

Shots

FIRST LOOKS, NEW SCREENSHOTS, GAME UPDATES

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Not every the screen makes us want to trade for the real thing, but this look sure for a Proton pack.

Time has spent the night, they're not great for the weekend.

Ghostbusters

Yes, yes and hell yes!

If you are one of the younger generation that Calvin Harris has love for, then you may not appreciate just how much love some of the slightly older (but inwardly immature) gamers will have for Ghostbusters. Alongside Goonies and Back to the Future, it was a childhood fantasy film that we all wanted to be in and having the chance to live those dreams on the Xbox 360 is reason enough to get very excited.

We've seen Ghostbusters games before, all of which were pretty average and are now very old, and there's nothing to guarantee that this won't be another lacklustre cash-in but hell, this is Ghostbusters and we're willing to trust it with everything. If you want nailed on reasons to be cheerful then you've only got to look at the people already on board, Dan Aykroyd and Harold Ramis are writing the script (they also wrote the movies) and the whole team is lined up to appear, along with one or two others from the two films - not Sigourney Weaver or Rick Moranis by the looks of things though.

The official release does quite that "the game will feature the original film cast" and we can be confident that Aykroyd and Ramis will be adding their own voices (Aykroyd gave this away in an interview about a year ago) but Bill Murray can only be a maybe for now. When rumours of a Ghostbusters game were thickening around the time Aykroyd first mentioned it, word was that Murray was the only one who wouldn't be appearing but apparently there is still hope that he'll turn up to help out his old mates create the truly authentic Ghostbusters experience. Bill, if you're reading this, per leeeeeeeeeeeeee. Pretty, pretty please with cherries on top and everything. These rumours first appeared surrounding a developer called Zootyly which was apparently working on a Ghostbusters game - until rights-holding Sony Pictures stepped in. If we were sceptical, we'd say that this was all just a stunt to drive hype and enthusiasm for this official franchise. But we're not, so we won't.

In the game, you'll sign up as a new member of

the team as Manhattan again finds itself under threat from another paranormal plague with a variety of ghouls and demon to hunt and take down. The game is set around the time of the films (that's somewhere between 1984 and 1989) and will take in many of the locations and, judging by these screens, several memorable scenes that we know and love. Rest assured you'll have a fair array of gadgets to play with, not least a kid-ass Proton Pack/ "unlicensed nuclear accelerator" to lay waste with and, oh yes, the streets will be crossed.

With such an acclaimed scriptwriting team, Ghostbusters should have a great story, packed with brilliant dialogue, humour, mythologies and a gleeful touch of the surreal. However, for now, we'll have to make do with these few basic details, a handful of screens and a rekindled youthful exuberance with a flame that can burn for years. If you know the line about how 'Bustin' makes you feel, then you'll probably feel the same.



► The Steak Puff's always had a really, legit, in New York - one gets like you feel and we want to have any business. Not sure if that's a description though...



► Ghosts are back to a new age with the Christmas theme in the current version that everybody if we'll be seeing his own way.



► Sierra Fall Only



► The ghost is a new character, but it's not a new character. It's a new character.

Publisher: Sierra
Developer: Terminal Reality
Estimated Release: 'Fall' 2008