

Magnus Deacon Presents

The Trophy Hunter's Guide To



GHOSTBUSTERS™
— THE VIDEO GAME —

Trophy Hunter's Guide to Ghostbusters The Game (PS3)

Written by: Magnus Deacon

Version 1.5

Foreward

I'll admit, I'm a Ghostbusters fan. I have been since 1984. (Yes, I'm that old.) Now that I have the game I want the trophies. You do too if you're reading this. I also know that simplicity is the best. So, let's get to it. If you need a clarification on any item or trophy feel free to send me an email at hitokiri.dragonfly@gmail.com.

Apologies...

I'm just going to apologize now... Especially since all the information gathered is what I have found through other sources and also consists of best guesses and approximations on certain trophies. As well as things I found out through game-play. I know you want as much information as you can get. I did too. But this is absolutely every scrap I could get. Which is why this will be a work in progress until everyone I know and who uses this guide can use it to get a Platinum on Ghostbusters. Lastly, here... I have the platinum trophy for this game. It's not impossible to get, just time consuming. Checklists are a must if you don't want to drive yourself crazy.

Sections

Section 1 - Trophies

Section 2 - Collectibles

Section 3 - Multiplayer How To

Section 4 - Strategies for job types

Section 5 - Drinking Game

Section 6 - Getting the In-Game Trophies

Section 7 - Addressing Glitches

Section 1 - Trophies

Easy Pickin's

There are those trophies (mostly Bronze) that are what I call easy pickin's. Meaning they happen even if you aren't trying. Here's a short listed batch of easy trophies.

Note that I also include level trophies. These are easy since you can earn them on "Casual".

1. I Ain't 'Fraid of No Ghost! - Easy. Just Trap a Ghost.
 2. Aim For The Flat Top! - Eliminate a creature. (IE a critter that can't be trapped)
 3. I'm Picking Up A Signal... - 100% Scan on 1 Ghost. (Sloth is a Freebie)
 4. I Feel So Funky - Easy. Get Slimed. Slimer will do that for you.
 5. You Gotta Try This Pole! - Slide Down The Fire pole. Just walk over to it and hit X when Prompted.
 6. We Have The Talent! - Complete Firehouse Level
 7. The Flowers Are Still Standing! - Complete Hotel Sedgewick
 8. Once S'more into the Breach - Complete Times Square
 9. Get Her! - Complete the Library
 10. Ghost Fever Grips New York - Complete The Museum
 11. Somebody Saw a Cockroach on 12 - Complete Return to the Sedgewick
 12. Let me guess, Gozer Worshipers - Complete Lost Island
 13. Disaster of Biblical Proportions - Complete Central Park
 14. We Came, We Saw... Complete the game on Casual or Experienced
 15. Total Protonic Reversal - Knock yourself down with your own weapon (don't worry, you will.)
-

These Trophies Take Some Doing...

Now, I won't lie. These Trophies will take a bit of work. Some more than others. I'll also make some notes later on easy ways to get ones such as Nice Shootin' Tex, The Destructor and (hopefully) Drinking Game.

1. Slam Dunk! - Slam Dunk a ghost into a trap. (You'll need to buy the Slam Dunk Trap)
2. Slime Dunk! - Trap a ghost using the Slime Tether. (easy once you get the hang of it)
3. Stasis Dunk! - Trap a ghost using the Stasis Stream
4. Heat 'Em Up - Buy all Boson Gun upgrades
5. Mother Pus Bucket! - Buy All Slime Gun upgrades
6. We be fast! They be slow! - Buy all Dark Matter upgrades
7. I don't want my face burned off! - Buy all Meson Collider upgrades
8. The Destructor - Complete the game with over \$3,000,000 in property damage. (Go for this one first. Destroy everything.)
9. Nice Shootin', Tex! - Complete the game with less than \$100,000 in property damage (Try to shoot nothing but ghosts.)

10. I'm a Ghostbuster, not a doctor! - Revive your teammates 20 times.
11. And you want to keep it? - Collect a Cursed Artifact
12. Kosher! - Destroy the Ham on the Bar Mitzvah table. (It's to the left of the huge cake)
13. I Love You When You Rough-House - Destroy the Architecture Office in Times Square. (Walls, desks, etc...)
14. But the kids love us! - Thoroughly investigate the Children's reading room in the library.
15. You Never Studied - Find all 4 interactive boxes first round in the civil war exhibit. (Don't get near Peter and Winston)
16. I've Quit Better Jobs Than This. - Slime Clean the Coat Room Return to the Sedgewick
17. Hedgebuster - The Hedge Maze on Shandor Island... Burn EVERY bush. Proton Style.
18. One Down, on the Ground! - Knock a coffin out of the air in Central Park. (Tricky, but you only need to get one.)
19. Ghostbusters Drinking Game - Find and use every water fountain. Use the one in the firehouse every time.
20. Are You A God? - Beat Professional Difficulty
21. We Have The Tools! - Buy All Upgrades
22. Spores, Molds, and Fungus - Collect All Cursed Artifacts.
23. Back Off Man, I'm A Scientist - Get 100% Scans on every Critter in the Game.
24. It's Slime Time - Use the Slime Tether on 15 Ghosts (Not necessary to Slime Dunk them)
25. I Looked at the Trap, Ray! - Fill and retrieve 20 of your own Ghost Traps
26. Platinum - A gimme once you get ALL other trophies.

Multiplayer Trophies

These take a bit of work. I have a few. Hopefully you're like me and enjoy the Multiplayer mode. If not, you will NOT enjoy getting these for the platinum.

1. Loans Paid Off - More than \$100,000 earned in multiplayer. This one is an easy get.
2. On the Payroll - Successfully complete one multiplayer campaign. When I say complete, you have to WIN all 3 parts.
3. Egon's Guinea Pig - Use one of every Pickup (both Power-ups and Equipment). This one will pop easy enough.
4. Payday! - Be the overall top earner in each multiplayer campaign setting. (Info Claims You Must Be The Host of the Game)
5. It's a Living - Trap over 50 ghosts in your multiplayer Ghostbusting career. Really easy, just play in Multiplayer games.
6. Wanted! - Defeat three Most Wanted Ghosts.
7. Employee of the Month - Be top earner in each multiplayer job type. You'll need someone to help you here.
8. No Job Too Big - Defeated all Most Wanted Ghosts
9. Gozer's Most Wanted - Successfully complete each Multiplayer job in every location. (Info Claims You Must Be The Host of the Game)
10. Overachiever - Get over \$2,500,000 in multiplayer, over 30 Post-Job Awards, 50 Jobs completed. I'll expand on this one later on in the guide.

Section 2 - Collectibles

Cursed Artifact Hide-and-seek

Finding these Artifacts can be useful in 2 ways. First, you get the trophy. Second, you get money for each one you find. (This goes a long way toward buying the upgrades). You're close to an artifact when the PKE readings turn Blue. Here are the artifacts and where they are. Just keep an eye out for a prompt to use the PKE Meter. Here are the locations and the rightly named items. Luckily, there are only 6 items per stage.

Sedgewick Hotel

1. Gustav Self-Service Tray - When you're chasing Slimer, Ray will stop close to some Soda machines. It's in front of the soda machines.
2. The Summoner Bell - When you get into the lobby fighting the Bellhop Ghosts, finish them and then look for the main desk. It's on the desk.
3. Stay Puft Toy - In one of the kitchen rooms. If you meet Venkman in the Ballroom, you've gone too far.
4. Voyaging Case International - After you bag Slimer, destroy the wall next to the Wet Bar. The trunk is inside.
5. Portrait of G. Sedgewick - After the stairs are destroyed go straight to the next flight up, follow it up until prompted to use the PKE.
6. Toaster of Sights Unseen - Explore the flooded hallways to find this one.

Times Square

1. Gaillano's Enchanted Pail - When You and Winston break into the laundromat, look in the room by the back door.
2. 3-Toed Jenkins' Midnight Goose - After you blow up a path for Ecto 1, walk after it and once you pass the cargo truck look to your right.
3. Patrelli's Mischievous Cone - Keep Following Ecto 1 until you find an alley on the left. Go all the way to the end to the blues bar on the right.
4. Asmodeus' Hotline - After escaping Stay Puft into the office building, look on the secretary's desk.
5. Hohman's Black Low-rise - As soon as you destroy all of the Marshmallow Minis, look in the back right corner of the same room.

6. "The Ravishing Red Prince" - Walk down the hallway after the model city and look for it on a wall behind you on a corner on the left.

NYC Public Library

1. Portrait of Eleanor Twitty - After beating the Book Golem go to the left hand side of the back of the room and open the door.
2. Reluctant Reading Lamp - In the Bookshelf maze you'll come to a computer desk. It's on the desk.
3. Pin-up Calender of DOOM! - When chasing the Grey Lady you'll find a door with a chair wedged under the knob. The Calender is in that room.
4. Seat of Vapors Foul - Found in the room where you use the capture stream to pull steel beams out of the doorway.
5. Ali El-Baluu's Irksome Rug - In the room with the portals run to the one on the rear left side and go through. The rug is in there.
6. Featherwell's Stalking Chair - As you enter the room with everything on the ceiling, turn around and look up to the wall around the first 2 corners behind you.

Museum

1. Ritual Mask of Bad Advice - In the loading dock area, listen for Winston to start whining about "We used to fight class 2's and 3's..." and start looking for it on the shelves.
2. Cursed Musket of C. Starkey - When you get to the Civil War exhibit, go around the left corner and look for it on a wall display.
3. Bagged Head of Azothotep - Hard to miss. It will be sitting in the hall after the Egypt exhibit while you're chasing around the Chairman.
4. Phoenician Plague Vase - After the Bagged head you'll go through the burial exhibit, go past it and turn left (not right like you would to chase after the Chairman). It's in a display case.
5. Painting of the Trustees - Look for this one on the wall soon after getting the Vase.
6. RC Ecto 1 - When you get through the sewers onto the catwalk go left until prompted to use the PKE.

Return to the Sedgewick

1. Disco Pants - Go back to the Ballroom entrance of the Bar Mitzvah (not through the kitchen).
2. Broccoli Queen Book - After finding the Hotel Manager, go up the nearby stairs to find this one.
3. Cruel Oven - In the kitchen, you'll see 2 refrigerators. The one sticking out needs to be pushed back to get the item.
4. Swiss Death Clock - When you get back to the lobby, go back toward the entrance of the hotel, follow the PKE to the coat room. Inside is the clock. Clean up the black slime for the trophy "I've Quit Better Jobs Than This".
5. Haunted Toilet - On the 12th floor with Egon, go to the place where Egon says has the strongest PKE readings. Look left for a hallway to an openable door.
6. The Unruly Beard of V. Belascu - After hearing the Spider Witch's victim scream, go right down a T intersection. The item will be hanging in the air.

Lost Island

1. Church of Gozer Songbook - After walking up the rails you'll come to a courtyard. Go straight ahead and the book is behind the barrels.
2. Anguished Stuffed Bear - After you use the Slime Tether to open the door in the hedge maze, go to the opposite corner to find this one.
3. Fox Hunt on Tiamat Island - In the Black Mass area, find the corner room with the wooden wall.
4. Wheel of the Alabaster Wretch - In the sewer maze. You'll go into a tunnel and see a spider run across the ceiling. Go right at the T and into the next room. Look around the walls for it.
5. Ghostbusters DVD - After you drain the sewer of black slime you'll enter a maze of tunnels. A door opens to reveal a bunch of red spiders at a crossroad section. Turn right after you beat them to find the item.
6. Singing Slime - Find Winston and you'll go into a slime factory. Walk around the lower level to the left to find these.

Central Park

1. The Bust of Mausch - Starting out go all the way to the end and turn right to find it.
2. Ghostbusters Balloon and Mug - When the Flying Skull pops out at you to open the way, look behind the mausoleum to the left. You can get this before or after you open the gate.
3. Cherub Head - After you and Ray battle the Cultists, head toward the tower in the background and look for an opening with 2 street lamps. It's behind a small crypt in that area. If you get to the fight with the Cemetery Golems, you'll have to restart from the last checkpoint.
4. Ghostfruit Plant - After you exit the maze with the statue head lock. Ray's cut-scene about Gozer's Destructor form will end and you go right at the top of the stairs and look behind 2 small crypts.
5. Ivo Shandor's Skull - After you open the next gate for Ecto-1 go underground to the pool. Destroy all of the Cemetery Crawlers and look for a small destroyable alcove on the right.
6. Archangel's Gallbladder - When you get to the gate with 3 glowing faces, look behind you in the alcoves.

=====

Ghostbusters PKE Reading Locations

=====

There are 47 Ghosts Total. You'll notice a few repeat. Those only count for one scan. So if you get one the first time, don't worry about scanning it again unless you missed some details first time around. Scan all 47, get the trophy.

Firehouse

Sloth Ghost (Freebie)

Sedgewick Hotel
Bellhop Ghost
Candelabrum Crawler
Dead Fish Flier
Kitchen Golem
Pappy Sargassi (Boss)
Slimer

Times Square
Black Slime Portal
Construction Worker Ghost
Hobo Ghost
Marshmallow Mini
Opera Diva Ghost
Stay Puft (Boss)
Stone Gargoyle

NYC Public Library
Azetlor The Destroyer (Boss)
Book Bat
Book Centurion
Book Golem
Coal Golem
Cruster
Crusto
Cultist
Librarian Ghost (Grey Lady/Boss)
Paper Construct

Museum

Beauty Queen Ghost
Black Slime Fiend
Confederate Ghost
Flying Skull
Possessed Human
Possessed Statue
Possessor Ghost
The Chairman (Boss)
Union Ghost
Venom Crawler

Return to the Sedgewick
Chef DeForrest (Boss)
Cook Ghost
Kitchen Flier
Spider Crawler
Spider Witch (Boss)
Webbed Fiend

Lost Island
Black Slime Fiend
Black Slime Monster
Cultist
Imprisoned Juvenile Slor (Boss)
Venom Crawler

Central Park
Cemetery Crawler
Cultist
Cultist Summoner
Ivo Shandor (Boss)
Flying Skull
Grave Fiend
Grave Monster
Keyhead Monster
Stone Angel

There are also a few scanables such as Black Slime, Ectoplasm, and Black Slime Portals. Get those too... just in case.

=====
Section 3 - Multiplayer How To
=====

Here are some extras you may need to know for specific trophies. Here's the kicker. The awards for Overachiever are fun to work on but wholly unnecessary. You can consistently get the same one. But it counts as a single award each time. In other words, get Broke 30 times, it counts as 30 awards. The reason the trophy seems hard to get is the complete 50 jobs part. For Gozer's Most Wanted you only need complete 48 jobs. So just win 2 more and you get Overachiever.

Awards for Overachiever

Any game type:

Broke - Least cash earned in the match (also given to the least active player)
Slowpoke - Shortest total distance traveled
Slime Magnet - Most times slimed by ghosts
Light Show - Lowest accuracy
The Real Ghostbuster - Most ghosts trapped or destroyed (10 minimum)
Ain't Afraid of No Ghost - Least amount of knockouts
Medic - Revived the most teammates
Most Revived - Most times revived by a teammate
Demolitions Man - Most ghosts damaged in a single explosion (3 minimum)
Rollin' in Dough - Most cash earned in the match (\$10,000 minimum)
Tech Head - Most power-ups collected in the match (4 minimum)
Purist - Fewest power-ups collected in the match (defeat at least one enemy)
Itchy Trigger Finger - First person to shoot in the round
Nice Shootin' Tex - Highest accuracy with the Proton Stream
Dead Aim - Most ghosts hit with the Meson Collider and/or Overload Pulse
Darkest Matter - Most ghosts hit with the Stasis Stream and/or Shock Blaster
Ghosticle - Most ghosts frozen with Stasis Stream
Slimer - Most shots with the Slime Blower and/or Slime Tether
Befriender - Most ghosts turned good with pink slime (1 minimum)
Duckin' and Dodgin' - Most dashes and jumps (10 minimum)
Slammer - Most Slam Dunk traps
Long Time Wrangler - Longest wrangle of a ghost
Marathon Runner - Longest distance traveled in a match (40 feet minimum)

Containment:

Keeping an Eye Out - Longest Period of time in PKE Paragoggles view
My Ghosts, My Trap! - Most ghosts trapped in your own trap
We Came, We Saw... - First person to trap 10 ghosts

Destruction:

Destruction Master - Most Relics destroyed (10 minimum)
Smashy Smashy - First player to destroy 10 Relics
Blink Out - Most ghosts eliminated by destroying Relics
Rampager - Shortest period of time between destroying two Relics

Survival:

Soul Survivor - Longest run without getting knocked out
Team Savior - Revived each teammate at least once
First Death - First knockout of the round
Commando - Highest ghost-defeat-to-player-knockout ratio

Slime Dunk:

MVP - Most points in Slime Dunk (1 minimum)

Slime Wrangler - Longest amount of time wrangling Slimer

Slime Dodger - Least number of times knocked down by Slimer

Gloop Dreams - First person to do five Slime Dunks in the match

Thief:

Best Rescuer - Most Artifacts returned to the safe zone (1 minimum)

First Rescuer - First player to destroy a thief who has stolen an Artifact

Red Handed - The player who destroys the most thieves that have stolen Artifacts (1 minimum)

Protection:

The Protector - Trap three ghosts in a row while the active PKE Disruptor remains undamaged

Comeback Kid - Trap three ghosts in Sudden Death

Vendetta - Be the first to destroy or capture a ghost after it has done damage to a PKE Disruptor

Multiplayer Ranks

Intern Ghostbuster

Rookie

Greenhorn

Supernatural Investigator

Novice Ghostbuster

Paranormal Examiner

Slime Collector

Spook Spotter

Spirit Trapper

Ghostbuster

Proton Slinger

Slimer Snagger

Phantom Blaster

Ecto Exterminator

Elite Ghostbuster

Wraith Wrangler

Soul Hunter

Specter Slayer

Defender of New York

Ghostbuster of the Year

Payday Conditions

Play through and meet the win condition for each level in all 4 of the ranked campaigns. You must be the top earning player in each of the levels played. And now the rules for the jobs...

1. You must not die due to crossing the streams.
2. You must complete at least 1 wave in Survival jobs.
3. You must completely charge all 3 PKE Disruptors in Protection jobs.
4. You must destroy at least 1 relic in Destruction jobs.
5. You must protect at least 1 artifact for the Thief jobs. (I've been told this also goes for GMW)
6. You must complete at least 1 wave in a Containment job.
7. You have to completely win one (maybe 2 out of 3 in some cases.)

(I know, this gets a bit TOO specific doesn't it? It's not over yet)

Most Wanted Ghosts

Pain in the --- as it may be, you have to meet specified criteria to get Most Wanted's to appear. Some of these show up more easily if you're playing with others who have already met the required criteria. Plus, as a bonus, if you are present when a higher ghost than you have the criteria for shows up... he counts in your collection. I've known people who have Glutton Slimer but don't have any of the others. Ain't that a rip? Without further ado, here's the list. A simple how to on what is supposed to make these ghosts show up. There is a nice glitch for this one too. See Section 7.

Library

The Book of Pain: Complete any job in any of the library levels.
Captain of the Guard: Capture book of pain and kill 20 paper enemies.
Olga the Terrible: Capture the captain and complete 5 jobs in the library.
Dredge: Capture Olga and complete 10 library thief jobs.

Now, this seems easy enough. You simply need to combine requirements. Olga requires you complete 5 jobs in the library. Nothing specific, any job will do. So, I'd say just start doing the requirements for Dredge and you'll be halfway there when you get Olga to show.

Times Square

Smelly Ned: Complete 5 containments in time square maps.
Dolnasky: Capture Ned and collect 50 powerups.
Grimgreave: Capture Dolnasky and kill 20 gargoyles and/or cherubs using slams.
Binky: Capture Grimgreave and complete 10 survivals on Times Square maps.

These require a bit more legwork on your part. I'm guessing on this, but I think any Gargoyles or Cherubs you destroy count no matter what map you're on. Same with the Powerups.

Museum

Grundel: Complete 5 museum protections.
Sharpshooter Bailey: Capture Grundel and capture 15 civil war ghosts.
The Maestro: Capture Bailey and complete 10 museum survival jobs.
Grand Pappy Sargassi: Capture Maestro and complete 15 jobs on museum levels.

Cemetery

Mad Mad Minimo: earn 50k in any cemetery job.
The Darkest: Capture Minimo and kill 15 black slime monsters.
The Clawed Menace: Capture Darkest and kill 50 cemetery crawlers
the Uprising: Capture Clawed Menace and complete 10 survival jobs in the Cemetery.

The Slimers

Rotten Slimer: Capture 10 slimers.
Wee Slimer: Capture Rotten Slimer and win at least 3 slime dunks.
Polar Slimer: Capture Wee Slimer and get 20 slime dunks on each of the slime dunk levels.
Glutton Slimer: Capture Polar Slimer and complete 60 jobs.

It has been found that the Slimers are NOT going to show up in the Slime Dunks. They are most likely to show up during Containment jobs. A close second are Survivals.

Gozer's Most Wanted

Getting this one is going to require you to play with some help. The Survivals are easy enough, just survive all 10 waves in each setting. Destruction is a pain, you have to destroy all 26 relics in each place. Same with Containment, Capture all the ghosts in each place. Protection is easy but you must raise all 3 PKE disruptors in every location. If you're good at Thief, then having all 4 relics at the end of each should be a breeze. Note that I've heard they made it easier with Thief meaning you only need to save 1 relic for it to count. And last, you have to win all 6 Slime Dunks. Just so you know, The Library Survivals are a bitch and a half. They are the hardest of the Survivals. Save them for last or get them out of the way first. And here's the list for each. Strategy section to follow list. Fizzmatix's awesome checklist is included in this guide.

=====
Section 4 - Strategies for job types
=====

Believe it or not, most of the people playing these jobs make them way harder than they need to be. One important thing you should know is that there are 2 levels to each job type. 2 Players get an easier time of it because there aren't as many enemies that will spawn for 2. If you have 3 or 4 players you're in for a fight. Teamwork is key in these jobs too. REVIVE OTHER PLAYERS because if all of you are killed, it's game over. Some I suggest you only have 2 players. Others I STRONGLY suggest 4. Here they are...

Destruction - These I suggest you play with 4 players. You only have 5 minutes to destroy 26 relics. So 2 or 3 beams on one relic will make it go faster. So you have time to deal with the red ones which are a bitch to destroy AND spawn the hardest enemies. With 4 players you can also have 2 teams running around the stage destroying relics as fast as is possible. If you have one who knows exactly where every relic will pop up, then all 4 can run around to each relic making it that much faster.

Survival - 2 players can win these. But your best bet is to stay close enough to the other player so that one can revive the other when he or she inevitably gets knocked out. As I said before, The Library levels are the 3 hardest so go all out in any way you can. And if you are wondering... Twisted Stacks is the hardest one of all.

Protection - Easiest one of all. IF you have helpers who know what the hell they're doing. Each one is fairly similar to the next, The ONLY exception is the Cemetery. But I'll go into that last. Firstly, the first 2 towers are attacked by ghosts. The first one shows up right off the bat, the second (and 3rd if you have 3 or 4 players) shows up around 50%. Have at least one person using Slime as a weapon. All you have to do is use the Slime Tether to stun the ghost. It's an instant stun no matter how much energy the ghost has. Then have someone hold the ghost until the tower gets to at LEAST 85%. Then you may trap the ghost. Secondly, the last tower is always a big guy of some type who spawns tons of little ones. Keep one guy at the tower as a goalie for the little peons. The rest, if they have Stasis weapons, should have no trouble keeping the big guy away from the tower. Note that, Shock Blast will knock the big guy's health down quickly but the Stasis Stream will freeze him. Freezing him will stop him from spawning peons. So, if you have 4 players, 3 can take turns freezing the big guy and 1 can guard the tower. Now... the Cemetery, This one can be either easy or hard. The last guy is a Grave Monster. Yes, he spawns little guys. There IS a difference here. First, the flying skulls he spawns can be instantly caught in a capture stream and slammed. Second, you don't want him anywhere even CLOSE to the tower. Stasis Stream is your friend here. Try to keep the Grave Monster frozen as far away from the tower as possible. Yet again, make sure someone is guarding the tower in case a skull gets through. If you can do it right, it's ridiculously easy.

Containment - These can be easy too. But everyone in the game either needs to be masters of the Slime Dunk (the one you get the trophy for in single player mode) or must be able to use the Slime Tether to knock out a ghost. Slime dunking is an instant trap move by putting one end of the tether near the trap and the other on the ghost. Even if you miss, the ghost is instantly stunned. Throw a capture stream on him and put him in the trap. You can have 2 to 4 players here. There is only a 5 ghost difference. You get 15 for 2 players and 20 for 3 to 4 players. Slime Dunking is also a good way to build up your time early on so you have time to catch the last few ghosts. Gather powerups to remove the ones you don't need so that Slime spawns. In a pinch though, Shock Blast and Meson Pulse are quick ways to knock out a ghost. 2 - 3 shots will do it.

Thief - These are fairly easy as long as someone stands guard over the relics. Even if you can't, or don't, use the Slime Tether in this one the ghosts, monsters, what have you... will drop the relic if you hold a stream on them for a few seconds. You can also pull the relic out of their grip by using the capture stream. PRACTICE THE CAPTURE STREAM. You can hit R2 and L1 almost at the same time for an instant capture stream. Once you have the relic. Hit L2 to slam it away from them. You can also use it to carry the relic back to the others. Here too you have a time limit. But the time running out is good for you instead of working against you. If you are guarding the relics, I don't care if everyone else gets knocked out. DO NOT LEAVE THE RELICS UNGUARDED! Trap the ghosts and smash the cherubs and other things. I've heard 2 differing stories on these for Gozer's Most Wanted. The First being you must have all 4 relics at the end. The other is that you only have to have 1 left. Having one left is said to be the game designers making one job type easier since the rest are so hard. I have no idea which one is the absolute truth. If you can save all 4 relics on all of them first time through, you're good. If not, finish the rest and if the trophy doesn't pop up, redo the Thief jobs.

Slime Dunk - I hate these. I'll tell you why. It's a pointless job. Catch as many Slimers as you can. Well, just get a friend to play with and let each other win. Play each one twice and you both have all you need for Gozer's Most Wanted. After that, play them again until you have the requirements to catch the Slimers in the Most Wanted Ghosts section. Useless, piddly and not worth playing other than for getting the trophies. That's my opinion and I'm sticking to it. If you like the Slime Dunks, you can play them all you like. I'm done with them.

=====
Section 5 - Drinking Game
=====

1. Firehouse - This fountain counts throughout the game (you revisit the firehouse several times). The water fountain is at the top of the stairs leading to the containment room.
2. Sedgewick - Turn right upon entering the lobby to the vending machine room. There is a water fountain there.
3. Sedgewick - Right before battling the Sargassi Lounge, the water in the hallway will vanish. Check the red elevator

lobby for this fountain tucked away in a corner.

4. Times Square - After Winston breaks into the laundromat, there will be a water fountain by the back exit (near where the cursed artifact is).
5. Times Square - After entering the office building, there will be an elevator cut-scene. The water fountain will be at the corner of the hallway after you get off the elevator.
6. Public Library - After the cut-scene where Winston reveals more information about Eleanor Twitty and Edmund Hoover (a.k.a., Azetlor), you will be heading towards the juvenile reading room. The hallway leading to the room has this fountain.
7. Museum - After the Egyptian and mummification exhibits, there's a hallway where Venkman springs out from a corner to scare you. The water fountain is next to the Bagged Head of Azothotep.
8. Return to the Sedgewick - Right inside the Generator room

If at this point the trophy hasn't popped up, don't fret. You can replay the missions until you get all the artifacts and water fountains. That's what I love about this game.

Section 6 - Getting the in game trophies

In this 6th and final section, I'll do a bit of clarifying on the in game trophies. Some of these will pop up while you're not even thinking about it. As I said above, if you miss one, replay the missions until you get the one you're looking for.

1. I Ain't 'Fraid of No Ghost! - This trophy will pop up as soon as you pull Sloth into a trap in the Firehouse.
2. Aim For The Flat Top! - This one will pop up when you destroy your first Candelabrum Crawler.
3. I'm Picking Up A Signal... - This one pops up while fighting Sloth. If not, it will when you scan Slimer.
4. I Feel So Funky - Stand still long enough for Slimer to do his rush attack.
5. Total Protonic Reversal - This one happens when you cross the streams with another Ghostbuster. It'll happen.
6. Slam Dunk! - First, buy the Slam Dunk Trap. Then slam the ghost until it hits the trap.
7. Slime Dunk! - This one is simple. Slime Tether the trap with one end, the ghost with the other. If it goes straight into the trap, this trophy will pop up.
8. Stasis Dunk! - This one is a tricky one. You have to use the Stasis Stream to freeze the ghost. Then you have to throw a trap right under the ghost. If it goes right into the trap, this trophy will pop up.

These next few are fairly self explanatory.

9. Heat 'Em Up - Buy all Boson Gun upgrades
10. Mother Pus Bucket! - Buy All Slime Gun upgrades
11. We be fast! They be slow! - Buy all Dark Matter upgrades
12. I don't want my face burned off! - Buy all Meson Collider upgrades
13. We Have The Tools! - Buy All Upgrades

14. The Destructor - This one may seem hard but it's not. Replaying Missions will rack up the damages you need for this trophy.
15. Nice Shootin', Tex! - How the heck do you do it? Easy. All you have to do is be very careful with your aim. In spots where you have to move something, use the Slime Tether. Let the other Ghostbusters do the damage where you can and once you get to the Lost Island... you're golden. *Note* You must defeat Ivo Shandor in order for The Destructor and Nice Shootin' Tex to pop up.
16. I'm a Ghostbuster, not a doctor! - Let the other Ghostbusters get knocked out and keep reviving them until it pops.
17. And you want to keep it? - You'll get this one when you find the Gustav Self-Service Tray.
18. Kosher! - As most know, Jewish people aren't allowed to eat ham. There is one on the table in the ballroom to the left of the huge cake. Blast it until it's gone.
19. I Love You When You Rough-House - In the office where you fight the Marshmallow Minis... Just blow up everything you can until this trophy pops up.
20. But the kids love us! - Walk around the Juvenile Reading room with the PKE Meter. It's easy. As soon as you walk in the door, walk right until you get to the Puppet Show. Then walk down the middle of the room watching for the hopscotch game on the floor. That will take you to the back of the room where you came in. The door on the left is the one you open. It will be blocked until you blast inside with a Boson Dart. Then walk to the chair with the stuffed Panda. The Trophy pops here.
21. You Never Studied - There are 4 interactive boxes in the Civil War exhibit. As you walk in, there's 1 on either side of the door. Then 2 more in the middle in front of the statues of soldiers on horseback. Get all 4 before you go to where Peter and Winston are in front of the rear exit.
22. I've Quit Better Jobs Than This. - On the Return to the Sedgewick level. When you can, go all the way back to the lobby. Turn around like you're going back to the others. There is a door to the far right facing you. Open it to find a ton of Black Slime and the Swiss Death Clock. Once you get the clock, start hosing the room down with slime until this trophy pops.
23. Hedgebuster - On Shandor Island you'll walk down into a hedge maze to turn a crank to open the door. Use the Boson Dart to destroy every bush you can find. If the trophy hasn't popped then you've missed one. The Anguished Stuffed Bear is down here too.
24. One Down, on the Ground! - When you get to the open area of Central Park where coffins are being hurled at you, start trying to knock one out of the air. It's tricky, but once you hit one this trophy will pop up.
25. Ghostbusters Drinking Game - See the Drinking Game section.
26. Are You A God? - Beat Professional Difficulty. Enough said here, there aren't any tricks to it.
27. Spores, Molds, and Fungus - See the Collectibles section.

28. Back Off Man, I'm A Scientist - When you scan a ghost or creature, make totally sure you have every bit of info on it. Weaknesses, attacks, everything. If you miss a few, replay missions. During the choose mission screen it will tell you how many ghosts you got full scans on and how many artifacts you found.
29. It's Slime Time - Slime tether 15 different ghosts. It doesn't matter if you Slime dunk them. Just tether them to walls, floors, whatever. Just make sure you do it to 15 different ghosts.
30. I Looked at the Trap, Ray! - Trap 20 ghosts in your own trap. Easiest way to do it. Throw a trap, trap a ghost, pick it up, repeat until trophy pops up.

And that's it. By the time you read this you should have the platinum trophy in your possession.

Section 7 – Addressing Glitches

Okay, there are some glitches to the game. I've had people play multiplayer, get Gozer's Most Wanted, keep playing and still don't get Overachiever. No clue why. Mine popped up as per the requirements. It's a very strange problem. From the way I understand it, most people think every award you get has to be different. Not completely true. If you get Light Show in a Containment job, then get Light Show in a Survival... That counts as 2 different awards. So relax a bit. Just try to be sure you get a few different awards in each game type and you should be fine. Completing 50 jobs is the hard part. I can't find any 2 sources that can totally agree on this point. Since that is the case, I will elaborate on my own experience.

I counted that I had gotten a total of 20 or so different awards. So I know it's right that one award counts as 2 in 2 different game types. I even got a few that are job specific (outlined in my awards section). So you don't need 30 uniquely different awards. As far as finishing 50 different jobs... Count how many you win. In other words, the screen says "VICTORY" and not "Round Over". If you catch Glutton Slimer and still don't have overachiever then simply attempt to get a few unique awards until it pops up. If none of this helps... Google is your friend. See if you can find a solution I haven't mentioned. If it works... let me know so I can edit my guide (again).

Now, there's a fun glitch you can exploit for Most Wanted Ghosts. I found it totally by accident. In a game I was boosting for friends, a most wanted ghost showed up. The host of the game got kicked out during the wave the ghost showed up on. Lo and behold... The next one in line showed up in the same match. Counting 2 MWGs for my friend instead of 1. Later, I hosted a game. Having gotten the Platinum trophy already, I didn't need the MWGs. My Game froze during the MWG wave. So we tried it a second time and it worked. The third time proved it. We tried it where I left the game on purpose. Sure enough. 2 MWGs in a row. It seems that the way it works is that when the host gets kicked off for any reason the other players migrate to another server. This makes the game think that, "Well, they already got ghost 1... it's the MWG wave... Send in #2." It's a great glitch to exploit and makes it way easier and faster to get No Job Too Big.

In an above section I addressed a problem with the Payday trophy but I'll elaborate again. While boosting with friends (which I do because I enjoy the game and helping others get the trophy is like doing it all over again) we completed the requirements for Payday. The trophy refused to pop. So we decided to try winning at least 2 matches instead of just fulfilling minimum requirements. Well, the trophy popped. So I think that's the trick. You simply have to be the top earner at the end of the campaign. Win at least 2 matches completely. There are only 4 campaign settings, so if you keep track of how many complete wins you have getting the trophy should be easy.

As I find new things to put in I shall keep updating this guide until it's finished. Again, if you find something I missed, do let me know.



GHOSTBUSTERS

GOZER'S MOST WANTED CHECKLIST

A PART OF THE XBOX360A.ORG FORUM GUIDE, GRAPHICS BY FIZZMATIX

DESTRUCTION

- Reading Room
- Office
- Rotunda
- Mayan
- Cemetary
- Lost Island

MUST DESTROY ALL 26 RELICS

PROTECTION

- Streets
- Office
- Rooftops
- Rotunda
- Egypt
- Cemetary

MUST EXTENT ALL 3 TOWERS

SURVIVAL

- Reading Room
- Basement Stacks
- Twisted Stacks
- Streets
- Office
- Rooftops
- Rotunda
- Mayan
- Egypt
- Cemetary
- Altar
- Lost Island

MUST SURVIVE ALL 10 WAVES

CONTAINMENT

- Reading Room
- Basement Stacks
- Twisted Stacks
- Streets
- Office
- Rooftops
- Rotunda
- Mayan
- Egypt
- Cemetary
- Altar
- Lost Island

MUST CAPTURE ALL GHOSTS

SLIME DUNK

- Basement Stacks
- Twisted Stacks
- Rooftops
- Egypt
- Altar
- Lost Island

MUST BE THE WINNING PLAYER

THIEF

- Reading Room
- Basement Stacks
- Twisted Stacks
- Streets
- Mayan
- Altar

MUST HAVE 4 RELICS TO WIN

FULL REQUIREMENTS:

DESTRUCTION - ALL 26 RELICS MUST BE DESTROYED ON EACH LEVEL

PROTECTION - ALL 3 PKE TOWNERS MUST BE EXTENDED.

SURVIVAL - MUST SURVIVE ALL 10 WAVES ON EACH MAP

CONTAINMENT - YOU MUST CAPTURE ALL THE GHOSTS FOR VICTORY.

SLIM DUNK - JUST WIN ON EVERY LEVEL.

THIEF - YOU MUST HAVE ALL 4 RELICS LEFT AT THE END OF THE MATCH.



GHOSTBUSTERS

GOZER'S MOST WANTED CHECKLIST

APART OF THE XBOX360A.ORG FORUM GUIDE, GRAPHICS BY FIZZMATIX

DESTRUCTION

- Reading Room
- Office
- Rotunda
- Mayan
- Cemetary
- Lost Island

MUST DESTROY ALL 26 RELICS

PROTECTION

- Streets
- Office
- Rooftops
- Rotunda
- Egypt
- Cemetary

MUST EXTENT ALL 3 TOWERS

SURVIVAL

- Reading Room
- Basement Stacks
- Twisted Stacks
- Streets
- Office
- Rooftops
- Rotunda
- Mayan
- Egypt
- Cemetary
- Altar
- Lost Island

MUST SURVIVE ALL 10 WAVES

CONTAINMENT

- Reading Room
- Basement Stacks
- Twisted Stacks
- Streets
- Office
- Rooftops
- Rotunda
- Mayan
- Egypt
- Cemetary
- Altar
- Lost Island

MUST CAPTURE ALL GHOSTS

SLIME DUNK

- Basement Stacks
- Twisted Stacks
- Rooftops
- Egypt
- Altar
- Lost Island

MUST BE THE WINNING PLAYER

THIEF

- Reading Room
- Basement Stacks
- Twisted Stacks
- Streets
- Mayan
- Altar

MUST HAVE 4 RELICS TO WIN

FULL REQUIREMENTS:

DESTRUCTION - ALL 26 RELICS MUST BE DESTROYED ON EACH LEVEL

PROTECTION - ALL 3 PKE TOWNERS MUST BE EXTENDED.

SURVIVAL - MUST SURVIVE ALL 10 WAVES ON EACH MAP

CONTAINMENT - YOU MUST CAPTURE ALL THE GHOSTS FOR VICTORY.

SLIM DUNK - JUST WIN ON EVERY LEVEL.

THIEF - YOU MUST HAVE ALL 4 RELICS LEFT AT THE END OF THE MATCH.