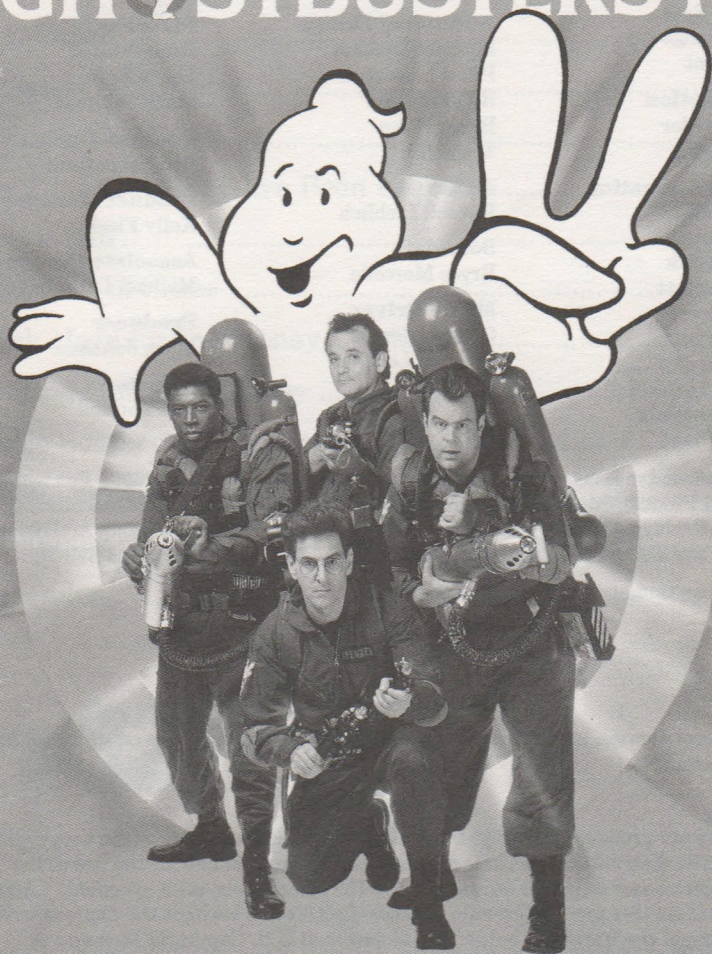# GHOSTBUSTERS II

Player's Guide

ACTIVISION

GHOSTBUSTERS™ II

The *GHOSTBUSTERS II* computer game was developed by Dynamix, Inc. and Activision.

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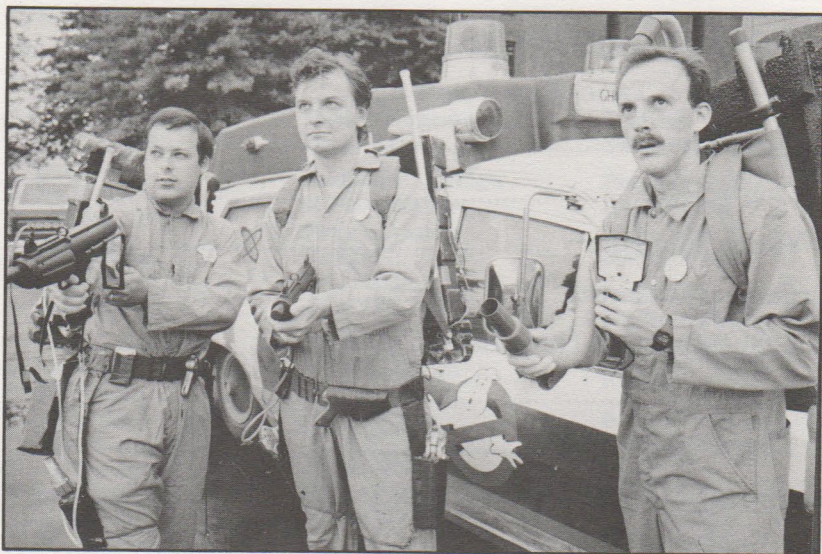
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Ghostly Contents

GHOSTBUSTERS II

Ectoplasm Scoopers:

Richard C. Rayl Jr., lead programmer.
Peter Lukaszuk, lead programmer.
Brian Hahn, lead artist.

Before we added the audio effects to *GHOSTBUSTERS II*, Peter's favorite part of playing the game was making his own slurping and explosion sounds. "Pshoo! Pshoo! Pshoo!" he'd yell (that's "Pszu! Pszu! Pszu!" for his fellow Polish speakers).

Rich, who previously worked on *Caveman Ughlympics* and *Project Firestart*, especially enjoyed the photo shoot for the portrait above. As a crowd gathered and started to shout, "Hey! There's the Ghostbusters!" Rich let fly with a volley of positive slime. The legal ramifications have not been completely resolved, so enough said.

Somehow, management was tricked into taking all 27 Dynamix employees to see the *GHOSTBUSTERS II* movie. The theater staff was very impressed that we were creating the computer game of *GHOSTBUSTERS II*, so instead of charging us three bucks for each ticket, they gave us *one* ticket for $81. Brian, who's worked on *Motocross* and *Caveman Ughlympics*, was responsible for purchasing that ticket. Peter was responsible for not losing it.

We hope you like our game.

—Rich, Peter, and Brian

Once Upon a Time, Five Years Ago . . .

. . . Manhattan was infested with spooks and ghouls of every description. Slime oozed and squirted from each nook and cranny of the city. The very atmosphere throbbed with paranormal activity. Gozer, the destroyer of subcreatures, and his two terror dogs transformed a skyscraper into the Temple of Zuul. They wanted to take over the world. So who did New Yorkers call . . . ? The Ghostbusters!! Armed with proton packs, they zapped and toasted every ghost in town. They even brought a giant marshmallow man to life that ultimately helped them quell Gozer, and rescue New York and the rest of the world from impending doom and destruction!

The passing years, however, haven't been kind to our ghost-busting heroes. An ungrateful New York City turned on them, slapping them with fines, forbidding them to ever practice their trade again, even denying that ghosts exist! Once again, the Big Apple has proven it's rotten to the core. And this very rottenness could prove to be its undoing. Five years later, the Ghostbusters have discovered a huge tunnel of slime running through the old Van Horne pneumatic transit line underneath the city. This time, it's mood slime - feeding off the bad vibes, meanness, rudeness, and general ill-will that permeates throughout the city. This river of slime is flowing directly to the Manhattan Museum of Art, resident headquarters of Vigo, the Scourge of Carpathia. Trapped inside a portrait, this legendary blood-thirsty tyrant from the 16th century is impatiently waiting for the stroke of midnight on New Year's Eve. Then he will emerge, drawing together all the evil potency of the slime to unleash a reign of terror upon an unsuspecting world.

So, who ya gonna call this time . . . ? That's right, the Ghostbusters!! Join them in their mission to rid New York City of this evil slime before it's too late. First, you need to take on some ghoul-dueling jobs to get them back in business. Toast a few ghosts in various spots around the city and get reward money for your efforts. If you fail, you'll be pegged a menace to society and get thrown in Parkview Mental Hospital. If you succeed, you'll meet Vigo in a slime-slinging battle to the finish!

Getting Started

It's a good idea to make backups of your original program disks *for your own use*. Once you've made your backup copies, store the originals in a safe place and play *GHOST-BUSTERS II* with your backup set. *If you need help in making disk backups, refer to the Appendix.*

Before you begin, follow steps 1 through 4 below to configure *GHOSTBUSTERS II* Disk #1 (backup copy) for your particular hardware setup.

Note: Because the INSTALL procedure writes a file to the disk, Disk #1 CANNOT BE WRITE-PROTECTED. You can run INSTALL again at any time if your hardware setup changes.

1. Boot your system and load DOS.

2. Insert the *GHOSTBUSTERS II* Disk #1 into your floppy drive A.

3. Type **A:** and press **Enter**.

4. Type **INSTALL** and press **Enter**.

Follow the instructions on the screen to choose your control device, music peripherals, and whether or not you want to install the game on your hard disk. **If you choose to install the game on a hard disk,** the install procedure will ask for a letter designation of your hard disk (usually C:) and create a subdirectory on your hard disk called **GB2**.

LOADING THE GAME

Once the INSTALL procedure is complete, you're ready to go.

If you're starting the game from floppy disk:

1. Place Disk #1 into drive A, type **GB2** and press **Enter**.

If you're starting the game from hard disk:

1. Type **CD\GB2** and press **Enter** to access the subdirectory.
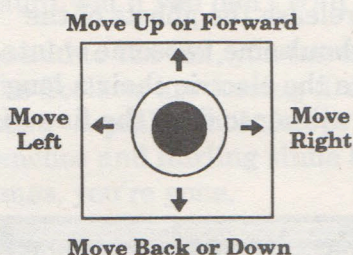
2. Type **GB2** and press **Enter**.

After the title screen appears, you can press any key to play the game. (If you don't press a key during the title screen display, the program will give a short demo of ghostbusting activity in the courtroom with those nasty Scoleri Brothers. When you're through viewing the demo, press any key to end the demo and play the game.)
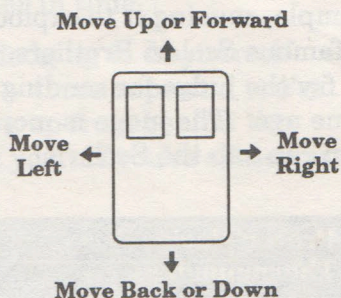
In Control

You can use either a joystick, keyboard, or Microsoft®-compatible mouse to play the game.

The diagrams below show the directional movements for each method. Though the directions in this guide refer to the joystick, check the diagram below for the mouse and keyboard alternatives. The **fire** button refers to either the joystick button #1 or the left mouse button; press the **space bar** for the keyboard equivalent. When necessary, more specific directions are included in the description of a particular scene.

Joystick

Move Up or Forward

Move Left ← → Move Right

Move Back or Down

Mouse

Move Up or Forward

Move Left ← → Move Right

Move Back or Down

Numeric Keypad
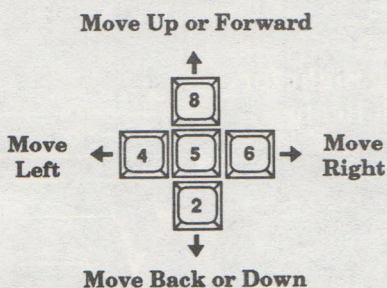
Move Up or Forward

Move Left ← | 4 | 5 | 6 | → Move Right

8

2

Move Back or Down

Key Commands

Ctrl/ Esc – Quit
P – Pause
S – Toggle Sound Off/On
M – Toggle Music Off/On
J – Center Joystick
Space Bar – Fire Button

If You're In a Hurry

You can dive right in and play the game now without reading the rest of the manual. After you've played for a while, you'll probably want to read up on the various scenes for playing hints.

Throughout the game, screens will appear that give information or display the status of a particular character or item. When you're finished looking at the screen, press the **fire** button or any key to continue.

Order in the Court

Talk about lack of gratitude! The Ghostbusters have been hauled into court and fined $10,000, just for doing their bit to save the world. They were digging around underneath the city in search of the source of a recent outbreak of dangerous paranormal activity. But the judge don't believe in no ghosts, and he's going to throw the book at them.

The judge might have to eat his sentence, though. All his hostility has activated the bad vibes in the court's slime sample, causing it to explode and release the ghosts of the infamous Scoleri Brothers. This ghoulsome twosome wants to fry the judge for sending them to the electric chair a long time ago. The judge is more than willing to drop the fine—if you can zap the Scoleris!
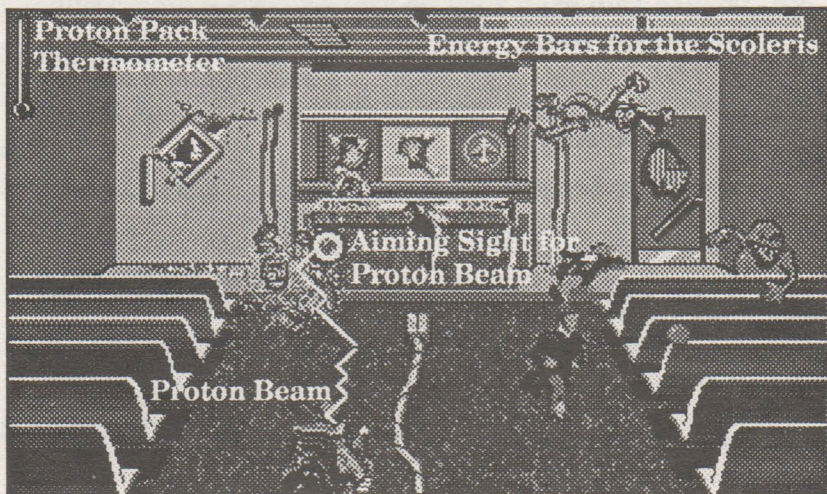
Don't hold back in your efforts to get the Brothers. If you happen to destroy the courtroom while you're at it, so be it. You *especially* don't want to miss that rude District Attorney next to the witness stand!

To zap the Scoleris as they terrorize the courtroom, line the ghosts up one at a time within your proton beam's aiming sight and press the **fire** button to let 'er rip! Use your joystick to move the aiming sight around the room.

The thermometer in the top lefthand corner fills up as it measures the heat given off by your proton pack. Your pack overheats when you use it too much, and you have to stop zapping long enough to let it cool off. When the temperature drops enough, your pack will reactivate.

Each time you score a hit on a Scoleri, the ghost sizzles. His energy bar will decrease (to the right) as the proton beam strikes him. Once his energy has drained completely, he'll get sucked into the trap in the middle of the courtroom.

Keep zapping the Brothers until they dissolve into the ghost trap. The first Brother you trapped will come back to haunt you if you don't trap the other in time.

To add to the fun, you have some dodging to do yourself. The Scoleris are tossing fire balls — three zaps and you're toast. A pesky ghost keeps popping up from behind the benches and hurling slime balls at you. If you're slimed six times, you're gone.

You win the scene if you capture both Brothers and avoid all the traffic. The $10,000 fine is dropped and you start the game without being in debt.

You lose if you don't get both Brothers. Or if you're slimed or zapped. In this case, you start the game $10,000 in the hole.

The Ghostbusters Have Been Called

OK. Now what? How are you gonna destroy this Vigo guy and rescue the world from his fiendish clutches and silly accent?

Slime in the Mood for Love

After a lot of experimentation, the Ghostbusters discovered the secret to slime — it responds to human emotions. In fact, slime even responds to the emotions generated by music. Once exposed to the right songs, slime becomes a powerful positive force. If you can harness the power of this music-treated slime, you can challenge Vigo and prevent him from accomplishing his dastardly deeds.

A Liberating Force

In order to defeat Vigo, the most evil force in the world, the Ghostbusters need to find an equally positive presence. A presence that embodies all that is good, all that is noble, all that is true. And even tougher, a presence that brings these qualities out in the people of New York! It's right under their noses — the Statue of Liberty! Is a heavy coat of good slime charged by some great music enough to mobilize her into action against this menace to humanity? It better be . . . it's your only chance!

At the Lab

From this point on, the Lab at Ghostbusters headquarters is the nerve center of activity. You'll leave from here when you need to get slime for testing, go out on ghostbusting jobs, or head to Parkview Mental Hospital to bust out your buddies. The Lab is where you test different tunes for their effect on the slime, and prepare the Statue of Liberty for her walk downtown.
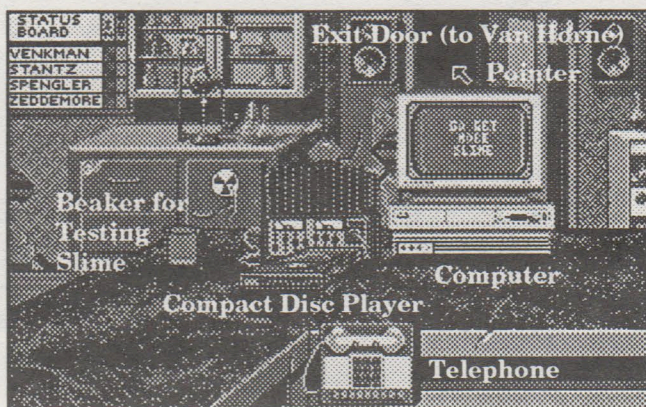
The pointer is "hot;" jumping to different items in the lab when you move the joystick. Once you're on a particular object, press the **fire** button to select it.

Status Board: This displays the playing status of your ghostbusting crew. If a Ghostbuster is "in," he's available to go bustin'. If he's "out," he's been sent to Parkview Mental Hospital for ghost busting failures, and you may have to go there to break him out. When you want to make a rescue at Parkview, select the Status Board after one of the guys has been hauled in.

Computer: The computer screen keeps you informed of what's going on in each area of the room. When the pointer is on the computer itself, the screen displays your financial situation.

Exit Door: Select the doorway to go to the old Van Horne Station underground and get a slime sample.

Compact Disc Player: Once you get a slime sample from Van Horne, you'll need to test different pieces of music to see which selections have the most positive effect on the slime.

Telephone: When the telephone's light is flashing, that means you've got an offer for a ghostbusting job. Select the telephone and Janine Melnitz, the Ghostbusters' trusted assistant, answers the phone and tells you where the job is.

Slime Blower: When you first enter the lab, you won't see a slime blower there. Egon has to build one. To give Egon the time and money to build the slime blower, you have to keep the Ghostbusters in business long enough to make at least $55,000. When the slime blower appears, select it to bring the Statue of Liberty to life and save the city.

In Search of Slime

Once you select the Exit Door in the Lab, you're taken directly to Van Horne Station, an abandoned underground pneumatic train tunnel from the 1870's. You'll have to go back to Van Horne for more slime every time you test a different music selection in the Lab.

As you dangle from the rope, use your slime scooper to dip up enough slime to fill the test tube on the right side of the

screen. If you stay on the rope too long, you'll be too tired to hold onto the rope and will fall into the slime. When you come up for air, you'll find yourself in Parkview.

You've also got to keep away from the grasping hand reaching up from the slimy depths. If you get pulled off the rope, you'll end up in Parkview. You'll run into a few other ghosts if you hang around long enough. Four slimes from them and you take a walk to Parkview admissions.

To climb up or down the rope, use the joystick or keyboard controls to go up or down.

To scoop up the slime, go down the rope as fast as you can and pull back the joystick handle while pressing the **fire** button, or simultaneously press the down arrow key and the **space bar**.

To avoid the ghosts or to shake off the hand, move your joystick handle from side to side, or alternate the left and right arrow keys.

After you've collected your sample, scoot back up the rope to the top of the screen and go back to the Lab.

Work Hard for the Money

When you select the telephone in the Lab, Janine will tell you about a ghostbusting job. Ghosts are terrorizing three places around the city: *Central Park*, full of trespassing spooks; *the Docks*, where the Titanic just came in, and *Northrones Department Store*, haunted by some former customers who shopped 'til they dropped! You take on one job at a time.

If you have a full crew when you go out on a ghostbusting job, Egon will stay behind to test the slime sample you collected from Van Horne.

Your ghost-toasting procedure is the same for each job:

Get the ghost within your proton pack's aiming sight and press the **fire** button to release the beam blast. Use your joystick to move the aiming sight around the screen in pursuit of the ghost.
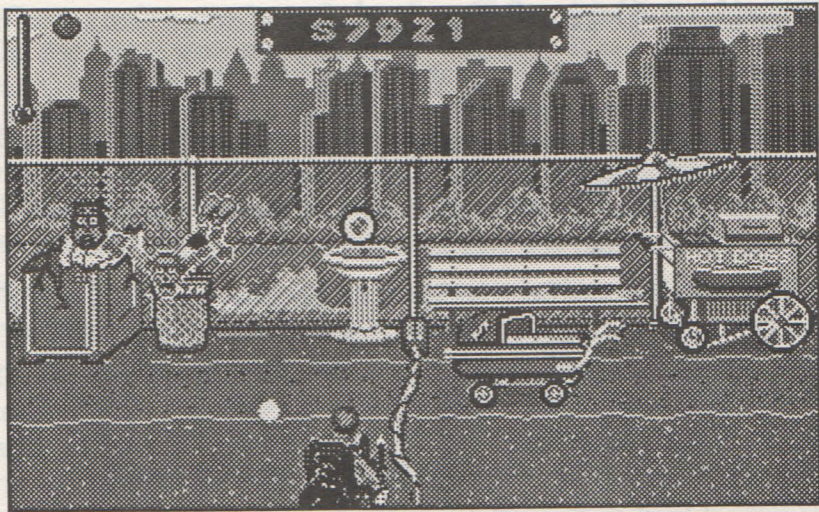
The ghost sizzles each time you score a hit. The energy bar at the top right corner of the screen measures the number of hits. When it's moved all the way to the right, your ghost is fried to a crisp. Keep zapping until the ghost dissolves into the trap.

Keep your eye on the thermometer in the top left corner. If your proton pack starts to overheat and stops firing, let the temperature drop and it'll fire up again.

While the ghosts are dodging your proton blast, you've got to dodge their fire balls. Each time you get zapped, a fire ball appears in the upper left corner. Three strikes and you're out! Another ghost gives them a hand, slinging slime balls at you—if you're hit six times, you're on your way to Parkview.

The reckless and abandoned torching of property and innocent bystanders is a fast way to lose money. Unlike the courtroom, you have to pay for anything you incinerate in the line of duty. The more you destroy, the more your reward dwindles and the further you are from building the slime blower.

You need $55,000 to stay in business long enough to build the slime blower. If you've attempted all the jobs and still haven't raised enough money, the Ghostbusters go bust — you're out of business — and so is New York!

Busting Out of Parkview

Declaring that the Ghostbusters are nuts, city officials squirrel them away to Parkview Mental Hospital every time they fail in a ghostbusting effort. But it takes more than a locked ward guarded by some goony orderlies with nets to contain the Ghostbusters. As long as there's a Ghostbuster left on the outside, you can help the others escape.

Once you select the Status Board in the Lab, you're on top of the hospital holding a rope, ready to scale down the building. Behind one of the silhouetted windows your partner awaits, ready for you to smash the glass and set him free. Behind other silhouetted windows orderlies await, ready to capture you. There are a few other surprises in store as well.

You must be fast and efficient. If you run out of time in completing this rescue mission, you could wind up on the inside yourself.

Climbing the Walls

To climb up or down the rope, move your joystick up or down or press the up or down arrow keys.

To smash through a window to the left or right, move the joystick or press one of the arrow keys in the direction you want to go. Then hold down the **fire** button or the **space bar** to kick off the building and swing out towards the window. The longer you press the button or **space bar**, the further out you bounce. If you miss the window, repeat the process until you land in the middle of the glass.

When you're ready to leave a room, you have to leap for the rope as it swings outside the window. If you miss the rope, you fall into the hands of the orderlies.

To leap for the rope, move in front of the window. After you've timed the rope swing and you're ready to jump, press the **fire** button or **space bar**. If you wait too long before leaving the room, a net drops on you from the ceiling.

If you break into a room where orderlies are lurking, you must elude their grasp to escape.

To dodge the orderlies, wait until one of them moves toward you, and quickly move your joystick or press the arrow key in the orderly's direction. *You have to time it just right!* If the first orderly misses you, evade the second one in the same way.

Once you find one of your partners, you'll share a quick high-five and will both get outside the building automatically. The rescued Ghostbuster will scurry down the rope and wait for you in the Ectomobile. Either climb down the rope to safety or break into other windows if you're trying to help any of the other Ghostbusters escape.

If you take too long at any set of windows, an orderly will break open the mesh in the middle window to grab you. If you don't want to break into any of those windows, move down the rope and try another floor.

Continue this same course of action until you've sprung all the imprisoned Ghostbusters. **If you're running out of time,** you don't have to rescue everyone in the same trip.

If all four of you are imprisoned at the same time, the world is left to its terrible fate.

There's something special about the room where your partner is being held that you can see from the outside.

15
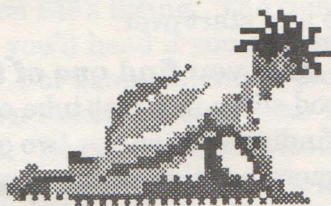
Music Soothes the Savage Slime

Anytime after you return to the Lab from Van Horne Station with a fresh slime sample, you can select the Compact Disc Player. You need to find the best three songs to positively power the slime you'll be lathering on Libby for her big walk through Manhattan. You'll need a different slime sample for each song you try.

CD Player

Play Button

Program Tracks
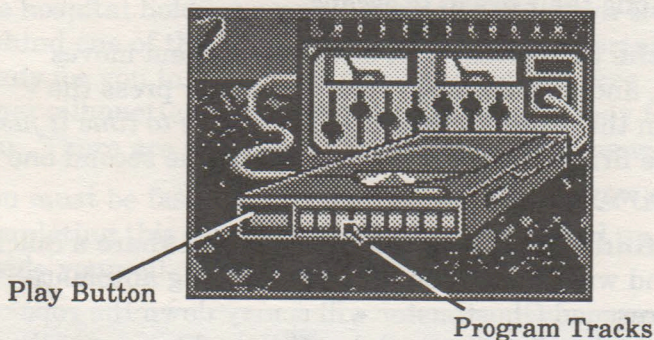
To select a song, move the pointer to one of the tracks, and press the **fire** button. Then move the pointer to the CD's play button and press the **fire** button again. Songs you've already selected are highlighted so you won't accidentally choose them again.

You're looking for three songs that have a calming, positive effect on the slime. The slime in the beaker will react to the song you choose by bubbling, shaking or exploding. The quieter the reaction, the better the slime sample.

You may get lucky and find one of the good songs the first time. Chances are you'll need to try a few different pieces of music before you find the best ones.

If the beaker explodes, that song generated some bad vibes and you'll have to get another slime sample from Van Horne and start over.

Each time you find one of the positive songs, you'll see the good slime in a test tube on the counter. You could stop after finding only one or two of the good songs, but you'll have more positive power to make Libby shake, rattle and roll if you have all three to load into the slime blower.

Libby Does New York

All right. You've got the slimeblower, and it's loaded up with positively charged slime. You're ready to hotfoot it to the Museum and show Vigo what happens when he tangles with the Ghostbusters! In the Lab, select the slimeblower to take the Statue of Liberty for a walk through the streets of Manhattan.
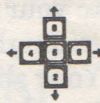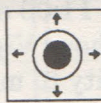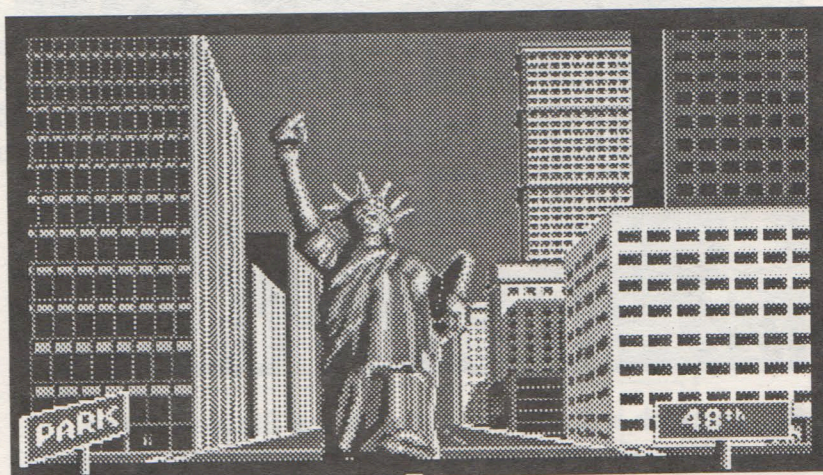
The first view has Libby poised at an intersection with the screen showing what street you're on, as well as the cross street. Consult the map (following) to find the location of the Museum. After you note the starting intersection, look back at the map to see how many blocks you have to walk and where you need to turn. (Libby doesn't always start her walk at the same intersection.)

Notice that Libby is facing you. The compass position is relative and reflects the direction *she's* facing. The compass points also reflect the direction you'll head if you aim your control device in that direction. For example, in the picture above, Libby is facing West down Park. **To continue West, pull the joystick toward you. To turn around and head East, push the joystick away from you. To go North down 48th, move the joystick to the left.**

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Anytime you want to return to this view to change directions or simply to check your location, move Libby to the closest intersection and place both feet in the middle of the intersection.
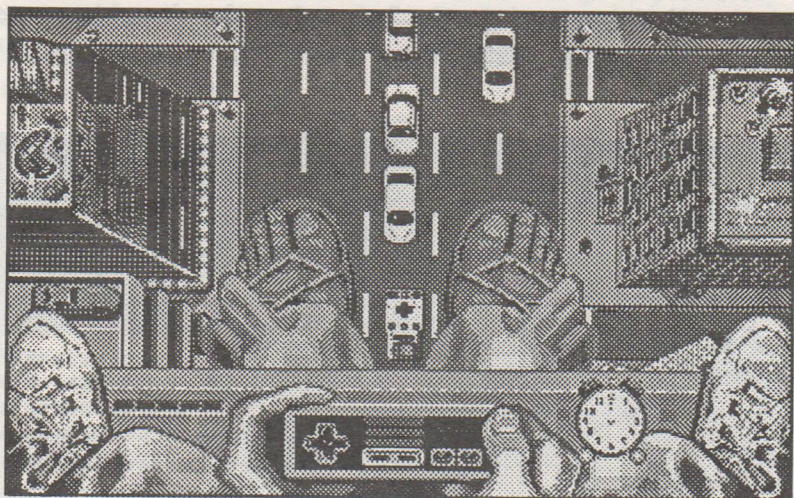
After you pick a direction, you're in the Statue's crown, looking down on the streets. As you can see from the clock to your right, it's 11:00 on New Year's Eve — one hour until midnight — the hour Vigo plans to take over the world. Your slime's ability to move Libby is measured by the number of red power points on the energy gauge to your left. If it's all red, you're in good shape. If it's mostly blue, you don't have enough positively powered slime samples and you could have trouble making it to the Museum in time. As you walk along, your gauge will show how much energy you have remaining.

To see how you're controlling the Statue, look at the video game control deck in the Ghostbuster's hands. The movement of his thumb reflects your directional movements.

To have Libby take a step, move the joystick handle or mouse to the left or right (or press the left or right arrow key) to select that foot, then move the joystick handle or mouse forward (or press the up arrow key) to step forward.

To put her foot down, move the joystick handle or mouse in the opposite direction of the foot. If you're stepping with

the **left** foot, move the joystick handle or the mouse to the right when you want to set it down. When you're stepping with the **right** foot, move the joystick handle or mouse **left** to set it down.

Be careful not to step on any cars. Smashing them drains Libby's precious energy and slows her down.

Once you make it to the Museum (you'll recognize it by its jello-like coating of slime), Libby will make a smashing entrance and you and your partners will rappel down the ropes for the battle with Vigo. If you don't make it to the Museum before midnight, Vigo's transformation will be complete, and New York and the world will be his own!

City Map

	41st	42nd	43rd	44th	45th	46th	47th	48th
Wood								
Mill								
High								
Polk								
Park					X			
Moss								
Oak								
Bell								

N ↑

Storming the Museum

You made it! The hour of confrontation is at hand. All those ghostbusting jobs were just target practice, getting you ready for the Big One. For your best shot at conquering Vigo, you're going to need everyone out of Parkview. You'll need all the manpower, zapping power, and slime-blowing power you can get.

To zap Vigo, use the same procedure you used in the other ghostbusting jobs. Chase him with your proton aiming sight and pump the trigger.

If you get to the Museum before midnight, Vigo will be strutting around outside the painting. Torch him with your proton beam as much as you can to weaken him for confrontations to come. When the clock strikes midnight, Vigo is sucked back into the picture.

Continue firing at Vigo while he's in the painting. At the same time, he'll be heaving fire balls at you which you must dodge. To add to the fun, Janosz, the dippy art curator, is running around underfoot. Sure, he's a jerk, but resist the temptation to torch him. He's under Vigo's power, and he'll reflect your proton laser beams back at you.

At last, Janosz will take all the excitement he can and will faint, falling to the side out of harm's way.

Vigo's head will rear out of the painting, zooming around the Museum, riddling you with fire balls like a machine gun gone haywire. Your proton pack will turn into a slime blower, and you'll fire positively charged slime at him, to head him off, neutraslime him, and blow him away. Keep your eye on the thermometer in the top left corner. When your slime blower is too hot, it'll stop firing for a few seconds. You'll have to step lively to avoid Vigo's bolts until your slime blower is ready again.

You can only sustain one hit from Vigo's fire balls. If you get hit, you'll be replaced by one of your partners. Once all of you get sizzled, Vigo will have his way, and the season of evil will begin.

Victory is yours when you overpower and destroy Vigo. The world will be safe once again. And who's New York gonna thank? You and the Ghostbusters!!

Appendix

Making Backup Copies of Your *GHOSTBUSTERS II* Disks

GHOSTBUSTERS II comes with either (4) 5 ¼" disks or (2) 3 ½" disks. You'll need the same number of blank disks as original game disks.

Single Floppy System

1. Boot your system and load DOS.

2. At the **A>** prompt, type **Diskcopy A: A:** and press **Enter.**

3. Follow the screen prompts, where the source disk is your original *GHOSTBUSTERS II* disk and the target disk is a blank disk.

Repeat this procedure for each original *GHOSTBUSTERS II* disk.

Double Floppy System

1. Boot your system and load DOS.

2. At the **A>** prompt, type **Diskcopy A: B:** and press **Enter**.

3. Follow the screen prompts, where the source disk is your original *GHOSTBUSTERS II* disk and the target disk is a blank disk.

Repeat this procedure for each original *GHOSTBUSTERS II* disk.

ACTIVISION ENTERTAINMENT SOFTWARE LIMITED 90-DAY WARRANTY

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If the recording medium should fail after the original 90-day warranty period has expired, you may return the software program to Activision Entertainment at the address noted below with a check or money order for the appropriate amount (see below), and Activision Entertainment will mail a replacement to you as long as the program is still being manufactured by Activision Entertainment. To receive a replacement, you should enclose the defective medium in protective packaging accompanied by: (1) a check or money order for $7.50 for the first diskette (includes postage and handling) plus $3.00 for each additional diskette; (2) a brief statement describing the defect; and (3) your name and return address. Please see the special "RETURNS" information for further instructions. EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, AND NO OTHER REPRESENTATION OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION ENTERTAINMENT. IN NO EVENT WILL ACTIVISION ENTERTAINMENT BE LIABLE FOR SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGE RESULTING FROM POSSES-SION, USE, OR MALFUNCTION OF THIS PRODUCT, INCLUDING DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF ACTIVISION ENTERTAINMENT HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

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RETURNS

Registered mail is recommended for returns. For best service, please be sure to —

1. Send only the defective medium and, for service under the 90-day warranty, a photocopy of your dated sales receipt.

2. If the initial 90-day warranty period has expired, please enclose a check or money order for $7.50 U.S. for the first diskette or cartridge (includes postage and handling) plus $3.00 for each additional diskette returned.

3. Enclose your return address, typed or printed clearly, inside the package.

4. Enclose a brief note describing the problem(s) you encountered with the software.

5. Write the name of the product and the type of computer system you have on the front of the package.

Send to:

WARRANTY REPLACEMENTS
Activision Entertainment
P.O. Box 3047
Menlo Park, CA 94025

NOTE: Do not send any other materials which are essential to the use of the program. Activision Entertainment assumes no responsibility for the return of original product packaging nor any materials other than the replacement medium.