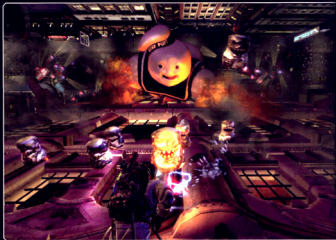


2008

Ghostbusters



■ The Stay Puft marshmallow man returns for another nesting, along with a host of other classic characters from the movies.

Vivendi is spending big on Ghostbusters to make sure that all the crucial talent is in place. Writers Dan Aykroyd and Harold Ramis, who co-scripted and starred in both films, are collaborating once again on the story, which is set in 1997 and follows directly on from the end of the second film. More on that shortly, but first the really exciting news – all four of the original Ghostbusters have signed up to provide likenesses and voices for their respective characters: Aykroyd and Ramis as Ray Stantz and Egon Spengler,

"All four of the actors have signed up."

Ernie Hudson as Winston Zeddemore and Bill Murray as Peter Venkman. This is in addition to deals already made with several of the movies' supporting cast, ensuring that the game will also feature receptionist Janine [Ghostbusters, whaddya want?], the Parkview

Hospital psychiatrist [...and are there any other paintings in the museum with bad spirits in them?] and the unforgettable Walter Peck [Yes, it's true, this man has no dick]. Considering the oft-circulated rumours that Murray's lack of interest is the main reason a third

Don't think of anything

...except these four classic Ghostbusters elements



Slimer!

Slimer's iconic design – basically a flying green bubble – has made him an essential part of the busters universe.



Stay Puft!

Evenly the angriest (and tertiary) based ghost in the world, a game without the Stay Puft marshmallow man is unthinkable.



Movie locations!

The Metaverse Museum of Art, which housed the climax to Ghostbusters II, plays a crucial part in the new-ghost mission.



Particle beams!

From what we've seen so far the game's going to be all about shooting the hell out of spectros using reliable proton packs.

Interview



Dan Ackroyd
on reforming
the legendary
Ghostbusters



How does it feel to come back to the Ghostbusters universe after all this time? Do people still ask you about another movie?

I've been telling people that it's very doubtful that there's ever going to be a third movie. Now that I've seen the work on the videogame as I've watched it progress, my opinion to people is, "This is essentially the third movie." And it's better than the third movie because it lasts longer, so there's more character development. The guys have done a great job putting story layers in there that I can begin to embellish and work with. And I tell people this, "If you have an appetite for the third movie, then the videogame is it." And I really do believe that, at this point from having seen what they've done before.

What drew you into the project initially?

Well, it was just the idea of having a game based upon the characters and the premise. And then when we started to see the first renderings of how they were going to do it, what excited me was that the look directly references the first movie. It almost has a classic kind of feel to it, which really works in terms of an animated and computer-generated piece of entertainment.

Is it strange seeing a version of yourself from 30 years ago running around in the game?

I like that because they were able to see all of the insight in the videogame that I haven't been able to. I think it's what people remember. It's what people see watching today, that first and second movie. So it's better that we looked back to those original characters than try to depict the way Harold and I look today or the way we are.

You and Harold Ramis wrote the first two movie scripts together. We imagine it's quite exciting to work with him on this new game script.

Yes, he's by far my favourite collaborator. He's very intelligent and, of course, does not believe in ghosts or the paranormal or supernatural in any way, shape or form. So it's fun to work with him because he's a complete skeptic. I am a believer and he is a skeptic so the two of us make a great team.

Will you be able to record your voiceover sessions alongside Bill Murray and the other original members of the cast?

I hope we'll be able to work together and do some group work in the studio. I'll probably end up working with Harold and maybe Annie Potts and Bill Atherton. I don't know whether I'll do my sessions with Bill Murray or he'll do them with me. That would be the dream because we'd get to go back to something that we both enjoyed working on in its original sense. But I'll do the job however they present it to me and it's going to be great.



Ghostbusters film has never happened, ignorance is a big win. So big, in fact, that Ackroyd has been talking up the game as the third instalment. It sees the Ghostbusters more popular than ever in their defeat of Vigo the Carpathian, all in the process of opening a series of Ghostbusters franchises. This is why his screenshots show your character – a Bank Casanova – learning the ropes at trapping spooks alongside the boys.

It slimed me

Not all, these same shots also feature a lot of bad guys from the first film: the sassy slushing librarian, the insatiable liner and, of course, the Stay-Puft animatronic man. Sure, they've already been captured once, but we're asked the writers will come up with a solid excuse to toast them all again. What we

currently know is there's an exhibition on Gazer – the Sumerian god behind all the ruckus in film one – at the Manhattan Museum Of Art that coincides with a spike in paranormal activity. Early footage shows the Ghostbusters devastating a stately Slimer-infested dining hall, sending tables and chairs scattering in all directions with particle beams. Team-based online multiplayer is in too, enabling you to play as a 'buster or – more excitingly – as a ghost, walking through walls and sliming opponents. Given that you'll also be able to drive the Ecto-mobile and stay in the Ghostbusters' firehouse ("Hey! Does this pole still work?"), we're stoked about donning

those grey overalls and powering up our unlicensed nuclear accelerators. Doh... Ray... Egon...



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Published by Vivendi Universal Games. ESRB Rating

The light is green, the trap is clean

Ghostbusters



Do you remember *The Real Ghostbusters*? The cartoon series of the film that undid all that was good about the movie? Despite being an official, studio-sanctioned spin-off, everything about it was, well, very wrong. Venkman looked nothing at all like Bill Murray and sounded exactly like lasagne-guzzling comic-strip cat Garfield; Egon Spengler had grown a quiffed, Nazi-blond rat tail; and lime-green, greedy-guts phantom Slimer had become a loveable house pet. Well, the reason we're excited about Vivendi's new Ghostbusters game – apart from the fact that the film is a timeless, endlessly quotable classic – is because it's absolutely nothing like the cartoon and every bit like the film.

We had the tools...

What does that mean in cold, hard facts? It means that, just as they did with last year's *Scarface* – which was licensed right up to its coke-dilated eyeballs –

