



PlayStation

PAL



**THE ULTIMATE  
INVASION**

**PlayStation®**

## Precautions

• This disc contains software for the PlayStation® home video game console. Never use this disc on any other machine, as it could damage it. • This disc conforms to PlayStation® specifications for the European market only. It cannot be used on foreign-specification versions of PlayStation®. • Read the PlayStation® Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®, always place it label side up. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Never attempt to use a cracked or warped disc, or one that has been repaired with adhesives, as this could lead to operating errors.

## Health Warning

For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lighted room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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**See back page of this manual for Customer Service Nos. and Games Hotline Nos.**

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**1or2  
Players**



**Memory Card  
1 block**



**Analog Control  
Compatible**



**Vibration Function  
Compatible**



**Synchronized Light Gun Controller  
Compatible**

# STARTUP

## Installation

It is recommended that you refrain from inserting and removing peripherals or MEMORY CARDS while the console is turned on. Before beginning a game, check to make sure you have enough free blocks on your MEMORY CARD. The MEMORY CARD must only be insert in MEMORY CARD slot 1.

1. Install your PlayStation® (PS one®) console according to the instructions provided in the instruction manual.
  - Check to make sure the console is turned off before inserting or removing a disc.**
  2. Insert the **Extreme Ghostbusters™** disc and close the disc cover.
  3. Insert in the controllers and TURN ON the PlayStation® (PS one®) console.
- The language selection screen will appear on boot-up. Choose your language using the directional buttons and confirm it by pressing the  $\otimes$  button. When the **Extreme Ghostbusters™** introductory screen appears, press START to go to the main menu.

## Light Gun Controller

### HOW TO CALIBRATE YOUR LIGHT GUN

#### CONTROLLER?

If there is a synchronized light gun connect to your Console, the Calibration Screen will be displayed automatically.

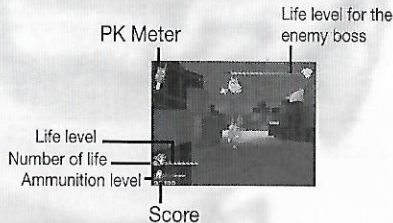
You can also access the Calibration Screen from the Options Menu (Option/Gun calibration).

You must calibrate your synchronized light gun in order to be able to aim accurately.

If there is an Analog Controller connected, the Calibration Screen will not appear as you do not need to calibrate the Analog Controller (DUALSHOCK®).

Please note that if you have your light gun controller inserted into controller port 2, you must have a controller inserted into controller port 1.

## INFORMATION ON THE SCREEN



## INTRODUCTION

Highly paranormal activities have just been detected in New York. Professor Whitman at the City Museum has alerted the **Extreme Ghostbusters™** of these most disturbing phenomena. However, before they leave, Janine, the famous secretary at the **Extreme Ghostbusters™** office, makes a rather strange phone call telling them to meet in a narrow alley. They quickly discover that the meeting is a trap! Mirror Demon, the evil spirit, has kidnapped and cast a spell on Janine...

The **Extreme Ghostbusters™** must act fast to save their friend and find out who is behind this latest threat!!!

# CHARACTERS



**Eduardo**



**Kylie**



**Roland**



**Garrett**

## Enemies

There are 4 types of enemies that frequently appear in the game.

### The Regular Ghost

Don't mistake the Regular ghost as friendly Slimer. He's not. These nasty former friends of Slimer's are a different color and have an aggressive face. He can either attack close-up by touching the player or cause damage by throwing slime from a distance.

### The Biker Ghost

The Biker Ghost is the most feared of the traditional enemies that fly over the area. He is lethal with his chains at close-quarters and also accurate at throwing slime from a distance. This enemy is the most difficult to eliminate due to his many life points !! His weak point is his head.

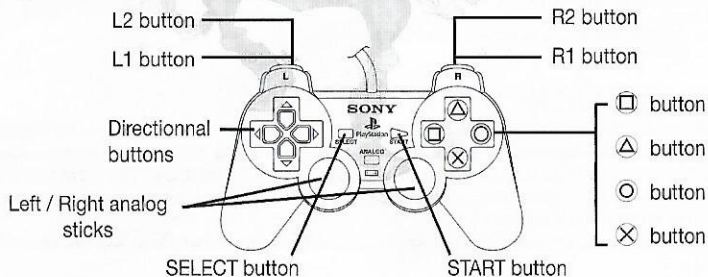
### The Zombie

The Zombie is a very tough floor-bound creature. He will attempt to attack the player with his claws or slime him at long range. Sustained shooting will be the only way to stop him!

### The Leprechaun

A very quick enemy, the Leprechaun is also floor-bound. He will attempt to attack the player with his cane. Although he doesn't have many life points, he is difficult to stop due to the speed with which he attacks!

## Analog Controller (DUALSHOCK®)





# CONTROLS

## Controls

### LIGHT GUN CONTROLLER

### ANALOG CONTROLLER (DUALSHOCK®)

*The controls in the menu:*

Select an option:	Aim	ⓧ button
Scroll	A button	Directional buttons
Confirm a choice:	Trigger	ⓧ button
Back	B button	△ button

*The controls in the game:*

Normal proton shot:	Trigger	ⓧ button ○ button
Laser shot:	B button	△ button □ button
Duck and recharge:	A button	R1 button L1 button
Pause:	Press and hold the A & B buttons	START button

# EQUIPMENT

Like all elite groups, the **Extreme Ghostbusters™** have cutting-edge equipment:

- The **proton pack** is the weapon most commonly used against the ghosts. It is ideal for eliminating regular ghosts and weak bosses. They can either launch balls of protons (for quick, but low intensity fire), or proton lasers (which are more powerful, but consume a lot of energy).
- The **PK Meter** measures the intensity of ectoplasmic activity. It informs the player of approaching projectiles launched by a ghost, which allows him to duck to protect himself.

# GAME MODES

## Training Mode: Headquarters

If you choose the training mode, you can test and perfect your shooting skills in the various mini-games. These mini-games will test your abilities and your speed at hitting targets.

**Mini-game 1 - The Shooting Stand:** Spengler has built a shooting stand where ghosts appear on where ghosts appear on billboards. The player must score the most points possible in a limited amount of time. This mini-game is designed for beginners.

**Mini-game 2 - Ghost trap breakdown:** Ghost trap breakdown: The Ghost trap has a leak and ghosts are escaping from it. You must prevent the ghosts from escaping from the garage by walking around the walls until Spengler has the time to repair the leak. The goal is to hold out as long as possible, while more and more ghosts try to escape. When 5 ghosts have gotten out, you lose the game.

**Mini-game 3 - Slime Balls:** Slimer found an old tennis ball machine, which he has filled with mud. You must withstand the many waves of mud balls that Slimer throws at you. This is the most difficult mini-game, with a constant firing speed that increases with each turn.

### **Quick Game Mode:**

If you select Quick Game Mode, you will be able to choose from among the various levels that you have already unlocked, without having to follow the adventure in chronological order. This mode will enable you to practice your shooting accuracy, improve your performance in certain levels and replay your favorite parts of the game.

### **Adventure Mode:**

If you choose Adventure Mode, you will embark on an extraordinary adventure with the **Extreme Ghostbusters™**. As you progress through the game, you will experience intrigue, mystery and suspense. At the beginning of world 1 and 2, the player will be given objective points that he/she will have to reach to progress to another world and win a credit life.

### **Saving/Loading a Game:**

Select **SAVE** to record the high scores on the memory card. You must highlight **YES** and confirm your choice (by pushing the **X** button).

Select **LOAD** to load the data from a previously saved game. Once the load or the save is complete, pull the trigger of the gun or push the **X** button on the controller to return to the previous screen.

### **Options:**

This screen is the point of access to the configuration menus. Then select **EXIT** to return to the menu from which this mode is selected.

- **DIFFICULTY:** Three different levels: easy, medium, and hard.
- **SOUND OPTIONS:** To adjust the volume of the music and sound effects.
- **CONTROLLER OPTIONS:** To choose the buttons that you wish to associate with the game commands.
- **LIGHT GUN CALIBRATION:** To calibrate your light gun, aim at the target in the centre of the screen and pull the Trigger. A cross will appear on the screen. If the position of the cross corresponds accurately with your aim, the synchronized light gun has been calibrated successfully. If the cross does not appear in the correct position, repeat the process. When you have finished calibrating the light gun, press the **A** button or the **B** button to proceed to the next screen.
- **LANGUAGE SELECT:** To change the game's language.
- **SCREEN POSITION:** To center the game's screen on your TV set.
- **SAVE OPTION:** To save your last game.

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### **CREDITS**

#### **Extreme Ghostbusters™**

Developed by Similis and Sproing Interactive

Published by LSP

#### **Hip Interactive**

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Brice Davin

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Sony Pictures Family Entertainment

Scott Ellefson

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##### **Project Manager**

Alexander Christof

##### **Lead Programming**

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Mason Doran

##### **Game Design**

Georg Heinz

##### **Additional Level Design**

Emanuel Bruckmüller

##### **Sound Effects**

Robert Osterberger

##### **Music**

Tufan Uysal

# Customer Service Numbers

# Games Hotlines

• Australia	1300 365 911	1902 - 222 - 448
Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.		
• Österreich	0820 500 535	Please contact your local distributor
0,145 Euro/Minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.		
• Belgique/België/Belgen	011 516 406	08 25 15 00 58
Prix d'un appel local. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.		
• Danmark	33 26 68 00	Please contact your local distributor
Man-Torsdag 9-16.30 Fre 10-15. Ring venligst kun til disse kundeservicenumre vedrørende hardwaresupport til PlayStation-produkter		
• Suomi	0600-411911	Please contact your local distributor
17.00-21.00 ma-to, 0.79 Euro/min. Tätä asiakaspalvelunumeroa voi käyttää vain PlayStation-tuotteiden laitteistotukeen liittyvissä kysymyksissä.		
• France	0820 31 32 33	08 25 15 00 58
0,15 Euro/minute Ouvert du lundi au vendredi. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.		
• Deutschland	01805 766 977	0190 - 846034
1,86 Euro/minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.		
• Greece	(00 301) 677 7701	Please contact your local distributor
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• Ireland	0818 365065	Please contact your local distributor
All calls charged at National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.		
• Italia	848 82 83 84	02/4130345
Tariffa Nazionale. Chiamare questi numeri del Servizio Clienti solamente se si necessita di assistenza relativa all'hardware dei prodotti PlayStation.		
• Israel	971170	Please contact your local distributor
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• Malta	21 344700	Please contact your local distributor
National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.		
• Nederland	0495 574 817	Please contact your local distributor
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• Norge	820 75 050	Please contact your local distributor
Mon-Fre 8.30-16.30. Vennligst ring disse kundeservicenumrene bare for maskinvarestøtte i forbindelse med PlayStation-produkter.		
• Portugal	707 23 23 10	Please contact your local distributor
Contacte-nos através destes números de Assistência ao Cliente para obter assistência técnica (hardware) apenas para produtos da PlayStation.		
• España	902 102 102	91 789 35 60
Tarifa nacional. Al llamar a estos números del Servicio de atención al cliente sólo obtendrá asistencia para los productos PlayStation.		
• Sverige	08 587 822 40	Please contact your local distributor
Mån-Tors 8-17 Fre 8-15.30. Ring endast dessa kundeservicenummer för maskinvarusupport av PlayStation-produkter.		
• Schweiz/Suisse	0848 84 00 85	Please contact your local distributor
Tarif appel national / Nationaler Tarif / Tariffa Nazionale. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.		
• UK	08705 99 88 77	Please contact your local distributor
National rate. Calls may be recorded for training purposes. Calls charged at local rate.		

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