Getting Started

- On the real TI-99/4a with the 32k Memory Extension load GB4A.BIN to your FinalGROM or FlashROM99 SD card and load the module.
- On an emulator load GB4A.BIN as a module.
- In Extended BASIC load the the compiled program with RUN ''DSKx.GB4A-X''.
- After pressing a key on the title screen you are asked whether you have an account. Press N if you play the first time and get a $5,000 loan.

Building a Franchise

Use the joystick to move the arrow in the list. Press the fire button to take an item or put it back.

- PK ENERGY DETECTOR warns of an approaching ghost, called a "Slimer", by showing a little black ghost when you pass a building.
- IMAGE INTENSIFIER makes Slimers easier to see when you are trying to catch them.
- GHOST VACUUM sucks up itinerant ghouls (called "Roamers") as you travel the streets of the city.
- GHOST TRAPS are what you use to catch and store Slimers. Each trap holds one Slimer. Without them, you cannot earn money.
- GHOST BAIT attracts Roamers, which periodically gather to form the Marshmallow Man. Without BAIT, you cannot stop him. (See IMPORTANT SAFETY TIPS below.)

Your Account Numbers

If you successfully complete a game, an account number will record your account balance. You can use your account number on any Ghostbusters/4a program. Be careful to always enter your name and account number in exactly the some way.

Map Screen

A map of the city appears, with Zuul's horrible temple on the top and GHQ at the bottom. Red flashing buildings indicate the presence of a Slimer.

- Guide your vehicle to red flashing buildings leaving as short o trail as possible to reach building. As you do this, freeze any Roamers that are moving to Zuul by touching them.
- To position yourself at buildings and point the Joystick towards it and push the button.

The Streets

Steer the vehicle at passing Roomers (if you have frozen any) and push the button to vacuum them up. This keeps them from getting to the Temple of Zuul. The city's PK energy reading jumps 100 for each Roamer that gets to Zuul.

Busting Ghosts

When you arrive at the site of the disturbance, take the following steps with the Joystick:

- Direct the first Ghostbuster toward the center of the building and push the button to deposit the trap. Then move him to the far left of the screen, turn him towards the trap, and push the button again.
- The second Ghostbuster appears. Direct him to the far right of the screen, turn him towards the trap, and push the button. Both Ghostbusters will power on their negative ionizer backpacks.
- Move your Ghostbusters inward to trap the Slimer between the streams. But do not— repeat, DO NOT—cross the streams.
- When you have the Slimer over the trap, push the button. The trap will pull him in. (Be precise. If you miss, you know what will happen.)
- Every trapped Slimer increases your credit rating by 400.

Important Safety Tips

- Every escaped Slimer adds 300 to the city's PK energy level.
- Beware that monolith of marshmallow monstrosity. When the Marshmallow Man appears and moves down the screen you must immediately hit the "B" key on the keyboard to drop a dollop of bait before he stomps any buildings. If you succeed, you earn $2,000, otherwise you lose $4,000.

End of Game: The Temple of Zuul

- When the city's PK energy level reaches 9999 Zuul will arrive and you proceed to the temple of Zuul.
- The entrance is protected by the Marshmallow Man jumping left and right.
- You successfully reach the top of the Temple of Zuul by sneaking all three Ghostbusters into its entrance.
- If your credit is over $5,000 you started with, you will receive an account number where your deposit is stored for the next game.