

⚠ WARNING Before playing this game, read the Xbox 360® Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support.

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit www.ESRB.org

GHOSTBUSTERS

THE VIDEO GAME

Game Controls.....	4
Firehouse (Ghostbusters HQ).....	5
Pause Menu.....	5
Options Menu.....	5
Heads Up Display (HUD).....	6
Equipment.....	7
Wrangling and Capturing.....	10
Upgrades.....	10
Xbox LIVE.....	11
Atari Web Sites.....	14
Technical Support (U.S. and Canada).....	14
End-User License Agreement.....	15



CONFIDENTIAL



June 16, 1991

Ghostbusters
417 5th Avenue
New York, NY 10016

Dear Rookie,

It is our pleasure to offer you the chance to join the Ghostbusters as an Experimental Equipment Technician. We believe you have the experience and skills necessary to accept this stimulating job. You will be operating our new equipment, the most cutting edge of technology.

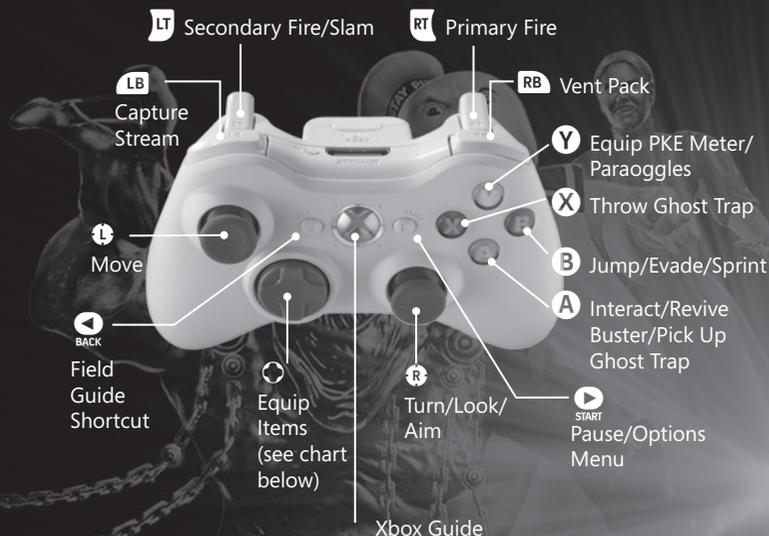
This opportunity will allow you to join the booming and exciting business of paranormal investigations. It's a growing industry with many expanding opportunities, so right now is a great time to join.

Sincerely,
Ghostbusters Management



GAME CONTROLS

XBOX 360 CONTROLLER



left stick	Move
right stick	Turn/Look/Aim
RT button	Primary Fire
LT button	Secondary Fire/Slam
B button	Jump/Evade/Sprint
directional pad ⤴	Equip Blast Stream/Boson Dart
directional pad ⤵	Equip Meson Collider/Overload Pulse
directional pad ⤶	Equip Stasis Beam/Shock Blast
directional pad ⤷	Equip Slime Blower/Slime Tether
Y button	PKE Meter/Paragoggles
LB button	Capture Stream
RB button	Vent Pack
R button	Display Teammate Location Portraits.
X button	Throw Ghost Trap
A button (over Interact Circle)	Interact/Revive Ghostbuster/Pick Up Ghost Trap
START button	Pause/Options Menu
BACK button	Field Guide Shortcut

FIREHOUSE (GHOSTBUSTERS HQ)



The Firehouse serves as the tutorial area and is revisited between certain levels.

SAVE A GAME

Your progress is automatically saved at checkpoints while you play. When you start the game, your last checkpoint is loaded. Make sure that you have at least 4 MB of free space before starting the game.

REPLAYING LEVELS

You can access completed levels from the Career menu.

PAUSE MENU

Pausing the game brings up the PKE HUD interface. From here you can view Objectives, the Tobin's Spirit Guide, Equipment, Artifacts, Training, Statistics, & Options.

Objectives: Display the current objective.

Tobin's Spirit Guide: View a list of all scanned ghosts, as well as the number of creatures that you have captured and destroyed.

Equipment: View a list of all available equipment upgrades.

Artifacts: View a list of all collected Cursed Artifacts.

Training: Review the controls for specific tasks.

Statistics: Displays Career Overview, Financial, Medical and Combat information.

OPTIONS MENU

Reload Checkpoint: Reload last saved checkpoint.

Settings: Configure Gameplay, Controls and Audio/Video settings.

Quit to Main Menu: Return to the Main Menu.

HEADS UP DISPLAY (HUD)



1. HEALTH BAR

The horizontal, green health bar health bar is located on your Proton Pack and shows your current health. As your health is reduced, the health bar drains. When it empties you are incapacitated. The fringes of the screen also begins to go red and blur to indicate critical health.

2. EQUIPMENT STATUS METER

The vertical, red bar on your Proton Pack indicates the status of your current equipment. If you fire your equipment for too long, it will overheat and become unusable for a short period of time. If overheating occurs, you can manually vent the pack by pressing **RB**.

3. TEAMMATE PORTRAITS

When a fellow Ghostbuster is incapacitated, his portrait appears along with a directional indicator that points toward his location. If you want to know where your teammates are at any given moment, you can also manually bring up the portraits of all Ghostbusters in the current mission.

4. CREATURE STATUS

Shows the health of ghosts.

5. DAMAGE CLAIM

This HUD element shows the dollar value of all “accidents” and incidental damage caused while on the job. You can find cumulative damage totals in the Financial Records section of your Ghostbusters Field Guide.

6. CREATURE REWARD

This shows the dollar value of killed entities or captured ghosts. When a creature is captured or destroyed, its reward value is displayed on screen for a short amount of time.

7. PKE METER

The rods on the sides of the PKE meter raise and begin to glow and pulse when you are pointing it at something interesting. Ecto-Goggles are automatically equipped when using the PKE Meter. When you have the Ecto-Goggles on, you will find the trails that ghosts leave behind. Your PKE METER will flash different colors at times.

- **Red Signal** – Hidden ghosts & entities.
- **Green Signal** – Environmental Phenomena
- **Blue Signal** – Cursed Artifacts (scanning these opens bonus content as well as adding additional money for upgrades).

8. BUTTON/ACTION PROMPT

The bar on the bottom-right will display a prompt, such as “Equip PKE Meter” or “Interact” when action should be taken.

9. SLAM METER

This gauge indicates when you have built up enough energy to slam a ghost.

10. EQUIPMENT WHEEL

This circle of items appears on the right side when you press the **D**-pad to change equipment.

EQUIPMENT

BLAST STREAM (PRIMARY FIRE)



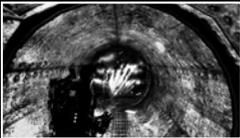
Using the Proton Pack’s particle accelerator, the Neutrona Wand releases a concentrated stream of protons that fluctuates as it reaches its target. The fluctuations of the Proton beam tend to cause extensive property damage.

BOSON DARTS (SECONDARY FIRE)



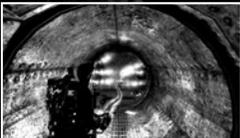
Boson Darts are super de-polarized bursts of extremely volatile, but very effective, boson particles. Boson particles quickly overheat the Proton Pack, so sparse usage is recommended. Accidental Neutrona Wand blockage could vaporize the surrounding three square miles. **Requires:** Proton Accelerator.

SHOCK BLAST (PRIMARY FIRE)



The Shock Blast expels a conical pattern of stripped dark matter particles that diffuse quickly in the 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.

STASIS STREAM (SECONDARY FIRE)



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

SLIME BLOWER MARK 2 (PRIMARY FIRE)



Black slime is only vulnerable to the Plasma Distribution System. Use the Slime Blower to vaporize and eliminate black slime. Only the Slime Blower can exorcise possessed humans or objects.

SLIME TETHER (SECONDARY FIRE)



Once your Neutrons Wand is equipped for Traction-Levitation, the Slime Tether allows for the discharge of plasmic strands between two points. The plasmic strands contract and pull on whatever is on the two ends. The Slime Tether works great for moving heavy objects, and you can use it for capturing ghosts.

MESON COLLIDER (PRIMARY FIRE)



The Meson Collider releases a hyper-collided, long-range stream of particles that vaporizes any ectoplasmic material in its trajectory. The spread is limited but intensely focused, making it great for long and medium distance creatures. It also marks a spot that the Overload Pulse will track to automatically for several seconds.

OVERLOAD PULSE (SECONDARY FIRE)



An alternate release mode of the Neutrons Wand, the Overload Pulse is a series of low damage, rapid-fire particles that automatically track to a marker set by the Meson Collider.

GHOST TRAP



Deploy a Containment Trap when a ghost is wrangled. Lower the ghost into the trap for holding until it can be deposited in the Containment Grid at the Firehouse.

PKE METER



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.

Using the PKE Meter for tracking is helpful but you can also use it to perform a full target scan

on a variety of paranormally-tainted entities and objects. At the center of the PKE Meter screen are three nested circles. Ghosts scanned in the outer ring receive a 25% scan, a 50% scan in the second ring, and a 100% scan in the center ring. Information on each creature is progressively unlocked based on its current scan level. Creatures can be scanned multiple times until a 100% scan has been reached. Scanned creatures are listed in Tobin's Spirit Guide located in the Pause Menu.

PARA-GOGGLES



The Goggles are enabled whenever you use your PKE Meter. They'll allow you to view otherwise invisible ectoplasmic activity.

WRANGLING AND CAPTURING



Press **△** to equip the Blast Stream. Keep the crosshair over the ghost and press **□** to fire the Proton Stream and weaken him.



Ghosts that are sufficiently wounded will be automatically wrangled by the Blast Stream. You can wrangle some large objects using the Blast Stream by pressing **△**.



The slam gauge will appear and begin to fill when a ghost is being wrangled. When enough slam has accumulated, press **△** to slam the ghost.



Press **X** to toss a trap. Maneuver the ghost into the trap using the **left stick**. Ghosts will try to escape an open ghost trap! Use the **right stick** to keep them in the middle of the trap's capture cone.

Congratulations on a successful capture!

UPGRADES

You earn money for equipment upgrades by capturing Ghosts, Scanning Cursed Artifacts, and other activities. To upgrade, press the **START button** to bring up the PKE HUD (Pause Menu) and view the "Equipment" heading. Scroll through the available options and choose your upgrade. Common upgrades include:

PKE Meter:

- **Scan Improvement** – Increases Scan Target Size
- **Recharge Booster** – Decreases Scan Recharge Time

Trap:

- **Fast Trap** – Increases Ghost Trap Draw Down Rate.

- **Slam Dunk Trap** – Enables Slam Dunking Ghosts into the trap.

Blast Stream:

- **Focusing** – Reduces Stream Wandering
- **Recoil Decrease** – Removes Movement Restrictions

Unlock new equipment and earn money to discover other upgrades.

XBOX LIVE

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content (TV shows, trailers, HD movies, game demos, exclusive game content, and Arcade games) at Xbox LIVE Marketplace. Send and receive voice and video messages. Use LIVE with both Xbox 360® and Windows®. Play, chat, and download on both your PC and your Xbox 360. LIVE gives you ultimate access to the things you want and the people you know, on both your PC and your TV. Get connected and join the revolution!

CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service. And set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

RANKED OR UNRANKED PLAY MODES

Select Xbox LIVE at the Main Menu to join up to three other players in missions and competitions.

Instant Action – Play a single Job on a map

Campaign – Play through a series of jobs on one theme. You upgrade weapons based on your weapon specialization and cash earned.

DIFFICULTY

Difficulty scales automatically in Ranked games based on the number of players and the average rank and skill of players. For Unranked games, you can set the difficulty to Easy, Medium, or Hard.

Note: Both Instant Action and Campaign modes offer random selection of map/job type. You can join any Unranked game in progress. Matchmaking is based on player Rank or Difficulty.

CHARACTER AND EQUIPMENT SELECTION

You can play as any of the Ghostbusters game characters: Venkman, Egon, Ray, Winston, or the Rookie. You choose a weapon specialization, which upgrades that weapon for you in Instant Action and allows upgrades to it in Campaign mode. There are different upgrade levels for each weapon. It also gives a limited amount of ammo for the chosen weapon if applicable.

JOB TYPES

Choose from six job types:

Survival – Waves of stronger ghosts attack the players until they are all knocked out at once. Survive ten waves to win!

Containment – Find, capture and destroy as many ghosts as you can within a time limit.

Destruction – Psychokinetic energy has been trapped in a variety of evil “Relics,” and you must release it by destroying the objects, as well as any ghosts spawned by the Relic’s presence. Destroy as many objects as possible within the time limit.

Protection – You 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 you can move onto the next one. Ghosts that attack the object reverse the building process forcing you to defend it longer.

Thief – Your team is pitted 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 these objects through “escape portals.” If all objects are stolen within the time limit, the Ghostbusters fail.

Slime Dunk – Portals have opened between the Ghost World and the Real World, and waves of slimer ghosts are coming through. Each time a ghost is “dunked” into a Big Trap, the player who dunked the slimer ghost receives cash. This is a competitive job!

Many maps feature special events...

SCORING

You are given a cash score for each match and ranked from the first rank to the fourth. This score is applied to your gamer profile. A screen after each match shows the results.



POWER-UPS



Ghost Stunner – Destroys or stuns all ghosts in range.



Pink Slime - Turns ghosts friendly and pink. While pink they attack other ghosts!



Ghost Shrinker – Shrinks ghosts down so they are puny.



Proton Accelerator – Supercharges the Blast Stream and enables the Boson Dart.



Ethereal Shield – Creates a damage-resistant shield for a limited time.



Ammo – Players do not have unlimited ammo as in single-player. Players pick up ammo canisters for each weapon type. The Ammo level is shown on the pack and the HUD.

UNIQUE XBOX LIVE FEATURES

Aggro Ghost Behaviors – These special versions of floater ghosts appear on harder waves and difficulty settings. Ghosts with an Orange glow may perform tricky behaviors, like copying themselves, sabotaging Ghostbuster traps, or leaving behind dangerous pools of black slime.



Most Wanted Ghosts – These special ghosts appear mid game based on the experience of the current players. Try to collect all of the most-wanted ghosts!

- Hints are shown on the Most Wanted Ghost screen with portraits of all ghosts.
- Once caught or destroyed the ghost’s portrait is checked off.

Ranking – Rank is based on total earned Xbox LIVE Ranked match cash. Your uniform color is determined by your rank.

Player Statistics – View a variety of player information.

Leaderboards – Check out the top Ghostbusters and see how you and your friends compare.

Note: Look for unique Xbox LIVE Achievements related to power ups, Most Wanted Ghosts, and playing all Job Types!