



## SEGA OF AMERICA

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### HELPFUL HINTS: GHOSTBUSTERS

TO START THE GAME: At the beginning of the game you are given the option to start or continue the game. Using the directional pad, move the cursor to continue and press button #1. You will be asked for initials. Pushing button #1, enter AA as your initials. The screen will then ask you to enter a ten-digit account number. Using your directional pad to rotate the numbers, enter the #1173468723 and push button #1. You will begin the game with \$1,975,800 instead of \$10,000.

### PREPARING TO BUST GHOSTS

Selecting your Car: Use the pink arrow displayed to the left of the cars to choose desired Car. Using the directional pad, move the arrow next to desired Car and press button #1 to advance to the Shop.

Recommended Car:	Common	Holds Eleven Tools	\$6,000
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Selecting your Equipment: Using the directional pad, move the forklift up or down to the desired tool. Press button #1 to pick up the tool and turn the forklift around. Press on lower right corner of directional pad to move forklift with tool towards your vehicle. Press button #1 to unload the tool. Repeat process until all desired tools are loaded, then press button #2 to start busting ghosts!

Recommended Tools:	Ghost Bait	\$400
	High Capacity Trap	\$2,500
	Laser Confinement System	\$8,000
	Super Anion Beam	\$3,000
	Super Ghost Vacuum	\$3,200

The Ghost Bait is a must for use against the Marshmallow Man in the first part of the game, as described later.

The Ghost Trap or High Capacity Trap is used to capture the Ghosts in the first part of the game.

The Laser Confinement System eliminates the necessity to go back to Ghostbuster Head Quarters to empty your traps (giving you more time to bust Ghosts).

The Super Anion Beam makes your Ion Beams last considerably longer, so trips back to Ghostbuster Head Quarters to replenish beam power are fewer.

The Super Ghost Vacuum enables you to suck up stray Ghosts as you drive along. You will have plenty of money and room in your Car to buy and experiment with other various tools available to you, so have fun with them!

STAGE ONE - THE MAP: Once you have finished shopping, the next screen you will encounter is the Map screen. This screen is an aerial view of your city. At the top right of the Map is a block labeled "Shop". This is where you return to purchase additional tools.

In the lower left corner is a block labeled "G H Q" (Ghostbuster Head

Quarters). It is necessary to return here for the following reasons:

- 1) To obtain men when you have only one man left.
- 2) To restore the men slimmed trying to trap Ghosts.
- 3) To empty traps when they become full of Ghosts (not necessary with Laser Confinement System).
- 4) To restore Ion Beam power.

You are the Ghostbuster symbol located beside "G H Q".

Also, on the Map are yellow Ghosts. You Cannot capture these Ghosts in the Map screen. However, if you touch them with your Ghost Buster symbol, they will freeze and you will have prevented them from getting into "Zule".

You will also see two small figures, "The Gatekeeper" and "The Master of the Key". Avoid touching them, as they deduct money from your account!

When you see a block on the Map start to blink, immediately head for it with your Ghostbuster symbol. When you are beside the appropriate block, it will stop blinking. To enter the block, press and hold the directional pad in the direction of the block while pushing button #1, simultaneously. It's not easy, so be sure to press very accurately on the directional pad!

THE STREET: If you have done the above correctly, the screen will change to a Street, and your Car will be speeding towards the building inhabited by Ghosts. As you drive, you will face obstacles in the road, as well as other cars. Be sure to avoid them as you will destroy your car if you hit them. You will automatically receive another car but, money will be deducted from your account and it will delay you from getting to the building.

In the lower right corner of the screen, there will be a number followed by the letters "K M". This indicates the number of kilometers you are from the building with Ghosts. The larger the number, the further away you are, and the more likely the Ghosts will be gone by the time you reach the building. Please note: If you move around a lot in the Map screen, this adds milage in the Street screen, so try to stay as still as possible and wait for a block to blink in the Map screen.

While you travel down the Street, you will see Ghosts floating over the Street. You can Vacuum up the Ghosts by pressing one of the buttons.

When you reach the building with Ghosts, your car will automatically pull over to the right side of the screen.

BUSTING GHOSTS AT BUILDING: Once your car has pulled over to the side of the Street, your men will automatically exit the Car. Using the directional pad, position the Ghostbusters (while holding trap) under the floating Ghosts. Press button #1 to drop the trap. This will freeze Ghostbuster #1 (one the right side) and using the directional pad, you will be able to position Ghostbuster #2 (one the left side). When #2 is positioned, press button #1 again and you will be able to position #1 in the same manner.

When both are in position, press button #2 to start the Ion beams. Try to trap the Ghosts between these Ion beams. To do this, use button #1 and directional pad as described above to alternately move each Ghostbuster toward trap with Ghosts enclosed between beams. When Ghosts are over trap between the beams, press button #2 to release the trap and catch them. If you do not have the Super Anion Beam, you will have only 60-70 seconds to do this, otherwise you will have ample time.

When all the Ghosts are trapped, your men will return to the Car and you will be at the Map screen again.

If you do not have a High Capacity Trap or a Laser Confinement System, you

will have to return to "G H Q" to empty your trap.

GHOST BAIT: In the upper left corner of the Map screen is a long bar labeled "P K Energy Meter". This meter changes from blue to yellow to red, as the city gets more overrun with Ghosts.

As the energy meter starts to turn red, you will be faced with a nasty surprise! The Marshmallow Man will appear and stomp on your city blocks, while stealing \$4,000 from your account. This is when you want to use your Ghost Bait.

When you see four Ghosts turn green and start to form the Marshmallow Man, instantly press button #2 to release some Ghost Bait. Not only will this prevent the Marshmallow Man from forming, but it will also add \$2,000 to your account.

STAGE TWO - FACING THE MARSHMALLOW MAN: In order to continue on with the game and face the Marshmallow Man, two events must occur simultaneously. You must have \$10,000 in your account when your "P K Energy Meter" turns fully red. When this happens, you will automatically go to the "Temple of Zule" and the Marshmallow Man.

When confronting the Marshmallow Man, you need only get two of your three men past him. To get by him, place your man to the right of the Marshmallow Man on the right side of the pillar. As the Marshmallow Man bounces to the left, quickly push on the upper left corner of the directional pad to sneak him past.

STAGE THREE - CLIMBING THE STAIRS OF ZULE: The Roamers are pretty easy to bust. Watch out for the Slimers along the stairs. When you try to bust the Slimers, you must anticipate their moves. If they look like they are coming at you, shoot!

STAGE FOUR - BUSTING GORZA: The best way to fight Gorza is to place your man opposite him. If he is located on the left side of the screen, your man should be on the right side. As he comes across to your side, move your man to the other side, but keep shooting as you cross over. It takes five to six shots to kill Gorza. Move side to side and keep firing. Gorza is armed with deadly laser beams, so watch out! Also, Gorza is worth \$5,000.

Good Luck!