GETTING STARTED

- **AN RGB MONITOR IS REQUIRED** (a CM-8 or similar) - the game will not display properly on a TV or composite monitor.
- Plug a joystick into the RIGHT joystick port and put the disk in drive 0.
- Type LOADM"GB" and press ENTER. The loader does the rest.
- The theme song plays, with a bouncing ball to sing along. Press the SPACE BAR during it to hear "Ghostbusters!"
- Press F1 or the joystick button to open your franchise.

OPENING YOUR FRANCHISE

Type your name and press ENTER. Have an account number from an earlier game? Answer Y and type it in. If not, answer N and the bank lends you $10,000.

- Choose a vehicle with the keys 1 to 4 (the SPACE BAR shows each one in turn), then press ENTER to buy it.
- Equip it in the warehouse: keys 1 to 3 change the shelves. Press the button to lift an item, push right to drive it to your vehicle, then press the button to buy it (or pull left to take it back). Press E when done - you need at least one trap. Your credit is at the top right.

THE EQUIPMENT

- **PK ENERGY DETECTOR** a building that is about to be haunted changes colour as you pass it.
- **IMAGE INTENSIFIER** Slimers can no longer hide inside their buildings.
- **MARSHMALLOW SENSOR** shows you the building the Marshmallow Man is heading for.
- **GHOST VACUUM** catches the Roamers drifting along the streets.
- **GHOST TRAPS** one Slimer each. No traps, no income.
- **GHOST BAIT** five dollops to lure the Marshmallow Man away.
- **PORTABLE LASER CONFINEMENT SYSTEM** holds ten Slimers in your vehicle, so you visit GHQ less often.

CONTROLS

The joystick, or the arrow keys. ENTER or SHIFT works as the joystick button everywhere.

THE CITY

The map shows Zuul's temple in the middle of town and GHQ near the bottom. A building flashing red has a Slimer in it.

- Move your Ghostbusters logo along the streets with the joystick or the arrow keys. Touch a Roamer to freeze it before it reaches Zuul.
- Stop beside a building and push towards it to pick it - up or down on a street, left or right on an avenue - then press the button to go there. With none picked, the button takes you into a building you are touching.
- Visit GHQ to recharge the proton packs, empty your full traps and get any slimed Ghostbusters back on their feet.

ON THE ROAD

Steer with the joystick or the arrow keys. Line up with any frozen Roamers you pass and press the button (or V) to vacuum them up. Each Roamer that does reach Zuul raises the city's PK energy by 100.

BUSTING A SLIMER

- Walk the first Ghostbuster to the middle of the building and press the button to set down the trap. Walk him to the far left, turn him to face the trap and press the button again.
- The second Ghostbuster comes out. Take him to the far right, face the trap and press the button. Both proton streams come on.
- Close in to pen the Slimer between the streams - but never, ever let the streams cross.
- With the Slimer over the trap, press the button to spring it. Miss, and someone gets slimed.
- The quicker the bust, the bigger the fee. Your money is always on the status bar.

SAFETY TIPS

- Changed your mind in the warehouse? With the forklift at a shelf, press R to start the shop over: back to choosing a vehicle, with your money and the warehouse as they were.
- Press the SPACE BAR for a status report, P to pause (P again to carry on), CTRL+V for the version.
- Every Slimer that gets away raises the PK energy by 300.
- Later in the game, a MARSHMALLOW ALERT means the Roamers are gathering into the Marshmallow Man. Press B at once to drop a dollop of bait before he flattens a building.

THE TEMPLE OF ZUUL

When the PK energy climbs past 9500, the Gatekeeper and the Keymaster set off for Zuul. Once they meet there, the game ends one of three ways:

1. You have not made more money than you started with: the bank forecloses.
2. You have made more money than you started with, but two of your three Ghostbusters fail to slip past the Marshmallow Man into the temple.
3. Two Ghostbusters dart between his stomping feet, climb the temple and close the portal for good.

YOUR ACCOUNT NUMBER

Finish a game and you are given an account number that holds your balance. Use it to start your next franchise - but type your name exactly as before, or the bank will not recognise you.

On the final screens, press F1, the joystick button or R to play again.



CoCo 3 version by Paul Fiscarelli, 2026

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