GHOST CHASER

by Frank Cohen
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In GHOST CHASER you will meet Harry the Ghost Chaser and a host of strange adversaries as you explore the 16 different rooms of mysterious Fairport Manor. Points are scored each time you blast the various Phantom Ghosts which materialize at random. The only way to capture these spirits is to find your way into the treasure room. Scattered throughout the manor are eight keys. As you find and collect these keys, additional doors open allowing you to go deeper and deeper into the manor. Watch out for the many tricky obstacles and above all, avoid contact with anything that moves! They'll send shivers up and down your spine!

LOADING

Commodore: Turn on disk drive and computer.
Type LOAD"GHOST CHASER",8,1 and press the RETURN key. If you have the cassette version, type LOAD and press shift-RUN on keyboard.

Atari: Insert disk, turn on drive and computer. Program will autoload. For cassette, turn on computer while holding down the START key. Depress the PLAY key on recorder and the RETURN key on keyboard (requires 48K, remove BASIC cartridge on older machines).

CONTROLS AND GAME-PLAY

Control keys: Use the SELECT key (Atari) or f5 key (C64) to switch from one to two player mode. To begin the game, press the START key (Atari) or f7 key (C64). Once the game begins, you can pause the action by pressing the ESCape key (Atari) or "Commodore" key. Pressing the key again will continue play.

Joystick: Insert joystick into slot #1. The joystick controls the movement of Harry the Ghost Chaser in the following manner. Move the joystick left or right to move Harry left or right. The longer that the joystick is held in one direction, the faster Harry moves. To jump up, point the joystick up. To jump left or right, point the joystick towards the upper left or upper right. To climb up, down, left or right, point joystick in desired direction. Some screens allow Harry to jump up to a hanging rail. Harry can move left and right while hanging. Point joystick up to tuck up Harry's legs when hanging. Point joystick down to drop them again. Harry can also duck in order to avoid ghosts and other creatures; move the joystick downward to duck Harry's head.

Shooting: At start of game, Harry has three ectoplasm globs which can be thrown at a Phantom Ghost. Press the joystick fire button and point the joystick in the Phantom's direction. If Harry hits the Phantom, it will be stunned and disappear. Only five ectoplasm globs can be held at a time. you can replenish your ectoplasm supply by picking up the globs found throughout Fairport Manor.