Ghostbusters 1984 720p BRRip Dual Audio HindiEnglish By RANS CLUBZ

The Ghostbusters franchise may be one of the most iconic film franchises of all times. From its first in 1984 to an immediate sequel in 1989, ten more films have been released since then, with another on the way. It's a phenomenon that lives up to its legacy, not only with enough sequels and spinoffs to keep fans entertained for years, but also by being referenced in nearly every other project. From movies like Men In Black 3 to games like Overwatch there are plenty of references within these popular mediums. Characters are based on the original Ghostbusters, there are endless references to the franchise, and of course no other franchise has ever had quite as many merchandises. It's no surprise then that plenty of merchandise was released for this latest sequel. While the other films have had toys, statues, comics, posters and other products based on them, 1984 marked a first. For the first time ever there were actually Ghostbusters games created for a movie that was not related to the film itself. This came in two forms: Home Computer games and home consoles games. The computer games were made available for several different platforms, including the ZX Spectrum, Commodore 64, BBC Micro and Atari 8-bit. Ghostbusters was a simple arcade style game with a variety of settings to decide your mission. The player had to trap ghosts and make it to the end of the level before the timer ran out. The game was divided in various levels with each one holding its fair share of Wacky Waving Inflatable Tube Men and other assorted ghosts. There were also bosses at the end of some levels that posed more of a challenge than regular specters. The player was given four Ghostbusters in total who all had their own unique characteristics when it came to stalling ghosts or completing tasks. The player controlled either Peter Venkman, Ray Stantz or Egon Spengler depending on which level they were playing. Each character represented the same kind of weapon, although there was also a situation in which it didn't matter because one of the characters was wielding a different weapon. Each character could only hold one weapon at a time so if they used another, it would have to be dropped and picked up near their original location. The Ghostbusters' characteristics were determined by how many light bulbs were lit above the character's head. Once all of them were out then that character would be counted out and could not be used anymore for that mission. After all of the Ghostbusters were counted out, the game was over. The four characters each had their own unique way of gathering light bulbs. Peter Venkman could stun ghosts by jumping on them, Ray Stantz could stun them with his Proton Pack, Egon Spengler could stun them with his PKE Meter and Winston Zeddemore (who was not playable) could stun them using his proton gun. The game was split up into six levels that held three sub-levels each. Each sublevel had its own mini-boss that would be instantly encountered after entering it.

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