for an unlimited supply.
- GHOST VACUUM sucks up "roamers" as you travel the streets of the city. (See "THE STREETS.")
  Cost: $500.
- TRAPS are used to catch and store slimers. You MUST buy at least ONE trap. The maximum number of traps you can purchase is nine (if you have enough money). Each trap holds one ghost. (See "BUSTING GHOSTS.")
  Cost: $600 each.

Once you have purchased all of the equipment you want, move the left difficulty switch. (If it was previously set to 'A', then move it to 'B'. If it was previously set to 'B', then move it to 'A'.) You will now see the map screen.

MAP SCREEN

On the map of the city, Zuul's horrible temple (spook central) can be found at the top of the screen. The Ghostbusters symbol (representing your vehicle) marks your location. Any city block that is flashing red indicates the presence of a slimer in a building.

- Guide your vehicle directly ABOVE or BELOW a red flashing city block by moving the joystick in the appropriate directions. Time is of the essence, so choose your route carefully! Freeze all roamers (ghosts heading for Zuul) by simply touching one of them.
- To get to the building directly ABOVE the street you're on, just press the red button. To get to the building directly BELOW the street you're on, pull back on the joystick and press the button.

NOTE: Ghostbusters Headquarters is the second complete block from the left on the bottom row. When it's flashing yellow, you must go there immediately. In fact, you can't go anywhere else! Once there, you will automatically get new equipment and men.

THE STREETS

You must have purchased the vacuum to capture roamers on the streets. Steer the vehicle towards passing roamers (if you had frozen any on the map) and press the button to vacuum them up. This keeps them from getting to the Temple of Zuul. The city's PK energy reading jumps 100 points for each roamer that gets to Zuul.

BUSTING GHOSTS

When you arrive at the site of a ghostly disturbance, take the following steps with the joystick:

- Direct the first ghostbuster (he automatically appears on the screen) toward the center of the building, and push the button to deposit the trap. Then move him to the far left of the screen by moving the joystick to the left, turn him towards the trap by moving the joystick back to the right, and push the button again.
- The second ghostbuster will then appear. 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. The energy streams thrown from the backpacks are used to trap the ghosts.
- Move your ghostbusters gradually inward using the joystick and trap the slimer between the streams. But do not – repeat. DO NOT – cross the streams.
- When you have the slimer over the trap, press the button. The trap will pull him in. (Be precise. If you miss, you'll get slimed. Ugh!)
- Every trapped slimer increases your earnings. The quicker you catch each slimer, the more you'll earn. The amount of money in your account is shown constantly on the bottom of the screen.
- Every slimer that escapes from a building increases the PK level of the city by 300 units.
- When you run out of traps, get two of your men slimed or cross your streams, you must go to Ghostbusters Headquarters to get new equipment and men.

OUT OF CONTROL

Periodically you will lose all control of your ghostbusters while on the map screen. Your vehicle (Ghostbusters symbol) will freeze up! Also you will notice that the roamers start moving considerably faster towards Zuul. This means that the menacing, monstrous Marshmallow Man is quickly approaching. Your only way out is to drop bait – if you bought any.

To bait the Marshmallow Man, move the right difficulty switch. If it is on 'A', switch it to 'B'; if it is on 'B', switch it to 'A'.

- If you're fast enough, you'll bait the Marshmallow Man and earn $2,000. He'll appear on the screen, but will quickly run off.
- If you're not fast enough, the Marshmallow Man will stomp on one of your blocks, and you'll lose $4,000.

FINISHED – OR NOT?

The game ends in one of two ways:

1. The city's PK energy level reaches 9999, and you do NOT have at least $10,000. The game will instantly go into demonstration mode. The amount of money you ended up with will remain on the screen for approximately three minutes. To start over, press GAME RESET. You will begin again, starting with $5000.
2. The city's PK energy level reaches 9999, and you DO have at least $10,000. You will have the opportunity to continue playing with your accumulated earnings.

   But, first, you must try to sneak two out of three of your ghostbusters safely past the jumping Marshmallow Man by going between his legs.

   If successful, you'll have conquered Zuul – for now. You'll see two ghostbusters crossing their streams. And, you'll receive a $2,000 BONUS. If you do NOT sneak two ghostbusters past the Marshmallow Man, you can still go on to the next round of the game.

   Either way, just switch GAME SELECT or GAME RESET to go to the selection screen. You will start the new round with your accumulated earnings from the last round.

   After you have again chosen your supplies and equipment, switch the left difficulty switch as you did at the beginning of the first round.

   To continue on to subsequent rounds, you will have to accumulate at least another $10,000 in each round. If you don't make at least $10,000 more, you'll have to start the game over from the beginning. This will be true for all rounds following the first one.

   NOTE: The $2,000 BONUS for sneaking two ghostbusters past the Marshmallow Man will automatically be applied to your $10,000 goal in the next round. So you'll only have to earn an additional $8,000.

ACTIVISION LIMITED 90-DAY WARRANTY

Activision Inc. warrants to the original consumer purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its Factory Service Center of the product, postage paid, with proof of date of purchase.

This warranty is limited to the recording medium containing the software program originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment or neglect. Any implied warranties applicable to this product are limited to the 90-day period described above. EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANT OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, AND NO OTHER REPRESENTATION OF CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACTIVISION. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGE RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS PRODUCT, INCLUDING DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

COPYING PROHIBITED

This software product is copyrighted and all rights are reserved by Activision Inc. The distribution and sale of this product are intended for the use of the original purchaser only and for use only on the computer system specified. Copying, duplicating, selling or otherwise distributing this product without the express written permission of Activision are violations of U.S. Copyright Law and are hereby expressly forbidden.

WARNING

Any attempt to duplicate this product may damage it. Such damage is not covered by the warranty.

CONSUMER REPLACEMENTS
U.P.S. or registered mail is recommended for returns.
Consumer Relations
Activision, Inc.
2350 Bayshore Frontage Road
Mountain View, CA 94043

Concept and design by David Crane. Programming assistance by Adam Bellin. Graphics by Hilary Mills.

Adaptation by Dan Kitchen. Special thanks for this edition to Garry Kitchen, John Van Ryzin and Alex DeMeo.

David Crane

Dan Kitchen

LET'S GET TO KNOW EACH OTHER

We're working hard to design the kind of software you want. And we'd love to hear your comments. So drop us a note. We'll put you on our special mailing list. Also, if you'd like to find out about our newest computer software, call 800-633-4263 ANYTIME ON WEEKENDS. In California, call (415) 940-6044/5 (WEEKDAYS ONLY).

Activision, Inc.
P.O. Box 7287
Mountain View, CA 94039

GHOSTBUSTERS™ IS A TRADEMARK OF COLUMBIA PICTURES INDUSTRIES, INC.
GHOSTBUSTERS LOGO © 1984 COLUMBIA PICTURES INDUSTRIES, INC. ALL RIGHTS RESERVED.
GHOSTBUSTERS MUSIC WRITTEN BY RAY PARKER JR. © 1984 GOLDEN TORCH MUSIC CORP. AND RAYDIOLA MUSIC CORP.
© 1984, 1985 Activision, Inc.
ATARI® IS A REGISTERED TRADEMARK OF ATARI, INC.
ALL RIGHTS RESERVED. AZ-108-09