



# GHOSTBUSTERS

Exclusive! We're first to play the game that's got everyone talking, and - yes - Wii ain't 'fraid of no ghost...

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See...it's Ray Stantz, not some generic 'ghostbuster' guy!



It's 1991. It's the United States of America. It's Thanksgiving. The events of the Ghostbusters II movie – oil-painted villain Vigo the Carpathian vanquished by Dr Peter Venkman and team – took place two years ago. But the city of New York has embraced the law of original Ghostbusters baddie Gozer, and a museum dedicated to his architecture and art is about to open. So it looks like the perfect time for our spook-smashing

heroes to set up an offshoot franchise team – with you as the newest recruit.

Yada, yada, yada. All that really matters is this: Ghostbusters: The Videogame is everything we dream of from a movie tie-in. You get the real Ghostbusters, the real ghosts, the real New York – and, best of all, you get to wield a Wii remote like a Slimer-sucking, scenery-smashing Proton Pack. Let's get bustin'!

"I could describe it as 'a kind of prison - break-out - break-in.' (Gasp!) The developers aren't saying."

## HEARSE-ING ABOUT

The Ectomobile<sup>®</sup> is back on the streets

Vehicle sections: yes, but partially air-castled in ghostly developer-fog. One we do know about is set on route to Times Square: you 'snico' the Ectomobile as it wades through a barrage of ghosts, sacking the spoons into a big Ghost Trap on the back. Sounds like an on-rails proton aiming 'til? Yep. No proper driving bits at all, sadly.

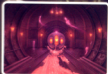
• The Ectomobile was back in the film's draft - until someone realised that'd be a bit from ideal for night scenes.



**SUCCESSHHH!** The proton stream looks fantastic - all slick and wobbly and sparkly and glowing. You can't help but make the swooshing noise as you're waving the Wii remote around.<sup>†</sup>



• Sewer monster. Guaranteed. His face and hands appear to be made of sewage. Just lovely.



• The streets are superb in multi-layered fog, quiet hearing punctuated by bursts of all-out war.



• Slinger has over seven different custom-created scenarios: life, heat, angry, being atacked, and so on.

**G**hostbusters, people. Ghostbusters: if you grew up with a Ray Parker & 7<sup>th</sup> as constant rotation and the Stay Puft Marshmallow Man as your lunchbox, if you helped the movie to its quarter of a billion dollars in takings and Bill Murray to an endless career in grump-faced comedy genius - you're already giggling excitedly. If you aren't, well, you're in for a treat.

The beauty of Ghostbusters: The Videogame is that, in essence, it's the third movie. Expecting one of those movie tie-ins that uses generic nobodies and made-up enemies? Not a bit of it. Original stars Dan Ackroyd and Harold Ramis are on board, "very excited" according to the developers, and playing a big role in writing, tweaking and tuning the script ("It's real feedback - our stuff isn't just being sent into a void," say the devs). So you get the real Ghostbusters - and you get the real ghosts, with the team

determined to deliver pretty much every speck from both films, from Slinger to the Seamy Woman in The Library-four name).

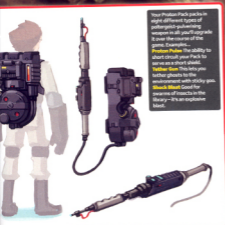
But of course, this is also one of those dream-come-true Wii games. We're getting lightsabers in Star Wars: Force Unleashed, we're getting maracas in Samba De Amigo: now - yes! - the Wii remote's a Proton Pack. We've gone hands-on, and it's ace: wave with the analogue stick, aim with the Wii pointer, charge up Z and - boooooohhhhh - 500,000MHz of particle accelerator beam arcs across the room, frazzling ghosts and furniture. When the beam turns blue, you

can slam a trapped Slinger against the walls, Zedeez-style. And, yep, you do push the Maruchak forward to stilet a Ghoul Trap while a spook before guiding him in with the Banoto, "tugging" him toward you a stubborn fish. It really is Ghostbusters.

The Wii version of Ghostbusters is its own beast compared to the PS3 and 360 versions you might have seen elsewhere.



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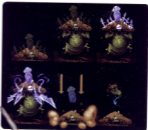


Your Proton-Pack packs in eight different types of proton-gel-pulsing weapon in all, you'll upgrade it over the course of the game. Examples...  
**Proton Pulse** The ability to short-circuit your Pack to serve as a short shield.  
**Tether Gun** This lets you tether ghosts to the environment with sticky goo.  
**Shock Blast** Good for swarms of insects in the library—it's an explosive blast.

## WHAT ABOUT DS?

Yes, that is a Proton Pack in our pocket

We didn't get to see Ghostbusters DS—but it sounds brilliant. It'll use the same art style as Wii (viewed top-down), but it's got a management structure: you head out on mini-missions to make cash, which is then used to upgrade equipment. And, naturally, you aim your Proton Pack with the stylus, tapping to tell each of your Ghostbusting team where to aim, and swiveling forward to slide a Ghost Trap along the floor. We'll have a hands-on with this DS version soon.



© This shows how the Green Ghost boss animates in the DS version. Shadoff Pines crossed that the DS Ghostbusters replicates the levels and bosses.

It's lovingly stylized, with a look to you, Ray and the crew that's not a million miles from this month's *Resident Evil 2*. And, more crucially, it's designed with Wii's multiplayer strengths in mind: so not only will it have all 10 or so single-player levels, from the streets of New York to the mysterious 'Lost Island', but also a banking crab bag of four-player modes and minigames. There's no Wii Fit planned, unfortunately—but the devs promise Ghostbusters is "always fun" with you and three friends.

More on that in a minute, though. Let's talk single-player. The level we got to play on Wii was The Graveyard—a murky, spooky stalk up a rocky path. It starts with nightmare-inducing glowing bunnies emerging from the dirt—these Wisp-Class ghosts can be dispersed with one burst of the Proton Beam. But by the end, you're up against a colossal ghost boss with a gravestone on his head. This falls under coordination: you've got your little team of Wii-controlled Ghostbusters (groovy, talking ones from the movie, remember—including the mighty Mummy as Dr Peter Venkman), intelligently searching for Proton Beam and Ghost Trap points. You all need to train your beams on the boss's head when he jack-in-the-boxes.

Yep, it's the Shadoff Pines from the first film. She's responsible for a spooky New York Library level.

**"OUR VERSION OF THE GAME IS DESIGNED WITH WII'S MULTIPLAYER STRENGTHS IN MIND"**

See that? That's not a page leak! It's what the look is when you're angry.



• In multiplayer, ghosts get special 'bunny holes' and perks windows the 'Buster' can't see or reach.



• You can smash those chandeliers up, oh yes. And the tables. And the chairs. And EVERYTHING.

up from underground. Eventually, he'll make a run for it, prompting a hectic chase back down the hill. Other levels are epic in scale. One's set during NY's Macy's Day parade, where you're battling your way onto a float. Another's a battle through a labyrinthine library basement, all flying books and shield-wielding ghost knights - and, yep, the return of the Scary Women in The Library. And if you were

hoping for a Stay Puft appearance, how's this: a chase through New York's city streets, culminating in an eye-shattering boss fight where you're blasting at the Marshmallow Man from the side of a skyscraper while he claws his way up; his horrible distorted lumpy baby face grinning right at you; his fat, delicious arms bungee stone pillars at your forehead.

So, that multiplayer. For one thing: four-player co-op - a full split-screen team of you and your mates, ghost-buster through the solo missions. And, for another thing: four-player competitive - solo missions again, but turned into an *Ghostes*-style beam-crossing battle to be first to the ghosts.

In addition, there's a massive 'Busters vs Ghosts' mode, subdivided into several different types (which you can read about

## GHOSTBUSTERS 4

Unlike Derek Acorn, we can't all have a native American Indian spirit guide to help us fight evil ghosts to the death (or whatever). But with *Ghostbusters*, we can enrol our fleshier friends.



• Be what modes has multiplayer got? One's a simple 1 vs 1 battle; the other two catch the most ghosts while the other you're at you get a made with no ghosts at all - where you simply need to **destroy as much furniture as possible**. Yes indeed, like in *Cherishing Ruins*.



• Then there's **Concentration Mode**, which rewards a lot like King of the Hill. Ancient artifacts are scattered around the map, and whoever 'wins' the most artifacts is the winner. The most PC mode. It's like a trip of the. Except with portable nuclear reactors.



• Interestingly, *Buster* need to 'hunt' to 'overwhelm'. If anyone's playing as a ghost, their **environment is controlled entirely differently by the 'Busters'**. Will share experimental environments. So even if you peak at their screen, it's tough to talk when they are.



• Will anyone? Wean. There's stuff like 'Buster' a Ghost Trio riding back that you're a little bit like *Ghostes*, a **four-player competitive Problem Packer**, and more. *Ghostbusters* is one of a party game that you might think. Expect *Buster* to watch his back.



Wow! And he's adorable, too.

Not a screenshot – this is concept art for the character of Axel you can read about in the main preview. Off you go, then.



Players switch to the Captain Beam automatically in multiplayer, to save Fred Finger's.

the box below). Red Fly promise "so many traps it'll almost feel like it's randomized" – and the play, with one team skittering around as ghosts while the others train their beams on them, is shaping up to be some of Wii's most hectic, back-and-forth multiplayering, with living more competitors bound to end in Fanta gorged over hair and Pringles tubes rammed down throats. Plus, you get a slew of two-to-three minute minigames – including a 30-second battle to bag 100 ghosts that the developer describes as being "like Hungry Hippos". Aces.

We're a long way off from playing the finished version of Ghostbusters: the team's aiming for a Christmas 2008 release. Plenty of time to rent the DVDs, blow the dust off Ray Parker Jr, fish the lunchbox out of the attic, and get ready to bust some ghosts. ●

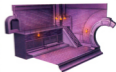
We have no idea what this stuff is. But it's ON LINE.



That game character is a screenshot from the deck of clips. No reason why.

## BUSTIN' MAKES US FEEL GOOD

Crafting New York – and beyond – to perfection



Ghostbusters levels are superbly scripted – for both scares and chuckles. This Library level has some genuine Resident Evil-style jumps: all quiet, then shelves and books suddenly move and scatter. And Ray and Egon mutter non-stop early comments ("That reading was off the chart. I'm going to have to make new charts"). Good stuff.