

COMMODORE 64/128

CBM 64/128

GHOSTBUSTERS™



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RC 021

BY MASTERTRONIC

RICOCHET

LOADING INSTRUCTIONS

Hold down SHIFT and press RUN/STOP.

CONTROLS

Joystick in Port 2.

Press F1 for an introduction.

Press F3 to go directly to the equipment store.

RUN/STOP toggles pause.

RUN/STOP and RESTORE aborts game.

Press space for a status report.

To start your Franchise you need equipment, there are four screens in the equipment store. The computer will print a message, when it stops enter your name, surname first. It will then ask you if you have an account.

If you do press Y and RETURN, you will then be asked for the account number. If not press N and RETURN and you will be given an initial account of \$10,000.

The first screen is a choice of vehicles. To view a car press space followed by the number and RETURN, to buy a car just press the number and RETURN.

The cars are:

The compact, costs \$2,000, carries 5 items top speed 75 m.p.h.

The hearse, \$4,800, 9 items, 90 m.p.h.

The station wagon, \$6,000 11 items, 110 m.p.h.

The performance car \$15,000, 7 items, 160 m.p.h.

MONITORING EQUIPMENT

You must use the fork lift to collect the items you want, move this around with the joystick, use the fire button to pick up and put down items.

The amount of credit you have remaining is displayed in the top right of the screen, and the cost of each item is given in the column on the right.

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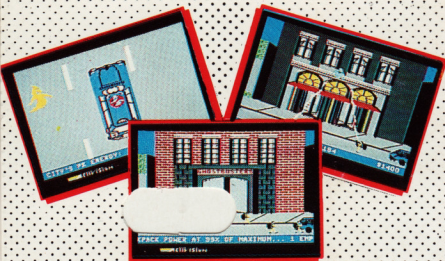
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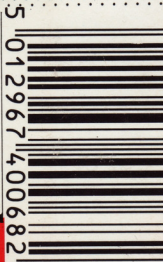
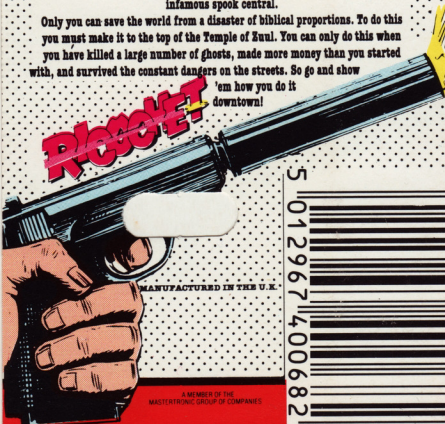


Has anybody seen a ghost?

Matter of fact yes they have!

At this very moment hundreds of ghosts are making their way to the infamous spook central.

Only you can save the world from a disaster of biblical proportions. To do this you must make it to the top of the Temple of Zuul. You can only do this when you have killed a large number of ghosts, made more money than you started with, and survived the constant dangers on the streets. So go and show 'em how you do it downtown!



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On this screen you can buy

PK Energy Detector - warns of an approaching ghost by turning a building pink when you pass it.

Image Intensifier - makes Slimers easier to see.

Marshmallow Sensor - warns of the approach of the Marshmallow Man by turning a building white.

To move onto the next screen press 2 then RETURN.

Capture Equipment

Ghost Vacuum - sucks up itinerant roamers.

Ghost Trap - used to catch slimers, each holds one ghost.

Ghost Bait - attracts the roamers that make the Marshmallow Man, without this you cannot stop him, you get five dollops.

To move to the next screen press 3 and RETURN.

Confinement Equipment

The Portable Laser Confinement System - fits in the car holds ten ghosts.

Type B to move to the city map

Zuul temple is at the centre, GHQ at the bottom, buildings with Slimers flash red. Guide your vehicle to a Slimer, freezing any roamers you meet by touching them, or suck them up into the ghost vacuum by pressing fire, if a roamer gets to Zuul the city's PK rating jumps by 100. To position yourself at a building above the street press fire, below the streets pull down and press fire.

Busting Ghosts

When you arrive at a site of a disturbance, direct your first ghostbuster toward the centre of the building, press fire to lay a trap, then guide him to the left of the screen and turn him towards the trap. Then guide the second ghostbuster to the right of the screen. Turn him towards the trap and press fire to initialize the negative ioniser stream. Move them inwards to trap the Slimer between the streams, but do not, repeat do not cross the streams. When the Slimer is directly over the trap press fire to capture him.

Every captured slimer increases your credit rating. Every escaped Slimer adds 300 to the city's PK level.

When a marshmallow alert flashes you must press B to drop bait before he stomps any buildings.

To win you must sneak two ghostbusters into the temple of Zuul before the Gatekeeper and the Keymaster join forces there.

