

THE REAL GHOSTBUSTERS™

GAMEPLAY

Real Ghostbusters is a one- or two-player multi-level game in which the players control members of the Ghostbusters team. The objective of the game is to fight your way through each of 10 levels, capturing and storing ghosts on the way. The end of each level features one or more guardians who, when defeated, will yield a key allowing the player(s) to exit that level.

The characters are armed with both guns and Proton Beams. Creatures can be shot with either weapon to transform them into ghosts. The ghosts can then be zapped with the proton beam to store them in the players' backpack. Ammunition for the gun is un-limited; the proton beam has a limited charge which is displayed at the top of the screen. Also displayed are the number of lives remaining and the number of ghosts collected.

On reaching the end of a level there is a short graphic sequence in which collected ghosts are beamed into ghost storage. A bonus is awarded for each ghost.

Some creatures and objects (e.g. oil drums, wheel-barrow) also award the player with bonuses:

BEAM ENERGY UP

SHOT POWER UP

AURA POWER - providing a shield for a limited time

SLIMER - the friendly ghost who will hover around the player, acting as a shield and zapping any creatures he touches

(The latter two bonuses will be lost if the player loses a life).

Control of C64 versions is by joystick.

Hold down gun and release to produce beam.