



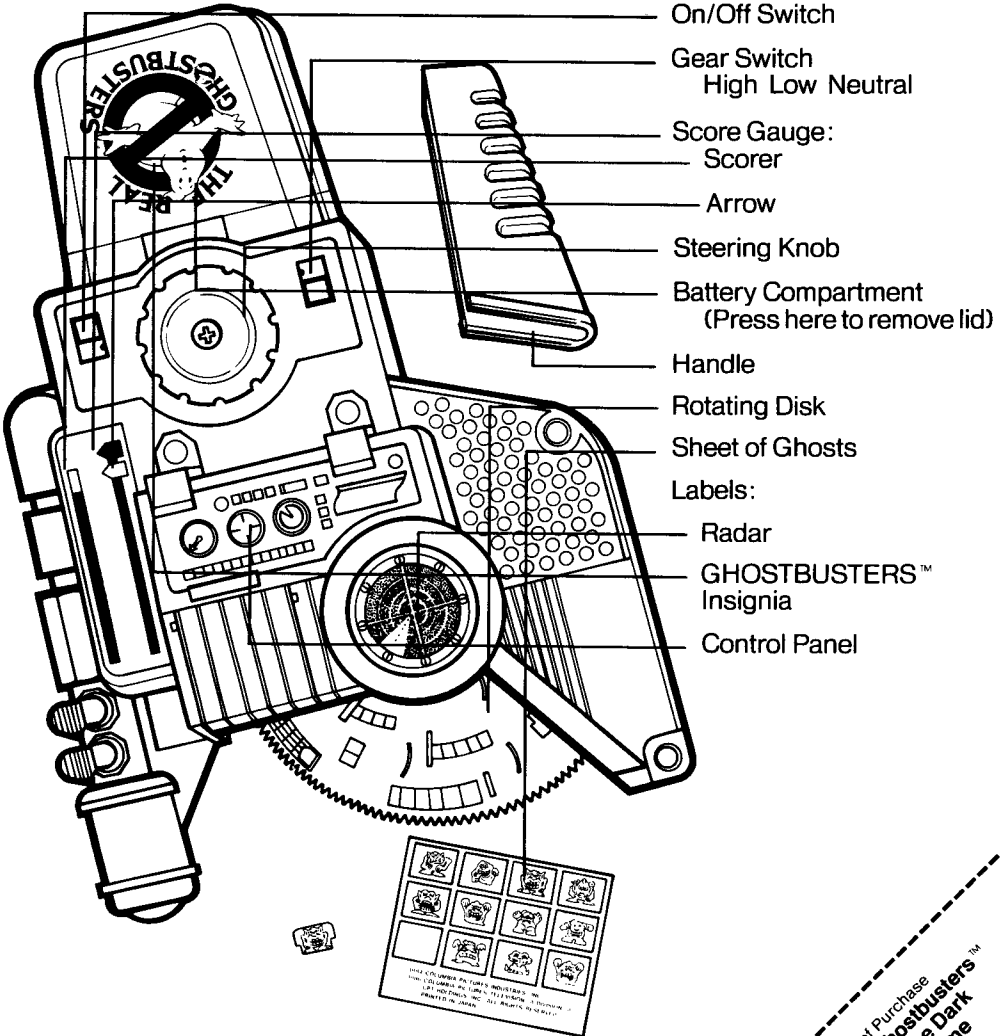
Dodge *in the Dark* Driving Game

For 1 or more players / Ages 6 and up

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Proof of Purchase
The Real Ghostbusters™
Dodge in the Dark
Driving Game

Assembly

1. Apply the three labels as indicated in Diagram 1.
2. Remove the battery compartment lid; the projector bulb is packed inside. To remove the bulb, follow the instructions on the last page under "To Replace the Projector Bulb."
3. Load two D-cell batteries into the projector. We recommend Alkaline batteries for best performance. Remove the battery cover located under the GHOSTBUSTERS insignia by pressing it

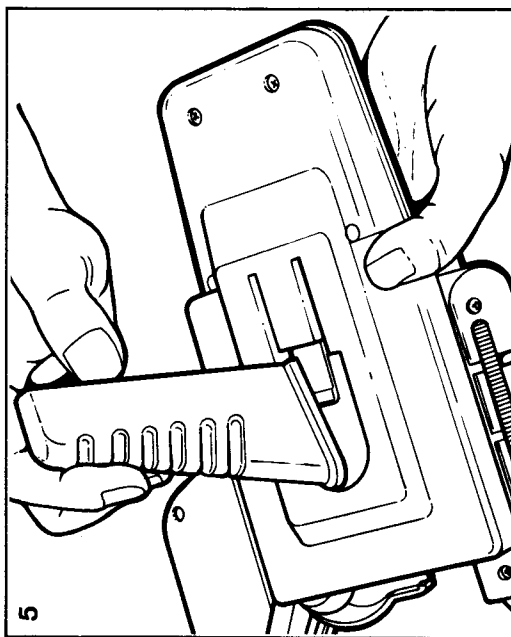
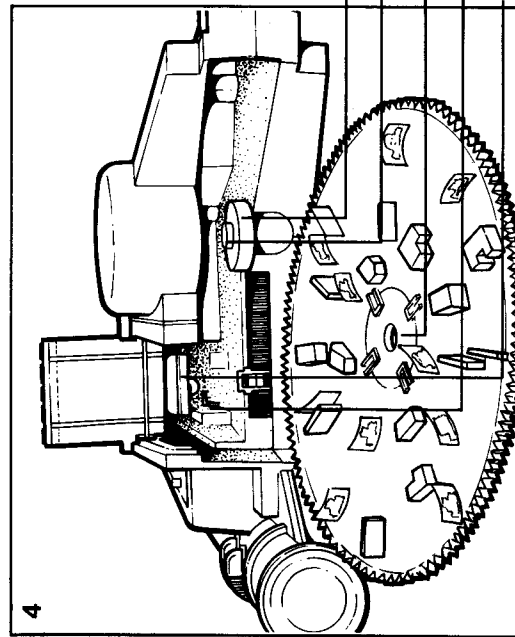
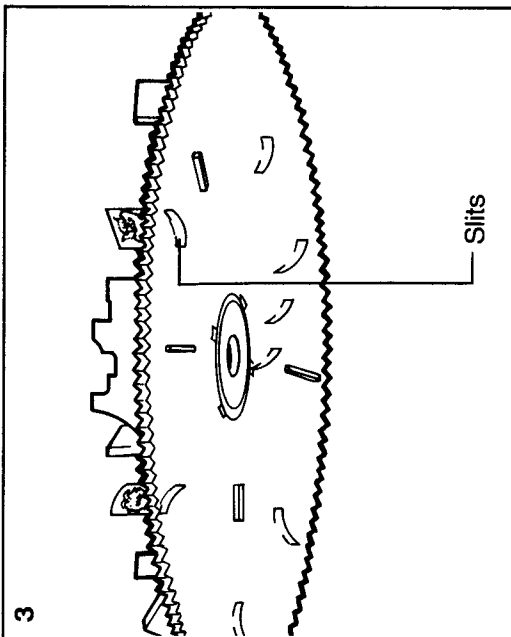
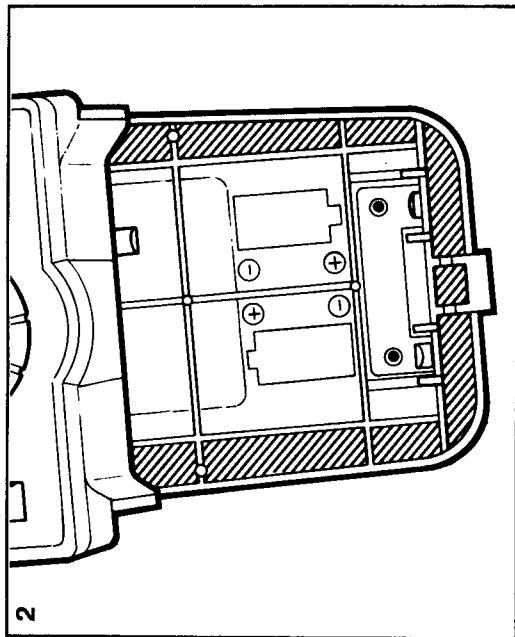
on top and sliding it backwards. Install the batteries, alternating positive (+) and negative (-) posts as shown on the floor of the battery compartment.

WARNING: Failure to install the batteries properly could damage the game.

4. Insert the ghosts into the rotating disk. Select up to ten ghosts from the twelve on the sheet. Pop out the desired ghosts, and slip each one into one of the ten slots on the disk. Be sure to stick each ghost down far enough so that the two side slit tabs come through to the underside of the disk; then bend the two tabs back to "lock" in each ghost.

Remember, the more ghosts you add, the tougher the driving and dodging! Try starting with three or four ghosts and then working your way up to ten as your driving and dodging skills improve.

NOTE: Be sure to handle the rotating disk and its ghost inserts carefully!



5. Carefully insert the ghost-loaded disk into the slot at the front of the projector. Be sure you place the metal-rimmed hole in the center of the disk over the magnet button inside the game to engage it; also be sure to slip the disk in under the tiny lip inside the disk opening. See Diagram 4.

Magnet
Button
Metal Rim
Lip
Bulb in Bulb Casing

6. Insert the handle into the bottom of the projector by sliding it into the grooves. To remove the handle, depress the small button and slip it out of the grooves.

Gameplay

A dark or almost-dark room is best for ghost-projection, since you need to see the ghosts and other obstacles clearly as you weave in and out of them. The object is to rack up a perfect score of 100 by driving the minute-long race without hitting anything. Any time you do hit a building, wall or ghost, you'll be penalized three seconds.

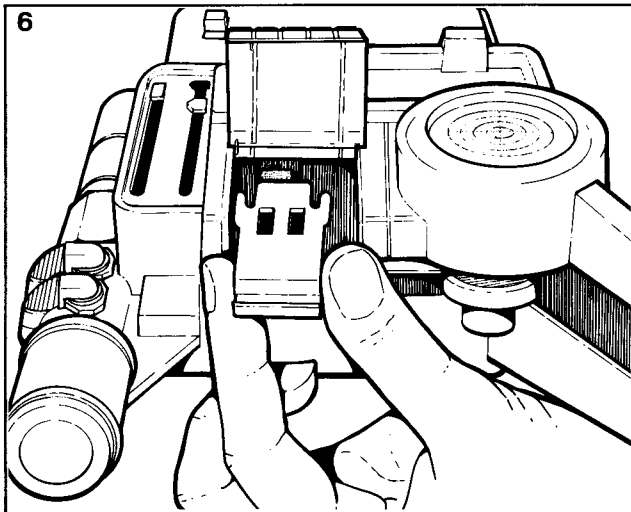
The DRIVE IN THE DARK scoring gauge will tell you how well you did; the arrow on the gauge registers the race you just ran and lets you compare your new score with your most recent one.

Each race lasts one minute. At the end of the minute, *the motor will stop* automatically, but the bulb will stay lit. To play another game, TURN THE PROJECTOR "OFF;" THEN TURN IT "ON" AGAIN; this will reactivate the motor. When through racing, flip the switch to "OFF."

Driving Manual

1. Slide the arrow and scorer on the scoring gauge back to 0. (On subsequent drives, you may leave the arrow pointing at your previous score.)
 2. Push the gear switch to N (Neutral).
 3. Push the ON/OFF switch to ON.
 4. Push the gear switch to L (Low), or H (High). During the race you may change gears as often as you like.
 5. Steer with the steering knob.
 6. If you hit a ghost or other obstacle, you'll hear a clicking sound and you'll be penalized three seconds. Steer around the obstacle and keep driving.
- DRIVE CAREFULLY!**

NOTE: When you're through racing, be sure to turn the game to "OFF" to save the batteries and bulb.



TO REPLACE THE PROJECTOR BULB

Replace with a 2.47 volt, 0.3 amp, E-10 base bulb. (Radio Shack sells these: #14 Lamp, catalog #272-1132.)

Lift the hinged lid and remove the burnt-out bulb *and its casing* by pulling it out straight. Change the bulb. Re-insert the casing into the projector, as shown, until you feel the slits in the casing engage inside the projector.



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