

THE GAME

So you're here at Dr. Scrim's Spook School, world famous as the only spook smasher's school, fully stocked with ghosts and ghouls to test your mettle.

The only problem is that though you are here, you do not know what to do; the door has opened by itself revealing an empty hallway. You had better find Dr. Scrim and find out what to do, he should be able to tell you. After all, it is his school! You will just have to avoid the monsters until then.

Collect the objects along the way, but be careful, some are hidden in the strangest places. Objects can be combined to make new ones, or used to fix broken ones. Some objects will give you immunity in certain rooms, very useful when you are out of bullets.

All the monsters can be killed, but not necessarily with ordinary bullets – you are going to have to use your ingenuity.

Once you have found Dr. Scrim he will give you a series of tests. You have to complete each of these within a time limit. Between tests you will have a series of bonus sequences.

Loading Instructions

464: Press CNTRL and small ENTER.

6128: Type I Tape and press RETURN

Press CNTRL and small ENTER.

Controls

Left	Select Down
Right	Select Item
Fire	Jump
Menu	Burp
Go In	Pick
Call Lift	Drop
Select Up	

You can choose joystick directions as well as keys for these functions.

The following keys are reserved for special functions:

TAB	Saves game
CAPS SHIFT	Loads game
ENTER	Starts game

The program code, graphic representation and artwork are the copyright of Mastertronic and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of Mastertronic. All rights reserved.

© Mastertronic Limited 1987

Made in Great Britain

Design: Words & Pictures Ltd. London

