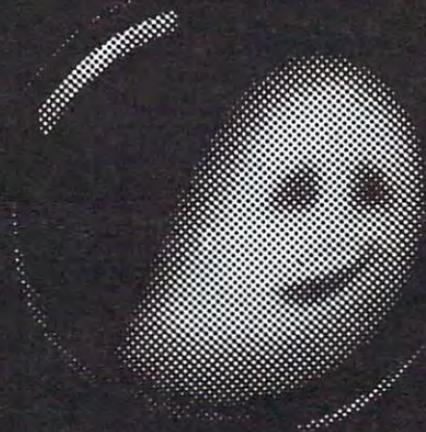


BUBBLE GHOST™



ACCOLADE™

For Commodore 64/64C/128

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Bubble Ghost™

The crazy inventor Heinrich Von Schtinker is dead. Or so we thought until the nightwatchman told us his fantastic tale of the haunting of Von Schtinkers' old castle. Yes, it's been confirmed. Heinrichs' spirit (a.k.a. Bubble Ghost) has been seen blowing a bubble throughout the macabre halls of his ancestral home. Your job is to help Bubble Ghost move the bubble through the 35 rooms of the castle, past all the mad inventions of Von Schtinker. Once the little ghostie makes it through, the haunting will cease.

SYSTEM REQUIREMENTS

Bubble Ghost requires a Commodore 64 or 128, a disk drive and a color monitor.

GETTING STARTED

Turn on your disk drive and your computer. Put the *Bubble Ghost* disk into the drive and type **LOAD "*"8,1** and press Return. *Bubble Ghost* then loads into your computer.

SETTING UP THE GAME

A Selection Screen appears with the following choices:

F1: Starts a one player game.

F3: Starts a two player game. During a two player game, play alternates after each bubble pops.

F5: Lets you practice a level. After selecting F5, type in the number of the level to practice and press Return. You then go to the Option Screen and press F1 to start the practice session. You can not practice Level 35. After all, Von Schtinker can't give all his secrets away.

If you choose F1 or F3 (one or two player game), the Option Screen appears:

F1: Starts the game.

F3: Turns the sound off.

F5: Turns the sound on.

F7: Takes you back to the Selection Screen.

KEYBOARD COMMANDS

The following keys are good to know about:

F1: Pauses the game. Press the joystick button to "unpause".

F7: Quits the current game and returns you to the Selection Screen.

GHOSTLY MOVEMENT

Bubble Ghost is indestructible. He can touch and cross over any object without injury. Unfortunately, the bubble is not so lucky. If it touches any object, it pops. Note: The ghost may touch the bubble without popping it. You start with 6 bubbles (5 in your Bubble Pouch, plus the one you are blowing on), but you can get more (see EXTRA LIVES). The number of bubbles shown at the bottom of the screen indicates the number of bubbles in your Bubble Pouch.

Use the joystick to move the ghost around the screen. He moves horizontally, vertically, and diagonally. To move the ghost to another angle, move the joystick to the left or to the right and press the joystick button. Moving to the left and pressing the button rotates him counter-clockwise, while moving to the right and pressing the button moves him clockwise. Rotate the ghost to the blow the bubble around corners and contraptions. To make Bubble Ghost blow, hold the joystick in the center position and press the joystick button.

MOVING THE BUBBLE

To move the bubble, Bubble Ghost must blow on it. To blow, hold the joystick in the center position and press the joystick button. The distance between the bubble and the ghost affects the strength of the blowing action. The closer they are, the more the bubble moves. Don't blow too long without letting Bubble Ghost breathe, or he'll turn red in the face and you'll lose points. In addition to blowing the bubble, Bubble Ghost must blow on objects in the castle to clear the way for the bubble (See TRICKS AND TECHNIQUES.).

COMPLETING A LEVEL/EXTRA LIVES

There are 35 rooms (levels). To complete a level, blow the bubble across the screen to the exit. Some levels have more than one exit. These "secret passageways" let you skip levels and bypass some of Von Schtinkers' inventions.

You start the game with 6 lives (bubbles). If a bubble pops, you lose a life. Extra lives are awarded when you begin the following levels: 5, 10, 15, 20, 25 and 30.

SCORING POINTS

Points are awarded after completing a level as described below:

Completing the level: 5,000 points if completed with 1 bubble. For each additional bubble, subtract 500 points. Example: 2 bubbles to complete the level earns 4,500 points. If it takes 3 bubbles, you earn 4,000 points, etc.

Effective breathing techniques: If you complete the level without turning Bubble Ghost red, you earn an extra 1,000 points.

Time left on bonus counter: At the bottom of the screen is a long horizontal bar that keeps getting shorter. This is the Bonus Bar. The faster you get through the room, the higher your bonus. If you pop a bubble, the bonus counter does not reset for the next bubble. It continues from where it was when the first bubble popped.

Discovering castle secrets: Bubble Ghost must blow on objects in the castle to clear the way for the bubble. Solving one of these puzzles earns you 5,000 points. See TRICKS AND TECHNIQUES for more information.

TRICKS AND TECHNIQUES

In addition to secret passageways (see COMPLETING A LEVEL), there are other mysteries in the castle. Bubble Ghost must blow on certain objects to clear the way for the bubble. We don't want to give it all away, but if a candle was making things a little too hot for you, what would you do? And what about the fans? You'll never get by unless you discover their secret. Check out the box this manual came in for some quick trumpet lessons. These hints should put you on the right track. There are other secrets, but....

CREDITS

Bubble Ghost was designed and programmed by those crazy guys at Infogrames in scenic France. They're the same ones who brought you Pinball Wizard.

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