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"WHO YOU
GONNA CALL?!"

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WALKTHROUGH

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DATA: UNLOCKABLES

CLICK THESE TABS FOR EASY NAVIGATION



GHOSTBUSTERS™

— THE VIDEO GAME —

PRIMA OFFICIAL GAME GUIDE

WRITTEN BY FERNANDO BUENO



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SUITE 100
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THE VIDEO GAME



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Senior Product Manager: Mario De Govia

Associate Product Manager: Shaida Boroumand

Design & Layout: Marc W. Riegel

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FERNANDO BUENO



Fernando "Red Star" Bueno (aka dukkhah) has been a gamer since opening his first Atari, and has been writing creatively since his early years in high school. During college he combined his loves for gaming and writing and began freelancing for popular gaming websites. The San Diego native found his way to Northern California shortly after high school. After graduating from the University of California, Davis, with a dual degree in English and art history, he was able to land a job as an editor for Prima Games. Though happy with his position as an editor, his life called him to Las Vegas where he now resides. During the move to Nevada, he also made the move to author and has since written a number of game books, including *Naruto Uzumaki Chronicles 2*, *Prince of Persia: Two Thrones*, *Fight Night Round 3*, and *Stubbs the Zombie*. In his time off he enjoys the works of Hermann Hesse, Johann Van Goethe, Franz Kafka, and EGM. When not writing for Prima, he continues to work on his craft as a poet.

We want to hear from you! E-mail comments and feedback to fbueno@primagames.com.

Credits:

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CLICK THESE TABS FOR EASY NAVIGATION



ACKNOWLEDGEMENTS

What a way to kick off my new year! Not only do I get to work on a project I've been haunting for a while (no more *Ghostbusters: The Video Game* internet rumors for me!), but I get to work with two of my favorite co-workers, Mario De Govia and Shaïda Boroumand! Thanks for being such a super team. Thanks to all of the people at Atari and Terminal Reality for being so supportive and making such an amazing and fun game.

"WHAT A RIDE."

GHOSTBUSTERS

When the New York City Public Library is disturbed by a strange apparition, the city calls on the only people in all of New York with any experience in the supernatural, Dr. Egon Spengler, Dr. Peter Venkman, and Dr. Ray Stantz. After investigating the library, they discover exactly what they've suspected all along: Ghosts are real! Unfortunately for them, the university where they conduct their research doesn't share their enthusiasm for the occult, and fires them despite their recent discovery.



Shortly afterward, the trio decide to go into business together as professional paranormal investigators and eliminators. Enter the Ghostbusters! Together, with the help of their intellectual, neo-chic receptionist, Janine, they set out on the daunting task of cleansing New York City of supernatural activity. It's not until the task proves to be too big for three New York City eccentrics that they hire a fourth man for the job, Winston Zeddemore. Together the four embark on a hilarious adventure to stop the malicious deity Gozer from returning to Earth and destroying them.

One of the funniest movies of the 1980s (and all time, according to the American Film Institute), *Ghostbusters* was released to critical acclaim in 1984. The adventures of the kooky parapsychologists-turned-ghost hunters, *Ghostbusters* was a winning take on summer comedies, successfully blending big, blockbuster special effects and quality comedy. Initially the brainchild of Dan Aykroyd (Dr. Ray Stantz), the script was completely fleshed out when Harold Ramis (Dr. Egon Spengler) joined in the writing duties. During a fevered three-week-long writing frenzy, the pair blended their comedic talents and nearly completed the entire script. Soon after, they, along with Bill Murray, began filming in New York City with director Ivan Reitman at the helm. The movie's success was due in large part to the three lead actors' comedic chemistry. While Aykroyd, Ramis, and Murray played their parapsychologist parts to perfection, Ernie Hudson (Winston Zeddemore) anchored the trio, providing the Ghostbusters with a much needed "everyman" quality. With the perfect mix of personalities in place, the wealth of classic one-liners peppering the dialogue ensured that the movie became an instant classic. To date, the movie has a strong following among old and new fans alike.

GHOSTBUSTERS 2

Set five years after the events of the first *Ghostbusters*, the sequel finds the ghoulish-chasing quartet without a ghost to bust. In fact, despite their being the only group capable of hunting and eliminating aggressive multiplanar phantasms, the city sued them after the Gozer incident and put them out of a job. To make ends meet, Stantz and Zeddemore are relegated to doing "celebrity" guest appearances at kids' birthday parties, while Venkman hosts a paranormal psychology TV talk show (as Dana Barrett kind of foreshadowed in the first *Ghostbusters* film, when she remarked that Peter Venkman reminded her of a "game show host"), and Spengler resumed his research in the field of parapsychology.

When Dana Barrett, their first-ever client and Venkman's old flame, is startled by an unexplained psychokinetic event, the Ghostbusters are called back to duty. As their investigation of Dana Barrett's haunting develops, the group finds an endless river of psychoreactive slime flowing under the streets of New York City. The slime, which feeds off of New York's unbridled aggression and negativity, in turn feeds the spirit of a long-dead Carpathian tyrant named Vigo (whose incorporeal spirit is trapped inside a painting). The Ghostbusters leap into action and defeat the evil spirit before he can take over the body of Dana's baby, Oscar, in a final, epic confrontation.

Mirroring the time difference between the events of both movies, *Ghostbusters 2* was released five years after the original. The sequel opened with the highest three-day opening gross in movie history to that date. Although initial reviews of the movie were mixed, over time the film has become as well received as the original. In fact, both movies have such a strong following that rumors of a third movie have been circulating for nearly 10 years since the sequel's release.



GHOSTBUSTERS: THE VIDEO GAME

It's now 1991, two years after the events of *Ghostbusters 2*, and paranormal activity has reached record levels in New York City. With business booming and the Ghostbusters shorthanded, you've been hired to join the team as the new Experimental Equipment Technician...and that's not just a fancy title. It means you'll be carrying Egon's newly created (and untested) hardware, which, if not handled correctly, could blow you clear into New Jersey—a job perfectly suited for the new guy. With a brand-new, upgraded ghostbusting equipment, you'll hunt, track, capture, and neutralize everything from ethereal manifestations to Class 5 Free-Roaming Vapors. Is this increase in paranormal activity a new threat or an old familiar foe? Strap on your unlicensed nuclear accelerator, fire up your Neutrons Wand, and find out!



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WELCOME, ROOKIE!

So you've decided to become a Ghostbuster. Congratulations! As our Experimental Equipment Technician you'll be at the forefront of paranormal pest extermination ... literally. No really, you'll often be required to lead the way on particularly nasty calls. Sorry, rook, but that's the job! Luckily, as the Experimental Equipment Technician, you'll be testing new, cutting-edge technology ranging from Neutrons Wand enhancements to Shock Blaster prototypes! The only catch is that you'll often be in harm's way and frequently fending off the forces of evil. Hey, it's a give and take. Have no fear (yet); we have your best interests at heart. That's why we've put together this Ghostbusting Manual! As seasoned veterans—and the only veterans, for that matter—we've recorded all of our allocated data, techniques, anecdotes, and expert advice in this manual. Consider this book your ghostbusting bible; a good bible, not a Gozerian text or Carpathian scroll bible. We don't like those; they only cause problems.

HOW TO USE THIS GHOSTBUSTING MANUAL

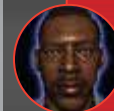


Scattered throughout this manual are several different types of advice boxes. While some are designed to help you become a better 'Buster, others are meant to keep you alive. Regardless of whether its a Tip, Note, Caution, or other sidebar, it's full of useful information and could prove immensely helpful. You could be like Venkman and do your own thing, but we highly suggest reading every box. We're all experts, so we've split up the advice box duties between the four of us. Read on to find out more!



Hey there, recruit. Egon here. As a parapsychologist and scientist specializing in the occult, I've made it my life's work to learn as much as I can about the realm of the supernatural. That being said, I've recorded hundreds of terabytes of quantifiable data on ghosts, ghouls, interdimensional demons, occult practices, mythological deities, and other protoplasmic entities. Suffice it to say that if anyone can relate useful tips on how to deal with unexpected paranormal events, it's me. When you see one of my Tip boxes, rest assured that the information contained therein will be geared toward making you a better Ghostbuster.

Yeah, what Egon said. Anyway, I, the one, the only, Dr. Peter Venkman, have been given the incredibly important task of keeping you informed about anything and everything that I think may be interesting. While Egon and Ray bury their heads in their books and historical texts, I like to keep my head above all that psycho-normal-para-whatever. If anyone can ... *ahem*, enlighten you about this manual, the adventure, or just something that might be worth noting, then count on me. Hey, it might not make you a better Ghostbuster, and it might not keep you alive, but at least my Note boxes will make things a bit more lively, eh? After all, I'm much more than just a scientist. I'm a Renaissance man.



Look, buddy, I dunno what the other guys have told you, but this job can be dangerous. I knew that when I applied, but I had no idea just how much weirdness I'd be dealing with when I turned in my résumé. I'm talking *major* weirdness. Anyway, while Ray, Egon, and Peter are busy taking data and compiling the greatest paranormal database ever created, I keep my head on a swivel. They're great Ghostbusters, don't get me wrong, but as an ex-Marine I know how to stay alive. Rely on me, Winston Zeddemore, to keep you alive. So even if you skip over all those other advice boxes, always read my Caution boxes. Their sole purpose is to keep you alive. After all, if you bite the bullet, there's a good chance we'd have to hunt you down, too. And that would just be awkward, so please be careful out there.



Ray's Occult Road Show

Hey there, rookie, Ray Stantz at your service. Aside from being a founding Ghostbuster, I'm also a well-reputed antique book dealer. There's no better way to learn about the incorporeal entities we'll be dealing with than from historical texts and ancient scrolls. You'd be surprised just how much information was compiled by ancient scholars of the paranormal. They were more open-minded back then. As a modern day scholar and occult enthusiast, I've come across a plethora of Cursed Antiques and other haunted paraphernalia. Whenever you see one of my boxes, stop and pay close attention. I'll lead you to a nearby Cursed Artifact that can expand your knowledge of the cursed, the occult, and the just-plain strange. Plus, you'll make a few extra bucks with each find!



Water Break!

Hey, ghostbustin' is hard work ... or so I hear. I dunno for sure 'cause I never join the boys out on their ghostbustin' adventures. Rest assured, though, without me holding down the fort at the firehouse, they'd fall apart. After all, these phones ain't answerin' themselves. Anyway, it's like I tell the guys—every now and then you need to stop and quench your thirst. It's a surefire way to ensure that you are properly hydrated and ready for the task at hand. Not to mention that drinking from every water fountain in the game will net you a nifty Xbox 360 Achievement or PlayStation 3 Trophy. Whenever you see a Water Break! box, it means you're near one of the eight fountains. So stop, take a break, and have a drink, why dontcha? And if the guys give you a hard time about it, tell 'em that Janine said it was fine.



☞ GHOSTBUSTER GAB



Remember, we've been doing this for a while. So while this may be all new to you, it's old hat for the four of us. Every now and then one of us will stop and explain an inside joke or elaborate on a particularly funny piece of Ghostbusters history. Even though we've only been in business for less than ten years, we've become just as big a part of New York City as "Libby" herself (that's what Peter calls the Statue of Liberty) in that short time. So if one of us says or does something that is part of our Ghostbusters history, look for one of these Ghostbuster Gab boxes to learn more about the four of us. Consider it our way of making sure you feel like you're part of the team ... which you are.



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SECTIONS OF THIS MANUAL



The next section—the “Who You Gonna Call?” section—contains a dossier of each of us and other people you might need to know, such as our lovely receptionist, Janine Melnitz—who wants you to know she also had a hand in helping put together this manual for you. If you don’t know your co-workers—or “mentors,” according to Peter—how else could you be expected to work with us out in the field? Also part of this section are very important documents that were taken directly out of *Tobin’s Spirit Guide*. Be very gentle with these pages, as they are delicate and cannot be replaced. These pages detail every ghost we’ve encountered, and even some we haven’t. Learn everything you can about them, from their history to their weaknesses.



We’re busy men (and woman). Rather than lollygag around the firehouse sippin’ coffee and waiting for the next crossdimensional rip to occur, we are often out and about in NYC doing smaller jobs. These smaller jobs often get pretty competitive. After all, competition breeds excellence, right? As such, we’ve taken some notes on the various types of house calls we make. After all, we can’t expect you to come in shooting from the hip if you don’t know what you’re in for. Visit the “Multiplayer Jobs” section to learn about the various jobs we accept. A word to the wise: when things get competitive, Venkman cheats.



To ease you into your role of Experimental Equipment Technician, we’ve decided that it’s best to segment this manual into specific sections. The first section of the manual introduces you to your equipment, detailing its specifications, vital components, and, of course, its use. We call this section the “Equipment, Functions, and Facilitation Section,” but you can call it Chapters 2 and 3. Read this to learn what that heavy, unlicensed, nuclear reactor on your back—your Proton Pack—can do, and how to best apply it in an encounter with ectoplasmic beings and other crossdimensional disturbances. In some cases, you can even use your Proton Pack to manipulate the physical world, but more on that later.



After you’ve read about the entities you might encounter and the tools with which to deal with them, you’re ready to hit the field. You’ll be going on calls with us and investigating all manner of paranormal disturbances. For that, we’ve put together a “Field Guide” section where we walk you through what lies ahead. Even though we’ve yet to experience the adventure ourselves, we have it on good authority that the information is correct, as it was obtained through communication with a 16th-century psychic medium that we trapped and eventually consulted last year. Before setting out on a call, the walkthrough Field Guide will detail floor plans of the buildings you’ll investigate, ghosts you might encounter, and other vital pieces of information required to ensure mission success. Deviate from the walkthrough at your own peril.



The last section of the manual—the “Supplementary Data” section—is designed to help you get the most out of your time as a Ghostbuster. Created at Winston’s behest, the section begins with a Ghostbuster Glossary. Over the years we’ve created a whole new lexicon to accurately describe what was previously unknown. We use words like *vaporous apparition*, *psychoreactive plasma*, and *Ectoplasmic Residue* every day around the firehouse. But such jargon can befuddle newcomers to paranormal studies. That’s why we’ve created a glossary of terms for you. In some cases, we even explain why a particular term sounds the way it does. It worked for Winston; it’ll work for you, too. The second part of this section details several nuances (many of which are trade secrets) that can only be discovered by going out of your way to “unlock” them. Things such as Achievements, Trophies, and a catalogue of hidden items can be found here.



GHOST WRANGLING



We may not be cowboys, kid, but we affectionately refer to what we do as "wrangling." Ghosts don't like to go down easily, but one way or another we always find a way to get them in the box. While no two ghosts ever go down the same, the basic technique for Ghost wrangling is the same. We'd be remiss if we didn't teach you the ropes. But more importantly, as your employers, we'd be in big legal trouble. So let's get started, shall we?

HAUNT & ULTRA-DIMENSIONAL DETECTION INTERFACE (HUDD)

TARGET RETICLE AND INDICATORS

While in combat, your HUDD will give you readouts for various points of interest, such as a target's current PK energy reserves, your currently selected ghostbusting equipment, and even property damage incurred!



1. Reticle and PKE Reader: This is your reticle. Aim it at the target you want to shoot. If the target is a paranormal entity, a circle of green bars will appear around the reticle to indicate the target's current PK energy reserves. As you disperse the creature's PKE, the green circle of bars will disappear. When the bars are red, you are able to engage your Capture Stream and proceed to the second phase of Ghost wrangling. But you'll learn more on that later in the chapter.
2. Current Tool Equipped: This shows your currently equipped ghostbusting tool. The icons correspond to where they are mapped on your D-pad, allowing you to quickly switch between different tools.
3. Teammate Icons: This is your teammate icon. (See the "Teammate Icons" section below.)
4. Property Damage Tracker: This money counter keeps track of the amount of property damage you've caused so far.
5. Money Earned: Capturing ghosts, dispersing corporeals, and finding Cursed Artifacts yields money! For every entity you dispatch or item you find, you gain a certain amount of money. This tracker keeps a running count of how much money you've earned.
6. Lights and Meters: This is your Health and Proton Pack monitor. (See the "Lights and Meters" section below.)
7. Interact and Slam Prompt: Whenever you come in contact with an object you can interact with, you'll be notified here. When a ghost's PKE is weakened enough to be slammed, a Slam Meter will appear as well. (More on the Slam Meter appears later in the chapter.)
8. Goals and Notes: From time to time, you'll be notified of important goals or other points of interest, like your Spirit Guide.

LIGHTS AND METERS

First things first, cadet. In order to enter into combat, you must first know how to monitor your health and your Proton Pack. On the right side of your Proton Pack is the display seen above. The red bars measure your pack's heat levels. The more you fire your Proton Stream, the closer the bars get to full. When the bars are completely full, the Proton Pack overheats. You must allow it to cool down before you can fire it again. If you don't pay close attention to this, you could find yourself surrounded by ghosts with nothing to shoot at them but witticisms.



The green bars are directly connected to a health-monitoring system integrated into your suit. When you're completely healthy, the bars will be full and bright green. Like Slimer. When you take damage, the bars will slowly deplete and your vision will blur. If you take too much damage, the bars will deplete completely and you will go down until one of the other Ghostbusters revives you. If you're the last to go down, it's mission failure!

The three circular lights at the center are pretty. Really, that's the only reason they're there. They don't represent anything.



TEAMMATE ICONS



In the upper right hand corner of your HUDD, you'll often see one of the above icons. These teammate icons will always be surrounded by a little pointer directing you to your teammate's location. If the teammate's icon has open eyes, he is fine and frisky. In fact, you'll only ever see this when you're in need of help and the active 'Buster is en route to help you to your feet.

When the teammate's eye are shut, it means he's down. Follow the arrow to his location and help him get to his feet! Glowing eyes on a teammate indicates he is currently possessed. While he's not completely down and out, he's out of action and can, in fact pose a threat to you if you leave him that way. Follow the arrow indicator to your possessed pal and hose him down with slime to exorcise his demons!



GHOSTBUSTERS™

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THE FIVE PHASES OF COMBAT

Contrary to what you may think, Ghost wrangling is not a matter of simply pointing your Neutrons Wand at the enemy and letting loose a Proton Stream. The art of Ghost wrangling is something that takes practice to perfect. Now that you're acquainted with the HUDD interface, you're ready to learn about the five phases of Ghost wrangling.

PHASE 1: DETECTION

You can't trap what you can't see, right? That's why the first phase of Ghost wrangling is detection. Using your PKE Meter and Paragoggles, you can search out hidden or fleeing entities anywhere. Things that may be invisible to the naked eye, such as Ectoplasmic Residue, can only be seen through your Paragoggles. When Ectoplasmic Residue is nowhere to be found, use your PKE Meter to follow psychokinetic valences.



To properly hunt ghosts, though, you must know what the different colored bars on your PKE Meter mean:

Red bars: Red PK readings indicate that a strong, active sample is nearby. Follow red bars to a hidden or fleeing ghost in the vicinity.

Blue bars: Blue bars on the PKE Meter indicate an old sample. Follow blue bars to Cursed Artifacts nearby.

Green bars: These often indicate a weak, inactive sample. Green bars often lead to the general vicinity of a ghost, but turn red once you're within close proximity.

PHASE 2: DISPERSION

This is Ray's favorite part of Ghost wrangling. Once you've located an entity—or worse, once it's located you—begin to disperse the creature's PK energy. This is always represented by the circle of green bars around the reticle. If the bars are not there, then you're not effectively targeting the creature.



Depending on the type of entity you're engaging, the equipment used in this phase may vary. Some entities are more vulnerable to slime from your Slime Blower than they are to the Proton Stream, so learn your target's weaknesses first—found in *Tobin's Spirit Guide*—before engaging it in direct battle.

In the case of corporeal entities, this is the final phase of battle. Once a corporeal entity's PKE is completely dispersed, it falls apart and ceases to be. In the case of many ghosts, however, you must continue to Phase 3: Detention.



Always remember to vent your Proton Pack regularly while engaged in Phase 2 of Ghost wrangling, recruit.

PHASE 3: DETENTION

This isn't detention like you know from high school, but the idea is the same. After dispersing a ghost's PK energy sufficiently, the green bars around your reticle turn red. This means you can engage the Capture Stream and detain the ghost indefinitely. While in your Capture Stream, the ghost will continue to struggle and try to shake free. Yank the Capture Stream in the opposite direction that the ghost attempts to flee and charge the Slam Meter that appears at the bottom-right corner of your HUDD. This is what we call "wrangling." And while it is a necessary part of busting ghosts, you can also use this method to solve environmental puzzles, move large objects, and even disperse some corporeals. Anyhow, once your Slam Meter is fully charged, move on to Phase 4: Daze and Destroy.



PHASE 4: DAZE AND DESTROY

We call this phase Daze and Destroy because it does both at the same time. When your Slam Meter is fully charged, press the Slam button to yank the Capture Stream down and slam the ghost against something in the environment. This dazes the ghost while simultaneously destroying the environment around you. Needless to say, this is Venkman's favorite phase. Once the ghost is sufficiently dazed, move on to the final phase of Ghost wrangling.



PHASE 5: DROP THE TRAP

After successfully going through all of the previous four phases, it's time to put an end to the ghost's visit. While the ghost is dazed and in your Capture Stream, drop a Muon Trap at its feet. A beam of light will shoot up from the trap, indicating its location—traps can be hard to see amid the debris from phases 2 and 4. Carefully guide the dazed ghost over the beam to activate the Trap Cone, a conical beam of light that sucks the ghost into the trap. In some cases, you don't need to use the Capture Stream to guide the ghosts into the trap and can instead use your Stasis Stream and Slime Tethers.

If you do use the Capture Stream, however, continue to wrangle ghosts into the center of the Trap Cone as they struggle to get free of the Muon Trap's suction beam. Ghosts with a high Trap Resistance can be very hard to trap, so be persistent!



+

TOOLS OF THE TRADE

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This is your “Equipment, Functions, and Facilitation” section. In it, you will learn everything you need to know about all of the experimental equipment you’ll be testing. You may be familiar with the Proton Pack, but what you don’t know is that one Proton Pack has several different attachments and upgrades capable of doing everything from firing positively charged slime to shooting heat-seeking Meson particles! Of course, if you are not careful or if you simply don’t know what your Proton Pack can do, you can blow yourself clear to New Jersey. And you don’t want to end up there. It’s Jersey ...

PROTON PACK AND NEUTRONA WAND

This is an unlicensed nuclear accelerator on your back that functions by concentrating protons through the Neutrona Wand. It’s your main tool against negatively charged ectoplasmic entities. It monitors your health, equipment heat levels, and has several different meters and gauges to monitor your various attachments.



PROTON STREAM



Category: Proton

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 Stream tend to cause extensive property damage.

This is your most basic and reliable tool. Most negatively charged ectoplasmic entities are extremely vulnerable to the Proton Stream, so use this as your primary attack. Always start with the Proton Stream before trying other devices. Of all of your equipment, the Proton Stream is the most accurate. Use it against enemies at a distance and follow them around as they attempt to evade you. However, because the Proton Stream has a small damage radius, it is not as effective against smaller creatures that travel in packs, such as groups of Candelabrum Crawlers, Book Bats, and Flying Skulls.

UPGRADES

BLAST STREAM FOCUSING

Effect: Reduces Beam Wandering

Utilizing a series of charged nucleon jackets, the Blast Stream Focuser increases the Proton Stream’s stability, greatly reducing the amount of beam perturbation or “wander.”

This increases your Proton Stream’s accuracy.



BLAST STREAM KICKBACK REDUCTION

Effect: Removes Movement Restrictions

Increasing the pack’s number of nucleon jackets as well as adding a second proton buffer reduces the Proton Stream’s negative energy kickback, allowing the user to move more quickly while firing this device. Note: Smoking emitter coils are considered normal and should not cause undue concern.

This upgrade increases your mobility while firing the Proton Stream, allowing you to chase creatures on the move while maintaining maximum accuracy.



BOSON DART



Category: Proton

Boson Darts are super depolarized 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.

Boson Darts are extremely effective bursts of protons that can quickly disperse big chunks of a target’s PK energy. While this tool can be used in conjunction with the Proton Stream for a powerful one-two punch, the Boson Dart can also be used by itself to knock large enemies back or to disperse groups of smaller enemies. Use Boson Darts against small packs of creatures to inflict damage over a wider range or to blow off chunks of PK energy from moderately sized targets.



Be careful while firing this at close-range enemies, kiddo. I made the mistake of blasting a Class IV Animator at close range and the darn thing knocked me right off my feet. If Egon hadn’t been there to pick me up, I’d be a ghost right now, too!

UPGRADES

BOSON DART SUPERCHARGE

Effect: Heat Cost Reduction and Damage Increase

It has been discovered that the addition of a fermion absorption ring to the Proton Pack’s Neutrona Wand substantially reduces boson particle overheating, allowing more Boson Darts to be fired before causing pack shutdown. Boson Dart impact damage is also increased. Also, accidental Neutrona Wand blockage vaporization damage is reduced to only one mile!

Of all Proton Pack upgrades, this Boson Dart upgrade is the best. Because the Boson Dart is extremely powerful, the ability to fire more Darts per charging cycle greatly increases your capacity to dish out damage in a short period of time. The increase in damage output is nice also.





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BOSON DAMAGE IMMUNITY

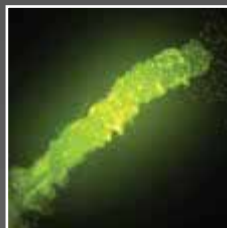
Effect: User Damage Reduction

In addition to the installation of a secondary fermion absorption ring, extensive modifications to the boson emitter's integer field have led to the absorption of close-range boson particles. This dramatically reduces the amount of damage taken by point-blank and close-proximity Boson Dart impacts. Please note that these Z-based modifications in no way compromise the dart's Bose-Einstein statistics!

Because the Boson Dart is the perfect tool to disperse small groups of enemies like Crawlers, you're more likely to use it at close-range while they swarm around you. This upgrade allows you to more safely disperse Swarms without the threat of taking blow-back damage from the Boson Dart's explosion.



SLIME BLOWER



Category: Plasma Distribution System (PDS)

The Plasm Distribution System is an integration of the Proton Pack that uses a self-regulating strain of ectoplasm to impair entities, neutralize caustic Black Slime, and reveal otherwise invisible structures that reside on the ethereal plane.

With a long range and endless supply of regenerating positively charged slime, the Slime Blower is a great tool to disperse most corporeal entities. Better still, the depolarizing effect it has on Black Slime makes this the perfect device to disperse nearly all Black Slime creatures like Black Slime Fiends, Black Slime Ghosts, and Black Slime Portals.

UPGRADES

SLIME BLOWER PRESSURE INCREASE

Effect: Range and Damage Increases

Channeling a low-level stream from the pack's proton emitters directly into the Plasma Containment Vessel has nearly tripled the ectoplasm's replication rate, providing the Slime Blower with both a range and damage increase. Take note that the impressive amount of pressure exerted by this super-agitated ectoplasm will most likely not result in a plasm tank rupture.

This upgrade not only increases the damage output, but also boosts the slime's range, making it a necessity against large Black Slime Monsters and many flying entities like Black Slime Ghosts.

REDUCED SLIME CONSUMPTION

Effect: Reduced Slime Consumption Per Shot

A more energetic ectoplasm growth medium has been developed. Initially discovered among Dr. Spengler's collection of spores, molds and fungi, the addition of this growth medium to the Proton Pack's plasm tank causes the ectoplasm to replicate more vigorously, which greatly increases the slime's replication rate. This allows the Slime Blower to be fired for longer periods before emptying the tank and forcing a shutdown until ectoplasm again replicates to usable levels. It has been reported that this new growth medium does, on rare occasions, restore some of the slime's previous "emotive"



characteristics, so it is highly encouraged to put the Slime Blower away when entering areas where punk, heavy metal or hip hop music is being played very loudly.

Quite simply, this upgrade allows you to use your Slime Blower longer before having to recharge your plasm tanks. While investigating areas with a large number of Black Slime creatures or other corporeal entities, like Shandor's Island or the Cemetery, this upgrade becomes extremely helpful.

SLIME TETHER



Category: Plasma Distribution System (PDS)

Once your Neutrona Wand is equipped with Traction-Levitation, the Slime Tether allows for the discharge of plasmic slime strands between two points. These plasmic strands contract and pull on whatever is on the two ends. The Slime Tether works great for moving heavy objects.

Even though the Slime Tether doesn't stick to everything or every type of ghost, it can still be a very fun part of your arsenal. More often than not, you'll use the Slime Tether to solve environmental puzzles, or on inanimate objects. On occasion, however, you can use this device to quickly trap or daze ghosts. Civil War soldiers, Stone Angels, and Cultists can be dazed, destroyed, or trapped, respectively, using the Slime Tether.

UPGRADES

SLIME TETHER DURATION INCREASE

Effect: Creates Longer-Lasting Slime Tethers

Increasing the rotation speed of the Slime Tether's emitter "spinnerets" substantially increases ectoplasm strand cohesion, which results in longer-lasting slime tethers. It should be noted that on rare occasions a mini-strand launched by a spinneret misfire has been known to suddenly (and inopportunistly) tether a Ghostbuster's legs together. Stride accordingly.

Like the Slime Blower's increase pressure upgrade, this upgrade allows you to fire your Slime Tether across longer distances and decreases the speed at which the tether decomposes. This is especially useful when you need to use multiple tethers for a task.



SLIME TETHER COST REDUCTION

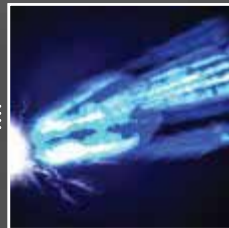
Effect: Tether Slime Cost Reduction

It has been discovered that flash heating ectoplasm immediately before it enters the Slime Tether's compression chamber results in a tether strand that requires fewer ectoplasm linkages. This reduces the amount of slime needed for each tether, allowing the user to fire more slime tethers before a pack shutdown is triggered. It has also been reported that this flash heating substantially improves a tether strand's taste, though it is suggested you don't attempt to verify this for yourself.

Coupled with the Slime Tether Duration Increase upgrade, this augmentation allows you to fire more long-lasting Slime Tethers before needing to recharge your plasm tank. This is especially useful in areas where Slime Tether-susceptible enemies abound. Use this upgrade to sling multiple enemies back and forth.



SHOCK BLAST



Category: Dark Matter

The Shock Blast expels a conical pattern of stripped Dark Matter particles that diffuse quickly in 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.

The Shock Blast attachment transforms your Neutrons Wand into a Dark Matter blaster. This tool is best used to deal damage against small groups in close quarters. It's especially effective against Crawlers, Book Bats, and other swarming enemies. At long distance it is nearly entirely useless, so stick to your Proton Stream for fending off foes from afar.

UPGRADES

SHOCK BLAST RECHARGE INCREASE

Effect: Rate of Fire Increase

Experimenting with the Shock Blast's baryon condenser ring has resulted in a substantial increase in the recharge rate of Dark Matter particles without a corresponding heating rate increase. This results in a dramatic increase in the Shock Blast's rate of fire. Condenser ring leakage has been known to affect the wearer's neuro-electric state, resulting in an elevated intemperance and an increase in general wantonness. User discretion is advised.

This upgrade allows you to fire more shots before having to recharge the Shock Blaster. In areas where you're surrounded on all sides by fast enemies, this upgrade can create breathing room enough for escape. This upgrade can spell the difference between life and death.



SHOCK BLAST HEAT REDUCTION

Effect: Reduces Shock Blast Heat Cost Per Shot

It has been found that adding a positive graviton filter to the Shock Blast's condenser ring decreases the heat cost for each generated pulse of high-density, stripped Dark Matter particles. This reduces the heating cost of each blast, allowing the device to be fired more before risking overheating. Because the glare from the graviton filter's vent array can cause temporary blindness, please refrain from looking directly down into the Neutrons Wand when a blast is triggered.

After firing a few times, your Shock Blast tends to heat up rather quickly. Buy this upgrade to allow you fire more shots before the device overheats.



STASIS STREAM



Category: Dark Matter

The Stasis Stream emits a high-capacity stream of order-reversing particles that hypobond to ectoplasmic matter, effectively immobilizing ghosts. The Stasis Stream has nothing to do with cold, but the end result is similar to freezing them.

While this tool won't disperse any creatures by itself, it effectively "freezes" enemies in their place (or, at the very least, slows them), allowing you to either get away or to switch to a more powerful device and dish out more damage.

UPGRADES

STASIS STREAM AMPLIFIER

Effect: Immobilization Rate Increase

Oscillating the Stasis Stream's particle flow at precisely 3.14159 GHz has substantially amplified the order-reversing particles' hypobonding capacity, leading to an increased enemy immobilization speed. To anticipate a commonly asked question: Being exposed to these order-reversing particles affects the user's gender in no discernible way.

The primary Stasis Stream is effective, but it only rarely *completely* freezes a target. Once the Immobilization Rate is increased, certain specters can be completely immobilized to a near-frozen state. Though the creature can eventually shake free of his Stasis, the increase in immobilization ensures you won't lack a means of escape in a tight spot.



STASIS STREAM HEAT REDUCTION

Effect: Reduces Stasis Stream Heat Cost

Adding a secondary particle inhibitor to the device's accumulator core decreases the Stasis Stream's heat accumulation rate, allowing the device to be fired for much longer periods before risking an automatic overheating shutdown. Please note that O-R particle backflow can result in numb fingers and hands. Also, avoid undue Neutrons Wand contact or risk experiencing fleeting feelings of ennui, angst, and boredom-laced paranoia.

This upgrade increases the amount of time you are allowed to fire the Stasis Stream without it overheating. This is particularly useful when large entities like Keyhead Monsters or golems give chase.





OVERLOAD PULSE



Category: Composite

An alternate-release mode of the Neutrona Wand, the Overload Pulse launches a rapid-fire stream of projectiles that will home in on a target indicator left by the Meson Collider. If no target indicator exists, the Overload Pulse's projectile stream will fire in a less contained, non-homing linear path.

If the Shock Blast is the Neutrons Wand's scatter attachment, then the Overload Pulse is the Wand's precision heat-seeking attachment. When used effectively, the Overload Pulse can quickly disperse small to moderately sized creatures and even follow mobile targets painted with the Meson Collider. Use this tool against enemies with visible weaknesses, like the Chairman or the Juvenile Slor, and against highly mobile targets like the Stone Gargoyles. When used without the Meson Collider's homing beacon in place, the Overload Pulse can be used like an anti-ectoplasm rifle with a ranged linear shot.



MESON COLLIDER PENETRATION

Increased shot penetration allows you to inflict direct damage to the intended target while also inflicting splash damage on nearby enemies. Once the particle stream hits the primary target, the meson particles will spread to other enemies and penetrate their PK energy. This is useful when fending off enemies in tight quarters or while they bunch up close together. Though it is also helpful against small swarms, other tools like the Boson Dart are more effective.

MESON COLLIDER ACCELERATOR

This increases the rate at which you can fire your Meson Collider. As a stand-alone device, the Meson Collider lacks the damage output of the Overload Pulse; this upgrade closes the gap significantly and allows you to inflict more damage while imprinting a target with a homing beacon.

UPGRADES

OVERLOAD PULSE ACCELERATOR

As if the Overload Pulse didn't already fire fast enough, this upgrade further increases its rate of fire. Once upgraded, this device becomes one of your highest damage dealers. It becomes so powerful, in fact, it's extremely effective against large boss-level entities like Shandor in Destructor form.

OVERLOAD PULSE ENHANCER

The addition of a bleeder line to the Proton Pack's neutron sump creates additional capacitor storage. This increases the maximum pressure load of each Overload Pulse projectile, yielding a substantial damage increase. Note: though this damage increase is strong enough to penetrate the membrane that separates this reality from the next, it has been proven unadvised to use this dimensional rip for storage, spot cleaning, or as a trash receptacle.

The Overload Pulse Enhancer upgrade drastically increases the amount of damage each pulse dishes out. Combine this upgrade with the rate of fire increase, and you've got a very dangerous tool capable of taking down nearly every PK entity you encounter. Yes, even Shandor.

CAPTURE AND TRAPPING DEVICES

Paranormal combat is only half the battle. You can disperse some ghost's PK energy until you're blue in the face, but if you can't trap it then you're only wasting energy—energy that could power a city block for a week. In fact, the Ghostbusting process doesn't even begin with combat! In order to fight and trap ethereal entities, you must first be able to locate them! The following devices are designed for supernatural detection and apprehension only.



PKE METER AND PARAGOGGLES



Category: Detection

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 Spirit Guide*. The Paragoggles are enabled whenever you use your PKE Meter. They allow you to view otherwise invisible ectoplasmic activity.

On occasion your Haunt and Ultra-Dimensional Detection interface, or HUDD, will prompt you to activate your PKE Meter. When it does, take out your PKE Meter and Paragoggles—they work in tandem—and follow the readings at the center of your PKE Meter. Red bars indicate a sample is currently active. Blue readings indicate a degraded sample, such as Cursed Artifacts, and green bars indicate a faint signal. At times your Paragoggles will reveal Ectoplasmic Residue, reducing the need for PKE Meter readings.

UPGRADES

PKE METER SCAN IMPROVEMENT

Effect: Increase Scan Target Size

Substituting the platinum core of the PKE Meter's detector assembly with a rhodium replacement increases the sensitivity of the PKE Meter's neutron flux level detectors. This expands the PKE Meter's active scan area making it easier to "frame" good scans of erratically moving entities. Please be aware that rhodium strongly stains human skin so tampering with the PKE Meter's detector assembly in the hopes of liberating this highly valuable exotic metal core for personal use will be noticed and is grounds for a harshly worded and very sarcastic verbal warning.

This upgrade allows you to scan highly mobile entities much quicker.



PKE METER RECHARGE BOOSTER

Effect: Decrease Scan Reading Time

Replacing the PKE Meter's magnetron with a miniaturized klystron amplifier not only improves the received scan signal strength, but also reduces the intrascan reset pause, resulting in a substantial decrease in the scan recharge time. Also, scanning now releases the refreshing scent of lilacs.

This upgrade allows you to use your PKE Meter to scan entities sooner after having used the PKE Meter once already.



CAPTURE STREAM



Category: Proton

The Capture Stream allows for the containment of ghosts. The Capture Stream can be used to contain ghosts over a trap and to manipulate ethereal objects away from specters. Once contained in a Capture Stream, ghosts can be thrown against walls, causing damage or even complete neutronization.

Even though the Capture Stream is an extension of the Proton Stream, it functions differently. After activating the Capture Stream, the rapidly fluctuating particles steady just enough to capture whatever they've surrounded, essentially creating a proton "cage" around the target. A pleasant side effect of the particles' steadying is that the Capture Stream is incapable of overheating your Proton Pack. Once a target is captured in the stream, you can use it to wrangle the creature as it struggles to get loose, then slam it around to daze it. The Capture Stream can also be used on inanimate objects to solve environmental puzzles.

You know, recruit, modern advances in photographic technology have made it possible to digitally record supernatural activity. Using your PlayStation3's XMB (Cross Media Bar), you can scroll to the Picture option and take a screenshot of the in-game action!



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MUON CONTAINMENT TRAPS



Category: Trap

A portable containment unit used for the temporary storage of ghosts. Don't look directly into the trap!

After wrangling a ghost with the Capture Stream, drop a Muon Trap. Once deployed, every trap shoots up a locator beam to about eye-level making it easier for you to spot. Maneuver your ghost over the trap to trigger it to spring open and suck the ghost in. Once caught in the Trap Cone, the ghost will attempt to escape—with varying degrees of success depending on the ghost's Trap Resistance. Yank it toward the center of the cone until it's completely inside the Muon Trap.

UPGRADES

SLAM DUNK TRAPPING

Effect: Enables Slam Dunking

Loosening the Ghost Trap's magnetic buffer plate allows a greater surplus charge accumulation in the secondary containment coils, which greatly decreases the trap's close-range triggering threshold. This results in ghosts that are slammed close enough to the trap to be drawn down instantly, completely bypassing the trap's containment cone deployment phase. The occasional venting of plasma through the pack's primary intake vent is nothing to worry about (though minor carpet singeing has been reported).

When it comes to traps, this upgrade is the most fun and useful of them all. By enabling Slam Dunk Trapping, you can use your Capture Stream to slam ghosts directly into the traps, bypassing the need to wrangle them over the locator beam and into the Trap Cone. This also increases the speed with which you capture ghosts, granting you much-needed time while surrounded by aggressive specters.



Hey! I know this one! This is the same type of trap that Egon installed on top of the Ecto-1! Whenever you're near the Ecto-1 during your exploration of Times Square, you can slam ghosts onto the Ecto-1's Super Slammer.



FAST TRAP

Effect: Increases Ghost Trap Draw-Down Rate

Extensive tinkering has revealed that removing the Ghost Trap's magnetic buffer plate and its attached shield panels maximizes charge accumulation and yields the maximum ghost draw-down rate possible. Rest assured that the removal of this buffer plate and shield assembly probably doesn't compromise user safety in any way.

Upgrading the Muon Trap's draw-down rate allows you to wrangle ghosts into the traps a lot faster. Like the Super Slammer, this helps you clear areas much quicker and struggle less with ghosts.



MENU	INTRODUCTION	GHOST WRANGLING	TOOLS OF THE TRADE	"WHO YOU GONNA CALL?!"	FIELD GUIDE: WALKTHROUGH	MULTIPLAYER JOBS	SUPPLEMENTAL DATA: UNLOCKABLES
		THE CREW	THE ROOKIE	OTHER CORPORATE ENTITIES	TOBIN'S SPIRIT GUIDE		
		EGON SPENGLER	RAY STANTZ	PETER VENKMAN	WINSTON ZEDDMORE		

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▶ WHO YA GONNA CALL?						



WHO YOU GONNA CALL?



THE CREW



Since 1984 there has been no other group or organization that so boldly tackles the unknown as the Ghostbusters. Founded in New York by Ray Stantz, Egon Spengler, and Peter Venkman, the Ghostbusters pioneered a new frontier of science while also acting as New York's premier paranormal investigation and extermination specialists. When the needs of New York's denizens outgrew the trio's ability to safely eliminate supernatural threats, they hired a fourth Ghostbuster named Winston Zeddemore.

Each member of the quartet is as unique as the entities they encounter. If you're going to become a part of the team, you must know them like you know your Class IV Semi-Anchored Manifestations. Consider the following section your unofficial introduction. The face to face introduction can come later.

EGON SPENGLER: THE LOGIC

Dr. Egon Spengler is the Ghostbusters' most scientific and logical mind. For him, everything is either quantifiable or should be scientifically tested. In a field of science where almost everything is considered superstition, old wives' tales, religious mythology, or just plain unprovable, Egon has made it his life's work to prove everyone wrong through the correct application of the scientific method. Dr. Spengler rarely allows his emotions to cloud his judgment and always maintains an open, analytical mind.



Spengler is not just a passive observer, however. He is also a very prolific inventor. His creative spirit has led to many of the Ghostbusters' most effective tools, such as the Proton Pack and its Slime Blower attachment.

RAY STANTZ: THE HEART

Perhaps no other Ghostbuster embodies the inquisitive, childlike spirit of discovery like Dr. Ray Stantz. With a mind as gifted as Egon's, Stantz applies his keen intellect to paranormal studies with a special fervor akin to a kid in a toy factory. Rather than fear the unknown, Ray cherishes it for what he can learn from it. Unfortunately, while Ray's openness makes him the perfect scientist for paranormal studies, it also makes him vulnerable to the less savory aspects of the field, such as spiritual possession and unwittingly falling into devilish traps.



Make no mistake about it, though, Dr. Stantz is no fool. He's just more inclined to gape in wonder and awe at a malevolent spirit than turn to around and run the other way. In fact, he did that once—unknowingly—and found himself sharing a body with Vigo, the Carpathian.

PETER VENKMAN: THE EGO

Peter Venkman is also a gifted intellect. He has PhDs in Psychology and Parapsychology, and is always working on his degree in women's studies, if you follow. If his appetite for science were as voracious as his appetite for the fairer sex, Dr. Venkman would be a Nobel Prize-winning scientist. In fact, if there is any one thing that often distracts Venkman from his scientific endeavors—aside from his underdeveloped sense of responsibility—it's women. While investigating the home of the Ghostbusters' first client, Dana Barrett, Venkman was more concerned with the client than her apartment.



Despite all of his shortcomings as a dedicated scientist, he is dedicated to the Ghostbusters. His wit is legendary, his courage is unflappable, and his charisma is unchallenged. When not chasing ghosts or women—not always in that order—Venkman enjoys long walks on the beach, quiet nights with a book, and finding new ways to irritate Egon. (He insisted that last part be included in his bio.)

WINSTON ZEDDMORE: THE SKEPTIC

While the other three Ghostbusters are scientists—or perhaps because they are—their fourth member is not. Winston Zeddemore is no slouch in the brains department, but he doesn't have the same experience scientifically studying paranormal phenomena as his three partners. While Egon, Ray, and even Peter can often get caught up thinking scientifically about a puzzling situation, it's Zeddemore's unique perspective that can often shed light on matters.



Of the four Ghostbusters, Zeddemore is the only one who expresses interest in (typical) religious ideology. Though at first he wasn't a believer in the supernatural, his time as a Ghostbuster quickly changed his mind. Ironically, he's never wavered in his faith. In fact, rather than seeing paranormal events through a scientific eye, Winston Zeddemore can filter everything through his spiritual beliefs. He's the Ghostbusters' spiritual layman.



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THE ROOKIE

Hey, that's you! As the 'Busters' newest member and the only other person ever to don the Ghostbusters' beige—aside from Louis Tully during an unsanctioned attempt at ghost busting—you are joining an elite group. Don't expect to join the ranks and instantly become a card-carrying member of the club. You'll have to pay your dues first. If that means you must test out hazardous, experimental equipment to do so, and wander dangerously close to the gaping mouth of evil, then so be it. (Ray suggested we impress upon you the dangers you'll face. Forgive the dramatics.)

After all, once a Ghostbuster, always a Ghostbuster. Good luck, rookie.



OTHER CORPOREAL ENTITIES

Despite what the papers say, the Ghostbusters' adventures aren't always solely their own. Oftentimes, their friends and enemies are swept along for the ride. People such as Dana Barrett, Louis Tully, and Dr. Janosz Poha have been fated to share in the 'Busters' adventures in the paranormal. The following adventure is no different. Without their supporting cast of the living—friendly or not—the Ghostbusters would be surrounded only by the dead. And that would be such a sad and lonely existence.

JANINE MELNITZ: THE GLUE

Saucy. Chic. Cranky. Overworked. Of the many adjectives that can be used to describe Janine Melnitz, perhaps "supportive" is the best fitting. As the Ghostbusters' secretary and receptionist, Janine holds the team together. When, at first, everyone in NYC believed the Ghostbusters to be phonies, Janine showed up to work on time everyday and dutifully executed her responsibilities as their receptionist. That is, until they actually started getting calls, at which point she still showed up to work, but became increasingly cranky.

Cranky or not, she genuinely cares about each of the Ghostbusters and even shares her receptionist area with the Ghostbusters' unofficial pet, Slimer. Without her, the firehouse would fall apart. Or at the very least become slightly more disorganized.



DR. ILLYSA SELWYN: THE KEY

Dr. Ilysa Selwyn is as smart as she is beautiful. A passionate student of Sumerian history, with particular interest in Gozerian studies, Dr. Selwyn is no stranger to the paranormal. Better still, she's not a skeptic. What is most puzzling about her, though, is how she manages to find herself smack-dab in the middle of several supernatural events. That is a matter for further study, for which Venkman has volunteered, but for now all that is known is that she is the key to whatever is happening in NYC.



WALTER PECK: THE THORN

Granted, not every New Yorker buys the notion of paranormal phenomena...until they are a witness to it. Ironically, even though he's been a witness to the many horrors haunting New York, Walter Peck still insists that the Ghostbusters are frauds! As if the Ghostbusters didn't already fight a war on multiple planes and alternate dimensions, Peck forces them to also fight on home soil! As a representative of the Environmental Protection Agency (EPA), Walter Peck shut down the Ghostbusters and even had them arrested!

Now, Peck is back and he's still harboring his hatred for the often-triumphant trio as the head of the Paranormal Contracts Oversight Committee (P.C.O.C.)—the newly appointed government agency designed to oversee the Ghostbusters! Not only is he an ever-present, stinging thorn in their side, now he's their boss!



MAYOR MULLIGAN: THE POLITICIAN

OK, so maybe "the Politician" isn't as creative as "the Ego" or "the Thorn," but that's exactly what Mayor Jock Mulligan is—a typical, two-faced politician. During his campaign for Mayor, he ran on a strictly pro-'Busters platform: "A ghost-free New York is a visitor-friendly New York." However, once he was in office, rather than support the Ghostbusters as promised, he decided to found an oversight committee (P.C.O.C.) to cover his own butt! Worst of all, he placed Peck as its head!





TOBIN'S SPIRIT GUIDE



As promised, your Ghostbusting Manual has been supplemented with pages taken directly from *Tobin's Spirit Guide*. Even though Tobin lived long ago, he was the foremost paranormal scientist of his time. His work is the cornerstone for all of the current paranormal investigators today, and some have even speculated that he possessed a sixth sense in being able to foresee the manifestation of several entities not available for study during his day.

Of course, we're no slouches either. We've taken Tobin's work and built upon it. We've annotated Tobin's entries with additional information such as observed behavior, contact protocol, and manifestation points. The following entries will give you everything you need to know about the ghosts' history and how to take them down.

Consider yourself lucky, sweetheart. Egon wanted to organize the following list of nasties using the same modified Dewey Decimal System he uses for his spores, molds, and fungi collection. I talked him into doing it the old-fashioned way, in alphabetical order.



Azetlor the Destroyer

Category: Class VI Elevated Remnant

Type: Deity (supreme being)

Behaviors:

Attacks: Melee, Range
Weakness: Proton Stream
Special: Limited weak points



Notes: Keeper of Knowledge, Azetlor the Destroyer was once a powerful leader in Shandor's Cult of Gozer. As a reward for a lifetime of service, he was given eternal life as a transformed demigod in the twisted ghost world plane. Now, golemlike, he clothes himself in a dense "skin" of environmental debris, that, with the addition of his massive reserves of PK energy, makes him a devastating and dangerous opponent.

Contact Protocol: Keep contact with Azetlor to an absolute minimum. Close-quarters contact with the supreme being can result in immediate incapacitation and yield disastrous results. Instead, maintain a healthy distance from the Black Slime composite and watch for tells before he attacks. If he lifts his hand high into the air, move out of the way to avoid his projectile attack and the ensuing PK shock wave. Attack Azetlor by dousing him in positively charged slime from your Slime Blower. Your slime should neutralize his Black Slime form just enough to allow you to wrangle his protective helmet off his hulking form. After ripping off his helmet with your Capture Stream, take aim at his exposed head and disperse his PKE further with Boson Darts and Proton Stream.

Manifestation Point:

New York City Public Library

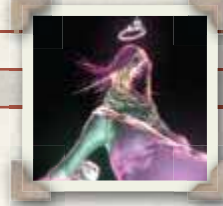
Beauty Queen Ghost

Category: Class IV Wandering Possessor

Type: Ghost (must trap)

Behaviors:

Attack: Range
Weakness: Proton Stream
Dazed Duration: Moderate
Trap Resistance: Medium
Special: Possess bystanders



Notes: Beauty pageants and parades of all sorts have always been a big part of the culture of NYC, and Beauty Queens have been among the city's crowning jewels. Beauty Queens hate to be replaced, though, and for some, perching atop thrones and waving to the masses is their high point in life. In death, they remain desperate for attention and return to reign and be adored all over again in spectral splendor.

Contact Protocol: Don't worry, you can't possibly be dazzled by the Beauty Queen Ghost's once-beautiful visage, recruit. These spirits have been so thoroughly corrupted in death, they now resemble hags and often seek refuge in bystanders. Capable of possessing humans, the Beauty Queen Ghosts still present a threat to your teammates and other nearby humans. If they do, drive them out of their corporeal shells with your Slime Blower then use the standard "Zap, Cap, and Trap" protocol, as you would with any other wandering spirit.

Manifestation Point:

Natural History Museum

Bellhop Ghost

Category: Class III Animating Specter

Type: Ghost (must trap)

Behaviors:

Attacks: Melee, Range
Weakness: Proton Stream
Dazed Duration: Long
Trap Resistance: Low



Notes: While all grand old hotels have their dark secrets, the elegant Sedgewick Hotel has the others trumped. Ever since it opened in 1897, the Sedgewick has exuded an eerie atmosphere. An inordinate number of guests and staff have met untimely ends due to strange accidents and sometimes foul play. Most of them stay forever, drawn to an inexorable force that traps them in the Sedgewick's many corridors, suites, ballrooms, and service areas.

The spectral staff takes great care of the hotel, and they don't appreciate disturbances other than the ones they create themselves.

Contact Protocol: Bellhop Ghosts are relatively low-threat entities if you can dodge their projectile attacks and sidestep their close-quarters melee attacks. Though you will encounter these specters in small groups—a result of their competing for tips while alive—you can survive any encounter with the poltergeist porters as long as you stick with one and leave the others to your partners. Whittle down the ghost's PK energy with your Proton Stream, then trap him as you would any other ghost. A basic ghost requires a basic approach.

Manifestation Point:

Hotel Sedgewick (first visit)

GHOSTBUSTERS™
— THE VIDEO GAME —**Black Slime**

Category: Class I Caustic Seep

Type: Environmental (inert)

Behaviors:

Weakness: Slime

Notes: Black Slime is encountered in locations of intersection between the real and the ghost worlds. It is a dangerous substance formed of ectoplasm supersaturated with negative energy. Black Slime is incredibly caustic and will cause severe damage to anyone heedless enough to come into contact with it.

Based on its spectral resonance echo, Black Slime also appears to function as a conduit for PKE energy and could, if saturated with enough spiritual energy, conceivably act as a ghost portal.

Contact Protocol: Contact protocol for this caustic substance is to not make contact at all! Even minimal contact can cause moderate damage—and that's with protective gear in place. Avoid this substance at all costs and neutralize with positively charged slime from your Slime Blower whenever possible.

Manifestation Points:

Hotel Sedgewick (both visits)
Natural History Museum
New York City Public Library
Shandor's Island
Central Park Cemetery

**Black Slime Fiend**

Category: Class V Black Slime Fiend

Type: Corporeal (dispersible)

Behaviors:

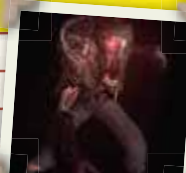
Attacks: Melee, Rush, Ambush
Weakness: Slime
Special: Ambusher

Notes: These humanoid fiends are composed entirely of PKE-saturated Black Slime. Motivated by a seething anger and caustic to the touch, Black Slime Fiends are dangerous, if straightforward and unimaginative fighters. But don't be lulled by their apparent simplicity! Black Slime Fiends are seldom encountered alone.

Contact Protocol: As Tobin noted in his observation, Black Slime Fiends often travel in small packs. Encounters with the aggressive fiends should always be approached as if you are facing a pack of rabid wolves; sidestep their rushing attacks or blow them back with Boson Darts, then disperse them with constant, well-aimed fire from your Neutrons Wand. Though they are especially weak against slime from your Slime Blower, Boson Darts are also effective in dispersing these creatures.

Manifestation Points:

Natural History Museum
Shandor's Island

**Black Slime Ghost**

Category: Class V Black Slime Floater

Type: Corporeal (dispersible)

Behaviors:

Attacks: Range, Rush
Weakness: Slime
Dazed Duration: Short
Trap Resistance: High

Notes: These entities are unique among Class V ghosts. Unlike other phantoms, the ectoplasm that creates the form of these creatures is infused with Black Slime. The resulting hybrid is an exceptionally dangerous enemy that can be difficult to overcome.

Recent developments have indicated that Black Slime Floaters may not be naturally occurring denizens of the ghost world.

Contact Protocol: Black Slime Ghosts are unique. Unlike other ghosts, these floaters are dispersible and don't require trapping. Ironically, the Black Slime that makes them dispersible, rather than trapable, also makes them very dangerous adversaries. Stay on the move to avoid their rush attacks and keep them at a distance with your Slime Blower to disperse their PKE. At the same time, stay out of range of their projectile attacks.

Manifestation Points:

Natural History Museum
Shandor's Island

**Black Slime Monster**

Category: Class VI Slime Shambler

Type: Corporeal (dispersible)

Behaviors:

Attacks: Melee, Range, Berserk
Weakness: Slime

Notes: These power brokers hailed from and dominated their respective industries in the late 1800s through the mid-1900s. Shandor used his dark abilities to help each of them at some stage of their careers, and they were indebted to him. They came together publicly as trustees of the Natural History Museum, and privately misused their influence to help Shandor implement and maintain his Mandala throughout the city.

When they died, they returned as guardians of the Mandala. Their closeness to Shandor's evil regenerated them as entities made of Black Slime.

Contact Protocol: Black Slime Monsters are large, violent creatures with a wide arsenal of attacks. Ironically, their size makes them both dangerous and vulnerable to attack. The best course of action against these brutes is to lure them to a wide-open area and blast away with your Slime Blower. The lumbering beasts compensate for their low top-speed with a projectile attack, but can still be susceptible to your Slime Blower from a distance. Keep it simple with the Black Slime Monsters; shower them with slime as you backpedal away and they'll fall every time.

Manifestation Point:

Shandor's Island



Black Slime Portal

Category: Class I Transdimensional Conduit

Type: Corporeal (dispersible)

Behaviors:

Attack: Spawn
Weakness: Slime

Notes: These conduits or dimensional rips provide temporary and highly unstable portals between our world and the ghost world. It is not known if these portals are formed in especially dense pockets of Black Slime or if the portal forms first and the Black Slime follows through the resulting weakened dimensional intersection. Either way, these conduits are inextricably tied to Black Slime, and the neutralization of surrounding Black Slime has been known to close the Black Slime Portal as well.

Contact Protocol: These Black Slime conduits can often be more dangerous than the creatures they spawn. If left unchecked, they can spawn endless amounts of enemies. Contact protocol dictates that Black Slime Portals should often take priority over other entities in the vicinity. Seal the conduits with positively charged slime before allowing more enemies to flood the battlefield.

Manifestation Points:

Times Square
Natural History Museum
New York City Public Library
Hotel Sedgewick (second visit)
Shandor's Island
Central Park Cemetery



Book Bat

Category: Class I Inhabiting Swarmer

Type: Corporeal (dispersible)

Behaviors:

Attacks: Rush, Swarm
Weakness: Shock Blast

Notes: It's a book...but it acts like a bat! They can be very dangerous when flocking in swarms. These batlike minion spirits have been forced into the mortal plane where they animate books and tomes. Book Bats often travel in swarms and are very territorial, attacking when disturbed. Under some circumstances, these Class I entities can be coerced or controlled by more powerful entities.

Contact Protocol: Book Bats are more bothersome than they are dangerous. Some swarms can inflict major damage if approached while they're at full strength, but one or two Shock Blasts should thin their numbers just enough to minimize damage incurred. Use your Shock Blaster to inflict a wide swath of damage, and hit more Book Bats per shot. More often than not, these creatures can be safely ignored while you battle more dangerous creatures.

Manifestation Point:

New York City Public Library



Book Centurion

Category: Class IV Armored Composite

Type: Corporeal (dispersible)

Behaviors:

Attacks: Melee, Range, Rush
Weakness: Proton Stream
Special: Damage-blocking shield

Notes: It's not known if the attraction is the books or the actual stored knowledge, but these Class IV entities favor the same book- and scroll-filled locations that Paper Constructs are drawn to. Book Centurions are composed of PKE-bonded books and papers, but with a higher book concentration. Most notably, however, Book Centurions carry a distinctive shield, a concentrated PKE barrier that blocks most directed energy attacks. Fortunately, the Capture Stream can still indirectly attack and can be used to tear the shield from the Centurion's hand.

Contact Protocol: Book Centurions are not much different than Paper Constructs and, as such, are susceptible to the same vulnerabilities—namely the Proton Stream and Boson Darts. However, these hardcover hunters carry a protective shield that makes them nearly invulnerable to your initial attacks. Make short work of these paper pests by using your Capture Stream to rip off their shields, then dispersing them with your Proton Stream or Boson Darts.

Manifestation Point:

New York City Public Library



Book Golem

Category: Class VI Bi-Dimensional Animator

Type: Unstable (wrangle parts)

Behaviors:

Attacks: Melee, Berserk
Weakness: Proton Stream

Notes: Golems can bend objects to their will, manipulating them to form portions of their own physically manifested form. PK energy greatly enhances the golem's ability to reconstitute damaged or destroyed portions of its "body." This golem was formed from overly energetic PKE-charged books in the Public Library.

Contact Protocol: Book Golems are strong, massive animators with no visible weakness other than their lumbering speed. Despite their slow speed, Book Golems can often reach you and attack at close range, so use the surrounding area to the best of your abilities by staying ahead of the golem or slowing it down even more with your Stasis Stream. To whittle down its PKE, use the tried and true Proton Stream and Boson Dart combo.

Manifestation Point:

New York City Public Library



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Candelabrum Crawler

Category: Class II Vermin Imprinter

Type: Corporeal (dispersible)

Behaviors:

Attacks: Range, Swarm
Weakness: Proton Stream

Notes: Candelabrum Crawlers are powered by swarming little vermin spirits who animate seemingly innocent light fixtures and turn them to sinister purpose. These spirits, primarily the imprint of an animal life force that once existed in our physical world, take over simple objects and then force them into a rough copy of their original physical form.

Contact Protocol: Candelabrum Crawlers are not much different than other crawler entities; they travel in swarms and have a short projectile attack. Disperse them with your Proton Stream as they attack or use Boson Darts to inflict damage on several Candelabrum Crawlers at once.

Manifestation Point:

Hotel Sedgewick (first visit)



Cemetery Crawler

Category: Class II Vermin Mimic

Type: Corporeal (dispersible)

Behaviors:

Attacks: Range, Rush, Swarm
Weakness: Shock Blast

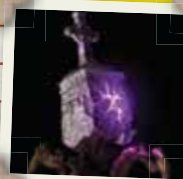
Notes: Closely related to Imprinting Vermin Spirits (aka "Candelabrum Crawlers"), like other scuttlers, these Class II Vermin Mimics are powered by swarming minor spirits that animate gravestones and other funerary monuments.

Because Cemetery Crawlers are composed primarily of stone, they are more resistant to damage than is typical for Class II entities. This is another reason why it is probably best to spend as little time in haunted cemeteries as possible.

Contact Protocol: Like other crawlers, this cemetery species has swarm and range attacks. However, these creepy crawlers also have a higher top speed than most other crawlers, endowing them with a rush attack as well. Luckily, the prescription for these pains is the same as for other crawlers: Obliterate them quickly with a high-power Shock Blast as they approach. The Slime Blower and Boson Darts are also effective against Cemetery Crawlers.

Manifestation Point:

Central Park Cemetery



Chef DeForrest

Category: Class IV Anchored Phantom

Type: Ghost (must trap)

Behaviors:

Attacks: Melee, Range, Spawn
Weakness: Proton Stream
Dazed Duration: Moderate
Trap Resistance: Medium
Special: Summons minions

Notes: Chef DeForrest was a talented chef on the verge of becoming world-famous. The night the restaurant critic came to his restaurant, however, things went poorly. In order to avoid a bad review, the intensely paranoid Chef poisoned the critic's dessert course. He hid the poison poorly, though, and it accidentally found its way into the staff's dinner the following evening. The entire staff, including Chef DeForrest himself, died horrible and painful deaths.

Like the rest of his staff, Chef DeForrest was imported to NYC and the Sedgewick hotel with his kitchen equipment.

Contact Protocol: Chef DeForrest is not very mobile. In life, the portly chef was in a constant frenzy in the kitchen; in death, he lazily wafts about his kitchen spawning Kitchen Fliers to do his bidding. This plays in your favor, though. Get up close and personal with the chef and pay him your compliments with several Boson Darts or Shock Blasts to the face. He can't get away easily and your proximity to the chef will ensure you disperse his Kitchen Fliers before they can inflict too much damage. Pepper him with Boson Darts or Shock Blasts, then initiate standard trapping protocol.

Manifestation Point:

Hotel Sedgewick (second visit)



Coal Golem

Category: Class VI Bi-Dimensional Animator

Type: Unstable (wrangle parts)

Behaviors:

Attacks: Melee, Berserk
Weakness: Proton Stream

Notes: Golems can bend objects to their will, manipulating them to form portions of their own physically manifested form. PK energy greatly enhances the golem's ability to reconstitute damaged or destroyed portions of its "body." This golem was formed from PKE-charged coal in the NYC Public Library's furnace room.

What's so scary about a pile of coal? Nothing, until it balls up a massive fist and smacks you with it.

Contact Protocol: Coal Golems are dangerous beasts! They're composed of hot, smoldering coals and use their fiery form to their advantage. Their Berserk attack inflicts major damage, and because the encounter with these beasts takes place in moderately cramped quarters, you are rarely out of their reach. Use your Stasis Stream to slow them down and obliterate their PK energy reserves with Boson Darts. To finish them off, wrangle their iron grate mouth off their bodies.

Manifestation Point:

New York City Public Library



Confederate Ghost

Category: Class IV Full-Torsoed Specter

Type: Ghost (must trap)

Behaviors:

Attacks: Melee, Range, Rush
Weakness: Proton Stream
Dazed Duration: Moderate
Trap Resistance: Medium

Notes: These ghosts, fighting for Poindexter's Partisan Rangers, were so dedicated and focused during their battle that when it ended—with their deaths—they failed to realize it. Trained to unerringly follow their regimental banner, when that tattered battle flag made its way into the museum's collection, so did they. Unfortunately, there they encountered other ghosts loyal to the Union, and the resulting fight has raged ever since.

Poindexter's Partisan Rangers evidently believe that the South will rise again—even if it takes more than a lifetime.

Contact Protocol: Of the two Civil War warriors, the Confederate Ghost is the most dangerous. With a wide array of attacks, the Confederates can inflict damage from any range. To make matters worse, they possess decent speed that can close the gap between you and them in a flash. If you need to create space between yourself and these fighters, use your Slime Tether to knock them into each other and daze them instantly. Otherwise, employ a standard zap, cap, and trap strategy.

Manifestation Point:

Natural History Museum



Construction Worker Ghost

Category: Class III Animating Specter

Type: Ghost (must trap)

Behaviors:

Attacks: Melee, Range
Weakness: Proton Stream
Dazed Duration: Long
Trap Resistance: Low

Notes: Skyscraper and bridge construction crews: brave souls that, since the evolution of the Manhattan skyline, have met their fates in terrible accidents. They've fallen from great heights, been crushed by swinging steel, drowned in vats of setting concrete, and been scalded by hot pitch.

The city is built on the bones of these victims of on-the-job construction accidents. Now they've all found new careers in deconstruction.

Contact Protocol: Contact protocol for Construction Worker Ghosts is simple. These Class III enemies don't pose much of a threat unless you're already injured or are surrounded by other ghosts as well. Keep a safe distance from them to spot their range attacks immediately, and disperse their PKE with your Proton Stream before capping and trapping them.

Manifestation Point:

Times Square



Cook Ghost

Category: Class III Animating Specter

Type: Ghost (must trap)

Behaviors:

Attack: Range
Weakness: Proton Stream
Dazed Duration: Long
Trap Resistance: Low

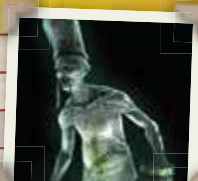
Notes: To avoid a scathing review, the famous French chef DeForrest poisoned a food critic's dessert course. Unfortunately he did a poor job of hiding the poison and the next night it accidentally found its way into his staff's dinner, causing them all horrible and painful deaths.

When the state-of-the-art kitchen equipment was bought and imported to NY by the Sedgewick Hotel, the ghosts of the chef and his now post-mortal staff unfortunately came with it.

Contact Protocol: Like most Class III specters, these Cook Ghosts don't pose much of a threat. Stay out of their range and use a standard trapping approach: Zap them with your Proton Stream, grab them with your Capture Stream, then trap them. Easy as pie.

Manifestation Point:

Hotel Sedgewick (second visit)



Cruster and Crusto

Category: Class V Telekinetic Animator

Type: Ghost (must trap)

Behaviors:

Attacks: Range, Telekinetic
Weakness: Proton Stream
Dazed Duration: Long
Trap Resistance: Medium

Notes: These Animator ghosts never walked the Earth as humans. They are ectoplasmic entities that came through interdimensional tears to our world. These creatures seem to personify sloth and, unlike most ghosts, these Class V entities don't seem to operate alone—they almost always seem to be accompanied by another of their kind.

Contact Protocol: Cruster and Crusto may look different, but they don't operate differently...or separately. Their telekinetic attack functions like a projectile attack, but instead of firing a projectile on their own, they use nearby objects as their ammunition. This, of course, allows you to see the attack coming before they fire at you.

Manifestation Point:

New York City Public Library





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Cultist

Category: Class III Elevated Remnant

Type: Ghost (must trap)

Behaviors:

Attack: Range
Weakness: Proton Stream
Dazed Duration: Short
Trap Resistance: High

Notes: Shandor's horde of Gozer worshippers were drawn from around the world. Shandor cultivated his minions carefully, drawing followers both from the world's most affluent quarters and from the halls of intelligentsia. He promised them all stations of power and glory in the new post-Gozer millennia, while secretly binding them to his own service in life and afterward. Though fairly powerful entities, these cultists seem to be subservient to other, more powerful creatures.

Contact Protocol: Cultists are not much different than other Class III entities. In fact, despite being in Gozer's good graces, they are not any better equipped to face the Ghostbusters than lower-level crawlers. Aside from being able to use mirrors as escape conduits, these Cultists possess a moderately dangerous range attack that can be sidestepped in lower levels. When encountered in small groups, however, the Cultists' fanaticism empowers them, making them much more violent. Regardless of their numbers, the contact protocol remains the same. Wear them down with your Proton Stream, slam them to daze them, then drop a trap to finish them off.

Manifestation Points:

New York City Public Library
Central Park Cemetery



Cultist Summoner

Category: Class III Mortal Remnant

Type: Ghost (must trap)

Behaviors:

Attacks: Melee, Range, Spawn
Weakness: Proton Stream
Dazed Duration: Moderate
Trap Resistance: Medium
Special: Summoning Ability

Notes: Once lesser leaders in Shandor's cult, these "elevated" cultists are now part of his paranormal horde of minions. Though they seem to possess elevated positions of power over the lesser cultists, these "elevated" cultists are all still utterly subservient to Shandor's will.

Contact Protocol: Unlike the regular Cultist variation, the Cultist Summoner is a far more dangerous creature. Capable of attacking from a distance, at close range, and even spawning more creatures, the Cultist Summoners are like a ghost and Black Slime Portal combined into one. Always try to make these your priority (after Black Slime Portals) and take them down like you would a normal Cultist.

Manifestation Point:

Central Park Cemetery



Dead Fish Flier

Category: Class I Inhabiting Swarmer

Type: Corporeal (dispersible)

Behaviors:

Attacks: Rush, Swarm, Suicide
Weakness: Proton Stream

Notes: These minor spirits seem to be subservient to a greater entity's will and have been driven to protect it by possessing and controlling a variety of fish market castoffs. Like other Class I Swarmers, Dead Fish Fliers are quick but fairly weak creatures that, once disrupted, quickly fade back into the depths of the ghost world.

Contact Protocol: Dead Fish Fliers are more akin to pesky flies than feisty fish. It doesn't take much to disperse them; simply aim your Proton Stream at them and let loose.

Manifestation Point:

Hotel Sedgewick (first visit)



Ectoplasm

Category: Class I Supernatural Secretion

Type: Environmental (inert)

Behaviors:

Weakness: Scan only

Notes: A thick, slimy substance, ectoplasm is formed when ghosts interact with the physical world. Usually seen as a viscous, mucuslike slime, ectoplasm has also been encountered in mistlike and even crystalline forms.

Contact Protocol: Ectoplasm is an environmental substance that you will come across very often. It has no observable behaviors and thus requires no contact protocol. After scanning it once, you know everything you need to know.

Manifestation Point:

Everywhere



Ectoplasmic Residue

Category: Class I Supernatural Secretion

Type: Environmental (inert)

Behaviors:

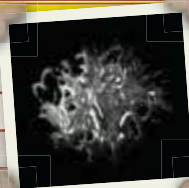
Weakness: Scan only

Notes: Ectoplasmic Residue identifies areas of paranormal contact or interaction. While some ectoplasm can be seen with the naked eye, Ectoplasmic Residue can only be seen while using the PKE Meter-enhanced Paragoggles.

Contact Protocol: Like Ectoplasm, this has no observable behaviors. The only difference between this and regular ectoplasm is that some ghosts leave Ectoplasmic Residue behind, providing an ethereal trail of bread crumbs for you to follow.

Manifestation Point:

New York City Public Library



Flying Skull

Category: Class I Osteo-Focused Swarmer

Type: Corporeal (dispersible)

Behaviors:

Attacks: Rush, Swarm, Suicide
Weakness: Shock Blast

Notes: Skulls are scary, especially when they fly around with glowing eyes and try to kill you. These Class I Swarmers are drawn strangely but exclusively to skulls, real or imitation.

Like other Swarmers, Flying Skulls defend their territory with exceptional vigor. It's best not to trespass unless accompanied by a fully charged Proton Pack.

Contact Protocol: Consider Flying Skulls airborne crawlers. These flying freaks possess exceptional speed and agility, capable of turning on a dime and hitting you with amazing accuracy. Luckily, they can often be sidestepped or dispersed with a few Shock Blasts before they deal any damage.

Manifestation Points:

Natural History Museum
Central Park Cemetery



Grave Fiend

Category: Class VI Reanimator

Type: Corporeal (dispersible)

Behaviors:

Attacks: Melee, Range, Rush
Weakness: Proton Stream

Notes: Known to haunt cemeteries and other, less official bone yards, Grave Fiends are semi-sentient, self-aware entities whose hatred and anger in life now fuels their malicious and highly antisocial behavior in death. Not a terribly imaginative or cunning fighter, your average Grave Fiend makes up for its simple nature by sheer volume, inhabiting as many interred skeletons and bodies as possible.

These dangerous entities prove that the living dead are not entirely the products of a fevered mind or a tired genre.

Contact Protocol: Grave Fiends are fierce fighters. They're not particularly smart, as they're more zombie than disembodied spirit, so they rely more on what remains of their primal instincts rather than formulating a plan of attack. They are fast, though, and make Boson Darts a bit less effective unless they're within close range. Use your Proton Stream, Slime Blower, or even Overload Pulse to put these pests down.

Manifestation Point:

Central Park Cemetery



Grave Monster

Category: Class VI Focused Animator

Type: Corporeal (dispersible)

Behaviors:

Attacks: Melee, Range, Berserk
Weakness: Proton Stream

Notes: Grave Monsters are creatures composed of animated cemetery debris, possessed by hellfire and driven by hatred of all things living. These are slower-moving, but exceptionally powerful creatures.

Defeating a Grave Monster is not easy. Their accumulated cemetery rubble gives them an additional layer of defense, allowing them to soak up a lot more damage than commonly expected.

Contact Protocol: Like golems or other large monster manifestations, Grave Monsters are tough, aggressive, and terribly frightening. Contact protocol remains the same for these as with other golems, however. Slowly disperse the Grave Monster's PK energy as you lure the monster to a wide-open area. Once you've dispersed half of its PKE, wrangle its lantern head off, and then finish dispersing its PKE with a few Boson Darts. As a bonus, wrangling off the lantern sometimes causes the Grave Monster to attack other nearby enemies.

Manifestation Point:

Central Park Cemetery



Hobo Ghost

Category: Class V Free-Roaming Vapor

Type: Ghost (must trap)

Behaviors:

Attack: Range
Weakness: Proton Stream
Dazed Duration: Moderate
Trap Resistance: Medium

Notes: The big city can take a toll on people, especially those on the fringes of society, and New York is no exception. Many of its wanderers and outcasts have met unfortunate ends, and some of them still remain, attempting to extend those unfortunate ends to others.

Contact Protocol: Even though Hobo Ghosts are Class V entities, these poor unfortunate souls are still not very threatening specters. Approach these like you would any other limited specter. Stay out of their range to avoid their projectiles, and employ a vanilla trapping technique—zap, cap, and trap.

Manifestation Point:

Times Square



GHOSTBUSTERS™
— THE VIDEO GAME —

Imprisoned Juvenile Slor

Category: Class VII Ectoplasmic Outsider

Type: Deity (supreme being)

Behaviors:

Attack: Range
Weakness: Slime

Notes: Somehow Shandor's cult, guided by Ivo himself, discovered a way to lure a young Slor from its home hell dimension into our world. More impressively they also managed to imprison that Slor within a ghost world pocket at the heart of Shandor's island mansion. Fueled by hatred, bile, and anger, and assisted by mechanical monstrosities of Shandor's own design, this captive Slor serves as the powerful guardian of the Lost Island's dimension-aligning Orrery machinery.

Contact Protocol: After you've finished gawking at the Slor, equip your Slime Blower. The Slor attacks in phases. During its first phase, he attacks by shooting lasers from floating eyes. Disperse the floating eyes with your Slime Blower to force the Slor into Phase 2. During its second phase, it begins a two-pronged attack, switching between a head slam and projectile Black Slime. Stay on the move to dodge its attacks and keep a constant stream of slime on the Slor's glowing forehead during Phase 2.

Manifestation Point:

Shandor's Island

Keyhead Monster

Category: Class VI Bi-Dimensional Attractor

Type: Corporeal (dispersible)

Behaviors:

Attacks: Melee, Range, Berserk
Weakness: Proton Stream

Notes: Closely related to other Bi-Dimensional Attractors, these golems have been bound to a will greater than theirs to serve as sentries tasked to eternally guard otherworldly portals and gates.

Contact Protocol: Aside from Shandor's Destructor form and the Juvenile Slor, these Keyhead Monsters are the largest foes you'll face. Though they are large, easy targets to hit, you have to fend them off in an extremely limited space. Keep ahead of them as you scramble around the Ecto-1 at the center of your mini-battlefield and pound them with Boson Darts. If they get too close, slow them down with your Stasis Stream, then create some distance by sprinting away. After whittling down a Keyhead Monster's PKE to less than 50 percent, engage your Capture Stream and wrangle off the key sitting atop its head. With the key gone, switch back to Boson Darts and take it down.

Manifestation Point:

Central Park Cemetery

Kitchen Flier

Category: Class I Inhabiting Swarmer

Type: Corporeal (dispersible)

Behaviors:

Attacks: Rush, Swarm, Suicide
Weakness: Shock Blast

Notes: These restless spirits have been driven to inhabit and control small kitchen utensils. Quick-moving but fairly weak, these Swarmers' insubstantial forms quickly fade back into the depths of the ghost world when dislodged from the objects they possess.

Statistically, kitchens are the location of a large number of injuries, especially when filled with swarms of attacking utensils.

Contact Protocol: Kitchen Fliers, like Dead Fish Fliers, are extremely weak, yet still bothersome. Use a device with a wide blast range like your Shock Blaster to disperse as many of them as possible with one shot.

Manifestation Point:

Hotel Sedgewick (first visit)

Kitchen Golem

Category: Class IV Bi-Dimensional Attractor

Type: Unstable (wrangle parts)

Behaviors:

Attacks: Melee, Berserk
Weakness: Proton Stream

Notes: Golems can bend objects to their will, manipulating them to form portions of their own physically manifested form. PK energy grants the golem the ability to reconstitute damaged or destroyed portions of its "body." This Kitchen Golem was formed from paranormally compromised items from the kitchen of a restaurant located in the Sedgewick Hotel.

Contact Protocol: You only encounter one Kitchen Golem in your grand adventure, but after facing one, you'll never want to face another again. Capable of teleporting short distances, rushing at impressive speeds, and dishing out a major amount of damage with a single blow, the Kitchen Golem is especially dangerous. Stay ahead of the Kitchen Golem as it chases you and turn around only to blast it with your Proton Stream. If it rushes you, dash past it in full sprint, then re-engage. Disperse its PKE until you're able to wrangle it apart and shake the ghost of Pappy Sargassi loose.

Manifestation Point:

Hotel Sedgewick (first visit)

Librarian Ghost

Category: Class IV Semi-Anchored Entity

Type: Ghost (must trap)

Behaviors:

Attacks: Range, Spawn
Weakness: Proton Stream
Dazed Duration: Moderate
Trap Resistance: Low
Special: Summons books

Notes: Dr. Eleanor Twitty was the head librarian of the New York City Public Library and overseer of its collection of ancient artifacts, stone tablets, and otherwise-forgotten parchments. In March 1924, Dr. Twitty went missing. The New York Police Department made every effort to find her, including repeated room-to-room searches of the underground library stacks where she was last seen, but she was never found—alive, that is.

Now she wanders the stacks of the New York City Public Library still organizing books and keeping louder library patrons shushed with a bony finger to the lips. By most reports she is still the same quaint and genteel-looking woman she was in life. Aggravate her, however, and she will transform into a rage-filled horror, and heaven help you if you have any overdue books.

Contact Protocol: The ghost of Eleanor Twitty, also known as the Gray Lady, has been haunting the New York City Public Library for years. As the Library's head haunter, she uses several different lower-level spooks like tools. After you corner the elusive specter, she surrounds herself in a protective shield generated by several floating book stands. Target the book stands first and destroy them. As you do, fend off her Book Bats with your Shock Blaster. Once all flying lecterns are destroyed, target the librarian directly and disperse her PKE with your Proton Stream.

Manifestation Point:

New York City Public Library



Marshmallow Mini

Category: Class V Manifesting Outworlder

Type: Corporeal (dispersible)

Behaviors:

Attacks: Melee, Range, Rush
Weakness: Boson Dart
Special: Spawn of Stay Puft

Notes: These Class V entities are the mischievous spawn of the Stay Puft Marshmallow Man, a not-so-tasty blend of corn syrup, water, gelatin, tetrasodium pyrophosphate, and evil.

Contact Protocol: Marshmallow Minis only manifest during encounters with Stay Puft. Because they are Stay Puft's direct spawn, they retain the same soft and squishy consistency as their maker. Contact protocol for Marshmallow Minis dictates that you use Boson Darts to detonate them from afar and keep them at a distance. If they swarm or surround you, they can be very difficult to shake off. They are made of marshmallow, after all.

Manifestation Point:

Times Square



Opera Diva Ghost

Category: Class IV Full-Roaming Phantom

Type: Ghost (must trap)

Behaviors:

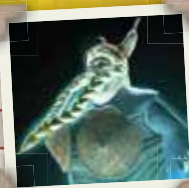
Attacks: Range, Rush
Weakness: Proton Stream
Dazed Duration: Moderate
Trap Resistance: Medium

Notes: In *RING!*, the popular and long-running Broadway adaptation of Wagner's epic opera cycle, Brunhilde was sung by world-renowned soprano Carlotta Caprizzi—her most famous role. The entire cast was killed when, in a burst of thunderous applause near the end of Carlotta's aria, the old and structurally questionable stage collapsed underneath them. These fat ladies never finished singing.

Contact Protocol: Opera Diva Ghosts are very similar to Hobo or Construction Worker Ghosts. Their arsenal of attacks is somewhat limited and they can be very slow to move. Use their slow speed to your advantage and blast them with your Proton Stream as they float around. When they swoop down and attempt to rush you, move out of their way and continue to wear them down. After wearing them down, cap them and trap them.

Manifestation Point:

Times Square



Paper Construct

Category: Class VI Transformed Composite

Type: Corporeal (dispersible)

Behaviors:

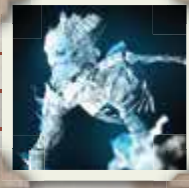
Attack: Melee, Range
Weakness: Proton Stream
Special: Can teleport

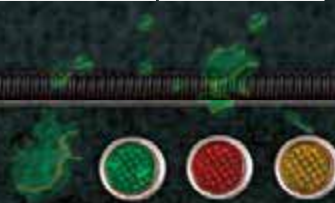
Notes: Drawn inexplicably to old libraries and archives, these malicious apparitions have been known to clothe their insubstantial forms with paper, books, tomes, parchments, and even ancient scrolls in order to manifest in and interact with the mortal world. Paper Constructs seem to be lesser manifestations that are controlled by more powerful entities. If only print was dead!

Contact Protocol: Don't be fooled by the Paper Construct's limited repertoire of attacks; they can shred you quickly if you don't shred them first. They possess blinding speed and have a tendency to teleport within attacking range when you least expect it. Use your Proton Stream and Boson Darts to fend them off. For a quicker way to deconstruct them, freeze them with your Stasis Stream, then shatter them with a Boson Dart.

Manifestation Point:

New York City Public Library



GHOSTBUSTERS™
— THE VIDEO GAME —**Pappy Sargassi, AKA
Angry Fisherman Ghost**

Category: Class III Roaming Animator

Type: Ghost (must trap)

Behaviors:

Attacks: Melee, Range, Rush
Weakness: Proton Stream
Dazed Duration: Moderate
Trap Resistance: Medium

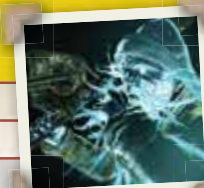
Notes: Descending from a long, proud line of seafarers and fishermen, Pappy Sargassi attempted to avoid the notoriously unlucky early deaths on the water that plagued his family by pursuing a more landlocked career. In 1950 he opened a restaurant, Sargassi's, and attempted to turn his back on the sea. In later years, he overcame his fear of the water and took up fishing.

His family's curse caught up with him—or he was the unluckiest fisherman who ever lived—and he died choking on a fish stick while being eaten by a great white shark.

Contact Protocol: Taking on Pappy Sargassi is actually very easy. After attempting to shake you in the hotel hallways, he eventually takes refuge in a mass of kitchen utensils and appliances by animating the Kitchen Golem. Refer to the Kitchen Golem's contact protocol to learn how to disperse it. Once you've destroyed the golem, Pappy pops free. Take him down using a standard zap, cap, and trap technique.

Manifestation Point:

Hotel Sedgewick (first visit)

**Possessed Human**

Category: Class III Possessor Host

Type: Possessor (slime neutralize)

Behaviors:

Attacks: Melee, Range, Rush
Weakness: Slime

Notes: Possessed Humans are innocent bystanders possessed and controlled by Class III Possessor Ghosts. Slime Blower use will drive Possessor Ghosts out of their human victims but beware, its lingering PK resonance is not enough to prevent Possessors from repossessing anyone already slimed.

Contact Protocol: Possessed Humans don't pose much, if any, real threat. Use your Slime Blower to drive the Possessor Ghost out of its human host, then get to work on the Possessor Ghost.

Manifestation Point:

Natural History Museum

**Possessed Statue**

Category: Class III Possessor Host

Type: Corporeal (dispersible)

Behaviors:

Attacks: Melee, Range, Rush
Weakness: Slime

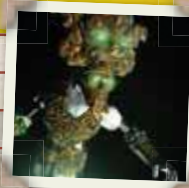
Notes: Possessor Ghosts can also possess and take control of some statuary and mannequins, and are thus often encountered in a wide variety of museums, as well as in far more clothing stores than one would reasonably expect.

Fortunately, possessing an inanimate, nonliving object like a mannequin or a statue binds the possessing spirit to that object. Not only is the ghost unable to leave, but it is also disrupted when the possessed object is destroyed.

Contact Protocol: Unlike Possessed Humans, Possessed Statues can't be evacuated by Possessor Ghosts, making the Possessed Statue the first and final vessel for the wandering specters. Many Possessed Statues carry ranged weapons capable of impaling you from great distances, so keep an eye out for ranged attacks as you approach. Once you're within range of your Slime Blower, hose them down and disperse their PK energy.

Manifestation Point:

Natural History Museum

**Possessor Ghost**

Category: Class VII Wandering Possessor

Type: Ghost (must trap)

Behaviors:

Attack: Range
Weakness: Proton Stream
Dazed Duration: Moderate
Trap Resistance: Medium
Special: Possess bystanders

Notes: Mrs. Myrnick, a pragmatist with a vision, opened the St. Nicholas Rehabilitation Mission for Wayward Angels. The mission took "fallen" and destitute women off the mean streets and cleaned them up, gave them hope, and trained them for "new" careers. St Nick's provided its desirable charges to the many gentlemen's club events, fraternity parties, and business conventions that occurred around the city on a regular basis, in return for considerable donations.

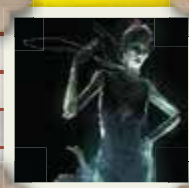
Shrewd Mrs. Myrnick could always spot an opportunity and knew that her "customers" could not afford to let word of their excesses get around: These were highly respected and upstanding men in the community, after all. She told them she was willing to remain discreet, for a sizeable donation.

Unfortunately, Mrs. Myrnick failed to realize the lengths some would go to preserve their reputation and one night, a gang of Pinkertons paid a visit to St. Nick's. Mrs. Myrnick's ghost (and those of her charges) has appeared in many fine establishments and hotels since 1923, but they tend to favor the Natural History Museum.

Contact Protocol: On their own, Possessor Ghosts aren't much different than other spooks. Their ranged attacks, however, are far more powerful than most enemies'. Take Possessor Ghosts down like you would the Beauty Queen Ghosts. Force them out of their human hosts with your Slime Blower, then zap, cap, and trap!

Manifestation Point:

Natural History Museum



Shandor the Architect

Category: Class VII Transformed Mortal Remnant

Type: Deity (supreme being)

Behaviors:

Attack: Throw
Weakness: Proton Stream
Special: Protected by mythical barriers

Notes: Though his early history is problematic and open to debate, it is known that Ivo Shandor was a medical doctor who performed a lot of unnecessary surgery, as well as an architect of some renown. After World War I, Shandor decided that society was too sick to survive. On June 6th, 1920, he started a secret society of Gozer worshippers, numbering nearly 1,000 and dedicated to bringing about the end of the world.

It is now known that Shandor and his followers researched heavily into the paranormal, especially in the areas of pre-Apocalypism and ectoplasmic hybridology. During the same time, Shandor apparently also made some serious connections within the Gozerian pantheon because, following his death, he has undergone a complete transformation and has become a major Gozerian power himself.

Contact Protocol: The battle with Shandor takes place in two phases. First you must shuffle him off the mortal...no, *really*. Shake him loose from the *mortal he currently possesses* by destroying the four short pillars feeding his PKE shield. Either wait for the pillars to open and recharge him, or use a Slime Tether to force them open and expose the green crystal inside. Once open, shatter the crystal inside the pillar with a Boson Dart.

After you destroy all four pillars, Shandor retreats to another dimension, dragging you along with him. Switch to your Meson Collider and start dispersing his PKE. Follow Shandor as he floats around the outside of the platform and wear him down. When he retreats to the center of the platform and tries to recharge, destroy the small pedestals that recharge him, then resume your attack on him.

Shandor uses several range attacks. During Phase 1, he unleashes a wide sandstorm attack that can easily be outrun. In Phase 2, destroy the boulders as he hurls them at you and sidestep the glowing spots on the ground to dodge his flame geysers.

Manifestation Point:

Central Park Cemetery



Slimer

Category: Class V Full-Roaming Vapor

Type: Ghost (must trap)

Behaviors:

Attacks: Throw, Rush
Weakness: Proton Stream
Dazed Duration: Long
Trap Resistance: Low

Notes: Sometimes called "Onionhead" or simply "the Mean Green Ghost," Ray purportedly named this creature "Slimer" specifically to annoy Peter (who still carries a long-standing distrust of the creature). Regardless of what he's called, this focused, non-terminal repeating phantasm personifies gluttony and is drawn to anything edible.

While this Class V, Full-Roaming Vapor isn't especially malicious, you don't want to be between him and a snack. Use caution when he's hungry, which is all the time.

Contact Protocol: Make no mistake about it, Slimer is a slippery sucker. He's not particularly aggressive, and even if he were, his rush and throw attacks inflict minimal damage. As long as you don't stand around too long, you'll have no problem zapping, capping, and trapping this little fellow.

Manifestation Points:

Firehouse
Hotel Sedgewick (first visit)



Sloth Ghost

Category: Class V Full-Roaming Cardinal

Type: Ghost (must trap)

Behaviors:

Attack: Range
Weakness: Proton Stream
Dazed Duration: Moderate
Trap Resistance: Medium

Notes: The Sedgewick Hotel traditionally auctioned off a Thanksgiving feast for an entire family and donated the proceeds to charity (usually the St. Nicholas Rehabilitation Mission for Wayward Angels).

In 1937, Arbison Morguncher, a wealthy but lonely epicurean, bid upon and won the feast. On Thanksgiving Day, he arrived to dine alone. The Sedgewick's manager protested that the feast was intended for more than 12 people, but Morguncher insisted that he be fed the entire meal. The Manager shrugged and finally relented.

Morguncher sat down and ate the entire meal, leaving not a crumb. "My compliments to the Chef" he said, seven hours later. Swallowing the last bite, he died from a gastric rupture due to massive overeating. Authorities later found a suicide note at Morguncher's home. It told that he intended to die while indulging his greatest fantasy.

Contact Protocol: Like Slimer, the Sloth Ghost is not much of a threat. Circle around the ghost to dodge his projectile vomit attack and wear him down with your Proton Stream, then cap him and trap him.

Manifestation Point:

Firehouse



Spider Crawler

Category: Class VI Vermin Entity

Type: Corporeal (dispersible)

Behaviors:

Attacks: Range, Poison, Swarm
Weakness: Shock Blast

Notes: A close relative of the Venom Crawler, Spider Crawlers are also physical manifestations of the vermin spirits, though of a different order. Encounters with these creatures have only been reported on the ghost plane, where they are usually the heralds of other, more dangerous powers.

Contact Protocol: Like most crawlers, the Spider Crawler is very weak. Blast the beasts with a Shock Blast or a Boson Dart to disperse them before they can reach you.

Manifestation Point:

Hotel Sedgewick (second visit)





GHOSTBUSTERS™

THE VIDEO GAME



Spiderwitch

Category: Class IV Elevated Remnant

Type: Deity (supreme being)

Behaviors:

Attacks: Melee, Range
Weakness: Proton Stream



Notes: This anonymous woman (the authorities never discovered her identity) spent several years in the '20s living in the Hotel Sedgewick. There, for purposes only known to herself and to her master, Ivo Shandor, she lured men into her rooms and then murdered them (though it's uncertain if they were killed before or after they were hung from the ceiling and drained of their blood).

As a reward for her efforts as a member of his inner circle, after her death, Shandor used his substantial powers to "elevate" her, creating the Spiderwitch. Now a terrifying spider-human fusion, she and her insectlike minions protect Shandor's interests in the strange, twisted plane that exists immediately between our world and the ghost world.

Contact Protocol: The Spiderwitch is a fierce fighter! She is extremely susceptible to your Proton Stream and often needs to scamper away to regenerate her PK energy. When she does, use your PKE Meter to locate her and interrupt her feeding with a Boson Dart. When she attempts to rush you head-on, back her away with a Boson Dart, then continue weakening her PKE. Fend off her Venom Crawlers as you chase after the Spiderwitch and finish her quickly before she manages to regenerate her PK energy.

Manifestation Point:

Hotel Sedgewick (second visit)

Stay Puft Marshmallow Man

Category: Class VII Outsider Avatar

Type: Deity (supreme being)

Behaviors:

Attacks: Melee, Throw, Spawn
Weakness: Boson Dart
Special: Spawns Marshmallow Minis



Notes: Once merely the cartoon mascot of the Stay Puft Marshmallow Corporation, Stay Puft became a giant marshmallow menace when Gozer, the powerful Sumerian god, forced the Ghostbusters to choose the form of his physical manifestation. Although they tried to clear their minds, Ray couldn't help but think of his favorite childhood icon. "It just popped in there," he said. Stay Puft was initially defeated when the Ghostbusters crossed their streams at Gozer's portal, resulting in total protonic reversal.

It's not certain why or how Stay Puft has returned, but without a portal to the ghost world handy, crossing the streams to defeat it again is probably not an option.

Contact Protocol: Stay Puft is a softy...physically, not mentally. During your battle with the big bag of marshmallow, focus your Proton Stream on his face. When he unleashes a small army of Marshmallow Minis from his mouth, scorch them before they reach you, then return to blasting Stay Puft in the face. When he gets too close, hit him with a few Boson Darts to knock him back down a few floors and continue attacking him with your Proton Stream.

Manifestation Point:

Times Square

Stone Angel

Category: Class V Minor Kinetic Animator

Type: Corporeal (dispersible)

Behaviors:

Attacks: Range, Rush
Weakness: Proton Stream, Wrangle Stream



Notes: Weaker entities possibly related to those at the heart of each Stone Gargoyle, these Kinetic Animators make up for their individual weakness by attacking in greater numbers.

Contact Protocol: Stone Angels are anything but heavenly. When they attack, they usually hover just out of reach and then immediately swoop down to inflict some damage. Either blast them with your Boson Dart as they swoop down, or rush out of the way to dodge their attack. To destroy them, either use the Slime Tether to slingshot them into a hard substance like a wall or the ground, or use your Capture Stream to slam them into the ground and bust them up.

Manifestation Point:

Central Park Cemetery

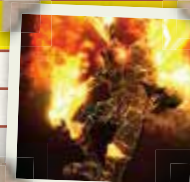
Stone Gargoyle

Category: Class VI Kinetic Animator

Type: Corporeal (dispersible)

Behaviors:

Attacks: Throw, Rush
Weaknesses: Proton Stream, Wrangle Slam



Notes: Created when normal stone gargoyles are inhabited by powerful ghost world entities, these Class VI Kinetic Animators possess all the inherent strength of their original stone, fortified by a large dose of PK energy. Stone Gargoyles are strong and dangerous but also susceptible to taking impact damage. All Class VI creatures are openly hostile to humanity and great care must be taken when dealing with them to minimize the risk to innocent lives.

Contact Protocol: Stone Gargoyles are difficult creatures to contend with. They often travel in small packs and can attack from the air, much like the Stone Angels. During your first encounter, rely solely on your Boson Darts to disperse them as they swoop in for the attack. During your second encounter with them on Shandor's Island, paint them with your Meson Collider, then pepper them with your Overload Pulse.

Manifestation Points:

Times Square
Shandor's Island



After several unpleasant encounters with Stone Gargoyles, we've found that the Capture Stream is another efficient way to dispatch the rocky rabble-rousers. Wrangle the Gargoyles with your Capture Stream, then smash them against a nearby object to turn them into stone dust.

The Chairman

Category: Class VII Ectoplasmic Entity

Type: Deity (supreme being)

Behaviors:

Attack: Range

Weakness: Proton Stream

Notes: Shandor and his cult made many powerful connections, perhaps none more so than NYC's most powerful business leaders and power brokers. Shandor used his dark abilities to help each of them at some stage of their careers, and they were indebted to him. They came together publicly as trustees of the Natural History Museum, and privately misused their influence to help Shandor implement and maintain his Mandala throughout the city.

When they died, they returned as guardians of the Mandala, and the Natural History Museum in particular. Their closeness to Shandor's evil regenerated them as ectoplasmic entities. The Chairman (formerly Cornelius Wellesly, Chairman of International Steel), wielded the most power when alive, and likewise is the most powerful in death, becoming one of Shandor's mightiest servants.

Contact Protocol: Contact protocol against the Chairman dictates that you not attempt to directly engage him during the entire fight. Instead, seal the Black Slime Portals that spawn Black Slime Fiends and Crawlers to force the Chairman to hold still. When he does, pelt the glowing spot on his chest with your Overload Pulse and dwindle his PK energy. When he retreats back underneath the platform, turn back to the corners and seal the new Black Slime Portals before they spawn more enemies. The faster you seal them, the faster the Chairman will come back out to play.

Manifestation Point:

Natural History Museum



Union Ghost

Category: Class IV Full-Torsoed Specter

Type: Ghost (must trap)

Behaviors:

Attack: Range

Weakness: Proton Stream

Dazed Duration: Moderate

Trap Resistance: Medium

Notes: A local Civil War unit, The New York 87th: "Thurbold's Wrongways," got lost on the way to battle, wandered in circles in the coldest winter in East Coast history, and eventually died of exposure only 30 miles from home. They now haunt the city, looking for battle. In the museum, it seems, they've found it.

Contact Protocol: Unlike the Confederate Ghost, the Union Ghost has a limited repertoire of attacks. Stay out of his range and use standard trapping protocol to put them away.

Manifestation Point:

Natural History Museum



Venom Crawler

Category: Class VI Vermin Dominant

Type: Corporeal (dispersible)

Behaviors:

Attacks: Poison, Range, Swarm

Weakness: Shock Blast

Notes: Venom Crawlers are physical manifestations of the vermin spirits that power Candelabrum Crawlers, having managed to breach the planar barriers and cross over to our world.

Being actual physical entities, Venom Crawlers are much more powerful—and dangerous—than their lesser forms and should be treated with caution.

Contact Protocol: Venom Crawlers are only dangerous if you allow yourself to get surrounded by them, or if you stand in place long enough to get hit by their projectile attacks. Otherwise, they can be easily dispersed by hitting them with a few Shock Blasts or hosing them with your Slime Blower.

Manifestation Point:

Hotel Sedgewick (second visit)

Shandor's Island



Webbed Fiend

Category: Class V Webbed Fiend

Type: Corporeal (dispersible)

Behaviors:

Attacks: Melee, Range, Rush

Weakness: Proton Stream

Special: Ambusher

Notes: Outwardly humanoid in appearance, Webbed Fiends can draw upon PK energy to alter their appearance in order to present a terrifying visage that can cause those with weaker wills to flee. As though they are trapped between two worlds, Webbed Fiends quickly transition between the ghost world and the physical world.

Just don't be there when they do!

Contact Protocol: Like most other fiends, these creatures are fast and furious. Unfortunately for them, they also share the other fiends' weaknesses. Circle around them as they attack and blast them with Boson Darts to disperse them.

Manifestation Point:

Hotel Sedgewick (second visit)



Menu	Introduction	Ghost Wrangling	Tools of the Trade	"Who You Gonna Call?!"	Field Guide: Walkthrough	Multiplayer Jobs	Supplemental Data: Unlockables
Disturbance Ground Zero	Welcome to the Sedgewick Hotel	Panic in Times Square	New York City Library	Museum of (Super) Natural History	Return to the Sedgewick	Lost Island Rising	Central Park Cemetery



GHOSTBUSTERS™
— THE VIDEO GAME —



FIELD GUIDE ADVENTURE WALKTHROUGH



No science is perfect. Not even the “indispensable defense science” of paranormal extermination. And after Ray’s Stay Puft incident seven years ago we decided that we needed to be prepared for unexpected surprises. Of course, that presented the challenge of preparing for the unexpected. We had no answer for that until we got a call to investigate a haunted Tarot reading tent on Coney Island. What we found was the spirit of a 16th century medium, Francesca Marcolino da Forli, haunting the Tarot deck! While the proprietor of the Tarot kiosk was a complete phony, the spirit inhabiting the deck was anything but. She was so happy to be released from her paper prison that she eventually agreed to help us prepare for future calls. And even though she’s not always 100 percent accurate—she’s batting 500, actually—we still rely on her to some degree. The following pages detail the adventure that lies ahead and was pieced together from fragmented readings, so we can’t be sure it’s completely accurate. Hey, it’s better than flying blind, right?





DISTURBANCE GROUND ZERO



It's a quiet night, not unlike any other, at the Natural History Museum. While one guard mans the security cameras, another is out on patrol. Suddenly the TV monitors pick up a strange flash of light. Slowly the light comes into view and the guard at his station recoils in fright as he witnesses what appears to be a free-floating, full-torso vaporous apparition strolling down the museum halls! The ghost rushes at the security camera and all screens go to static! With no real indication of what he just saw, the guard immediately contacts his partner on patrol to warn him that something is heading his way in the new Gozer exhibit.

Incredulous, the second guard disregards his partner's warning. All the while he's completely oblivious to the strange ceremonial masks coming to life as he passes them by. He continues his patrol while the security guard at the monitoring station informs him about Shandor, the man responsible for donating the Gozer artifacts to the museum. Just then the patrolman hears a scream emanating from the darkened museum halls!

Before he can react, a beautiful young woman comes storming out of the darkness with her arms full of books. She streaks past the perplexed patrol guard and makes a frenzied dash to the museum exit. The guard gives chase, but is no more than two steps into his pursuit before he realizes he's being chased, too!



A mysterious ectoplasmic pulse swells toward the guard and swallows him up. With nothing to stop the ectoplasmic wave, which originated in the Gozer exhibit, the mysterious disturbance flows out of the museum and into the New York City streets. It ripples through the entire city like a ghostly atomic explosion that reaches even the Statue of Liberty. This can only be one thing: A massive burst of psychic turbulence with a surge of hostile supernatural activity that is sure to follow.

ON-THE-JOB TRAINING: THE FIREHOUSE



- Water Fountain
- Cursed Artifact
- Easter Egg Achievement or Trophy location



Ghostbusters™ — THE VIDEO GAME —



GHOSTS ENCOUNTERED



Name: Slimer
Category: Class V Free Roaming Vapor
Type: Ghost (must trap)

Behaviors:

Attacks: Throw, Rush
Weakness: Proton Stream
Dazed Duration: Long
Trap Resistance: Low

Notes: Sometimes called “Onionhead” or simply “the Mean Green Ghost,” Ray purportedly named this creature “Slimer” specifically to annoy Peter (who still carries a long-standing distrust of the creature). Regardless of what he’s called, this focused, non-terminal repeating phantasm personifies gluttony and is drawn to anything edible.

While this Class V, Free Roaming Vapor isn’t especially malicious, you don’t want to be between him and a snack. Use caution when he’s hungry, which is all the time.



Name: Sloth Ghost
Category: Class V Free Roaming Cardinal
Type: Ghost (must trap)

Behaviors:

Attack: Range
Weakness: Proton Stream
Dazed Duration: Moderate
Trap Resistance: Medium

Notes: The Sedgewick Hotel traditionally auctioned off a family Thanksgiving feast for an entire family and donated the proceeds to charity (usually the St. Nicholas Rehabilitation Mission for Wayward Angels).

In 1937, Arbison Morguncher, a wealthy but lonely epicurean, bid upon and won the feast. On Thanksgiving Day, he arrived to dine alone. The Sedgewick’s manager protested that the feast was intended for more than 12 people, but Morguncher insisted that he be fed the entire meal. The Manager shrugged, and finally relented.

Morguncher sat down and ate the entire meal, leaving not a crumb. “My compliments to the Chef” he said, seven hours later. Swallowing the last bite, he died from a gastric rupture due to massive overeating. Authorities later found a suicide note at Morguncher’s home. It told that he intended to die while indulging his greatest fantasy.

FIRST-DAY JITTERS



Your first day on the job is not what you’d expect. The Firehouse, however, is exactly what you’d expect; It’s full of strange contraptions, otherworldly artifacts, and even a large green ectoplasmic entity in his own little ghost containment unit. When you arrive,

you find Dr. Spengler strapping a modified Proton Pack onto Dr. Stantz’s back. When Spengler mentions that the pack is set to 50 percent power to minimize possible tissue damage, Dr. Venkman suggests that you be the official guinea pig. After all, it’s your job.

Look, cool breeze, you’re new here. So you may have to help Janine around the firehouse sometimes. On occasion, stop by the answering machine on the second floor and listen to some of the messages from the locals or Peck. Between you and me, I just like to listen to them before they’re erased; they’re good for a laugh.



→ GHOSTBUSTER GAB



As you enter our...lair, stop and check out the little green spud, Slimer, in the containment unit. See the cards he’s holding? Yes, you guessed it. Those are my personal Sixth Sense cards. I used those to test whether a

subject possessed extrasensory perception. If the subject could “see” what was written on the back of the card I was holding, they received positive reinforcement. If they couldn’t, they received negative reinforcement in the form of a small electric shock. What? There were never any lasting effects from the shock. The test results were inconclusive, but oh, what fun it was!



Almost as soon as you put on a Proton Pack prototype, the Firehouse is shaken by a strange “psi-energy pulse” or “collected and centralized necromatic convulsion!” While you and the rest of the Ghostbusters try to figure out what just happened, Slimer breaks free from the containment unit. The pulse weakened the glass on his unit just enough to entice the little onionhead into busting out!

Oh well, there’s nothing like on-the-job training, so get to it! Run to the fireman’s pole near the arcade machines in the corner of the room and use it to slide down to the ground floor where Ray and Egon wait.



Water Break!

OK, so I know it’s barely your first day and all, and you haven’t really started bustin’ ghosts yet, but why wait to wet your whistle? The last thing you want to do is confront a nasty and be scared spitless. So before you join Dr. Stantz at the top of the steps, stop at the water fountain to his right and have a sip. Don’t say I never did anything nice for ya.



Make a left and follow Stantz down to the lower level where Slimer has been mysteriously drawn to the containment grid. As Slimer peeks through the containment grid’s viewer, take out your Neutrons Wand and do as Stantz says: hit the little green goo machine with a dose of your Blast Stream!

Just as you let the stream loose, Slimer dodges the blast. Unfortunately, the Blast Stream completely misses the troublesome ghost, and damages the containment grid instead. And, to make matters worse, your Blast Stream damaged the interspatial gasket in the containment grid and let loose another ghost in the Firehouse! Now you've got to wrangle Slimer and the Sloth Ghost, too.

Don't give it a second thought, rookie. Instead, follow Stantz into the basement where you'll begin cleaning up your ghoulish mess.



When you arrive in the basement, you find Slimer doing his thing. He happily zips around the basement leaving behind a trail of ectoplasm. Still, before you can cop the creepy critter, you must learn how to handle the Proton Pack and how to read the gauges on your equipment. Listen carefully to Dr. Stantz (or jump back to the "Ghost Wrangling" chapter of this manual for a refresher course), and then carefully take aim at Slimer so that your reticle lights up. When it does, zap the slimy spud to begin sapping his energy.

Follow Slimer around the basement, blasting it as you go, and continue to disperse his PKE—measured by the little circle of green bars that appears over your reticle when you target him. If your Proton Pack begins to overheat, vent it to keep it from shorting out, then resume your attack on Slimer. Stay on the move and dodge Slimer's slime-toss attack. If he nails you with it, it'll knock you off your feet. For the most part, however, Slimer will simply try to dodge your Blast Stream, so be persistent.

Just as you disperse Slimer's PKE to less than half, he decides he's had enough and makes a mad dash through the Firehouse wall. Slimer escapes once again, but your training isn't over yet. There's still the little matter of the other escapee ghost.



Almost as if on cue, the Sloth Ghost emerges from a basement cranny as Slimer escapes. Turn your wand on the new pest and let the protons fly! Like Slimer, the Sloth Ghost has a projectile attack of his own. Watch for the portly pest to lurch back as he prepares to heave a heavy stream of vaporous vomit at you. When he lurches back, move out of his line of sight! If you stand still, the Sloth Ghost will shower you with last millennium's lunch! The ghost's other attack is a rush attack; he'll rise into the air and speed toward and through you! To dodge this attack, press the jump button while moving left or right as he approaches.

Blast the Sloth Ghost until his PKE readings turn red (usually this occurs when a ghost's PKE has been dispersed to about 25 percent or one-quarter of the reticle circle). When it does turn red, either let the Capture Stream autoactivate, or activate it manually by pressing the top-left shoulder button. Once the Sloth Ghost is caught in your Capture Stream, sling him left and right, opposite the direction he is trying to escape, and build up your Slam Meter Charge. As soon as the Slam Meter Charge is full, press the Slam button to further weaken the fighting phantasm.



Of the Sloth Ghost's two attacks, his vomit projectile is the only dangerous one. Consider his charge attack more of a psychological terror tactic. As a matter of fact, you could let yourself get slimed by the charging Sloth Ghost to unlock an Xbox 360 Achievement or PlayStation 3 Trophy. Rest assured, you will only incur minimal, if any, damage. Don't worry, Venkman is living proof that one can get slimed and be perfectly OK the next day...after a few showers. Though calling Venkman "perfectly OK" might not be scientifically sound.



With the ghost reeling from your slam attacks, do as Stantz suggests and toss a trap! Locate the trap's guide beam and drag the ghost over it. Once the ghost comes into contact with the trap's detection light, the trap will spring open, emit a cone of light, and begin to suck the ghost into it. Of course, your prey won't go down without a fight, so keep your Capture Stream on the ghost and continue to wrangle the spirit in the direction opposite the way he's trying to flee. If he manages to escape the Trap Cone, slam the ghost again and draw him back toward the trap.

Continue the ghost tug-of-war until you capture the Sloth Ghost once and for all. Recover your trap and relish in your first victory against an ethereal being. Don't get too comfortable, though. The party for baggin' your first baddy is going to have to wait. You still have work to do. Have you forgotten about Slimer already?

➡ GHOSTBUSTER GAB



Hey newbie. Nice place isn't it? Before rushing off on your next mission, why not get to know the Firehouse a bit first? Go ahead stroll around the place. See that large painting leaning against the wall of the bottom

floor? Yeah, that's Vigo, a *real nasty* Carpathian warlock that we battled a few years ago! In fact, that there is the very painting that serves as Vigo's transdimensional prison. During our showdown with Vigo he possessed yours truly. I like to think that he was able to possess me not because I'm weak minded, but rather because I'm more open to the ethereal plane.

Oh, and while you're checking out the place, be sure to go down the fireman's pole. You know, to try it out!





GHOSTBUSTERS™

— THE VIDEO GAME —



WELCOME TO THE SEDGEWICK HOTEL



Slimer is still on the loose and is surely up to no good. If there is anywhere that little tub of goo is sure to go, it's his favorite haunt, the Sedgewick Hotel. When you're ready, walk up to the Ecto-1 to begin your next mission.

A COCKROACH ON TWELFTH



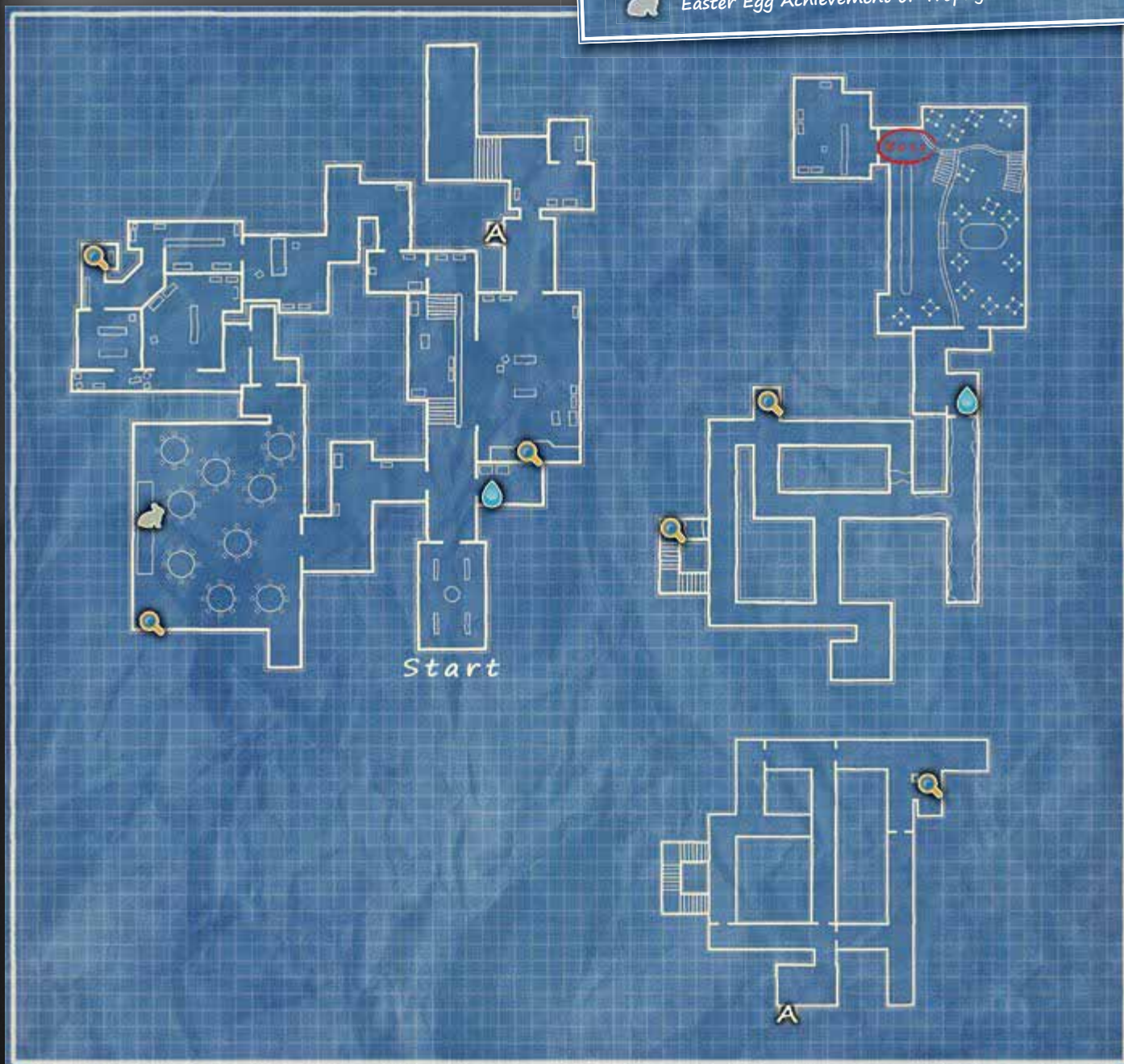
Water Fountain




Cursed Artifact



Easter Egg Achievement or Trophy location




➔ GHOSTBUSTER GAB



Nice digs, right? You know, coming back to this swanky place brings back a lot of memories. This is, after all, the very place where the Ghostbusters made their first kill...so to speak. Yes sir, on our first job, we came here, we saw, we kicked its...Well, as for Slimer, the little green tyrant didn't go down without a fight. He slimed me before we took him down. Hey, I didn't say they were all good memories.

GHOSTS ENCOUNTERED



Name: Bellhop Ghost


Category: Class III Animating Specter

Type: Ghost (must trap)

Behaviors:

Attacks: Melee, Range
Weakness: Proton Stream
Dazed Duration: Long
Trap Resistance: Low

Notes: While all grand old hotels have their dark secrets, the elegant Sedgewick Hotel has the others trumped. Ever since it opened in 1897, the Sedgewick has exuded an eerie atmosphere. An inordinate number of guests and staff have met untimely ends due to strange accidents and sometimes foul play. Most of them stay forever, drawn to an inexorable force that traps them in the Sedgewick's many corridors, suites, ballrooms, and service areas.
The spectral staff takes great care of the hotel, and they don't appreciate disturbances other than the ones they create themselves.



Name: Black Slime


Category: Class I Caustic Seep

Type: Environmental (inert)

Behaviors:

Weakness: Slime

Notes: Black Slime is encountered in locations of intersection between the real and the ghost worlds. It is a dangerous substance formed of ectoplasm supersaturated with negative energy. Black Slime is incredibly caustic and will cause severe damage to anyone heedless enough to come into contact with it.
Based on its spectral resonance echo, Black Slime also appears to function as a conduit for PKE energy and could, if saturated with enough spiritual energy, conceivably act as a ghost portal.



Name: Candelabrum Crawler


Category: Class II Vermin Imprinter

Type: Corporeal (dispersible)

Behaviors:

Attacks: Range, Swarm
Weakness: Proton Stream

Notes: Candelabrum Crawlers are powered by swarming little vermin spirits who animate seemingly innocent light fixtures and turn them to sinister purpose. These spirits, primarily the imprint of an animal life force that once existed in our physical world, take over simple objects and then force them into a rough copy of their original physical form.



Name: Dead Fish Flier


Category: Class I Inhabiting Swarmer

Type: Corporeal (dispersible)

Behaviors:

Attacks: Rush, Swarm, Suicide
Weakness: Proton Stream

Notes: These minor spirits seem to be subservient to a greater entity's will and have been driven to protect it by possessing and controlling a variety of fish market castoffs. Like other Class I Swarmers, Dead Fish Fliers are quick but fairly weak creatures that, once disrupted, quickly fade back into the depths of the ghost world.



Name: Ectoplasm


Category: Class I Supernatural Secretion

Type: Environmental (inert)

Behaviors:

Weakness: Scan only

Notes: A thick, slimy substance, ectoplasm is formed when ghosts interact with the physical world. Usually seen as a viscous, mucuslike slime, ectoplasm has also been encountered in mistlike and even crystalline forms.



Name: Ectoplasmic Residue


Category: Class I Supernatural Secretion

Type: Environmental (inert)

Behaviors:

Weakness: Scan only

Notes: Ectoplasmic Residue identifies areas of paranormal contact or interaction. While some ectoplasm can be seen with the naked eye, Ectoplasmic Residue can only be seen while using the PKE Meter-enhanced Paragoggles.



Name: Kitchen Golem

Category: Class IV Bi-Dimensional Attractor

Type: Unstable (wrangle parts)

Behaviors:

Attacks: Melee, Berserk
Weakness: Proton Stream

Notes: Golems can bend objects to their will, manipulating them to form portions of their own physically manifested form. PK Energy grants the golem the ability to reconstitute damaged or destroyed portions of its "body." This Kitchen Golem was formed from paranormally compromised items from the kitchen of a restaurant located in the Sedgewick Hotel.



GHOSTBUSTERS™

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	Name: Pappy Sargassi, AKA Angry Fisherman Ghost
	Category: Class III Roaming Animator
	Type: Ghost (must trap)

Behaviors:

Attacks: Melee, Range, Rush
Weakness: Proton Stream
Dazed Duration: Moderate
Trap Resistance: Medium

Notes: Descending from a long, proud line of seafarers and fishermen, Pappy Sargassi attempted to avoid the notoriously unlucky early deaths on the water that plagued his family by pursuing a more landlocked career. In 1950 he opened a restaurant, Sargassi's, and attempted to turn his back on the sea. In later years, he overcame his fear of the water and took up fishing.

His family's curse caught up with him—or he was the unluckiest fisherman who ever lived—and he died choking on a fish stick while being eaten by a great white shark.

	Name: Slimer
	Category: Class V Free Roaming Vapor
	Type: Ghost (must trap)

Behaviors:

Attacks: Throw, Rush
Weakness: Proton Stream
Dazed Duration: Long
Trap Resistance: Low

Notes: Sometimes called "Onionhead" or simply "the Mean Green Ghost," Ray purportedly named this creature "Slimer" specifically to annoy Peter (who still carries a long-standing distrust of the creature). Regardless of what he's called, this focused, non-terminal repeating phantasm personifies gluttony and is drawn to anything edible.

While this Class V, Free Roaming Vapor isn't especially malicious, you don't want to be between him and a snack. Use caution when he's hungry, which is all the time.

OLD HABITS DIE HARD... OR NOT AT ALL



When you arrive at the Sedgewick Hotel, your good friend the hotel manager is quick to greet you at the door. He reports that Slimer is back to his old tricks again on the twelfth floor and demands a full refund for services previously rendered—unsatisfactorily. As always, Peter is quick to remind him of the fine print on the hotel's Ghostbusters invoices. The Sedgewick's warranty on rehaunting expired some time ago, giving you green light to go grab the green goo ghost.

Follow the other three Ghostbusters into the hotel. Slimer is a slippery little spirit, so keep your head on a swivel.

Water Break!

Whoa there, tiger!
Hold up a sec, before setting out like Captain Ahab! Tell ya what, why dontcha swing a right after meeting with the hotel manager and sneak away for a quick drink? Of water! A quick drink of water! There's a fountain just right of the main lobby in a room with some vending machines. And can you grab me some Doritos while you're at it? Thanks.



At the elevators, the Ghostbusters split up. Egon goes his own way to continue taking readings around the building, while Ray and Peter make a beeline to the twelfth floor. Follow the duo to the elevators. As the doors open, a beautiful young woman steps off the elevator. It's the same woman who fled from the museum earlier! What a coincidence. The young lady cleverly brushes off Peter's come-on and continues about her business.

Hop on the elevator with your new co-workers and take a quick ride up to the twelfth floor. Immediately upon exiting the elevator, Peter opens fire on a passing bellboy! The Proton Stream grazes the bellboy's luggage rack and completely misses him altogether. Follow Ray along the hotel halls as they wend around the twelfth floor. Just as you approach the stairs on your left, you're assaulted by flying luggage from the stairs! Let loose the Proton Stream and destroy the luggage before it hits you and knocks you off your feet!

GHOSTBUSTER GAB



OK, so we have a propensity for unleashing the Proton Stream on unsuspecting hotel workers! So sue us. Actually, the hotel maid we met on our first visit already sued us for firing our wands at her. It wasn't pretty. There's something about this place that makes us feel jumpy...and so funky.



After the luggage barrage stops, continue following Stantz down the hall. Eventually, you find the speedy spirit scarfing down leftovers on a room service tray. Sneak up to the slimy slob and blast him with your Proton Stream! Follow the little spud as he dashes farther down the hall and through a wall. He gets away again, but not before you've dispersed a little bit more of his PKE.

Slimer doesn't disappear without a trace, though. As he exits through the wall, he leaves his ectoplasmic signature on the wall. Do as Ray says and equip your Paragoggles and PKE Meter. Walk up to the slimed wall and scan it to get a more detailed reading.

Keep your PKE Meter out and use it to follow Slimer. Turn right at the slime-stained wall and follow Stantz through the doors into the next hallway, then make a right at the end of the hall. The PKE Meter should continuously spike red as you saunter down the hall, hot on Slimer's trail.

Near the hallway's end, turn your PKE Meter to the tall vase sitting on the table along the right wall. Wait for the PKE Meter's center circle to turn bright green, then scan it. When you do, you draw out the sneaky spook from his hiding place. Slimer realizes you've found him, vacates his vase, and then dashes down the hall in another attempt to escape. Quickly turn around and scan the squirrely ghost to add him to your Spirit Guide before he speeds down the hall again.

Clearly, catching this ghost is going to take a while. Once again, continue your trek through the twelfth-floor hallways and give chase.

Ray's Occult Road Show

Hold your horses, cadet! I've detected an unclassified inanimate object in a state of psychokinetic possession! Follow me down the hall with your PKE Meter ready. Make a right at the intersecting hallway and wave your meter over the area with the ice and vending machines. There you'll find your first Cursed Artifact, the Gustav Self-Service Tray! Scan it and bag it. I'll study it later when we get back to the firehouse. What a find!



Just before entering the next hallway, you get a distress call from Peter! He's been slimed...again! Bust through the doors on your right, then dash down the hall toward Venkman. Follow the Venkman icon at the top right of your screen. Run down the hall after busting through the door, make a right at the first intersecting hall, then make a quick left to find Peter lying on the floor covered in Slimer's glowing goo.

Help Peter to his feet. Wait for Peter to finish ranting about getting slimed again, and listen for a call over the radio from Egon. He urges you and the other two Ghostbusters to meet him in the lobby. Slimer is on a rampage...and he's got company! Call the elevator on the left and hop in!

Back on the bottom floor of the hotel, things are starting to get messy. Slimer and his new pals are running amok (a muck?): Step out of the elevator and follow the other Ghostbusters to the main lobby.



Ray's Occult Road Show

Listen! Do you smell something? According to the PKE Meter, there is another Cursed Artifact somewhere nearby. Whip out your PKE Meter and strap on your Paragoggles because this one looks like it's a doozy! After exiting the elevator follow the PKE readings across the lobby to the reception desk. There, you will find a haunted brass service bell for your growing collection. Aim your PKE Neutrons Wand at it, lock on, and scan the sucker.



The lobby is exploding with psychokinetic energy! Slimer's been joined by several Bellhop Ghosts. Take aim at the ghosts as they zip and zoom by and begin dispersing their PKE. The fight against the ghostly quartet is not much different than your battle against the Sloth Ghost back at the firehouse. As you unleash your proton stream, the ghosts counterattack by throwing objects at you. Dodge their attacks by jumping out of their way, while focusing on the ghosts. Leave Slimer alone for now; he's just going to give you the slip anyway. Instead, weaken the Bellhop Ghosts one at a time.

If you lose track of one of the unholy hotel haunters, switch your focus to another nearby ghost. He won't get far with your comrades also in the fight, so don't worry about losing any of the ghoulies. Besides, they're Bellhop Ghosts, they tend to stick around the main lobby. Once you've weakened one of the ghost's PKE sufficiently, immediately begin slamming him into the walls. They're not tough fighters so you should be able to slam 'em, cap 'em, and trap 'em in one try.

After taking down two of the Bellhop Ghosts, turn your attention to Slimer. Help the rest of the 'Busters stick it to the slime machine and chase him out of the lobby. As is his custom, he zips away before you can drop a trap. Unfortunately, so do the remaining Bellhop Ghosts. The Sedgewick Hotel is still not safe, and to make matters worse, the ghosts have split up!



THAT WASN'T SUCH A CHORE!

Egon and Ray take off after the Bellhop Ghosts, leaving you and Peter to hunt down Slimer. Follow Peter to the Alhambra Ballroom where Slimer seems to have retreated. Because of your first encounter with Slimer at the Sedgewick Hotel, the manager is wary about letting you into the ballroom. With the Rodriguez bar mitzvah set to start in a half hour, he refuses to let you in. Good thing for you (and the hotel), Venkman knows an alternate entrance to the ballroom! Follow your co-worker back to the main lobby. Hug the left wall and approach the kitchen entrance on the left.





GHOSTBUSTERS™

THE VIDEO GAME



➔ GHOSTBUSTER GAB



In case you didn't know what I was talking about just now, the Ellis Island incident I was referring to took place two years ago. You see, Venkman frequently complains about his uninvited contact with Slimer's ectoplasmic nature, but he often forgets how powerful that "slime" can be. During one paranormal predicament, we used positively charged ectoplasm to bring the Statue of Liberty to life. Actually, to say we brought it "to life" may be misleading. In actuality, we simply used the positively charged ectoplasmic secretions to animate the statue. No actual spiritual infusion took place. Not *that* day, anyway.



The main kitchen leads directly to the Alhambra Ballroom, where Slimer has holed himself up. Traipse into the kitchen and equip your PKE Meter. Slowly follow behind Peter. When you reach the first table, stop and look toward the black stains on the nearby wall.

The pots and pans suddenly begin to levitate and Peter gracefully relinquishes the lead to you. Take point and walk toward the Black Slime on the wall. Scan it with your PKE Meter, then turn right to go farther into the kitchen.

Enter the next room in the kitchen, just to your left. As you do, the ethereal forces in the kitchen try to spook you away by knocking shelves into you. Don't let them distract you from your mission. Keep trekking into the kitchen and go through the black double doors on the left. Before you can cross the large room, you're accosted by a new ghost. He flings flying dead fish at you! Take aim at the flying fish and blast 'em!



They're dispersible entities, so there's no need to drop a trap. Simply take aim with your Neutrona Wand and cook the creepy fish! Circle around the room's edges to keep from getting surrounded and blast the nearest fish first. If they get too close, they'll kamikaze into you!



When you've cleared the room of dead fish, continue your journey through the kitchen. While you were busy frying fish, the mysterious ghost blocked your path with a large steel refrigerator unit. Use your Capture Stream to lift the appliance into the air and move it out of your way.



Ray's Occult Road Show

Hold the phone, soldier! Before you set out to capture our resident rabble-rouser, take a moment to find another artifact in a state of psychokinetic discoordination. After moving the large refrigerator out of your way, make a quick right and follow the signage on the walls toward



the Generator Room. Just outside the Generator Room doors is a small, obviously-not-to-scale, replica of our favorite Gozerian avatar, the Stay Puft Marshmallow Man. Why couldn't he be this size when we encountered him? Scan it and bag it!

Resume your journey through the kitchen and turn left after removing the refrigerator. Follow Peter out of the kitchen and into the Alhambra Ballroom.



Welcome to the Alhambra Ballroom, recruit. This is Slimer's favorite haunt. Unfortunately, it's also the venue for many large celebrations. Today, it's supposed to host the Rodriguez Bar Mitzvah. Why not help the Rodriguezes with their menu and get an Xbox 360 Achievement or PlayStation3 Trophy while you're at it? For more information on how, skip to the Supplemental Data chapter.

You've finally caught up to Slimer, but he's ready for you! As you and Peter waltz into the ballroom, Slimer gracefully glides out from behind the bar. He swoops down on the Rodriguez's cake and begins to scarf it down with both hands. When he does, open fire with your Neutrona Wand. Slowly approach the gluttonous green ghost as you carefully whittle down his PKE.

Follow Slimer around the ballroom, blasting him as he dashes left and right. If he eludes you, take out your PKE Meter and follow the readings to his hiding spot. Once you've located the pesky poltergeist, coax him out of his hiding spot with a blast from your Proton Stream.



As scientists, we must make use of all our skills. One of those skills is our keen sense of observation. When Slimer seeks refuge, he always does so under something that can easily be destroyed. If you'd rather not rely on your PKE Meter—though I can't see why not—look for wobbly tables to better discern where Slimer is hiding.



Continue peppering the pest until he's ready to get slammed. When his PKE turns red, use the Capture Stream to grab him, then yank him around to build up your Slam Meter charge. Slam the spunky spud to daze him and toss your trap! Wait for Venkman to engage Slimer in his Capture Stream as well, then move the ghost toward the trap. Once Slimer is as snug as a bug in a prison rug, recover your trap!



Ray's Occult Road Show

Great job, junior! You've officially bagged Slimer without getting slimed! Now continue the good work by locating another piece of paranormal paraphernalia. Walk up to the bar where Slimer was originally hiding, near the far right corner of the ballroom, and blast the right side of the wall behind it with your Proton Pack. You'll expose a hidden passage that leads directly to a haunted old-fashioned suitcase! The only trip this case is taking is to the firehouse. Sweet find!

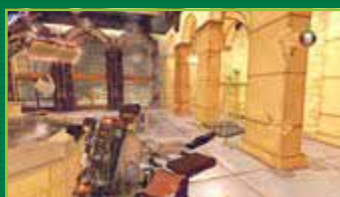


The dance in the Alhambra Ballroom wasn't graceful at all. When the hotel manager storms into the ballroom, he nearly swoons when he sees the damage. Still, Slimer is officially out of his hair. But your job is still not done. You've still got to contend with the remaining Bellhop Ghosts and the mysterious fish-tossing specter!

Exit the ballroom and rejoin the rest of the guys in the main lobby. The Bellhop Ghosts have returned! Take aim at the nearest one and let loose your Proton Stream. There's only a pair of poltergeist porters remaining, so leave one to your partners and focus on the second. Stay alert! Either dodge the debris the bellhop flings at you or blast through him with your Proton Stream.



It stands to reason that if you want to be successful, you'll need the assistance of your fellow Ghostbusters. While engaged in battle with the ghostly porters, keep an eye out for assistance calls from downed Ghostbusters. After all, we can't help you fight if we're on our backs.



Stay on your ghost's psychokinetic tail until his PKE reads red on your reticle. When it does, snag it with your Capture Stream, slam him, then trap him! With one ghost out of the way, you're free to join the other Ghostbusters in taking down the second Bellhop Ghost.

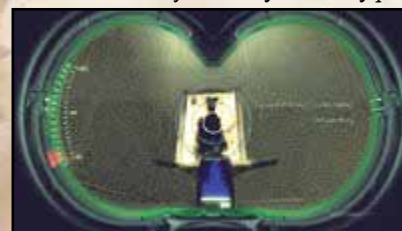
You've caught Slimer and cleared the Sedgewick of all bellhop hauntings. Things are starting to look up.

Just as you're settling the account with the manager, though, the Angry Fisherman Ghost dashes out from around the corner and swoops by like a crazed marlin! Leave Peter and Ray behind and go with Dr. Spengler to chase after the Angry Fisherman. As you climb the steps, the Fisherman hooks the staircase and collapses it between you and Egon! You're on your own, cadet. Egon tosses you his trap and lets you go after the angry angler on your own.



Ray's Occult Road Show

Excellent! This is just the thing! After climbing the steps with Egon, make a sharp right and go up the steps a bit more. Just before reaching the broken gap in the stairs above, take out your



PKE Meter and scan the painting on the wall. The possessed painting is full of paranormal history. Plus, I think it'll look great at my store, Ray's Occult Books.

After getting separated from Spengler, make a right and investigate the hall. Make a left at the corner and slowly traipse farther down the hall. You'll draw out the Fisherman Ghost...and a surge of psychokinetically charged seawater! The Fisherman fiend rides the wave of ghostly water past you and knocks you off your feet!



Ray's Occult Road Show

Wow. What a ride! It reminds me of when I was a part of an unexplained undersea mass sponge migration! Anyhow, when you finally get back to your feet, you'll find yourself well past the stairs you took. Turn around again and go back down the same hall. This time, follow the hall until you reach the first intersecting hall and make a left. Make another left



at the next T-intersection, then a right. Blast through the furniture debris and follow that hallway to its end. There you'll find a most interesting artifact, the Toaster of Sight's Unseen!



GHOSTBUSTERS™

THE VIDEO GAME



Once you've recovered from the Fisherman's first attack, equip your PKE Meter and follow the readings back to the main hallway. From the stairs, make a right, then a left (pass the first left you took to find the toaster), and saunter all the way to the end of the hall. Turn right toward the elevator room and scan the candlestick holder hanging on the wall. When you do, it comes to life and attacks! Unleash your Proton Stream and disperse the crawling candlestick cretins.

Do an about-face and retreat out of the elevator room. Keep your Neutrona Wand aimed low to obliterate the attacking candelabra. In between candelabra attacks, equip your PKE Meter and follow it back down the hall to the drink vending machines (beyond where you found the toaster). Scan the blue vending machine to bait the Fisherman into coming out of his hiding spot, then resume your attack on the haunted candlestick creatures.

When the angler specter exits the vending machine, he dashes past you and down the hall. Turn around and use your PKE Meter to follow the troublesome trawler. If you encounter more candlesticks, switch to your Proton Pack and light 'em up! The PKE readings lead you to another elevator room where the doors mysteriously slide open, letting the ghostly water drain down the elevator shaft. You're getting close. Make a right and enter Sargassi's Restaurant for your final showdown.



Water Break!

Whatever you do, don't drink the seawater. I learned that lesson at a very young age while visiting the Jersey Shore. If you are thirsty, though, stop by the water fountain just outside of Sargassi's restaurant. It's hidden in a small niche in the wall opposite the elevator doors. Just look right as soon as you enter the elevator lobby. You'll be glad you listened to me.



Immediately upon entering the restaurant, look high and locate the Fisherman spirit. He's got a ghostly fishing rod, but you're packin' a Positron Collider. Advantage: you. Greet the angler with a blast from your Proton Stream and begin whittling down his psychokinetic energy. Hold off Pappy with your Proton Stream while dodging his attacks. Leap out of the way of his range and rush attacks, and stay ahead of him to keep out of his melee range.

Eventually, the other three Ghostbusters manage to join the fun and storm into the restaurant, Proton Packs at the ready! Unfortunately, by that time, Pappy Sargassi has retreated into the kitchen. Take out your PKE Meter and follow him to the kitchen entrance. Before you can reach the doors, Pappy storms out, ready to do battle in his new form, a Class VI Bi-Dimensional Attractor Kitchen Golem!



Back away from the door as soon as the Kitchen Golem storms out. Lure the killer collection of kitchen appliances to the center of the restaurant where all of the Ghostbusters can get a clean shot at the creature. Keep your stream focused on the possessed pile of pots and pans as you backtrack around the room. If the creature picks up speed and rushes you, sidestep it and resume your attack.

Use the restaurant's size to your advantage. Speed around the room, staying ahead of the golem as you blast away at him. Don't let it get too close or you'll get knocked off your feet...or worse. Instead, stay nimble and on the move constantly! If the golem teleports to your location, let your teammates whittle him down while you speed to the other side of the restaurant.



It's your first day on the job, kid, so don't do anything crazy. If the Kitchen Golem is barreling down on you, don't just stand there like a deer in headlights. Turn around and run! There's no shame in running away from a ghost, golem, or whatever, as long as you gain some distance between you and your attacker. Trust me, we've all done it at some point. Well, there was that one time when I froze in my shoes as a ghost train sped through me.... Not my proudest moment.



Once you've completely dispersed the golem's PKE, nab him with the Capture Stream and slam him to shake Pappy Sargassi out of his paranormal psychoprotective shell. The golem falls to pieces exposing the Fisherman Ghost again! Waste no time! Lock on to the ghost, slam him to weaken him, then toss out a trap. With your combined efforts, the fisherman ghost should go down without a snag.



PANIC IN TIMES SQUARE



As the saying goes, “there’s no rest for the wicked.” Even though it usually means that the wicked shall forever be tormented, in New York it means that the wicked never take a day off. And that goes double for the people that hunt the wicked. No sooner do you and the other Ghostbusters wrap things up at the Sedgewick Hotel, than Zeddemore finally arrives at the hotel steps with an old “friend” in tow.

As you emerge from the hotel’s front doors, you can see a familiar sight adorning the New York landscape—the Stay Puft Marshmallow Man!

GHOSTBUSTER GAB

Yeah, about that “it wasn’t me this time” comment I made to Egon. Let me explain. You see, I might have been just slightly at fault the last time we met with the Stay Puft Marshmallow Man. During our confrontation with Gozer we were given the choice to select the form Gozer would take. While the other guys immediately cleared their minds of all thought, I tried to come up with the most harmless thing I could think of—the Stay Puft Marshmallow Man! It didn’t work out so well.

WELCOME TO SLIME SQUARE



Water Fountain



Cursed Artifact



Easter Egg Achievement or Trophy location





Ghostbusters™

— THE VIDEO GAME —



GHOSTS ENCOUNTERED



Name: Black Slime
Category: Class I Caustic Seep
Type: Environmental (inert)

Behaviors:

Weakness: Slime

Notes: Black Slime is encountered in locations of intersection between the real and the ghost worlds. It is a dangerous substance formed of ectoplasm supersaturated with negative energy. Black Slime is incredibly caustic and will cause severe damage to anyone heedless enough to come into contact with it.

Based on its spectral resonance echo, Black Slime also appears to function as a conduit for PKE energy and could, if saturated with enough spiritual energy, conceivably act as a ghost portal.



Name: Black Slime Portal
Category: Class I Transdimensional Conduit
Type: Corporeal (dispersible)

Behaviors:

Attack: Spawn
Weakness: Slime

Notes: These conduits or dimensional rips provide temporary and highly unstable portals between our world and the ghost world. It is not known if these portals are formed in especially dense pockets of Black Slime or if the portal forms first and the Black Slime follows through the resulting weakened dimensional intersection. Either way, these conduits are inextricably tied to Black Slime and the neutralization of surrounding Black Slime has been known to close the Black Slime Portal as well.



Name: Construction Worker Ghost
Category: Class III Animating Specter
Type: Ghost (must trap)

Behaviors:

Attacks: Melee, Range
Weakness: Proton Stream
Dazed Duration: Long
Trap Resistance: Low

Notes: Skyscraper and bridge construction crews: brave souls that, since the evolution of the Manhattan skyline, have met their fates in terrible accidents. They've fallen from great heights, been crushed by swinging steel, drowned in vats of setting concrete, and been scalded by hot pitch.

The city is built on the bones of these victims of on-the-job construction accidents. Now they've all found new careers in deconstruction.



Name: Hobo Ghost
Category: Class V Free Roaming Vapor
Type: Ghost (must trap)

Behaviors:

Attack: Range
Weakness: Proton Stream
Dazed Duration: Moderate
Trap Resistance: Medium

Notes: The big city can take a toll on people, especially those on the fringes of society, and New York is no exception. Many of its wanderers and outcasts have met unfortunate ends, and some of them still remain, attempting to extend those unfortunate ends to others.



Name: Marshmallow Mini
Category: Class V Manifesting Outworlder
Type: Corporeal (dispersible)

Behaviors:

Attacks: Melee, Range, Rush
Weakness: Boson Dart
Special: Spawn of Stay Puft

Notes: These Class V entities are the mischievous spawn of the Stay Puft Marshmallow Man, a not-so-tasty blend of corn syrup, water, gelatin, tetrasodium pyrophosphate, and evil.



Name: Opera Diva Ghost
Category: Class IV Full-Roaming Phantom
Type: Ghost (must trap)

Behaviors:

Attacks: Range, Rush
Weakness: Proton Stream
Dazed Duration: Moderate
Trap Resistance: Medium

Notes: In *RING!*, the popular and long-running Broadway adaptation of Wagner's epic opera cycle, Brunhilde was sung by world-renowned soprano Carlotta Caprizzi— her most famous role. The entire cast was killed when, in a burst of thunderous applause near the end of Carlotta's aria, the old and structurally questionable stage collapsed underneath them. These fat ladies never finished singing



Name: Stay Puft Marshmallow Man
Category: Class VII Outsider Avatar
Type: Deity (supreme being)

Behaviors:

Attacks: Melee, Throw, Spawn
Weakness: Boson Dart
Special: Spawns Marshmallow Minis

Notes: Once merely the cartoon mascot of the Stay Puft Marshmallow Corporation, Stay Puft became a giant marshmallow menace when Gozer, the powerful Sumerian god, forced the Ghostbusters to choose the form of his physical manifestation. Although they tried to clear their minds, Ray couldn't help but think of his favorite childhood icon. "It just popped in there," he said. Stay Puft was initially defeated when the Ghostbusters crossed their streams at Gozer's portal, resulting in total protonic reversal.

It's not certain why or how Stay Puft has returned, but without a portal to the ghost world handy, crossing the streams to defeat it again is probably not an option.



Name: Stone Gargoyle
Category: Class VI Kinetic Animator
Type: Corporeal (dispersible)

Behaviors:

Attacks: Throw, Rush
Weaknesses: Proton Stream, Wrangle Slam

Notes: Created when normal stone gargoyles are inhabited by powerful ghost world entities, these Class VI Kinetic Animators possess all the inherent strength of their original stone, fortified by a large dose of PK energy. Stone Gargoyles are strong and dangerous but also susceptible to taking impact damage. All Class VI creatures are openly hostile to humanity and great care must be taken when dealing with them to minimize the risk to innocent lives.

ONE S'MORE TIME



Something has stirred the supernatural pot and reanimated the Stay Puft Marshmallow Man. He stomps, squishes, and goops up everything in his way. But he's not stomping about town without purpose; he's looking for something...or someone. By the time you exit the hotel, Stay Puft has ravaged the city, creating a near-impassable ocean of debris on all of the city streets.

Follow behind the Ecto-1 to close the gap between you and your skyscraper-sized prey. After a few yards, you'll come across a blockade of cars. Hold your position and wait for the marshmallow monster to manifest little minions. The Marshmallow Minis are swift creatures. They rush you like attack dogs and swarm around you like bees. Open up on them with your Proton Stream and disperse the little bags of goo. They're dispersible, so there's no need to trap them.

Fend off the first wave of Marshmallow Minis, then turn toward Stay Puft. He picks up a flaming car and throws it at you in a fit of squishy rage! Luckily, his throw is as soft as his belly and the car comes crashing down on the taxi that was blocking your path. He did you a favor; how sweet!



Step around the debris, through the newly cleared path, and lead the way with your Neutrons Wand ready. Keep the Ecto-1 close behind you and take aim at your new play pals, the Hobo Ghosts. Whatever is throwing the ethereal balance off-kilter has not stopped at old friends like Slimer and Stay Puft. It's also reanimated fresh batches of ghosts for you to bust. The Hobo Ghosts are quick, sneaky, and very aggressive. When they come rushing overhead, shoot them with your Proton Stream and begin to weaken their PKE.

Don't use your handheld traps to imprison them. Instead, help the 'Busters test out their new Super Slammer trap. Ray recently installed it on the Ecto-1's roof, further converting the hearse into a huge mobile trap! Once you're ready to give the Hobos a more permanent home, engage them with the Capture Stream and maneuver them over the Ecto-1's roof. The Super Slammer does the rest automatically!

Hold your ground again and trap all of four of the Hobo Ghosts in the immediate area. After clearing the first four, Ray moves the Ecto-1 a few yards forward where more Hobo Ghosts haunt the road. This time, however, they've got company; more of Stay Puft's little marshmallow mutts, nipping at your feet. Demolish the little ghost dogs and quickly join Zeddemore and the other 'Busters in taking down the Hobo Ghosts.



As if things couldn't get any worse, as soon as you're done destroying the Hobo Ghosts and Marshmallow Minis, a new enemy decides to join the fight. The gargoyles on the facade of the Sedgewick come to life and zoom down into battle.



Engage the Stone Gargoyles immediately. Focus on one while your partners take on the others. If you destroy yours first, join your team in taking down the rest of the swooping stone statues. When the last one drops, turn left and greet the Construction Worker Ghost as he emerges from a nearby laundromat. Hit him with a blast from your Neutrons Wand and begin dispersing his PKE.

Don't let down your guard, however, more Stone Gargoyles show up to fight alongside the Construction Worker Ghosts. Put the reanimated spirits away for good, then find a way to clear a path for the Ecto-1.



The Ecto-1 turns left toward the alley, just right of the laundromat. Join Zeddemore at the laundromat. The other Ghostbusters will hold the fort near the Ecto-1 while you and Zed cut through the laundromat and into the alley. Follow Zed into the store and creep around the left of the washing machines. When you do, they quickly shift and rearrange their position. Back away from the machines and take the new path they've created.

Slink past the machines and toward the door on the right. It leads directly into the alley.


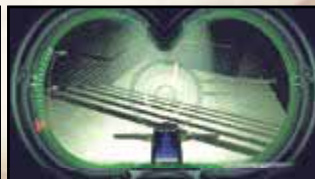


Ray's Occult Road Show

If my readings are correct, you're near another haunted antique. Just to be sure, take out your PKE meter and follow it to the little room inside the laundromat. The item in question, a possessed



lunch pail, is sitting on the floor. Scan it and bag it! We'll get a better look at it back at the firehouse.



Clear the area of Divas and Stone Gargoyles so the Ecto-1 can continue moving down the street. As the team follows behind the Ecto-1, you suddenly catch a glimpse of the big, white marshmallow meanie tearing through the New York streets. He stops near a partly demolished building and reaches in. Whatever or whoever he's looking for is not inside the building. Suddenly he catches sight of his greatest nemesis and hurls a car at you!





Join Ray in distracting the marshmallow monster and zap him with your Proton Stream. Though the Proton Stream would disperse most other creatures, it only tickles Stay Puft. The plan works though, and he changes direction. As he stomps down the street toward you and Ray, continue to blast him with your Proton Stream. Quickly move closer to Stantz and dodge the flaming cars before they come crashing down on you. When the mountain of moving marshmallow hurls more Marshmallow Minis at you, change your focus and obliterate them.

Fend off the feisty critters. Stay Puft flings another piece of debris in frustration. The flying billboard crashes through a blockade behind you, clearing an escape path farther down the street. Retrain your Proton Stream on the Marshmallow Man and resume your slow retreat across Time Square. Stay close to Ray as you move between the cars, and keep a constant stream of proton energy on your pursuer.

Stay ahead of Stay Puft until you reach the base of a tall building. The only way you're going to cook this creep is to get up close and personal, and that isn't happening as you scamper across the New York streets. To finally put an end to his rampage, you'll need to get to his eye level. That means you must climb the building and face him, literally. Follow Ray into the building.



TOP FLOOR: HAUNTINGS, DEMONS, AND MARSHMALLOW MONSTERS

Upon entering the high-rise, the windows shatter as more Marshmallow Minis rush in. Disperse their PKE with your Proton Stream and fight your way past them toward the other end of the floor.



Ray's Occult Road Show

Whoa there, newbie! My PKE meter is detecting some major fluctuations in the etherial plane. The psychokinetic resonance waves are emanating from a nearby artifact, I'm sure of it! Take out your PKE meter and help me locate it. I'll check this side of the room while you go scan the red telephone on the counter—over there on the right side of the room. That's it? Great! Scan the sucker!

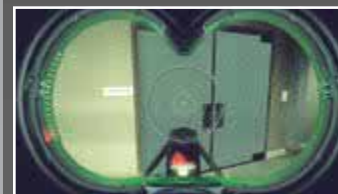


Fight to the other end of the room and make a right. Approach the elevators and catch a ride up to the top floor. Exit the elevator and make a left.



Water Break!

My god, did you and Dr. Stantz just sprint across Time Square? That must've been so horrifying. Do y'self a favor and stop to get a drink of water. I'm sure all that screaming must've parched yer' throat. As soon as you exit the elevator, make a left down the hall and turn left at the end. You'll find the water fountain up against the left wall. I think next time you stop by the firehouse, I'll getcha a water bottle. Maybe....



Enter the main office, just past the water fountain, and equip your PKE meter. Follow the readings down the hall to the drafting room doors. Open the doors and slowly go inside. Follow Ray to the center of the room and help him scan the immediate area. Use the PKE wand to scan the roof and draw out more of the mini marshmallow minions.

When the marshmallow man's mutts swarm around you, rush to the far end of the room and press your back against the wall. Use a combination of Boson Darts and intermittent shots of your Proton Stream to disperse the bothersome little creatures. Keep your back against the wall and strafe left and right to keep from getting sandwiched by the marshmallow monsters. Irony—you gotta love it.

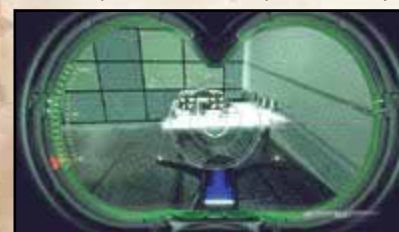


Be strong, kid! I know that your first instinct is to run when you see all those little Class V manifesting marshmallow...things circling around you. But don't run away. And if you do, don't run back into the hallway from which you came. You'll only lure the swarm into a small confined area where they can go to town on you.



Ray's Occult Road Show

Wait! Don't leave the drafting room yet! I'm willing to bet dollars to doughnuts that there is another artifact nearby. Equip your PKE meter and follow it to the rear right corner of the room—the corner directly opposite the door we entered by. There you should find a sinister small-scale model of the Black Low-Rise of TRI. According to the *Roylance Guide to Secret Societies and Sects*, the TRI building is cursed: At first, all the inhabitants of the TRI building meet with great success, only to find themselves "spiritually" troubled once they've completed their business endeavours. Tragic.





GHOSTBUSTERS™

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My, what a lovely and well-kept drafting room. It reminds me of my office back when we still worked at the University. Well, my side of the office, at least. Venkman's office wasn't so tidy. In fact, I believe there is another Achievement or Trophy to unlock here. Check the Supplemental Data chapter to find out how.



Wait until there are no more Marshmallow Minis in the drafting room, then go to the doors in the far-left corner of the room. Open them and quickly unleash a Boson Dart into the hallway to knock the first wave of attacking minis away. Once they're dispersed, rush into the hall with your Proton Stream firing and fend off the second wave of marshmallow creatures. As you tread down the long hallway, Stay Puft will smash the windows of the building as he passes by. Stay the course and keep your Neutrons Wand ready for action.



Ray's Occult Road Show

Can this really be? Pay attention, cadet, we're about to score another nifty necroanimated knickknack! About halfway down the hall, just after our big squishy pal busts the windows, turn



left and locate the painting on the left wall. I'm almost certain it's a haunted de Groot. Just to be sure, scan it with your PKE meter first. Man, that painting would go for big bucks in the underground black market auctions.



Finally, reach the end of the hall and kick open the door on the right. Our not-so-friendly mountain of goo seems to have found what—or more accurately whom—he is looking for! It's the same lady that fled the museum and was later at the Sedgewick! Rush to her defense as she cowers in the corner of the room. Fire off a blast from your Proton Pack and mellow out the crazed marshmallow.

Stay on the right side of the room to avoid getting smacked when Puft punches through the wall. Keep a steady Proton Stream on him and hold him off while the damsel in distress escapes. Unfortunately, when she scampers off, so does your prey, who leaves behind more of his mini minions to keep you away. Feed them a few servings of Boson Dart and clear the room.

When the coast is clear, rush across the room and dash through the door on the other side. It leads to an exit hallway where Venkman and the young lady have run into each other once again.



GHOSTBUSTER GAB



That's the last time I offer to get anyone coffee. It seems that every time I offer to do something nice, I get nothing but sarcastic comments from my peers. Stantz's coffee crack in the exit hallway, for example. Just because I happened to take a bit too long getting coffee while Egon was drilling a hole in the middle of the street, all of a sudden I'm deemed a caffeinated slacker. A coffee jockey, if you will. I swear, I'll never hear the end of it. Do yourself a favor, rookie, when it comes to coffee, look out for number one...and yours truly. Black, two sugars, thanks.

Rejoin Venkman and his lovely guest to plan an escape from the building. Much to everyone's surprise, she asks if Señor Soft Serve is a manifestation of Gozer. How could she possibly know that? No sense in trying to figure that out now. You need to get out of the building. Ray kicks open the door just as the building begins to shake. Go through the door and rush up the steps! When you reach the 34th floor, Puffy punches a hole in the wall.

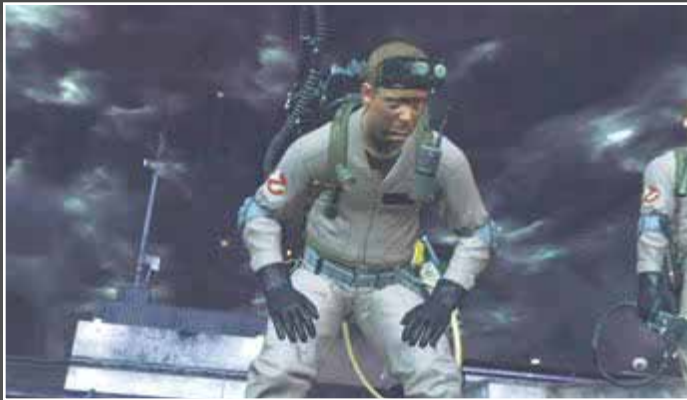
Ignore the rest of his tantrums and dash up to the top floor. Exit through the door and emerge onto the building's roof. With no immediate way off the roof, you're trapped for the time being. Just then, more Construction Worker Ghosts arise! Fight them off as you did before and make short work of them. Quickly disperse their PKE with Boson Darts, then trap 'em!



Hey slugger, these Construction Workers are no joke. Stay out of the way of their projectile attacks or you'll be sorry. If you thought getting slimed sucked, imagine getting blasted by angry Construction Workers' rapid fire blasters. What are those things, anyway? Some sort of spooky nail guns?



After exorcising the Construction Worker Ghosts, things quiet down for a bit. Examine the edge of the roof with your PKE meter. Stay alert, however, as Stay Puffy is still itchin' for some action. While you examine the edge of the building he leaps up from the side of the skyscraper and lunges at you! Immediately switch to your Neutrons Wand and blast him with your Proton Stream! Keep a steady fire on it, aiming for Puffy's face, until he falls down the side of the building in flames.



Egon radios the team with good news; he'll have the Super Slammer ready and at your position in a few minutes. All you need to do is hold off the partially roasted giant marshmallow. You creep to the side of the building to get a better look and suddenly find yourself toppling over it! You've got some good news and some bad news, however. Good news: Instead of falling straight into your prey's 'mallowy mouth, you're dangling over the side of the building as Stantz keeps you suspended by your belt! What luck! Bad news: That means its up to you alone to hold off Stay Puft if he tries to reach the roof again! Bummer.



As soon as Stay Puft decides to no longer stay put, open fire! Keep your Proton Stream trained on his face and vent your Proton Pack very often to keep it from overheating. Wait for him to get within a few yards of you, then blast him with Boson Darts to knock him back down a few floors. When he regains his hold on the building, he'll begin spewing more Marshmallow Minis at you.

Instead of focusing on one mini at a time, sweep the entire facade of the building to knock them off and back down to their mammoth marshmallow master. Not only will the stream knock them away, but they'll actually inflict damage on Stay Puft!



If Stay Puft cocks his humongous head back and looks like he's about to hock a marshmallow loogie at you, direct your Proton Stream at his mouth to intercept his projectiles.



Repeat this process until you've thoroughly roasted the Marshmallow Man. Once he's cooked, he'll fall all the way back down, leaving 54th Street covered in a delicious goo.



When the s'moke settles, everything seems to be back to normal, all things considered. Back down on the streets things begin to normalize: the cops try to make order out of the marshmallowy chaos. Egon attempts to figure out how the young lady fits into the recent spike in supernatural phenomena, and Venkman tries—in vain—to flirt with the team's new friend, Dr. Illysa Selwyn.

The only way to figure all of this out is to conduct further study on the mysterious Doctor back at the firehouse.



GHOSTBUSTERS™

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CHECKING OUT THE LIBRARY



Although the events of Times Square are behind you, there's an ominous feeling of foreboding floating around the firehouse. Perhaps that's because the catalyst for the supernatural surge, Dr. Selwyn, is sitting at Egon's workstation. She's been functioning like a magnet for psychokinetic energy, drawing all manner of paranormal activity to her. First it was the wave of psychic turbulence at the museum, then it was the resurgence of necroanimated activity at the Sedgewick, and more recently, the return of the Gozerian avatar, Stay Puft!



After poking around the firehouse for a bit, walk over to Egon's station and listen in on Dr. Selwyn's interview. The professor is actually something of a Gozerian scholar. She's been hired to be a guest curator for the Gozer exhibit at the Natural History Museum.



Before you can get anymore info from your lovely guest, you're unexpectedly interrupted by another ghost from your past, Walter Peck! A former agent of the Environmental Protection Agency, Peck is now the head of P.C.O.C. (pronounced "peacock"), the Paranormal Contracts Oversight Committee. Given the recent increase in paranormal activity, the City Council has requested that the Mayor keep an eye on the Ghostbusters, and he's hired Peck to do just that. Lucky for you and the rest of the team, Peck needs you just like you need him. Better still, the Mayor needs all of you to play nice so he can stay in good standing with his constituents. Even though you're now working together, Peck still refuses to extend the Ghostbusters an invitation to the opening of the Gozer exhibit at the museum tomorrow.



As soon as you're ready for some more action, go downstairs and talk to Venkman. The team agrees to examine the museum while Venkman stays behind to watch over Dr. Selwyn. While en route to the museum, you get a call from Janine: You've got a detour to make. A frantic call just came in from the New York City Library. It's another old friend...the Gray Lady! Looks like the museum will have to wait for now.

GHOSTBUSTER GAB



Hey junior, why don't you join me over here by the pool table? I'd like to introduce you to my number one holiday boutique gift item, the dancing toaster. During one investigation, the boys conducted several,

ahem, "tests" on that weird paranormal slime they found under the city. In one of those tests they loaded up a toaster with positively charged goo and played Jackie Wilson for it. The toaster began to dance! This isn't the same toaster—this is the Toaster of Sights Unseen, but the resemblance is uncanny! Needless to say, I've been trying to patent the paranormal dancing toaster ever since. Maybe I'll have better luck with this one...

By the way, why don't you go ask Uncle Egon over there about the other tests he conducted with that slime?

THIS TIME IT'S PERSONAL



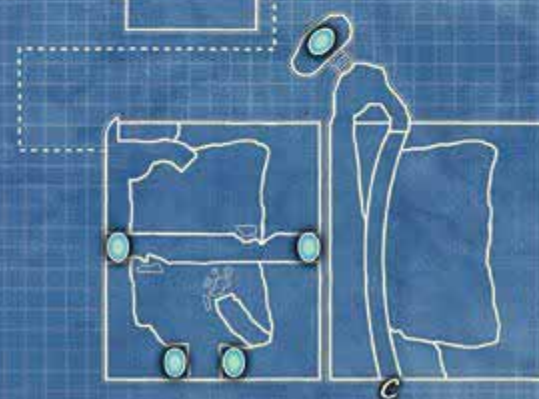
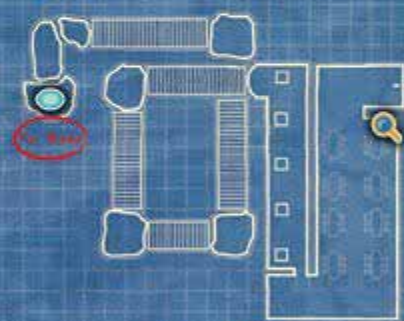
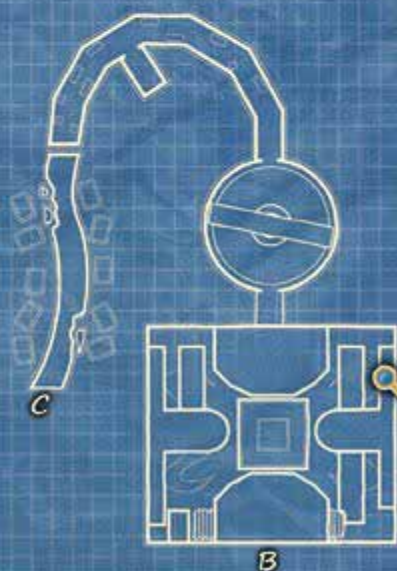
Water Fountain



Cursed Artifact



Easter Egg Achievement or Trophy location

* = indicates passage after
shelves have shifted

2nd Floor 1st Floor



Ghostbusters™

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GHOSTS ENCOUNTERED



Name: Azetlor the Destroyer
Category: Class VI Elevated Remnant
Type: Deity (supreme being)

Behaviors:

- Attacks: Melee, Range
- Weakness: Proton Stream
- Special: Limited weak points

Notes: Keeper of Knowledge, Azetlor the Destroyer was once a powerful leader in Shandor's Cult of Gozer. As a reward for a lifetime of service, was given eternal life as a transformed demigod in the twisted ghost world plane. Now, golemlike, he clothes himself in a dense "skin" of environmental debris, that, with the addition of his massive reserves of PK energy, makes him a devastating and dangerous opponent.



Name: Black Slime
Category: Class I Caustic Seep
Type: Environmental (inert)

Behaviors:

- Weakness: Slime

Notes: Black Slime is encountered in locations of intersection between the real and the ghost worlds. It is a dangerous substance formed of ectoplasm supersaturated with negative energy. Black Slime is incredibly caustic and will cause severe damage to anyone heedless enough to come into contact with it.

Based on its spectral resonance echo, Black Slime also appears to function as a conduit for PKE energy and could, if saturated with enough spiritual energy, conceivably act as a ghost portal.



Name: Book Bat
Category: Class I Inhabiting Swarmer
Type: Corporeal (dispersible)

Behaviors:

- Attacks: Rush, Swarm
- Weakness: Shock Blast

Notes: It's a book...but it acts like a bat! They can be very dangerous when flocking in swarms. These batlike minion spirits have been forced into the mortal plane where they animate books and tomes. Book Bats often travel in swarms and are very territorial, attacking when disturbed. Under some circumstances, these Class I entities can be coerced or controlled by more powerful entities.



Name: Book Centurion
Category: Class IV Armored Composite
Type: Corporeal (dispersible)

Behaviors:

- Attacks: Melee, Range, Rush
- Weakness: Proton Stream
- Special: Damage-blocking shield

Notes: It's not known if the attraction is the books or the actual stored knowledge, but these Class VI entities favor the same book- and scroll-filled locations that Paper Constructs are drawn to. Book Centurions are composed of PKE-bonded books and papers, but with a higher book concentration. Most notably, however, Book Centurions carry a distinctive shield, a concentrated PKE barrier that blocks most directed energy attacks. Fortunately, the Capture Stream can still indirectly attack and can be used to tear the shield from the Centurion's hand.



Name: Book Golem
Category: Class VI Bi-Dimensional Animator
Type: Unstable (wrangle parts)

Behaviors:

- Attacks: Melee, Berserk
- Weakness: Proton Stream

Notes: Golems can bend objects to their will, manipulating them to form portions of their own physically manifested form. PK energy greatly enhances the golem's ability to reconstitute damaged or destroyed portions of its "body." This golem was formed from overly energetic PKE-charged books in the Public Library.



Name: Coal Golem
Category: Class VI Bi-Dimensional Animator
Type: Unstable (wrangle parts)

Behaviors:

- Attacks: Melee, Berserk
- Weakness: Proton Stream

Notes: Golems can bend objects to their will, manipulating them to form portions of their own physically manifested form. PK energy greatly enhances the golem's ability to reconstitute damaged or destroyed portions of its "body." This golem was formed from PKE-charged coal in the NYC Public Library's furnace room.

What's so scary about a pile of coal? Nothing, until it balls up a massive fist and smacks you with it.



Name: Cruster
Category: Class V Telekinetic Animator
Type: Ghost (must trap)

Behaviors:

- Attacks: Range, Telekinetic
- Weakness: Proton Stream
- Dazed Duration: Long
- Trap Resistance: Medium

Notes: These animator ghosts never walked the Earth as humans. They are ectoplasmic entities that came through interdimensional tears to our world. These creatures seem to personify sloth and, unlike most ghosts, these Class V entities don't seem to operate alone—they almost always seem to be accompanied by another of their kind.



Name: Crusto
Category: Class V Telekinetic Animator
Type: Ghost (must trap)

Behaviors:

- Attacks: Range, Telekinetic
- Weakness: Proton Stream
- Dazed Duration: Long
- Trap Resistance: Medium

Notes: These animator ghosts never walked the Earth as humans. They are ectoplasmic entities that came through interdimensional tears to our world. These creatures seem to personify sloth and, unlike most ghosts, these Class V entities don't seem to operate alone—they almost always seem to be accompanied by another of their kind.



Name: Cultist

Category: Class III Elevated Remnant

Type: Ghost (must trap)

Behaviors:

Attack: Range

Weakness: Proton Stream

Dazed Duration: Short

Trap Resistance: High

Notes: Shandor's horde of Gozer worshippers were drawn from around the world. Shandor cultivated his minions carefully, drawing followers both from the world's most affluent quarters and from the halls of intelligentsia. He promised them all stations of power and glory in the new post-Gozer millennia, while secretly binding them to his own service in life and afterward. Though fairly powerful entities, these cultists seem to be subservient to other, more powerful creatures.



Name: Librarian Ghost

Category: Class IV Semi-Anchored Entity

Type: Ghost (must trap)

Behaviors:

Attacks: Range, Spawn

Weakness: Proton Stream

Dazed Duration: Moderate

Trap Resistance: Low

Special: Summons books

Notes: Dr. Eleanor Twitty was the head librarian of the New York Public Library and overseer of its collection of ancient artifacts, stone tablets, and otherwise-forgotten parchments. In March 1924, Dr. Twitty went missing. The New York Police Department made every effort to find her, including repeated room-to-room searches of the underground library stacks where she was last seen, but she was never found—alive, that is.

Now she wanders the stacks of the New York City Public Library still organizing books and keeping louder library patrons shushed with a bony finger to the lips. By most reports she is still the same quaint and genteel-looking woman she was in life. Aggravate her, however, and she will transform into a rage-filled horror, and heaven help you if you have any overdue books.



Name: Paper Construct

Category: Class VI Transformed Composite

Type: Corporeal (dispersible)

Behaviors:

Attack: Melee, Range

Weakness: Proton Stream

Special: Can teleport

Notes: Drawn inexplicably to old libraries and archives, these malicious apparitions have been known to clothe their insubstantial forms with paper, books, tomes, parchments, and even ancient scrolls in order to manifest in and interact with the mortal world. Paper Constructs seem to be lesser manifestations that are controlled by more powerful entities. If only print was dead!

HARDCOVER GHOST STORIES



You arrive at the library to find that the police have already blocked the entrance. As you slowly climb the stairs, a pair of full-torso animators bust out of the lion statue at the front steps. They rush to safety in the library, leaving you and your pals without a ghost to bust...for now. Sprint up the steps and storm into the library. Follow the specters upstairs and make a left.

Regroup with the other Ghostbusters and learn about your new prototype Stasis Stream and Shock Blaster attachment. While Egon and Ray explain the Shock Blaster functions, the full-torso animators run wild around the library. The team decides to split up; you chase after one ghost, the other three 'Busters chase the second specter. Equip your PKE Meter and go back downstairs. Carefully approach the glass case on the right and scan it to draw out your prey.

Follow the ghost as it dashes down the hall on the left. Make a right at the end of the hall and enter the large reading room. At first the room is quiet. But suddenly, your speedy spook emerges from the other end of the room. It draws all of the books toward itself and transforms into a hulking hardcover freak with a desk lamp for a head. You don't have to face him alone, however. The other Ghostbusters enter the room through the doors on the top floor. They've got a clear view of the lower level where you must fend off the Book Golem.



Take aim at the marauding monster's 60-watt dome and let loose a Boson Dart. Switch to your Proton Stream and blast the bumbling beast as it barrels toward you. Just before it reaches you, dash away and scoot toward the edge of the room. Use the long reading desks to create a barrier between you and your attacker. The tables won't stop him, but they'll slow him down just long enough for you to get away.

Once you've gained enough distance from the golem, switch to your Stasis Stream and zap him! Hold your ground across the room and slow him down with a steady Stasis Stream. As he slows, your comrades on the top floor are able to hone in on the Book Golem and blast him with their Proton Streams. Rather than trying to destroy the demon, focus on slowing it instead. Leave the heavy blasting to your teammates.

Keep a safe distance from the golem and avoid his attacks. If he rushes you, simply do an about-face and sprint away. If he corners you, sidestep his slam attack, then sprint past him.





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It's wise to use the entire length of the room to your advantage. By standing at the opposite end of the room and luring the bookish golem all the way across, you afford yourself more time to get away as he draws nearer. Once he's within attacking range, dash past him and take position at the other opposite end of the room. If you were to attempt such a strategy, I would also advise you to sprint a lot...so wear comfortable shoes.

Once you've completely dispersed the Book Golem's PKE, you can destabilize the animator. Use your Capture Stream to grab the monster's soft-light headpiece and slam it to obliterate the beast.



Turn left and walk into the next room behind Ray and Egon. The room is a warehouse-sized chamber with ceiling-high bookshelves neatly organized across the room. Go down the short flight of steps and slowly stalk the ghost as she retreats into her book-lined sanctuary. When you do, the bookshelves animate and rearrange themselves into a new configuration! You're separated from Egon and Ray now!

Wait for the stacks to finish shifting, then make a sharp left turn at the base of the steps. Creep behind the bookshelf and hug the left wall until you're forced to turn right. Follow the path into the bookshelf maze and open fire on any aggressive ghouls that appear. When you encounter more shifting shelves, sidestep them and take the open routes. One way or another, the ghosts will herd you where they want you to go. Wend your way to the Archives room and slowly step inside.



Ray's Occult Road Show

We've all got arch nemeses. Peter has Slimer. Egon has unsolved mysteries. My nemesis: the Gray Lady. She's the very first free-floating full-torso vaporous apparition I ever encountered. I still live with the shame of that fateful encounter. I'll take my revenge eventually, but first I must know more about her. Let's begin by taking the cursed painting of her

from the reading room. After you've destroyed the golem, go through the door at the room's far-left corner and scan the painting of Eleanor Twitty. With that painting, I'll be one step closer to closing that embarrassing chapter in my life.



Ray's Occult Road Show

Hey, cadet, listen up. As soon as you enter the Archives room, make a sharp left. Take out your PKE Meter and approach the microfiche machines along the wall. There, you'll find another Cursed Artifact. A green-shaded brass desk lamp. Rumor has it that the lamp turns itself on and off at will. No clapping needed!



After destroying the creature, join Stantz at the rear of the room and resume your search for paranormal activity. Follow your partner into the next room where Egon is scanning the free-floating vapor. The dearly departed librarian turns toward you, presses her see-through finger to her lips, and delivers a long, silent *shhh* before disappearing.

Quietly go down the stairs, following Egon and Ray into the next room. Upon entering, you see the tables and chairs in the room slowly rise into the air. It's a full stabilizing levitation! Do as Stantz says and scan the bookshelf on the right. When you do, the lady reappears and blasts you away with a pulse of parapsychic energy!

Follow the fleeing phantom into the next room, behind you, where you witness another full stabilizing levitation.



Equip your PKE Meter and follow it to the left, past the supernaturally symmetrical book stacks. Follow the PKE readings deeper into the room until you locate a stack of books with a high PKE concentration. Back away a few feet and then scan the books to draw out another ghost, a Paper Construct! It immediately begins to charge at you!

Back away and blast the paper poltergeist with your Proton Stream. Continue to back away as the creature charges at you and completely disperse the spirit. OK, *now* print is dead.

Continue past where the Paper Construct emerged and make a right. Follow the shelves to the next wall, then make a left and go through the doorway into the next section of the library. Follow the brightly lit hall to its end and enter the book sorting room.





Just as you enter the room, you hear Ray over your radio. He's in some kind of dark tunnel and rapidly approaching a bright light. Suddenly, he comes flying out of the conveyer machine against the far wall and crashes headfirst into the sorting room! And he's brought company with him too: Book Bats. Several swarms of them.

Back up against the wall opposite the conveyer machines and open fire with your Shock Blaster. Wait until the bats bunch up into flying book bundles and then let loose a Shock Blast to disperse them. Don't waste your fire on single creatures or you'll leave yourself open to attack from the swarm while your Shock Blaster recharges. After destroying the levitating literature, you're greeted by two new enemies: Crusto and Cruster!



Yo!... *ahem*. Sorry, recruit, I'm conducting a study on the effects of street slang on the attention span of students in a new work environment. Anyhow, you should never waste an opportunity to scan ectoplasmic entities. During every encounter—yes, even those of the third kind—you should scan the opposing creature to log it in your data book. That goes double for Crusto and Cruster here. Just because you've scanned one ghost doesn't mean you've logged data for both. Always be thorough...dude.



These troublesome twins are two tough customers! They waste no time in going on the offensive, and draw several objects from around the room to serve as their weapons. Hit them with your Proton Stream and immediately begin circling them. When they begin to telekinetically toss debris at you, jump left or right to dodge it, then resume your Proton Stream assault. You can blast the objects they throw with your Neutrons Wand, but you're better off sidestepping their attacks instead.

Wear down the ghost twins with your Proton Stream and an occasional Boson Dart. If you're having trouble hitting them consistently, try zapping them with your Stasis Stream a few times to slow them down, then continue dispersing their psychokinetic energy. As soon as one of the two is weakened to less than 25 percent PKE, toss a trap and capture him with your Capture Stream! You know the rest, rookie.

When one of the Crust Brothers is eliminated, the second calls for help from more Book Bats. If you ignore them, they'll swarm around you and chew you up! Instead, blast a few of the swarming beasts with your Shock Blaster while Ray handles the remaining ghost twin. Once you've whittled down the flock of flying folios, turn your attention back to the remaining ghost and take him down!

With things sorted out in the sorting room, the door in the room's far-right corner opens. Follow Stantz through the door and down the next hall to find Egon.



➔ GHOSTBUSTER GAB



Don't panic, recruit. The flying library catalogue cards aren't harmful at all. In fact, we experienced the exact same paranormal psychoterorism tactics during our first encounter with the Librarian Ghost. The only

harm that will come of this is a headache for whoever has to pick them all up and reorganize them.

You know, I use the Dewey Decimal System to catalogue my spores, molds, and fungus collection.



Follow Ray past the shelves of paranormally disturbed books and keep your Neutrons Wand at the ready. Just as you pass the section break between book stacks, you're attacked by several more Paper Constructs. These little cretins are fast and extremely deadly! Keep them away by blowing them to bits with your Proton Stream. If they manage to gang up on you, either pepper them with Boson Darts or slow them with your Stasis Stream, then get away.

Once you've lessened the number of creatures, take down the last few quickly by freezing them with your Stasis Stream and crumbling the frozen creatures with a Boson Dart. It's a perfect one-two punch to put down the Paper Constructs for good. After shredding all of the paper pests in this room, press on into the next section of the library where you'll encounter several more.

Tackle the Paper Constructs in this next room just as you did the previous collection of constructs. This time, however, destroy them as you trek across the room, then head left toward the next exit.



Creep into the small niche created by bookshelves and wait for the Librarian Ghost to appear. If you haven't done so already, now is a perfect time to get a solid scan of the lost librarian. Scan her before she shushes you again and dashes past you, back into the room from where you came.



Run after her! Return to the previous room where you battled the last batch of Paper Constructs and turn left toward the now-open door leading to the juvenile section.



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Before you can enter the kids' section, the Librarian Ghost manifests behind you, slams the door shut, and calls on several Book Bats to attack! Turn around and equip your Shock Blaster. Open fire on the first wave of bats, while the Librarian escapes... again. Shave down the number of Book Bats by obliterating them with your Shock Blaster. When only a handful of bats remain, switch to Boson Darts and finish them off.

Retreat to one of the corners of the room, preferably one on the same wall as the door to the Juvenile section, and keep your wand trained at the opposite end of the room. Endure the short bursts of Book Bat attacks, then follow Ray into Venkman's favorite part of the library—the Juvenile section.

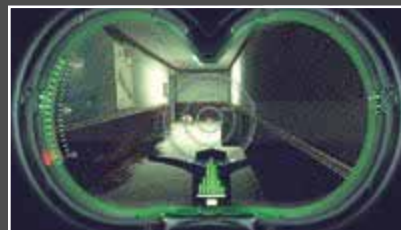
THE GHOUL OF YOUR DREAMS ...OR NIGHTMARES



While you, Ray, and Egon were chasing after the Gray Lady, Winston was in the periodicals conducting some on-site research. He found tons of articles about a mysterious man named Edmund Hoover, also known as the Collector. Not only was Hoover a collector of old books, but he was also Eleanor Twitty's old flame. Although poor Eleanor Twitty was truly enamored with Hoover, he was actually only using her to acquire the *Gozerian Codex*. When she realized he was only after her for her books and not her looks...and sparkling personality, of course, she left him. He, as madmen tend to do, retaliated by murdering her.

Twitty was his first victim, but not his last. He continued to kill people and collected their bodies just as he collected books. Shortly before Hoover's death, he vowed to return as Azetlor, a demigod. He died before he could acquire the book. In fact, that precious *Gozerian Codex* is the book that the Librarian Ghost has been carrying this whole time!

Go down the hall and make a right. You turn the corner just in time to see a small panda bear plush toy float away as if it were being dragged by a small child. Don't let it spook you, though; follow the bouncing bear.



Water Break!

Wow. That's such a sad story, all that about Eleanor Twitty and that Hoover guy. Its enough to make you cry. But hey, if you do feel like cryin', why dontcha pretend like you need a drink of water? Then splash some water on your face to hide the tears. In fact, there's a fountain in that hallway where you spotted the creepy floating panda. There, just along the right wall. And remember, there's no shame in cryin'.



Make a left at the end of the hall and approach the door to the Juvenile section. It slams in your face, but you should be used to that by now. When it does, turn left and open fire on the Paper Construct creatures that attack from down the hall. Freeze them with your Stasis Stream and then obliterate the little statues with your Proton Stream.

Turn around and return to the corner in the hall. Instead of entering the Juvenile collections through the main door, open the door marked "New Books/Rarities" collections. Turn right inside the next short hall and open the side door to the children's reading room.



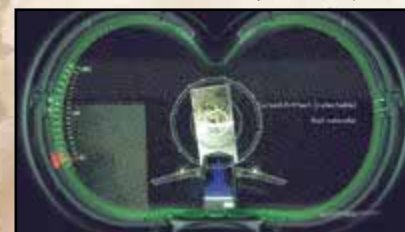
Hey there, recruit. According to Francesca's latest Tarot reading, there is also an Achievement or PlayStation 3 trophy to be unlocked in this room. Skip to the "Supplemental Data" chapter of this manual to learn how to unlock it.

Cut across the reading room and go through the door marked "Exit" at the opposite corner. Go down the steps and enter the next small room.



Ray's Occult Road Show

Whoa! Talk about a PKE spike of dangerous proportions! If my readings are correct, that means that we're near the Parade Queen Calendar...of DOOM! Only this cursed calendar can cause such



a sudden rise in the PKE bars. While in the small room, walk over to the chair blocking the door on the right and remove it. Creep into the room and find the calendar on the wall. Venkman will love it.



Turn left and enter the next large room. Once again, all the chairs and tables in the room are caught in a full stabilizing levitation! The Gray Lady appears again and quickly glides away into the next chamber. Get her! If she dashed away before you could glimpse the specter, follow her Ectoplasmic Residue trail.

Give chase, but keep your Neutrons Wand ready for action. As soon as you cross into the next chamber, a small squad of Book Centurions attacks! Knock them away with your Boson Dart or Shock Blaster, then switch to your Proton Stream. Use your Capture Stream to grab their shields and tear them away. Once they're vulnerable to attack, disperse them with your Proton Stream!

After eliminating the Book Centurions, use your PKE Meter to continue scanning the room. Follow the readings to a hidden passage behind a bookshelf and go through.



Rush down the steps to the library sublevels and take out the Paper Constructs that attempt to ambush you. Keep your Neutrons Wand aimed at the dark, boarded-up passage at the base of the steps. When the little creeps storm out of the passage, greet them with a blast of Proton Stream to the face.



Venture into the dark passage and make an immediate right when you emerge on the other side. Follow the bookshelves down the hall, then make a left into a larger book storage room. The room is empty...for now. Walk over to the small book stand and scan it. The stand, which is holding an ancient text similar to the *Gozerian Codex*, suddenly comes alive and begins to float in the air. It's a trap!

The stand begins to float around the room, animating the various books on the shelves. Before you know it, you're surrounded by swarms of Book Bats! Open fire on them and circle around the room. While you engage the flying pests, Paper Constructs and Book Centurions join the fight, too! Leave the Book Bats for your partners for now and equip your Stasis Stream. Freeze the Paper Constructs, then switch to your Proton Stream to destroy them. After switching back to the Proton Stream, turn to the Book Centurions. Rip

their shields away from them with the Capture Stream, and shred the little suckers.

Your job's not done yet, though. A Cruster ghost emerges from the floating book stand to avenge his dearly departed comrades. Just as before, this Cruster brings bunches of Book Bats to help him attack. Back away from the small army of ghosts and blast them from afar. Use a combination of Proton Stream, Shock Blast, and Boson Darts to quickly disperse the spooks.



When the coast is clear—and the room is utterly demolished—the Librarian Ghost reappears. She slowly wafts over to a nearby bookshelf, one that's not smoldering, and continues to catalogue her books. She finishes with that shelf, then shoves the shelves aside, creating a new path. Follow the new path deeper into the library sublevels. The path leads to a room with a passageway barred by steel girders.

Ray's Occult Road Show

Slow down, sport. We've got more interesting readings from the PKE Meter. Before leaving this room, let's look for more Cursed Artifacts. Take out your PKE Meter and follow the readings to

the room's far corner, just behind more bookshelves. There you'll find a cursed chair! Add it to the collection!



The only way to leave this room and track down the ghostly librarian is to remove the steel girders from the passageway entrance. Use your Capture Stream to grab the beams, then press the Slam button to rip the beams out of the wall. Fire off a Boson Dart to shatter the planks behind the steel girders, then go into the next corridor. Follow the stairs down to a small room flooded with water and several stacks of books.

The room is completely dark, but a glowing wall panel reveals an electronically locked door on the left. Splash across the room and dash up the steps along the far wall. Atop the steps is a power switch. Activate it to light up the room...temporarily.

The lights flicker on for a second and then the room completely blacks out. A bright blue flash near the center of the room illuminates the walls around you. It's another Book Golem! Rush down the steps and join your friends in fending off the phantom.



Open fire on the Book Golem and sprint up the steps on the opposite side of the room—the stairs leading back to the entrance you used. From your elevated position, switch to your Stasis Stream and slow down the marauding mass of books. While you slow the monster, your partners on the ground floor can whittle down its PKE with their Proton Stream.



If the creature shakes loose and begins to chase after you, dash down the steps, sprint past the monster, and then ascend the opposite stairs—the ones leading to the room's power unit. As you dash past the golem, switch to your Proton Stream and help disperse its PKE. When you reach the steps, run up to get an elevated position and switch back to your Stasis Stream.



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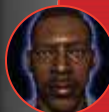


Continue dashing back and forth across the room, whittling down the golem's PKE, until its PKE is dispersed to about 25 percent. Once it's almost done, stay at the center of the room and help your partners finish off the hulking monster. Grab the Book Golem's headpiece with your Capture Stream and wrangle it loose with a slam attack.

Go through the now-open door and down another long flight of steps to a subbasement furnace room with several gas tanks. Slowly enter the room and watch for the Gray Lady to appear over a drainage grate. When your teammates attempt to flank her, she disappears down the grating and animates two large Coal Golems to keep you company!



These Coal Golems don't behave much differently than their paper counterparts. They are, however, slightly more dangerous, as their attacks are explosive. Stay away from the creatures by dashing away from them. If they approach you, run to a different part of the room before they get close. Keep the fight simple. Don't stray from your Proton Stream and keep a steady flow running from your Neutrona Wand. If you let it overheat, you'll give the Coal Golem creeps just the opportunity they need to slam you! When you've whittled them down to near defeat, use the Capture Stream to grab their metal faces and slam them to the ground! Extinguish both Coal Golems, then approach the cracked wall in the room's far-left corner.



I know what they say, kid, "don't fix what ain't broken." But that won't fly in here. Don't try to get an elevated position by climbing back up the steps. Those coal cretins can demolish the walkway and take you down with it. Don't say I didn't warn you!



Blow a hole in the weakened wall and slowly walk toward it. But before you can set foot into some caustic black seep on the ground, Egon and Ray intervene. They fill you in on a new addition to your Proton Pack, the Slime Blower Mark II. Use it to neutralize the Black Slime on the ground, then go into the tunnel. When you reach the tunnel's end, you're instantly trapped in a small reading chamber with the Librarian Ghost!

Twitty's ghost sits down with her *Gozerian Codex* in the center of the room and begins to read it. Suddenly, a ghoulish hand springs out of the pages and grabs the ghost's face! It violently dashes her about the room while you and the other Ghostbusters look on helplessly. When the thrashing is done, she simply sits back down and continues leafing through her book. Calmly approach the spook and grab the book from her desk.



When you take her book, the Librarian Ghost peacefully fades away...and reappears behind you as an extremely ticked-off Class IV Semi-Anchored Entity. Do an immediate about-face and locate your prey! Open fire on the ticked terror and follow her as she rises into the center of the room and draws a massive amount of books around her. She encases herself in an impenetrable bubble built of books, while several small book stands orbit her comfy cocoon. While she is in her book bubble, she can't be harmed. She'll call on swarms of Book Bats to do her bidding. Instead of trying to break through it, turn on the items boosting her bulwark: the floating book stands!

Leave your partners to handle the bothersome Book Bats while you circle the room and blast away at the lecterns with a little Shock Blaster action. To get clean, direct-hit shots, wait until the levitating lecterns float overhead and then unleash a Shock Blast at them. If you miss, wait for the next book stand to bobble by before you blast again. As each bookstand is destroyed, the librarian's protective bubble will lose more and more of its books, exposing the Librarian Ghost inside. Once she's more than halfway out of her shell, switch off between attacking the last book stand or two and firing directly on the Gray Lady. Strafe around the ghost as you fire to avoid her Book Bat barrages. If you stand still, she'll fire a bunch of Book Bats that dish out major damage!

Continue defending yourself against the Gray Lady while firing on the remaining book stands until you've destroyed every last lectern. When you do, the Librarian Ghost is completely exposed. Switch to your Proton Stream and attack the vapor straight on.



We've been doing this a lot longer than you, recruit. So I highly suggest you pay close attention to us while engaged in battle with psychokinetic entities, demigods, transdimensional beings, paradimensional zombies, necroanimated...sorry, I digress. Anyhow, listen to us while in battle and we'll direct you to a target's location. If a ghost disappears, it'll almost always remanifest nearby. We've learned to anticipate their remanifestation points so chances are, we'll see them before you.



Watch for the lost librarian to disappear and try to flank you. Stay on your toes and constantly on the move, with your Neutrona Wand aimed high. When her PKE turns red on your reticle, drop a trap near the center of the room and wait for her to reappear nearby. When she does, grab her with your Capture Stream and trap her once and for all!

Although the Gray Lady is gone, she leaves behind a small glowing cross-dimensional portal for you to travel through. Clearly, she wants you and the rest of the Ghostbusters to go through it. So oblige her.

WELCOME TO THE GOZERIAN PUBLIC LIBRARY



Activating the cross-dimensional portal creates a blinding light that instantly transports you to a Gozerian dimension. You find yourself on a large, floating platform with a gated staircase behind you. Wait for the gate to rise, then go up the stairs into the Gozerian building. The room's first building is lined with several intradimensional portals: If you step into one portal, it'll transport you to another location within the same room or to a different part of the building.

When Egon and Ray step through the portal at the center of the room, it collapses and spawns a Book Golem! You're on your own again against the giant book-built bully. Once the center portal collapses, five portals are left on the bottom floor. The one you used to enter, two flanking the center of the room, and two more flanking the opposite wall.

Begin to dwindle the Book Golem's PKE by blasting it with your Proton Stream. Start immediately because this Book Golem will be joined by another in a matter of minutes. To survive your encounter with the Book Golems, you'll have to make use of all portals properly. Use them as escape routes and to extend the battlefield, since the lower level of the Gozerian Library is very small. However, to do that, you'll have to know which portal leads where....



Using a cross-dimensional cartography decoder I've been able to find specific psychokinetic markers linking several of the portals. In other words, I've been able to decipher which portals are linked. Pay close attention, recruit. This could come in handy in a pinch. On the bottom floor, the portals are linked in the following order (assuming you're facing away from the entrance):

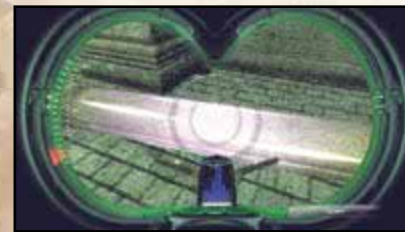
- The center-left portal leads to the center-right.
- The center-right portal leads to the center-left.
- The far-right portal leads to a long ledge lining the walls of the top floor. This is the only portal that leads to the raised bridge on the second floor.
- The far-left portal leads to a small ledge on the top floor.

On the top floor, the portals work in reverse, meaning the only way to get back to the bottom floor is to go through the portal you used to reach the top. Follow me?

Ray's Occult Road Show



I know it's difficult, youngblood, but you've got to face the Book Golems on your own...and find me another Cursed Artifact. Look, this is our first venture into the Gozerian realm, so we've got to take advantage. However, I'm not going to throw you to the wolves without a little bit of help. To find the first of two tainted antiques in this realm, take the far-left portal to the upper-level ledge. There, take out your PKE Meter and follow the readings to the center of the ledge where you'll find a rolled rug. Scan it, and bag it before the Book Golems teleport to your location and pound you into the...well, into the rug.



The Book Golems can teleport to your location almost instantly and charge at you when in close proximity, making them very dangerous predators. Stay on the move while you attack them with your Proton Stream and use all the portals as your own personal escape routes. Once you've transported to a new location, turn back on the chasing Book Golems and resume your attack. Once you've eliminated one of them, lure the second to the lower level.

Use the center portals to ambush the bumbling book beast. Lure the creature to the center of the room, then dash into one of the portals. As the golem chases after you, you'll emerge from the other portal with a clear shot at the beast's back! After burning down the Book Golems, take the portal in the far-left corner to the top level. Ray reappears from a new portal that just popped up in front of the raised bridge.

Follow Ray's lead and equip your Slime Blower. Use its secondary fire Slime Tether to lower the bridge by sticking one end of the tether to the bottom of the bridge and the other to the floor. Once the bridge is lowered, cross it to the other side and enter the rotating hall.

Inside the next room, use your Slime Tether to move the large spinning wall. Attach one end of the tether to the right side of the wall, then attach the other side of the tether to a wall on the left side of the room. When the wall starts to spin, it reveals another portal on the left side of the large circular room. The portal leads to a long hallway lined with ornate designs on the walls.



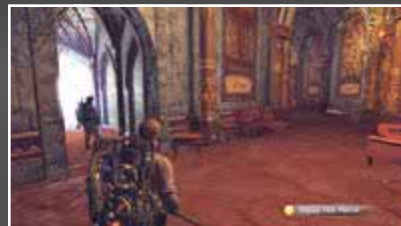


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Follow Ray down the hall. When he goes through another portal, try to follow behind him. The portal closes, locking you in the hallway, which is now lined with ornate mirrors and inhabited by a Cultist ghost!



The Cultist uses the mirrors lining the walls to teleport up and down the hallway. Use a combination of Proton Stream and Boson Darts to quickly disperse the ghost's psychokinetic energy. When the phantom retreats into the mirrors, use the mirrors to track his movement and anticipate his exit point back into the hall. Follow the Cultist up and down the hall, peppering it with shots from your Proton Pack until it's weakened and ready to be trapped.

If you have a hard time keeping up with the ghost, shatter the mirrors to restrict its movement. Once its PKE is red, slam the Cultist about and then trap him. With the Cultist gone, a new portal opens at the far end of the hall. Go through to enter the next area in the Gozerian realm.

Slowly saunter across the long walkway with your wand ready. When you're within a few yards of the next portal, a swarm of Book Bats emerges from it and makes a beeline for you. Blast the Book Bats, then enter the portal on the other end.



The portal leads to another part of the Gozerian library. Follow the wall of books on the left all the way up. While you do, Ray will follow a long walkway below you into another glowing entry way. Go all the way up and enter another portal leading to a demolished part of the library. Follow the next walkway up and around to the right. Blow away the Book Bats with your Proton Stream as you go.

When a small pack of Paper Constructs come rushing down the catwalk, switch to your Stasis Stream and freeze 'em! Once frozen, safely shatter them from a distance with a Shock Blast or a Boson Dart.



Use your surroundings, recruit. After following the path up and around, use the small broken walls lining the sides of the walkway as cover from the attacking Paper Constructs.

Follow the walkway to yet another portal, then across a short walkway to another glowing doorway.

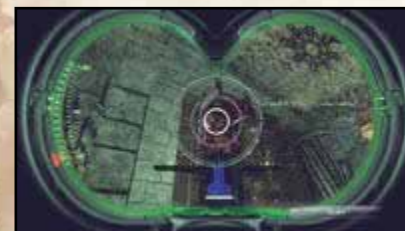


Exit the portal and blast away at the Paper Constructs on the other side. Deconstruct the two foes that attack, then turn right and fire off a series of Boson Darts on the pests perched on floating platforms nearby.



Ray's Occult Road Show

Wow! A full Escherian molecular reversal! You need to see this, sport. After destroying the two Paper Constructs on the platforms, make a sharp left at the end of the walkway. The path leads to a room where everything has been molecularly reorganized to look upside down. So while the room looks like it was built upside down, in fact, it was supernaturally taken



apart, then reassembled molecule by molecule to be this way! Anyhow, after entering the room, make another left and locate the chair on the ceiling...or is it the floor? Whatever. Find the chair along the left wall, scan it, and then bag it!



After destroying the Paper Constructs perched on the platforms, make a left at the end of the walkway and pass through the upside down room. At the end of the upside down room, make a right and go through the doorway leading back outside. Wait at the base of the stairs for a swarm of Book Bats to fly by. As soon as the first swarm zips by, dash up the steps beyond where they flew by.

When you reach the first break in the staircase, stop again. Wait for another swarm of Book Bats to fly by, then make a left and dash up the steps one more time. Continue carefully climbing the steps, stopping to let the Book Bats pass by before going up again.

About halfway up the steps, the platform between staircases begins to fall! Use the Slime Tether to lift it back up. Attach one end of the tether to your platform and the other end to the ledge on the far right.





Once the platform is back on the same level as the next set of steps, sprint up the steps, dodging the Book Bats as you go. Slide left, then right along the steps to avoid getting hit by the flappers. If they get too close for comfort, blow them away with Boson Darts.

Use Slime Tethers at the top of the steps to pull the floating platform close. Follow the steps up a bit more until you reach a series of disconnected platforms. Turn left, use your Slime Tether to pull in the first platform by attaching one end to it and the other end to your platform, then step onto it. From there, look left again and do the same with the platform floating slightly overhead. Finally, pull in the platform with the portal on it and go through the portal.



The final portal leads to a large reading room. Though it still looks like the New York Public Library—with a Gozerian twist—the room is actually Azetlor's chamber! When Ray taunts the supreme being, Azetlor responds by manifesting himself as a giant Black Slime debris composite!



When Azetlor begins to attack, switch to your Slime Blower and let the good slime flow! Target his glowing head and neutralize the Black Slime protecting it. When Azzy lifts his glowing hand in the air, quickly run away to avoid his ectoplasmic projectile attack. Stay far enough away so that when his projectile attack hits the ground, the ensuing shock wave won't hit you. Circle around him while you douse him with positively charged slime.

Once your slime has neutralized his mask's Black Slime, switch to your Capture Stream and begin wrangling his mask off with the help of the other 'Busters. When you do, he'll begin to call on Book Bats for help. Stay on the move and concentrate on Azetlor. Use a combination of Boson Darts and Proton Stream fire on his exposed head to weaken him even more. Once his PKE is red, wrangle his head off of his shoulders and destroy the Destroyer.



Be advised, recruit: On the Professional difficulty setting, you should use the portals nearby to stay away from Azetlor's vicious attacks.



After creaming the collector, take the portal at the rear of the chamber to return to your realm. Zeddemore greets you on the other side—he's been worried sick! Before you leave the library, though, you spot a mysterious marking glowing on the library wall.

There's no time to waste. You head back to the firehouse to study the *Gozerian Codex* and analyze the data you've collected. Surely it must contain some answers.



GHOSTBUSTERS™

— THE VIDEO GAME —



MUSEUM OF (SUPER)NATURAL HISTORY



At the firehouse, things are back to business as usual. With the small exception of having a new, less-than-cooperative, tyrant for an overseer in Walter Peck. With Peck breathing down everyone's neck, things are actually rather quiet. It's a perfect time to help Ray analyze the *Gozerian Codex*. Go over to Ray's station and join him. After a short time examining the codex, you're no closer to finding out what the large design on the library wall was.

That is, until, Dr. Selwyn joins the study session. She immediately recognizes it as a symbol that appears periodically in Sumerian ritual magic. According to her research, the symbol represents a path to obtain great power, although many of her colleagues believe it to be nothing more than a symbol representing a constellation. Better still, she knows where you can find another similar symbol: on a statue in the Gozer exhibit at the museum. An exhibit, which coincidentally, was donated by the Shandor foundation, founded by Ivo Shandor himself!

Dr. Selwyn further explains that aside from building Dana Barrett's old apartment building, Shandor's architectural firm also did a variety of renovations on other buildings around town. Buildings like the library, the opera house.... Follow me? There's only one way to find out exactly what's going on. You must crash the opening of the Gozer exhibit at the museum. Walk over to the Ecto-1 when you're ready to go.



IS IT STILL HISTORY IF IT COMES BACK?

GHOSTS ENCOUNTERED



Name: Beauty Queen Ghost

Category: Class IV Wandering Possessor

Type: Ghost (must trap)

Behaviors:

Attack: Range

Weakness: Proton Stream

Dazed Duration: Moderate

Trap Resistance: Medium

Special: Possess bystanders

Notes: Beauty pageants and parades of all sorts have always been a big part of the culture of NYC, and Beauty Queens have been among the city's crowning jewels. Beauty Queens hate to be replaced, though, and for some, perching atop thrones and waving to the masses is the high point in life. In death, they remain desperate for attention, and return to reign and be adored all over again in spectral splendor.



Name: Black Slime

Category: Class I Caustic Seep

Type: Environmental (inert)

Behaviors:

Weakness: Slime

Notes: Black Slime is encountered in locations of intersection between the real and the ghost worlds. It is a dangerous substance formed of ectoplasm supersaturated with negative energy. Black Slime is incredibly caustic and will cause severe damage to anyone heedless enough to come into contact with it.

Based on its spectral resonance echo, Black Slime also appears to function as a conduit for PK energy and could, if saturated with enough spiritual energy, conceivably act as a ghost portal.



Name: Black Slime Fiend

Category: Class V Black Slime Fiend

Type: Corporeal (dispersible)

Behaviors:

Attacks: Melee, Rush, Ambush

Weakness: Slime

Special: Ambusher

Notes: These humanoid fiends are composed entirely of PKE-saturated Black Slime. Motivated by a seething anger and caustic to the touch, Black Slime Fiends are dangerous, if straightforward and unimaginative fighters. But don't be lulled by their apparent simplicity! Black Slime Fiends are seldom encountered alone.

➔ GHOSTBUSTER GAB



Alright, kid, let me fill you in on something. See, we have some history with the work of Ivo Shandor. Our first client, Dana Barrett, was living in an apartment building that acted like an antenna for spooks. More specifically, Gozerian spooks. On the outside, the building looked like any other New York City high-rise, but when we examined the blueprints we—and by “we” I mean Ray—realized it was built specifically to act like an ectoplasmic lighting rod. The rest, as they say, is history. But until now, we had no idea that lunatic had worked on other buildings around New York. You know, come to think of it, I hope he didn't do anything to Madison Square Garden. I'd hate to think of how psychic turbulence would affect the Knicks this season.

INTRODUCTION

GHOST WRANGLING

TOOLS OF
THE TRADE"WHO YOU
GONNA CALL?!"FIELD GUIDE:
WALKTHROUGHMULTIPLAYER
JOBSSUPPLEMENTAL
DATA: UNLOCKABLES

► MUSEUM OF (SUPER)NATURAL HISTORY



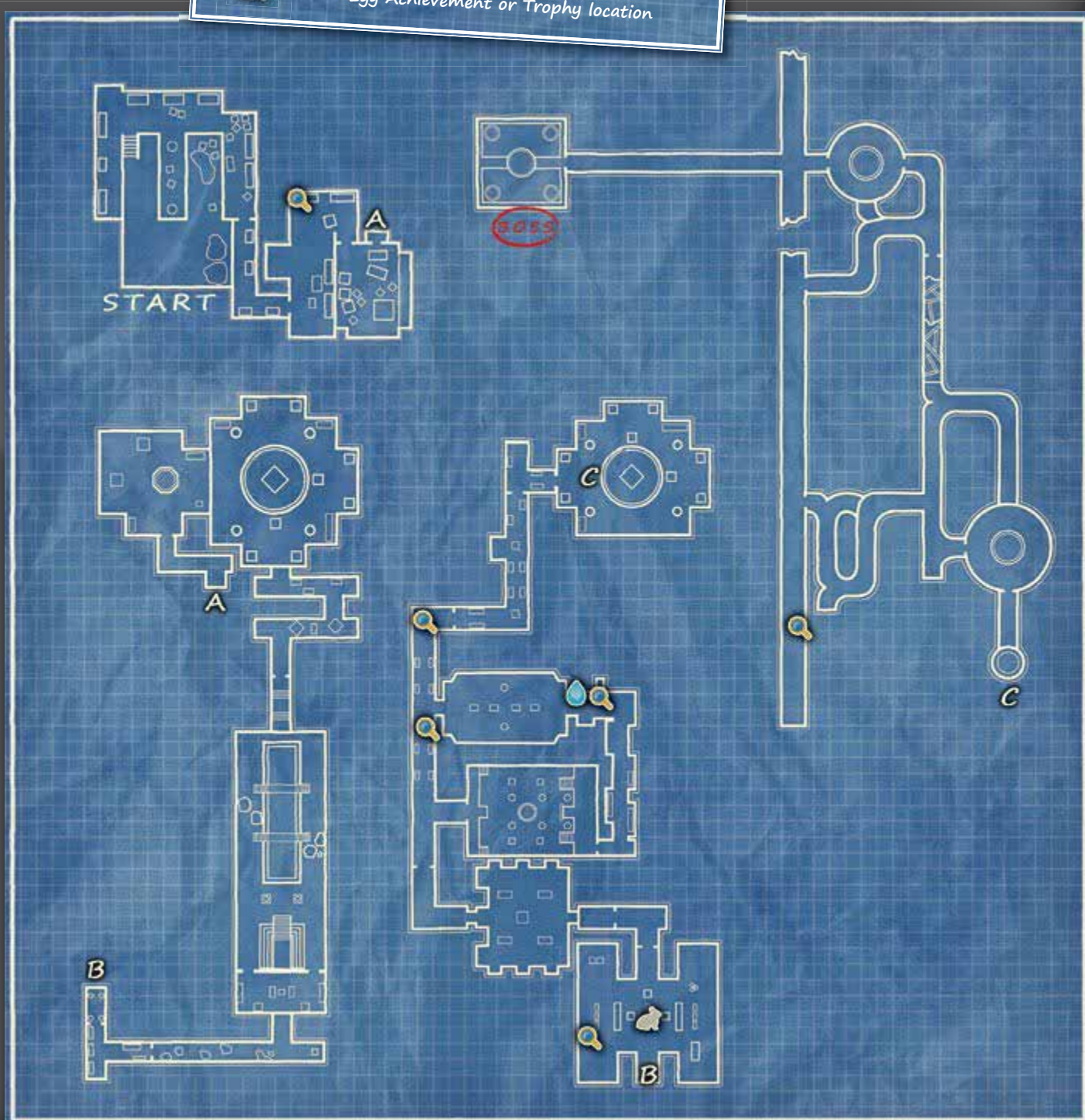
Water Fountain



Cursed Artifact



Easter Egg Achievement or Trophy location





Ghostbusters™

The Video Game



Name: Black Slime Ghost
Category: Class V Black Slime Floater
Type: Corporeal (dispersible)

Behaviors:

Attacks: Range, Rush
Weakness: Slime
Dazed Duration: Short
Trap Resistance: High

Notes: These entities are unique among Class V ghosts. Unlike other phantoms, the ectoplasm that creates the form of these creatures is infused with Black Slime. The resulting hybrid is an exceptionally dangerous enemy that can be difficult to overcome.

Recent developments have indicated that Black Slime Floaters may not be a naturally occurring denizen of the ghost world.



Name: Black Slime Portal
Category: Class I Transdimensional Conduit
Type: Corporeal (dispersible)

Behaviors:

Attack: Spawn
Weakness: Slime

Notes: These conduits or dimensional rips provide temporary and highly unstable portals between our world and the ghost world. It is not known if these portals are formed in especially dense pockets of Black Slime or if the portal forms first and the Black Slime follows through the resulting weakened dimensional intersection. Either way, these conduits are inextricably tied to Black Slime and the neutralization of surrounding Black Slime has been known to close the Black Slime Portal as well.



Name: The Chairman
Category: Class VII Ectoplasmic Entity
Type: Deity (supreme being)

Behaviors:

Attack: Range
Weakness: Proton Stream

Notes: Shandor and his cult made many powerful connections, perhaps none more so than NYC's most powerful business leaders and power brokers. Shandor used his dark abilities to help each of them at some stage of their careers, and they were indebted to him. They came together publicly as trustees of the Natural History Museum, and privately misused their influence to help Shandor implement and maintain his Mandala throughout the city.

When they died, each of them returned as guardians to the Mandala, and the Natural History Museum in particular. Their closeness to Shandor's evil regenerated them as ectoplasmic entities. The Chairman (formerly Cornelius Wellesly, Chairman of International Steel), wielded the most power when alive, and likewise is the most powerful in death, becoming one of Shandor's mightiest servants.



Name: Confederate Ghost
Category: Class IV Full-Torsoed Specter
Type: Ghost (must trap)

Behaviors:

Attacks: Melee, Range, Rush
Weakness: Proton Stream
Dazed Duration: Moderate
Trap Resistance: Medium

Notes: These ghosts, fighting for Poindexter's Partisan Rangers, were so dedicated and focused during their battle that when it ended—with their deaths—they failed to realize it. Trained to unerringly follow their regimental banner, when that tattered battle flag made its way into the museum's collection, so did they. Unfortunately, there they encountered other ghosts loyal to the Union, and the resulting fight has raged ever since.

Poindexter's Partisan Rangers evidently believe that the South will rise again—even if it takes more than a lifetime.



Name: Ectoplasmic Residue
Category: Class I Supernatural Secretion
Type: Environmental (inert)

Behaviors:

Weakness: Scan only

Notes: Ectoplasmic Residue identifies areas of paranormal contact or interaction. While some ectoplasm can be seen with the naked eye, Ectoplasmic Residue can only be seen while using the PKE Meter-enhanced Paragoggles.



Name: Flying Skull
Category: Class I Osteo-Focused Swarmer
Type: Corporeal (dispersible)

Behaviors:

Attacks: Rush, Swarm, Suicide
Weakness: Shock Blast

Notes: Skulls are scary, especially when they fly around with glowing eyes and try to kill you. These Class I Swarmers are drawn strangely but exclusively to skulls, real or imitation.

Like other Swarmers, Flying Skulls defend their territory with exceptional vigor. It's best not to trespass unless accompanied by a fully charged Proton Pack.



Name: Possessed Human
Category: Class III Possessor Host
Type: Possessor (slime neutralize)

Behaviors:

Attacks: Melee, Range, Rush
Weakness: Slime

Notes: Possessed Humans are innocent bystanders possessed and controlled by Class III Possessor Ghosts. Slime Blower use will drive Possessor Ghosts out of their human victims but beware, its lingering PK resonance is not enough to prevent Possessors from repossessing anyone already slimed.



Name: Possessed Statue
Category: Class III Possessor Host
Type: Corporeal (dispersible)

Behaviors:

Attacks: Melee, Range, Rush
Weakness: Slime

Notes: Possessor Ghosts can also possess and take control of some statuary and mannequins, and are thus often encountered in a wide variety of museums as well as in far more clothing stores than one would reasonably expect.

Fortunately, possessing an inanimate, nonliving object like a mannequin or a statue binds the possessing spirit to that object. Not only is the ghost unable to leave, but it is also disrupted when the possessed object is destroyed.



Name: Possessor Ghost
Category: Class VII Wandering Possessor
Type: Ghost (must trap)

Behaviors:

Attack: Range
Weakness: Proton Stream
Dazed Duration: Moderate
Trap Resistance: Medium
Special: Possess bystanders

Notes: Mrs. Myrnick, a pragmatist with a vision, opened the St. Nicholas Rehabilitation Mission for Wayward Angels. The mission took “fallen” and destitute women off the mean streets and cleaned them up, gave them hope, and trained them for “new” careers. St Nick’s provided its desirable charges to the many gentlemen’s club events, fraternity parties, and business conventions that occurred around the city on a regular basis, in return for considerable donations.

Shrewd Mrs. Myrnick could always spot an opportunity and knew that her “customers” could not afford to let word of their excesses get around: These were highly respected and upstanding men in the community, after all. She told them she was willing to remain discreet, for a sizeable donation.

Unfortunately, Mrs. Myrnick failed to realize the lengths some would go to preserve their reputation and one night, a gang of Pinkertons paid a visit to St. Nick’s. Now Mrs. Myrnick’s ghost (and those of her charges) has appeared in many fine establishments and hotels since 1923, but they tend to favor the Museum of Natural History.



Name: Union Ghost
Category: Class IV Full-Torsoed Specter
Type: Ghost (must trap)

Behaviors:

Attack: Range
Weakness: Proton Stream
Dazed Duration: Moderate
Trap Resistance: Medium

Notes: A local Civil War unit, The New York 87th: “Thurbold’s Wrongways,” got lost on the way to battle, wandered in circles in the coldest winter in East Coast history, and eventually died of exposure only thirty miles from home. They now haunt the city, looking for battle. In the museum, it seems, they’ve found it.



Name: Venom Crawler
Category: Class VI Vermin Dominant
Type: Corporeal (dispersible)

Behaviors:

Attacks: Poison, Range, Swarm
Weakness: Shock Blast

Notes: Venom Crawlers are physical manifestations of the vermin spirits that power Candelabrum Crawlers, having managed to breach the planar barriers and cross over to our world.

Being actual physical entities, Venom Crawlers are much more powerful—and dangerous—than their lesser forms and should be treated with caution.

POSSESSOR PARTY!



The plan is to rendezvous with the museum curator at the museum’s loading dock while Peter poses as Dr. Selwyn’s date and distracts Peck at the Gozer exhibit. Unfortunately, when you arrive, the curator is nowhere to be found. No need to wait for him. Instead, start trekking across the loading dock area and walk up the loading ramp, then make a right. Hose down the Black Slime on the ground so you can step over it, then continue toward the door leading to the museum.

The entry door is electronically locked. Turn around and destroy the crates in the corner of the room, just across from the locked door. Behind them on the wall is a power unit. Flip the red switch to green, then turn back around and go through the now-open door.

Continue moving down the loading dock halls and neutralize the Black Slime as you go. The Black Slime won’t always block your path, but it’s best to neutralize as much of it as you can to avoid accidental contact.



After entering the third room, a spook zips by you before you can react! Render the Black Slime on the ground harmless, then follow that ghost! Make a left and follow the dark corridors toward the museum.



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THE VIDEO GAME



Ray's Occult Road Show

Hey now! We're in the Museum of Natural History, so naturally we'll find some good stuff here, right? My guess is that there's something around the corner here. After you spy the speeding spook, make a left and examine the corner of the building. On the shelf, behind a small crate, is a cursed mask. It's pre-Columbian, so there's got to be centuries' worth of data we can get from it. Just don't try it on, OK, kid?



Though the dark hallways of the loading dock are abandoned, you can hear muffled moans and groans coming from a mysteriously moving crate in a nearby room. It's not a Class IV Animating Specter, or a Class II Telekinetic Demon. Heck, it's not even a Negatively Charged Class I Ectoplasmic

Secretion.... No, this time it's just Dr. Rutherford, the Assisting Curator of the museum trapped inside a box. Blast it open to free the cooped-up curator. As it turns out, he's a big fan. Chances are, he's an even bigger fan now that you've set him free of his small wooden prison.



GHOSTBUSTER GAB



Sigh. It seems that no matter how much good we do, we'll never be able to put those birthday party days behind us. Even the Assisting Curator of the museum hired us at one point for his daughter's party! You see, we had a little ghostbusting dry spell a few years back, and we were light on dough, if you catch my drift. In order to make ends meet we did a few celebrity appearances. I swear, you battle the forces of evil over and over and you get nothing. But you do a guest appearance at one little bat mitzvah...



You follow the Assisting Curator toward the elevator leading to the museum. When the doors open, however, you're greeted by a Possessor Ghost! She dashes out of the elevator and into Ray! Switch to your Slime Blower and turn on Ray. Hose him with the Slime Blower and draw out the Possessor Ghost. Once she's out and about, switch to your Proton Stream and begin dispersing her PKE.

Move around the small room to dodge her projectile attacks and keep the protons on her steadily. If she possesses Zed or Stantz again, switch to your Slime Blower to draw her out again, then resume your attack with your Proton Stream. Continue wearing her down until she's ready to go down. When she is, cap her and trap her.



After getting on the elevator and taking it up to the museum, you're reunited with Peter—who has gotten into full ghost busting gear. You enter the Gozer exhibit and are intercepted by Walter Peck himself...as expected. He insists that you be escorted out immediately, but before his guards can gently escort you out, Dr. Selwyn takes flight—literally!

The lovely professor's eyes light up and she slowly rises into the air, floating around a large Gozerian obelisk! Several more Possessor Ghosts spring out of the obelisk! One of the ghosts takes control of Peck. Time to get to work!

GHOSTBUSTER GAB



This all seems strangely familiar. You see, Peter used to have a thing for Dana Barrett. As you might know, she was later possessed by one of Gozer's stoolies, Zuul the Gatekeeper. When Peter went to take Dana out on a date, he found her taking a nap...several feet above her bed. Anyhow, now that Dr. Selwyn is possessed and also floating several feet off the ground...Well, let's just say that Venkman is 2 and 0 when it comes to floating chicks. He doesn't like to talk about it.

Begin by exorcising the Beauty Queen Possessor Ghost from Walter Peck. Turn your Slime Blower on the possessed Peck and hose him down. Not only is it satisfying for you, it's also good for him. Keep your distance from him, however. While possessed he acts very much like a Paper Construct and dashes toward you with a slash attack. Keep him hosed until the Beauty Queen's spirit exits his body.



When the Beauty Queen is forced out, the other Possessor Ghosts grow frantic and begin possessing your teammates. Though the Possessor Ghosts are your main priority, you won't get far without the help of the other Ghostbusters. Keep an eye on them and hose them down with the Slime Blower whenever one of them gets possessed.



Man, I don't like getting slimed any more than the next guy. But getting possessed? Forget about it. Consider this: If Peter, Ray, and I are possessed and you go down, who is going to help you get back up? That's right. Nobody. If you want to stay alive, you gotta make sure we're alive first. Otherwise it's curtains for you, me, the Ghostbusters, and New York.



I've modified your Haunt & Ultra-Dimensional Detection (HUDD) interface to monitor the vital life signs of all Ghostbusters as well as your own. In the upper-right corner of your HUDD, you'll be able to see when any one of us is possessed and where we're located. If one of our faces appears to have glowing eyes, it's a safe bet we're not quite ourselves. Use this during battle with the Possessor Ghosts to help keep our corporeal bodies from getting too crowded.



Track the Possessor Ghosts' movement around the main exhibit, but stay near your fellow 'Busters. The phantoms will wander between the main exhibit and the flanking rooms, enticing you to follow. Don't! Instead, stay in the main exhibit to keep from wandering too far from your teammates. Whenever a Possessor Ghost wafts into your line of sight, let loose your Proton Stream.

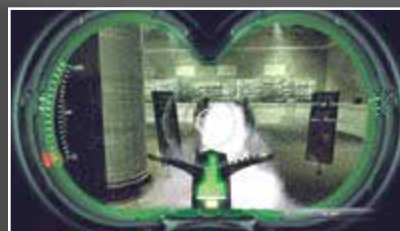
Aside from being able to possess your pals, and a particularly pesky projectile attack, these ghosts are no different than the many you've faced before. You know what to do. Whittle down their PKE while keeping your friends fiend-free, and trap the haunts as soon as their PKE is red.

Once you've trapped all four Possessor Ghosts, Dr. Selwyn is whisked away to a distant part of the museum by another one of Gozer's goons. Ray dashes away to the security room where he'll monitor the specters' activity and relay it to you while you go after Dr. Selwyn.



STUMBLING ALONG THE TRAIL OF THE PAST

You don't have to rely on Ray just yet. For now, equip your PKE Meter and Paragoggles to follow a faint trail of Ectoplasmic Residue left by the ghost kidnapper.



Make a left into the long hall and follow the trail until you're ambushed by several Possessed Statues! These reanimated Mayan mannequins are extremely fast, powerful, and possess a variety of different attacks. Stay away from them! From a distance, blast the statues with a constant stream of slime from your Slime Blower, and an occasional Boson Dart to keep them at bay.

Don't be fooled, however. They can still attack you from a distance with their specter spears. Hop left and right to dodge their spears, and keep the pressure on them. If they rush you, blow them back with a Boson Dart, then dash past them to get some distance. Make a right and follow the Mayan artifact displays deeper into the museum.

Further down the hall are more Mayan monsters. Use the large display cases as cover while you obliterate the animated statues. If your partners go down, creep out of your cover and get them back on their feet. If you face the stone statues alone, you'll most likely get surrounded and overwhelmed, so keep your friends healthy!



Open the doors at the end of the hall and enter the large Mayan temple room. You'll encounter even more necroanimated Mayan statues, but the layout of the room is perfect for guerrilla warfare, Ghostbusters style. Use the large temple display to provide you with cover while you pop in and out of safety to fire at the Possessed Statues. After eliminating the first few statues near your position, dash out of cover and then sprint across the small bridges at the center of the long room.

As you cross the bridges, keep your ghostbusting device fixed on the enemies farther down the room. Upon crossing the second bridge, switch to your Shock Blaster and aim it high at the Flying Skulls overhead. Keep blasting the creepy craniums as you go until you reach the far end of the room.



Bust down the door to the right (or left, your pick) of the museum and enter the next display room. This much smaller room contains several Mayan masks in display cases. Ignore their glowing red eyes and cross the room into the next section of the museum. Slowly follow behind Peter and Winston as the museum halls lead you through a terrifying passage lined with huge Mayan carvings.

Several more Possessed Statues try to ambush you in the hall! Just as before, use the large stone relics in the hall as cover while you make short work of the Mayan monsters with your Slime Blower and Boson Darts. Clear the hall of all unearthly beings, then venture into the room at the end of the hall.

The room at the end of the hall is a dead end. It's sealed off by a security gate. Lucky for you, you've got an inside man—Ray. He manages to open the gate for you just before he's attacked by an unknown entity. You can't help him now, so proceed to the American History branch of the museum.



Recruit, come in! This is Egon, please respond. Ah good, there you are. Listen, according to Francesca's latest Tarot reading, there's another Xbox 360 Achievement or PlayStation 3 Trophy to be unlocked in this room. You know where to find it if you're interested: the "Supplementary Data" section. Happy hunting.



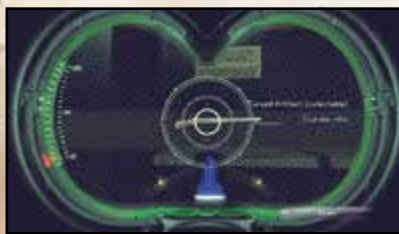
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Ray's Occult Road Show

Hey there, cadet. Don't leave that room just yet. Do me a favor and pick up the Cursed Artifact nearby. I can see the artifact from here over the monitor. After entering the room, make a sharp left and walk to the far wall. Use your PKE Meter to scan the rifle hanging on the wall. That's it, sport. Just don't try to use it in combat. Not only is it an antique, but you'll have a hard time finding gunpowder with a compatible ectoplasmic signature.

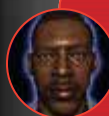


As you cross the first American History room, Ray reestablishes contact. He was momentarily possessed, but he was able to shake it off and find another, more secure, security room. He's lost contact with Dr. Rutherford, but spotted Dr. Selwyn near the Civil War exhibit. Your present location! Just as you're about to approach the door across the way, a psychokinetic surge reanimates two Civil War battalions: one Confederate, one Union. This isn't going to be pretty.



Turn around and take aim at the Civil War soldiers. Though the two sides go at it as if they'd never stopped fighting, they are also kind enough to include you in the festivities. Join the party and don't discriminate. Circle around the exhibit and keep the uncivilized ghosts from peppering you with their poltergeist muskets. Though only the Confederate soldiers can attack with melee and rush attacks, both sides can attack with projectiles, so stay light on your feet.

Eliminate the Confederate soldiers first, since they pose a greater threat. If they rush you with their swords swinging, sidestep their attack and either blow them away with a Boson Dart or sling them away with a Slime Tether. If the Union soldiers try to interfere, stun them momentarily by slinging them away with a tether, then resume your attack on the Confederates.



Whoa! Careful where you point that thing, kid! See those powder kegs scattered around the room? They're explosive. I'm sure Egon could probably explain how some psychokinetic whatsit turned otherwise harmless museum props into dangerous explosives, but all you need to know is that if you fire at them, they'll go boom. And I don't know about you, but things that go boom usually make me go "ow!" So be a good Ghostbuster and don't detonate them while we're near 'em, yeah?



Whoa! Careful where you point that thing, kid! See those powder kegs scattered around the room? They're explosive. I'm sure Egon could probably explain how some psychokinetic whatsit turned otherwise harmless museum props into dangerous explosives, but all you need to know is that if you fire at them, they'll go boom. And I don't know about you, but things that go boom usually make me go "ow!" So be a good Ghostbuster and don't detonate them while we're near 'em, yeah?

Once you've cleared the room of all Confederates, you're free to take on the wily Union soldiers. Whittle them down from afar and put an end to their war. Exit the American History exhibit and resume your search for Dr. Selwyn.



You finally reach a security room where Ray explains a bit more of the history behind the museum. As you might expect, Ivo Shandor was heavily involved in the museum's early dealings, all of which were extremely shady. Rumor has it that the board of trustees used women from a nearby rehabilitation mission to conduct evil rituals.



After leaving the security room, you wander into the Egyptian History exhibit. The walls are dripping with caustic Black Slime! Walk across the first room and go through the door on the opposite side of the room. As you enter the next section of the exhibit, you can see several museum-goers milling about on the other side of a gate. No sooner does Zed reassure them that everything is going to be fine, than several haunts swoop in on the inquisitive civilians! Make a right at the gate and enter the large Egyptian temple room.

Upon entering, a large slab of stone with hieroglyphs falls behind you and seals you in. The room lights up as torches spontaneously ignite, and several Egyptian statues come to life. It's more Possessed Statues! For the moment, hold your position at the top of the steps before descending into the room, and blast the statues from your higher location. From your position you can easily spot and evade incoming spears, while slowly dwindling the monsters' PK energy. If they try to flank you, turn on them and either blow them away with a Boson Dart, or hose them down with slime.

After dispersing four or five of the Possessed Statues, rush down the steps and join the other Ghostbusters—several Union and Confederate Ghosts join the fight, so they're going to need all the help they can get. Trap the last few ghosts to clear the room, then walk over to the west wall, just across from where you entered.



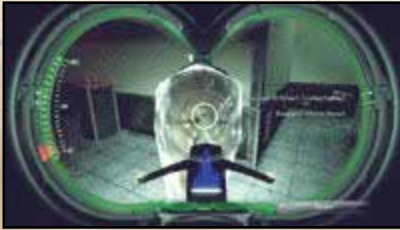
Though the wall looks to be solid, equip your PKE Meter and Paragoggles to reveal a hidden door. The ghosts used their special spook powers to hide the door from you. The naked eye can't see it, but nothing can hide from the Paragoggles! Bathe the wall with slime to reveal the door, then venture into the maintenance hall.

Follow the hall to the left. The hall is quiet, but the walls are disgusting and still dripping with slime. Make a left at the end of the hall and slowly saunter toward the door.



Ray's Occult Road Show

Will you look at that? A giant stone head sitting just right of the hall's exit door! You don't even need your PKE Meter to find it! If you've been studying—unlike our good friend Venkman—you'd know this isn't an Olmec head, but rather the head of an Egyptian god/warrior named Azathotep! Man, this one is going to be heavy!



Water Break!

Jeez. The guys have gotcha so wound up, you didn't even notice a drinkin' fountain next to that large Olm—er, Egyptian head thingy. I swear, if I hafta radio in one more time to point out somethin' that's plain as day, I'm gonna go crazy.



Exit the hall and enter a long room lined with display cases. The room is teeming with psychokinetic activity! Flying Skulls zoom by overhead, reanimated statues lurk in the shadows, and Dr. Selwyn is whisked away again by the portly poltergeist! Concentrate on the Possessed Statues first, then turn on the Flying Skulls. Use the size of the room to your advantage. Take out both groups of ghosts before they can get close enough to hurt you.

Sprint to the other side of the room and go through the double doors at the end. You'll find yourself in another wide hallway decorated with several Egyptian statues and relics. Make a left and begin your journey down the long display room.



Ray's Occult Road Show

Man, oh man! I knew this place would be a veritable buffet of haunted antiques. A smorgasbord of disturbed tchockes! A... er, you get the point. Anyhow, after entering this room, make a left. Make another left at the large falcon statue and use your PKE Meter to scan the vase in the case on the left wall. Yup! You guessed it. It's another Cursed Artifact. I won't be putting any flowers in this vase, I can tell you that.



At the large falcon statue, turn right. Whip out the PKE Meter and scan the floating tub of goo down the hall. It's The Chairman's ghost! He's the one that snatched Dr. Selwyn. Don't sprint after him; he'll just zoom away and leave some Possessed Statues to slow you down. Instead, slowly slink up the hall and wait for the statues to attack. When they do, open fire with your Slime Blower and Boson Darts.



Ray's Occult Road Show

Sweet find! Another painting! After destroying the psychokinetically animated statues in this hall, scan the painting hanging at the end of the hall along the left wall. It's the Board of Trustees painting. You know, we're going to run out of wall space pretty soon. Between the painting of Vigo, the other possessed paintings we've found, and this new find, we'll have to open up a gallery. Hmm, the Gallery of the Possessed! Has a nice ring to it.



Make a right at the end of the corridor and enter the next section of the museum. Blast past several more Possessed Statues and follow The Chairman! Again, don't be hasty. The Chairman will continue to animate the statues lining the halls and dash away, so keep your eyes open and your Neutrons Wand ready for action. Shatter the remaining statues and approach the gate at the end of the hall. The gate slides open, revealing the Gozer exhibit. You're back where you started.



Back in the Gozer exhibit you find Venkman finally putting the moves on Dr. Selwyn. She's safe and The Chairman's ghost is nowhere to be seen. Until he decides to join the party of course! A large portal opens up above the Gozerian obelisk and The Chairman slowly wafts out like a large goopy ghost buoy. Large as he is, he's still speedy. He circles around the obelisk and then swoops down to kidnap Dr. Selwyn again.



GHOSTBUSTERS™

THE VIDEO GAME



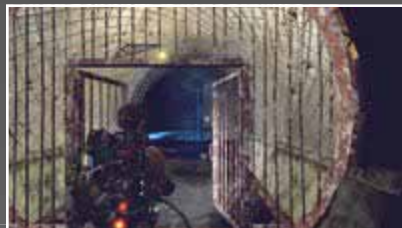
The team opens fire with their Slime Blowers as The Chairman rises into the air and the slime barrage frees the detained Doctor. With nowhere to hide and taking heavy damage, The Chairman does the only thing he can. He zooms down and disappears into a crack at the base of the obelisk. He's safe for now, but he hasn't gone far.

Scan the obelisk with your PKE Meter to reveal that you can destroy it, then switch to your Neutrona Wand and open fire on the structure. Once you've obliterated it, the design beneath the obelisk begins to shift. Circles move left and right, then realign to reveal a hidden spiral staircase leading underground.



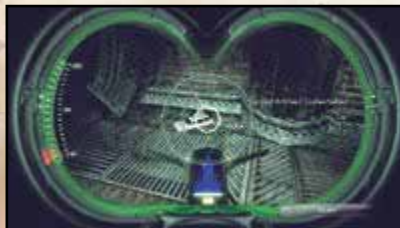
THE PKE SUPERHIGHWAY

The stairs lead to a series of underground tunnels where hundreds of blue ectoplasmic wisps waft by. Make a left and approach the only unlocked gate, then follow the tunnel out to a large cavernous chamber.



Ray's Occult Road Show

I can feel it, kid. We're getting closer to something big. Like, a cross-dimensional visitation or fourfold cross-rip! Hey, before the stuff hits the fan, be sure to grab the final artifact in this area. After emerging from the tunnel into the large cavernous area, make a sharp left. Follow the walkway about halfway down and look for a small Ecto-1 remote-controlled car on the ground. Scan it, then bag it!



Make a right after entering the large cavern and follow the walkway until you detect a hidden tunnel along the right wall. Use your PKE Meter and Paragoggles to locate it, then hose down the wall with slime to reveal the hidden tunnel. Enter the large corridor and follow the winding tunnel back out to a large platform at the center of the spirit conduit. En route, Ray and Egon inform you about the Meson Collider/Overload Pulse attachment on your Proton Pack.



Hey there, cupcake. Listen, I don't remember half the stuff Ray and Egon tell me, either. I tune them out most of the time, so if you really need a refresher course on your ghostbusting equipment, check out the "Tools of the Trade" chapter, OK?



The large platform is a spirit rig. At the center of the platform is a large spirit derrick, and at each corner of the platform are Black Slime Portals! The tunnels funnel the spirits into the derrick where The Chairman collects them. When he collects all the spirits, he grows in size and becomes a huge bloated blighter. Luckily, as he grows in size, so does the large glowing target on his chest.

Wait for him to float away. When he does, he unleashes several Venom Crawlers from the Black Slime Portals. Turn on your Shock Blaster and get to work. Scramble around the platform to stay away from the crawlers and blast them with your Meson Collider. After fending off the first wave, seal off the Black Slime Portals by neutralizing them with your Slime Blower.

Once all the portals are sealed off, The Chairman rises from underneath the platform, exposing the glowing yellow target on his chest. Switch to either your Proton Stream or Meson Collider and unleash everything you've got on him. He'll take some damage to his PKE, then quickly seek refuge again underneath the platform.



When The Chairman cowers underneath the platform, that's your cue to turn back on the Venom Crawlers and Black Slime Portals. This time, seal off the portals before the Venom Crawlers can spawn. If one or two slip out, let your team handle them. Concentrate on sealing the portals with slime to draw out The Chairman again.

Look around the area surrounding the platform to locate him as he rises and immediately open fire as soon as you've got a clean shot at the glowing yellow orb. Continue this game of hide-and-seek until he's got less than 25 percent of his PK energy.

When The Chairman realizes he's about to fall, he ups the ante and calls on Black Slime Fiends and Black Slime Floaters. Keep them away from you by blasting them back with Boson Darts or obliterating them with your Meson Collider. To keep the numbers in your favor, seal off the portals before they can swarm you. After you've sealed off the portals and eliminated all the Black Slime creatures, The Chairman comes out to play again. Finish him off with a combination of Boson Darts and your Proton Stream.



You've saved the city...again! Yet, Peck seems more angry with you now than ever. As usual, he launches into one of his tireless tirades about shutting you down, turning off the containment grid, and blah blah blah. But while he throws his tantrum, Egon scans the ornery Peck with his PKE Meter. After Peck stomps off, Egon suggest that the Ghostbusters keep a *very* close eye on him. Something about him is not right...



RETURN TO THE SEDGEWICK

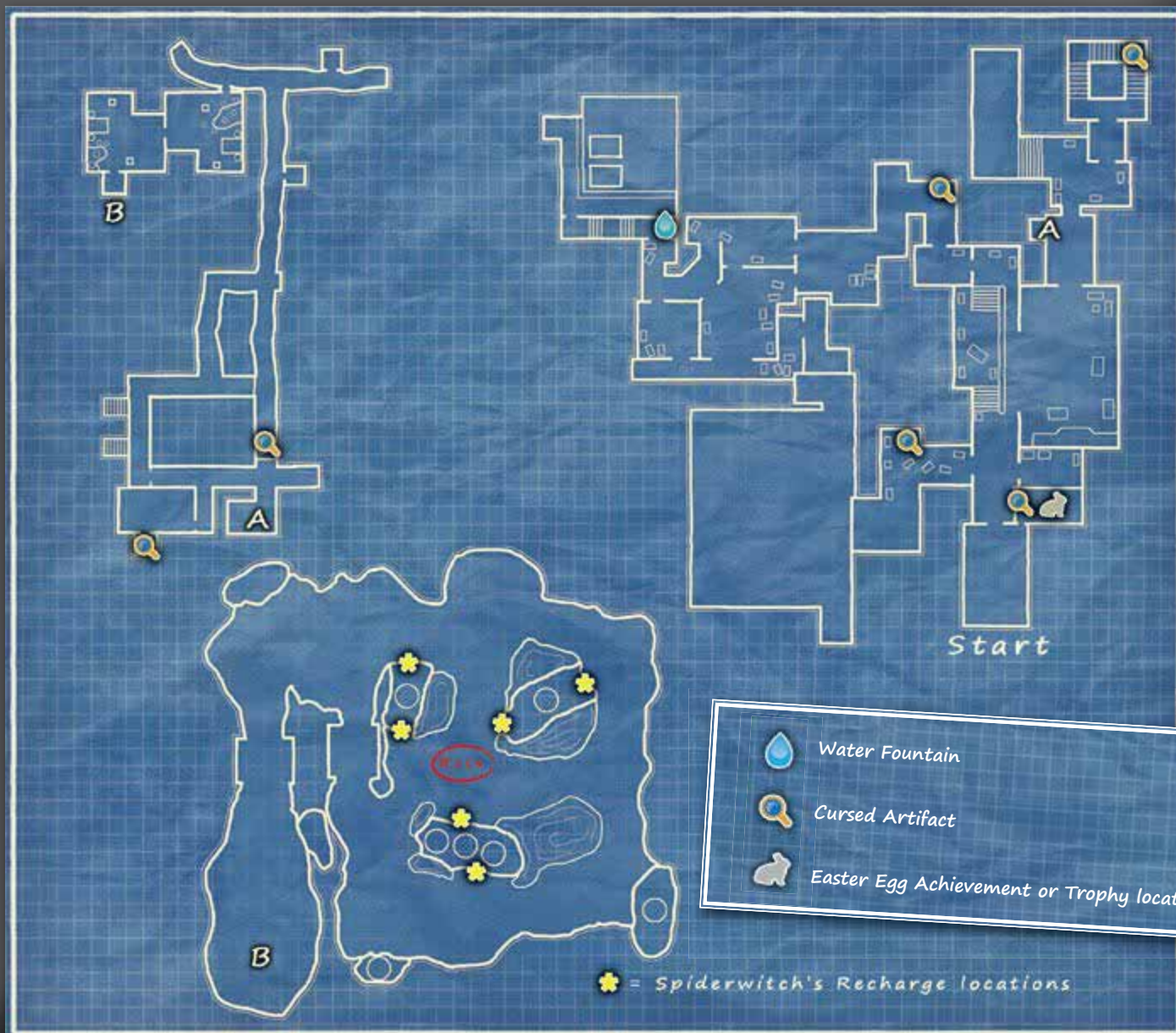


Things at the firehouse are buzzing with activity. The phone is ringing off the hook, Egon and Ray are busily trying to figure out the meaning of the Gozerian symbol, and Winston carefully studies a map of the city, noting recent areas of disturbance. Walk over to Egon and Ray to see what they've come up with so far. The symbol has so far stumped them, that is, until they get a fresh pair of eyes on the situation. Zed overlays the symbol on the city map he's studying and makes a startling discovery!

The Gozerian symbol is a Mandala! The small circles on the Mandala correspond to nodes that funnel ghosts along a specific route. As the ghosts move from node to node, they get bigger and stronger. So far, each node has corresponded to an NYC landmark; the Public Library, the Sedgewick, the museum, and the next node is...in the Hudson River? Peter sets off to investigate Peck a little bit more while you and the rest of the guys head back to the Sedgewick. Dr. Selwyn remembers being mysteriously

draw to Room 1221 before she fled the hotel. Maybe an investigation of the room will yield some answers.

Walk over to the Ecto-1 when you're ready to head back to the Sedgewick!





Ghostbusters™

The Video Game



Back to the Hotel

Ghosts Encountered



Name: Black Slime

Category: Class I Caustic Seep

Type: Environmental (inert)

Behaviors:

Weakness: Slime

Notes: Black Slime is encountered in locations of intersection between the real and the ghost worlds. It is a dangerous substance formed of ectoplasm supersaturated with negative energy. Black Slime is incredibly caustic and will cause severe damage to anyone heedless enough to come into contact with it.

Based on its spectral resonance echo, Black Slime also appears to function as a conduit for PK energy and could, if saturated with enough spiritual energy, conceivably act as a ghost portal.



Name: Black Slime Portal

Category: Class I Transdimensional Conduit

Type: Corporeal (dispersible)

Behaviors:

Attack: Spawn

Weakness: Slime

Notes: These conduits or dimensional rips provide temporary and highly unstable portals between our world and the ghost world. It is not known if these portals are formed in especially dense pockets of Black Slime or if the portal forms first and the Black Slime follows through the resulting weakened dimensional intersection. Either way, these conduits are inextricably tied to Black Slime and the neutralization of surrounding Black Slime has been known to close the Black Slime Portal as well.



Name: Chef DeForrest

Category: Class IV Anchored Phantom

Type: Ghost (must trap)

Behaviors:

Attacks: Melee, Range, Spawn

Weakness: Proton Stream

Dazed Duration: Moderate

Trap Resistance: Medium

Special: Summons minions

Notes: Chef DeForrest was a talented chef on the verge of becoming world-famous. The night the restaurant critic came to his restaurant, however, things went poorly. In order to avoid a bad review, the intensely paranoid Chef poisoned the critic's dessert course. He hid the poison poorly, though, and it accidentally found its way into the staff's dinner the following evening. The entire staff, including Chef DeForrest himself, died horrible and painful deaths.

Like the rest of his staff, Chef DeForrest was imported to NYC and the Sedgewick hotel with his kitchen equipment.



Name: Cook Ghost

Category: Class III Animating Specter

Type: Ghost (must trap)

Behaviors:

Attack: Range

Weakness: Proton Stream

Dazed Duration: Long

Trap Resistance: Low

Notes: To avoid a scathing review, the famous French chef DeForrest poisoned a food critic's dessert course. Unfortunately he did a poor job of hiding the poison and the next night it accidentally found its way into his staff's dinner, causing them all horrible and painful deaths.

When the state-of-the-art kitchen equipment was bought and imported to NY by the Sedgewick Hotel, the ghosts of the chef and his now post-mortal staff unfortunately came with it.



Name: Kitchen Flier

Category: Class I Inhabiting Swarmer

Type: Corporeal (dispersible)

Behaviors:

Attacks: Rush, Swarm, Suicide

Weakness: Shock Blast

Notes: These restless spirits have been driven to inhabit and control small kitchen utensils. Quick moving but fairly weak, these Swarmers' insubstantial forms quickly fade back into the depths of the ghost world when dislodged from the objects they possess.

Statistically, kitchens are the location of a large number of injuries, especially when filled with swarms of attacking utensils.



Name: Spider Crawler

Category: Class VI Vermin Entity

Type: Corporeal (dispersible)

Behaviors:

Attacks: Range, Poison, Swarm

Weakness: Shock Blast

Notes: A close relative of the Venom Crawler, Spider Crawlers are also physical manifestations of the vermin spirits, though of a different order. Encounters with these creatures have only been reported on the ghost plane where they are usually the heralds of other, more dangerous powers.



Name: Spiderwitch

Category: Class IV Elevated Remnant

Type: Deity (supreme being)


Behaviors:

Attacks: Melee, Range

Weakness: Proton Stream

Notes: This anonymous woman (the authorities never discovered her identity) spent several years in the '20s living in the Hotel Sedgewick. There, for purposes only known to herself and to her master, Ivo Shandor, she lured men into her rooms and then murdered them (though it's uncertain if they were killed before or after they were hung from the ceiling and drained of their blood).

As a reward for her efforts as a member of his inner circle, after her death, Shandor used his substantial powers to "elevate" her, creating the Spiderwitch. Now a terrifying spider-human fusion, she and her insectlike minions protect Shandor's interests in the strange, twisted plane that exists immediately between our world and the ghost world.



Name: Webbed Fiend

Category: Class V Webbed Fiend

Type: Corporeal (dispersible)

Behaviors:

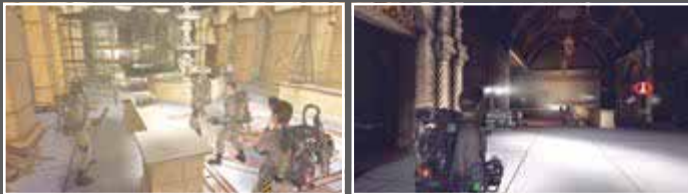
Attacks: Melee, Range, Rush

Weakness: Proton Stream

Special: Ambusher

Notes: Outwardly humanoid in appearance, Webbed Fiends can draw upon PK energy to alter their appearance in order to present a terrifying visage that can cause those with weaker wills to flee. As though they are trapped between two worlds, Webbed Fiends quickly transition between the ghost world and the physical world. Just don't be there when they do!

THIS PLACE IS DEAD...
NO, REALLY.



When you arrive back at the Sedgewick you find that the hotel has been sealed off by P.C.O.C., barring anyone from entering. Which is just as well, because the place is nearly completely demolished from your last visit. Scaffolding now adorns the previously ornate lobby, planks of wood litter the ground where potted plants used to be, and the central water fountain is empty and lifeless.

If the rest of the city is going to avoid a fate similar to the Sedgewick's, then you must locate the Mandala node in the hotel and neutralize it. Venture into the hotel and begin investigating.



Ray's Occult Road Show

You know, sport, there's a really good chance that our last visit here opened a momentary temporal cross-rift, allowing artifacts to transpose their temporal signature into our dimension.

Meaning, there's a good chance that some Cursed Artifacts from another time period slipped into ours. After entering the hotel, pass through the first set of doors into the lobby area. Make a sharp left and follow the hallway toward the ballroom. Look on the right of the hall to find a pair of cursed bell-bottoms! Be sure to neutralize the Black Slime on the ground before grabbing them. Groovy!



Follow the guys to the elevators. Unfortunately, they're out of power, so you'll have to find another way up to the twelfth floor. Just then, you hear a woman's scream coming from the darkness. Rush past the elevators to find the hotel manager cowering in a corner.





Ray's Occult Road Show

*You smell that? Smells like...Is that broccoli? I bet that's another haunted antique! OK, after finding the hotel manager, take the stairs behind him up to the next floor. Hidden behind the bellhop's cart in the corner of the hall is another Cursed Artifact—the book, *Confessions of a Broccoli Queen*.*



Quick, follow the guys back out toward the lobby. You'll get there just in time to see a residual ectoplasmic echo of the Spiderwitch! She coolly lures a male companion into the elevator, all the while hiding a gleaming blade behind her back. There's nothing you can do for him now, he's long since dead, but the Spiderwitch is still very much active. And yes, she's on the twelfth floor.



If you're going to get up to the twelfth floor, you must first restore power to the building. Do as the hotel manager says and head to the backup generator in the kitchen. Dash across the lobby, back toward the kitchen's side entrance—the one you used on your last visit with Venkman. Before you can reach it, several Webbed Fiends attack! Back away from the little ambushers and open fire with your Proton Stream.

They're fast, but not tough, so a direct shot from your Proton Stream, or a direct hit from your Boson Dart will disperse the Webbed Fiends right away. Clear the lobby of all Webbed Fiends, then enter the passage along the left wall. At the end is the door to the kitchen; enter and keep your Neutrons Wand ready to fire.



Ray's Occult Road Show

This job is dangerous enough as it is, cadet. No need to make it more dangerous by carelessly playing with fire. So handle the next Cursed Artifact with extreme care. After entering the kitchen, turn left. Spot the two large refrigerators along the right wall, then use your Capture Stream to remove the one on the left. Behind it is the Cruel Oven! Spooky!







GHOSTBUSTERS™

THE VIDEO GAME



Turn left at the corner and follow the guys into the kitchen. Creep through the cracked wall and follow the signs pointing to the Generator Room.



Water Break!

This is it, kiddo. Your last chance to quench your thirst. After entering the Generator Room, look right. There, in the corner, is a water fountain. Take as many sips as you need, 'cause this is the last water fountain you'll encounter. Well, at least until you come back to the firehouse.



Enter the Generator Room and make a left. Walk down, into the flooded room and open the gate on the right. Slosh into the room and flip the glowing red switch behind the large generator. When you do, a loose electrical wire flops onto the ground and lands in the water. You're trapped! Use your Slime Tether to lift the wire out of the water and stick it onto the wall.

Dash out of the room while the electrical wire is hanging on the wall. If you wait too long or take your time getting out of there, the wire will fall back into the water and you'll be trapped again. Or worse, you'll light up like Rockefeller Center during Christmas. Enter the kitchen to spy a Cook Ghost spawn from a nearby Black Slime Portal.



Turn up the heat on the culinary creeper and fry him with your Proton Stream. While you do, his boss, Chef DeForrest, decides to join the fun and tries to ambush you on the left. There's too many cooks in this kitchen, so clear it out! Leave the lowly Cook Ghost to your partners while you turn on the head Chef. Before turning on the Chef, however, seal the Black Slime Portal that spawned the Cook Ghost. After you've sealed the portal in the kitchen, turn toward the Chef.

Switch between Boson Darts and your Proton Stream to disperse his PKE. The Chef will try to distract you by spawning Kitchen Fliers. Blow them away before they reach you, then resume your attack on the dead Chef. DeForrest isn't very mobile, so he shouldn't be hard to barbecue quickly. Once you've taken down the head Chef, help your partners fricassee the other Cook Ghosts.

Backtrack out of the kitchen and rejoin the hotel manager near the lobby.



Ray's Occult Road Show

Hey, rookie. I've got some strange readings on my PKE Meter that weren't here before. Find out if it's anything good. After exiting the kitchen and walking back to the main lobby, make a right and walk out toward the main hotel entrance. Neutralize the Black Slime near the left wall and follow the PKE readings into a small room on the left side of the hotel. Inside you'll find another Cursed Artifact.



Listen up, recruit. According to Francesca, there's another Achievement or Trophy to unlock in this small room. Check the Supplemental Data for more information.



Walk back to the elevators and take one to the twelfth floor. On the way out, Egon tries to explain the Mandala, its nodes, and the spirit conduits to Winston. When he finishes, you're visited by another ghost echo! It's the Spiderwitch again! Follow her out of the elevator onto the dreaded twelfth floor.

Slowly venture out onto the twelfth floor and follow Egon down the hall.



Ray's Occult Road Show

Easy there, youngblood. We've got another piece of paranormal paraphernalia nearby. After exiting the elevator and venturing down the hall, you'll come across an intersecting hall on the left.

Ahead of you is a pair of double doors, and on the left is an abandoned bellhop cart. Make a left at the cart and open the door on the right, at the far end of the hall. This leads into a hotel room. Enter the bathroom and scan the mysteriously flushing toilet.



Go through the double doors at the end of the hall and make a right past the stairs. The next section of hallways is nearly completely covered in webs! You're getting closer to the Spiderwitch.



Carefully creep down the hall and equip your Shock Blaster. Several of the Spiderwitch's little Spider Crawlers burst out of the webbed walls and swarm toward you. Quickly disperse the arachnid army with a few bursts from your Shock Blaster. Make a left at the first intersecting hall and blast the next Spider Crawler that leaps out of a webbed wall.

Make a right at the end of the hall and follow it to a T-intersection.



Ray's Occult Road Show

This is it! The last Cursed Artifact in the Sedgewick Hotel! At the T-intersection, make a right and follow your PKE Meter down the hall. About halfway down the hall, you come across a creepy



floating beard. Scan the flying follicles, then turn back around and rejoin Egon down the hall.



At the T-intersection, make a left and amble down the darkened hall. Several more spiders come crawling out of the web-covered crevices. Blow them to bits with your Shock Blaster or Boson Darts, then make a left at the end of the hall. Upon reaching the hallway's middle, equip your PKE Meter and locate the hidden passage along the left wall. Use the Slime Blower to neutralize the ghost webs, then enter the small hotel room.

Like the hallways, the room is covered by webs. This room, however, is also full of spider cocoons and is almost completely unrecognizable. Make a right and enter the doorway on the far wall, then turn left to find another door with a thin layer of web covering it. Go through the second door to enter the Spiderwitch's lair.

Unlike the rest of the hotel, this room has been completely molecularly reconfigured to match the Spiderwitch's ectoplasmic signature. This is it! This is the hotel's Mandala node!



Trek deeper into the Spiderwitch's lair and switch to your Proton Stream. The Spiderwitch doesn't take kindly to your intrusion and rushes at you out of the darkness. Let your Proton Stream loose and immediately begin dwindling her PK energy. She's very shifty and can scramble out of your line of fire quickly, so stay on the move and follow her as she tries to skitter away. If she rushes at you and attempts to slash you with her two front legs, buck her with a Boson Dart, then back away!

After taking some damage, the witch will scramble away and feed while hanging on a nearby wall. Use your PKE Meter to find her and interrupt her feeding with a Boson Dart. If you have a hard time locating her, look toward the center of her lair where several large web cocoons hang in a long shaft-like area. Look high, as she'll be hanging on the walls and may be hard to see at first.



When you interrupt her feeding, she drops back down to the ground and resumes her attack. Pelt her again with protons and force her back with your Boson Darts until she scrambles away again.



Once you've dispersed most of her PKE, she dashes away and disappears! Equip your PKE Meter and follow the readings to a large, wide-open chamber. Here, the witch tries to ambush you with several Spider Crawlers! Hold your position near the chamber's center and destroy the spiders before they can reach you. Slowly turn around, firing off Shock Blasts as you turn, until you're no longer surrounded and you've spotted the wily witch.

To finish her off, equip your Meson Collider and pepper her with Meson particles. Eventually, she takes too much damage and her PK energy disperses completely.

With the Spiderwitch squashed, the hotel begins to normalize and shed its webbing. You've located the Mandala node and neutralized it!





GHOSTBUSTERS™

THE VIDEO GAME



LOST ISLAND RISING



If Zeddemore's Mandala theory is correct, and each node represents a location in the city, then the next stop should be...the middle of the Hudson River? You set out to investigate on the Marine Ecto-8 and are surprised to see that a large Island rises out of the water exactly where the node was predicted to be!

Zed was right!

FROM THE DEPTHS OF THE HUDSON



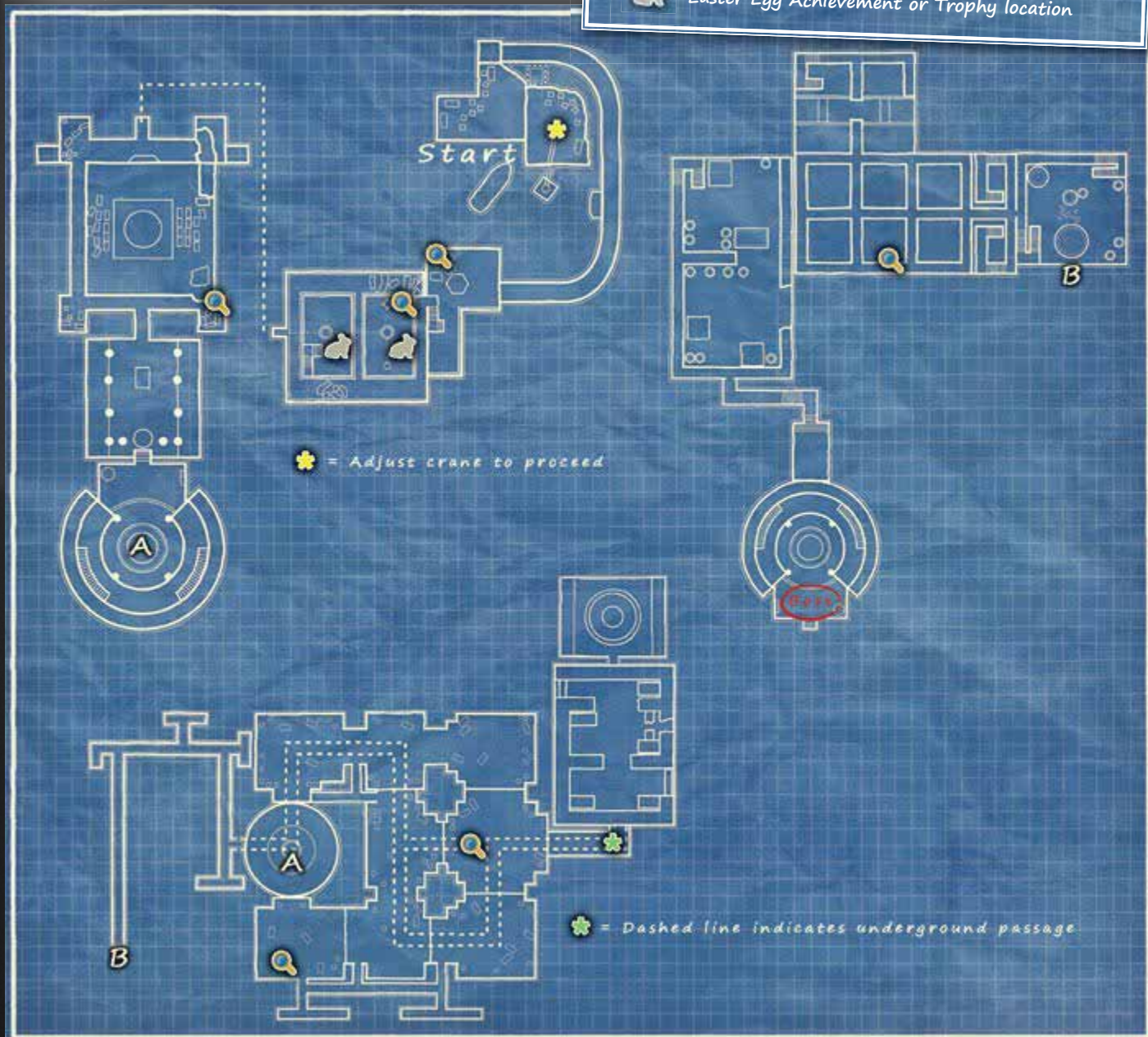
Water Fountain



Cursed Artifact



Easter Egg Achievement or Trophy location



GHOSTS ENCOUNTERED



Name: Black Slime
Category: Class I Caustic Seep
Type: Environmental (inert)

Behaviors:

Weakness: Slime

Notes: Black Slime is encountered in locations of intersection between the real and the ghost worlds. It is a dangerous substance formed of ectoplasm supersaturated with negative energy. Black Slime is incredibly caustic and will cause severe damage to anyone heedless enough to come into contact with it.

Based on its spectral resonance echo, Black Slime also appears to function as a conduit for PK energy and could, if saturated with enough spiritual energy, conceivably act as a ghost portal.



Name: Black Slime Fiend
Category: Class V Black Slime Fiend
Type: Corporeal (dispersible)

Behaviors:

Attacks: Melee, Rush, Ambush

Weakness: Slime

Special: Ambusher

Notes: These humanoid fiends are composed entirely of PKE-saturated Black Slime. Motivated by a seething anger and caustic to the touch, Black Slime Fiends are dangerous, if straightforward and unimaginative fighters. But don't be lulled by their apparent simplicity! Black Slime Fiends are seldom encountered alone.



Name: Black Slime Ghost
Category: Class V Black Slime Floater
Type: Corporeal (dispersible)

Behaviors:

Attacks: Range, Rush

Weakness: Slime

Dazed Duration: Short

Trap Resistance: High

Notes: These entities are unique among Class V ghosts. Unlike other phantoms, the ectoplasm that creates the form of these creatures is infused with Black Slime. The resulting hybrid is an exceptionally dangerous enemy that can be difficult to overcome.

Recent developments have indicated that Black Slime Floaters may not be a naturally occurring denizen of the ghost world.



Name: Black Slime Monster
Category: Class VI Slime Shambler
Type: Corporeal (dispersible)

Behaviors:

Attacks: Melee, Range, Berserk

Weakness: Slime

Notes: These power brokers hailed from and dominated their respective industries in the late 1800s through the mid-1900s. Shandor used his dark abilities to help each of them at some stage of their careers, and they were indebted to him. They came together publicly as trustees of the Natural History Museum, and privately misused their influence to help Shandor implement and maintain his Mandala throughout the city.

When each of them died, they returned as guardians to the Mandala. Their closeness to Shandor's evil regenerated them as entities made of Black Slime.



Name: Black Slime Portal
Category: Class I Transdimensional Conduit
Type: Corporeal (dispersible)

Behaviors:

Attack: Spawn

Weakness: Slime

Notes: These conduits or dimensional rips provide temporary and highly unstable portals between our world and the ghost world. It is not known if these portals are formed in especially dense pockets of Black Slime or if the portal forms first and the Black Slime follows through the resulting weakened dimensional intersection. Either way, these conduits are inextricably tied to Black Slime and the neutralization of surrounding Black Slime has been known to close the Black Slime Portal as well.



Name: Imprisoned Juvenile Slor
Category: Class VII Ectoplasmic Outsider
Type: Deity (supreme being)

Behaviors:

Attack: Range

Weakness: Slime

Notes: Somehow Shandor's cult, guided by Ivo himself, discovered a way to lure a young Slor from its home hell dimension into our world. More impressively, they also managed to imprison that Slor within a ghost world pocket at the heart of Shandor's island mansion. Fueled by hatred, bile, and anger, and assisted by mechanical monstrosities of Shandor's own design, this captive Slor serves as the powerful guardian of the Lost Island's dimension-aligning Orrery machinery.



Name: Stone Gargoyle
Category: Class VI Kinetic Animator
Type: Corporeal (dispersible)

Behaviors:

Attacks: Throw, Rush

Weaknesses: Proton Stream, Wrangle Slam

Notes: Created when normal stone gargoyles are inhabited by powerful ghost world entities, these Class VI Kinetic Animators possess all the inherent strength of their original stone, fortified by a large dose of PK energy. Stone Gargoyles are strong and dangerous but also susceptible to taking impact damage. All Class VI creatures are openly hostile to humanity and great care must be taken when dealing with them to minimize the risk to innocent lives.



Name: Venom Crawler
Category: Class VI Vermin Dominant
Type: Corporeal (dispersible)

Behaviors:

Attacks: Poison, Range, Swarm

Weakness: Shock Blast

Notes: Venom Crawlers are physical manifestations of the vermin spirits that power Candelabrum Crawlers, having managed to breach the planar barriers and cross over to our world.

Being actual physical entities, Venom Crawlers are much more powerful—and dangerous—than their lesser forms and should be treated with caution.

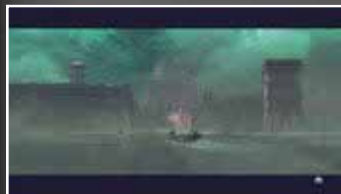


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SHANDOR'S ISLAND



The island that once served as Shandor's headquarters for Gozerian worship and study has slowly risen from the murky depths of the Hudson. When a tidal surge swallowed the island shortly after Shandor's death, the island was reclaimed by the ghost world. But now it's back. This must be where the final node is located. Get off the Marine Ecto-8 and prepare to explore the island.

As soon as you disembark, switch to your Slime Tether and use it to move the large crane toward the wall along the far end of the dock. Stick one end of the thread to the crane and the other end to the dock floor. It won't pull the crane over with one tether, but after two or three more Slime Tethers, the crane should be hanging over the large gap in the dock floor.

Use one more Slime Tether to yank the plank hanging from the crane down to bridge the gap in the dock floors. When it falls into place, cross the plank, and begin exploring the island.



As you climb up the inclined tracks, edge to the right of the walkway to avoid being run over by a rogue mining cart as it barrels down toward the docks. Follow the tracks up and out of the dock area, and get some cold, crisp, PKE-saturated New York air.



Ray's Occult Road Show

You know, little buddy, those other Cursed Artifacts are great and all, but I'm sure that sooner or later we would've run into them. I mean, considering that they were scattered all across New York

City. But these artifacts can only be found on this island and it's been submerged in the ghost world! We've got to make sure we grab all of them. There's no telling when we'll be able to set foot again on a transdimensional island that only appears during PKE surges of cataclysmic proportions!

Find the first artifact here, just after climbing out of the dock area. Turn right and edge around those large crates along the far right wall. Hug the right wall until you're facing some barrels. Blast them with your Proton Stream, make a left, and voilà! You're at the center of the collection of crates! Look to your right and grab the Gozerian Songbook.



The island seems to be abandoned for now, so go about your merry way and trundle up the stairs directly ahead of you. Make a left atop the stairs and follow the long concrete walkway down. As you cross, you're visited by a group of old friends, the Stone Gargoyles! Aim high and give the gargoyles a healthy dose of Protons. Use the length of the walkway to make yourself a hard target to hit and make short work of them with your Meson Collider and Overload Pulse. When a gargoyle gets close, paint it with a Meson Collider, then let the Overload Pulse do the rest!

Make a right at the end of the walkway and slowly journey deeper toward the castle entrance. Switch to your Shock Blaster and wait for a swarm of Venom Crawlers to scamper toward you. Let them get in close, then disperse the nasty little buggers with a few blasts of Dark Matter. Make a right onto the next long walkway and cross it to reach the other side of the castle entrance. If any more Venom Crawlers or Stone Gargoyles cross your path, you know what to do.

Stop just short of crossing the bridge and equip your Slime Blower. Use it to neutralize the Black Slime on the ground, then make a left off the bridge.



A lone gargoyle swoops in for the attack. Brush it away with a Boson Dart or two, then continue down the passage until you're forced to go left again. This time, you come upon a large locked door. Above it, a thick chain stretches out toward the center of the courtyard. Pass the door, then descend the steps on the left into the lush, green courtyard.

The yard is a small hedge maze. On the far-right and far-left corners of the maze are two large cranks. Burn through the brush and sprint to the crank on the maze's far right. Once there, use your Slime Tether to turn the crank clockwise. Two short turns make the door into Shandor's castle unlock!

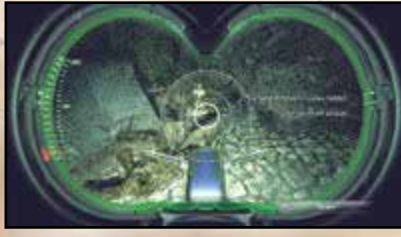


Hey there, recruit. You know, you've got two options while exploring this maze. Option one: Challenge yourself and try to figure out the route to each large crank. Option two—I call this the Venkman option: Use your Proton Stream to burn down all of the bushes in the area and clear direct paths to both cranks. Aside from the ease and time-saving aspect of option two, there might also be a little something extra to gain from burning down all of the bushes. For more on that, however, you'll have to check the "Supplemental Data" section of this book. Here's a hint: Look at the Achievements and Trophies lists.



Ray's Occult Road Show

Hey, junior, listen up. This hedge maze is a perfect hiding spot for another haunted heirloom. If only one of the large cranks opens the door, then what is the other one for? Seems fishy to me.



Why don't you go and check behind the second crank. You know, the one on the far-left corner of the maze. I'm certain you'll find something good there. Call it a psychic hunch.



After you turn the crank and open the door, dash back up the stairs to regroup with your team. Several Black Slime Fiends spawn and attempt to shred you, so switch to your Stasis Stream and freeze the bothersome little creeps. Shatter their frozen bodies before they reanimate in an even angrier mood. If you're surrounded, instead of using the Stasis Stream, use good ol' trusty, your Proton Stream, to blow them away.

As always, remember to seal the Black Slime Portals on the ground, unless you want more of those speedy freaks to come after you. Once the maze is clear, enter the door to Shandor's castle.

Make a right upon entering Shandor's not-so-humble abode and inspect the painting hanging on the far wall. It's Illysa! Only, it's *not* Illysa! It's Mama Shandor!



Clearly the dearly adopted Dr. Selwyn is Shandor's long-lost relative. Figures. No woman who sparks Venkman's interests can be 100 percent normal.

Turn left after making your startling revelation and trek deeper into Casa de Shandor. Follow the long walkway around, keeping the ceremonial altar on your left.



Ray's Occult Road Show

Poor Venkman. Every time he has eyes for a girl, she turns out to be the perfect vessel for a long-deceased, certified nutjob. Hey, let's find a painting to hang in the firehouse that'll remind him of Illysa's bloodline! That'll really get his blood boiling! Ha ha! Once you've passed up the painting of Shandor's mom, run past the door leading deeper into the castle and approach the far end of the walkway.

On the left is a boarded-up doorway. Blast the board to bits, then sneak inside. Hanging in the small room is a painting of the Shandor family during a foxhunt!



Stop about halfway down the walkway and turn left, to face the altar below. As you stand there, overlooking the dark ceremony from the safety of your walkway, the Black Slime Ghosts below go about their merry business. Switch to your Slime Blower and hose them down!



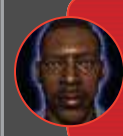
The slimy floaters immediately rise into the air and turn their attention to you! Keep the slime flowing and neutralize the ghosts. Disperse one or two of the floaters, then turn to face the Black Slime Fiends that attempt to ambush you from the sides. Catch the fiends as they try to flank you and shower them in positively charged slime.

If they're too fast for you, flee down the walkway to get some distance, then turn to face them and fire! Finish cleaning the walkway of all disturbed entities, then turn around to go through the now-open doorway.

The large, circular chamber has the same Mandala design on the floor. While Egon stoops over to inspect it, you wander around the room. Suddenly, you're free-falling into the castle's underground tunnels! Once again, you're on your own.



Yo, rookie? Can you read me? Good! Hey, I know I don't need to tell you this, but you got to play it safe down there. If you go down, there's nobody there to help revive you. In other words: You go down, you stay down. Follow?





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You may have been swallowed by the castle, but at least you're unharmed. Exit the large, circular chamber and set out to explore the catacombs. Switch to your Slime Blower as you enter the catacombs and make a right. Hug the right wall until you come upon a small tunnel with a circular opening on the right. Creep inside and follow it left to another section of the catacombs.

Exit the small tunnel and make another right. Slime the nasty little Venom Crawlers as they approach, and venture deeper into the tunnels. Use the Slime Blower to neutralize the Black Slime on the ground, then follow the tunnel right. This time, enter the circular tunnel opening on the left side of the catacomb wall.



I've been working on a multispectral enhancement lens for the Paragoggles. If it works, it would be capable of seeing infrared and ultraviolet light, super high-intensity lasers, molecular particle waves, and solar flares, all while providing enhanced high-definition vision. In the meantime, you're stuck with the night vision lens on the Paragoggles. Use it to safely navigate the tunnels.

Ray's Occult Road Show

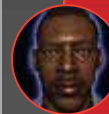
Time for another detour, brave soul! You know I'll never steer you wrong. As you traverse this tunnel, make a left instead of a right. Follow it out to a small area of the catacombs and whip out your PKE Meter. There's another Cursed Artifact nearby!



After entering the second tunnel, make a left. Several swarms of Venom Crawlers sniff you out and attempt to overtake you! Blast through them with your Slime Blower, then make another left to exit the tunnel. Follow the long underground catacomb as it winds around to a long passageway.

Slowly stalk down the long passage with your Slime Blower at the ready. Unleash your slimy wrath on next few Venom Crawlers that attack. Strafe left and right in the wide-open walkway to avoid their projectiles and wipe them all out!

Make a left at the end of the walkway and enter the large, pillared room housing a pool of Black Slime.



Hey, kid. You see all that Black Slime down there? It's not like those other puddles you can traipse through with only moderate damage. Nope, this is pure, concentrated evil. If you set so much as your big toe in that mess, you'll sleep the big sleep. So for Pete's sake—not Venkman, but whoever the other "Pete" is—don't step in it!



Make a left after entering the chamber and follow the far-left wall all the way across the room. When you reach the other side, make a right and approach the center of the wall. There's a gate at the center. Inspect it with your Paragoggles and you'll see some weird Gozerian text.

Switch to your Slime Tether and take aim at the two hanging handles on either side of the gate. Attach one end of your tether to the handle and the other to the floor. Your tethers drag the handles down and the gate lowers, letting all of the evil Black Slime flow out of the room.



Go down the ramp on the left, to where the slime used to be. Though all the Black Slime seeps out of the room, several Black Slime ghouls emerge from the drains in the floor. First take aim at the Black Slime Monster and begin to disperse his nastiness. Dash past him as you sprint toward the side of the room where you entered. When you come across a Black Slime Portal, use your Slime Blower to neutralize it, then turn back to the Black Slime Monster.

The portals spawn endless waves of Venom Crawlers that can pick you apart quicker than the slimy monster can. Shut the Venom Crawler factories down, then disperse the monster as you dash up and down the long, pillared chamber. Keep your distance from the Black Slime Monster and finish him as he charges at you.

When the second Black Slime Monster appears, lure him down to the bottom floor and dispatch him like you did his big black buddy. After you've cleared the area, walk back to the rear of the room to find a passageway leading under and back toward the catacombs.





Follow the long, winding tunnel back into the catacombs. When you reach the first T-intersection, a door slowly rises out of the ground, blocking the path ahead and forcing you to go left. There's no way to open it, so make a left and follow the tunnel deeper into the catacombs. When you reach a sharp right turn, neutralize the Black Slime puddle on the ground, then press on to the right.

Immediately after turning right, a door slides down to release several Venom Crawlers. Hose them as they bunch up in the tunnel and disperse them before they can reach you. If they manage to fire off their projectiles, move left and right to dodge them as you put the crawlers down.



Ray's Occult Road Show

Man, those tunnels must be full of supernatural history! Of course, you might find modern pieces of paranormal paraphernalia in there as well, what with all the multidimensional crossovers we've been a part of. Take the next Cursed Artifact for example. No, really. Take it. After fending off the Venom Crawlers, make a right instead of going forward. Follow the tunnel down a little until you come across a plastic box. Now that's a keeper!



Follow the tunnel where the Venom Crawlers last crept out and neutralize any Black Slime on the ground as you go. As you near the exit, a swarm of Venom Crawlers attempts to intercept you! Squish the stinkers in a heavy blanket of slime and then follow the tunnel to the Slime Labs.



THROUGH THE GOOD SLIMES AND THE BAD

While you were venturing through the muck underground, the other Ghostbusters got captured! As you enter the Slime Labs, you hear Zed calling for help. He's stuck inside a slime-infused Iron Maiden device! Free your friend, climb the steps on the left, and then enter the next section of the labs to search for the other Ghostbusters.



Ray's Occult Road Show

Man, this place is marvelous! So big! So modern! So... full of slime tanks! Listen, youngblood, there's another artifact in this section of the labs. Before heading up the steps on the left (or right), stay on the bottom floor. Walk halfway up the room as you hug the left wall and you'll find another Cursed Artifact on the floor.



There's no way to reach the other side of the room while on the bottom floor, so take either set of steps on the sides of the room. Follow the long catwalk across the lab and explore the far-right side of the room. There are several Black Slime Portals in the room. Begin closing them down before they spawn Black Slime Ghosts. If any Black Slime Ghosts slip out, slime them to double-death!

Use the catwalks to avoid getting slashed by Black Slime Fiends and hose them down, too. Clear the room of all Black Slime entities, then descend the stairs at the far end of the room. When you're once again on the lower level, a ghost speeds past and dashes through a set of double doors along the far wall. Follow it!

Egon, like Winston, is trapped in a slime Iron Maiden. Follow the sound of his voice to a nearby death device in the right corner and free Egon! Two down!



Lead your partners deeper into the chamber until you're facing another Black Slime Ghost! Leave him to your friends while you dash ahead and shut down the Black Slime Portals in the room. Sprint from portal to portal, shutting them all down. If you're surrounded by Black Slime Fiends or attacked by Black Slime Ghosts, put them away as you dash to the next Black Slime Portal.

Don't focus on the enemies, but rather the portals that spawn them. After shutting down the Black Slime Portals, turn your attention to the Black Slime Monster chasing your friends. Help them disperse the beast and finish cleansing the room of all evil manifestations.

MENU

INTRODUCTION

GHOST
WRANGLINGTOOLS OF
THE TRADE"WHO YOU
GONNA CALL?!"FIELD GUIDE:
WALKTHROUGHMULTIPLAYER
JOBSSUPPLEMENTAL
DATA: UNLOCKABLESDISTURBANCE
GROUND ZEROWELCOME TO THE
SEDGEWICK HOTELPANIC IN
TIMES SQUARENEW YORK
CITY LIBRARYMUSEUM OF (SUPER)
NATURAL HISTORYRETURN TO THE
SEDGEWICK

LOST ISLAND RISING

CENTRAL PARK
CEMETERYFROM THE DEPTHS OF
THE HUDSON

SHANDOR'S ISLAND

THROUGH THE GOOD
SLIMES AND THE BAD

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Hop on to the large platform at the rear of the room and ride it up to the next level, where you're reunited with Venkman!



Walk into the next large chamber to find an Orrery! This large contraption has several orbs rising and falling as the center spins around, trying to align multiple dimensions. At the bottom of the Orrery, a pool of Black Slime powers the machine. If this is all a part of Shandor's plan, you must put a stop to it! Run around the machine and use your Slime Tether to anchor the three rising and falling orbs.

With all of the orbs out of commission, the room suddenly begins to fill up with Black Slime! Use the winding staircase at the left of the room to run to higher ground and escape the caustic slime!

The pool of Black Slime rises to the second floor and stops. Suddenly, a gigantic mass of muscle rises from the murky slime. It's an Imprisoned Juvenile Slor!



The Slor, imprisoned or not, is a dangerous creature. This one in particular has a large cage around its head, obstructing its vision. To compensate, it spawns several floating eyeballs that shoot psychokinetic energy lasers. Equip your Slime Blower and fire at the nearest eyeball. If their floating makes them too difficult to hit with your slime stream, switch to your Meson Collider and paint them, then blast them with your Overload Pulse. Destroy all of its eyeballs, then back off and wait as the Slor shakes off its cage helmet.

With his helmet gone, the Slor exposes a glowing green node on his forehead. Aim high with your Slime Blower and blast the node with positively charged slime. Strafe left and right on your ledge to avoid the Slor's Black Slime vomit attack. If he lurches his head back, dash away to keep from getting slammed when he tries to headbutt you or your partners, then hose his head as it's on the ledge.



Continue hosing down the Slor's green node and stop only to disperse the next batch of eyeballs he generates. Watch for the bright beam of light to shoot out from the oculus above the Slor, then rush to the eyeball and slime it. Once the eyeball is gone, turn back to the Slor and attack!

The Slor eventually goes down, sinking slowly back into the pool of Black Slime. The island starts to sink back into the depths of the Hudson!



As Shandor's island sinks, you dash back to Stantz at the docks and hop on the Marine Ecto-8! Stantz cuts across the river, narrowly outrunning the suction created by the sinking island. Back to the firehouse!

GHOSTBUSTER GAB



Does the name "Slor" sound familiar? It should. According to Louis Tully, it was Gozer's chosen form during the third reconciliation of the last of the McKetrick supplicants. We've never actually seen one, but all available data suggests it's not house trained.



CENTRAL PARK CEMETERY



So far, you've been able to take on everything that Shandor has thrown at you. But when you return to the firehouse from your island adventure, you learn he's thrown you a real curveball! Janine is frantic as she scrambles around the office; the containment grid is a smoking mess! According to Janine, she remembers being in the office when someone snuck up behind her and knocked her out!

When she woke up, her mysterious assailants had kidnapped Dr. Selwyn—or is it Dr. Shandor?—and freed every ghost in the containment grid. That means every ghost,

demon, or paradimensional creature the Ghostbusters *have ever captured* has been released! While the team contemplates their next move, a television broadcast reports a major disturbance in Central Park. Looks like the ghosts found a new home. When you're ready to go evict them, walk up to the Ecto-1 and begin your final mission.

TRAILS IN THE CRYPT

- Water Fountain
- Cursed Artifact
- Easter Egg Achievement or Trophy location





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GHOSTS ENCOUNTERED



Name: Black Slime
Category: Class I Caustic Seep
Type: Environmental (inert)

Behaviors:

Weakness: Slime

Notes: Black Slime is encountered in locations of intersection between the real and the ghost worlds. It is a dangerous substance formed of ectoplasm supersaturated with negative energy. Black Slime is incredibly caustic and will cause severe damage to anyone heedless enough to come into contact with it.

Based on its spectral resonance echo, Black Slime also appears to function as a conduit for PK energy and could, if saturated with enough spiritual energy, conceivably act as a ghost portal.



Name: Black Slime Portal
Category: Class I Transdimensional Conduit
Type: Corporeal (dispersible)

Behaviors:

Attack: Spawn

Weakness: Slime

Notes: These conduits or dimensional rips provide temporary and highly unstable portals between our world and the ghost world. It is not known if these portals are formed in especially dense pockets of Black Slime or if the portal forms first and the Black Slime follows through the resulting weakened dimensional intersection. Either way, these conduits are inextricably tied to Black Slime and the neutralization of surrounding Black Slime has been known to close the Black Slime Portal as well.



Name: Cemetery Crawler
Category: Class II Vermin Mimic
Type: Corporeal (dispersible)

Behaviors:

Attacks: Range, Rush, Swarm

Weakness: Shock Blast

Notes: Cemetery Crawlers are closely related to Imprinting Vermin Spirits (aka Candelabrum Crawlers). Like other scuttlers, these Class II Vermin Mimics are powered by swarming minor spirits that animate gravestones and other funerary monuments.

Because Cemetery Crawlers are composed primarily of stone, they are more resistant to damage than is typical for Class II entities. Another reason why it is probably best to spend as little time in haunted cemeteries as possible.



Name: Cultist
Category: Class III Elevated Remnant
Type: Ghost (must trap)

Behaviors:

Attack: Range

Weakness: Proton Stream

Dazed Duration: Short

Trap Resistance: High

Notes: Shandor's horde of Gozer worshippers were drawn from around the world. Shandor cultivated his minions carefully, drawing followers both from the world's most affluent quarters and from the halls of intelligentsia. He promised them all stations of power and glory in the new post-Gozer millennia, while secretly binding them to his own service in life and afterward. Though fairly powerful entities, these Cultists seem to be subservient to other, more powerful creatures.



Name: Cultist Summoner
Category: Class III Mortal Remnant
Type: Ghost (must trap)

Behaviors:

Attacks: Melee, Range, Spawn

Weakness: Proton Stream

Dazed Duration: Moderate

Trap Resistance: Medium

Special: Summoning Ability

Notes: Once lesser leaders in Shandor's cult, these "elevated" Cultists are now part of his paranormal horde of minions. Though they seem to possess elevated positions of power over the lesser Cultists, these "elevated" Cultist Summoners are all still utterly subservient to Shandor's will



Name: Flying Skull
Category: Class I Osteo-Focused Swarmer
Type: Corporeal (dispersible)

Behaviors:

Attacks: Rush, Swarm, Suicide

Weakness: Shock Blast

Notes: Skulls are scary, especially when they fly around with glowing eyes and try to kill you. These Class I Swarmers are drawn strangely but exclusively to skulls, real or imitation.

Like other Swarmers, Flying Skulls defend their territory with exceptional vigor. It's best not to trespass unless accompanied by a fully charged Proton Pack.



Name: Grave Fiend
Category: Class VI Reanimator
Type: Corporeal (dispersible)

Behaviors:

Attacks: Melee, Range, Rush

Weakness: Proton Stream

Notes: Known to haunt cemeteries and other, less-official bone yards, Grave Fiends are semisentient, self-aware entities whose hatred and anger in life now fuels their malicious and highly antisocial behavior in death. Not a terribly imaginative or cunning fighter, your average Grave Fiend makes up for its simple nature by sheer volume, inhabiting as many interred skeletons and bodies as possible.

These dangerous entities prove that the living dead are not entirely the products of a fevered mind or a tired genre.



Name: Grave Monster
Category: Class VI Focused Animator
Type: Corporeal (dispersible)

Behaviors:

Attacks: Melee, Range, Berserk

Weakness: Proton Stream

Notes: Grave Monsters are creatures composed of animated cemetery debris, possessed by hellfire and driven by hatred of all things living. These are slower-moving but exceptionally powerful creatures.

Defeating a Grave Monster is not easy. Their accumulated cemetery rubble gives them an additional layer of defense, allowing them to soak up a lot more damage than commonly expected.



Name: Keyhead Monster

Category: Class VI Bi-Dimensional Attractor

Type: Corporeal (dispersible)

Behaviors:

Attacks: Melee, Range, Berserk

Weakness: Proton Stream

Notes: Closely related to other Bi-Dimensional Attractors, these golems have been bound to a will greater than theirs to serve as sentries tasked with eternally guarding otherworldly portals and gates.



Name: Shandor the Architect

Category: Class VII Transformed Mortal Remnant

Type: Deity (supreme being)

Behaviors:

Attack: Throw

Weakness: Proton Stream

Special: Protected by mythical barriers

Notes: Though his early history is problematic and open to debate, it is known that Ivo Shandor was a medical doctor who performed a lot of unnecessary surgery, as well as an architect of some renown. After World War I, Shandor decided that society was too sick to survive. On June 6, 1920, he started a secret society of Gozer worshipers, numbering nearly 1,000 and dedicated to bringing about the end of the world.

It is now known that Shandor and his followers researched heavily into the paranormal, especially in the areas of pre-Apocalypticism and ectoplasmic hybridology. During the same time, Shandor apparently also made some serious connections within the Gozerian pantheon because, following his death, he has undergone a complete transformation and has become a major Gozerian power himself.



Name: Stone Angel

Category: Class V Minor Kinetic Animator

Type: Corporeal (dispersible)

Behaviors:

Attacks: Range, Rush

Weaknesses: Proton Stream, Wrangle Stream, Slime Tether

Notes: Weaker entities possibly related to those at the heart of each Stone Gargoyle, these Kinetic Animators make up for their individual weakness by attacking in greater numbers.



NO REST ...

You arrive at Central Park to find it has been transmogrified into a terrible cemetery! A river of spirits pours into the park, where a large, glowing tower rises from the ground. The front gates keep you locked out. The job is too big for regular traps, so you're going to require the help of the Ecto-1's Super Slammer. But with the gates locked, there's no way to get the Ecto-1 inside the cemetery. It's up to you to sneak in and find a way to unlock the gate.





Ray's Occult Road Show

Hey there, rookie! This is it; the final showdown. We'd better get our grubby little hands on every last artifact before we quell this PK surge. According to my readings, there's a Cursed Artifact nearby. After hopping over the fence into the cemetery, walk straight ahead and pass the broken wall on the right. Take out your PKE Meter and follow the readings to a niche on the right. There it is: the Whistling Bust of Mausch!





Make a right through the broken wall on the right and trundle past the grave-stones and decrepit tombs. When you approach the next gate, several small tombstones rise out of the ground to block your way. The ghosts don't want you to go on, so you must be on the right track. Shatter the tombstones to little pieces with your Proton Stream and venture through the next gate.

Follow the walkway on the left deeper into the cemetery and make a right at the passage with the glowing lamp hanging on the right.

Edge past the burial chamber on the right and keep your eyes open for a fiend to dash past you in the area ahead.



Follow the streaking fiend right and explore the next section of the cemetery. Equip your PKE Meter and follow the peaking readings to a small crypt that suddenly springs open, releasing several Flying Skulls!





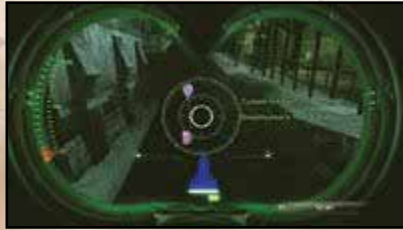
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Ray's Occult Road Show

Man, this place is a maze! The amount of psychokinetic energy coursing through this place must be massive! Massive enough, even, to cleverly hide more haunted items nearby. Before entering the crypt, make a sharp left and explore behind the mausoleum on the far-left corner of this section. There's another Cursed Artifact behind it!



The team is reunited, but the Ecto-1 is stuck on the main road while you're in the lower crypt area. Stantz isn't going to let you continue by yourself, however, so he hops over the small fence and joins you in the crypts.



TANDEM TOMB TREKKING



Follow your partner back toward the cemetery. When several more tombstones pop up ahead of you, destroy them and make a right, just past their rubble. Circle behind them, hugging the left wall as you pass the next small building, then make a left U-turn around the wall into the next collection of crypts.

As you creep deeper into the cemetery, it becomes increasingly clear that you're not alone. Undead creatures creep around every corner and slowly circle around you as they close in for the kill.

Before you make one more step, the area erupts into a mini battlefield! Cultist Summoners, Grave Fiends, and Cemetery Crawlers launch a joint attack from all sides!



The Cultist Summoners are your primary threat. Though the Cemetery Crawlers can surround you and nip your feet to death, the Summoners can spawn nearly endless waves of the bothersome pests. Circle around the area to stay ahead of the Crawlers while you disperse the Summoners' PK energy. Whittle them down with a few Boson Darts, then daze them with a slam or two.

If you can capture them quickly, do so. If the Crawlers and Fiends are closing in, leave the dazed Summoners for now while you turn on the other creatures and dispatch them with your Shock Blaster. After making some elbow room, turn back to the Cultist Summoners and trap them before they can spawn another undead army.



Be aware, recruit! The Cultist Summoners aren't the only concentrated PKE points capable of spawning undead. There are also several Black Slime Portals nearby; locate and neutralize them as you scramble around the area.

After winning the battle against Shandor's little army, turn left and approach the two tall lamp posts. Destroy the grave markers blocking the path, then creep past the posts, deeper into the cemetery.



Ray's Occult Road Show

Raise that PKE Meter, soldier! There is another Cursed Artifact nearby. After destroying the grave markers in your way, march straight ahead and examine the right side of the small crypt.



To the right is a small wall hiding a Stone Angel Head. What a find! I shudder to think of what happened to the rest of the angel. My guess is he's the casualty of a Class II Heavenly Host conflict.



Make a right after destroying the grave markers and saunter past the lantern-lit passageway. Hug the right wall, passing the fallen tree trunk on the far left, and sneak down and around into another small collection of crypts. Raise your Neutrona Wand and immediately get to work on dispersing the Grave Fiends in the vicinity. Blast through them and charge ahead toward the two Cultists just beyond the next gate.

The area is a bit cramped, so your movement is restricted during the ensuing battle. Circle around the Cultists, blasting them with Boson Darts as you go, and slowly disperse their PKE. If any of the Flying Skulls rush you, sidestep their attack and concentrate on the Cultists.



I highly suggest you take every measure to ensure Ray's survival during this encounter. Because the crypt is cramped, you're more likely to get surrounded and overwhelmed. If Ray is alive, you stand a better chance of being revived when needed. If you try to be a hero and take on the cadre of creepers on your own, you'll risk failing the mission. That wouldn't be the best course of action just before your performance review, recruit.

After taking down the first two Cultists, a Cultist Summoner attacks from a nearby burial site. Make a left, then a right through two small gates to reach the Summoner. As you approach the Cultist Summoner, douse the Black Slime Portals on the ground with positively charged slime, then turn your Slime Blower on the Cultist Summoner. Take him down, then run deeper into the graves.



Follow Stantz to another small crypt. The door busts open and more Flying Skulls swarm out! Brave the dark and step into the crypt. Creep through the small crypt until you reach the other side where you find a large maze-like series of winding walkways below. Make a sharp left and descend the stairs to enter the maze.

Take the first right in the maze, then a left when a series of spiked gates sprout up ahead. Follow the passageway until you come upon a large archway.

Before you can pass through the archway, a Cultist swoops by and locks the door, removing a large keystone from the doorway. Make a right and follow the thieving ghost!



Carefully trek farther into the maze with your Proton Stream leading the way. When Grave Fiends rush out to attack, disperse the freakishly fast fiends with several Boson Darts and continue along your way. Follow the passage to the far corner and make a right. Make a second right and then a left at the T-intersection. Blast past several more Grave Fiends.

Follow the pathway farther into the maze until you find the blue glowing keystone. Use your Capture Stream to lift the keystone into the air and start backtracking toward the locked door.

When you turn the first corner, an oversized Grave Monster rises from the ruins of the crypts and comes careening down the cramped path toward you. The Grave Monster is very similar to previous golems you've faced. Open fire with your Proton Stream as you back away from the charging creature and slowly wear down its PK energy.



Stay ahead of the marauding monster and hit it with a flurry of Boson Darts. Lead the Grave Monster down the path until you're cornered, then stop firing and dash past it to get behind it. Turn around and open fire again.

Once you've whittled its PK energy down a bit, grab its lantern head and slam it downward to rip it off the creature. Pepper the headless monster a few more times with your Boson Darts and finish it off.

With the Grave Monster out of your way, return to the key, grab it with your Capture Stream and lead it back to the door.



A FEW 'BUSTERS SHORT

Climb up the stairs into another large section of the cemetery. In the distance you can see your eventual destination, Shandor's glowing temple. Make a right, past the tall lamp-post adorning the small open gate.





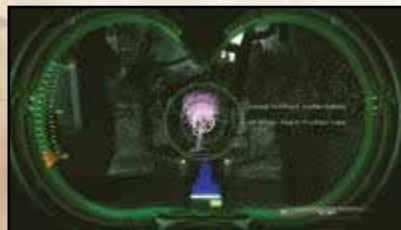
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Ray's Occult Road Show

You know, youngblood, the ghost world even has its own paranormal vegetation. It's not all ghosts, goblins, and Hellish landscapes. In fact, Egon has expanded his collection of spores, molds, and fungi to include ethereal mushrooms and other parabolical cultures. Let's find him another sample for his collection. After passing through the small gate, head



straight ahead toward a small crypt. Take a peek behind it to find a Ghostfruit Tree at the center of several small tombstones. He's going to go absolutely bonkers when he sees this!



Make a left at the gate and approach the large bell tower nearby. Make another left and leave the bell tower behind as you approach a large courtyard with a tree in the center of it. Suddenly, coffins fly into the air and the courtyard comes to life with undead activity! Fend off the attacking Grave Fiends with your Slime Blower while sidestepping the Flying Skulls. Circle around the tree in search of the nearby Cultist and immediately get to work on him.

Another marauding Grave Monster appears, swinging the battle's tide heavily in your opponents' favor! Leave the Grave Monster in Ray's care while you chase the Cultist around the courtyard, whittling it down. If the Grave Monster knocks Ray down, revive him, then resume your attack on the Cultist. After you've destroyed the Cultist, help Ray with the lumbering beast and take it down.



What's this I hear about a new sample for my ethereal cultures collection? I can't wait to see it. Tell me, was it in a state of photosynthetic deprivation? The ghost world tends to be very dark. Has it yielded any fruit? The only way I can repay my debt to you is to offer you another one of Francesca's interesting little tidbits. Her latest reading states that you're at the location of another Xbox 360 Achievement or PS3 Trophy. I've noted it in the Supplemental Data section of your manual.

Perhaps I can offer some more strategic advice on surviving this battle. Because many of the entities here are Class VI, you're in for a real fight. Use the wide-open courtyard to your advantage by luring the Grave Monster one way, then dashing away to battle the Cultist. The Grave Fiends can easily be dispatched before they attack if you knock the flying coffins out of the air, though that might leave you open to attack from the Flying Skulls. Your best bet is to keep a distance from all enemies as much as possible and use your Proton Stream and Boson Darts to dish out the most damage. Use slam dunk trapping as much as possible to speed things up. And whatever you do, don't stand still!

Clean the courtyard and then slowly walk up the steps on the right. Keep your Proton Stream ready and obliterate any Grave Fiends that pop out of the ground. Creep up toward the next section as you hug the short wall on the left and keep the small building on your right. Bust the tombstones in your way and watch for a pair of Grave Monsters to come storming out of the grave site ahead and to the left.



You're spared from having to take on two at the same time; the Monsters split the duties for you. One attacks you, while the other sets off after Stantz. Lure your Grave Monster back to the wide-open courtyard as you blast him with Boson Darts while backpedaling. If Stantz goes down, sprint away from your Grave Monster and help Stantz back to his feet before returning to your fight.

Brush off any attacking Grave Fiends with a few Boson Darts to the face, but focus on the Grave Monster. After slamming your opponent's lantern head to the ground, rush over to Ray and help him do the same. When you've got two headless Grave Monsters rampaging around the courtyard, finish them off with a few Boson Darts.

With both Grave Monsters gone, explore the area from where they came to find a long wall blocking your path toward Shandor's tower at the center of the cemetery.



Take out your PKE Meter to inspect the wall and follow the readings to the strongest concentration of PKE flux. Get really close to the wall to inspect it. You'll coax a Grave Monster behemoth to bust through the wall. When it does, back away and open fire! Retreat back into the small grave site and let the Monster and more Cultists come to you. Just as before, concentrate on the Cultists first, leaving the bigger monster to Dr. Stantz. Your battlegrounds aren't very big, but if you split the Grave Monster and the Cultists, your job becomes much easier.



Whatever you do, kid, do *not* take the fight into the area from which the Grave Monster busted out! Keep things on your side of the wall. I'm tellin' you: If you thought this place was cramped, you'd be in for a shocker on the other side of the fence. You cross that busted wall and you'll end up Grave Monster pâté.

Put down all of the Cultists on your own, then help Ray defeat the Grave Monster. Once the area is clear, cross through the busted wall and greet the rest of the Ghostbusters as they escort the Ecto-1 on the other side of a short fence.



Turn right and locate the small locked gate. To the right of the gate is a large weight propped up by a tall pile of skulls. Destroy the skulls with your Shock Blaster to make the weight drop, unlocking the gate. Follow Ray into the next area toward an underground tunnel while the Ecto-1 slowly penetrates deeper into the cemetery.

Although the underground tunnel is blocked, you can easily clear a path by burning through the dry, cracked root clusters with your Proton Stream. About halfway through the underground tunnel, you come across a small pool of water infested with Cemetery Crawlers and Grave Fiends. Squish the creatures with a few Shock Blasts and Boson Darts, then edge to the left of the pool.



Ray's Occult Road Show

Hmmm. This seems like a perfect spot for another Cursed Artifact. The edge of the pool has a branching path: One fork leads straight ahead and the other leads to the right, just behind more root clusters. Prune the roots and follow the tunnel on the right until you're on the right side and behind the pool. You'll find another disturbed item there. Scan it and bag it!



Cut through the root clusters blocking the left path and slowly sneak deeper underground. Follow the crowded dirt corridor to another small chamber with a coffin in the center. Turn right at the coffin and explore the tunnel on the left. Destroy several more tombstones on the left, and fend off the Cemetery Crawlers that attack from the nearby Black Slime Portal. Seal the Portal before you are overrun, then make a left into the next tunnel.

Follow the tunnel back out into the cemetery and into a sealed area with two locked gates. On the right is a psychonically sealed gate; on the left is a regular gate. Just behind the psychonically sealed gate awaits the Ecto-1 and the rest of the Ghostbusters. They're stuck outside!



Before you know it, you're under attack from a host of hardened Stone Angels! Position yourself at the edge of your enclosure and take aim at the attacking statuary. Though they're extremely fast when they swoop down to attack, they occasionally slow down and hover overhead as they prepare to attack with their projectiles. When they stop to take aim, blast them with your Slime Tether, then attach the other end of your tether to the large stone arch above the psychonically sealed gate. The Slime Tether slingshots the hardened hunters directly into the wall, weakening the psychonically bonded gate.

Pepper the wall with five Stone Angels to break the psychonic bond, and the gate shatters into a million pieces. With the gate destroyed, the Ecto-1 and the rest of the 'Busters can roll deeper into the cemetery, inching closer to Shandor's mausoleum door.

Wait for the Ecto-1 to roll toward the next closed gate. The lock is tight, so the only way to get past is to force it open. Use your Slime Tether to attach the gate to the hood of the Ecto-1 and let Zed do the rest. He cranks the Ecto-1 into reverse and yanks the gates open!



Ray's Occult Road Show

This is it, cadet! This is the final Cursed Artifact! Oh man, I can hardly wait to examine this back at the firehouse! Wait until Zed yanks down the gates, then approach the left side of the destroyed gate. Sitting in a small niche on the wall, is the final Cursed Artifact. You could grab it during the fight with the Stone Angels, but it's safer to nab it now that all is quiet.



Follow the Ecto-1 to Shandor's front door.

MENU

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WALKTHROUGHMULTIPLAYER
JOBSSUPPLEMENTAL
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GROUND ZEROWELCOME TO THE
SEDGEWICK HOTELPANIC IN
TIMES SQUARENEW YORK
CITY LIBRARYMUSEUM OF (SUPER)
NATURAL HISTORYRETURN TO THE
SEDGEWICK

LOST ISLAND RISING

CENTRAL PARK
CEMETERY

TRAILS IN THE CRYPT

NO REST

TANDEM TOMB
TREKKINGA FEW 'BUSTERS
SHORT

KNOCK! KNOCK!



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KNOCK! KNOCK!



The doors to Shandor's Mausoleum are sealed, too! Do as the other Ghostbusters suggest and attempt the same quick fix that worked with the last gates; use the Ecto-1 as a six-cylinder crowbar by attaching several Slime Tethers to the doors and the hood of the hearse. When you do, the eyes carved into the gates blast the Ecto-1 with a psychokinetic pulse and fry it...and poor Winston along with it!

To make matters worse, a group of Cultists swoop in from out of nowhere—meaning the depths of Hell. Take aim and get to work on the pestering poltergeists. Get close to the Ecto-1 and stay near it as you focus on one of the Cultists. Leave the rest of the boys in beige while you focus on only one. They'll take on their own Cultists. Take your freaky fanatic down, then turn around and help the guys by destroying the Cemetery Crawlers being spawned by the Cultist Summoners.

Help your partners drain the two Summoners' PK energy. If any of the Ghostbusters fall, help them up immediately to keep the numbers in your favor. When the Grave Fiends start coming out to play, change your focus to attacking them and leave the Cultist Summoners to your co-workers.

After dispatching all of the Grave Fiends, turn your aim back to the air and locate the attacking Stone Angels! Crumble the flying creeps, then help the Ghostbusters finish off the remaining Cultists.



Your superior skills are more than a match for the three waves of Shandor's piddly protectors, so once you've destroyed the Cultists, Grave Fiends, and Stone Angels, he fires up the big guns! Shandor animates the two Keyhead Monsters flanking his front porch! The two behemoths come to life and instantly make a beeline toward you. Unfortunately, the battleground is very small, so you'll have a hard time shaking the beasts. Backpedal as you fire at the Keyhead Monsters with your Proton Stream. Use the Ecto-1 as an obstacle while you maneuver around the small enclosure and dodge the Keyhead Monster's attack.

If the Keyhead Monster gets too close, switch to your Stasis Stream and freeze the beast in his tracks! Once frozen, blast him with your Shock Blaster to inflict big damage. The Shock Blast reawakens the frozen giant, so hit him with your Stasis Stream again to repeat the process. After

weakening one of the behemoths to less than 50 percent PKE, use your Capture Stream

to grab the key atop his head and yank it off with a slam attack! Leave the key on the ground for now, then turn back to the Keyhead Monster—now just a monster—and finish him off with your Proton Stream!

Help the other Ghostbusters finish off the second Keyhead Monster just as you did the first, then grab the keys with your Capture Stream and place them inside the glowing locks on either side of the doors to Shandor's Mausoleum.



Enter the Mausoleum to find Illysa tied up...along with Walter Peck! As it turns out, it wasn't Peck who was behind everything, but rather his boss, the Mayor! It's just like a two-faced politician to be in office while possessed by an ancient evil, hell-bent on ruling the world! The spirit of Ivo Shandor—the architect of all your otherworldly troubles—has been inhabiting the Mayor all along!

As he explains, Shandor gave up on Gozer when you first defeated him...her... whatever. So he decided to take matters into his own hands. The team opens fire on the Mayor and attempts to hose the spirit of Shandor out of his body, but the spirit won't budge. You'll have to find another way to get Shandor out!

GHOSTBUSTER GAB



Hey, I know that spunky little flattop! It's the skull our favorite lovely lady, Gozer! You see, when Gozer first appeared to us he—it?—took the form of a rather beautiful woman with questionable taste in hairdos. So that glowing cranium Mayor Shandor is holding over there is what remains of her...him. It's all so confusing.



When the Mayor begins to float at the center of the room, ignore him altogether and instead take aim at the four large glowing beams around the room. The Mayor's body will be surrounded in a glowing, green, protective bubble, and while you can disperse it, he'll simply recharge it with the energy from the four beams. Leave the Ghostbusters to weaken his protective shield while you circle the room and wait for your opportunity. Keep your Shock Blaster ready to fend off several Flying Skulls that are zipping around the room. If they get near, blast them. Then turn back to face your nemesis.

As soon as he begins to recharge his shield, switch to Boson Darts and slip a dart between the flaps on the beams directly into the glowing green center. If you have a hard time hitting the beam's center, use Slime Tethers to peel the flaps back, exposing the center of the beam, then fire your Boson Dart to blow it up!

Destroy all four beams quickly to remove Shandor's shield!



Hey, kiddo. This fight can be over really quickly, or it can take forever to finish. As long as you stay on the move and avoid getting hit by Shandor's sand storm attack, you'll be fine. However, that storm is pretty big, and can be hard to dodge, so stay away from the group. If we all go down in the storm, we're cooked. By staying away from the rest of us, you can be safe and come to our aid if we need it. You follow?

Just as Shandor becomes vulnerable, he attempts to flee back to his dimension. You grab him with all five of your Capture Streams and struggle to wrangle him away from his cross-dimensional portal. Shandor is too strong, however, and not only succeeds in escaping, but also pulls all five of you with him!



Back in his realm, Shandor takes on his destructor form, a building-sized demon of smoldering stone! Your arena is a ring, an O-shaped floating platform in the nether-realm. Wait for Shandor to approach the platform and take aim with your Meson Collider. Paint the deity with your Meson Collider, then scramble around as you pepper him with your Overload Pulse. Keep on the move while Shandor summons a large boulder and then hurls it at you or your partners. Just as before, keep a distance from your partners so you won't all fall in one attack. When Shandor floats away from his position, walk up to the edge of the platform and allow your Overload Pulse shots to follow their target to his next location. Continue following Shandor as he wafts around the platform, stopping only to destroy the rocks he hurls at you with your Overload Pulse.

As soon as he summons a stone, change your aim to the boulder and blast it until it's a million little pieces. Shift your aim to Shandor, paint him again with the Meson Collider, and resume your attack on the overgrown bully. After he takes too much damage, Shandor will drop underneath the platform and emerge at the center of the O-ring. Ignore Shandor when he emerges and instead look to the four surrounding archways around the platform. Shandor will summon several power pedestals that recharge his PKE! Destroy them before he can regain his health, then turn back to Shandor and resume your attack!



Speed is key, recruit. As soon as the pedestals pop up, destroy the nearest one, then switch to the next one. If you do this quickly enough, you can destroy two pedestals before they begin to emit their PK energy beams. We'll help you destroy them, but don't count on us to do it. Always take this into your own hands.



After you cease Shandor's regeneration phase, he'll sink back down underneath the platform and return to the outer edges. As always, stay on the move! Aside from the flock of Flying Skulls, Shandor will also attack by unleashing flame geysers at your feet. Look for the floor to start glowing, then sidestep the geyser before it erupts. Repeat the attack above, whittling down his PKE while he lingers on the outside edge of the platform and interrupting his regeneration phase while he's in the center. Shandor will soon be no more.

Once Shandor's PK energy is dispersed, he makes one last effort to take you all down. You cross all five beams this time and hit the overachieving architect with a Proton pulse that destroys the beast and sends the entire team flying back into your own realm!



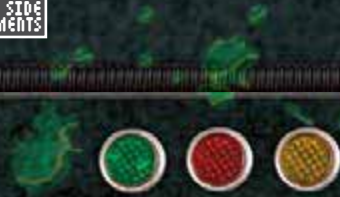
Back in your world everything goes back to normal. Venkman finally gets the girl. Peck is free to be his bothersome self. And the Mayor is no longer possessed...but still in office. Even Slimer is back to being Slimer. As Shandor's Mausoleum sinks back into the ground, the flying tub of green goo zips through Illysa just as Venkman dodges the slime attack. Yup, things are definitely back to normal.





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MULTIPLAYER JOBS



This section has some very useful tips for our Multiplayer Jobs—or Side Jobs—challenges. Challenges can be either cooperative or versus play, and knowing what to expect, where the power-ups are, and how to draw out Most Wanted ghosts can give you the upper hand in nearly any challenge. You'll need it.

MODES

Before setting out onto the field, learn about the many multiplayer modes.

Containment: In Containment, players try to find, capture, and destroy the most ghosts in an area within a set time limit.

Destruction: Players are sent to an area where psychokinetic energy has been trapped in a variety of evil Relics. The energy must be released by destroying the objects and destroying any ghosts spawned by the Relic's presence. Players compete to destroy as many objects as possible within the time limit.

Protection: Players must protect three PKE Disruptors over time as they are built. Only one Disruptor can be in-progress at any given time; as each Disruptor is completed players can move onto the next one. Ghosts that attack the object undo the building process, forcing the players to defend it longer.

Slime Dunk: Portals have opened between the ghost world and the real world, and waves of ghosts are coming through. Each time a Slimer ghost is dunked into a big trap, the player who dunked Slimer receives the score. This is a competitive job; players want to score more dunks faster than their teammates.

Survival: Players have to avoid all being knocked out at the same time. Waves of stronger ghosts attack the players until all are incapacitated. If the players survive ten waves, they win!

Thieves: This job pits the Ghostbusters against some greedy ghosts trying to steal magical Artifacts from the level. Waves of attacking ghosts break off, grab special objects, and try to leave the level with the objects through escape portals. If all objects are stolen within the time limit, the Ghostbusters fail.

COMMON SIDE JOB ELEMENTS

There are certain elements that are a part of every Multiplayer Job type:

Time Limit: Most jobs have a time limit, even if time does not play into the scoring for the job.

Capturing/Killing Ghosts: Players always receive a score bonus for capturing and killing ghosts.

Reviving Teammates: Every mode (except Slime Dunk) rewards teamwork; players who stick together and revive teammates will come out ahead.

Most Wanted Ghosts: These ghosts occasionally appear during a job. More details can be found in the "Most Wanted Ghosts" section.

Hiding Ghosts/PKE Scanner: During modes where players must capture all ghosts, a number of ghosts will be "shy," sometimes hiding in objects, and generally trying to remain out of sight. Discover these ghosts using the PKE Goggles: The ghosts will be visible within the object while the goggles are on. Release the ghosts from the object by damaging the object with your preferred device.

Wave Spawning: Several job types spawn ghosts in waves. A wave can be any number of any kind of ghosts, and they may not necessarily all spawn at once.

Nuisance Ghosts: A nuisance ghost is any ghost that spawns in a level that does not have to be captured/destroyed to complete the job. Destroying these ghosts assists players in completing their job objective, and awards additional points; players do not necessarily need to destroy or capture these enemies to complete the job.

Venkman Victory Requirement: Some job types have no goal score to reach (for example, in Slime Dunk, players must get as many dunks as possible). So there is no clear victory line to cross. In these job types, players must still achieve a certain base score (for example, save at least one Thieves Artifact). This is the Venkman Victory Requirement. This is so that players don't just sit back and do nothing; they must exert at least a minimal effort to win the level.

MOST WANTED GHOSTS

These ghosts occasionally appear during a multiplayer battle. They spawn 90 seconds after the match begins, regardless of whether you are doing well, so always be on the look out! While the ghosts add a new layer of challenge to the match, they are not a part of any particular mode.

In fact, their capture does not effect the outcome of the match at all! In a mode where ghosts spawn in waves, Most Wanted ghosts do not affect the completion of a wave. A wave can be completed and a new wave spawned, even if a Most Wanted Ghost is still alive. However, in a mode where all ghosts must be contained, the round will not end until the Most Wanted ghost has been captured or despawned, even if all the other ghosts have been captured.

For a Most Wanted Ghost to appear, a number of conditions must be met. These conditions are different for each ghost. See the tables below for each ghost’s conditions:

Ghost	Name	Type	Requirement to Appear	Ghost Location
	The Book of Pain	Book Bat	Complete one successful job in a Library level.	Library
	Captain of the Guard	Book Centurion	Kill the Book of Pain and accumulate 20 Paper Constructs or Book Centurion kills throughout all Library matches.	Library
	Olga the Terrible	Opera Dive Ghost	Kill the Captain of the Guard and complete five Library matches.	Library
	Dredge	Black Slime Monster	Kill Olga the Terrible and complete 10 Thieves jobs in any Library levels.	Library
	Smelly Ned	Hobo Ghost	Complete five Containment jobs in Times Square.	Times Square
	Dolnansky the Foreman	Construction Worker Ghost	Capture Smelly Ned and collect 50 power-ups.	Times Square
	Grimgreave	Stone Gargoyle	Capture Dolnansky the Foreman and slam kill 20 Gargoyles or Stone Angels throughout any Times Square level.	Times Square
	Binky	Stone Angel	Capture Grimgreave and complete 10 Survival jobs in any Times Square level.	Times Square
	Grundel	Crusto	Complete five Protection jobs in any Museum level.	Museum
	Sharpshooter Bailey	Civil War Ghost	Capture Grundel and capture 15 Civil War Ghosts in any level.	Museum
	The Maestro	Animator Ghost	Capture Sharpshooter Bailey and complete 10 Survival jobs in any Museum level.	Museum
	Grand Pappy Sargassi	Pappy Sargassi Ghost	Capture the Maestro and complete any 15 jobs in the Museum.	Museum
	Mad Mad Minimo	Cultist	Earn \$50,000 in a single match in the Cemetery.	Cemetery
	Darkest	Black Slime Ghost	Capture Mad Mad Minimo and capture 15 Black Slime Monsters throughout all Cemetery matches.	Cemetery
	The Clawed Menace	Venom Crawler	Capture Darkest and kill 50 Cemetery Crawlers throughout all Cemetery matches.	Cemetery
	The Uprising	Grave Fiend	Capture the Clawed Menace and complete 10 Survival jobs in any Cemetery level.	Cemetery
	Rotten Slimer	Slimer	Capture 10 Slimers throughout all levels (not including Slime Dunk jobs).	Any
	Wee Slimer	Slimer	Capture Rotten Slimer and win at least three times in Slime Dunk jobs throughout all levels.	Any
	Polar Slimers	Slimer	Capture Wee Slimer and get 20 dunks in Slime Dunk jobs throughout any level.	Any
	Glutton Slimer	Slimer	Capture Polar Slimers and play a total of 60 jobs (any type) throughout all levels.	Any

Now, cool breeze, just because you meet all of the requirements for a Most Wanted ghost, it doesn’t ensure that the spook will appear. So keep at it until it does!



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MODES	MOST WANTED GHOSTS	CONTAINMENT MODE	DESTRUCTION MODE	PROTECTION MODE	SLIME DUNK MODE	SURVIVAL MODE		THIEVES MODE	POWER-UPS	COMBOS AND ASSISTS	AWARDS				

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DESTRUCTION MODE

Players are sent to an area where psychokinetic energy has been trapped in a variety of evil Relics. The energy must be released by destroying the objects, and destroying any ghosts spawned by the Relic's presence. Players compete to destroy as many objects as possible within the time limit. This is a fun job with a higher number of power-ups and equipment supplies! You must still balance mass destruction of the Relics against dealing with the ghosts that are summoned to defend the Relics, however. This is still work, kiddo.

The Overload Pulse is a great device for damaging evil Relics quickly.

Destruction Details	
Player Goals	Destroy all the Relics that spawn around the level.
Team Score	Score is generated by destroying Relics. Bonuses are awarded for time remaining if all the Relics in a level are destroyed.
Player Ranking	Players are ranked by the cash score for Relics destroyed.
Win Condition	All Relics are destroyed.
Lose Condition	All players are incapacitated, or time runs out.

Ghosts in Destruction are worth significantly less cash than in other modes. It is best to target the evil Relics instead of spending time catching ghosts.

DESTRUCTION LEVELS





PROTECTION MODE

Players must protect three PKE Disruptors over time as they are built. Only one Disruptor can be in-progress at any given time; as each PKE Disruptor is completed, players can move on to defending the next one. Ghosts that attack the object undo the building process, forcing the players to defend it longer.

Keeping a few floater ghosts stunned without capturing them can make it easier to raise the PKE Disruptor, but also means you will score less cash from captured ghosts.

Protection Details	
Player Goals	Protect the PKE Disruptors until all three are completely functional and charged.
Team Score	Team score is generated by building the PKE Disruptors in as little time as possible, as well as by trapping ghosts.
Player Ranking	Players are ranked based on cash for enemies defeated.
Win Condition	All three PKE Disruptors are charged.
Lose Condition	All three PKE Disruptors are not charged by the end of the time limit, or players are incapacitated.

During the golem waves, it is more important to keep scuttlers away from the pylons than it is to destroy the golems.

MENU		INTRODUCTION		GHOST WRANGLING		TOOLS OF THE TRADE		"WHO YOU GONNA CALL?!"		FIELD GUIDE: WALKTHROUGH		MULTIPLAYER JOBS		SUPPLEMENTAL DATA: UNLOCKABLES							
MODES		MOST WANTED GHOSTS		CONTAINMENT MODE		DESTRUCTION MODE		PROTECTION MODE		SLIME DUNK MODE		SURVIVAL MODE		THIEVES MODE		POWER-UPS		COMBOS AND ASSISTS		AWARDS	
SLIME DUNK LEVELS																					

INTRODUCTION	GHOST WRANGLING	TOOLS OF THE TRADE	"WHO YOU GONNA CALL?!"	FIELD GUIDE: WALKTHROUGH	MULTIPLAYER JOBS	SUPPLEMENTAL DATA: UNLOCKABLES
▶ MULTIPLAYER JOBS						

SLIME DUNK LEVELS



Menu		Introduction		Ghost Wrangling		Tools of the Trade		"Who You Gonna Call?!"		Field Guide: Walkthrough		Multiplayer Jobs		Supplemental Data: Unlocksables	
Modes	Most Wanted Ghosts	Containment Mode	Destruction Mode	Protection Mode	Slime Dunk Mode	Survival Mode	Thieves Mode	Power-Ups	Combos and Assists	Awards					

Introduction	Ghost Wrangling	Tools of the Trade	"Who You Gonna Call?!"	Field Guide: Walkthrough	Multiplayer Jobs	Supplemental Data: Unlocksables
▶ Multiplayer Jobs						





During scuttler waves, try to position one player guarding the escape portal.

Player Goals	Prevent the Artifacts from being stolen by the ghosts.
Team Score	Team score depends on the number of artifacts preserved.
Player Ranking	Players are ranked by the cash value of enemies captured or defeated.
Win Condition	At least one Artifact must remain when the time limit runs out.
Lose Condition	All players are incapacitated, or all Artifacts are stolen.



THIEVES LEVELS



Artifacts can be wrangled with the Capture Stream just like ghosts can.





GHOSTBUSTERS™ THE VIDEO GAME



GENERAL TIPS

- The following tips can be applied to all modes of Multiplayer Jobs!
- You'll earn cash faster if you help out your teammates and earn assist bonuses for captured ghosts.
 - In Campaign mode you can earn a temporary equipment upgrade for your preferred device if you score a high enough total cash score during the campaign.
 - It's possible turn a golem friendly with pink slime, but it takes almost a full canister to do so.
 - A golem attacking with an overhead slam will destroy nearby scuttlers if they are too close to the golem.
 - Watch out for coffin mortars on the Cemetery and Altar levels.
 - Some ghosts have the ability to sabotage traps. If you see them, try to catch them first.
 - Golems can be easier to deal with if you freeze them with the Dark Matter beam first.
 - Try to save the stunner power-up for opportunistic moments. Stunning one ghost is nice, but stunning five is far better.

POWER-UPS

There are two types of power-ups available during multiplayer matches: equipment power-ups and player power-ups.

EQUIPMENT POWER-UPS

MESON UPGRADES

This power-up grants you limited access to all the functions of the Meson Collider. The collider's secondary blast results in a large explosion that deals area effect damage.



DARK MATTER UPGRADES

This power-up grants you limited access to all the functions of the Stasis Stream and Shock Blaster.



PDS UPGRADES

This power-up grants you limited access to all the functions of the Slime Blower and Slime Tether.



PINK SLIME BLOWER

Pink slime allows players to quickly neutralize enemy ghosts without harming them. When a player picks up a Pink Slime power-up, the Slime Blower is immediately selected. The usual green slime is replaced with a pink slime. Ghosts hit with the Blower change teams and no longer attack players. A ghost has to be shot a few times (proportional to its max health) before it changes teams. Other ghosts will consider the "pinkified" ghost a target, taking their attention off the Ghostbuster, and damaging the target ghost. Once a pinkified ghost has been stunned, it returns to the enemy team (still stunned).



PLAYER POWER-UPS

ETHEREAL SHIELD

This power-up creates a shield of psychokinetic energy to protect the player. While the shield is active, enemies, enemy attacks, and even some physical objects are deflected off the shield as if it were a solid obstacle. The shield can last indefinitely, but it can only absorb a certain amount of damage, after which it disappears.



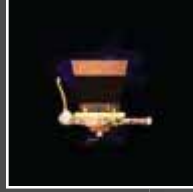
PROTON ACCELERATOR

This upgrade boosts the Proton and Capture Streams. While the Proton Stream has increased damage, the Capture Stream locks on more easily and applies more force, allowing players to wrangle extremely tough ghosts. This power-up still allows the use of Boson Darts.



GHOST SHRINKER

The Ghost Shrinker upgrade shrinks ghosts to a fraction of their standard size, making them easier to handle and defeat. When a player touches the power-up, all ghosts within a certain radius (which may be as large as the entire level) are affected. Current and max health, as well as damage dealt by shrunk ghosts, is reduced. The ghost's wrangle resistance and the force required to trap them is also reduced!



GHOST STUNNER

When the player touches the power-up, all ghosts within a certain radius (which may be as large as the entire level) are temporarily no longer a threat to the player. Any trappable ghost is reduced to zero health! Any dispersible entities get spooked and run away from the players.



COMBOS AND ASSISTS

While working as a team, you can score combos and assists. Combos are when two or more players capture or destroy ghosts at the same time using teamwork. Combos grant additional score to all parties involved in the combo. An assist refers to when one player helps another player capture or destroy a ghost in some way. Players will receive additional score for each assist. Assists can only happen within a short time frame before a ghost is destroyed or captured. A player cannot receive an assist for any ghost he captures or destroys himself.



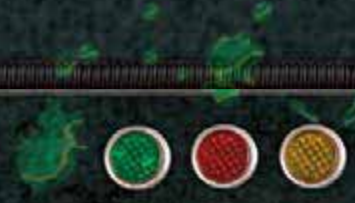
When two or more players are wrangling individual ghosts, they can combine their Capture Stream cages to combine one larger cage and get a combo!





Ghostbusters™

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AWARDS

By meeting specific conditions during a multiplayer battle, you can get certain awards. If you're good enough, we might even take some of them into consideration when you're up for a raise.... Maybe. OK, not really, but they're fun to get!

Game Type	Award	Award Description
All	Broke	Least cash earned in the match (also given to the least active player)
All	Slowpoke	Shortest total distance traveled
All	Slime Magnet	Most times slimed by ghosts
All	Light Show	Lowest accuracy
All	The Real Ghostbuster	Most ghosts trapped or destroyed (10 min.)
All	Ain't Afraid of No Ghost	Least amount of knockouts
All	Medic	Revived the most teammates
All	Most Revived	Most times revived by a teammate
All	Demolitions Man	Most ghosts damaged in a single explosion (3 min.)
All	Rollin' in Dough	Most cash earned in the match (\$10,000.00 minimum)
All	Tech Head	Most power-ups collected in the match (4 min.)
All	Purist	Fewest power-ups collected in the match (defeat at least one enemy)
All	Itchy Trigger Finger	First person to shoot in the round
All	Nice Shootin' Tex	Highest accuracy with the Proton Stream
All	Dead Aim	Most ghosts hit with the Meson Collider and/or Overload Pulse
All	Darkest Matter	Most ghosts hit with the Stasis Stream and/or Shock Blaster
All	Ghosticle	Most ghosts frozen with Stasis Stream
All	Slimer	Most shots with the Slime Blower and/or Slime Tether
All	Befriender	Most ghosts turned good with pink slime (1 min.)
All	Duckin' and Dodgin'	Most dashes and jumps (10 min.)
All	Slammer	Most Slam Dunk traps
All	Long Time Wrangler	Longest wrangle of a ghost
All	Marathon Runner	Longest distance traveled in a match (40 feet minimum)
Containment	Keeping an Eye Out	Longest period of time in PKE Paragoggles view
Containment	My Ghosts, My Trap!	Most ghosts trapped in your own trap
Containment	We Came, We Saw...	First person to trap 10 ghosts
Destruction	Destruction Master	Most Relics destroyed (10 min.)
Destruction	Smashy Smashy	First player to destroy 10 Relics
Destruction	Blink Out	Most ghosts eliminated by destroying Relics
Destruction	Rampager	Shortest period of time between destroying two Relics
Survival	Soul Survivor	Longest run without getting knocked out
Survival	Team Savior	Revived each teammate at least once
Survival	First Death	First knockout of the round
Survival	Commando	Highest ghost-defeat-to-player-knockout ratio
Slime Dunk	MVP	Most points in Slime Dunk (1 min.)
Slime Dunk	Slime Wrangler	Longest amount of time wrangling Slimer
Slime Dunk	Slimer Dodger	Least number of times knocked down by Slimer
Slime Dunk	Gloop Dreams	First person to do five Slime Dunks in the match
Thieves	Best Rescuer	Most Artifacts returned to the safe zone (1 min.)
Thieves	First Rescuer	First player to destroy a thief who has stolen an Artifact
Thieves	Red Handed	The player who destroys the most thieves that have stolen Artifacts (1 min.)
Protection	The Protector	Trap three ghosts in a row while the active PKE Disruptor remains undamaged
Protection	Comeback Kid	Trap three ghosts in Sudden Death
Protection	Vendetta	Be the first to destroy or capture a ghost after it has done damage to a PKE Disruptor

SUPPLEMENTAL DATA: THE CONTAINMENT GRID



We are paranormal investigators, rookie. So by definition we live to explain the unexplainable. In the following section we detail every Xbox 360 Achievement, locate every Cursed Artifact, and even reveal all of the Water Fountain locations. In other words, we reveal and explain things that remain hidden underneath the veil of normalcy. OK, so that was a little bit dramatic. Suffice it to say that the following pages will explain everything you need to know to get the most out of your experience as a Ghostbuster.

CURSED ARTIFACTS

Scattered throughout New York City and the netherworld—no, not New Jersey—are several haunted antiques. Collect them to earn a few extra bucks and add them to Ray's collection of occult paraphernalia. You never know. The data collected from these Cursed Artifacts might open up new fields of study in paranormal science...or they might just be fun to have around the firehouse.

Once again, I've saved you from Egon's modified Dewey Decimal System. I swear that guy probably organizes his underwear drawer with it, too. Anyhow, for your benefit I've convinced Egon to list the Artifacts in the order you're most likely to find them. Ray wanted to list them in alphabetical order, but why would you look under a particular letter if you don't know what you're looking for, right?



I've conducted several experiments to test a theory of mine and found that I was right. In keeping with the supernatural realm's unhealthy preoccupation with the number six, I've noted that every level has six Cursed Artifacts. Remember this while hunting them down.

HOTEL SEDGEWICK (FIRST VISIT)

GUSTAV SELF-SERVICE TRAY

Description: A silver, smoke-stained room service tray engraved with the name "Hotel de Gustav."
History: c.1893 Fine silver service set purchased as a lot from the famed Austrian Hotel de Gustav after it mysteriously burned down. This is the only piece from the set known to appear at the Sedgewick rooms unbidden and unaccompanied. Frightened guests are often unsure as to the proper gratuity for this service.
Location: In the hotel hallway near the vending machines as you hunt down Slimer. See page 37.



THE SUMMONER BELL

Description: Antique brass service bell.
History: Origin unknown, but reportedly seen in the Hotel de Jardin Printanier just before its disappearance (the hotel, not the bell). How this paranormally significant artifact ended up in the Hotel Sedgewick is anyone's guess, though its impact on customer service cannot be underestimated.
Location: After hunting Slimer on the twelfth floor, take the elevator back down to the main lobby. Walk across the lobby to the reception desk and scan the bell. See page 37.



STAY PUFT FIGURE

Description: This model of Stay Puft just can't seem to stay in one place.
History: c.1989 A Ghostbusters craze broke throughout NYC following the Vigo Incident of '89. Souvenir street vendors moved literal tons of unlicensed clothing and cheap, knockoff novelties. It's estimated that Stay Puft figures outsold the usually bestselling Statue of Liberty by more than two to one that year (even the new windup walking version of Libby). The trend faded almost as quickly as it began, and sales of Ghostbusters merchandise dwindled. Some remainders can still be found on the streets of Manhattan and the Boroughs, and may even be imbued with supernatural elements.
Location: After defeating the Dead Fish Fliers in the hotel kitchen, follow the signs on the wall to the Generator room. The Stay Puft figure is just outside the Generator room door. See page 38.



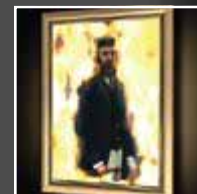
VOYAGING CASE INTERNATIONAL

Description: Old-fashioned suitcase plastered with travel stickers from around the world.
History: c.1865 The Voyaging Case International has been appearing at train stations, loading docks, and airports since the mid-1800s. Porters and baggage handlers around the globe whisper its legend. Generally regarded as friendly.
Location: While battling Slimer in the Alhambra Ballroom, destroy the bar at the rear of the room. The right side of the bar hides a room with the case inside. See page 39.



PORTRAIT OF G. SEDGEWICK

Description: A portrait of Godfrey McCallister Sedgewick, misanthrope turned hotelier.
History: c.1910 When Godfrey McCallister Sedgewick opened his grand hotel, many thought it strange that someone who detested people so thoroughly would open a business where so many were invited to come.
Location: Immediately after getting separated from Egon while chasing the Angry Fisherman Ghost, go up the stairs to reach the broken staircase. The painting is on the wall before the broken staircase. See page 39.



TOASTER OF SIGHTS UNSEEN

Description: This two-slice toaster resonates with PK energy.
History: c.1968 Madame Dee, a powerful but dying medium, cast her estimable power for prophecy into the object nearest to her as she drew her final breath. The Toaster of Sights Unseen can answer any questions posed about the future.
Location: After getting washed away by the Angry Fisherman's tidal surge, follow the halls to a niche near the vending machines. The toaster is hidden behind a couch. See page 39.





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TIMES SQUARE

GALLIANO'S ENCHANTED PAIL

Description: A suspiciously lively lunch box.

History: c.1940 World-famous magician Angelo Galliano had an older brother, Ronald, who was said to be an even more talented magician than Angelo. Ronald wasn't good with audiences, though, so he took up construction work when he couldn't get regular stage work.

Location: In a side room of the laundromat in Times Square. See page 43.



3-TOED JENKINS'S MIDNIGHT GOOSE

Description: This bottle of cough syrup never runs dry.

History: c.1944 The fabled Bottomless Bottle of 3-Toed Jenkins, a notoriously unrepentant tramp that rode the rails in the '30s and '40s. The legend goes that he was called "Speedy Jenkins" before he exchanged something dear to him for a bottle of cough syrup that never runs dry.

Location: After exiting the laundromat, examine the hobo table on the right of the alley just on the other side of the truck. See page 44.



PATRELLI'S MISCHIEVOUS TRAFFIC CONE

Description: An ordinary-looking traffic cone that just won't keep still.

History: c.1979 Charged with a high level of PK energy as well as a strange sense of mischievousness, this ordinary-looking traffic cone has been known to maliciously change position—confusing drivers and racking up an impressive string of bizarre traffic accidents.

Location: While escorting the Ecto-1 through the alley in Times Square, but just before reaching the Opera House, make a left down a connecting alley just past a row of trash cans and trash bags. The cone is at the steps of Otto's Bar. See page 44.



ASMODEUS' HOTLINE

Description: A gleaming red desk phone.

History: c. 1965 There were only five production models of TeleCo's "Red Phone" ever made. It's rumored that the phone only completed calls for those about to die.

Location: In the first floor lobby of the architect building, on the reception desk. See page 45.



HOHMAN'S BLACK LOW-RISE

Description: This model building emits a disturbing glow.

History: c.1926 American occultist John George Hohman commissioned a scale model for a domestic center of evil, "Black Low-Rise of Tri" from the Shandor architectural firm. The model was completed, but Hohman never returned to claim it, or pay for it.

Location: In the back right-hand corner of the architect building's drafting room. See page 45.

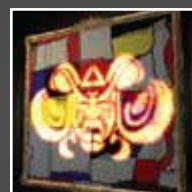


"THE RAVISHING RED PRINCE"

Description: This painting's image shifts unnaturally.

History: c. 1954 Painted by the famed "Madman of the Hague," Remco de Groot. De Groot was infamous for supposedly using his own blood, and the blood of others, to construct his modernist masterpieces. This was later proven to be just a wild rumor, however.

Location: Hanging in the hallway just before you reach the room where Stay Puft is reaching for Dr. Selwyn. See page 46.



NEW YORK CITY PUBLIC LIBRARY

PORTRAIT OF ELEANOR TWITTY

Description: This portrait of the librarian is strangely... dynamic.

History: c. 1923 Eleanor Twitty, head of the New York Public Library's Special Collections, was murdered by her lover, philologist Edmund Hoover, when she denied him further access to Special Collections. Hoover was later revealed as an incorrigible serial killer and was executed by the state. Twitty is memorialized as a dedicated librarian who gave her life protecting the books she so dearly loved.

Location: After battling the Book Golem, go through the door at the far left of the room into the book turn-in area of the Reading Room. The painting is leaning against the rear wall. See page 52.



RELUCTANT READING LAMP

Description: Green-shaded brass table reading lamp that turns itself on and off.

History: c.1959 Celebrated novelist Arthur Houston conceived and conducted research for his new books at this library table, under this lamp, for over thirty years. Severe writer's block gripped him in his sixties and wouldn't let go. Houston's psychic frustration channeled to the lamp and resides there now; it refuses to let anyone read under its light.

Location: This lamp is inside the Archives room before reaching the sorting area. Look for it between two microfiche machines on the left. See page 52.



PIN-UP CALENDAR OF DOOM!

Description: The calendar's vegetable-themed pinup girl seems to randomly change.

History: c.1975 While surveying the contents of 17 crates of old stock photographs he'd bought as a lot at an auction, calendar publisher Werner Gischman came across a treasure-trove of photos: a 20-year collection of ravishing pinups of Parade Queens from New York's Thanksgiving Day Parade. Gischman recognized the gold mine he'd stumbled upon: A nostalgic pinup craze was sweeping the nation in '75, and he rushed to print the collection as a 16-month calendar.

What Gischman didn't know was that the photos, when arranged in a certain order, deciphered a code that points toward the true origin of the Devil (an origin that, as it turns out, is far less impressive than most people think).

Foresworn to protect this secret for untold generations, a dark cultist sect, The Vigilant Legion of the Black Pit, realized the calendar had reached store shelves too late to stop it. In a last-ditch effort to keep the code secure, the Vigilant Legion cast a spell over all the crates of calendars, so that the pages would flip and switch constantly. As it turned out, nobody was really interested in Parade Queens from the 1950s and 1960s, and the calendar sold less than a dozen copies. The Vigilant Legion bought up most of them, and Gischman gave the rest to friends and family at Christmas. Embarrassed by their lack of alacrity, the Vigilant Legion of the Black Pit murdered them all anyway, just to be thorough. Location: After leaving the children's reading room, go down the stairs into the library sublevels. The calendar is in the closet with a chair blocking the door, just before you reach the Special Collections room. See page 54.



SEAT OF VAPORS FOUL

Description: This chair hisses unnervingly.

History: c. 1957 Originally owned by self-proclaimed wizard and prankster, Franklin "Laffy" Wurst. Wurst felt that the famous whoopee cushion gag, while amusing, needed an update. He supposedly summoned a subdemon and bound it to the chair, then invited obnoxious dinner guests to have a seat, to their eventual horror and embarrassment. Wurst was shot and killed by a particularly temperamental victim.

Location: This chair is near the far wall in the room with the barricade formed by three steel beams and brick columns, before reaching the flooded basement. See page 55.



ALI EL-BALUU'S IRKSOME RUG

Description: A strangely buoyant Persian rug.

History: c. 1256 Antique carpet imbued with the power of flight by minor Persian magus Ali El-Baluu. On its maiden flight around his palace, the rug dipped erratically, and the corpulent El-Baluu tumbled off while more than 90 feet in the air. He died instantly on impact.

Location: After entering the room with multiple portals, take the far-left portal to the upper-level ledge. From there, take out your PKE meter and follow the readings to the center of the ledge, where you'll find the rolled-up rug. See page 57.



FEATHERWELL'S STALKING CHAIR

Description: This chair apparently has trouble staying in the same place.

History: c. 1976 Nate Featherwell, aspiring ventriloquist, had big dreams but not much talent. He spent his life savings on a charm from a voodoo priestess. When used correctly the spell would bring wood to life. Nate hoped to use it to charm his dummy, Smuggly, but accidentally worked his spell on the chair he sat on instead. The chair, alive but ignored, grew jealous of the attention Featherwell lavished on the inanimate Smuggly, and did away with them both in a rage-fueled wood-chipper "accident." The chair slipped away unnoticed and remains at large to this day.

Location: In the upper left-hand corner of the upside-down room, hanging from the floor...er, ceiling? See page 58.



NATURAL HISTORY MUSEUM

RITUAL MASK OF BAD ADVICE

Description: A faint whispering rises from this ritual mask.

History: c. 1915 Leslie Campbell, niece of archaeologist Professor Gordon Campbell, received this mask in a package from her uncle. It was the last anyone ever heard from him. In the package was a cryptic note: "Don't listen." But, eventually, she did.

Location: This mask can be found on a shelf in the loading docks, just before the curator room. See page 64.



CURSED MUSKET OF CECIL STARKEY

Description: This mounted Civil War rifle is suffused with PK energy.

History: c. 1868 Confederate artillery gunner Cecil Starkey deserted his post in the midst of a bloody battle that wiped out his platoon. The last surviving man in his platoon cursed Starkey with his dying breath, "The cannon you desecrated will yet find ye." Starkey was killed years later in a hunting accident, where witnesses claim he somehow fired a 12-pounder cannon shot from his rifle. The shot allegedly bounced from tree to tree until returning to its terrified source, Cecil Starkey.

Location: After entering the Civil War display room, make a left to find the musket on the wall. See page 66.



BAGGED HEAD OF AZAHOTEP

Description: Is this giant stone head...breathing?

History: c. 1967 B.C. Once part of a mammoth statue of the evil Egyptian god/warrior Azahotep, this stone head has never been able to keep its mouth shut. Normally it just breathes heavily and mumbles, but occasionally it will whisper a maddening, sanity-dissolving riddle that has sent more than one unlucky listener into the asylum.

Location: In the maintenance hall after passing through the mummification room. See page 67.



PHOENICIAN PLAGUE VASE

Description: Faint scurrying sounds occasionally drift from this ancient red clay pot.

History: c. 1700 B.C. Worshipers of Resheph surreptitiously placed these vessels among goods shipments to enemies. When activated, the vessels produced hordes of various plagues to overwhelm and terrorize enemies. The writing on this particular specimen translates as "sacred rat jar."

Location: This vase is inside a display case on the left side of the hall, near where the museum goers got spooked. Once you reach the intersecting halls with a large falcon statue, make a left. See page 67.



PAINTING OF THE TRUSTEES

Description: An unusually dynamic painting.

History: c. 1936 Painter Ambrose Whitman captured the city's most powerful captains of industry in a moment of solemn reflection in a painting entitled, "The Chairman and the Board of Trustees."

Location: This painting is in the hall just past the area where you battle four Possessed Statues, after leaving the Ossuary. See page 67.



REMOTE-CONTROLLED ECTO-1

Description: A remote-controlled Ecto-1 that twitches and whirs all on its own.

History: c. 1987 Created as part of the merchandising flood that followed the Ghostbusters' initial success, this remote-controlled Ecto-1 was a favorite among the fans. Judging from its occasional twitching and wheel spinning, this particular car seems to have had a run-in with a low-level possessing sprite who has somewhere else to be.

Location: After emerging from the underground tunnels, take a left into the Mandala tunnel; the car is at the end of the platform. See page 68.



HOTEL SEDGEWICK (SECOND VISIT)

POSSESSED BELL-BOTTOM JEANS

Description: These pants just keep on truckin'...WITH NOBODY INSIDE!

History: c. 1970 Rumored to have first been haunted during a seance on the Merry Pranksters' tour bus, these jeans have long been a staple of the psychedelic supernatural underground. Spotted backstage at Woodstock, caught on grainy 16 mm film in the candlelit background of a Haight-Ashbury love-in, photographed riding behind a member of a notorious biker gang fleeing Altamont, the "Walking Pants" have been around whenever weirdness or tragedy strikes the hipster scene. The "Walking Pants" are the hippie equivalent to the "Girl on the Road" ghost story. Prior to their resurfacing this year, they haven't been seen since 1981.

Location: After walking through the glass doors into the lobby, go down the hallway on the left, and the pants will be on the right side. See page 71.



BROCCOLI QUEEN AUTOBIOGRAPHY

Description: The sound of music and clinking Champagne glasses waft from this book.

History: c. 1973 The beautiful Sydney Chalmers came to the big city with big dreams and a modeling contract, and was selected to be the Broccoli Queen of the Thanksgiving Day parade in 1967. Little did she know that would be the pinnacle of her career. She went to Hollywood to make movies, but only appeared in a string of low-grade exploitation films. A life of ongoing wild parties and desperation led her to pen a sexy and scathing tell-all of the beauty industry. Sydney died in a tragic and somewhat suspect hot tub accident the day the book hit the stands. She never knew that she'd finally





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found the success she craved, as the book entered bestseller lists and remained there for over two years. Not really cursed, but it's a really good airplane read. Location: After meeting the hotel manager, go up the stairs and look behind the bellhop's luggage cart. See page 71.

CRUEL OVEN

Description: Alarming banging and cries for help occasionally come from inside this microwave.

History: The origins of this evil cooking device are unclear. What is known, however, is that demons and devils apparently love a home-cooked meal.

Location: This oven is behind the fridges in the beginning of the kitchen area. Use your Capture Stream to remove the fridges on the right. See page 71.



SWISS DEATH CLOCK

Description: This clock is reputed to display the time of death of anyone that approaches it.

History: c. 1821 The Infamous Swiss Death Clock was constructed by Herschel Glueke, a genius but demented watchmaker. It is intended to show the exact time of death of anyone that comes near it. When placed in the firehouse in close proximity to so many past-life entities, the clock's hands spin out of control. Peter uses it as a desk fan.

Location: After exiting the kitchen and walking back out toward the main lobby, make a right and walk out toward the main hotel entrance. Neutralize the Black Slime near the left wall and follow the PKE readings into a small room on the left side of the hotel. See page 72.



PHANTOM FLUSH TOILET

Description: This scary red toilet emits frightening sounds. Is that someone drowning?

History: c. 1906 Presented to His Majesty Edward VII as a diplomatic gift from the Moroccan ambassador, this stunning specimen of engineering and craftsmanship has been a harbinger of disaster and death since its initial casting. Unbeknownst to the ambassador, a Turkish drowning demon was bound to the magnificent throne as a fiendish assassination ploy.

An insolent underbutler became the seat's first British victim, when said servant tried to use it before Edward had a chance. The underbutler was dragged to his horrible watery doom, and the toilet was quickly removed from the Royal Palace and thrown in the rubbish. It has since passed through many hands and households, spawning terror and tragedy in each. Even in this day and age, it is difficult to imagine that such a work of beauty is so incredibly deadly.

Location: After exiting the elevator and venturing down the hotel hall, you'll come across an intersecting hall on the left. Ahead of you will be a pair of double doors, and on the left will be an abandoned bellhop cart. Make a left past the cart and open the door on the right, at the far end of the hall. The toilet is in this room's restroom. See page 72.



THE UNRULY BEARD OF V. BELASCU

Description: This disgusting, tangled mass of hair twitches and squirms.

History: c. 1933 Russian demonologist Vladimir Belascu, performed exorcisms throughout Central Russia in the '20s and early '30s. He never noticed that one of the very minor subdemons he cast out had escaped into his beard, a massive and wild nest that stirred envy in most men. Upon his death, the possessed beard left Belascu's face and stowed aboard a freighter to the Americas. The beard has a tendency to affix itself to the chins of unknowing victims while they speak, mocking them, but rarely does any real harm.

Location: After entering the spider-webbed hallways, follow the hall to the T-intersection. Make a right and follow your PKE Meter down the hall. You'll find the beard about halfway down the hall. See page 73.



SHANDOR'S ISLAND

CHURCH OF GOZER SONGBOOK

Description: A dirge-like chanting rises quietly from this dark book.

History: c. 1919 Having resuscitated the Dark Church of Gozer and wanting to increase its popular appeal, Ivo Shandor made attempts at updating ancient Sumerian droning rituals to modern-day worship songs. The practice of singing in the Dark Church was abandoned soon afterward.

Location: After emerging out of the docks area, examine the area behind the large shipping crates on the right. See page 76.



ANGUISHED STUFFED BEAR

Description: This decrepit stuffed bear occasionally sounds as bad as it looks.

History: The origin of this ratty, old, stuffed bear is not known but its paranormal behavior, the emitting of an off-putting (though strangely compelling) cry of anguish, has been periodically heard since the day it was removed from Clough's Museum of Taxidermic Curiosities in December, 1867.

Location: This bear hibernates behind the large, unusable crank inside the hedge maze, along the far-left corner. See page 77.



"FOX HUNT ON TIAMAT ISLAND"

Description: A strange, transforming painting.

History: c. 1910 Artist and Shandor devotee Vikram Veedam painted this fanciful scene after attending a prestigious foxhunt on Tiamat Island.

Location: Inside a hidden room at the end of a walkway, just past the Gozerian Mass. Bust through the planks of wood on the left to expose the doorway to the room. See page 77.



WHEEL OF THE ALABASTER WRETCH

Description: This wheel from an ancient ship creaks, groans, and occasionally thunders.

History: c. 1796 *The Alabaster Wretch* was lost with all hands while carrying unspecified cargo from Zanzibar. The ship's manifest records the uneasy misgivings of Captain Alfred Ghaster: "Crew is on edge. We hear the blasted singing from below decks both night and day now. But there's no one down there! I have resolved to pitch that cursed Albanian's strange-shaped crates overboard tonight, and if he protests, he'll go, too."

Location: After entering the second catacombs tunnel, go right instead of left. The wheel will be in the room on the right. See page 78.



GHOSTBUSTERS DVD

Description: An artifact from the future!

History: c. 2008 Shandor cultists, searching for artifacts from the future that would reveal the outcome of their plan for world destruction, retrieved only this sad, transparent attempt at cross-marketing. It's an awesome movie, though. Available now, only on DVD!

Location: After entering the slime trenches, take a right after the sliding gate lowers and releases some Venom Crawlers. See page 79.



SINGING SLIME

Description: Each of these jars of colored slime sings a part in a wordless, barbershop style harmony.

History: The origin of these colorful jars of slime is not known but it can't be all bad. I mean they're singing barbershop, right?

Location: After entering the Slime Labs, proceed up the stairs to the large Slime Lab room. After entering the room, walk halfway up the room under the catwalks, as you hug the left wall. The slime jars will be located on the ground, just to the right. See page 79.



CENTRAL PARK CEMETERY

WHISTLING BUST OF MAUSCH

Description: This stone bust just won't meet your eye, no matter how hard you try.

History: c. 1734 Friedrich der Mausch was a damned sneak, and was always up to something. His bust, carved by the Italian genius Marscapone, is the exact same way.

Location: After hopping over the gate, walk straight ahead and pass the broken wall leading to the grave site on the right. Turn right near the next gate and find the bust on the floor, near the corner. See page 83.



GHOSTBUSTERS MUG AND BALLOON

Description: A classy souvenir Ghostbusters Mug and Balloon.

History: c. 1989 The Ghostbusters offered this souvenir mug and balloon as a service premium during the "comeback" phase of their career. It's assumed that one of the escapee ghosts from the containment unit snatched these and carried them to the Central Park Cemetery. Even ghosts like to pick up a souvenir occasionally.

Location: Just before entering the mausoleum that magically opens up to release the Flying Skulls, stop to examine the area behind the small crypt on the far left. See page 84.



STONE ANGEL HEAD

Description: This marble head cries, sobs, and wails.

History: c. 1943 This statue originally resided with many others in a fountain in a quiet piazza near the Ponte Vecchio. Stories have it that during World War II, a squad of Blackshirts was brutalizing a woman and her small children. When one of the children fell, his head struck the rim of the fountain, and he died instantly. The fountain's cherubs stirred to life at that moment, wailing and crying, beseeching "Perche, Il Duce? Perche?" Indeed, the stone cherubs never stopped, and made such an awful and pain-filled sound that the fountain had to be demolished by explosives. A single stone angel head was gathered up by villagers and hidden in a deep well until Mussolini was overthrown, which is the exact moment the head stopped crying.

Location: After battling the group of Grave Fiends and Cultists with Ray, destroy the tombstones that block your path. March straight ahead and examine the short wall to the right of the crypt ahead of you. See page 84.



GHOSTFRUIT TREE

Description: This disturbing tree's black fruit matures within moments only to fade away like a burst of smoke.

History: c. 1983 The extremely rare and delicate Ghostfruit Tree was imported from the deepest swamps of Louisiana by horticulturist Fran Abernathy. Abernathy hybridized the plant with other strains that she never revealed to make it harder and easier to grow in slightly less satanic climates.

Location: After using the key to get out of the cemetery maze, climb the steps and make a right. After passing through the small gate, head straight ahead toward a small crypt. Take a peek behind it to find a Ghostfruit Tree. See page 86.



THE SKULL OF IVO SHANDOR

Description: This skull is overflowing with PK energy.

History: Convinced that society was too sick to survive, Ivo Shandor created a cult dedicated to bringing about the end of the world. He had more than 1,000 followers when he died and they made sure he was interred in dramatic fashion: Following hours of Gozerian rituals, his body was carefully placed in a dramatic, if unnerving mausoleum. In the end, however, time and decay did to him what they do for all—with one exception. Though he rests in pieces, Shandor doesn't rest in peace, and his skull occasionally lapses into ranting fits and odd soliloquies on disappointment and faded glory.

Location: After reuniting with the Ecto-1 the first time, you enter an underground tunnel that leads to a pool of water. Just left of the pool is a Y-shaped path. Burn through the roots on the right and follow the short tunnel to Ivo's skull. See page 87.



ARCHANGEL'S GALLBLADDER

Description: A jar of formaldehyde containing an unidentified, golden organ.

History: c. mid-1300s An unknown Turkish merchant found this curiosity lying in a field. It has changed hands countless times since then. It has no known purpose or use, but instills a sense of wellbeing, and has therefore been treasured by each of its subsequent owners.

Location: After using the Stone Angels to break the walls and letting the Ecto-1 inside the gate, help Zed take down the next gate. Just to the left of the second gate is a niche with the gallbladder. See page 87.





GHOSTBUSTERS™

THE VIDEO GAME



DRINKING WATER FOUNTAIN LOCATIONS

Also scattered throughout your adventure are several drinking water fountains. Drink from all of them to unlock a special Achievement or Trophy.

FIREHOUSE

The first drinking fountain is in the firehouse just to the left of Janine's desk.



HOTEL SEDGEWICK (FIRST VISIT)

After entering the Hotel Sedgewick's main lobby, make a right into the vending machine area. The drinking fountain is on the opposite wall from the Doritos machine.



Just before entering Pappy Sargassi's restaurant, examine the niche on the right wall, across from the elevators. The drinking fountain is inside the niche.



TIMES SQUARE

The fourth drinking fountain is inside the laundromat, just to the right of the exit door leading to the alley.



This fountain is inside the Architect building in the first hallway immediately after turning left.



NEW YORK CITY PUBLIC LIBRARY

This fountain is in the starting hallway after taking a right toward the floating stuffed panda.



NATURAL HISTORY MUSEUM

This fountain is next to the Bagged Head artifact after the Mummification room, inside the maintenance hall.



HOTEL SEDGEWICK (SECOND VISIT)

The final drinking fountain is inside the emergency Generator room before going through the cage to get to the actual generator.



ACHIEVEMENTS AND TROPHY LIST

Xbox 360 Achievement/ PS3 Trophy Name	Description	360 Gamerscore	360 Secret?	PS3 Reward Points	PS3 Secret?	Platinum Link?	Grade	How to Unlock
We Have the Talent!	Complete the “Firehouse” tutorial level.	20	Yes	15	Yes	Yes	Bronze	Complete the “Firehouse” tutorial level on any difficulty.
The Flowers Are Still Standing!	Complete the “Welcome to the Hotel Sedgewick” level.	20	Yes	15	Yes	Yes	Bronze	Complete the “Welcome to the Hotel Sedgewick” level on any difficulty.
Once S’more into the Breach	Complete the “Panic in Times Square” level.	20	Yes	15	Yes	Yes	Bronze	Complete the “Panic in Times Square” level on any difficulty.
Get Her!	Complete the “Checking Out the Library” level.	20	Yes	15	Yes	Yes	Bronze	Complete the “Checking Out the Library” level on any difficulty.
Ghost Fever Grips New York	Complete the “Museum of (Super)Natural History” level.	20	Yes	15	Yes	Yes	Bronze	Complete the “Museum of (Super)Natural History” level on any difficulty.
Somebody Saw a Cockroach on 12	Complete the “Return to the Sedgewick” level.	20	Yes	15	Yes	Yes	Bronze	Complete the “Return to the Sedgewick” level on any difficulty.
Let Me Guess, Gozer Worshippers	Complete the “Lost Island Rising” level.	20	Yes	15	Yes	Yes	Bronze	Complete the “Lost Island Rising” level on any difficulty.
Disaster of Biblical Proportions	Complete the “Central Park Cemetery” level.	20	Yes	15	Yes	Yes	Bronze	Complete the “Central Park Cemetery” level on any difficulty.
We Came, We Saw ...	Complete the game on “Casual” or “Experienced” difficulty.	50	No	30	No	Yes	Silver	Completing the game on either difficulty is not difficult. Follow the walkthrough and you'll get these without problems.
Are You a God?	Complete the game on “Professional” difficulty.	100	No	90	No	Yes	Gold	Completing the game on the hardest setting will prove your Ghost-busting mastery.
Slam Dunk!	Slam dunk a ghost into a trap.	15	No	15	No	Yes	Bronze	Wear down a ghost with low trap resistance, then drop a trap. Shift the ghost away from the trap and raise it high into the air. Slowly backup away from the trap, leading the dazed ghost to the trap with your Capture Stream. Just before you maneuver the ghost over the trap's locator beam, slam the specter down into the trap. Note: You must purchase the Slam Dunk Trapping upgrade first!
Slime Dunk!	Trap a ghost using the Slime Tether.	15	No	15	No	Yes	Bronze	Wear down a ghost with low Trap Resistance, then daze him with a few slam attacks. Once the ghost is dazed, drop a trap away from it, so as not to trap it immediately. Equip your Slime Tether, then attach one end of the tether to the ghost and the other end to the Muon Trap. The tether will yank the dazed ghost down into the trap! This can be done fairly easily during the Civil War battle or against Cultists in the Cemetery.
Stasis Dunk!	Trap a ghost using the Stasis Stream.	15	No	15	No	Yes	Bronze	Daze a ghost by slamming it around with your Capture Stream. Once it's dazed, switch to your Stasis Stream and freeze it. Then drop a trap at its feet.
I Ain't 'Fraid of No Ghost!	Trap a ghost.	10	No	15	No	Yes	Bronze	This unlocks after you trap the Sloth Ghost.
Aim for the Flat Top!	Eliminate a creature.	10	No	15	No	Yes	Bronze	This unlocks after you eliminate a corporeal (dispersible) creature like a Crawler.
Heat 'Em Up	Purchase all upgrades for the Proton Pack.	20	No	15	No	Yes	Bronze	This unlocks after you purchase all upgrades for the Proton Stream and Boson Dart. Find Cursed Artifacts and trap more ghosts to increase your bankroll.
Mother Pus Bucket!	Purchase all upgrades for the Slime Blower.	20	No	15	No	Yes	Bronze	This unlocks after you purchase all upgrades for the Slime Blower and Slime Tether. Find Cursed Artifacts and trap more ghosts to increase your bankroll.



GHOSTBUSTERS™ THE VIDEO GAME



Xbox 360 Achievement/ PS3 Trophy Name	Description	360 Gamerscore	360 Secret?	PS3 Reward Points	PS3 Secret?	Platinum Link?	Grade	How to Unlock
We be fast! They be slow!	Purchase all upgrades for the Dark Matter Generator.	20	No	15	No	Yes	Bronze	This unlocks after you purchase all upgrades for the Shock Blaster and Stasis Stream. Find Cursed Artifacts and trap more ghosts to increase your bankroll.
I Don't Want My Face Burned Off	Purchase all upgrades for the Meson Collider.	20	No	15	No	Yes	Bronze	This unlocks after you purchase all upgrades for the Meson Collider and Overload Pulse. Find Cursed Artifacts and trap more ghosts to increase your bankroll.
We Have the Tools!	Purchase all equipment upgrades.	40	No	30	No	Yes	Silver	This unlocks after you purchase all upgrades for all equipment. Find Curse Artifacts and trap more ghosts to increase your payroll.
The Destructor	Cause more than \$3,000,000 in property damage.	30	No	15	No	Yes	Bronze	Destroy everything in every level. The museum is a great place to rack up the property damage since it houses many valuable artifacts. Basically, if it can be destroyed, trash it. As long as you accumulate over 3 million dollars in property damage over your career, this will unlock.
Nice Shootin', Tex!	Cause less than \$100,000 in property damage.	30	No	15	No	Yes	Bronze	This one can be a bit tricky. To keep destruction to a minimum make prolific use of your Stasis Stream and Slam Dunk Trapping. The Stasis Stream can help you slow ghosts down so that you can take better aim with your Proton Stream and Boson Darts. The Slam Dunk Trapping will also lessen the amount of damage you do to the environment by providing you with a one-slam trap. Try to keep your property damage to less than \$10,000 average per level and you'll get this. Note: You will have to do this on a second play through of the campaign. Try this at lower difficulty levels for a greater chance of success.
... And You Want to Keep It?	Collect a Cursed Artifact.	20	No	15	No	Yes	Bronze	Find one Cursed Artifact. See pages 105-109 for all Cursed Artifact locations.
Spores, Molds, and Fungus	Collect all Cursed Artifacts.	40	No	90	No	Yes	Gold	Follow the walkthrough or skip to page 105 for all Cursed Artifact locations.
I'm Picking Up a Signal...	Obtain a 100% PKE scan on a paranormal creature.	20	No	15	No	Yes	Bronze	This unlocks after you scan Slimer.
Back Off Man. I'm a Scientist	Obtain 100% PKE scans for every paranormal creature.	40	No	90	No	Yes	Gold	Scan every ghost, creature, or paranormal phenomenon (like Black Slime). Whenever you encounter a creature for the first time, scan it before engaging it in combat. Some creatures look similar, so scan frequently and scan often! If you missed some, check page 17 for a bestiary listing the locations for every scannable entity and phenomenon. This can be unlocked by replaying missions you've already completed.
I'm a Ghostbuster, Not a Doctor!	Revive your fellow Ghostbusters 20 times.	20	Yes	15	Yes	Yes	Bronze	Stay near your teammates and revive them as soon as they go down. Keep an eye on the top-right corner of the HUDD. When a teammate goes down, a marker will direct you to his location. This should unlock during your first play-through. If you still haven't unlocked it by the time you face Shandor, unlock it during the Shandor showdown.
I Feel So Funky	Get slimed by a charging ghost.	5	Yes	15	Yes	Yes	Bronze	Allow yourself to get slimed by Slimer or the Sloth Ghost during the "Firehouse" tutorial.
Total Protonic Reversal	Knock yourself down, with your own equipment.	5	Yes	15	Yes	Yes	Bronze	Unlock this during the Times Square level. Let a Marshmallow Mini get really close, then blast it with a Boson Dart. The explosion should knock you off your feet. Note: This is easier to unlock before you purchase the Boson Dart Immunity upgrade.
You Gotta Try This Pole!	Slide down the fire pole.	5	Yes	15	Yes	Yes	Bronze	Unlock this during the "Firehouse" tutorial. Walk up to the fireman's pole and slide down to the lower level. If you don't do it during the tutorial, you can unlock it on any subsequent visit to the firehouse in between levels.
It's Slime Time	Use the Slime Tether on 15 ghosts.	20	Yes	15	Yes	Yes	Bronze	Unlock this by attaching one end of the Slime Tether to a ghost or creature and the other to a different object. This can be easily unlocked by Slime Tethering the Civil War ghosts or the Stone Angels in the Cemetery.
I Looked at the Trap, Ray!	Recover 20 of your own full ghost traps.	20	Yes	15	Yes	Yes	Bronze	This should unlock during normal play. After trapping a ghost with your own Muon Trap, walk up to it and pick it up. This only unlocks if you pick up your own trap after trapping a ghost. To increase the chances of unlocking this faster, trap only one ghost per trap.



INTRODUCTION

GHOST WRANGLING

TOOLS OF THE TRADE

"WHO YOU GONNA CALL?!"

FIELD GUIDE: WALKTHROUGH

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SUPPLEMENTAL DATA: UNLOCKABLES

▶ SUPPLEMENTAL DATA: THE CONTAINMENT GRID

Xbox 360 Achievement/ PS3 Trophy Name	Description	360 Gamerscore	360 Secret?	PS3 Reward Points	PS3 Secret?	Platinum Link?	Grade	How to Unlock
Kosher!	Remedy a dubious food choice to make the bar mitzvah as orthodox as it can be.	10	No	15	No	Yes	Bronze	While battling Slimer in the Alhambra Ballroom, take aim at the hot food trays on the buffet table and destroy a ham.
I Love You When You Rough-House!	The tidy architectural office could use some Proton-based humbling.	10	No	15	No	Yes	Bronze	Thoroughly destroy the drafting room—where you find the haunted low-rise Cursed Artifact—of the high-rise building. Make sure all of the drafting tables are destroyed, as well as the water coolers, etc. Everything! It will unlock when you prepare to exit the room after causing at least \$10,000 in property damage.
But the Kids Love Us!	The children’s reading room has a story to tell, but it will take more than your eyes to see it.	20	No	15	No	Yes	Bronze	In the kids’ Reading Room, open up the door on the immediate left as you enter. Use your Capture Stream to grab a chair inside the room (by firing through the small crack in the door), then slam it against whatever is blocking the door. Once it’s open, go inside the room and approach the bear on the chair in the corner with your PKE Meter and Paragoggles equipped! A child’s ghost will leap off the chair—though you won’t see it—and then rush out of the room, leaving behind a small trail of Ectoplasmic Residue footprints. Follow the prints back into the main room, across the hopscotch game, and all the way to the puppet theater in the corner of the room.
You Never Studied	Keep your ears open to learn everything you can about the Civil War.	10	No	15	No	Yes	Bronze	In the first American History exhibit, listen to all four of the exhibits with audio descriptions: one just as you enter, one on the left of the room after entering, and one for each horse statue. Do this before the Civil War breaks out!
I’ve Quit Better Jobs Than This.	Some ghosts had a real blowout in the Coat Room. Clean it up?	20	No	15	No	Yes	Bronze	For this achievement you need to clear out the Black Slime in the coat room of the hotel (when you return to it); the coat room is between the reception desk and the foyer. This Achievement can only be unlocked after going through the kitchens in the return to hotel.
Hedgebuster	The hedge maze is a real eyesore—do some Protonic pruning.	10	No	15	No	Yes	Bronze	Use your Proton Stream to burn every tall bush in the hedge maze before entering Shandor’s Castle.
One down, on the Ground!	Airborne coffins are an affront to gravity. Use your equipment to avenge Mother Nature!	20	No	15	No	Yes	Bronze	About halfway through the cemetery, you’ll come upon a large circular courtyard with a spooky tree in the center. When you do, immediately look up and shoot down a flying coffin. If you miss, you can try again when the other two Black Slime Monsters pop up, or by replaying the mission later.
Ghostbusters Drinking Game	Quench your thirst wherever possible to avoid being scared spitless.	40	No	30	No	Yes	Silver	Follow the walkthrough or skip to page 110 for all Water Fountain locations.
Loans Paid Off	Earn over \$100,000 in your multiplayer Ghostbusting career.	10	No	15	No	Yes	Bronze	Earn over \$100,000 in multiplayer.
On the Payroll	Successfully complete one multiplayer campaign.	10	No	15	No	Yes	Bronze	Complete one multiplayer job.
Egon’s Guinea Pig	Use one of every Pickup (both Power-ups and Equipment).	10	No	15	No	Yes	Bronze	Use one of every Pickup in multiplayer.
Payday!	Be the overall top earner in each multiplayer campaign setting.	10	No	15	No	Yes	Bronze	Earn the most of any player in each multiplayer area.
It’s a Living	Trap over 50 ghosts in your multiplayer Ghost-busting career.	10	No	15	No	Yes	Bronze	Trap over 50 ghosts in multiplayer.
Wanted!	Defeat three Most Wanted Ghosts.	10	No	15	No	Yes	Bronze	This unlocks after you defeat the first three Most Wanted Ghosts.



Xbox 360 Achievement/ PS3 Trophy Name	Description	360 Gamerscore	360 Secret?	PS3 Reward Points	PS3 Secret?	Platinum Link?	Grade	How to Unlock
Employee of the Month	Be the top earner in each multiplayer job type.	10	No	15	No	Yes	Bronze	Earn the most of any player in each multiplayer job type.
No Job Too Big	Defeat all Most Wanted Ghosts.	10	No	15	No	Yes	Bronze	All Most Wanted Ghosts must be captured in order. See page 91 for tips on each Most Wanted Ghost.
Gozer's Most Wanted	Complete each level in the game successfully.	15	No	15	No	Yes	Bronze	Emerge victorious from every multiplayer level.
Overachiever	Get over \$2,500,000 cash in multiplayer, earn over 30 Awards, complete 50 jobs Successfully.	15	No	30	No	Yes	Silver	To unlock this Achievement, earn more than \$2.5 million in cash and more than 30 Awards, and successfully complete 50 jobs.
Ghostbusters Platinum Trophy (PS3 only)	Ghostbusters Platinum Trophy.	NA	NA	0	No	Yes	Platinum	Unlock all trophies with a Platinum Link to unlock this trophy.



Ghostbusters Glossary

Spend one day around Ghostbusters headquarters and your head is likely to be spinning before the end of your shift. With all of the 27-letter words being tossed around the office, you'd think you're in a foreign country. Or another dimension. After Zeddemore's first bewildered day on the job, it was decided that new recruits must be taught Ghostbustere, the language of paranormal science.

One of the unfortunate necessities of being the only contemporary scientists on the frontier of supernatural studies is that the heavy burden—and it is a big responsibility—of naming new phenomena, techniques, entities, and so on falls solely on us. Just like we can't just go down to the local Acme store and buy Muon Traps in bulk, we also can't flip open Webster's Dictionary and find a name for a previously unknown Class III Elevated Remnant. Oh, sure, *Tobin's Spirit Guide* and *Spate's Catalogue* were a great help, but what about new creatures and phenomena? So, just like we have to build our own equipment from what we have handy, we have to build our own lexicon from phrases in common usage, references to similar phenomena, and a wide array of Latin and Greek root words. Mind you, we've yet to discover everything in the paranormal realm—chances are we never will, what with an infinite number of possible oscillating dimensions—so rather than define every term and classification, we'll teach you how we put the terms together. After reading the following, you might be tempted to create your own words, but please don't. If it makes you feel any better, we don't even let Peter classify anything anymore; we could stand only so many "Class X Venkman Specters" or "Class XX Venkmanites."

Prefixes

The majority of the terms used in our everyday conversation around the office contain several words with the prefixes para-, super-, trans-, ultra-, ecto-, and so on. Because we often deal with entities from outside the normal realm of reality, we require terms that can accurately relate this. We use the following prefixes as the base of most of our terms.

- Ecto-: Greek prefix meaning "outside of" or "external"
- Multi-: Old English prefix meaning "more than one"
- Para-: Greek prefix meaning "beside" or "beyond"
- Psych- or Psycho-: Greek prefixes relating to or of the mind, mental
- Semi-: Latin prefix meaning "half" or "partially"
- Super-: Latin prefix meaning "above, over," or "exceeding the norm"
- Trans-: Latin prefix meaning "beyond," "across," or "through"
- Ultra-: Another Latin prefix meaning "beyond" or "on the other side of"

As you can see, a lot of these prefixes relate to something "outside of" or "beyond." So when they are paired with words like "normal" or "dimension," the meaning becomes clear. Paranormal becomes "beyond normal" or, more loosely translated, "strange, unnatural," or even "unknown." Trans- or ultradimensional becomes "outside of this dimension" or "across dimensions," respectively.

Descriptors

When things can't quite be described through the pairing of Latin or Greek prefixes with other words, we rely on less sophisticated methods for nomenclature. Not all ghosts are the same, so to call everything a ghost would be inaccurate and downright dangerous while in the field. After all, you don't want to go after a Class I Osteo-Focused Swarmer and find that it's actually a Class VII Wandering Possessor! That'd be suicide!

So to avoid such confusion and to keep things in order, we started using descriptor words to name them. For example, a Wandering Possessor is just that, a wandering entity that can possess objects or people. A Free-Roaming Vapor is a wispy entity that simply roams around freely, follow? That being said, some words might still be unfamiliar, so read the following list to bone up on your descriptors.

- Anchored: Indicates that a ghost is tied to a particular location
- Animator: An entity capable of animating an object either by telekinetics or by inhabiting them
- Caustic: Corrosive, burning, or just plain dangerous
- Composite: A collection of things
- Corporeal: Tangible, having a physical body
- Ethereal: Disembodied, intangible
- Floater: An entity capable of limited flight
- Full-Torsoed: An entity that has no lower body
- Free-Roaming: An entity that roams freely and is not bound to any location
- Inhabiting: A creature that occupies and binds to an inanimate object, like a possessor, but one that acts out of pure instinct rather than higher reasoning
- Kinetic: Of or relating to movement; "movers" didn't quite capture it
- Remnant: A spirit that remains in this world as a result of being unable to completely cross over, as opposed to those that *choose* to return to the mortal plane
- Plane or Planar: Realm or dimension, of a realm or dimension
- Possessor: A ghost capable of possessing objects or people
- Reactive: Responsive
- Secretion: Something sticky and oozy, mucus or slime
- Seep: Short for seepage; see secretion
- Swarmer: An entity that travels in packs and swarms around its prey
- Telekinetic: Having the ability to move things without physical or ectoplasmic contact, having the ability to move things from a distance
- Vapor or Vaporous: See-through, wispy, or not completely tangible, yet visible
- Wandering: A ghost that tends to wander

Allusions

When none of the above quite capture it, we resort to using words that allude to something similar. For example "Escherian" alludes to famous artist and closet occultist, M.C. Escher. Though most people interpret his artwork as genius mathematical tessellations and impossibly creative constructs, Egon contends that his work was often first-hand accounts of other dimensions. Regardless, by referring to something like an upside down room as "Escherian" one usually gets the idea...assuming one is familiar with his work. Isn't everyone?