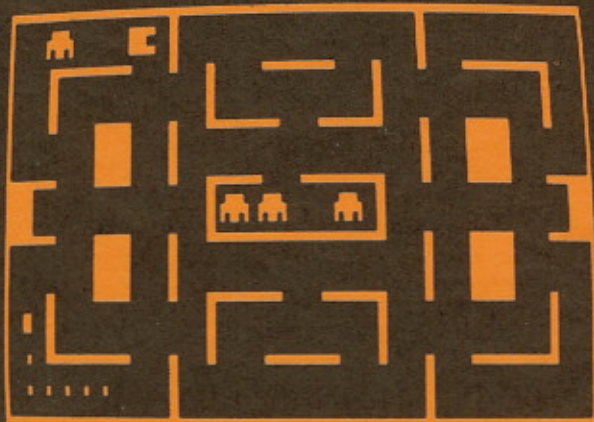




© **GHOST HUNTER**



**LOADING INSTRUCTIONS:-** TYPE SYSTEM THEN PRESS (ENTER)  
TYPE IN GH THEN PRESS (ENTER)  
WHEN LOADING IS FINISHED & THE \* ?  
PROMPT APPEARS, TYPE /, THEN PRESS  
(ENTER)  
(MODEL III USE LOW SPEED)

THE AIM OF THE GAME IS TO EAT UP ALL THE DOTS IN THE MAZE BEFORE  
A GHOST CAN GET YOU. THE FRAME IS OVER WHEN ALL DOTS HAVE  
BEEN EATEN. THE GAME IS OVER WHEN YOU HAVE LOST ALL YOUR MEN.  
A FREE MAN IS GIVEN EVERY 10,000 POINTS.

**THE KEYS THAT CONTROL YOUR MOVEMENT ARE:-**

(UP ARROW) = MOVE UP  
(DOWN ARROW) = MOVE DOWN  
(RIGHT ARROW)  
OR = MOVE RIGHT  
(COMMA)  
(LEFT ARROW) =  
OR = MOVE LEFT  
(FULL STOP)

**SOME IMPORTANT POINTS TO KNOW:-**

1. IN THE MAZE THERE ARE 4 POWER PILLS (LARGE DOTS).  
WHEN THESE ARE EATEN, YOU CAN CHASE THE GHOSTS.  
YOU RECEIVE 100 POINTS FOR THE FIRST GHOST, 200 POINTS  
FOR THE SECOND, 400 FOR THE THIRD AND 800 FOR THE  
FOURTH IF YOU CAN CATCH THEM.
2. WHEN CHASING GHOSTS THE CAGE IN THE CENTRE OF THE  
SCREEN WILL BE WHITE. WHEN IT RETURNS TO NORMAL YOUR  
CHASE TIME IS JUST ABOUT UP. BE WARY ABOUT CHASING  
GHOSTS IN THIS TIME PERIOD.
3. FOR JOY STICK CONTROL USE THE ALPHA JOY STICK
4. FOR SOUND CONNECT A MINI AMPLIFIER TO THE RECORD  
JACK FROM YOUR COMPUTER.