

Gameplay

-  Our goal was to create an easy to pick up, and fun to master game experience
-  7-10 minutes per match
-  Play Options:
 - 4v1 as a true asymmetrical game
 - 4 friends vs an AI Ghost like a cooperative game
 - 1 Ghost or Ghostbuster with the rest of the characters AI filled like a single-player game
 - You can also play with any combo of Ghost and Ghostbusters by filling empty slots with AI

As a Ghostbuster

1st Person Gameplay

Your Goal: Catch and capture the Ghost, possibly destroy its rifts, and keep the civilians from becoming horrified and the locations from becoming haunted.

Your Gear and Gadgets:

- Proton Pack
- Particle Thrower
- PKE Meter
- Ghost Trap
- And More to Come!

Tips and Tricks:

- Decide as a team (if playing with others) how you want to tackle the job. Are you going to go in as a group and stick together to hunt the ghost or will one or two folks split off to find and ping rifts, collect spores, calm civilians, and more.
- We know crossing the streams won't hurt you, try it out.
- Don't forget the stun feature on your PKE Meter is a great way to temporarily slow a Ghost or force it out of an object it is possessing.
- You can talk to civilians to reassure them before they are even scared to make it harder for the Ghost to horrify them.

As a Ghost

3rd Person Gameplay

Your Goal: Don't get captured! Also cause some mischief by scaring civilians and forcing them to run horrified from the scene so you can fully haunt each location.

Your Abilities:

- Possession
- Haunting
- Sliming
- Minions
- And More to Learn!

Tips and Tricks:

- Protect your rifts, you can move these and hide them. These are essentially your extra life tokens.
- Don't forget haunting items could help give those PKE Meters a false reading.
- Don't go down without a fight if you get caught in a proton stream or a trap beam. You still have a chance to escape in the mini-games. Don't give up!
- Remember "Horried" civilians can help you by knocking down Ghostbusters if they are in their path while running out. So scare away!

About IllFonic

Founded in 2007, IllFonic is an independent video game developer with studios in Lakewood, Colorado; Tacoma, Washington; and Austin, Texas. Our staff is composed of video game, music, and technology veterans redefining how games are made and marketed. Past titles and collaborations include *Ghostbusters: Spirits Unleashed*, *Arcadegeddon*, *Predator: Hunting Grounds*, *Friday the 13th: The Game*, *Dead Alliance*, *Star Citizen*, *Evolve*, *Armored Warfare*, and *Nexuiz*.

For more information visit www.illfonic.com.

About *Ghostbusters: TBD*

Ghostbusters: TBD is a fun, multiplayer game perfect for all skill levels. Four proton pack wielding Ghostbusters attempt to catch a Ghost haunting unique locations in asymmetrical multiplayer battles (online or offline). As players progress, they will unlock cosmetics and upgrades for both Ghostbusters and Ghosts to evolve their gameplay experiences. The look and feel will deliver to fans an immersive experience in the universe, allowing them to play out their Ghostbusting fantasies. Whether hunting or haunting, the game is easy to learn and fun to master!

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