

Ghostbusters: Sanctum Of Slime

How To Play Manual

written by Atari/Behavior
Transcribed and formatted by Paul Rudoff

SINGLE PLAYER

This is the starting mode - journey through the story of Ghostbusters: Sanctum of Slime with three AI characters to back you up.

MULTIPLAYER

In this mode your friends cooperate for survival and compete for high \$\$\$ scores.

HEALTH

The more injury your character sustains, the more the ring around their feet will pulse. Power ups can provide health points, but if too much damage is taken then your character will be knocked down until a teammate picks them up.

If all four team members are knocked down then it's Game Over and you'll lose your current score. If you just want to continue playing then choose to restart from the room in which you died.

In order to pick up a teammate who's been knocked down you must stand still next to them and press the Interact button rapidly to revive them. You can't shoot at enemies while doing this - so be careful.

MOVING

You move fastest when not firing or being hit by any enemy attack. Use this to avoid incoming shots as well as to reach power ups before other players.

SHOOTING

Most of the enemies you'll face in Ghostbusters: Sanctum of Slime are small enough that their energy can be disrupted and dissipated without the need for a trap. Larger spirits when weakened enough will require a trap - the game will let you know when this is the case.

Each weapon has strengths and weaknesses against the various enemies you'll face. If an enemy is the same color as one of your weapons then use that one to shoot it to do the most damage. Other weapons can slow enemies, or hit them from a greater distance - but when in doubt, go with the color.



PROTON BEAM

The classic Ghostbuster weapon and the one you start with. It's a decent enemy stopper and best used against Red colored enemies. It will slow down anything it hits and cause constant damage. If it hits an enemy for long enough it will also snare them - causing more slowdown and also hitting anything nearby to the enemy.

The snaring effect is multiplied the more beams that are hitting the same target, so be sure to work together against large enemies.



FERMION SHOCK

This yellow colored attack has a slight delay before it fires while the coils charge, but then it unleashes a shockwave of electrical force. The shockwave dissipates so is best fired close to enemies.

It will also electrocute small enemies caught in the wave, leaving them unable to move for a brief delay - making it an ideal crowd control weapon.

The downside is that it's fairly slow firing. The tradeoff is a very high damage, especially at close range.



PLASMA INDUCTOR

This weapon launches a concentration of crackling blue plasma that can vaporize small targets with a single hit. When striking a target the ball will explode, with devastating results.

Kinetic force will supercharge the plasma with more energy, causing it to inflict greater damage and a bigger blast when exploding. In order to do this simply bounce your shot off a wall or other inert object - when it hits, it will do so with more power.

A weapon that can be tricky to master, but also has one of the highest potential damage output.

VEHICLE LEVELS

The objective is to keep your vehicle in one piece so that it can take you where you need to go. You need quick reactions in order to fend off attacks.



SLIMER

This gross specter doesn't care about fighting, only stuffing his face. If you see him then keep your distance - as Dr Venkman will tell you, it's no fun getting Slimed.

He appears randomly throughout the game, although he seems to have a special liking for the Sedgewick Hotel.

He doesn't seem particularly vulnerable against any of your weapons - just throw enough firepower his way and he'll get the message sooner or later.

SCORING

Every time you defeat an enemy you're awarded \$\$\$ score - the more enemies you blast the better. Picking up special power ups will get you extra points, and you can get still more points by smashing up the environment (good thing the Ghostbusters have plenty of insurance).

SCORE COMBO

Destroying many enemies quickly will grant a Score Combo - keep going and your combo will grow. The maximum combo you can get is x10, although nothing stops you from maintaining this massive combo streak, continuing to get x10 points for every enemy you bust.

SAVIOR BONUS

Rescuing team-mates who have been knocked down will give you a bonus for other human players who you rescue, as well as AI players.

SURVIVOR BONUS

You may be awarded a survival bonus at the end of a level. Your bonus points will decrease every time you get knock down. No bonus will be awarded in case this happens too often.

PICK-UPS

These are dropped by enemies when they're defeated and give you various advantages when collected, the most common being additional points.

ECTOPLASMIC ENERGY

All of the ghosts and entities you bust are made up from and powered by negatively charged ectoplasmic energy. Usually, they will leave some of this energy behind where it can be vacuumed up by the Energy Siphon fitted into each of your Proton Packs by Dr Spengler.

This will give you a small cash bonus for the energy collected, and the vacuuming of the energy is automatic - it will always be sucked into the closest Proton Pack. In other words, the person who's closest to the ghosts when they're defeated will get extra cash.



STAY-PUFT PLUSH COLLECTABLE

This is not an artifact and never dropped by ghosts. Instead these are hidden inside breakable objects in the world, with 30 of them for you to find. Collecting all of them will earn you the 'Nice thinking, Ray' Achievement. Each one is also worth \$250 when found, so there's still a reason to re-collect them.

THIS FILE WAS PROVIDED BY



SPOOKCENTRAL.TK