

Ghostbusters Game Features Matrix

		Pro	Premium Edition
Main Attractions	NYC has been invaded by a horde of ghostly apparitions Collect loose ghost spirits to activate different play mode features Become a Ghostbuster and clean up the town All original art packages done by "Zombie Yeti" a.k.a. Jeremy Packer Score BIG on the 3D animated Slimer feature Custom speech and narration by Ghostbusters actor Ernie Hudson a.k.a. "Winston Zeddemore" Hit theme song "Ghostbusters" by Ray Parker Jr. Original music compositions with that "Ghostly" theme		
Game Features	Production limited to 500 machines Certificate of Authenticity signed by Gary Stern Designer Autographed playfield featuring John Trudeau's signature under hard coat Serialized number plate Shaker Motor Color-changing Stay Puft Marshmallow Man toy Rotating motorized animated interactive Slimer toy Motorized animated interactive Slimer toy Unique interactive holographic Ecto Goggles 3D molded Public Library Public Library butyrate 3D molded Storage Containment facility with 2 lights and flasher Storage Containment facility butyrate with 2 lights Haunted magnetic slingshot Traditional mechanical slings 2 Pop-up Scoleri Brothers rollover drop targets Underground subway ball lock Subway ball eject Steel drop off speed ramp through subway ball lock Repeatable steel crossover looping ramp Bi-directional ramp Triple Newton Ball "Public Library" feature Single Newton Ball "Stacked Books" feature Control gate 9 - stand-up targets		
Backglass and Art	"Ghostbusters and Terror Dogs" translite original art by "Zombie Yeti" "Ghostbusters and Stay Puft" translite original art by "Zombie Yeti" "Ghostbusters and Slimer" backglass original art by "Zombie Yeti" Full Color High Definition decal material cabinet art featuring "Fire House Theme and Ecto-1" Full Color High Definition decal material cabinet art featuring "Stay Puft and Ecto-1" Full Color High Definition decal material cabinet art featuring "Slimer, Ray, and Egon"		
Hardware and Trim	Snap Latch lockdown bar Playfield slide support and brackets Traditional playfield rod supports Powder coated steel bottom arch Powder coated steel and plywood backbox with color themed T-molding Slime green powder coated legs, side armor, hinges and front lockdown molding Black powder coated legs, armor, hinges, front molding		
Lighting	3 Pop Bumpers with LED lighting 7 Full Spectrum color-changing RGB LED's under playfield Arrow inserts Spotlight illumination for the center playfield area		
General	SPIKE electronic system with switching power-supply Stereo Hi-Fidelity sound system with 3 channel amplifier Separate treble and bass adjustment New CPU mounted line-out audio connector for external amplification 6 Balls per game Traditional Coin Door Modular computer style cord		

subject to adjustment