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 this 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
IBM® PCjr/TANDY® 1000

ACTIVISION
HOME COMPUTER SOFTWARE™

OBJECT

The object of the game is to save the city by successfully reaching the top of the Temple of Zuul. Here's how it works:

GETTING STARTED

- Insert diskette into disk drive, label side up.
- If using an IBM PCjr, plug a joystick into the left joystick port.
- If using a TANDY 1000, plug a joystick into the right joystick port.
- Turn computer on.
- Press 1 or 2 for introduction screen.
- To return to title screen once the game has started, hold the CONTROL key down and press the letter 'R'.
- Pause the game by pressing the ESCAPE key. To continue, press the ESCAPE key again.

BUILDING A FRANCHISE

Follow instructions on the screen to buy and outfit your vehicle. To move the forklift up and down, move the joystick up and down. To pick up and release supplies with the forklift, press the joystick button. The upper right corner indicates your available credit.

- 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 beside 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. You must buy at least one trap.
- GHOST BAIT attracts Roamers, which periodically gather to form the Marshmallow Man. Without bait, you cannot stop him. (See IMPORTANT SAFETY TIPS to follow.) You get five dollops of bait when purchased.
- PORTABLE LASER CONFINEMENT SYSTEM stores ten Slimers in your vehicle. This saves valuable travel time back to Ghostbusters Headquarters (GHQ) for more traps.

THE CITY MAP

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

Steer your vehicle at passing Roamers (if you have frozen any on the city map screen) and push the button to vacuum them up. This keeps them from getting to the Temple of Zuul. Otherwise, the city's PK energy reading jumps 100 for each Roamer that reaches 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 automatically 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.
- Every trapped Slimer is worth money. The amount earned depends on how quickly you respond to the disturbance. Your account total is shown on the bottom of the screen at all times.

IMPORTANT SAFETY TIPS

- Hit the upper black fire button on your joystick 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 converge and mutate into a Marshmallow Man. You must immediately hit the 'B' key on the keyboard to drop a dollop of bait before he stomps any buildings and causes you to lose precious franchise dollars.

YOUR ACCOUNT NUMBER

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.

END OF GAME: THE TEMPLE OF ZUUL

The game will come to an end when the Gatekeeper and Keymaster join forces at the Temple of Zuul. This can happen anytime after the city's PK energy level reaches 5000; it will happen **automatically** if the PK level reaches 9999. Once the Gatekeeper and Keymaster have come together, one of the following can happen:

1. You have **not** earned more money than you had when you originally started. In this case, the game ends and the city is destroyed.
2. You **have** earned more money than you had when you started, but you are unable to sneak two of your three Ghostbusters past the Marshmallow Man and into the Temple of Zuul.
3. You successfully reach the top of the Temple of Zuul by sneaking two Ghostbusters past the Marshmallow Man into the Temple's entrance.

LET'S GET TO KNOW EACH OTHER

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