

THE **10 MOST SOUL-CRUSHING ACHIEVEMENTS!**



XBOX LIVE'S NEXT BIG THING!



XBOX

OFFICIAL XBOX MAGAZINE

MASS EFFECT

THE BIGGEST STORY OF THE YEAR!

ASSASSIN'S CREED 2
EVERY DETAIL ON UBIOSOFT'S NEXT KILLER!

ONLY IN OXM!
• THE NEXT TONY HAWK: FIRST HANDS-ON!
• SCOOP! SQUARE'S NEW SHOOTER!

**+
DEAD RISING 2
ROCKSTAR'S
RED DEAD
REDEMPTION
AND MORE!**

JULY 09 / ISSUE #98



\$9.99US



0 70989 38757 7

07>

GHOSTBUSTERS™

— THE VIDEO GAME —

THERE'S MORE THAN ONE WAY TO SMACK THE AFTERLIFE!



www.ghostbustersgame.com



GO FULL STREAM IN THIS ACTION PACKED ADVENTURE ALONGSIDE THE ORIGINAL GHOSTBUSTERS!



SEEK OUT AND CAPTURE SPECTRES, GHOULS, AND GHOSTS WITH THE NEW UPGRADEABLE PROTON PACK, GHOST TRAP, AND PKE METER!



BLAST YOUR WAY THROUGH PARANORMAL THREATS IN ONLINE MULTIPLAYER CO-OP!

 XBOX 360.  XBOX LIVE

ALSO AVAILABLE ON Wii™, PlayStation®2 computer entertainment system and Nintendo DS™.



GHOSTBUSTERS™ The Video Game: TM & © 2009 Columbia Pictures Industries, Inc. "GHOSTBUSTERS" with the "GHOST DESIGN" is a registered trademark of Columbia Pictures Industries, Inc. "GHOSTBUSTERS" and "GHOSTBUSTERS 2" movies: © 1984, © 1989 Columbia Pictures Industries, Inc. All rights reserved. Game Software excluding Columbia Pictures Elements: © 2009 Atari Interactive, Inc. All rights reserved. Developed by Terminal Reality, Inc. Multi-player portion of game developed by Threesave Interactive, Inc. Marketed and distributed by Atari, Inc. New York, NY. Atari and the Atari logo are trademarks owned by Atari Interactive, Inc. © 2002-2007 DC3 Entertainment, Inc. and its licensors. All rights reserved. Uses Bink Video Technology © 1997-2007 by RADGame Tools, Inc. The ESRB ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks are the property of their respective owners. Use of this product is subject to acceptance of a license agreement. You can obtain a copy of this through the product's ReadMe file and in the Manual. Microsoft, Xbox, Xbox 360, Xbox LIVE and the Xbox logos are trademarks of the Microsoft group of companies. "PlayStation" and the "PS" Family logo are registered trademarks and "PS3" is a trademark of Sony Computer Entertainment Inc. The PlayStation Network Logo is a service mark of Sony Computer Entertainment Inc.



3 \$68413

► Halfway through, you can't help but think...why did it take this long to make a *Ghostbusters* game this good?

Ghostbusters: The Video Game

Bust some heads — in a spiritual sense, of course



Let's talk about style — the idea that it's not just what you do, it's how you do it. *Ghostbusters*, as a franchise built around smart-mouthed comic actors and a slick fusion of the scary and the silly, has style to spare. And that's why *Ghostbusters: The Video Game* makes its very well-worn setup feel so good.

Undereath the license, *Ghostbusters* is a pretty straightforward third-person shooter: Enemies appear, you take them out. Instead of donning the armor of a space marine, you pull on a jumpsuit and a proton pack. Instead of reloading a gun, you vent the heat from your experimental paranormal equipment. And instead of vaporizing the bad guys — they are, after all, already vapor — you trap them with a ghost-wrangling mechanic that feels a bit like

Fishing of the Dead. That novel interaction adds a lot to the fun factor.

But the magic really happens when you add the celebrity talent. Dan Aykroyd and Harold Ramis largely built the game's story on the mythology they created for the original movie, with plenty of new equipment (meson colliders, stasis beams...or in non-geek terms, goop guns and spectral shottys). This is the "real" *Ghostbusters*, with the original writers feeding lines to the original actors, performing over Elmer Bernstein's film score. Until a third flick actually gets made, consider this the *de facto* sequel.

And the personalities still ring true: Venkman's sarcasm balances Spengler's dry analysis; Stantz's enthusiasm works well against Zeddemore's reality checks. Janine is still a disgruntled secretary and Walter Peck is

still a bureaucratic jerk. (Only Alyssa Milano, as Venkman's love interest, sounds middling. We miss you, Sigourney.) You'll love being in the middle of everything as the new (and mute) team rookie. You'll see a lot of familiar people and places — the Stay-Puft Marshmallow Man, Slimer, the Sedgewick Hotel — as you unravel a new supernatural mystery and once again try to save Manhattan.

That's assuming you don't blow it to smithereens in the process. Terminal Reality's Infernal Engine makes destruction beautiful; we loved watching priceless museum artifacts shatter from the force of proton streams, boson darts, and slime cannons. Switching between gear is easy with the D-pad (four bits of equipment, each with an alt-fire) and while



Until a third flick actually gets made, consider this the *de facto* sequel.

there are a few puzzles along the way, most of the gameplay focuses on blasting anything and everything you see in the name of protecting NYC from the spectral world.

Naturally, specters live in the shadows, so we expected the game to be spooky and dark... but not this dark. It's often tough to see the environment, and your PKE meter and night goggles are as close as you'll get to a compass. Your fellow 'busters call out directions and advice throughout, but you'll still get lost. A map or arrows would have been appreciated, as would checkpoint notifications, but *Ghostbusters* sometimes sacrifices its gameness in its quest to be a playable movie. That's why characters provide you with both narrative and pathfinding, and why you can't create your own Ghostbuster — the leading man was already cast. But after the much-publicized delay, not having co-op through the main campaign is still a disappointment. Who doesn't like buddy movies?

You will find co-op in the multiplayer, in the form of three strung-together sequences, each offering variations on trapping, protecting, destroying, and even stealing ghosts from other players. Think *Gears of War 2*'s wave-based Horde mode, but with ghosts (and Bill Murray). Wrangling spectres for bragging rights is quite fun; it's also the only mode in which you can play as the famous characters.

There are other forgivable nitpicks. The VO inevitably repeats, but at least it's delivered with gusto. We spotted some slowdown during heavy action sequences, but they were brief (and pretty). During the climactic battle, our teammates actually got in the way of our shots and didn't use their equipment wisely, but they acted pretty smart throughout the rest of the game. The campaign is only about 10 hours, but it doesn't overstay its welcome.

But it all comes back to that word: style. *Ghostbusters* combines a tried-and-true structure with a familiar but fresh license, filling the game with personality and panache — and that's what really raised our spirits.

— Dan Amrich



▶ Multiplayer modes are competitive/cooperative; the goals are common, but the money earned is individual.



▶ The PKE meter and goggles will give you info on every ghost you encounter — including how to defeat them.



▶ Many boss battles, like the Juvenile Slor, are simple "hammer the weak spot" affairs.



THE VERDICT

ON XBOX 360

- + A digital reunion for a fun franchise.
- + The trapping mechanic feels fresh and unique.
- No campaign co-op, no created players.
- ? Activision didn't think there was a sequel in this? C'mon.



8.0