

The New Ghostbusters II FAQ/Walkthrough

by Seraph 0

Updated on Oct 8, 2004

Game: Ghostbusters II, The New
System: Nintendo
Genre: Action
Author: Seraph 0
Real Name: Andrew Almeida
E-Mail: Seraph_0@Hotmail.com
Date: August 31, 2003
October 8, 2004

Table of Contents

1. Introduction
2. Story
3. Controls
4. Enemies
5. Bosses
6. Walkthrough
7. Review
8. Copyright

1. Introduction

This game was never released here. Luckily though, some one found a rom of the PAL version of the game and its fun. It's basically "Ghostbusters II" for Gameboy, but with minor differences.

2. Story

An evil tyrant, know as Vigo, is trying to resurrect himself through a baby named Oscar. Oscar is the child of Dana Berret who is a girlfriend to Peter Veckman, a Ghostbuster. Naturally, the Ghostbusters must stop him before he is reborn.

3. Controls

Default Controls

D-Pad - Move Ghostbusters
Start - Pause/Status Screen
Select - /
A Button - Proton Beam
B Button - Ghost Trap

- You must capture the ghost in your Proton Beam then use the Ghost Trap
- To go to the options menu, press and hold A + B, then press Start.
- The five Ghostbusters have no differences in skills.

- Sometimes you can capture and trap a ghost through walls.
- To kill most bosses, you must continually hit it with your Proton Beam until the boss turns pink, then trap it. You can hold down the button.
- Your Proton Beam can be stretched for distance, just make sure how long it can go.

 4. Enemies

Many of the ghosts are from the movie, others are new.

- Slimer - The mascot of the Ghostbusters franchise. The green blob slowly moves around and bounces off walls. On occasion, they will stand still and throw objects at you. The other colored Slimers, usually throw objects at you.
- Jogger - This ghost runs around in a rectangle pattern, so he is very predictable. Can be green or pink.
- Twin Pinks - There are always two together. These pink, upside-down ghosts move around fast in a circle. When one dies, the other spins rapidly and splits into five little pink ghosts. You cannot stop this from happening. The little pinks just jump about.
- Chainsaw Maniac - Not in any of the movies, this green phantom stays invisible until you are in its sight. It will become visible and charge you. You cannot capture it when it's invisible. Also can be pink.
- Bathtub Menace - This ghost is from the movie. It looks like an eyeless green snake. It will wait until you are close enough and try to grab you. It only attacks in one direction, so attack at the any other side.
- Miner - Lost souls from a mining accident, {I think}. They move in a straight pattern and move in all four directions. They don't exactly try to get you, just stop you.
- Jackhammer Miner - Like the name says, a Miner with a Jackhammer. Slowly tries to mow you down.
- Kart Miner - A Miner who is joyriding a mining kart. They are really fast, so try not to stay on the tracks. They usually disappear if you don't capture them. Also, just because you captured the Miner, doesn't mean you stopped the kart.
- Mallet Miner - A Miner with a huge hammer. Same as the regular Miner.
- Blob - A pink puddle of slime that hops about, trying to get you. Take advantage of its slowness.
- Imp - These flying, pink, elephant faced ghosts try to spear you through the wall. I suggest you Proton Beam them through the wall. They can also fly around the room and can go through walls.
- Cyclops - These green giants swing a ball-and-chain around. On occasion, they will throw their ball-and-chain straight

ahead at fast speeds. The best way to attack is to get on their blind side, (their left or right side), where they can't hit you straight on.

- Katana Ninja - These ghosts can quickly disappear and reappear on the screen. When they reappear they will charge you, or any direction if you're not in range, and swing his katana madly. Try to get around him before he starts swinging.
- Shurikan Ninja - This Ninja is exactly like the Katana Ninja, but stands still when it appears and throws three shurikans in three directions. Try to get it just as it materializes.
- Jack-O-Lantern - Looks like death with a pumpkin head. Like the Slimers, moves slowly and bumps around the walls and objects. Swings a scythe and comes in green or pink.
- Pillar - These slime creatures are a puddle of black and red slime that rises into a pillar and spit out blue spheres of Ectoplasm.
- Top Spinners - These odd creatures spin like a top in one of four directions. Like the Miners, they don't seem to go after you. Some are pink or red.
- Mimic - These creatures are Bathtub Menaces, but mimic the walls of the Museum.

5. Bosses

Here is the list of bosses, straight from the walkthrough.

The Scoleri Brothers
Level 1 - Court Building

The tall and skinny brother, {TSB}, flies around in a horizontal eight pattern. The short and fat brother, {SFB}, chases you and bounces off walls. Take out SFB first, so it's less annoying, then of course take out TSB afterwards. Remember, you have to hit them with Proton Beam, hold the button down, until it turns pink and then trap it. If you let go of him with the Proton Beam, it will disappear, then reappear somewhere else on the screen.

Decapitated Heads
Level 2 - Abandon Subway Tunnels

The first two boxcars have floating heads. Each have their own look, but all spit balls of Ectoplasm at you. The first boxcar has four, the next has five.

Conductor Slimer
Level 2 - Abandon Subway Tunnels

This Slimer has a conductor hat and a shovel, which he uses to throw blue Ecto-Flame at you. He throws three at one time, twice. To kill him is a little different. You cannot have a stable lock on him with the Proton Beam, so you must repeatedly shot him and trap him. Once you trap him, the train will stop and disappear. The next level is very tedious.

Salamanders

Level 4 - Sewers of Slime

These red demons can breath fire and mix into the slime to protect itself. Every time you take one out, another takes its place. Be careful that they don't spawn or get under you. Don't bother with the trap until you have the last one. The last one will turn green and that's when you can trap it. There are a total of nine Salamanders.

Uber Janosz

Level 5 - The Museum

This is the hardest boss battle. He continues to multiple and when you are trying to kill one, the others fire energy pulses from their eyes to stop you. Just hold the Proton Beam and dodge their attacks. Remember, your Proton Beam can have distance, but not to long. Their are a total of nine of them. The best strategy I found was to hit the one of them when their in a corner. When you destroy the last one, Janosz returns to normal.

Vigo

Level 6 - Altar

He gets out of the picture and surrounds himself with energy spheres. Then he absorbs them and shots three large spheres from each hand. The best strategy is to wait until he fires his large spheres, then hit him in the waist and pull back just enough not to get hit by the smaller spheres. Eventually though, you will have to let go, {unless it dissipates}, to dodge the large spheres. Do this about 10x and he will fall back into his painting.

6. Walkthrough

Note that when certain conditions are met, like getting all the ghosts in a certain amount of time in one area, you can get a glowing bag of money which gives you 3000 points.

Level 1 - Court Building

Enemies - Slimer

Jogger

Twin Pinks

Chainsaw Maniacs

The first area has three Slimers and one Jogger. Follow the arrow and you will encounter Twin Pinks surrounding a woman. After capturing them, continue left and a new ghost appears. Finish of the ghosts and continue left. This room only has a Bathtub Menace, so take care of it and continue right. One Slimer will appear then continue downward. A Slimer and Jogger await you in this room. Continue left when you are done. Watch out for the Slimer at the end of the hall, it will throw desks at you. When you kill that one another appears and this happens four times. At the room at the end of the hall, three Slimers will be throwing furniture at you. Return to the beginning room and two Chainsaw Maniacs will appear. Continue up and another Slimer and Jogger await you. Go up, past the first room and into the courtroom. Be careful of the chairs and continue to end of the level, where the boss{s} await.

The Scoleri Brothers - The tall and skinny brother, {TSB}, flies around in a horizontal eight pattern. The short and fat brother, {SFB}, chases you and bounces of walls. Take out SFB first, so it's less annoying, then of course take out

TSB afterwards. Remember, you have to hit them with Proton Beam, hold the button down, until it turns pink and then trap it. If you let go of him with the Proton Beam, it will disappear, then reappear somewhere else on the screen.

Level 2 - Abandon Subway Tunnels

Enemies - Miner

Jackhammer Miner

Kart Miner

Mallet Miner

Start by capturing the first miner, then continue up. Note that the only areas accessible are the ones with gates. Take out the five miners and continue up. The next area has two Jackhammer Miners trying to trap you. Don't run into the next area, there is a Kart Miner that can easily kill you. Take out him and the other Miner and continue up. This area has a lot of Kart Miners. Just stay of the tracks and you should be fine. Take care of all the different Miners and take the right path, the other path just returns you to the beginning of the area. The next area also has a number of different Miners. Continue right and yet another set of Miners, plus a new type of Miner. Continue right, kill the Miners, go up and kill all those Miners. The next area has no Miners, but bosses.

Decapitated Heads - The first two boxcars have floating heads. Each have their own look, but all spit balls of Ectoplasm at you. The first boxcar has four, the next has five.

Conductor Slimer - This Slimer has a conductor hat and a shovel, which he uses to throw blue Ecto-Flame at you. He throws three at one time, twice. To kill him is a little different. You cannot have a stable lock on him with the Proton Beam, so you must repeatedly shot him and trap him. Once you trap him, the train will stop and disappear. The next level is very tedious.

Level 3 - Peter's Apartment Building

Enemies - Blob

Imp

Cyclops

Katana Ninja

Shurikan Ninja

Jack-O-Lantern

Like I wrote before, this level can get tedious, but at least there is no boss. The first area only has two Blobs. Take care of them and continue up, to fight five Blobs. The next door you go through will reverse your position, so don't keep pressing Up when you go through the door, or you will just be stuck in a loop. The next area has Blobs and Imps. Take care of them and continue down. The next area has five Blobs, do away with them and continue up. The next area may have the music of a boss, but this enemy is fairly easy. Continue down and watch out for the Katana Ninja. Kill it, and the Blobs and continue down. The next area has a lot of Imps, two Ninjas and a Blob. The next area has two Cyclopes. The next area has two Shurikan Ninjas. Continue down and trap there are two rooms with Blobs in them. When you kill all the Blobs in the left room, a Shurikan Ninja appears. When you kill the Blob in the right room, another appears and this happens three times. The next area has three Cyclopes and two Jack-O-Lanterns. The next area has three Imps flying around. After that,

another room full of flying Imps and Blobs. The next room has two Cyclopes and a Jack-O-Lantern. Yah, more flying Imps. Watch out though, some are very close to the entrance. Take care of the rest of the enemies and continue down. The next area has flying Imps and spear Imps. Four Jack-O-Lanterns and three Cyclopes await you in the next room. Continue onto the next room and face five Jack-O-Lanterns. Thankfully, the next area is the last, but has seven Jack-O-Lanterns. Go up and past the first room. The next area is a cinematic of Janosz Poha, a slave to Vigo, kidnapping Oscar.

Level 4 - Sewers of Slime

Enemies - Pillar
Slimers
Top Spinners

This level is kind of a pain, because of the slime rivers make you move slowly at times. The first area you are in has a Pillar in it. Destroy it and go up then right. This room has three new colored Slimers. Continue left and Pillars will appear. Continue up then kill all three of the Pillars on the lower left screen. Go down to face four Slimers and two Pillars. Return to the previous area and kill all Pillars, then continue up. The next area has a lake of slime, which has a whole lot of Pillars. The next area has Blue Slimers outlining the left of the screen, throwing objects at you. It also has a new enemy, Top Spinners. Continue down and face Pillars and Top Spinners. The next area is the last area and has all three enemies. The boss{s} awaits you in the next room.

Salamanders - These red demons can breath fire and mix into the slime to protect itself. Every time you take one out, another takes its place. Be careful that they don't spawn or get under you. Don't bother with the trap until you have the last one. The last one will turn green and that's when you can trap it. There are a total of nine Salamanders.

Level 5 - The Museum

Enemies - Imp
Pink Twins
Slimer
Top Spinners
Jack-O-Lanterns
Mimic
Jogger
Cyclops
Blob

A little easter egg, look at some of the paintings and you'll see there are posters of "Ghostbusters". Also you should know that you will fight most of the bosses of the game though the level. The first room has no enemies, but the next one has lots of Imps. After taking care of them, the next room has the retuning Pink Twins. Continue up and another large number of Imps appear. A new color of Slimer awaits you in the next room. The following room has Top Spinners, although their more pink then red. The nest room has more Slimers. The first bosses await you in the next room. Same strategies as before, get the fat one, then the skinny one. Continue up and a couple of Jack-O-Lanterns await you. Same with the next room and then some Mimics and Chainsaw Maniacs afterwards. Continue left and the Jogger makes a return, along with some Mimics and Slimers. The next has two Cyclopes waiting to bash your head in. Continue left and more past enemies appear. The next room has some Blobs, and the next room has the Decapitated Heads. After that follow the arrows and face Uber Janosz.

Uber Janosz - This is the hardest boss battle. He continues to multiple and when you are trying to kill one, the others fire energy pulses from their eyes to stop you. Just hold the Proton Beam and dodge their attacks. Remember, your Proton Beam can have distance, but not to long. Their are a total of nine of them. The best strategy I found was to hit the one of them when their in a corner. When you destroy the last one, Janosz returns to normal.

Level 6 - Altar

Not really a level, but still. Just continue to go up until the altar, there you will have the final battle with Vigo.

Vigo - He gets out of the picture and surrounds himself with energy spheres. Then he absorbs them and shots three large spheres from each hand. The best strategy is to wait until he fires his large spheres, then hit him in the waist and pull back just enough not to get hit by the smaller spheres. Eventually though, you will have to let go, {unless it dissipates}, to dodge the large spheres. Do this about 10x and he will fall back into his painting.

Ending

After Vigo falls back into the painting and disappears, Oscar returns to the altar and Dana reclaims him. Stay for the credits to see some funny animations.

7.Review

Graphics = 3
Sound/Music = 4
Gameplay = 4
Overall = 3

This game is fun, but you can beat it in like 1-2 hours. Graphically likable, but nothing special. The Music is well done, most of it is from the movie. The sound however, is nothing special. As for Gameplay, simple yet fun. Overall, its a fun game that you should at least play through once.

8. Copyright

Copyright 2003 - 2005 Andrew Almeida

This document cannot be used for profit, such as printing it in magazines. This document may not be posted on any website without my permission. You cannot reproduce this document and alter it to make it looked like your own.

All trademarks and copyrights contained in this document are owned by their respective trademark and copyright holders.