

GHSTBUSTERS™

THE COMPUTER GAME
BY DAVID CRANE



ACTIVISION®

IF YOU THINK THE PUPPIES LOOK FRISKY, WAIT UNTIL YOU MEET THE DOORMAN.



He's a little heavy-footed himself. Doesn't take kindly to uninvited guests. Probably because his boss is throwing a real humdinger of a party upstairs. Here's the scoop (in case you'd care to crash):

Where: At the top of this very, very, very high highrise. Alias, the Temple of Zuul. Alias, Spook Central.

When: If you happen to notice the entire city starting to explode with ghosts, that's probably the right time.

Ghost of Honor: Gozer, the destroyer of subcreatures.

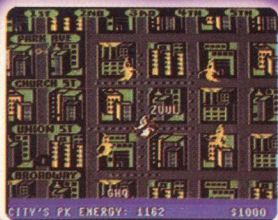
Given by: The Gatekeeper and the Keymaster. The perfect hosts.

Cover charge: About ten grand. Look. You get what you pay for. Really, wouldn't you be suspicious as all get-out if you could save the world for \$3.95?

Regrets only: No biggy. So, you can't make it. You'll probably cause a disaster of biblical proportions. Be responsible for the biggest, inter-dimensional cross-rip since the Tunguska blast of 1909. But it's O.K. We'll find somebody else out there who ain't afraid of no ghosts.

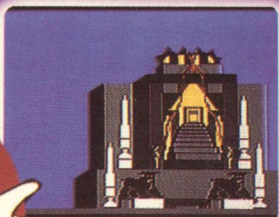
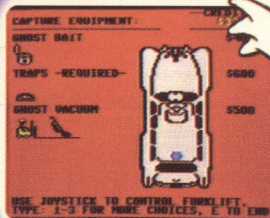
Hopefully.

Contents of this box:



Paranormal activity.
Franchise applications.
One Marshmallow Man.

Ghost-catching gear.
One hit song.
Slime.



Laser Stream Throwers.
Four ectomobiles.
One street map.



One Temple of Zuul.
Two Terror Dogs.
And a zillion ghosts.

Concept and design by David Crane. Programming assistance by Adam Bellin.
Computer graphics by Hilary Mills.

"Software Speech"™ by: Electronic Speech Systems of Berkeley, CA."

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Ghostbusters music and lyrics written by Ray Parker Jr.
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Covered by limited one-year warranty.

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