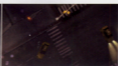


"I used to think of the most hilarious thing something that I used to do as a child. Something that would never ever possibly happen on 'The Day After'."

"Together we will create the ultimate Ghostbusters experience, full of the characters, ghosts and other paranormal creatures so many have come to adore over the years."

MARTIN TREMPER, SEGA ENTERTAINMENT





# Ghostbusters

**CONCEPT** ■ A continuation from the two classic films, New York once again has a ghost problem and there's only one team that can get the job done.

## Who you gonna call?

### INFORMATION

#### Details

Platform: Multiplatform  
 Origin: US  
 Publisher: Sierra Entertainment  
 Developer: Terminal Reality  
 Released: TBA  
 Genre: Action  
 Players: 1

#### Developer Profile

Founded in 1984, Dallas-based company Terminal Reality hasn't had a particularly easy time of it. None of its titles have set the videogame industry alight, but having a Ghostbusters title to work its magic on could easily change all that if it pulled just right.

#### Developer History

Motor Gray Anthology  
 2006 (Multi)  
 Roadkill  
 2002 (Multi)  
 Bloodborne  
 2002 (Multi)  
 R/T  
 1999 (PC)  
 Terminal Velocity  
 1995 (PC)

#### High Point

Although it worked better on some platforms than others, the nostalgia that Motor Gray presented to fans of the series made it a worthwhile purchase and one of the company's better efforts.

The fact that a violent shudder runs down the collective spine of the industry whenever a movie-licensed title is announced will come as little surprise to anyone – it's an affliction that has been discussed frequently as the pages of this very magazine. However, the reaction to the news that Ghostbusters is currently in development caused a very different reaction. Namely glee. Ever since the late *Bears Of War*-esque Ghostbusters videogame clip was released onto YouTube some six months back the potential has been clear and it was only a matter of time before someone picked up the idea and ran with it. Little did we realize that Terminal Reality was already in full sprint and this YouTube tech demo had usefully provided a promotional foundation and swirl of interest for its forthcoming title.

Of course, the two Ghostbusters films were simply excellent. But what makes us especially jubilant about the fact that the franchise is coming to consoles is the fact that Harold Ramis and Dan Aykroyd – the men who wrote the films and are therefore responsible for this quality – are also coming together to pen this videogame-based Ghostbusters incarnation. And anyone alive during the Eighties will be very excited indeed. The news that all the original cast (with the exception of Sigourney Weaver) are being approached to provide their voice talent goes some way to making this one of the more interesting titles of 2008.

So the Ghostbusters game will pick up more or less where the films left off – about two years later, in fact. Predictably, the city of New York is in trouble once more and various apparitions are on the loose. As a third instalment of the Ghostbusters story the plot is sure to be interesting and comfortably witty, but the fact that many of the ghosts from the first two films will feature hints that this is as much a nostalgia trip as it is a serious sequel. The screenshots and artwork that have been revealed in this first wave of promotion show the ever-

popular Stay-Puft marshmallow man scaling a skyscraper while you fry him from above – as predictable a set piece as you could ever hope for – and both Simer and the 'shushing' library ghost have also featured. Also confirmed as appearing – though they haven't been seen yet – are the Scatlon brothers from the second film. So expect a destructive courtroom scene also.

Further revealing the game as a sure-fire hit with fans is the fact that all these classic ghosts – along with any new faces – will have their full back story explained. Ever wondered why the aforementioned library ghost is doomed to wander the shelves and attempt to keep the volume down? Well, after ghosts are captured, their past and motives can be perused back at the fire station base at your leisure, providing these keen collectors Ghostbusters trivia further reason to play.

Somewhat surprisingly, considering the obvious keenness to please the existing Ghostbusters fan base, it's thought that no ECTO-1 driving sections are to appear. While the vehicle has been confirmed as a feature, it's likely that you will be a passenger fending off waves of enemies rather than actually driving yourself. However, we'd be surprised if this was re-examined later in the development process – vehicle sections have become something of a staple for the genre after all.

While the Ghostbusters package already looks appealing, the shudder remained earlier is still present. Only this time there is more to lose than in your average movie-licensed game. To work with a much-loved franchise such as Ghostbusters has its cons, as well as its pros, and expectation is likely to be towering. The hype machine starts here and you can be sure it will be well-oiled, but people rarely enjoy having such fond memories tarnished. So although Terminal Reality has a gem of a project on its hands, there's also a long way to tumble if potential isn't fully realised.

