



“Grabbed by the Ghoulies”

Title:	“Grabbed by the Ghoulies”
Publisher:	Microsoft® Game Studios
Developer:	Rare Ltd
Format:	DVD for the Xbox® video game system
Availability:	Christmas 2003

Product Overview:

“Grabbed by the Ghoulies” is a humorous beat-’em-up action-adventure game that takes place in a haunted house full of crazed dirty fighting ghoulies. Gamers play the role of Cooper, a kid on a mission to rescue his girlfriend who has been “grabbed by the ghoulies.” Players will battle a variety of monsters while venturing through the haunted and ominous Ghoullhaven Hall trying to escape the many tricks, traps and shocks lurking around every corner. An action- packed game covering 100 scenes, “Grabbed by the Ghoulies” is filled with unexpected surprises.

Key Features:

- **Ghoulies galore.** More than 25 types of unnerving ghoulies will keep players on their toes as they venture down dark and scary corridors. Players will face being electrocuted, bitten, burnt, cursed, bandaged and thrown around by the evil ghoulies. Ninja imps, dancing zombies, cursed mummies, boxing skeletons, peg-legged pirates, haunted furniture and many more chilling ghoulies await players around every turn. Each ghoulie has its own crazed personality, hilarious animations and style of attack -- and they all fight dirty.

- **Wide variety of weapons.** Players will have more than 100 household objects at their disposal to use as weapons. They can bash ghoulies with chairs, pool cues, tables, food and nearly anything else they find in the house. Players that prefer long distance action will enjoy taking on vampires with a garlic-firing blunderbuss, dousing fire imps with a fire extinguisher or chasing zombies with a “sacred” water super-soaker.
- **Spin-tingling adventure.** Players explore more than 50 rooms in the sinister Ghouhaven Hall and follow a twisted plot full of unexpected surprises, shocks, escapes and rescues. We can’t say anything more!
- **Power ups galore.** Players will be rewarded with 15 types of power ups including Power, Speed, Energy, Super Weapon boosts and a host of fun power-ups such as “miniature coopers,” which are actual mini clones of the main character that suddenly join the brawl. Players also have to dodge “nasties” – anti-power ups – that add a hilarious element to game-play.
- **Mini game challenges.** Players will earn access to a series of hidden and fun challenges throughout the game by collecting bonus books. Once earned, each of the 20 challenges is easily accessible for players to improve their scores for neighbourhood bragging rights.
- **Sophisticated yet simple game-play.** Featuring an easy pick-up-and-play style, “Grabbed by the Ghoulies” offers something for gamers at all skill levels. Players can grasp game-play basics quickly, and refine and improve their fighting strategy as they progress through the game.

**Developer
Information:**

United Kingdom-based Rare Ltd., one of the world’s leading video game developers, was founded in 1985 by Chris and Tim Stamper. Rare has been the mastermind behind some of the most popular video games in history, including such global multimillion sellers as “GoldenEye 007,” “Perfect Dark,” “Banjo-Kazooie” and “Donkey Kong Country” series

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