



© 1990 Activision
Distributed by MEDIAGENIC
Printed in Japan

Nintendo
GAME BOY

DMG-GB-USA

GH**OST**BUSTERS II



INSTRUCTION BOOKLET



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO® HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR GAME BOY SYSTEM.

**THIS GAME IS
LICENSED BY**



NINTENDO, GAME BOY, AND THE OFFICIAL SEALS ARE TRADEMARKS OF NINTENDO OF AMERICA INC. ©1990 NINTENDO OF AMERICA INC.

Ghostbusters II™

Developed by Hal Laboratories Inc.

Produced by Perry Rodgers, Mike Latham and Mike Suarez.

Product Management by John Crompton and Greg Suarez.

Testing by Kelly Rogers, Stew Perkins and Jon Green.

Player's Guide by Jim Haley and Steve Englehart.

For a recorded message about gaming hints and our newest software, call 415 329-7699. For technical help, call Product Support between 8:00 AM and 5:00 PM Pacific time Monday through Friday at 415 329-7630.

For information about our products, write to:

Consumer Services

Activision

P.O. Box 3048

Menlo Park, CA 94025

For the best service, be sure to *note the subject of your inquiry on the outside of the envelope.*

Ghostbusters™ II ©1989 Columbia Pictures Industries, Inc. All rights reserved.

Game content ©1990 Hal Laboratories Inc. All rights reserved.

Player's Guide ©1990 Activision. All rights reserved.



Five years ago New York was saved from a haunted fate by the famous Ghostbusters. Famous—or forgotten? For once again wickedness rears its slimy head, and the ghastly ghoulies are back with a vengeance. An evil being from the past, VIGO, is festering in the awful energy that abounds in New York today. He has stolen Dana's baby, Oscar, so he can be born into our world and reign in terror, with ghosts raining from the skies. In the words of Peter Venkman... "Bummer!"

So who you gonna call—again? GHOSTBUSTERS! Join them, if you dare, 'cause this time it'll take more courage, quicker reflexes and stouter hearts to bust these creeps! AND it has to be done soon, lest these maniacal menaces doom the city to a slime-filled future!

OBJECTIVE: Eradicate all ghosts from the city, so that Vigo's evil plans will be subverted, the city saved, and Peter, Dana and Oscar reunited. Make your way through offices, deeper and deeper subway mazes, and trashed art museums. As the levels increase, so do the destruction and obstacles you'll have to skirt. Stay sharp—the ghosts get meaner as you suck the city clean.

Getting Ready...



1. With your Game Boy turned off, insert the *Ghostbusters II* cartridge with the label facing outwards.
2. Turn the Game Boy on. The title screen appears.

If the screen remains blank even though the Game Boy power switch is turned on and the cartridge is inserted, adjust the contrast dial. Also, check the battery light to make sure your system is getting power.

To pause while playing, press the Start button. Press it again to resume play.

To reset, press the A, B, Select and Start buttons at the same time.



Set. . .

Press **Start** at main Logo screen to begin the story. (The **A** button will advance past the story screens.)

The Ghostbuster characters march onto the screen. Use the $\oplus$ pad to choose members of your two-man team. Press the **A** button to select your characters. If you change your mind, press **B** to reset the screen.

One of your characters carries a Proton Beam and the other carries a Trap. Press **A** to fire the Beam and paralyze ghosts for precious seconds. Then press **B** for the Trap to suck them up. Each character begins the game with a stock of Beams or Traps.

Go!



The Proton Beam character (Beamer) controls the movement of the team. Use the $\oplus$ pad to move him up, down, left, right, and diagonally. The Trapper will follow. **BEWARE**, though—either character can get hung up by walls, desks, and other obstacles you will stumble across.

You must be within range to paralyze or trap ghosts.

If you see other Ghostbuster characters hanging around on your particular level, touch them face-on and gain additional ghostbusting tools (see **ADDITIONAL TOOLS OF THE TRADE**).

There are special, secret adventures awaiting you after the first three levels, the next four levels, and the next six levels—and each of these adventures is bigger than the last! Be on your guard for the Scoleri Brothers and V-V-Vigo!!



Watch It!

If you run out of time, all remaining ghosts become Spinning Token-Ghosts, which are exceedingly hard to beam and trap.

If either character is touched by a ghost, he is rendered "slimed" (yuk!) and is unconscious for a moment. Neither character can fire during this time, and the ghosts are still active.

After a character recovers from being slimed, both characters are impervious for a few valuable seconds (check out the glow around them).

When a character is touched by a ghost he loses a unit of his weapon stock. If either character loses all of his units, the game is over. At this point you will have the option of either continuing or quitting. Use the **+** pad to select—

CONTINUE: allows you to continue from the beginning of the level you were just on. You can do this three times. If you're defeated after that, you have to start over.

END: takes you back to the main Logo screen.

8

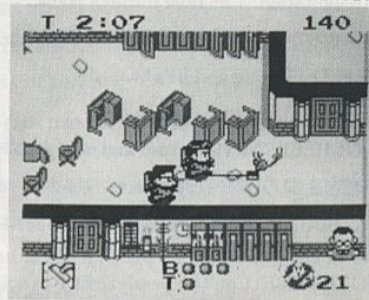
Press **A** once you've selected your option.

The Screen

Playfield

Time Left

Score



Tools You
Acquire

No. Beamers
and Traps

No. Ghosts
Left to
Capture

9

Some of the Nasties

Points Description

- 10 SLIMER: An ugly spud. Can float through walls.
- 30 JOGGING GHOST: This boo(b) has no idea where he's going.
- 50 GIANT LIZARD: He's big and he's baaaad!
- 60 THE BLOB: Hard to hit when hopping.
- 90 CRAWLING SHEET: Crawls around and changes shape.
- 100 DISAPPEARING CLOWN: Very elusive. Tends to reappear on top of you.
- 130 FLOATING HEAD: They laugh a lot, but they're not funny. They also change direction quickly.
- 140 WHIRLING DERVISH: Can't be paralyzed when spinning.

Some ghosts have increased point values when they reappear on new levels.

Bust all the ghosts in the area before time runs out and the remaining time is converted to points!

Additional Tools of the Trade



When you acquire a tool by touching a fellow Ghostbuster, its picture appears in the lower left corner of the screen.

B1-UP: Increases Beamer stock by one.

T1-UP: Increases Trap stock by one.

MOODSLIMER: No Traps needed with this. It squelches ghosts instantly, but it's only good for a limited time.

JACKET: Protects you from a ghost's touch, but it, too, is a limited time offer.

CLOCK: Extends your allotted time.

WALL SMASHER: Can break through walls. Only good for 3 breakthroughs.

SUPER TRAP: Allows the 1st Ghostbuster (Beamer) to do the trappin'.

GHOST POWER: Gives you the ability to float through walls and boundaries.



Hints

- Try to keep the Beamer character in front. (Safety first!)
- Be quick in moving and shooting the Beamer. The Trapper will follow and take care of himself for the most part. Just remember to push B to trap ghosts.
- Be careful not to get stuck on top of walls in the subways. If one of your characters does, you'll have to discover the way to free him.

Activision Limited 90-Day Warranty

Activision warrants to the original consumer purchaser of this video game that the recording medium on which the program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace the product, free of charge, upon receipt at its Factory Service Center of the product, postage paid, with proof of date of purchase, as long as the video game is still being manufactured. In the event that the video game is no longer available, Activision retains the right to substitute a similar product of equal or greater value.

This warranty is limited to the recording medium containing the program originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product are limited to the 90-day period described above.

To receive a replacement, you should enclose cartridge *and the manual* in the original product package or other protective packaging accompanied by

- a brief statement describing the defect,
- your name and return address, and
- a photocopy of your dated sales receipt.

Please see the special "RETURNS" information for further instructions. If you have any questions, you may call Activision Consumer Services at the number shown in the front of this manual.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, AND NO OTHER REPRESENTATION OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGE RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT, INCLUDING DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

Returns

Cartridges must prove defective within 90 days of purchase in order to be eligible for replacement under warranty. Certified mail is recommended for returns. For best service, please be sure to—

1. Send the cartridge and the manual in the original packaging, if available, or other protective packaging.
2. Enclose a photocopy of your dated sales receipt.
3. Enclose your name and return address, typed or printed clearly, *inside* the package.
4. Enclose a brief note describing the problem(s) you have encountered with the software.
5. Write the name of the product and the brand and model name of your game system on the *front* of the package.

Send to:

WARRANTY REPLACEMENTS

Activision
P.O. Box 3047
Menlo Park, CA 94025