



The Ghostbusters game for the Atari 8-bit, developed and published by Activision in 1984, is an action game inspired by the iconic movie of the same name. It offers a unique combination of top-down and side-view gameplay. Players manage a Ghostbusters team from their headquarters, monitoring a map of central Manhattan for ghost alarms. The game involves navigating the Ghostmobile through street traffic to haunted locations, where it switches to a side view to deploy proton beams and traps to catch ghosts. Successful captures reward players with money, which can be used to purchase new vehicles and upgrades. The challenge of the game increases as the city's PK energy level rises, culminating in a final showdown at the Temple of Zuul if levels are kept under control.

