

# GhostBusters FAQ/Walkthrough

by Hanyousama

Updated to v0.3 on Aug 17, 2004

-----A-Colombia-Pictures-Production-----

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-----Walkthrough-----

Written by RalfLoire (iralfloirei@aol.com)

Version 0.3

"When they're something strange...  
...in your neighborhood...  
...who ya gonna call?!..."

"GHOSTBUSTERS!!!"

"If there's somethin' weird...  
...and it don't look good...  
...who ya gonna call?!"

"GHOSTBUSTERS!!!"

Version Updates (1-31-03):

Well, I had gotten some info from a email sent to me by a "ghosthead"  
(the term used to describe a Ghostbusters fan) regarding a couple of  
other strategies and a bit of info on the Extreme Ghostbuster kids'  
names. Thanks, dude. =)

=I=====INTRODUCTION=====

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Not bad for my first ASCII art. =)

Welcome to the Ghostbusters Faq and Walkthrough, by yours truly,  
RalfLoire. The same guy who has went under "Ralf Loire" in my review of

Metal Slug 2 (I lost the password to that name afterwards) and IRalfLoireI.

I have also once got the first Ys FAQ in GameFAQs posted, but I had stopped working on it. UltimaFlare99 can take care of that, I guess. My other FAQ was GIF, a Survivor Map for S.O.S. Be sure to check them out if you want. But I don't plan on continuing that Ys FAQ of mine anytime soon. So any email on that will be going right into the trash bin (electronically, that is).

I'm an avid fan of the Ghostbusters. I still like `em even now. Back around the time they first appeared, they were the next best thing. The idea and presentation of the Ghostbusters license was pretty original around the time (there may have been something like it before, who knows?). Anyways, this walkthrough is for the SEGA GENESIS version of Ghostbusters, made around 1990 or so, a year after Ghostbusters 2 was released into theaters.

I'll be working on this thing often, so be sure to check back now and then! I do plan to finish this, as I feel this thing will be much easier to work with than my last sorry attempt.

Oh yeah, and you better not steal this Walkthrough. Or else...

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=III====HISTORY=OF=THE=GHOSTBUSTERS=====

So exactly how did the Ghostbusters start out? Well, for those of you clueless on the GBs, the first Ghostbusters film was released in 1984 by Columbia Pictures, starring Bill Murray, Dan Aykroyd, and Sigourney Weaver. The film was produced and directed by Ivan Reitman, and written by Harold Ramis and Dan Aykroyd. The end result was a major success; Ghostbusters became the highest-grossing film ever with its offbeat humor and sense of action. The central charcters were Peter Venkman (played by Bill Murray), Egon Spengler(played by Harold Ramis), Raymond Stantz(played by Dan Aykroyd), and Winston Zeddemore(played by Ernie Hudson), all of them scientists in the paranormal stuff, and each of them had a different personality, which made them very recognizable. Especially the unforgettable Stay-Puft Marshmellow Man, Ecto-1 vehicle, and many other marks that made the Ghostbusters cool.

Five years later, the sequel to it was made, Ghostbusters 2. I have yet to watch the film in its entirety to judge it (even though I own the video as we speak), but I remember having liked it as much as the original.

There was also actual talk of there being a Ghostbusters 3 movie, but somehow, it never appeared. Or maybe it got canned. But if you want to get the scoop on it (all of it no rumor), you could maybe check it out by searching the web, or by going to "The Ghostbusters Homepage" (<http://www.okemosweb.com/ghostbusters/index2.html>).

The Ghostbusters are still memorable and cherished even now, and there are still a lot of fans of the series. Eventually, later on in the 80s, there was a cartoon series by Filmation that Colombia claimed they "stole" the idea from... thus we have "Filmation's Ghostbusters." This series was rather different from the original Ghostbusters. So you can't really say they stole it. I haven't seen the show in a very long time, though, and the only characters I remember from it were the talking car, and the gorilla named Tracy.

So after that, I don't remember what year (but it must have been shortly after Filmation's take on the Ghostbusters), DIC Entertainment, and Colombia Pictures, provided us with "The Real Ghostbusters", which was actually based on the 1984 film, with all 4 Busters there with snazzy designs. Egon's hairstyle is just too unforgettable. We also had Louis (who appeared in the original GB film, played by Rick Moranis) and Janine, the secretary. Louis didn't appear too often in the series. But he did have his moments.

I think a season after that, it was renamed to "Slimer and the Real Ghostbusters." Slimer was a rather recognizable symbol in Ghostbusters (He was the very first ghost that the GBs encounter, and the little guy later developed a recognizable personality of his own in the cartoon series). The Real Ghostbusters spanned out for several seasons.

Several years later around the mid 1990s, a spin-off of Ghostbusters was released, named "Extreme Ghostbusters", which had a new cast. Egon and Janine remained (I think Slimer may have too, but it's been a long time since I have seen the show to remember), but the new Ghostbusters were four new kids. Their names were Eduardo, Garret, Roland, and Kylie. (a goth chick in Ghostbusters... very fitting, and she was pretty cool! I found her to be my favorite character in EGB).

Personally, my favorite part about Ghostbusters were the ghost designs, which ranged from comical to bizarre, to very freaky, and came in any shape or size. Gotta love those designs. =) There's been a lot of Ghostbusters merchandise after its first release, and the movies have been remastered and released a few times before.

If there's any sort of info you want to contribute or help me with, email me ([iralfloirei@aol.com](mailto:iralfloirei@aol.com)).

=IV====THE=CONTROLS=====

BUTTON LAYOUT - Since this game was made in the 1990s, the game runs on a 3 button layout. Maybe 4 if you count the Start button. =P

D-PAD - Moves your Ghostbuster around in the game, highlight different options in the Options Menu, or weapon and special

items in the subscreen. You can also aim the Proton Gun in different directions in the game, duck, and crawl (while ducking).

START BUTTON - Brings up the Subscreen and confirms a selection.

A BUTTON - Throw Bombs (except when underwater)  
B BUTTON - Fire Weapon  
C BUTTON - Jump

=V=====THE=GHOSTBUSTERS=====

It's a pity that Winston is not in the game. =( He was my favorite character next to Raymond.

When you start a new game, you have the option of selecting one of three available Ghostbusters. SPEED is how fast they are, and STAMINA is how much damage they take when hit.

PETER VENKMAN - Peter is an overall character. Both his SPEED and STAMINA are "normal."

Speed - 1 [2] 3  
Stamina - 1 [2] 3

RAYMOND STANTZ - Is the tough guy of the group. Albeit slow, he has good stamina. A perfect choice for beginners.

Speed - [1] 2 3  
Stamina - 1 2 [3]

EGON SPENGLER - Egon is a tough character to use. He takes the most damage from hits, but he has great speed. Use him if you want a challenge.

Speed - 1 2 [3]  
Stamina - [1] 2 3

Note to players: Once you select your Ghostbuster, you have to use him throughout the entire game, so even if you lose all your lives, you can't choose someone else. I don't see it as anything bad, though. This just adds some challenge to the game.

=VI=====THE=ITEMS=====

Each of these items are selectable from the subscreen. Although there are two items that you can obtain during the gameplay.

=FROM=SAFES=

These items are locked within safes that you might find along the way. To open a safe, just blast it repeatedly. Note that when you exit the stage and reenter it, they will be restored.

BOMBS - Run away fast, or keep your distance! It'll blow up and hit you if you are too close! You can find these in some safes.

MONEY BAGS - These add \$300 to your money count once picked up. They also can be found in safes.

=FROM=SMILER=

Yes, even Slimer appears in the game. Sometimes you will find him in the levels you traverse, perhaps even in more than one place. Shoot him, and he will drop an egg, which will open up and spill out one of

the following two items. But better grab them when you've got the chance because they will fall right off the screen. I think the same principal applies to Slimer with the Safes. If you already have a full Life and Energy gauge, then ignore Slimer, and come back to him later.

BLUE DROP - This item will restore some vitality to your Life Gauge.

RED DROP - This will restore some energy back to your Energy Gauge.

=FROM=THE=ITEMS=SHOP=

GYOZA(\$500) - What the hell? The game describes them as "pot stickers." But I really don't know what the heck it is because they don't look like pot stickers to me. Well, whatever they really are, they are helpful. Buying one restores your Life Gauge to full. De-lish!

PEKING DUCK(\$1000 in Easy, \$1500 in Normal or Hard)- A handy item to hold onto. Eating a Peking Duck from your subscreen menu will fill your Life Gauge up to full. But you can only use it once, and will have to buy another one. Costly, but useful when in times of great need.

BOMB(\$100) - Cheap and useful. Buying one will increase how many bombs you currently have. You can hold as many as 9 bombs.

INFARED SCOPE(\$100) - You'll need these when moving around in the Woody House. I recommend buying as many as you can (a maximum of 9 scopes can be kept in stock).

=MISC=

1-UPS - These suckers are RARE. They exist in a few places in the game. You should know what a 1-up does. =P

=VII===THE=WEAPONS=====

DAMN these weapons are expensive. Sometimes you will have to do some pretty heavy-duty ghost-busting in order to get the dough to buy these suckers! But they are VERY useful in the game when fighting certain baddies or bosses.

NORMAL SHOT - You start out with this one. It doesn't do much damage but it's effective in a lot of ways, and it doesn't sap any of your Energy.

ENERGY REGENERATION(\$200) - This restores your Energy Gauge to full. Like the Gyoza does to your Life in the Items Shop.

ENERGY TANK(\$500, \$1000, \$2000, \$4000, \$8000) - Buying this will lengthen your Energy meter. In the process, it gets more expensive.

BUBBLE PROJECTILE(\$3000) - You won't be using this too often. It traps ghosts in bubbles and whisks them away! This doesn't quite trap larger ghosts though, but instead it will damage them. It is SLIGHTLY stronger than the Normal Shot.

PHASER SHELL(\$5000) - My favorite weapon out of all of them. This baby is powerful and effective, and so long as you've got the Energy this thing can rip apart any ghosts that are unlucky enough to get in its path. If there's a pretty strong ghost in the way, it will do a ton of damage as it passes through it.

3-WAY SHOT(\$7000) - A good weapon with equally good effectiveness. The 3-Way Shot weapon will shoot three blasts in different directions (think Contra's "Spread" weapon). This is useful for hitting more than one ghosts in a tricky spot. Somewhat stronger than the Normal Shot.

EXPLOSIVES(\$10000) - A great weapon for taking out several ghosts around you. It shoots a large ball of energy that travels a short distance before exploding into tons of tiny shots. It's not very effective against some bosses though. Capable of sapping your Energy too fast if you use it repeatedly.

SPECIAL SUIT(\$5000) - This item will surround your ghostbuster in a bubble that will reduce the damage you take from ghosts or other dangers that happen to hit you. It will slowly, but gradually, drain your Energy meter as long as its on.

BARRIER(\$35000) - My f'in god!! \$35,000 for this?! Well, this thing can be EXTREMELY useful, in some ways. It renders you completely invincible to all attacks and ghosts, but drains your Energy meter even faster than any weapon altogether. Very handy in tight spots.

=VIII==THE=STORY=====

After the famous Ghostbusters, Peter Venkman, Raymond Stantz, and Egon Spengler, finally defeated the mighty Gozer, ending his terror that was sweeping across the city. Unfortunately, as Gozer went away, so did the ghosts, and it remained that way for a good long while.

This, of course, was very bad news for the Ghostbusters. Because of the lack of any ghostly activity, this meant that the Ghostbusters were going to go out of business! That money they got in thanks for ridding Zuul isn't going to last forever, and there are all those bills to pay too...

However, that began to change. One day there was a bizarre earthquake in the city. Some more of them began to follow, and before you knew it, ghosts were resurfacing once again in the city! The Ghostbusters get their first call, and realize that it's time to take up the Proton Packs again to bust some ghosts and get to the bottom of these earthquakes!

=IX====GAME=WALKTHROUGH=====

Let's start by picking your favorite Ghostbuster. With that said and done, let's get started with the first case. You will appear on the map and have the choice to select from any of the first four stages. I would just do them in their respectful order though.

-1ST-CASE---HOME-SWEET-HOME-----

Money Bonus: \$2000  
Middle Ghosts: 1

It seems like a lovely lady in her home is having some ghost-trouble. It's a slimy job, but someone's gotta do it. And those someones are the Ghostbusters!

In case you are wondering, a Middle Ghost is a sub-boss of the level. Some of them are pretty tough customers, so make sure you're well prepared before heading into the room where one lays in wait. You won't

be able to confront the big bad ghost of the level until all the Middle Ghosts have been vanquished, and it will show up on your map as a glowing red dot once this has been accomplished.

As you start the stage, you'll begin in front of the "Exit" to the stage. You can leave from here any time you want to, and take the time to buy anything from the Items or Weapons shops. However, you can't pick another stage until you clear it.

Let's start by heading to the right, where you will meet your first couple enemies. They'll go down in a few shots or so. When you come to a series of ledges, jump up to the ledge nearest to the highest one, then leap over to the left. You could head all the way to the right and off the ledge, but there's nothing all the way to the bottom there except for some spikes and a blue ghost that moves from side to side. Luckily, he's a friend. Jump on him so he'll spring you back up the ledge.

Keep heading left across the platforms until you come to a safe. Blast the safe, if you want. Jump back onto the platform next to it, then up and to the left where a ladder shall take you to the next floor of the stage.

See that big hole in the middle of the floor? Make sure you jump that. Falling through will drop you back to the previous floor. As you make your way to the right, look out for that chandelier and its haunted falling candles, and a sheet ghost that covers the 2nd table on that floor. Don't worry... it can't harm you. If it catches you, move left and right repeatedly to get loose.

As you pass the next chandelier, you'll see a smaller hole in the floor. Jump over it and continue on to the right until you find a door. Run through it to go to the next room where a couple bouncing ghosts and safes lie in wait for you. Keep heading right into another room, where a ghostface (in the wall) and another safe sits. Look out for those falling chandeliers! Leave through to the left through both rooms both rooms have been looted.

On your way there you may have noticed a small hole in the floor next to the door. Fall through it. You'll fall into another section of the house, with floating tables in case you need to leave out of the room. When you get to the bottom, DO NOT GO TO THE DOOR ON THE LEFT SIDE! It will take you right back to the end of the place you started (with that blue ghost wandering left and right). Instead, take the door to the right and keep moving until you get a message that says "ENCOUNTER!" It's Middle Ghost time!

MIDDLE GHOST - Magic Hatter and Hungry Beast

Weapon Recommended: Normal Shot

Well, the name of these two are never told to us (as are the other bosses) so I'll just name them myself. You could use any other kind of weapon to fight this boss, but I recommend using the Normal Shot for now.

You'll be greeted by a headless magician that will sometimes stop and a beastly-looking spectre will pop out of its top hat, spitting slime at you that tends to follow you (which can be blasted). If you get too

close to Magic Hatter while its moving, it'll separate into two. Jump over his legs, then duck over his body as it flies back over to reconnect itself.

To defeat this boss, simply blast at the Beast's head until the Magic Hatter disappears and both the body and head of the Beast separate. Blast both parts of the beast as fast as you can until both parts explode!

---NOTE!---

As you defeat a Middle Ghost, it becomes a floating spectre that moves left and right. This is your chance to get some dough by catching the sucker. Like in true Ghostbusters fashion, you must catch the critter in your proton beam (do not cross the streams!) and reel it in directly below the Ghost Trap. Press and hold the A button to fire the beam, and upon contact, drag that thing under the trap. Be careful though! It may escape, and dive bomb at you for damage. You only get two tries at this! Once you caught the bugger, you will get some of your Life and Energy replenished. Good deal!

I recommend waiting until its near the trap before you start pulling into range.

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Well, now that that has been dealt with, it's time to go to the big boss of the house. Climb up the ladder to the right-end side of the room and up to the next floor. There you'll meet Slimer. Blast him for an item, then enter the room to the left to meet your first boss of this evening...

BOSS - SCALEY

Weapon Recommended: Normal Shot

You caught this ghost at a bad time. You woke him up and he's pissed! Basically, his attack pattern is simple but tough... he will move toward you for a second, then stop and starts shedding his scales, which fly up into the air and then right at you. However, during this time, he starts to thin out. When all his scales have disappeared from his body, that's your chance to unload everything you've got into that scaly bastard!

This will last for a few seconds. After that, he gets back all his scales and he'll roll at you. This guy can sometimes be tricky... you might never know when he's going to jump up when you do, so make sure you watch yourself. You can also leap over him as he's moving at you before he stops.

As you continue to wear him down, he starts changing colors. A lot of Middle and Big Ghosts will do this. Anyways, once you have finished him, keep your distance; his eyes will fall out and try to hit you if you are too close. Once he blows, grab the strange-looking tablet to complete the first stage!

Well done, Ghostbuster! The lady's happy for your good job! For your trouble, you are awarded not only \$1000 for the Middle Ghost you disposed of (IF you DID capture it. If not, no \$1000), but you'll also



get the promised \$2000 for closing the case (Sorry, Venkman. No time for a date).

-2ND-CASE---APARTMENT-----

Money Bonus: \$4000

Middle Ghosts: 2

Before you and the boys can get down to cracking the mystery that lies within that stone tablet you found, another client is calling for your services. The poor chap is living in an apartment building for now, and all of a sudden it flooded in with water! Sounds like the work of a ghost. And who better to deal with ghosts than the Ghostbusters? Instead of one, you'll have to tangle with two Middle Ghosts this time.

When you start the level, head to the right, meeting a bouncing blob or two on the way (god, these things are annoying). Keep heading right until you find a door, and go through it and crawl through the passage until you come to a ladder, climb up it, finding a safe along the way, and you'll find yourself in a room covered with ice and stalagmites. Jump up onto the fragile platforms (which will fall shortly after you stand on them) to get to the ledge above. You'll find two ladders here. One that leads up, and one that leads down.

We've got a bit of ground to cover, so let's take the bottom path first. Climb down the ladder and then leap across the platforms to get to the left until you come to a narrow passageway. Ignore that for now, and drop down from that ledge onto another platform, and head to the left until you come to a ladder and climb down then head to the right to find another safe.

With the safe taken care of, either drop down the ledge and head back to the passageway with the ladder, or retrace your steps. Either is fine.

Remember that first narrow passageway we came across earlier? Head back up there, and crawl through it and climb up the ladder and destroy the ice man wandering back and forth near the door to the left, then go through it. If you need a description of the room, it's got ice on the walls, but not on the floor.

In the next room, you'll find your path blocked by large blocks of ice that are impassable. However, some ghosts wielding pickaxes will help make the path open to you, but be sure to take them out afterwards, as they can hurt you. Once you've made your way to the left, climb up the ladder, and attack the two Slimers (if you need a recharge), and head through the door to the right to fight your first boss in the Apartment!

MIDDLE GHOST 1 - EVIL WRAITH

Weapon Recommended: Bubble Projectile

For the best results in this battle, use the Bubble Projectile weapon. It's arc as it floats up will give you a good enough range to hit the Wraith from and keep you at a good enough distance to avoid the attacks easier. To beat her you'll have to blast her in the head.

The Wraith will fly back and forth, spitting shots of three at you that you should keep your distance from or get in between them. After a few

moments, she will stop, and split into three images (all in a vertical row) and all three will spit fire at you. This is when she is vulnerable to your attacks. One of the three images is the real Wraith, and this is a good time to use the Bubble Projectile as your weapon and fire at her a few times. You will more likely hit her.

Once you've worn her down and captured the ghost, it's time to move on! Leave the way you came and retrace your steps back to the room with ice on the walls, then head to the right, and fall down into the pool of water. Be sure to watch out for those Tentacle Monster, blast it outta your way, and swim to the right to find another safe. Once done here, head back to the left and leap out of the pool, or just leap out of the water and onto the ledge near the water and up another ledge to where a ladder waits to be climbed. You can also leap up onto the fragile platforms above the pool of water to find a Slimer and a safe, and head to the right, blasting the stagmalites and hopping onto the platforms as you go. Either path leads you to the same place.

Head up the ladder to find an icemen. Blast that sucker into oblivion! Head right to another ladder, then climb up it, to the next floor, where those bothersome bouncing blobs are waiting to pester you and stagmalites wait to fall on you. Head to the left, and shoot Slimer if need be, then head through the door on the left and keep going left to encounter the second Middle Ghost.

#### MIDDLE GHOST 2 - ABOMINABLE ICEMAN

Weapon Recommended: Phaser Shell

This dude is tricky. A living incarnation of ice, it will sometimes stop and fire a bolt of lightning at you, which will go a short distance and make a block of ice appear at the end of it, which will shatter after a while (can be blasted), leap into the air, and grab onto the ceiling and swing across to hit you. If it does that, hit the dirt! At times it will end up cornering you and damaging you too (which I hate).

To beat this guy, simply leap up and release a Phaser Shell at its head, which will strike it several times as it plows through. It will make short work of the iceman. You can get close and use the Normal Shot too if you need to, but I recommend keeping your distance in case he might swing from the ceiling.

Another strategy that you can use is by luring the big guy over to the door that you first appeared in once the Encounter starts. When he goes airborne, start moving from underneath him while firing at an angle at him with your Normal Shot. This should also help, should he get you into a corner.

Once he's busted and you've caught his spirit, head out the door at the left end of the room. In the next room, blast at Slimer for a power up, then blast the stagmalites as you go, heading into the next room to the left, where the big foe awaits!

#### BOSS - THE SNOWMAN

Weapon Recommended: Phaser Shell, Bombs

This boss is a true pain in the ass. He could give Frosty a run for his money. Better make sure you have a good supply of bombs handy, because you're going to be needing them. If not, then you'll have to make use of them sparingly.

Once the fighting starts, the Snowman will float around the room, releasing smaller snowmen to attack you... which are REAL pains to deal with because they take a number of shots to kill, and they fire their carrot noses at you. Plus he has enough of these guys inside of him to keep it up all day. Your best bet is to unleash a bomb when too many of these little guys are around so you can get a good shot at the big Snowman.

It's best to use the Phaser Shell to damage this guy by shooting with well-timed shots at his head. If successful, you will do some good damage to him, and maybe even get him to change color with one good shot. The Phaser Shell will make short work of him. Once defeated, he'll surrender another piece of the stone tablet that scaly monster dropped in the last case. You'll be well-paid for your debt to the man for ridding his apartment of the icy ghosts.

-3RD-CASE---WOODY-HOUSE-----

Money Bonus: \$6000

Middle Ghosts: 2

What a funny name for a stage, eh?

Your next call is to take care of a house that seems to be aflame. What does the man employing them think they are... firefighters? Well, the flames aren't going out, so it's definitely paranormal! This is a good time to buy some Infared Scopes cause you're going to need them at this point.

Once you start the stage, activate an Infared Scope so that you will be able to get a better view on all your surroundings. They won't last forever though, so you'll know when the batteries are dying out when your Scope's range of vision does, and when that happens, it's time to activate another Scope.

Let's start by heading over to the right and climbing up the ladder to the next floor, then climb up the ladder next to it to reach a floor with an impassable wall of fire. Watch out for the flame creatures that jump from it, and leap off the ledge to the left to the platform below, leading to another ladder that leads up. You could take the ladder near the wall of fire, but that will only lead you to another wall of fire... which you probably won't want to make any physical contact with.

Make your way up to the next floor. Be careful about that blue flame... when you least expect it, it will transform into a monster like the ones you encountered from the last two walls of flame, only this one is invulnerable to any weapon, so keep away from it! Head over to the right where you will find a pool of flames and some platforms to leap on.

Leap up onto the platform with a blue flame on it, and then up to the left and across the logs mysteriously floating in midair. When you come to the fourth log, leap to the left and keep holding it until you land on a platform where there's a safe. Leap off and to the right to get

back onto the fourth log again, then resume by jumping up onto the next log and to the left, then leap up to the right to get onto another platform with a safe. When you're done there, resume heading to the right.

On your way you'll meet Slimer again. Blast him if you need some powering up, then keep jumping over to the right. Eventually, you'll reach a platform with a ladder leading up. Climb up onto the next floor and head through the door to the left to meet a deadly new foe.

#### MIDDLE GHOST 1 - DRAGON OF FLAMES

Weapon Recommended: 3-Way Shot

Yeesh! Talk about a dangerous boss! You don't want to touch this thing, because doing so will inflict heavy damage. The flames it spews can also be just as dangerous, and will reach quite a length. Equip the 3-Way Shot and get ready.

As your foe rears its ugly head from below, make sure you are at a good distance to jump, cause it will spew a trail of flames at you. Take the time to shoot its head a good number of times as its getting ready to exhale its flames, but don't stand around too long, or you'll get fried. As you wear this boss down, its flames will get longer in length to where it's nearly impossible to get away from them. The 3-Way will provide you some good distance without getting too close with its attack.

It shouldn't take you too long to put this dragon out for good and trap its spirit. Leave the room from the way you came with the job done. Climb down the ladder back onto the platform then leap off to land on a couple more floating logs that lead to another platform to leap onto with another ladder. Climb up to find your blue ghostly buddy again, and wait for him to move near to the wall to the right. Jump onto him to spring up over to the top of the ledge, and move right to find a safe to open. Crawl through the passageway, and drop down from the ledge, but hold down left until you land on a platform with another safe for you to crack, then fall off to the right to land some distance below. Be careful of the flames and falling logs of fire that fall here...

Head over to the left first, leaping across the logs, until you reach a platform with a ladder on it. Climb up onto the platform above and jump to the left, where a safe sits next to a large wall of fire. Jump back over to the ledge to the right and climb down the ladder where you found logs hovering close to some nasty looking flames. Jump from log to log over to the left, where you will find a 1-UP!! Oh YEAH!

Make your way back over to the right and head down the ladder. Walls of flame will rise and fall as you make your way through this next section. Of course, wait until they fall before you leap, but they won't be that way for long, so be careful when jumping, and watch out for those red one-eyed bats. Head out the door to the left.

In the next room, you will now have to watch out for the candles. When you get too close, they will fall and upon landing, spread out for a quick moment, so make sure you jump quickly to avoid getting a hot foot. Head over to the left, then move down the ladder to the next floor below. Don't go through the door yet, and head to the right,

where 4 walls of fire wait. Two of them will send fire monsters at you, and two others rise and fall. Head all the way to the right and move through the door to the right to fight your next Middle Ghost.

#### MIDDLE GHOST 2 - FIRE DEMON

Weapon Recommended: Phaser Shell or 3-Way Shot

When your battle starts, the Fire Demon will leap back and forth, at times high into the air, and at times low. If he leaps low, duck and make sure you watch out for the six flames he shoots out as he jumps. ALWAYS stay in the middle of them. They can be destroyed.

When you see a good moment, leap up and shoot at his head with the Phaser Shell, or aim for it with the 3-Way Shot, whichever works best. Be careful though, as he's a pretty tough customer! Once he's destroyed, capture his spirit for a recharge.

Once he's burnt out, leave the way you came and head back up to the place with the falling flames and log platforms, or if you need to, leave out the door to the left of the room here to arrive at the beginning of the stage and head out if you need to get a quick Peking Duck (in case you used one). But anyways, back to the place with the falling flames and log platforms... jump over to the ladder platform, and up to the floors again until you reach the top platform (the one where you found the safe near that wall of fire), and head right, crossing the floating logs over to the next ladder, and head up the ladder to see a door to the left, go in and you'll face the boss of the stage!

#### BOSS - FLAMEFACE

Weapon Recommended: Phaser Shell

Switch to the Phaser Shell weapon as you come in and get ready to fight a giant firey face! This baddie will emerge from either the left or right wall, and sometimes upside down! It will also fire three shots at you, and at times, spew out a moving lava glob, which you can't kill. And don't fall into the flames below!

Jump from either the left or right ledge, and fire a Phaser Shell at Flameface's mouth to damage it. It will take a while, but his pattern isn't too tough. Make sure your timing is good as you're jumping and firing with the Phaser Shell, and get close and aim up at the mouth when he appears upside down.

Once you've beaten him, he'll crumble to dust and you'll receive the next tablet, and your pay for your job.

-4TH-CASE---HIGH-RISE-BUILDING-----

Money Bonus: \$8000

Middle Ghosts: 2

Seems a penthouse is in trouble. Your employer informs you that something is definately in the building that isn't normal, and it's up to you to take care of it!

When you start, head to the right past the ladder until you reach a safe to blow open. With that done, head back over to the ladder and climb up. Once on the next platform, keep heading right past the next ladder until you come to a ladder leading down. Climb down that and proceed to the right. Be sure to watch out for the enemies on your way! Sometimes they can be tricky to hit. As you move, be ready to duck and crawl, because a giant white arm will smash through the wall and will hit you for some damage. You DID duck down, right? Well, now that it's passed, leap up the ledges, then climb up the ladder into the next section, where you will see a familiar icon of the Ghostbusters franchise watch you from the windows.

From here, start heading over to the left, leaping up the ledges as you go. Keep going to the left and you'll reach another ladder to climb up to, where a Slimer will fly by at the top, and a door to the right. Enter the room through the door and get ready to meet your next Middle Ghost.

#### MIDDLE GHOST 1 - CENTIPEDE

Weapon Recommended: 3-Way Shot

Turn on the 3-Way Shot as you meet the boss (or before), because this thing is going to be tough. It's best that you use the 3-Way Shot for this battle, because this boss will split apart as you blast it multiple times. As you keep separating the eyes that make up this baddie's body, they will get a bit harder to hit, but since you are using the 3-Way shot, you shouldn't have too much of a problem. Just try to avoid them if they get too close, which may be a trifle difficult to do, as they all move in random directions. Just keep blasting as fast as you can.

But don't take too much time, because if you wait TOO long, the remaining eyes will regroup and you'll have to work on splitting apart the Centipede again. Once you've removed all the eyes, capture the spirit to finish this guy off! It shouldn't take you too long.

Head back the way you came and all the way back to the start, except as you're heading back, stop at that ladder in the middle of the platform leading up and climb up to the next floor where a few floating pots stand in your way. It takes a lot of shots to blow these suckers away. Head to the left, and watch out for the fist that will smash through the wall on the way (make sure you get down!). Climb up the ladder when you reach the end and ready because there's going to be a few ghosts ready to ambush you as you come up. Head to the right, blasting the sheet ghost as you go, then climb up the next ladder, and head to the left. Watch out for another ambush by that giant white fist that bursts through the wall! Climb up another ladder to the next floor.

As you arrive a floor higher, you'll know you're on the right track when you see two safes in another floor above you. We'll get to those later. Head to the right, blasting the possessed sheets and silverware on the way, and climb up yet another ladder to reach another floor. Head to the left, and climb yet ANOTHER ladder (you think they could have put in some elevators for a change or something). As you climb up to the top, ignore the door to the left and boogie on down to the right, and climb the ladder to find a Slimer for a power-up and a safe to the left. When you're done here, go back the way you came and take the door to the next room.

Here, you'll find half of the room submerged in water. Dive on in and swim down and then to the left once you reach the bottom, and fight off the tentacle monsters on your way. Remember those two safes we saw earlier? They're here and ready for blasting. Shoot them open on your way, then head up until you reach a ledge to jump out onto. Shoot Slimer if you need a power up, then head through the door at the right to fight the second Middle Ghost!

#### MIDDLE GHOST 2 - LIVING CAGE

Weapon Recommended: Normal Shot, 3-Way Shot

A ball of purple and red bones will bounce in, and float left and right in the air, opening and closing as it does so, and stopping now and then to open up entirely and spit a large beam down at you to attack. This is your next opponent. Equip the 3-Way and get ready to blast at it!

This guy is pretty easy. But be careful, as it will sometimes counterattack you by rolling into a ball and bouncing down at you a few times before resuming its attack pattern. The 3-Way Shot or Normal Shot will fair well in this battle. Once you've finished the Living Cage, capture the spirit and head up the nearby ladder that drops down to the roof to fight the one and only... STAY-PUFT MARSHMELLOW MAN!!

#### BOSS - STAY-PUFT MARSHMELLOW MAN

Weapon Recommended: Phaser Shell

Equip the Phaser Shell, cause you're gonna need it!! If you have one, equip a Special Suit too, because he can do some pretty good damage on you. The Stay-Puft Marshmellow Man is big, bad, and dangerous all around. If you're too close to the left or right hand sides of the screen, he might try to swing a fist at you. When his eyes are glowing, he's either about to fire a lazer, or unleash a looping series of flames at you that are able to follow you for a while. These attacks are hard to avoid!

To hit this guy, unleash a Phaser Shell at the middle of his face, right between the eyes and mouth. The Shell will rip through him, doing some good damage in the process. Keep firing and being careful. The battle is going to take a while because it takes a lot to beat this gigantic beast.

Once you've done enough damage, you'll melt this monster and collect the last stone tablet, as well as your reward for doing your job! Way to go, dude!!

--5TH-CASE---CASTLE-----

Money Bonus: \$9000

Middle Ghosts: 4

As you return to the Ghostbusters H.Q., you find that the other two are missing, and a mysterious note has been left behind in their place. It seems some fiend named Arthur has kidnapped them, and demands that you bring him the Stone Tablets you've been acquiring lately! What a rat!!

But who is this Arthur? The owner of the Weapons Shop coolly appears to tell you all you need to know about Arthur. Thanking him, it's time to do some shopping (if need be) and then its off to the old castle mentioned in the note!

As you arrive, you willingly hand over the tablets... but Arthur then just leaves you to find your friends on your own while he makes off with the tablets you just gave him... all for nothing!! Yeah. Thanks, Arthur.

This is where the exploring starts to get a little trickier. This is also going to be a pretty tough stage to beat. First, ignore the ladder for now, and drop all the way down from the ledge to the area below. Climb up the ladder and blow open a safe, then drop back down and blast away the barrier eye before heading over to the right. Climb up the ladder if you want to avoid another tangle with a barrier eye and take care of the eye-bats that swoop at you, then head to the right and blow away the suicide teddies that rest on the chairs (getting near them will cause them to fall off and chase you down to blow up when they get close enough), and crawl under the scythes. Watch out for them as they swing around and around, or you may end up beside yourself... getting hit by it will do some heavy damage on you, so crawl under it as it swings up or move quickly as it's swinging down. Climb up the ladder and start heading to the left.

This next part is especially tricky... wait for the right moment to crawl under the swinging scythes and quickly grab onto the ladder ASAP to avoid getting hit by the blade (as you will be invulnerable to all attack when on a ladder). Climb up to the top of a platform, and head over to the left, jumping over onto the small platform. Be sure to shoot the bouncing ghost before it hits you! Hop over to the left, then onto the floating platform. Shoot Slimer if he flies in from the right for a power up if you need one, then proceed over to the left. Use a Phaser Shell to take care of the next barrier eye, then run to the right, avoiding the scythe and running through the door to fight your own friend!!

MIDDLE GHOST 1 - Possessed Ghostbuster(1)

Weapon Recommended: Normal Shot

Could it be?! The Ghostbusters forced to fight amongst themselves?! Wait! Your friend is purple and followed by a green ghost... he's being controlled! This is a tricky boss to fight... the Ghostbuster friend of yours will chase you, firing blasts at you. Worse, whatever weapon you equip, he equips too. Stick with the Normal Shot.

Don't worry if you accidentally hit your fellow friend--he won't be taking any damage. But if you're not careful, you sure will, because in retaliation he will fire a stream of shots at you that you better keep away from. He will sometimes stop and take a moment to aim at you, and then fire. This can be pretty tricky to get away from. He will also jump and fire at you at times as well!

To beat this boss, get past your friend (running into him won't harm you, but I recommend jumping over him), and blast the ghost in the back. That's all there is to it. When you've done enough damage, the ghost will fly out of your friend as he returns to normal and become a



spirit ready to go to the Ghost Trap! Once captured (or if it flies away), you will revive your friend. Whew! At least he's okay.

Head back up near the entrance to the ladder you started out at nearby, climb all the way up, and make your way to the right. Once past the scythe, climb down the ladder to meet a red-eye barrier. Duck down between its three shots and pummel it with blasts until it blows, where a couple safes are nearby. Blast them open before taking care of the next barrier eye, and head back up the ladder for now, proceeding to the right while avoiding a couple more swinging scythes as you go until you reach the end of a ledge.

Be careful below, here--there is a scythe swinging around and a blue ghost ready to aid you, as well as a door to the right. There are a few grassy platforms in the wall that grow and shrink from time to time. Hop onto them when the time is right and head over to the platforms that are moving in and of the walls. Once you've reached the top, enter the door to the left to fight the next boss...namely your other buddy!

#### MIDDLE GHOST 2 - Possessed Ghostbuster(2)

Weapon Recommended: Normal Shot

You've found your other Ghostbuster buddy! Follow the same procedure as you did with your first battle with the possessed friend, and take out that poltergeist! But this time, the room is smaller, and it'll be more difficult to maneuver in. Once its eliminated, trap the spirit, and revive your friend before leaving out the way you came.

Drop all the way back down to the bottom of the area with the blue ghost and scythe, and enter through the door on the right. You'll find another scythe swinging around, and floating, moving platforms to jump on. Work your way up to the top platform, meeting a couple Slimers on the way to blast in case you need some powering up. Be careful of the zombie that will come at you... as it moves pretty quickly. Head on through the door to the left to face your next enemy!

#### MIDDLE GHOST 3 - THE SLIMEWORM

Weapon Recommended: 3-Way Shot

Get your 3-Way (or Special Suit, if you have one or if you want to use it) ready and duck down when your battle starts! Cause here comes the Slimeworm! Blast this disgusting creature in the head as fast as you can with the 3-Way shot. If you get cornered, you may have no choice but to take damage because you can't really jump over the bugger.

This is where things get hard. Once you've blown its head off, the multiple eye blobs that make up its body will split apart and float into the air... swooping down at you to do damage. They are VERY hard to avoid, and take a while to destroy unlike the Centipede boss in the High-Rise Building. Continually unleash a storm of 3-way spread shots as much as possible to end this fight without taking too much damage.

Once its destroyed, capture the ghost and head back the way you came. Two ghosts down, two more to go! Head all the way back to the hallway with the swinging scythes, and climb up the ladder at the end of the hall. Once at the top, head through the door to the right and prepare

to (literally) face death!

#### MIDDLE GHOST 4 - DEATH

Weapon Recommended: 3-Way Shot

Once again the 3-way will be needed here. Death will appear, flying left and right, stopping to fly down at you and swing his wicked scythe at you, and, sometimes, unleash four fiery blades that will circle around. Get in between them if you can to avoid them in the best way, or just stay far away from them. Blast the boss in the head when the opportunity presents itself.

It'll be tough, especially when keeping distance away from his scythe when he swings it, because it's got some pretty good range. The 3-Way Shot should help hit your foe rather than the Normal Shot, so aiming will be easier. Once you've worn him down after a tough battle, you'll have cheated death (weak pun, I know) and he'll become a spirit, ready for trapping! Once taken care of, head on out of the room.

Head over to the left, blasting the zombies and red-eye bats on the way until you reach the end of the ledge. Drop down onto the ledge below, and head to the right to find a couple safes to blow open. Then head back over to the left. There's nothing of interest at the very bottom hall with the chairs, suicide teddies, and scythes, so just climb up the ladder to the left, and up to the top where a Slimer will fly by for you to shoot at. Head over to the right and leap over the ledges, and head right until Slimer arrives again to give you another power up. Head back left, and you'll notice the grassy platforms that grow and shrink again. Make your way across them (be careful, Slimer appears a third time just in case... but you could end up bumping into him, causing damage!), and jump onto the platform. Use the Phaser Shell on the barrier eye (two shots will destroy it) and then leap onto the ledge, climb up the nearby ladder, and shoot another Slimer for a power up. Fall off the ledge to the right and land on the platform below to find one last safe, then fall off the ledge when you're done with it.

Jump back onto those mossy platforms that grow and shrink, and make your way all the way to the right to reach a final ladder. Climb up, destroy the barrier eye, and head through the door to fight the 5th stage boss!

#### BOSS - VENUS DEATHTRAP

Weapon Recommended: Phaser Shell

This is a tricky boss to fight. Just to let you know, he's not interested in the flies that buzz around in the castle... rather, this renegade fly trap sees YOU as the fly, and you seem to be a tasty treat to him!! Vines will pop out from the floor and ceiling, launching small flying pods to bite at you. Keep low, and equip your Phaser Shell.

As long as you keep moving, the pods won't be able to hit you (as they move in one direction when fired at you). But whatever you do, DON'T GET HIT BY THE BEAMS THE DEATHTRAP SHOOTS AT YOU!! If you do, you will take MASSIVE damage. Which is why you must stay down the whole time you fight the boss.

Plan your shots accordingly. The only way you can damage this picky plant is by blasting it in the mouth. A well-timed Phaser Shell will do several hits to him. Once you've hurt him enough, he will burst, and you will see a red skull fly out from the creature. Grab it, and you will be returned outside, getting money for the Middle Ghosts you have busted, courtesy of the old man in the Weapons Shop.

As you head back to H.Q. and place the skull in the completed tablet, the worst happens; a massive earthquake rips a gigantic hole in the middle of the city, causing a major amount of ruckus, damage, and, worst of all, paranormal terror, sending ghosts everywhere. What's even worse is that it was your own fault! The Mayor of the city runs over to ask for your help, and you have no choice but to stop this once and for all!

-6TH-CASE---DEEP-HOLE-----

Money Bonus: N/A

Middle Ghosts: 4

This will perhaps be the toughest stage you'll face, as well as the largest. The stage has strange looking, bizzare green cacti-like growths strewn about that will damage you if you touch them, as well as some of them (if they are moving) that will shoot thorns at you.

As you start at the entrance, run to the right down the ledges and across the fungi plant patch on the ceiling (with a one or a couple on the bottom), and keep running to the right to meet a floating platform. Keep heading down from here and drop down to the left passage when you see two floating platforms on your way down. Once at the bottom from the passageway here, head left to fight SCALEY, and dispose of him with the same strategy from before and capture his ghost.

Once done, head back up and out via the floating platforms on the way, then fall of the ledge to the right and down where there is a small passageway and a couple bouncing blobs. Blast the pests away then keep heading right until you find some platforms and fungi-plants. Crawl to the right beneath the platform on the right wall to find a hidden passage way with a couple of safes!! Sweet! Leave the way you came, then leap up from each one to the top and once again keep heading right as you hop up the next couple ledges to find the SNOWMAN, who wants a rematch with you. Defeat him like you did the first time around and trap his spirit.

Leave out the way you came. Start working your way up the platforms hanging in midair and a floating platform moving up and down nearby. Jump on and ride it until it moves back down a little, then leap to the right... if you leap from when it gets to the top, you'll get hit by the fungi-plants hanging from the ceiling above you. A blue ghost will be there to help you out. When he gets to the wall, jump onto him for a boost big enough for you to scale the wall, and blast the red-eye bat that swoops down at you. Head over to the right and drop into the next area below (when you see a fungi-plant and a red-eye bat near the bottom of the screen). Keep heading right until you must go only one way--up. Leap up from ledge to ledge (they're pretty small ledges) until you reach the top, and then head out to the left.

Leap up onto the platform as you head to the left, then head for the vertically moving platform, and a horizontally moving platform is above from it. Leap on, then leap off to the left when it reaches the top.

Keep moving to the left, hopping up the ledges, then onto another vertically-moving platform that has a few other floating platforms near to it. When it reaches the top, leap off and keep heading to the right. Crawl under the long fungi-plants hanging from the ceiling, and down below from a moving platform. From here, head to the right, then drop down below. Once at the bottom, head to the left to fight FLAMEFACE again, and make short work of him. Capture his ghost and leave the way you came.

Head back all the way to the two floating platforms (the vertical and the horizontal one above it that we came across earlier), and head over to the right to the next room, where the VENUS FLYTRAP awaits. Defeat it with the same procedure, then bust the ghost, and climb up to the top of the stage where the final boss waits for your arrival.

It turns out that this particular ringleader is a goddess. Jenna, the goddess of death and destruction (what a title, eh?) , is waiting for you, and doesn't intend to show you any mercy. Make sure you are well prepared and in full health and energy because this is going to be a pretty lengthy fight.

#### FINAL BOSS - JENNA: THE GODDESS OF DEATH AND DESTRUCTION

Weapon Recommended: Phaser Shell

The Phaser Shell will work best on this gigantic boss. As your battle starts, she will appear as a humongous monster with armor (kind of remenescent of Bishamon from Darkstalkers) and will send a giant heart to bounce around at you, often times swinging her gigantic blade weapon at you like a boomerang. Get out of its way fast, then fire a shell up at Jenna's face.

Once you have done enough damage, she will lose an arm and her colors will change, as well as her face. Now she will become seperated from her foundation in the ground, and float around the area, throwing her weapon at you. Keep aiming carefully for her face, and keep your distance from the flying weapon... if you run out of energy, use the Normal Shot and keep fighting!

Once you've done enough damage, Jenna will go down in a series of explosions, and you will be paid by the mayor for saving his city. Now sit back and watch the crappy ending! Well done... kinda.

=X=====CODES=AND=SECRETS=====

"So, are there any codes? Cheats? Secrets?"

Well, none that I know of as of now.

"Awwww, dammit!"

But hey, don't despair... there's still the Game Genie. =) For now, we'll start with those.

-Health-

BWST-AA54	Protection from most damage
96CT-BTAR	Start with 24 life bars
96CT-A2AR	Start with 12 life bars

96CT-AJAR Start with 4 life bars

-Lives-

ATCT-AAAG Start with 5 lives  
A2CT-AAAG Start with 7 lives  
BECT-AAAG Start with 10 lives

-Energy-

96CT-BYA0 Start with 26 energy bars  
96CT-A2A0 Start with 12 energy bars  
96CT-AJA0 Start with 4 energy bars

-Money-

ACTT-ACH6 \$10 ghosts are worth \$100  
ACTT-BAH6 \$10 ghosts are worth \$1000  
ACTT-BA56 \$10 ghosts are worth \$3000

ACTT-AEH8 \$20 ghosts are worth \$200  
ACTT-AA58 \$20 ghosts are worth \$2000  
ACTT-BA18 \$20 ghosts are worth \$5000

ACVA-AGAA \$30 ghosts are worth \$300  
ACVA-BAJA \$30 ghosts are worth \$3000  
ACVA-BATA \$30 ghosts are worth \$5000

ACVA-ALAC \$50 ghosts are worth \$500  
ACVA-BATC \$50 ghosts are worth \$5000

-Bombs-

AV0T-AA4C Infinite Bombs  
NNCT-AABN Start with 99 bombs  
CICT-AABN Start with 18 bombs  
AACT-AABN Start with 0 bombs

As for secrets there is one... but it isn't much. While on a ladder, you are completely invincible, but you cannot fire your weapon. You can still throw Bombs, though.

There are also three known hidden 1-Ups in the games. One in each level as stated: Woody House, Castle and Deep Hole. I already told you where the one in the Woody House is, and I won't tell you exactly where they are though. No sense in spoiling EVERYTHING, now is there? ^\_~ Besides, they're not TOO hard to find.

By the way, if you find any other Game Genie codes, or if you find any codes within the game itself, email me! I'll be sure to give you credit for it. ^\_~ That I promise.

=XI====FINAL=WORD=====

Just to let you know, I like the Ghostbusters game on the Genesis a lot more than the others I have seen for the NES. I hope the Extreme Ghostbusters one for the Game Boy Advance will be any good, because it looks like an interesting game. But anyways, I like this game, and if you don't, I don't care. =p

I certainly hope this thing will help anyone out, as well. Anyways, that's pretty much all I have to say! Be sure to check out any of my reviews of you want.

=XII===SPECIAL=THANKS=====

-Hans Schneck

For the other Abominal Iceman strategy and reminding me know about a door to the left of the room you're in before you go the Fire Demon. I had forgotten about that door. O.o;

Also for the info on the EGB kids' names. Thanks dude.

-The Ghostbusters Homepage by Bill Emkow

Who's site provided me with some of the information regarding the Ghostbusters.

-Game Genie Magazines

Which I used to suscribe to before they went outta business. That's where I had gotten the Game Genie codes from.

-DIC Entertainment

For "The Real Ghostbusters." Pretty positive they made it, along with Colombia.

-Colombia Pictures, Inc.

For having made such a great film.

-Sega

For the Genesis Ghostbusters game.

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