

The Ghostbusters II games involve three main sequences from the film. Watching the film will aid you in unravelling some of the puzzles.

## **LOADING**

Amstrad - Press CTRL and the small ENTER key.

## **VAN HORNE**

You must guide the Ghostbuster to the bottom of the airshaft in order to collect a sample of slime.

Swing left and right to collect items from the sides of the shaft, making the Ghostbusters feet touch the items to pick them up.

When a ghost touches the Ghostbuster he will lose courage; this is shown on the indicator on the bottom right of the screen.

Courage can be restored by collecting bottles of elixir from the sides of the shaft.

When the face in the courage indicator looks terrified and the bar next to it is at its lowest point then the ghostbuster will fall from the cable.

There are three weapons available to the

Ghostbuster and these can be selected by pressing the spacebar to cycle through them:

Proton beam, PKR bomb, PKR shield

Extra PKR bombs and shields can be collected from the side walls to the airshaft and these will be needed.

The PKR bombs can be fired by holding the fire button and moving up or down, when you want the bomb to explode release the fire button.

The winch cable can come under attack from sawing monsters that appear from the side walls. Sawing monsters will saw away at the cable until it snaps (a close up of the cable can be seen on the right of the screen) unless they are destroyed by the Ghostbuster with a PKR bomb.

In order to collect a sample of the slime the three parts of the retractable scoop must be collected from the sides of the airshaft.

## **CONTROLS - VAN HORNE**

Keyboard controls:

**Z** - LEFT, **X** - RIGHT, **J** - UP, **N** - DOWN,

## **K - FIRE**

Press 'P' to pause the game  
OR joystick.

## **BROADWAY**

You must help the Ghostbusters reach the Museum of Art before the birth of the New Year. The Ghostbusters are in the crown of the Statue of Liberty as it makes its way down Broadway. You control the fireball and must protect the Statue and the population of the city from the evil ghosts that are intent on your destruction. The Statue of Liberty is powered by slime and this is represented by a glass bottle on the bottom left of the screen. Every time the Statue is hit by a ghost then the slime will decrease. You only have a limited number of shots for each fireball and these are shown in the bottom panel. When you run out of shots the fireball dies and a new one is generated by the Statue's torch. This in turn reduces the amount of slime in the Statue because of the energy needed to create a new one.

When the fireball shoots a ghost it turns into a droplet of slime; the droplets always fall to the pavement below where they stay until a new wave of ghosts appear.

The Statue's slime can be replenished by sending the population backwards and forwards along the road ahead to pick it up - the spacebar is used for this and toggles left and right. As soon as a man touches a droplet of slime it is automatically transferred to the Statue's supply.

The longest bar chart in the score panel indicates the distance travelled by the Statue.

## **CONTROLS - BROADWAY**

Keyboard controls:

**Z** - LEFT, **X** - RIGHT, **J** - UP, **N** - DOWN,  
**K** - FIRE

Press the spacebar to make men walk left/right.  
Press 'P' to pause the game.  
OR joystick.

## **THE MUSEUM**

Controlling each of the Ghostbusters you must

rescue Oscar the baby and destroy Vigo the Carpathian.

When abseiling in from the roof, push up to close the Ghostbusters hands and push down to open them.

To change weapons, position the pointer over a weapon and press fire. Move the weapon to its new position and drop it by pressing fire again.

## **CONTROLS - THE MUSEUM**

Keyboard controls:

**Z** - LEFT, **X** - RIGHT, **J** - UP, **N** - DOWN,  
**K** - FIRE

Press the spacebar to select each Ghostbuster.  
Press return to access the weapon select screen.  
OR joystick or keys.

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