

P.K.E.

A Ghostbusters-inspired Video Game for the Atari 2600 and 2600+

ATARI® GAME PROGRAM™ INSTRUCTIONS



One-Player
Game

Complete
Gameplay
Instructions

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Based on characters created by Dan Aykroyd and Harold Ramis.

This project is created for non-commercial, entertainment purposes only.

Visit Ghostbusters, Virginia at <https://www.ghostbustersva.com> to learn more about the only 501(c)(3) charity recognized by Sony's Ghost Corps in Virginia that gives back to its community through a love of Ghostbusters.

NOTE: Always turn the console POWER switch OFF when inserting or removing an ATARI® Game Program™ cartridge. This will protect the electronic components and prolong the life of your ATARI® Video Computer System™ game.

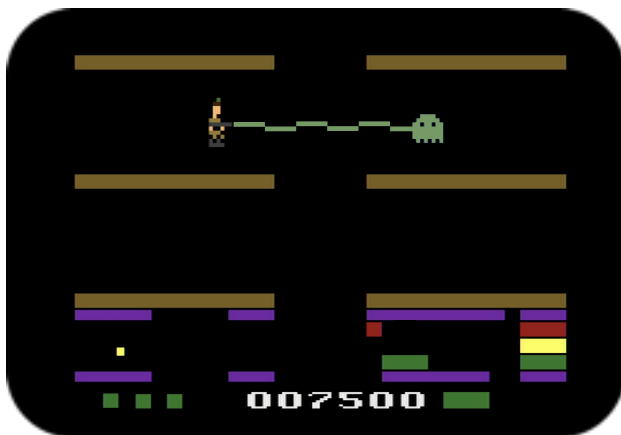
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ATARI® GAME PROGRAM™ INSTRUCTIONS

1. INTRODUCTION

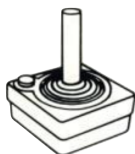
"If there's something strange in the neighborhood, who ya gonna call?"
— Ray Parker, Jr.



The neighborhood library has a nasty case of spooks, specters, and ghosts haunting the stacks. It's your job, as head of the city's foremost Professional Paranormal Investigation and Elimination Service, to capture the ghosts without sliming all your uniforms.

2. USING THE CONTROLLERS

"We have the tools! We have the talent!" — Winston Zeddemore



Use the Joystick Controller with this ATARI® Game Program™ cartridge. Be sure the Joystick Controller cable is firmly plugged into the LEFT CONTROLLER jack at the back of your ATARI® Video Computer System™.

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Hold the Joystick with the red button to your upper left, toward the television screen.

Move the joystick up, down, left, or right to maneuver the player on the screen. Avoid the ghosts and collect the bonuses. Press the FIRE button to blast your neutrona wand.

3. CONSOLE CONTROLS

“Very simple, really. Loaded trap here. Open. Unlock the system. Insert the trap. Release. Close. Lock the system. Set your entry grid. Neutronize your field. And, when the light is green, the trap is clean.”

— Dr. Ray Stantz

After powering on your ATARI® Video Computer System™, you will see the title card and hear the theme music.

Press FIRE once to skip ahead to the Game Select Screen.



Depress the Game Select switch to choose the game variation. The game variation number is displayed at the bottom of the screen.

Press the FIRE button to begin the selected game.

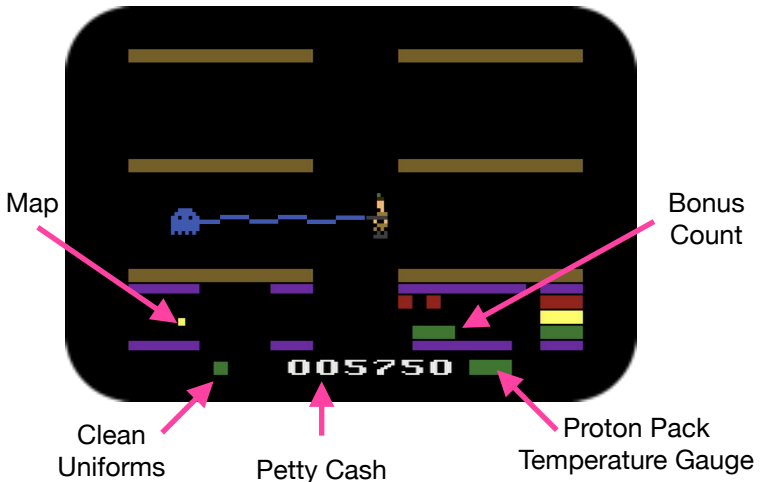
Sixteen game variations are available. Refer to the GAME SELECT MATRIX

4. GAME PLAY

“Why worry? Each of us is wearing an unlicensed nuclear accelerator on his back.” — Dr. Peter Venkman

You are searching the library for ghosts. The Easy Layout is the main floor of the library, with everything in neat orderly rows. The Complex Layout takes you to the basement, where things are a bit more maze-like.

If the map is enabled, it appears at the left of the display. The blinking dot indicates position within the library.



On the main floor (EASY LAYOUT), all the bookshelves run east-west with gaps allowing movement in any of the four directions. However, in the basement (COMPLEX LAYOUT), shelves may also run north-south and some paths are blocked.

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Below the map is a count of clean uniforms. Contact with a ghost results in being slimed. When all four uniforms are slimed, the game is over.

In the bottom center of the panel is your petty cash balance.

When you enter a screen with a ghost, find a position where you can safely fire your wand without making contact with the ghost.

The ghost weakens when struck by the stream from your neutrona wand. The ghost's color fades to white and then gray. Maintain your stream on the ghost until it is weak enough to be trapped, at which point your ghost trap will automatically self-deploy.

Monitor the pack temperature when firing the neutrona wand.

The temperature gauge, an eight-segment bar graph, displays to the right of the petty cash display. Firing the wand causes the pack to heat up due to the generation of proton energy. The pack cools when not being fired.

A green temperature gauge indicates safe operation. A yellow gauge indicates crossing the 50% threshold. A red gauge, and an audible alarm, indicates the pack has overheated.

Once an overheat condition occurs, the neutrona wand is inoperable until the pack completely cools. Overheating the pack results in an expensive repair (see SCORING), but it's better than a meltdown of the fuel cells!




Ghosts become brave when they can tell your pack is disabled.

5. GHOST BEHAVIOR

"Sir, what you had there was what we refer to as a Focused, Non-Terminal, Repeating Phantasm, or a Class V Full-Roaming Vapor. A real nasty one, too." — Dr. Ray Stantz

Five classes of ghost are found in the library, differing in four characteristics:

- Strength: resistance to the neutrona stream
- Temperament: fear of humans
- Movement: likelihood to change path
- Manifestation: duration of presence in a particular spot

Class	Strength	Temperament	Movement	Manifestation
 I	Weak	Timid	Steady	Lingers
 II	Resilient	Skittish	Unsettled	Patient
 III	Formidable	Wary	Agitated	Restless
 IV	Intense	Bold	Chaotic	Transient
 V	Relentless	Brazen	Possessed	Fleeting

Just remember: the higher the class, the more of a fight you're in for.

6. SNACK AND BONUS ITEMS

"Well, let's say this Twinkie represents the normal amount of psychokinetic energy in the New York area. Based on this morning's sample, it would be a Twinkie thirty-five feet long, weighing approximately six hundred pounds."
— Dr. Egon Spengler

Seven snack items and one very important book have been placed in the library. Collecting these will earn cash (see SCORING) and upgrades (see HOW TO USE THE P.K.E. Meter).

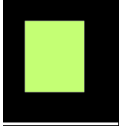
Tier 1 - Basic Snacks



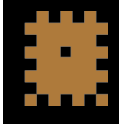
Pink Donut



Coffee Cup
Yes, Have Some!



ECTO Cooler
Juice Box



Cheez-It crackers

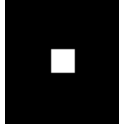
Tier 2 - Advanced Snacks



Nestlé Crunch Bar
You've earned it!



Twinkie



Stay-Puft
Marshmallow

Tier 3 - Important Reading



Tobin's Spirit
Guide

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7. SCORING

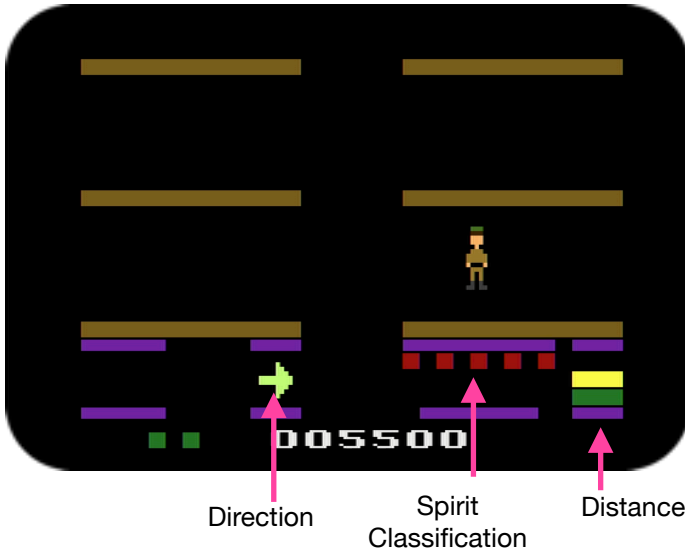
“No job is too big, no fee is too big” — Dr. Peter Venkman

Earn cash for capturing ghosts and locating bonus items. Pay for repairs for overheating the pack.

Ghost Class	Fee Collected	Bonus Item Found	Bonus Earned
Class I	\$500	Pink Donut	\$250
Class II	\$1,000	Coffee	\$250
Class III	\$1,500	Ecto Cooler	\$250
Class IV	\$2,500	Cheez-Its	\$250
Class V	\$5,000	Crunch Bar	\$500
		Twinkie	\$500
Event	Repair Costs	Stay-Puft Marshmallow	\$500
Pack Overheats	\$1,000	Tobin's Spirit Guide	\$1,000
		Locate all the snacks again	A clean uniform or \$7,500

8. HOW TO USE THE P.K.E. METER

"Spengler went down there and took some P.K.E. readings. Right off the top of the scale! Buried the needle!" — Dr. Ray Stantz



The Psychokinetic Energy (P.K.E.) Meter is the primary detection and ranging device to locate ghosts, and its readout takes up most of the bottom of the screen.







On the right side of the screen is the distance readout. The meter senses energy being given off by a paranormal entity. As paranormal energy increases, the meter becomes increasingly reactive. Beeps and lights indicate the range.

A new feature is available once four bonus snacks have been collected. The Spirit Classification display will show one to five

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lights, representing the ghost's class, from I to V. This is only visible when you are within one screen of the ghost.

Upon locating Tobin's Spirit Guide, the P.K.E. meter will also have the ability to point the general direction to the ghost.

Feedback	Meaning	When Available
	No audio The ghost is three or more screens away	
	Slow blink and beep The ghost is two screens away	From game start
	Medium blink and beep The ghost is one screen away	
	Fast blink and beep The ghost is on the screen.	
	Red lights indicate the ghost's class from I - V (requires proximity)	Locate 4 snacks
	The arrow points in the general direction to the ghost	Locate Tobin's Spirit Guide

9. GAME VARIATIONS

"Human sacrifice, dogs and cats living together... mass hysteria!"
— Dr. Peter Venkman

The difficulty ramps up as you go through the sixteen game variations, based on combinations of these game elements:

Layout: The layout of the library will either be the Easy Layout of the main floor, which allows movement in any direction, or the more Complex Layout of the basement, with walls separating different sections of the library.

Locator map: Some variations turn the locator map off, to make it more difficult to determine where in the library you are.

Bonus Item Location: Some variations will place the bonus items in pre-defined locations, which makes it easier to find them once you learn where they are. Other variations will randomly distribute them across the library.

P.K.E. Direction Sensor: In some variations, even after locating Tobin's Spirit Guide, you will not receive the ability to find the ghost's direction. That display remains off and you must hunt for the ghosts using only the distance feedback.

See the GAME SELECT MATRIX for each variation's settings.

10. HELPFUL HINTS

“Okay, important safety tip. Thanks, Egon.” — Dr. Peter Venkman

Ghosts don't hang around. If you exit a screen a ghost is on, it likely won't be there when you come back.

Always have an escape strategy. If the ghost slimes you, you're out, so be ready to run away and bust another day.

Move closer after you stun the ghost. Your stream is more effective at weakening the ghost the closer you are.

Distance is as the ghost flies. The P.K.E. Distance Meter is the absolute distance. The ghost may be one screen *diagonally*, which would still require passing through two screens to get to.

Whoa! Nice shootin', Tex... Reflected energy from hitting a wall will cause your pack to overheat even faster than normal.

Retrace your steps. Bonus items are not all visible from the start, but appear in a sequence. Locate the four tier 1 snacks (donut, coffee, ECTO Cooler, and Cheez-Its) first. This unlocks the tier 2 snacks (Crunch Bar, Twinkie, and Stay-Puft Marshmallow). Collect those three, and you'll finally have a chance to read Tobin's Spirit Guide!

Keep Snacking! Finding the Spirit Guide completes your inventory, but your work isn't done. The seven snacks are re-spread through the library. Locating all the snacks on subsequent runs earns you a clean uniform, or if all your uniforms are still clean, you get a **\$7,500** bonus.

II. GAME SELECT MATRIX

Game No.	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Easy Layout	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue
Complex Layout	White	White	White	White	White	White	White	White	Red	Red	Red	Red	Red	Red	Red	Red
Locator Map	Green	Green	Green	Green	White	White	White	White	Green	Green	Green	Green	Green	Green	Green	Green
Random Bonus Item Placement	White	White	Yellow	Yellow	White	White	White	Yellow	White	White	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow
PKE Direction Arrow*	Purple	White	Purple	White	Purple	White	Purple	White	Purple	White	Purple	White	Purple	White	Purple	White

* After locating Tobin's Spirit Guide

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Designed for the Atari® 2600 Video Computer System™ and the
2600+ Video Computer System™

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