

Ghost



**COLLECTOR
VISION
Games**

Guide No. 099229

CARTRIDGE
INSTRUCTIONS

Thank you for selecting the Ghost game cartridge for your ColecoVision game system or ADAM computer. Please store this instruction booklet for future reference, and be sure to read it thoroughly to ensure maximum enjoyment of your new game.

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HOW THIS ALL STARTED

IN HIS SECRET LOCATION, VIKTOR (GHOST'S BOSS) WAS PLANNING HIS NEXT BIG OPERATION



HOW THIS ALL STARTED (continued)



GAME SETUP

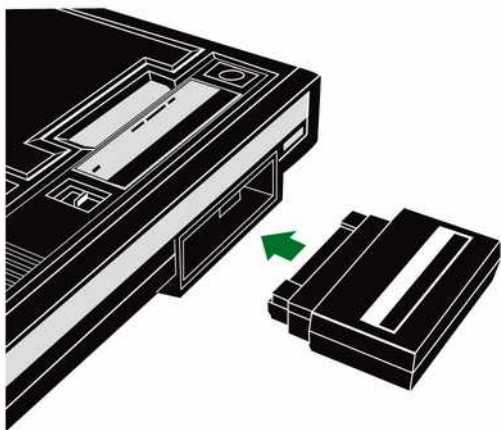
Hook up your ColecoVision console or ADAM computer to a TV set, as described in your owner's manual. Make sure the machine's power supply unit is plugged into a regular residential power outlet.

Before you can play with the Ghost game cartridge, you must first insert the Coleco Super Game Module into the front expansion port, as described by the image below.

Plug a compatible hand controller into joystick port #1. Any compatible controller should normally function with Ghost, but if you use a third-party controller without a numeric keypad, certain essential game features will be inaccessible during play.

Insert the Ghost game cartridge firmly into the cartridge port, with the label facing you. Push the ColecoVision's (or Adam's) power switch to the ON position to begin playing.

Remember to turn the machine off before removing the cartridge, or else you may damage the cartridge or the machine itself.



USING THE CONTROLLER

At the title screen, tap the joystick up or down to move the cursor next to the option you want (between starting a new game or entering a passcode) and then press the left trigger button to confirm your selection.

On the passcode entry screen, tap the joystick up or down to change the letter, press the right trigger button to advance to the next letter, or press the left trigger button to backtrack to the previous letter. Once all the letters of the passcode have been entered, press [*****] on the keypad to confirm the passcode. If there is a mistake in the passcode, "WRONG CODE" will be displayed on the screen.

During the game, move the joystick left or right to move Ghost in either direction. Tap the joystick down to descend stairs one step at a time. Also, tapping the joystick down while standing in front of a door will cause the door to open and Ghost will step through the door. Hold the joystick up while standing in front of stairs to climb the stairs one step at a time. Moving the joystick up in any other situation has no effect.

Press the right trigger button to make Ghost jump straight up. The longer you hold the right trigger button, the higher Ghost will jump, until a certain limit is reached. Moving the joystick left or right while jumping will make Ghost leap ahead in the desired direction. Note that you can climb stairs faster using the jump button.

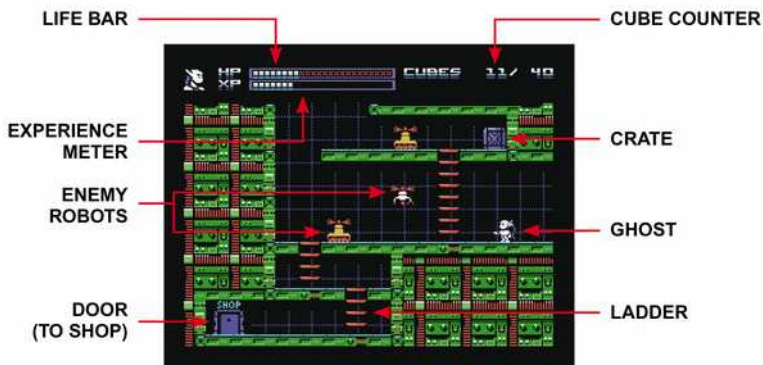
Press the left trigger button to make Ghost shoot in the direction she is facing.

Access the status screen by pressing the [*****] key on the keypad. You can return to the main game by pressing [*****] again. While the status screen is displayed, you can press the [**1**] key to activate the "Callback Button" device, or you can press the [**3**] key to use the "Transport Capsule" device. See pages 9 and 10 for details.

While visiting a shop that has something to sell, you can move the cursor up or down with the joystick to select between buying the item offered or leaving the shop. Press the left trigger button to confirm your selection.

HOW TO PLAY

You begin your mission in the inner center of the Dallas Space Station. The station has 100 interconnected rooms, and one of these rooms contains your target: The master computer which needs to be put out of commission. As you explore the deserted station, you will come across various robots and other defense systems which you can either evade or destroy using your equipped weapon. Contact with these enemy devices or their projectiles will knock off energy from your life bar. If your life bar falls to zero, the game is over.



You gain experience points when you destroy enemies, and when your experience meter at the top of the screen is filled to capacity, you will regain one unit on your life bar if it's not already full. Destroyed enemies can also leave behind floating energy cubes, which are used as currency in shops. Collect all the energy cubes you come across, including those stored inside crates, which you can open by shooting them repeatedly.

NOTE: When you die and choose to restart, you keep your acquired items and upgrades, but you lose half your collected energy cubes. If you use a passcode to restart, you will restart with all your acquired items, but with no energy cubes.

HOW TO PLAY (continued)

The Dallas Space Station is divided into five sectors. The outer sectors were sealed by the station's personnel before they evacuated, and you can unlock the main doors using Access Cards which can be found all around the station.

You will also come across shops as you explore the station. The shops were emptied during the evacuation, so the robotic shopkeepers do not have much to offer, but you can still find one useful item in each shop. You can purchase the available item if you have collected enough energy cubes.

When you press [*] on the keypad, you access the status screen. This screen shows the items and upgrades you have collected so far, the map of the Dallas Space Station (this map will be displayed only after you have picked up the "Map" item somewhere in the station) and the most up-to-date passcode is displayed on the right side of the screen.



ITEMS AND UPGRADES

Collecting items scattered throughout the Dallas Space Station is key to the success of your mission. Some items can be purchased in shops using energy cubes, some others can be found in crates, while some others are awarded after defeating a boss machine. Below is a comprehensive list of the items you can find.



Mine Detector Detects invisible land mines.



Piggy Bank Grants 20 energy cubes when your XP bar is filled.



Sniper Your shots reach further.



Night Vision Goggles You can see in dark places.



Leaf You heal for 2 HP instead of 1 when your experience bar is filled.



Uranium You can destroy heavy barrels.



Upgrade Circuit Experience points gained by killing enemies are doubled.



Knife When an enemy physically collides with you, it takes damage.



Callback Button Teleport back to the starting point of the game. (Press [1] on keypad while the status screen is displayed.)



Serbo Feet Completely replenishes your life meter.

ITEMS AND UPGRADES (continued)



Multitasking

You can move and shoot at the same time.



Access Cards

Grants access to zones 1 to 4.



Protection

Increases your maximum health by 4 points. There are 4 such protection upgrades to find on the station.



Battery

Increases the number of energy cubes you can carry. There are 4 such batteries to find on the station.



Map

Rooms you have visited are shown on the status screen.



Force Field

Repels one out of every four enemy bullets.



Transport Capsule

Teleport to sector 4. (Press [3] on keypad while the status screen is displayed.)



Atomic Power

Your shots can harm the Computer's defense shield.



Magnet

Energy cubes are automatically picked up after a few seconds.



Twin Shot

Your shots are doubled, causing twice the damage.



Four Leaf Clover

Increases the odds of getting energy cubes from defeated enemies.

TIPS AND HINTS

You cannot walk and shoot at the same time until you get the "Multitasking" upgrade. You can shoot while jumping or falling, however.

If there doesn't seem to be any way to leave an area, remember that you have teleport devices at your disposal, assuming you have them in your inventory.

In some specific situations, the ability to climb ladders one step at a time by pressing up on the joystick will be extremely useful!

Keep in mind that some rooms are hidden, and there's a secret way to reach them.

The station's main computer is protected by a special shield. You will need a special item to weaken this shield, and this involves defeating all three boss machines located in the various sectors of the Dallas Space Station.

TEAM PARTICIPANTS

- Francisco Téllez de Meneses (@unepic_fran): Game design, programming and graphics
- Brad Dillon: Software beta-testing
- Alfonso Azpiri: Box art
- Maria Lozano Caballero: Introductory comic strip
- Luc Miron: Game manual, software beta-testing
- Vincent Godefroy: Box and label
- Dale Crum / Doc4: Game manual layout (doc4design.com)
- Toby Saint-Aubin: Electronic sourcing and assemblies

SPECIAL THANKS: Armando Pérez Abad, Albert Yarusso, Tobie St-Aubin and all AtariAge forum members.

Team
Pixelboy
COLLECTION

by

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