

BUSTIN' MAKES US FEEL GOOD...

GHOSTBUSTERS

Keymaster *Martin Korda* travels to Dallas to take the world's first look at the new *Ghostbusters* game and answer the big question on everybody's mind... **how is Elvis?**



ETA
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THE LOWDOWN

- Ghostbuster team reunited, including Bill Murray
- Intense proton-pack spectre-capturing combat
- Massively destructible surroundings
- You get to slide down the firehouse pole
- Action could be a little bit too one-note

DEVELOPER Terminal Reality PUBLISHER Vivendi Games WEBSITE www.terminalreality.com

THERE'S NOTHING QUITE like a comeback story to capture the imagination. In 1989, the *Ghostbusters* were down and out, broke and about as popular as a council health inspector about to rupture a spirit containment system. Forced to suffer the ignominy of making guest appearances at parties of ungrateful seat-recessed brats in exchange for a few bucks, the boys in boiler suits were about as low as they could get without actually being scalded by the Earth's core.

Gone were the days when they stood proudly atop skyscrapers battling giant sweet ices with their nuclear-accelerated proton packs in a last-ditch bid to save the world. The dream was over. Obscurity beckoned. Bankruptcy was knocking at their door like a restless poltergeist. And then, everything changed. One pug-nosed pointing with a god complex, a dancing toaster, and an animated iconic US statue later, and the boys were back

in vogue. The film was a bit shit, and Slimor drove Rick Moranis around in a bus for no apparent reason, but the *Busters* were back in business.

SO SHE'S A DOG...

You rejoin the *Busters* in 1991, when they find themselves busier than ever, since New York has adopted an unhealthy interest in Georgian lore. Now Giger was the lady with the '60s hair who pranced around in the altogether at the close of the first film having many aeons ago been 'very big in Sumeria'. But now, horror of horrors, the short attention span of New Yorkers has led to the opening of a Georgian museum. This coincides with a worrying, if inevitable, spike in paranormal activity, so the *Busters* are forced to employ a new recruit (you) to deal with the workload.

Perhaps the most exciting aspect of *Ghostbusters* (the game) - apart from the fact that you'll be able to slide down

Where better to find ghosts than a cemetery?



THE STORY SO FAR...
**TERMINAL
REALITY**

OFF ROAD

The original's early games are made using the Master Field engine.



BLOOD LUST

James Van Der Beek's first effort with consoles began with the hit and lost action flick.

SUCCESS

It's been complete Ghostbusters in which you play a female fan lightning company.



IN A FLUX

After developing it for a while, the developer is now another third-party action. And the

1996

2001

2002

2005



'You're not scaring anyone, mutha.'



A new definition of burning books.

When a fellow 'buster is down, he can be brought round with sniffling salts.



Ghostbusters has the potential to be a real sequel to the two movies

the firsthouse pole – is that it has the potential to be a real sequel to the two movies, thanks to the involvement of screenwriters and cast members Dan Aykroyd and Harold Ramis. The duo has jumped onboard to write the script, to ensure the game remains true to the Ghostbusters films and reprise their roles as the hyperactive Dr Raymond Stantz and acerbic Dr Egon Spengler.

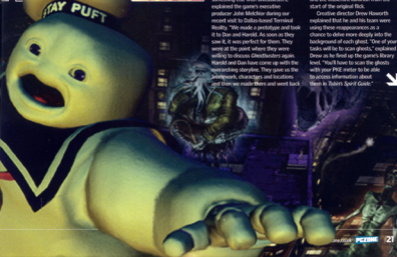
"Dan and Harold have always bounced around the idea of doing something else with Ghostbusters," explained the game's executive producer John Malkovich during our recent visit to Dallas-based Terminal Reality. "We made a prototype and took it to Dan and Harold. As soon as they saw it, it was perfect for them. They were at the point where they were willing to discuss Ghostbusters again. Harold and Dan have come up with the overarching storyline. They gave us the framework, characters and locations and then we made them and went back

to them. Harold and Dan are extremely involved in the production process."

OLD AND NEW

While Ghostbusters is very much a continuation of the movies, Terminal Reality is keen to ensure that the first few hours of this third-person shooter will be instantly familiar to fans, with numerous well-known faces making an appearance in the opening few levels, including floating green pustule Sllener and the intolerant librarian from the start of the original flick.

Creative director Drew Haworth explained that he and his team were using these reappearances as a chance to delve more deeply into the background of each ghost. "One of your tasks will be to scan ghosts," explained Drew as he fired up the game's library level. "You'll have to scan the ghosts with your PVE writer to be able to access information about them in Tiber's Spirit Guide."



Puft up "I tried to think of the most harmless thing. Something I loved from my childhood."

The Middle Man's twin brother is set to play a pivotal and highly destructive role in *Ghostbusters*.

When you first coast Mr Puff you'll have to use remote footpads and accurate shooting to avoid a barrage of cars. Next you'll have to hang off the side of a skyscraper as the giant white bubble sailor boy clambers towards you, intent on administering you with a lethal dose of soap.

Looks like we'll finally be able to live out our greatest Ghostbusters fantasy, and I'm not talking about the one involving Dana Barrett in THAT dress, with TROOP split personalities and an industrial sized tub of baby oil.



Quick, someone pass me a shower.

"Looky here Bob, we got ourselves a book learner."

"Now brace yourself Rodney."



You'll even be able to freeze ghosts.



"All of the significant ghosts will be making a return," interjected John as Drew descended into the library's basement. "We're making a lot of ghosts that are more set-piece comical ghosts, such as two brothers who were prisoners. Some ghosts who have stories, others will be simpler. Many ghosts, like the Librarian, will have a lot of background information about them."

GOOFBALL GHOULS

Meanwhile, strange things were afoot in the basement, where a genuine sense of awe was being generated by haunting glissando violas, subtle sound effects and excellent use of shadows.

Drew stalked through the level, guided by the fluctuations of his PKE meter. Suddenly, books leapt from shelves like popcorn from a furnace, then formed into lumbering hardback warriors that Drew incinerated with a wiley from his proton pack. Drew only stopped dispatching these spooks when he met his fellow hunters, who dispelled the tension with the genius comedic one-liners that made the movies.

"We're trying to rely on tension rather than puns," explained lead level designer Andy Donatelli as an on-screen Eggo remarked how the off the chart paranormal readings were going to force him to make new charts.



This time Mr Puff has brought his kids along.