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XBOX 360
THE OFFICIAL XBOX MAGAZINE



GHOSTBUSTERS

Who you gonna call?

Future
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INSIDE » XBOX ORIGINALS » MOVIE DOWNLOADS
» BIONIC COMMANDO » BRUTAL LEGEND » MORE!



GHOSTBUSTERS III

There's somethin' strange, in your neighbourhood. Who

>Info

Publisher: **Capcom**
 Developer: **Capcom**
 Players: **1**
 Online: **Yes**

State of play

Want to buy this game? Visit [www.xbox.com](#) for more info.
Can't wait? Looking for more? Visit [www.xbox.com](#) for more info.

New Yorkers are going ghost-crazy. No, not because it's 1984 and nerdy accountant Rick Moranis and cello-playing lovely Sigourney Weaver have just been turned into eight-foot-long hell dogs by a satanic being called Gozer, who looks uncannily like a female version of Prince. And no, not because it's 1989 and the Statue of Liberty is schlepping between the city blocks to take on a pug-nosed 3D painting of a 17th century Moldavian nutjob. No, the reason for this supernatural hysteria is because it's 1991, and the Ghostbusters, mercifully redeemed from their lowly status as children's party entertainers, are back in vogue,

back in business and back to their best in a videogame that's shaping up to be the spiritual successor to the two movies.

Ghostbusters the game isn't so much a belated homage to one of the finest comedy movies of the 1980s (and arguably of all time) as it is a threequel - and what's more, it's one penned by none other than the comedy-writing dream team of Harold Ramis and Dan Aykroyd, who made the first two movies such wildly enjoyable romps.

Okay, okay - who made the first movie such a wildly enjoyable romp.

Ghostbusters III?

Picking up the story in 1991 (two years after *Ghostbusters II*), we find the lads are enjoying so much success that they've decided to start up a franchise. And as with any expanding business, that means taking on some new recruits - in this case, you. A third-person action blaster, *Ghostbusters* is already

"It isn't so much a homage to the movies as a threequel"



USTERS

you gonna call?

promising as many thrills as chills, plus a full case of new and goofily terrifying creatures to complement some old favourites set to rise from their graves to reprise their roles from the two films.

-While business may be booming for the 'Busters, sinister happenings in New York signal the start of



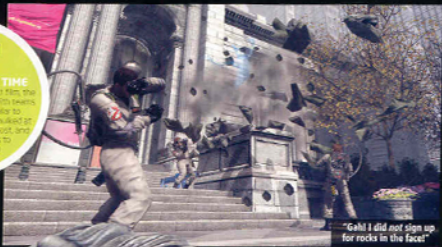
Words: Martin Korda



Did you know?

BUSTIN' THROUGH TIME

In the original cast of the first film, the boys had set in the future, with teams of Ghostbusters being sent to fight them. But the movie looked at the issue, had \$300 million cost, and brought in Harold Ramis to rewrite the script in a modern-day setting.



"Gah! I did not sign up for rocks in the face!"



... another potential apocalypse. With New Yorkers increasingly seduced by the allure of Gozerian law and with the imminent opening of a museum of Gozerian exhibits, the boys in boiler suits suddenly find themselves busier than ever and tackling some of their deadliest adversaries to date.

"All of the significant ghosts from the two films will be making a return, such as the two brothers who were prisoners. Some ghosts will have stories; others will be simpler," promises the game's executive producer John Melchior, as we sit down with the development team in the office of Terminal Reality.

COMPETITIVE BUSTERS

What's in store online and in the store?

While Terminal Reality wouldn't talk about multiplayer on Xbox 360, the developer did divulge plenty of info about the PS2 and Wii multiplayer modes, which will no doubt influence the Xbox version. These include Ghosts vs Busters missions - which see you playing either as apparition who can walk through walls and slime their opponents or as heavily armed members of the team - and ghost-catching challenges, in which, unsurprisingly, you'll need to capture as many ghosts as possible. Co-op play is under consideration, though the developer's commitment to making you feel like a new member of an established team may prevent this feature from coming to fruition. Extras such as new ghosts, weapons and levels are likely to form the backbone of the game's additional downloadable content.

THE KNOWLEDGE

What is it?

Third person shooter that picks up the thread from the two movies.

What's it like?

Both frenetic and scary, and packed full of excellent humour too.

Who's it for?

Fans of the movies and lovers of action and gory (not too gory) frights.

Shhhhhhhhhhhhh

One example of a familiar spook returning for a second outing is the impatient shushing librarian from the

original movie, a character whose true motivations were never revealed. "A lot of ghosts like the librarian will have a lot of background information about them that you'll be able to read up on in Tobin's Spirit Guide," explains Drew Haworth, the game's creative director.

ARMED AND DANGEROUS

It's time to grill some ghosts...

The game is set to feature a wide range of upgradeable ghost-busting weaponry. As well as the standard proton gun, you'll get to fire proton torpedoes and shotguns, 'slam beams' and 'electron beams'. There's also a Tether Gun, with which you can connect objects together with goo.



Itman wisely decided to stay out of this one.



Wallpaper-stripping, the Ghostbusters way.



Ah, the joys of carrying an unlicensed nuclear accelerator.

"We're trying to hit the main points about the ghosts with backstories in the FMVs. When you go back to the firehouse, you'll be able to see ghosts inside the containment unit and find out more information about them there." And speaking of the firehouse, yes, you will be able to slide down the pole.

The librarian features in an early level that'll see you visiting every shadow in the giant book depository. Through careful pacing and carefully planned scares, the team at Terminal Reality is hoping it can generate a sense of genuine unease, punctuated by moments of humour, as the 'Busters exchange their trademark wisecracks, acerbic observations and exclamations of childlike excitement at the sighting of a real ghost. "We're trying to rely on tension rather than gore," says lead level designer Andy Dombroski as he



It wouldn't be proper Ghostbusters without Slimer.

leads us through the game's opening library level, which takes him deep underground into the basement in search of the book-minding apparition. "There are sections in which you'll jump and be genuinely scared, but we don't use gore unless it's funny gore, just like in the films."

Spirited away

Melding subtle use of understated sounds, wheeling, elongated, screeching violin notes and clever use of shadow, the library level exudes a palpable sense of dread. As Dombroski stalks through

the building, he uses his handy PKE meter to track down the location of nearby ghouls. "One of your tasks will be to scan ghosts," says Haworth as his colleague makes his way through meandering corridors of books. "As soon as you scan a ghost with the PKE meter, you'll be able to access all of the information about it in Tobin's Spirit Guide. It's also used as a guiding rod to show you which way you need to go or give you clues as to where clues are."

Suddenly books are sucked off the shelves and form into lumbering warrior apparitions with shields forged from hardbacks. Dombroski assaults his attackers with a pulse blast from his Proton Pack, propelling books against tightly packed shelves and dislodging a wealth of reading material. Every object moves with incredible realism thanks to Terminal Reality's revamped

"Every object moves with incredible realism thanks to the Infernal engine"



Did you know?

ON THE CASTING COUCH

The original plan for the film's cast was very different to what you see on screen. The role of Lt Peter Venkman was intended for John Belushi, John Candy was supposed to play Louis Tully, and the role of Winston Zeddemore was written for Eddie Murphy.

One of the game's familiar locales...



Not pictured: snooty hotel guy, sobbing.

"Eat protons, you crazy blue bookworm... thing!"



Infernal engine, which appears to be fully utilising next-gen tech.

Having fought his way through the eerie basement, Dombroski brings the level to a close with a climactic confrontation with the librarian herself, who spews countless minions forth to distract the 'Busters before being sucked into a well-positioned trap.

Movie magic

"We're trying to deliver a cinematic experience," explains Haworth. "Our emphasis is on lots of physics, lots of action and environmental manipulation, as well as all of the weapons and gadgets you've seen in the movies."

"Excuse me - we're looking for Fly Fishing by JR Hartley."



SETTING THE SCENE

New and old action sequences set to blow you away...

STAY PUFT

A sequence in which you dodge cars hurled by Mr Stay Puff and a rematch of the skyscraper battle from the original film mean the Michelin Man wannabe will be playing a major role.



SUMER

That cheeky blob Sumer is one of the most recognisable ghosts in history. You'll get to catch him in a posh dining hall and wreak utter carnage, just like in the original movie.



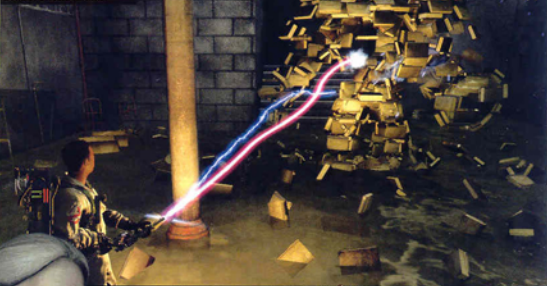
ECTO-1

While you won't get a chance to drive it, there will be several action sequences involving Ecto-1, during which you'll have to fend off waves of ghost attacks to protect the famous vehicle.



"Ghostbusters has the potential to become an electrifying blaster"

Unlikely foes #341: the complete works of Barbara Cartland.



We're sufficiently impressed by what we've seen to believe that *Ghostbusters* has the potential to become an electrifying blaster, one admirably complemented by clever pacing, psychological terror and some of the best one-liners this side of Hollywood. With Harold Ramis and Dan Aykroyd already on board, and working closely with Terminal Reality to ensure that the game remains true to the franchise from opening shock to final terrifying

climax - and with all of the other major cast members (Sigourney Weaver aside) being approached to reprise their roles for their third ghost hunting adventure (apparently, none have yet refused, although deals are still to be finalised) - there's plenty to feel positive about.

Perhaps our only concern at this stage is that the game could become a little repetitive over the course of its eight-to-ten-hour duration if it sticks rigidly to the tension/action formula of the levels we saw, so here's hoping Terminal Reality has a few tricks up its sleeve to mix things up a little

and ensure that this hugely promising blaster fully lives up to its potential and the *Ghostbusters* legacy.

It may be 23 years since the original movie captured our young hearts and imaginations with such aplomb, but judging by the witty dialogue, the mix of familiar ghosts and locations with all-new challenges, and the superb action sequences and physics on show, this console incarnation of *Ghostbusters* is shaping up to be not only the first truly great *Ghostbusters* game, but also a genuine spiritual successor to the movies. New Yorkers may be going ghost-crazy, but if Terminal Reality can manage to pull this off, they definitely won't be the only ones.

