

SEGA
GENESIS
16-BIT CARTRIDGE



GHOSTBUSTERS™

INSTRUCTION MANUAL

©1990 Sega of America, Inc.

Sega of America, Inc. P.O. Box 2167, South San Francisco, CA 94080

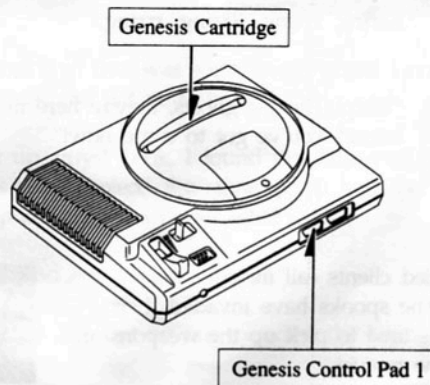
Printed in Japan

Loading Instructions Starting Up

1. Make sure the power switch is OFF.
2. Insert the Ghostbusters™ cartridge in the Genesis System (shown below) by following the instructions in your GENESIS SYSTEM manual.
3. Turn the power switch ON. If nothing appears on the screen, recheck insertion.

IMPORTANT: Always make sure the System is turned OFF when inserting or removing your Genesis Cartridge.

For 1 Player only: Press Start Button on Genesis Control Pad 1.



Ghostbusters™



"Boy, are we bored!"

Ever since the destruction of the temple of Zuul, the ghost-related commotion in the Big Apple has died down. Business has

been slow for the Ghostbusters. The phone hardly rings and a thick layer of dust covers the office furniture.

"Hey, did you know that we've been having a lot of earthquakes lately?"

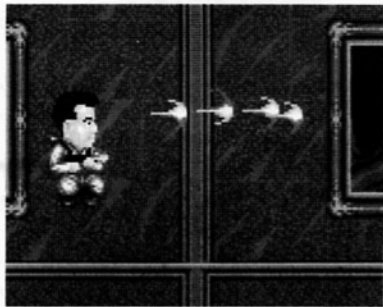
Frequent earthquakes in New York? Maybe it's the ghosts! They may be the cause of all the jolts. If so, it means business. And business means MONEY.

Rrring, rrring. Rrring, rrring.



"Help! The g-g-ghosts, they're here in my house! You've got to come now!"

The frenzied clients call in, one after another. The spooks have invaded their homes! It's time to pick up the weapons and rush to the rescue!



"Oh my, what a mess! We surely have a lot of work to do!"

"They're all over. And they come in all sizes and shapes. Shoot'em down! Blow'em up!"

"Hey, where does this door lead? Uh oh, we're in trouble. . ."

"It's the Boss ghost! This house will never get back to normal as long as the head spook is 'alive'! There's no time to waste. Get him, quick!"



"Whew! Boy, that was some tough ghost! Let's pick up our check and get outta here!"

"Wait up, guys! Look, I found this little rock-like thing. It seems to be a piece of a stone tablet. And there's an inscription on it. I wonder what it is."

"We'll find out, sooner or later."

And they did. But no one expected the horrifying outcome.

How to Use Your Control Pad

Ghostbusters is a 1 Player game using Control Pad 1 only. Learn how to use your Control Pad before you start playing.

Control Pad Buttons



Directional Button (D-Button)

- Press UP, DOWN, RIGHT or LEFT to select game mode, item or weapon.
- Press to move your character in different directions.
 - Press UP to climb ladders; press DOWN to descend.
 - Press DOWN (↙ , ↘) to crawl.

Start Button

- Press to start the game.
- Press to see the sub-screen in the middle of a game. Press again to resume play.

Button A

- Press to throw bombs.
- Press to skip through the message (conversation) screens.

Button B

- Press to fire weapons.
- Press to view the continuation of the message (conversation) screens.

Button C

- Press to jump.
- Press to view the continuation of the message (conversation) screens.

Learn How to Aim at Your Enemy

- To shoot up
Button B + D-Button (↑)
- To shoot while lying flat on the stomach
Button B + D-Button (↓)
- To shoot diagonally
Button B + D-Button (↙ , ↘)
- To shoot while jumping
Button B + Button C
- To shoot while crawling
Button B + D-Button (↙ , ↘)

Lives



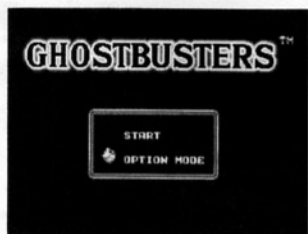
It's tough to stay alive even if you're equipped with exceptionally powerful weapons. If you run out of lives 3 times, the game will be over. If you wish to continue,

select CONTINUE on the Game Continue screen and press either Button A, B or C. The headquarters scene will appear. Then select ACTION START and press either Button A, B or C to resume play.

If you select END and press either Button A, B or C, the GAME OVER Screen will appear.

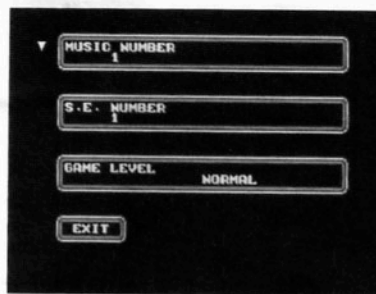


How to Start



If you press the START Button at the introduction screen, the title screen appears. Press the START Button to go directly to the character selection screen. Or select the OPTION MODE and press the START Button to view the options screen.

The Options Screen



Here's an opportunity to enjoy various game modes. Press the D-Button UP or DOWN to select the desired item from the menu.

Music Number

To hear your 22 musical themes, use the D-Button to change the setting, then press Button B. If you don't want to hear these music samples, press Button C.

Sound Effects Number

To hear your 55 sound effects, use the D-Button to change the setting, then press Button B. If you don't want to hear these sound effects, press Button C.

Game Level

To change the game level, move the D-Button either left or right. Choose either EASY, NORMAL or HARD.

If you've selected either the EASY or NORMAL game, you'll get 10 chances to continue. If you've selected the HARD version, you'll get 5 chances. (See LIVES.)

And when you're done, select EXIT and press either Button A, B or C. You'll go back to the introduction screen. Then press the START Button to view the title screen.

Are You Ready to Start Busting?



If you are, press the START Button. The Character Selection screen will appear.

Choosing Your Ghostbuster

Press the D-Button either left or right, then press either Button A, B or C to choose the lucky (?) Ghostbuster.

Pick your Ghostbuster according to his speed and stamina. Here are their profiles.

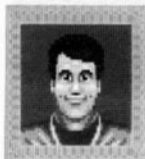
PETER

Fun-loving Peter is also a scatterbrain. His speed and endurance level are average.



RAYMOND

If you're looking for a tough guy, Raymond's the one. He's tough all right, but he's slow.



EGON

Egon's cool and smart. He moves swiftly but he isn't as tough as Peter or Raymond.

After you have made your choice, press either Button A, B or C to go to the headquarters screen.

At the Ghostbusters' Headquarters

The flashing triangle tells you that the conversation hasn't ended. Press Button B or C to view the rest of the conversation. Keep on pressing until the map of New York appears.

Selecting Your Case

You have to choose one out of the 4 ghost-infested buildings. Move the D-Button up, down, right or left to view the buildings. (Each building will flash.) After you have made your choice, press either Button A, B or C. The Ghostbusters' van will take you there, so you can start taking care of business.

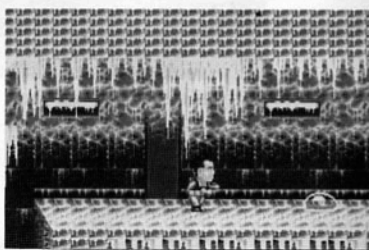


The Cases

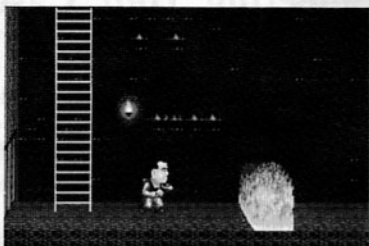
Home Sweet Home
Infested with
poltergeists.



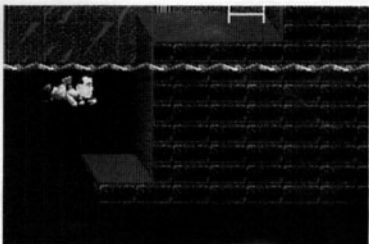
Apartment
Frozen like an ice
cube.



**Woody (wooden)
House**
In flames.



High-Rise Building
Filled with water.



Taking Care of Business

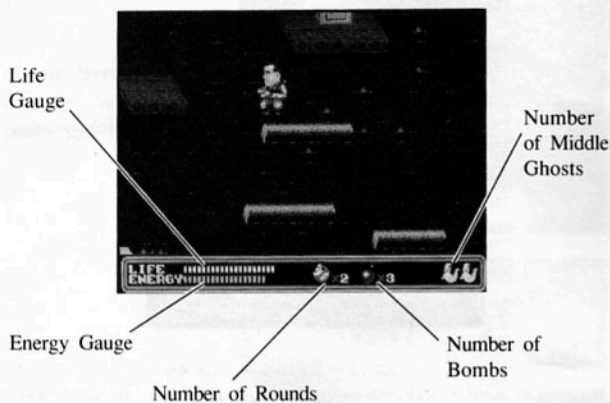


Once you arrive, your frenzied client fills you in with his or her traumatic experience. After the conversation, the “ghost information” screen will appear. This screen tells you the name of the building you’re in and the number of Middle Ghosts that you will encounter.

Understanding Your Screens

1. LIFE GAUGE
Shows how much life you have left.
2. ENERGY GAUGE
Shows how much energy you have left. Your energy level decreases when you use weapons other than the Normal Shot. If you run out of energy, your weapons will lose power.
3. Number of bombs you have left.
4. Number of rounds you have left. (You start with 3.)

5. Number of Middle Ghosts in the building.



Subscreen

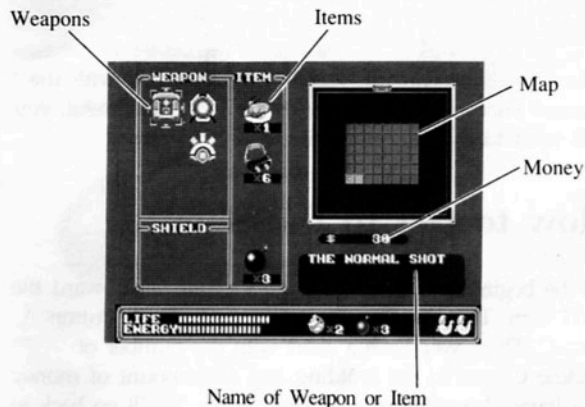
The subscreen will appear if you press the START Button in the middle of a game. This screen gives you the following information:

1. Which weapons you have.
2. Which items you have.
3. Where you are in the building.
The white flashing dot is where you are in the building.

Note: After you have destroyed all of the Middle Ghosts in the building, a red flashing dot will appear. This red dot indicates where the Boss Ghost is.

4. How much money you have.

5. The name of the item/weapon in the flashing frame.



How to Use Your Item and/or Weapon

If you wish to fetch your items and/or weapons in the middle of game, press the START Button to view the subscreen.

Press the D-Button and select the item/weapon. A flashing frame will surround it. Then press Button A, B or C.

Note:

- You do not have to select the Bomb in order to use it.
- You'll need the Infrared Scope only in the Woody House.

To return to the action, press the START Button.

Read on to find out where and how you can purchase your items and weapons.

Shops

When you first start off, you're only equipped with the Normal Shot and 3 bombs. In order to be successful, you will need to buy additional items and weapons.

How to Get to the Shops

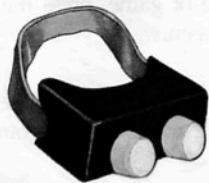
At the beginning of each case, go to your left, toward the EXIT sign. The client screen will appear. Press Button A, B or C. Then, you'll see a chart with the number of Middle Ghosts in the building and the amount of money you have. Press Button A, B or C again. You'll go back to the headquarters screen. Select either WEAPON SHOP or ITEM SHOP with the D-Button. Press either Button A, B, C or the START Button.

What You Can Buy at the Item Shop

Infrared Scope

-\$100

Enables you to see in the dark.



Gyoza (Dumplings)

-\$500

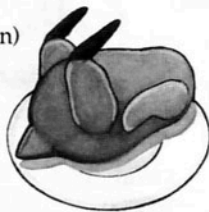
Restores your life. Fills your Life Gauge automatically while you're still in the shop.

Peking Duck

-\$1,000 (EASY version)

-\$1,500 (NORMAL or HARD version)

Restores your life. Cannot be eaten in the shop. Can be eaten when you shift to the subscreen from the main screen. (See "How to Use Your Item and/or Weapon".)



Bomb

-\$100

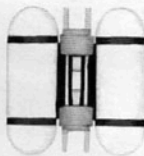
You're equipped with 3 from the beginning. It is advisable to buy as many as you can afford.

What You Can Buy at the Weapon Shop

Energy Regeneration

-\$200

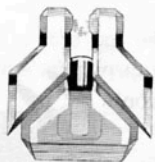
Fills up the Energy Gauge.



Energy Tank

-\$500

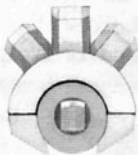
You're already equipped with one of these. The more you have, the more energy you can carry. Every time you buy one the price goes up.



Explosive
-\$10,000
Explodes when shot. Destroys several ghosts at a time.

3-Way Shot

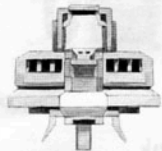
-\$7,000
Fires constantly in 3 directions simultaneously.



Bubble Projectile
-\$3,000
Envelopes the ghosts. Cannot be used on some ghosts.

Phaser Shell

-\$5,000
As long as you have energy, you can destroy several ghosts at a time.



Special Suit
-\$5,000
Diminishes the amount of damage you sustain.

Barrier

-\$35,000
Protects you from the ghosts, but it eats up a lot of energy.



How to Shop

Once you get to the Item or the Weapon Shop, select what you want by using the D-Button. Then press Button B or C. The shopkeeper will describe the selected item or weapon. Then he'll ask if you want to buy it. Select YES and press Button C to buy. After you're through with your shopping, select EXIT. Then press Button B or C to return to Headquarters.

Item Shop
Owner



Weapon Shop
Owner

Ghosts

Bouncing Buddy

This one won't harm you. Jump on top of him. He'll help you reach high places.



Middle Ghosts

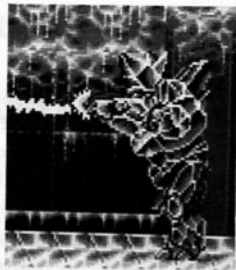


Silk Hatton

The real spook's in the hat.

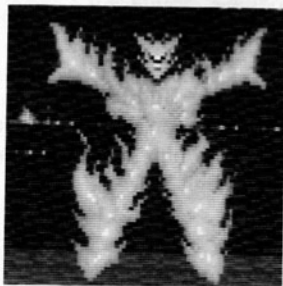
Crystalobo

Watch out for this chunk's laser beams. Good thing he doesn't move fast.



Siren

She looks good, but never trust this lady!



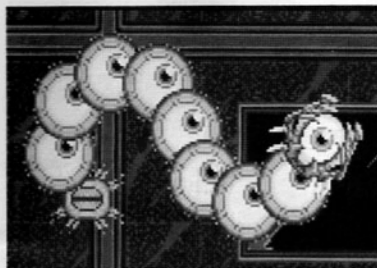
Fire Giant

He releases balls of fire from his flaming body. He moves fast, too.



Fire Dragon

This Dragon spits fire and lives in the sea of fire. After he attacks, he quickly goes back into the flames. Try to get him while he's out.



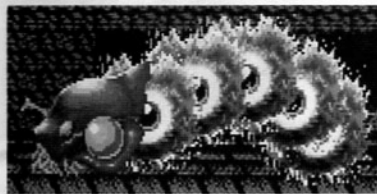
100-Eyed Centipede

Don't even think of chopping him into pieces. You'll be in deep trouble. (Go for his head.)



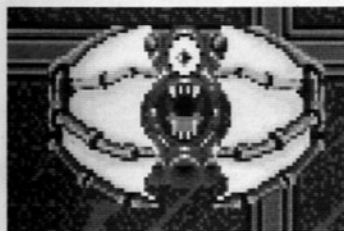
Reaper

Watch out for this shady figure. He's out with his scythe to reap your life!



Broccoli Worm

Get this green giant before it gets you!



Shell Beast

Looks like an Easter egg, but you don't want to find this one in your basket. Escape his destructive laser beams. Attack him when his shell cracks open.

Marionette

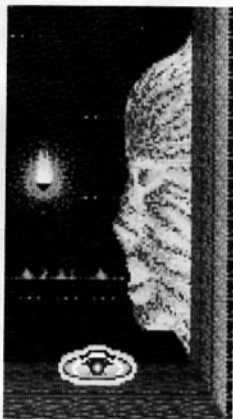
An evil spirit that possesses you and turns you into a puppet.



Boss Ghosts

Scalon

This rotund beast throws his green scales in all directions. When he's balled up, he'll roll into you. Shoot him when he's bare.



Wall Man

A face of flames that spits out fiery slime balls.



Snowman

Watch out for his kids, they don't behave.



Marshmallow Man

Don't be fooled by his baby face. This Stay-Puff's tough!



Insect Trapper

It's not after insects, it's after you!

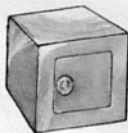
?

Bazoozoo

Important Items that You Come Across in the Game

Safe

If you find a safe, break it open with your Normal Shot. If you're lucky, you'll find a money bag. If you're not, you'll find a bomb. Make sure you run away before the bomb explodes.

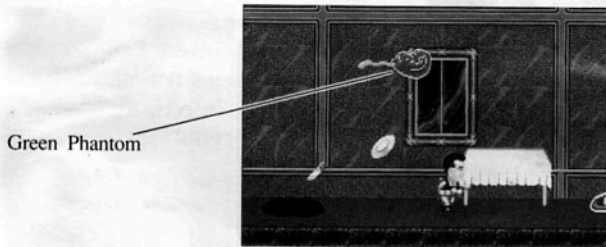


Money Bag

This is what you find in the safe, if you have busted some ghosts.

Egg

When you wipe out the Green Phantom, it drops an egg. This egg contains either a red drop or a blue drop. The blue drop adds to your Life Gauge and the red drop adds to your Energy Gauge.



Egg



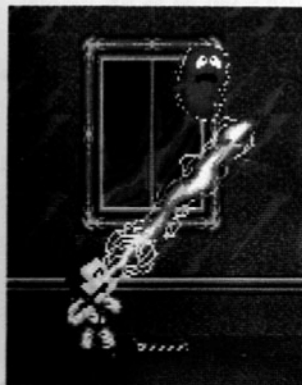
Drop



Things to Keep in Mind when You're in Action

In addition to the Middle Ghosts and the Boss Ghosts, the buildings are swarming with small ghosts. Use your Normal Shot to get rid of these. You may need to fire several times to destroy certain small ghosts.

Capture the Spectre-Spirit!



When you destroy a Middle Ghost, the Spectre-Spirit appears. Catch the Spectre-Spirit with your Normal Shot. The Normal Shot automatically becomes a laser beam. Use Button B to control the laser beam and pull the Spectre-Spirit right over the box. (The box appears on the screen when the Spectre-Spirit escapes from the body of the

Middle ghost.) If you're skilled enough, the box will automatically trap the Spectre-Spirit and you'll gain life and energy. (EASY game - six units in both your Life and Energy Gauges will be filled. NORMAL or HARD game - four units will be filled.) If you're not skilled, the Spectre-Spirit will escape.

Controlling Your Laser Beam

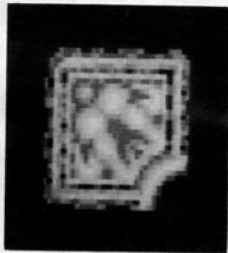
If you lift your finger off Button B, the beam will get longer. Control the length of the laser beam to capture the Spectre-Spirit.

After You've Destroyed All of the Middle Ghosts

If you were skilled enough to wipe out all of the Middle ghosts, you're ready to confront the Boss Ghost. Find out where the Boss Ghost is by looking at your map on the subscreen.

And Finally, When You Liquidate the Boss Ghost. . .

When you've successfully cleaned out each building, your Life and Energy Gauge will fill up and your client will pay you. Plus, you'll find a piece of a stone tablet. See if you can collect all the pieces to solve the mystery.



Helpful Hints

- Pick your Ghostbuster according to his speed and stamina.
- Buy as many life restoring items as you can.
- The more ghosts you destroy, the more money you make.
- Try to find out the Middle and Boss Ghosts' weak spots. It will make it easier for you to destroy them.
- Check the amount of money you have and where you are on the map, as often as you can.



GHOSTBUSTERS™ IS A TRADEMARK OF COLUMBIA PICTURES INDUSTRIES, INC.

GHOSTBUSTERS LOGO © 1984 COLUMBIA PICTURES INDUSTRIES, INC. ALL RIGHTS RESERVED.

GHOSTBUSTERS THEME MUSIC AND LYRICS WRITTEN BY RAY PARKER, JR.

© 1984 ACTIVISION, INC. ALL RIGHTS RESERVED.

© 1984 GOLDEN TORCH MUSIC CORP. AND RAYDIOLA MUSIC CORP.

Scorebook

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

Handling The Sega Genesis Cartridge

- The Sega Genesis Cartridge is intended exclusively for the Sega Genesis System™.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play.

Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge.

This warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive fast, reliable warranty service, call the Sega Consumer Service Department at the following number:

1-800-USA-SEGA

Our Consumer Service Department is in operation from 6:00 a.m. to 9:00 p.m. (Pacific Time), Monday through Friday and from 8:00 a.m. to 6:00 p.m. (Pacific Time), Saturday and Sunday. **DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER.** Return cartridge to Sega Consumer Service. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs After Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.