

SPOOKED

Business has been pretty slow lately, but that's hardly surprising. When most people don't believe in ghosts, you can't expect a ghost extermination service to go very far. Fortunately you're able to bring in a little money by doing some part-time mercenary work on the side. You prop your feet on your desk dislodging some of the accumulated sweet wrappers and settle down for a snooze.

Suddenly the phone rings, with lightning reflexes you pick it up and utter the following well rehearsed, yet still pathetic lines: 'Gerards Ghost catching services,

What-d'ya want,

You got the dough?

We're on the go,

If there's a ghost in ya home

you wont be alone,

Som'ing tryin' to kill ya

What-d'ya want us to do'

The voice on the other end of the line is hardly audible, it sounds like that of an old man near, or possibly after, death.

'We have some ghosts for you, 255 Pine Road. Please hurry'.

You grab your equipment from your closet, switch on your answerphone and climb into your ex-army jeep.

255 Pine Road is an old house in the oldest part of town. The house is flanked on one side by an old abandoned churchyard, the church itself burnt to the ground by Devil worshipers. On the other side stands the remains of a chemical plant, which was the horrific scene of a gas leak which led to the death of all its workers. Behind the house the dark silhouette of the notorious Alcatraz prison can be made out. The old prison was closed a few years ago, after an inmate riot which left 26 prison guards dead. Most of the prisoners were also massacred when the authorities stormed the building. Across the road, in front of the house, stands the remains of an Indian burial ground, which was the scene of many sacrificial killings, now used by the 'Hit-Kixx-Clan-Squad' and other devil worshipers for their Bizzare rituals. The house itself is an old stone building, built in the early 70s Gothic style, its windows boarded up, its rafters home to a thousand bats.

Upon reaching the house, you knock loudly three times. The old oak door swings wide open. You poke your head around the corner and cautiously walk inside and look around, at that moment the door slams and locks itself. You hear the words echo around the cold building:-

'Sucker! We have you now! Ha ha ha ha ha ha ha aaaaaa!!!!!!'

LOADING THE GAME

SPECTRUM: 48K owners type LOAD " " (ENTER). 128K owners use the 48K mode.

AMSTRAD CPC: 464 hold down CTRL and tap the small ENTER key. 664/6128 type I (shifted @ TAPE (ENTER) then type RUN" (ENTER).

COMMODORE 64/128: Hold down SHIFT and tap the RUN/STOP key. 128K owners ensure the machine is in 64K mode.

THE GAME

Firstly choose your preferred control method, the keyboard controls are set up as Q,A,O,P and SPACE, with ENTER to pause, (these may be redefined on Spectrum).

As soon as you start the game a small worm should appear from either the left or the right of the screen, you should try to catch it by trapping it against a wall. Once you have caught the worm, another will appear and you should try to catch it in the same manner. Avoid the evil skeletons by jumping over them, ghosts are best avoided by standing completely still. Once you have caught at least 2 worms (you can check your inventory by pressing ENTER) you should try to find a purple cauldron, jump onto it and you will be able to collect a 'Lightning Spell', pressing fire will now despatch any unfriendly ghosts or skeletons. As you explore the castle you will come across other ingredients, combinations of which will provide other more powerful spells. Ultimately your objective is to create 'letter spells', these may be exchanged for 3 bees from a green cauldron, 3 moths from a blue cauldron or 3 beetles, maggots or butterflies from a yellow cauldron. With some letter spells you will be able to enter the marble gateways depicted by 2 ancient pillars, where you will be forced to play Hangman against the 'spooky old man' who will select one of 128 words.

You have a time limit of about 4 minutes before you lose a life, this time limit is reduced if you get hit by a nasty, however it may be topped up at any time by touching one of the egg-timer icons scattered around the castles 384 rooms.

To help the first time or younger player get to grips with the game, Spooked features a built in sensor the 'Scarredyness rating' which adjusts the games difficulty depending on how well you play.

CREDITS

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AMSTRAD CODE B.C.P. & TOM PROSSER
COMMODORE CODE IAN GRAY
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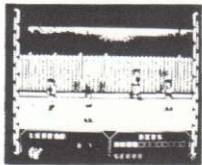
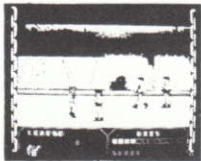
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