

**ACTIVISION**<sup>®</sup>

ACTIVISION, INC.  
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Printed in Japan

Nintendo

**GAME BOY**<sup>®</sup>

INSTRUCTION BOOK

DMG-L4-USA

**THE REAL**  
**GH<sup>OST</sup>BUSTERS**<sup>™</sup>

**ACTIVISION**<sup>®</sup>

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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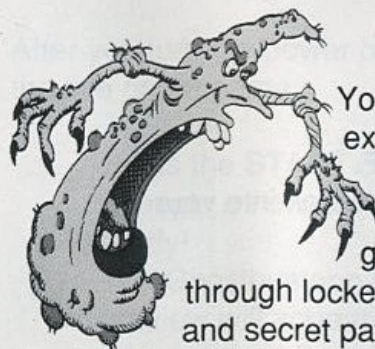
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## INTRODUCTION



You are Dr. Peter Venkman, Ghostbuster extraordinaire, trapped inside a haunted house full of ghosts, mazes, and puzzles. You've got to get out! Navigate through locked doors, false floors, and secret paths while combating ghosts galore to the end of each stage. Don't let the mazes fool you or the ghosts ghouly you!



## GETTING STARTED

### Loading the Game Pak

1. Make sure the power switch is **OFF**.
2. Insert The Real Ghostbusters Game Pak into your GAME BOY®.
3. Turn the power **ON**.

### Starting the Game

After you turn the power on, the GAME BOY screen will display the title of the game.

1. Press the **START** button to begin a new game. Get ready!
2. The Ghostbuster game preview will appear on your screen. Press **START** again. OK, this is it! Good Luck!
3. The screen will show STAGE 1. Press **START** once again. Now you're on your ghostbusting way!



## Using a Password to Continue a Previous Game

To help you speed your great escape, your GAME BOY screen will display a password at the end of each stage you complete. Make a note of the password and use it later to continue at the same stage in the game.

1. Turn the power **ON** to display the title screen.
2. Use the control pad to move the cursor down to **PASSWORD**.
3. Press the **A** button on your GAME BOY.
4. Use the control pad to select the first letter/number of your secret password and press **A**.
5. Repeat the previous step until your password is complete. If you enter the correct password, the screen will display the game stage for the password selected. Press the **START** button to begin at this stage.

## USING THE GAME BOY CONTROLS

**START/SELECT** — Lets you start a new game or pause for a moment to give your thumbs a rest. Shows you the ghostbusting items you have collected during your ghost-filled getaway.

**CONTROL PAD** — Lets you climb ladders, dodge flying objects, crawl under tight spots, or just run for your life!

**“A” button** — Allows you to jump over ghouls, missing bricks, and the unexpected. Lets you enter passwords and use menu items that help you do some real ghostbusting!

**“B” button** — Allows you to use your Proton Pak, and all the energy you need to disintegrate cross-sectioned floor units.



## PLAYING THE GAME

Test your ghostbusting skills through over 50 stages of haunted mazes. Collect all the Spirit Stars and you will be empowered with the magic key that unlocks the door to the next stage. It's just you and your Proton Pak, so pick up all the items you can to help you battle the ghosts and ghouls that challenge your every move.

## Ghostbusting Items

You can pick up the following items and automatically store them in your item menu for later use by simply walking over them. But it's not always that easy. Sometimes you may have to do a little excavating first.



**Bomb** — Drop one of these to wipe out ghostly ghouls. When your unsuspecting enemy walks into it — KABOOM!



**Key** — Use in correct keyholes to open drawbridges, platforms, and gates.



**Heart** — Restores your health when you are low on lives.



**Clock** — Gives you extra time to make your escape.



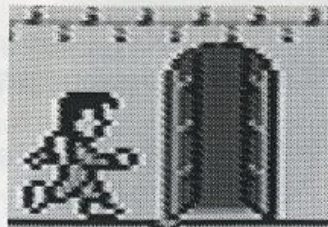
**Potion** — Makes you temporarily invincible.



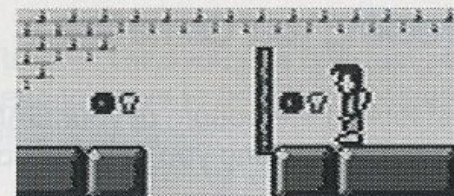
**Venkman** — Grants you one free player.

## Opening Doors

A main door allows you to enter the next stage in the game. You can only unlock the main door after you collect all the Spirit Stars that empower you with the magic key.



Each stage contains keyholes that lead to potential escape paths. Stand in front of a keyhole and select the correct key from your item menu to unlock drawbridges, platforms, and gates. If the key you select does not match the keyhole, the key will remain unused, and the item menu will close.



## Using the Teleport Zones

A teleport zone comes in different shapes and sizes. Just step in and it will transport you to a different section of the maze within the current game stage.



## Checking Your Game Status

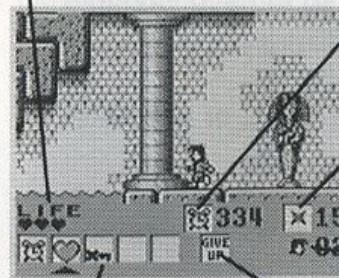
Just look at the bottom of your GAME BOY screen to see how much ghostbusting you're really doing.

## Selecting an Item from the Menu

1. Press the **SELECT** button. This will pause the game and display the menu with all the items you have picked up on the way.
2. Use the control pad (left or right) to move the cursor under the item you want to use.
3. Press the **A** button. The menu will disappear, the game will continue, and the item you selected will be used.

**Life** — Lets you know how much longer your player has to live.

**Time** — Tells you just how fast you need to move to beat the clock and clear each stage.



**Spirit Star** — Gives you a countdown of the stars you need to find in order to reach the next stage.

**Venkman's Face** — Lets you know how many players you have left.

**Items In Inventory**

**Give Up** — Allows you to surrender when there's no other way out.

## GHOSTBUSTING TIPS

- Use the control pad to move left (or right) and down at the same time to crawl away to safety, or to retrieve valuable items.
- Use your Proton Pak to reveal hidden items, or to create your own secret passageways.
- Watch out! Using your Proton Pak on a cross-sectioned floor unit may not be a permanent solution.
- Try trapping a ghost in a missing floor unit and watch what happens.

## CLOSING

Okay Dr. Venkman, you are on your own! Think fast, stay light on your toes, and don't let anything stand in your way! Blast those ghosts and show those ghouls what a *real ghostbuster* is made of!





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