

Ghostbusters II FAQ/Walkthrough

by yoh_ho_mario

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If you have any questions or comments, email me:
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Walkthrough Version 1.01-----7/1/05-----
I am naming this revision 1.01 because the changes I have just made are only cosmetic and hardly noticeable. The game information was not altered in any way. I have added a list titled "Authorized Websites" near the end of this walkthrough.

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I did not consult anything but the game itself to create this walkthrough. I have not taken an in-depth look at the game's manual for several years now. I do not remember what any of it looks like except for the cover. I created this walkthrough for Ghostbusters II (NES) by using my own creativity, nothing more.

This walkthrough is dedicated to my fan base, especially Richard Alan Bell because I do not think he ever beat the game.

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One thing I learned while playing this game is to always try to emphasize control over your character. The use of lightning-quick speed and sheer firepower will only get you killed.

The Point of this Walkthrough:

Is to help you beat the game. Points are cute, but also pointless, relatively speaking. I have listed the locations of several useful items throughout this walkthrough along with several enemies. I decided not to list the amount of points received because you do not get awarded for high scores.

The Break down: Introduction, Pre-Level 1, Level 1 Continued, Level 2 Section 1 Section 2 Section 3 Section 4 Section 5 Section 6 Section 7, Level 3, Level 4, Level 5, Level 6, Level 7, Level 8 First Ghostbuster Second Ghostbuster Third Ghostbuster Fourth Ghostbuster, Ending

Time Limit: Rarely does time become a factor in this game. If you do spend too much time on certain levels, the words "Out of Time" will appear in the message board (see **** Pre-Level 1). You will then lose a life and be forced to start the level from the beginning. In Levels 1, 3, 5 and 8, the "spider creature" itself acts like a time limit.

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Controls:

For Levels 1, 3, 5 and 8-

- "Up" on the "D-Pad" aims your characters weapon high.
- "Down" on the "D-Pad" aims your characters weapon low.
- "Left" on the "D-Pad" advances your character forward.
- "Right" on the "D-Pad" moves your character backward.
- The "Start Button" sets a trap.
- The "Select Button" does nothing.

For Levels 2 and 4-

- "Up" on the "D-Pad" moves your character up.
- "Down" on the "D-Pad" moves your character down.
- "Left" on the "D-Pad" decelerates your character.
- "Right" on the "D-Pad" accelerates your character.
- The "Start Button" does nothing.
- The "Select Button" does nothing.

For Levels 6 and 7-

- "Up" on the "D-Pad" to aim at targets behind your character, with "torch ability" (see paragraph 2 under **** Level 6).
- "Down" on the "D-Pad" to aim at targets in front your character, with "torch ability" (see paragraph 2 under **** Level 6).
- "Left" on the "D-Pad" moves your character to the left.
- "Right" on the "D-Pad" moves your character to the right.
- The "Start Button" does nothing.
- The "Select Button" does nothing.

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Items to Collect	--	Where to find	--	Function
Ghostbusters II Logo		All Levels		20 Collected = Plus One Life
Green Token		Levels 2 and 4		Standard Weapon Upgrade
Orange Token		Level 2		Bomb- Destroys all foes on the view-screen
Green Torch		Levels 6 and 7		Allows Standard Weapon to Aim
Green Book-Bomb		Levels 6 and 7		Bomb- Destroys all foes and collects other items on the view-screen

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**** Introduction:

Power-up your Nintendo Entertainment System and watch the game's introduction. Pay close attention to the invaluable hints and tips that the game outlines for you; "We're back and ready to believe you!!" "Avoid obstacles collect Ghostbusters logos and kick some slime!!" It goes on to name the men busting the ghosts and then it lists the credits. If you wait long enough the story will be revealed:

At the stroke of midnight on New Year's Eve of the last decade of the twentieth century, America's largest city is about to pay for the nastiness of its inhabitants.

When that day comes, when the slime starts to rise, when ghosts start arriving by the boatload, there's only one thing to do...

Press "start" already. You have the option of playing the game via One Player or Two Players. The only difference between the two options is that with two players, you take turns after each player loses a life. The biggest

flaw that this game has is that it does not have a "Pause Button". So, a Two Player game is useful if you need to take a lot of bathroom breaks. As soon as you make your decision, you are presented with a new message:

I, Vigo, The Scourge of Carpathia, The Sorrow of Moldavia, will defeat you.

Underneath the message is a detailed picture of Vigo. A few seconds later we see our heroes as they descend into the ghost infested sewers.

**** Pre-Level 1:

First, take a glance at your statistics located near the bottom of the view screen. From left to right there is a Ghostbusters II logo (when you collect twenty of these you will have earned an extra life). Next is a symbol representing the current playable character on the view screen with the number of lives remaining just below it. There is a "P1" which stands for "Player One" and your total score so far is listed just to right of it. Under the "P1" and your current score is a message board, similar to what is now known as the ticker used by 24/7 news channels. And the last thing is a clock, all of which is basically useless if your only goal is to beat the game. The only thing you should keep track of is how many remaining lives you have.

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**** Level 1 Continued:	Enemy Details	--	Ways to Bypass
	Spider Creature		Avoid
	Yellow Face		Avoid, Trap
	Yellow Lantern		Avoid, Trap
	Goblin		Shoot, Trap
	Yellow Spider		Avoid, Trap
	Yellow Hand		Jump, Trap
	Yellow Face (Low Bounce)		Trap

As your character lands in the sewer, the first thing you will notice is a small spider-like creature, with brown legs and a yellow body. This creature follows you throughout the first level. It will not allow you to jump over it. You have no choice but to advance. If you touch the spider creature, or any of the other foes that you encounter throughout the game, you will lose a life. If you lose all of your remaining lives, you are given the choice of using one of your three continues or you may elect to end the game. If you use up all three of your continues, there will be no one else to stop the evil Vigo from carrying out his/its menacing plans.

You can move your character left and right with the "D-Pad". Aim your weapon high by pressing "Up" on the "D-Pad". Aim your weapon low by pressing "Down" on the "D-Pad". To get in your "optimal firing position", hold "Up" on the "D-Pad" until your weapon is pointing straight up. Then press "Down" on the "D-Pad" only once. This should only take a second or two. The best way to get through this level is to essentially create a constant "wall of slime" by rapidly firing your weapon via the "A Button". Do not try to aim and shoot the individual targets that will only make things more difficult than they need to be. The slime that your weapon shoots will not slow you down if you stay in your "optimal firing position".

As soon as you begin to Advance, you will notice a yellow face type of object hopping your way, followed by a yellow lantern and a green ghost goblin. These objects approach your character rather quickly. Do not let that startle you. Keep moving and stay in your "optimal firing position". The

"wall of slime" that you create will engulf the first goblin that you encounter. Most of the time these two yellow objects will simply jump over your character, leaving you unharmed as you walk underneath them. Do not ever try to jump over them.

A few moments later you will encounter your first Ghostbusters II logo, which is followed by another goblin. They are no match for the "wall of slime". Keep moving. You will then face another yellow face and lantern. In this area will be two steel beams; one with the letter "V" printed on it and the other with the letter "H". You may need to take a short pause near one of the cracks in the pavement as you approach the first steel beam. This will allow the yellow face object to bounce just in front and then over your character. As soon as the yellow face passes, you will immediately encounter another yellow lantern. Ignore it. After pausing for the previous face, keep moving as if the yellow lantern was not there. Immediately after the lantern passes, your "wall of slime" will catch two Ghostbusters II logos.

A few moments later a goblin will come into view. It should not be too much of a concern. At this point you are faced with your first real obstacle. As you can see, there are two yellow spiders ascending and descending in an attempt to block your characters path. Stand next to the yellow spider that is closest to your character. Start moving shortly before the first yellow spider begins to descend. Walk under both of them without pausing. Pretend that the second one is not even there. As you do this, make sure you stay in your "optimal firing position". Your "wall of slime" will zap two low-flying goblins as soon as you pass the second of the two yellow spiders. Shortly after your character passes the two low-flying goblins, your standard weapon should catch a Ghostbusters II logo. Continue moving.

On the view-screen there will now be another set of two yellow spiders. This time there is enough space for your character to stand in between them. Most likely, your character will need to take a short pause before passing under the second of this set of two yellow spiders. With a little practice, passing under these two objects will not be difficult. Wait for the first to begin ascending and then walk under it. Your "wall of slime" will hit two goblins and a Ghostbusters II logo. Take a short pause before attempting to walk under the next yellow spider. Just like the previous one, walk under it as it begins to ascend. Soon afterwards, your "wall of slime" will catch a pair of Ghostbusters II logos, followed by three goblins. Blast through them and catch an incoming low flying logo. Moments later you will catch another pair of logos and zap yet another goblin. Keep walking.

Notice that your character approaches another set of two steel beams identical to the previous two that you encountered not long ago. You will have to make your character jump shortly before passing or in the process of passing the first steel beam in order to avoid a yellow hand object. The yellow hand is probably the fastest object on this level that requires your undivided attention. Chances are you might need to press the "B Button" as soon as you see the object in order to successfully jump over it. After passing the yellow hand your standard weapon should catch a Ghostbusters II logo. The next yellow object that requires your attention will be a low bouncing yellow face. As soon as you see the yellow object appear on the view-screen, you must set a trap by pressing the "Start Button" and then walk a few steps towards the right side of the view screen.

If you do not release the trap in time, it will not catch the object and you will probably lose a life. This yellow object jumps too low to pass safely over your character and it jumps too high for your character to jump over it. Assuming that the yellow object is safely sucked into the trap, kick it away simply by walking over it. Do not try to jump over a trap that is in use.

It will cost your character a life. Remember to keep your "optimal firing position" because your "wall of slime" is still needed. You will catch a Ghostbusters II logo as you approach a third set of steel beams. As you pass the third set of steel beams you will collect the final pair of logos in the level.

The last yellow object of this level usually will not pose a threat. In most cases it will pass over your character as you collect the final pair of Ghostbusters II logos for this level. On occasion you may have to give a short pause to allow the yellow object to bounce in front and then over your character.

Ghostbusters II Logos to Collect in Level 1: 13 Lives Remaining: 3

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*** Level 2:	Enemy Details	--	Ways to Bypass
	Red Slime (sewer) Creature		Avoid
	White Ghosts		Shoot
	Giant Pit		Jump with Boost
	Goblin		Shoot

It will not be long now until it has been fifteen years since I first controlled the Ghostbusters II car in this level. It was a lot of fun to go really fast, but if you are interested in beating the game you must favor control over speed. To make things easy on all of us, I have divided this level into separate "sections". As your character advances, you will notice that there are several breaks between some of the buildings. In each of these breaks, there are minor roads connecting to the main road that your character moves along. Your character is not capable of relocating itself to one of these minor roads. For convenience purposes only, I will refer to these minor roads as "intersections". When you pass by one of these "intersections", think of it as a divider. When you pass a divider, you enter a new "section".

Visual- Section 1 --> Intersection --> Section 2.

Now take a look at the main road itself. It is divided into four lanes. Going from top to bottom, "lane 1" is between the sidewalk and the first white dotted line. "Lane 2" is between the first white dotted line and the gray line in the middle. "Lane 3" is between the gray line in the middle and the second white dotted line. "Lane 4" is between the second white dotted line and the gray line at the bottom. The controls in this level are similar to the previous level. To accelerate, press "right" on the "D-Pad", press "left" on the "D-pad" to decelerate. Press "Up" to move up, "Down" to move down. The "Start" and "Select" buttons do not do anything. Press the "A Button" to shoot and the "B Button" to make your character jump.

At the start of Level 2, section 1 you will see three mostly white colored road blocks located in lanes 2, 3 and 4. These roadblocks are too tall for your character to jump over. You would naturally think that ramming your character into one of these roadblocks would at least cause some damage or possibly a life. It is actually beneficial. Though it may slow your characters speed (which is not always bad), ramming into one of these roadblocks gives your character temporary invincibility. It may only be for a few seconds, but it is quite useful if you find yourself struggling to fend off a pack of foes. So, you can either avoid the first trio of roadblocks via lane 1 or ram into them. Next you will see three roadblocks located in lanes 1, 2 and 3 with a purple arrow in lane 4. Move your character to lane

4.

When your character moves over the purple arrow, it will be given a boost of speed. This will become useful later on in this level. As soon as your character moves over the purple arrow, move to lane 1. You will see three tall roadblocks in lanes 1, 2 and 3 and a small roadblock in lane 4. Your character is capable of jumping over the small roadblocks, but ignore this one. Stay in lane 1, ram into the tall roadblock and then immediately press "Left" on the "D-Pad" to go as slow as possible. You may need to press the "B Button" to jump, to ensure that you collect the first of many Ghostbusters II logos in this level. As you approach the first "intersection", there will be a red slime creature hiding under a city sewer lid.

Every few seconds it will pop out of the sewer. If it pops up directly in front of your character and your character runs into it, you will get slimed and lose a life. If it pops up while your character is directly on top of it, your character will be launched into the air and receive a couple thousand useless points. Unless you have already beaten the game and you are now trying to get a new high score, do not worry about it. Otherwise avoid and ignore it. There is a hidden Ghostbusters II logo above the location where the slime creature launches your character. With my experience, I had better luck retrieving it by shooting towards the area as my character was moving along the main road itself.

There is 1 non-hidden Ghostbusters II logo in this section.

-- Enter Section 2

As soon as you pass the first "intersection" you will encounter some white ghosts. These ghosts do not run directly towards your character. Several seconds after they appear, they generally stay on the right half of the view-screen. The ghosts usually float around long enough for your character to shoot them before they get too close to your position. If one of them does make contact with your character, you lose a life. These white ghosts will shoot a blob of red slime at your character. This slime travels slowly and in a straight line, which makes it easy to avoid. When shooting these ghosts, make sure you line up your character with your intended target. For example, if one of the ghosts is in lane 1, make sure that your character is in lane 1 and then blast it. At this point in the level, it is best to move your character slowly, to make sure that you shoot each ghost before they make contact.

Remember, control over speed. Take as much time as you can. After you shoot a few ghosts, you will notice what looks like a large slime bubble floating near the buildings rooftops. When you fire your weapon, your character shoots green slime straight ahead and up into the air. Unlike the green slime that your character shoots straight ahead, the slime that is shot up does not travel in a straight line. It shoots out at about a 75-degree angle and then begins to arch. It dissipates shortly after it begins to arch. If you position your character and then shoot just before you pass directly under the green bubble, your slime will hit it. It will burst; a green token will fall and will quickly move towards the right side of the view-screen. Do not be eager to chase after it. Stay calm and shoot the white ghosts just ahead. Seconds after shooting the green bubble, you will see a Ghostbusters II logo near the top of a building, followed by another logo in lane 1 and one in lane 3.

To gather all three of these logos, you must be going relatively slow. You will have to time your shot in order to retrieve the logo near the top of the building (from this point onward we will refer to these as rooftop logos). To retrieve the logos in lane 1 and lane 3, you can either shoot them or move

into them. A few seconds later, there will be another "rooftop" logo. Again, time your shot to retrieve it. Remember, if you begin to struggle with the white ghosts, simply run into one of the many roadblocks. If you do this, a few ghosts will pass by without harming your character. At the end of this section, you may or may not have picked up the green token that was discussed earlier. If you did, you will be shielded from enemy attacks. This is only temporary and it is not vital to your characters continued existence. If you are a good shooter, this wave of ghosts will end here, with section 2. *Hint* "Rooftop" logos are most easily obtained while targeting them from lane 1.

There are 4 non-hidden Ghostbusters II logos in this section.

-- Enter Section 3

If you have done well so far, there will be no ghosts harassing you in this section. There is a "rooftop" logo located near the beginning of this section. In order to retrieve this logo, you must make your character jump. At the height of the jump, fire your weapon. For this to work your character must begin the jump while crossing over the "intersection" in between sections 1 and 2. There will be a short strip of road with no enemies to fight or items to collect, only seven roadblocks scattered in the area. You will approach a set of four small roadblocks, one in each lane. Look at the roadblock in lane 1. It sits near the double doors of a medium sized building which has a smaller building seated directly to the right of it.

Looking at the smaller building, you can see two sets of windows, three in each set. Look at the set of windows that is closest to this buildings roof. The window in the middle appears to open. Stay in lane 1. As soon as you pass the roadblock, fire your weapon so that your slime hits the open window. Immediately move to lane 3. You will see a Ghostbusters II logo hopping in one place. Just before collecting the logo, fire your weapon. This will pop the green slime bubble floating above. Collect the logo and then hit the gas (accelerate).

There are two useful tokens; the orange one that came from the open window and a green one that came from the slime bubble. Shortly before the next "intersection" there will be a set of four small roadblocks, one in each lane. Stay in lane 3, jump over the roadblock and make a move to collect the green token, then the orange one. The green token gives your standard weapon an upgrade. Pressing the "A Button" after collecting the orange token in lane 1, shoots a bomb into the air that destroys all the ghosts on the view screen. With enough speed, you should collect both tokens as you cross the next "intersection". There are two red slime sewer creatures in this "intersection". Ignore them.

There are 2 non-hidden Ghostbusters II logos in this section.

-- Enter Section 4

Near the beginning of this section sits a "rooftop" logo. In order to put the orange token to good use and collect the logo, you must move quickly. After collecting the green token in lane 3, you would have needed to move to lane 1 to collect the orange token. Stay in lane 1. Use the orange token by pressing the "A Button". If timed properly, the bomb should explode just as a few ghosts appear on the view screen. You should now have just enough time to shoot your weapon and retrieve the "rooftop" logo. With your weapons new power-up, the white ghosts will be much easier zap. The "rooftop" logo that you just picked up appears to be hopping on the upper-left corner of a medium sized building. An orange token is hidden in the window closest to the upper-right corner of the same building. Retrieving this orange token can be difficult and it is not that important.

Your weapons most recent power-up will be just as efficient in zapping the white ghosts. A couple seconds after collecting the "rooftop" logo, a Ghostbusters II logo will appear in lane 3, followed by another "rooftop" logo and then yet another logo located in lane 2. These three logos are in plain sight and are easy to collect. As you continue moving, try to keep your character in lane 3. Towards the end of this section, the white ghosts will create what is almost a single file line and will begin to make a charge at your character. This is nothing to worry about. They simply make themselves easier targets. Zap them one by one. Just before the "intersection", there is what appears to be a blue springboard. It will stay suppressed for a second or two and then it will pop up. It will launch your character much like the slime creatures in the sewer will, but without the risk of being slimed. If the blue spring does launch your character into the air, you will be awarded a Ghostbusters II logo.

There are 4 non-hidden Ghostbusters II logos in this section.

-- Enter Section 5

From this point onward there will be no more white ghosts on this level. Move your character to lane 4 and then fire your weapon at the appropriate time to obtain a "rooftop" logo. As soon as you do so, there will be a blue spring in lane 4. If you allow it to launch your character, a green token will shoot out of the building that your character was launched towards. The green token will give your character a temporary shield if you choose to collect it. If you just want to beat the game, do not bother chasing after it. As you pass the blue spring, move your character to lane 2 and speed up. Your character will go over a purple arrow. As soon as the arrow gives your character a boost of speed, press the "B Button" to jump over the giant pit. As soon as you land back on the road, make sure you stay in lane 2 to avoid two green roadblocks that pop up. The first situated in lane 1 and the other in lane 3.

There is 1 non-hidden Ghostbusters II logo in this section.

-- Enter Section 6

You should be moving full speed ahead as you enter this section. You should also stay in lane 2. As soon as you enter this section, there will be another purple arrow in front of another pit. This time the arrow moves from lane to lane, 1 through 4. Do not allow this to distract you, stay in lane 2 and do not slow down. As you approach the arrow, it will switch from lane 1 to lane 2 just in time for your character to obtain its boost. As your character flies through the air, you will see a green slime bubble. It holds a weapon power-up. The only way this is useful is if you missed the previous weapon upgrade or simply lost a life. If your weapon shoots out red slime, that is all you need. The next upgrade fires what appears to be a very short bolt of orange lightning. As soon as your character lands back on the main road, stay in lane 2.

A half-second after you land you will run into a roadblock. This is good because you need to slow down in order to easily obtain the next six Ghostbusters II logos located on the main road. There are three sets of them, with two in each set. From left to right they are located in lanes 3, 2, 2, 3, 4, 3. As soon as you collect all six logos, you will be confronted with the first of nine green goblins that you need to quickly zap. These goblins move faster than the white ghosts, but are easier to zap. The best way to get rid of this bunch is to try to stay in one of the four lanes. Only move to avoid the red slime that is shot at your character. Each one of the goblins will align themselves with your character, in so making themselves very easy targets. They should be destroyed by the time you cross

the next "intersection".

There are 6 non-hidden Ghostbusters II logos in this section.

-- Enter Section 7

There are no enemies or obstacles to avoid in this section. There are four Ghostbusters II logos located on the main road. Collect them in the following order; lane 2, 3, 3 and then 4. Hit the gas and go on to the next level.

There are 22 non-hidden Ghostbusters II Logos in this level.

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**** Level 3:	Enemy Details	--	Ways to Bypass
	Spider Creature		Avoid
	Red Head		Avoid, Trap
	Red Clock		Avoid, Trap
	Pitcher		Avoid, Trap
	Goblin		Shoot, Trap
	Gavel		Jump, Trap
	Red Briefcase		Avoid, Trap
	Giant Goblin		Trap

If you scrolled down to level 3 without reading under Level 1, scroll back up to **** Level 1 Continued and read the second paragraph. You need to know what the "optimal firing position" is as well as the "wall of slime". As soon as you start Level 3, get in your "optimal firing position" and create the "wall of slime". There will be a spider creature following you through out this level. If you stall for too long, it will become a problem.

Take a look at the background; it appears that your character is inside a courthouse. There are what looks to be pillars and large doors in the background. What looks like a rail is seated in the foreground. We will use these objects as guides. As soon as you pass the pillar that is located just before the area where the rail begins, a red colored head will charge your character. As long as you make sure not to jump in their path, these objects are nothing to worry about, they never run low enough towards your character to make contact. After the first red head passes, the "wall of slime" will collect a Ghostbusters II logo. Immediately following the logo will be another red head. Keep moving.

A small gap in the rail will appear. Just as you approach it, a red clock will come bouncing towards your character. Stay calm and do not jump. Allow the red clock to bounce over you. As your character passes the small gap, a pitcher full of red liquid will come bouncing your way. Do not try jumping over it. You may need to give a short pause to allow the pitcher to bounce in front and then over your character. As soon as the pitcher passes overhead, your "wall of slime" will catch a Ghostbusters II logo. As soon as the rail comes to an end, a pair of logos will fly overhead. Collect them and keep moving. As soon as you do, two more logos will fly by, one after the other.

A pair of goblins will appear. Make sure you maintain the "wall of slime", that will take care of the logos and goblins for now. Stop and look at the background, from right to left, there is a large door, a pillar and just after another large door, the rail starts again. Now, just after the pair of goblins (same pair as before) try to make their first pass, a Ghostbusters II logo will appear, immediately followed by a red judges hammer (gavel). Keep in mind that this is assuming that you do not stop moving. If you do, the

timing will be slightly off, but the items and obstacles will still appear in the same order. The logo and the red gavel will appear just as you approach a pillar situated between two large doors. The gavel charges your character much like the yellow hand did in Level 1. The gavel comes in low, so you must be ready to jump over it as soon as it appears.

A few seconds later you will be confronted with a red briefcase rapidly moving up and down. These objects make what is basically half of a figure-eight motion. It ascends to create the first half of a figure-eight movement, but it then reverses its course on the decent. All what this movement really does is create the illusion that it is moving very fast. In actuality, the unnecessary movements cause the red briefcase to take more time to ascend, and then descend. This allows your character to pass under, without having to use a trap. To pass the red briefcase, place your character as close as possible to its lowest level of decent. Move past the briefcase as soon as it begins to ascend.

After walking for a few more seconds, you will approach another red briefcase. Handle this briefcase just as you did for the previous one. This time get ready to shoot and jump. Just as you pass under this briefcase, a Ghostbusters II logo will appear. Allow the "wall of slime" to collect it. Just as you collect the logo, a gavel will appear. At this point you should be a few steps past the briefcase. That will be enough room for your character to safely jump over the gavel. As your character is landing from its most recent jump, a logo may or may not appear and then stall near the middle of the view screen. It is a trap, shoot it, and do not jump for it. As it stalls, a red head will pass through the area. With my experience I found the logo to be a trap only if I had missed the previous logo that appeared as my character was passing the second briefcase.

Shortly after passing the red head, you will notice a gap in the rail. When your character gets close to it, two Ghostbusters II logos and two goblins will appear. Allow the "wall of slime" to take care of them. Your character will approach a third red briefcase. Handle it the same way as you did for the previous two. A second or two after you pass the briefcase, a logo will appear. Collect it and keep moving. You will then notice a giant goblin appear on the view-screen. Your weapon of choice will have no effect on it.

The moment your character passes under the giant goblin, release one of your traps. The giant goblin firsts appears on the left side of the view-screen and then moves to the right side. From there, it will try moving back towards your characters current position. If you properly set the trap and then advance a few steps, the giant goblin will not have the chance to make contact with your character. At about the same time a Ghostbusters II logo will appear and be sucked into the trap along with the giant goblin.

Now it is time to take out the final briefcase in this level. This time do not try to pass it, instead set a trap just barely close enough to suck it in. As the briefcase is sucked in, a goblin will be sucked in as well. Take notice of the pillar that will appear to be in the foreground. As you pass this pillar, another gavel will appear along with another goblin. This time, the instant the gavel appears, move several steps to the right, then face left and jump over it. You should have no problem shooting the green goblin. Just after passing the gavel and goblin, set another trap and keep moving. This trap will collect four Ghostbusters II logos as you exit the level.

Ghostbusters II Logos to Collect in Level 3: 15

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**** Level 4:	Enemy Details	--	Ways to Bypass
	Red Slime Bubbles		Avoid
	Giant Pit		Jump with Boost
	Sewer Creature		Avoid
	White Ghosts		Shoot
	Goblin		Shoot

There is an old, but true saying; practice makes perfect. One reason why I like this game is because it is rarely cheap. There are a few obstacles in this level that may seem impossible without guidance. After a few tries, you will get better.

If for whatever reason you did not read under **** Level 2, paragraph 1, scroll up and read it. If you have played extremely well up to this point in the game, you will start this level with one of the weapon upgrades. Seconds after the level opens, you will see two red slime bubbles bouncing on the main road. They appear similar in shape to the green slime bubbles, but if you choose to shoot them, a small blob of red slime will fall rather than a power-up. If the small red blob or the red slime bubble touches your character, you get slimed and loose a life. Unless you want the one hundred points, there is no point in shooting them. They are easier to dodge anyway. The first of this pair is located in lane 4 and the second in lane 1. As your character approaches, the bubble in lane 4 begins to move to lane 1.

Soon after, the bubble in lane 1 begins to move to lane 4. Avoid the first bubble by passing it via lane 1, and then quickly move to lane 4 to avoid the second bubble. It is fine if your character is moving slowly. Just after passing the red slime bubble, stay in lane 4 and pass the two white roadblocks situated in lanes 2 and 3. Just after passing the two roadblocks, a green roadblock will show itself. Avoid the green roadblock by moving your character to lane 1. Stay in lane 1 to easily avoid two more red slime bubbles. As soon as you pass the second bubble in the previous pair, there will be a purple arrow followed by a giant pit.

Use the boost given by the purple arrow to jump over the giant pit. Just you have cleared the pit, you will have noticed a rough oval shaped chunk of pavement hovering just past the mid-way point of the pit. If you had instead been in lane 3 before jumping over the giant pit, you could have started your jump in that lane, temporarily land on the chunk of pavement and then land back on the main road. This kind of fun is probably for another time. It is a lot more risky than taking the purple arrow in lane 1. You also do not receive any bonus by taking that risk.

Assuming you used the purple arrow to jump over the giant pit, your character should be in lane 1 just after landing. Immediately move to lane 2 and reduce your characters speed. Stay in lane 2 to avoid two sewer creatures located in lanes 1 and 3. As you pass the two sewer creatures, several white ghosts will appear on the view-screen. An easy way to zap these ghosts is to stay in one lane as long as possible. Only switch lanes to avoid red slime being shot towards your character. Move slowly and keep firing your weapon. After blasting through a few ghosts, a green slime bubble will appear. Shooting it will cause a green token to be released. This token will give your character a temporary shield. If you are not having difficulty destroying the white ghosts, do not bother with it.

After the green slime bubble passes, there will be a small roadblock in lane 3. Just beyond this roadblock is a pair of Ghostbusters II logos in lanes 1 and 3, followed by three more logos hovering above the park. Just like the "rooftop" logos described under **** Level 2, you must time you're your shot to collect these logos. *Hint* "Rooftop" logos are most easily obtained

while targeting them from lane 1. Each of the three hovering logos sits only a short distance apart. In between the second and third hovering logos is a tall roadblock. Ramming into roadblocks in this level is no different than what is described in level 2. In this case, ramming into it may help you time your shot.

The slower you advance, the easier it is to shoot your intended targets. Shortly after collecting the previous Ghostbusters II logos, you should be in the process of finishing off the current pack of white ghosts. A few moments after zapping the last of the pack, a green slime bubble will appear. Unlike most green slime bubbles, this one moves across the view screen twice as fast. Shooting it requires a bit more concentration. The green token inside is very valuable. Regardless of your current status, it will prove to be a very useful weapon upgrade. As soon as the token falls, chase after it. It will be located in lane 1.

If you were fortunate enough to have kept your most recent weapon upgrade, you should now have access to the "orange" weapon. When you fire this weapon, your shot acts like a homing device; moving in to destroy enemies that are not positioned straight ahead. If you only had access to the weakest weapon prior to collecting this upgrade, you will receive the "red" weapon. Once you do collect this upgrade, you need to relocate your character to lane 2. This time you will be jumping over two giant pits, back-to-back. After passing a few more roadblocks, a purple arrow will appear in lane 2.

Retrieve its boost and jump over the first pit. In order to clear the second pit, your character must successfully land on a small strip of pavement separating the two pits. A split second before landing on the strip, take your thumb off of the "D-Pad". Staying in lane 2, your character will land on a purple arrow. The moment you retrieve its boost, press "Right" on the "D-Pad" and press the "B Button" to jump. Jumping over two pits back-to-back, may take some practice. It will not be long before you master it.

You may have noticed a Ghostbusters II logo on the strip of pavement where lane 3 would be. Two hovering logos were above the second giant pit. Unless you think of yourself as an expert, do not feel bad if you miss any of these three logos. To collect the logo on the strip of pavement, you must have your character situated between lanes 2 and 3 before jumping the first of the two giant pits. Your character must be close enough to lane 2 to retrieve the purple arrow and at the same time be close enough to lane 3 to collect the Ghostbusters II logo. It is tricky. To retrieve the two hovering logos, you simply have to time your shot as you jump.

When you land back on the main road, move your character to lane 4. There will be a tall roadblock in lane 1 and a sewer slime creature in lane 2. Both objects are better off to be left alone. At this time you can see that another pack of white ghosts must be dealt with. After this pack there will be no more white ghosts to destroy. While you zap the ghosts, several white colored tombstones will be launched from the grassy area and on to the main road. From left to right they land in this order, lane 1, 2, 4, 3, 3, 2, 4, 1, 2, 3, 1. About halfway through, a Ghostbusters II logo will be in lane 3. The tombstones are virtually no different than the roadblocks. Their cause and effect relationship are basically the same.

If your character rams into a tombstone it will crumble and fall over. Nothing extraordinary. It will still be helpful to advance slowly as you zap away at the white ghosts. It will not take long before there are no more to destroy. After you finish off the last few, move to lane 4. A purple arrow will appear in lane 4. You will be faced with two more giant pits, back-to-

back with a small strip of pavement between the two. To successfully jump over these two, do the same as you did for the previous pair. The only difference is that your character will be in lane 4. The second you land back on the main road, fire your weapon to collect a low hovering Ghostbusters II logo.

Before your last big jump, there will only be a few minor roadblocks to pass, but no enemies to shoot. You need to place your character in lane 3. There will be another purple arrow preceding the final giant pit. Only one this time. After successfully jumping over the final giant pit, you will be faced with several goblins. These goblins are the same as those described in Level 2. This time there are a lot more of them. This is where the orange weapon comes in handy. With the homing affect, the goblins will not get very close to your character. Regardless of what weapon you have, keep firing no matter what. Remember to advance as slow as possible and only switch lanes to avoid any slime shot towards your characters current position.

Your only goal at this moment should be to destroy the goblins. There are no more roadblocks to stay away from or Ghostbusters II logos to collect in this level. I have had the best of luck shooting these goblins when I try to stay in the middle of the main road. Finish with these goblins and exit the level.

Ghostbusters II Logos to Collect in Level 4: 9

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**** Level 5:	Enemy Details	--	Ways to Bypass
	Spider Creature		Avoid
	Red Bell		Avoid, Trap
	Train Whistle		Avoid, Trap
	Steel Stake		Avoid, Trap
	Goblin		Shoot, Trap
	Red Brick		Jump, Trap
	Red Face		Avoid, Trap
	Red Lantern		Avoid, Trap
	Red Bat		Avoid, Trap

The controls in this level are the same as those in Levels 1 and 3. As in Levels 1 and 3, there will be a spider creature that follows your character throughout Level 5. This time it should not be a problem if it ever was. As discussed in Levels 1 and 3, you will need to get in your "optimal firing position" and create your "wall of slime".

Begin moving as the level opens. Moments afterwards, your "wall of slime" will collect three Ghostbusters II logos, one after the other. Keep moving. Several steps later, three objects will come bouncing your way. You encounter what looks to be a red colored bell, a train whistle and then a steel stake. The red bell has a long and high bounce. To avoid the bell, you may or may not need to give a short pause before continuing. The red train whistle is the trickiest of the trio. It bounces high, low and repeats the process. The safest way to get past the train whistle is to allow it to bounce over your character when it is on its high bounce.

When your character approaches the train whistle, you may need to take a few steps backward to avoid the low bounce before advancing. The steel stake may not be as easy to pass as the bell, but it still should not be a problem. Pause if need be and then continue onward. A few moments later you will encounter another trio; a bell, whistle and stake. This time the three objects are closer together. There is no need to rush through this stage, take your time. Allow the second trio to approach your character. Pause

before advancing past them. Stalling will allow some space to develop between the three objects. Allow the red bell to bounce over your character. Pass the train whistle and the steel stake just as you did before. Use the "wall of slime" to zap four incoming goblins and continue moving.

A few seconds later, a third trio will present itself. The movements of the bell, whistle and stake are the same as before. Their movements are predictable and easy to master. The only practice you need is to know when to give a short pause before advancing. While your character attempts to pass the whistle in this third trio, a slow moving goblin will make an appearance. It is not much of a threat. The actual site of the goblin is the only real distraction. As your character advances, you should have no problem zapping it. Shortly after passing the steel stake, you will be faced with a different and more dangerous trio.

If you were to quickly advance your character (I do not recommend this), you would be confronted with a red brick, a red face and then another red brick. The two red bricks travel quickly at ground level. The red face travels above the ground. All three move straight across the view screen. The red face travels high enough so your character can pass under it, but low enough to hit your character if you jump into its path. So if you did move quickly and confront all three at once, you would have to jump over the first brick and in mid-flight press "Right" on the "D-Pad" to avoid being hit by the red face. The second you land, you would have to press "Left" on the "D-Pad" to face left. Then quickly jump over the second red brick. I recommend taking it slow. Allow the objects to approach your character rather than rushing into them. This way you will be able to pass each of the three objects one at a time.

When you start getting close to where the first red brick makes its appearance, begin moving slowly by taking a few steps at a time. The very moment the first red brick appears, take a few quick steps backward before jumping over it. This will ensure that the red face does not hit your character in mid-flight. Again, take a few more short steps. The red face will safely pass overhead. Now it is safe to advance normally. The second brick is no longer a threat without the other previous two objects. Simply jump over it and continue moving.

Up next, there will be a set of three red lantern objects blocking your characters path. These three objects are hardly a challenge. Each of the three objects ascend and descend slow enough to allow your character to pass under with ease. As you pass under the third of the three lanterns, have your "wall of slime" ready. You need it to catch a set of three Ghostbusters II logos. A few moments after collecting the logos, a goblin will present itself just before your character nears another red lantern. The "wall of slime" should easily handle the goblin. After advancing a few more steps, you will face that red lantern. You should have no problem passing this one.

A couple of steps later, there will be a set of four red lanterns. While your character moves into the middle of the first and the second lantern, two goblins will come into view. Use the "wall of slime" to zap them and keep moving. Shortly after passing under the fourth lantern of this set, another goblin will appear. This one moves slowly and can be easily taken care of. After advancing for a few moments, a Ghostbusters II logo will come into view followed by two goblins. Collect, Destroy, Advance. There will be three more lanterns to pass. Pass under them and then pause before existing the level.

At the very end of this level there will be a red bat creating something of a figure-eight motion. Do not try to time this one out. Make your character

stand very close to it. As soon as the bat begins its ascent, take a step or two to the left, set a trap and then take a few steps to the right. When the trap sucks the bat in, kick the trap away and exit the level.

Ghostbusters II Logos to Collect in Level 5: 7

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**** Level 6:	Enemy Details	--	Ways to Bypass
	For all Enemies		Shoot, Book-Bomb

This level is where everything matters. It is not game over if you have played poorly up to this point in the game. As long as you make it here and do exceptionally well throughout this level, you will have a solid chance at ruining Vigo's evil plans.

The cut-scene between Levels 5 and 6 shows the four Ghostbusters placed inside the Statue of Liberty. You get to control France's gift to the U.S.A.! The "wall of slime" is not compatible with your character in Level 6. At the bottom of the view-screen, located between your high score and the clock, is a new item. This item is a column that can hold six white bars. When it fills up, your character loses a life. Whenever your character makes contact with a foe, you still lose a life, but you do not always lose a life when your character gets hit with a ball of slime. As Level 6 opens, seven ghosts will appear and form a single-file line. A Ghostbusters II logo may or may not be hovering under the ghosts. In the previous levels, power-ups and other items were always placed in localized areas. In this level, power-ups and logos often appear at random.

There are dozens of Ghostbusters II logos in this level. When you press the "A-Button", your character will fire its standard weapon. Holding the "A-Button" may still be easier than aiming and shooting each target. Pressing the "B-Button" will shoot a bomb into the sky that destroys all foes and collects useful items. Your character can only hold one bomb at a time. The bomb is that green book that your character holds in what would be its left arm. Just like the Ghostbusters II logo, there are green torches and green books floating around. When you shoot a green torch, your character is given the ability to fire its weapon in a few different directions. Press "Up" on the "D-Pad" to aim at targets behind your character. Press "Down" on the "D-Pad" to aim at targets in front of your character. You lose this ability when your character gets hit with a slime-ball and/or loses a life.

Now, as for the seven ghosts, they will move back and forth across the view-screen. With each pass, they move closer to your characters position. Eventually they will move close enough to make contact with your character. You should not have a problem destroying them before that happens. As you shoot them, move back and forth as they do. If you do not shoot fast enough, other ghosts will have time to replace those that you do manage to shoot. After you dispose of them, another set of ghosts will appear. These ghosts are quite annoying. Do not try to shoot them, simply use your green book bomb to wipe them out all at once. After the bomb explodes, several ghosts will enter the view screen one-by-one. They each move from left to right and off of the view-screen.

If you choose not to shoot them, they will become aggressive and fly low enough to hit your character. Still, these ghosts are not much of a challenge. After blasting these ghosts, several Ghostbusters II logos will appear. The logos move left to right on the view-screen. With or without the "torch ability", it is easy to collect these logos. After collecting the logos, several white 'fountain' ghosts will begin launching themselves into

the sky and back down again. They are harmless when they move up, but they will cause a loss of life if they land on your character. These ghosts can easily be avoided by moving your character back and forth. They are even easier if you use the "torch ability".

After zapping these ghosts, several Ghostbusters II logos will appear. These logos move up and down much like the fountain ghosts. A good way to collect these logos is to move your character to the right side of the view-screen. Use the "torch ability" to shoot as far out in front as possible. With this position, many of the logos that you do not shoot will be collected when they land on your character. Seconds later, ghosts will fall from the sky. They do not allow as much time for you to get your character out of the way as the fountain ghosts do. With that said, these are not that difficult to destroy. Move as you shoot, there are not many these to confront.

After the falling ghosts, a set of seven ghosts will appear. These are the same as the first seven ghosts at the start of this level. Shoot them like you did before. You may notice a different kind of white ghost moving across the view-screen. It is unlike any of the other ghosts in that if you shoot it, you will be given temporary invulnerability. After finishing off the set of seven ghosts, another set will appear. Like before, these ghosts can be a hassle. Use the book-bomb and move on. More white ghosts will move from left to right and off of the view-screen. These ghosts are followed by several Ghostbusters II logos. Handle these like you did before.

Just after collecting the logos, fountain ghosts will appear. A book-bomb will wipe them out in one blow. If you do not have a bomb, shoot and move as you did for the previous fountain ghosts. After disposing of them, several Ghostbusters II logos will appear. These logos move much like the fountain ghosts. After collecting the logos, several ghosts will begin falling from the sky. Shoot and avoid these as you did for the others and then enter Level 7.

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**** Level 7:	Enemy Details	--	Ways to Bypass
	For all Enemies		Shoot, Book-Bomb

Before you start this level you receive a message from Vigo.

By midnight, New York shall be mine.

Throughout this level you control the Statue of Liberty. As in Level 6, many power-ups appear at random. You can only hope that you are given the opportunity to collect many bombs and torches. I have played through Level 6 and 7 countless times. I have not truly found a predictable pattern.

The first of several foes that you will encounter are clouds. Clouds moving through the sky that shoot bolts of lightning at your character. Use your first book bomb of this level to destroy the clouds altogether. It is a lot easier this way since the bolts of lightning are not easy to avoid. There is a catch though. With my experience, the bomb must explode when there are at least three clouds on the view-screen. So before launching the bomb, you may need to wait for the first two clouds to appear. Hopefully then, a set of three clouds will follow.

You will probably be better off avoiding the lightning bolts by holding your character on the left side of the view-screen. When three clouds appear, use the bomb. Just after the bomb explodes (if done successfully), several

Ghostbusters II logos will begin moving across the view-screen from right to left with the exception of one logo. Unfortunately, this level is quite random, so you may not be given the chance to collect these logos. Whether or not the logos appear, your next set of enemies will remain the same.

From now on, whenever you are fortunate enough to retrieve a book-bomb, use it as soon as possible. The second type of enemy that you face in this level is similar to the "fountain" ghosts of Level 6. The difference is that these ghosts are smaller and they take more time to fall to the ground. While they fall, they make somewhat of a swirl motion. These ghosts are easy to shoot and avoid. If you destroy them with a bomb, several Ghostbusters II logos may appear and move in a swirl motion much like the previous ghosts. The best way to collect these is to hold your character on the right side of the view-screen and continue to shoot your standard weapon straight up. The logos that you do not shoot will land on your character. The next set of enemies appear to will be skeletons falling from the sky.

First, the skeletons appear at the top of the view-screen as they begin their decent. When they reach the bottom of the view-screen, they curve back up and ascend off of the view-screen. These skeletons are easy to destroy. Once you destroy them, several Ghostbusters II logos may appear. The logos mimic the skeletons movements. Depending on your characters current location on the view-screen, the "torch ability" could be quite useful in collecting the logos. After collecting the logos, invisible ghosts will attack your character by shooting slime-balls. You can predict their locations by looking at exactly where the slime-balls first appear. The slime-balls are not very easy to avoid. Dodge them by moving back and forth as you shoot the invisible ghosts. This is probably when the book-bomb is most needed.

The next set of ghosts move up and down on the view-screen. When they first appear, they do not immediately attack. When they dive, they move somewhat diagonally from left to right and then back up. These ghosts are difficult to avoid because they cover a lot of space. *Hint* When these ghosts make a dive near the right side of the view-screen, move your character to the left side of the view-screen and vice versa.

Next, you will face several clouds again. This time they move faster and a lot more come at once. As in Level 6, you will see a ghost that will give your character temporary invulnerability if you shoot it. Keep moving and shooting. Hopefully, several Ghostbusters II logos will follow these clouds. After the logos, more small "swirling" ghosts will appear. This time there are a lot more of them. They will also shoot slime-balls at your character. Destroy them and hope for more Ghostbusters II logos. The next set of enemies will be another pack of skeletons. These are just as easy to blast as the previous skeletons. Dispose of them as you did before.

The skeletons will be followed by more of the invisible ghosts. They are not more difficult than before. Deal with them the same way. After the invisible ghosts, more of the same ghosts that take up a lot of space by moving up and down will appear. Dispose of them and then enter the final level.

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**** Level 8:	Enemy Details	--	Ways to Bypass
	Spider Creature		Avoid
	Goblin		Shoot, Trap
	Gargoyle		Avoid, Trap
	Statue		Avoid, Trap

Candleholder	Avoid, Trap
Horse	Jump, Trap
Head (long, high bounce)	Avoid, Trap
Head (low, high bounce)	Avoid, Trap
Odd Statue	Avoid, Trap
Giant Goblin	Trap

To finish this game you must play through this level four times. Each time gets more difficult. The game really has eleven levels rather than eight. Each Ghostbuster must make their way to Vigo one at a time. I have divided this level into four major sections: First Ghostbuster, Second Ghostbuster, Third Ghostbuster and Fourth Ghostbuster.

First Ghostbuster-

Not unlike some of the previous levels, there will be a spider creature that follows your character throughout this level. This spider will not allow much time for your character to stall. Advance quickly and put the "wall of slime" to good use. Moments before confronting your first obstacle, the "wall of slime" will zap a goblin and collect two Ghostbusters II logos. The obstacle appears to be a silver gargoyle. Its movements are similar to that of the red briefcase in Level 3, which is described in detail in the fourth paragraph under **** Level 3.

Except that this silver gargoyle does a full figure-eight motion. With the spider creature just behind, you do not have time to use a trap on every object. With enough practice, it will become easy to walk under these gargoyles. Each time your character walks under a gargoyle, it will nearly make contact. As you pass the first gargoyle, a second will come into view. As your character approaches it, a goblin and a logo will fly overhead. Just after passing the second gargoyle, a silver statue will fly by along with two more logos. Ignore the statue, collect the two logos and advance towards the third gargoyle. This time there is a silver candleholder moving side-by-side with the gargoyle.

The candleholder moves straight up and down as the gargoyle moves in a figure-eight motion. It looks more difficult than it is. At this point in the level you should have earned a few seconds to time it out as your character walks under the objects. After passing the third gargoyle, a goblin and a Ghostbusters II logo will fly by just before your character approaches the fourth gargoyle. After passing the fourth gargoyle two more logos and a goblin will fly overhead as your character approaches the fifth gargoyle. Yes its tedious. Two logos, a goblin and a sixth gargoyle follows the fifth gargoyle. After the sixth gargoyle is another goblin and logo.

Keep moving. Another gargoyle and candleholder need to be passed. As your character passes these two objects, a silver statue will fly by, ignore it. Approach the next candleholder. It moves slowly so it is easy to pass. While your character passes under this candleholder a Ghostbusters II logo will fly overhead near another gargoyle. After passing this gargoyle, two logos and a goblin will appear. As they do, a silver horse will dart across the view-screen. Use the "wall of slime" as you jump over the horse. After the horse is another gargoyle followed by two logos, a goblin and then another gargoyle. Pass all of those and then shoot two more logos along with two goblins. Bypass another gargoyle; shoot two goblins and one Ghostbusters II logo. Pass yet another gargoyle, shoot two goblins followed by three logos and then finally two more goblins. The next two candleholders are the last objects that this Ghostbuster must face. Easily walk under them.

Second Ghostbuster-

After advancing a few steps, use the "wall of slime" against four goblins.

While your character draws near a candleholder, two more goblins will come into view. After passing under the candleholder, three silver objects will come bouncing your way. The first two look like two different heads. The third looks like an odd statue. The first head moves quickly across the view-screen with its high and long bounce. The first head is little or nothing to worry about. The second head bounces low, high and then repeats the process.

You may need to give a short pause in order to walk under the second heads high bounce. The odd statue usually follows closely behind the second head. Its bounce is higher than the second heads and is relatively easy to walk under. It might require a short pause before advancing. Afterwards, three goblins will come into view prior to the next gargoyle. Since this gargoyle only does half of a figure-eight motion it is much easier to pass. After the gargoyle, three silver objects will move towards your character: a horse, a statue and another horse. These objects move across the view-screen in a straight line, much like the two red bricks and the red face did in Level 5, which is described in the third paragraph under **** Level 5.

After the two horses and the statue is a set of four candleholders. Like the others they move slowly and are easy to pass. When your character passes the first candleholder, two goblins will appear. Blast them. When your character passes the fourth candleholder, three Ghostbusters II logos will appear and move rather quickly across the view-screen. Shortly after the three logos, two goblins plus one giant goblin will appear. Set a trap just after your character walks under the giant goblin. The trap will take care of the giant goblin. Shoot the other two goblins if needed.

Just afterwards, three logos will pass overhead, followed by a trio of two horses and one statue. Deal with these foes as you did before. Easily blast the next goblin that comes into view. Following the goblin, there will be a new type of trio consisting of a statue, horse and then another statue. Ignore the two statues and jump over the horse. A few moments later, three goblins will appear just before the next gargoyle. The goblins move slowly and are not much of a challenge. Pay attention to the movements of each gargoyle that you come across.

There will be a set of four candleholders just beyond the gargoyles location. A goblin will appear after passing the first candleholder of this set. Blast it and move towards the fourth candleholder. Before passing it, set a trap and then take a couple steps backwards (right on the view-screen). This will suck in the candleholder and a pesky goblin. The last object for this Ghostbuster to pass is gargoyle. Time it out and walk under it.

Third Ghostbuster-

The first enemies to confront will be a trio of two heads and an odd statue. Pass these the same way that you did for the second Ghostbuster. Three slow moving goblins will come into view as you approach a gargoyle. Blast them and pass under the gargoyle without taking too much time. Four goblins will come into sight just after the gargoyle. Two more goblins will appear just before the next candleholder. Next will be a trio of two horses and a statue followed by a set of four candleholders.

After passing the first of the set, two goblins will emerge. After the fourth candleholder is a gargoyle, followed by another candleholder and yet another gargoyle. The two gargoyles and the candleholder are situated very close to each other. There is barely enough room for your character to fit between the first gargoyle and the candleholder. If you moved fast enough through the level, the spider creature should not be on the view-screen. Hold your character close to the first gargoyle. When it begins to ascend,

take one step forward (left on the view-screen), set a trap and then take a few steps backwards.

Now set a second trap on the same spot as you did for the first and move towards the candleholder. The second trap will capture a goblin and a Ghostbusters II logo. Now set a third trap under the candleholder and the second gargoyle and then take a few steps backward. This third trap will suck in the candleholder, gargoyle and another goblin.

A few moments later, two goblins and a logo will fly overhead. Following those three will be a statue, horse and another statue. Ignore the first statue and jump over the horse. A couple seconds later, the second statue will appear about the same time as do two giant goblins. Shortly after the two giant goblins come into view, set a trap and keep moving. Seconds later, three goblins will be hovering around the next gargoyle. Just before the gargoyle, a horse will dart across the view-screen. There is just enough room for your character to jump over the horse and land without falling into the gargoyles path. The "wall of slime" should take care of the three goblins as your character jumps over the horse.

After passing the gargoyle, a goblin will appear as your character approaches a set of three candleholders. Blast it and move towards the third candleholder. Set a trap under the third candleholder and take a couple steps backward. After the trap sucks it in, kick it away. Pass the first gargoyle, shoot the goblin and then pass the second gargoyle.

Fourth Ghostbuster-

Begin your advance as soon as you have control over your character. Two heads will come bouncing together towards your character. Suck them in with a trap and quickly move on. A Ghostbusters II logo will appear as your character approaches the first gargoyle. Shoot the logo and set a trap under the gargoyle as your character walks under it. The trap will suck in the gargoyle, a logo and at least one of two goblins. Do not stall when setting the trap. Keep moving forward.

Just after the gargoyle, three horses will charge your character all at once. As long as you do not stall, you should be able to jump over all three at once. In the process of jumping or possibly landing, you can shoot the second of the two goblins. A few moments later, two goblins will appear followed by a bouncing head, a logo and then two more goblins. The biggest threat is the bouncing head. Allow the "wall of slime" to dispose of the goblins and collect the logo. The head bounces low then high and repeats the process. Time it out so it bounces over your character.

This is where it gets tricky. Next will be a gargoyle. Pass it and slowly move forward. The moment you see a giant goblin, set a trap and take a few steps backward. Kick the trap away after the goblin is sucked in. Set another trap in the same location and slowly move forward. Though this part of the level is not easily predictable, the next set of enemies will always come in the same order; horse, horse, statue, horse, horse, horse, horse. The timing will always differ. Your best chance is to move slowly. This way, these enemies will not come all at once and in doing so; you will have time to jump in between them.

While maneuvering past these foes, several Ghostbusters II logos will fly overhead. The best way to collect the logos would be to set a trap when needed. Shortly after passing the sixth horse, a giant goblin and a logo will appear. Set a trap as soon as the giant goblin appears. At this point, try moving forward normally. Shortly after the giant goblin, three objects: a face and two odd statues will bounce towards your character. They all

bounce long and high. Most of the time you can continue moving forward without stopping. As the objects bounce over your character, a Ghostbusters II logo will fly overhead. The next trio consists of two heads and an odd statue. The sight of all three objects is used as a distraction. As the trio passes, so will another logo. The third trio is the only threat. Two odd statues and a low bouncing head will come towards your character. Set a trap and take a few steps backward the moment they appear.

A few seconds later, two low bouncing heads will appear as your character approaches the next gargoyle. Use a trap to suck in the heads and then walk under the gargoyle. Following this gargoyle will be a candleholder and another gargoyle. A giant goblin and a Ghostbusters II logo will appear about halfway between the gargoyle you just walked under and the candleholder. Set a trap just before the halfway point. When you get close to the candleholder, a horse will run across the view-screen. When it appears, take a few steps backward and then jump forward. Then place your character close to the candleholder without getting hit, a logo and another horse would appear. Shoot the logo and jump over this horse the same way that was described for the previous one.

Most likely, a Ghostbusters II logo will appear during the time your character is jumping over the horse. Shoot it and then set a trap under the candleholder and gargoyle. The trap will suck in these two objects plus a statue that moves by. Set another trap and then slowly move forward. Four horses will follow, along with five logos. The slower you move, the easier it will be to jump over the horses. Set traps when needed to collect the logos.

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**** Ending:

Obviously Vigo does not put up much of a fight. There are no bosses to fight. All four Ghostbusters stand in front of a painting of Vigo. They all shoot slime on it and the painting crumbles. The screen switches to the front of The New York News Newspaper. There are a few pointless words along with photographs of our heroes. You are then presented with your final score.

End Game.

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-----Authorized Websites-----

My thanks go out to the following websites for politely asking to post my walkthroughs (in other words, they are not thieves):

<https://www.neoseeker.com/>

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