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TM Harvey

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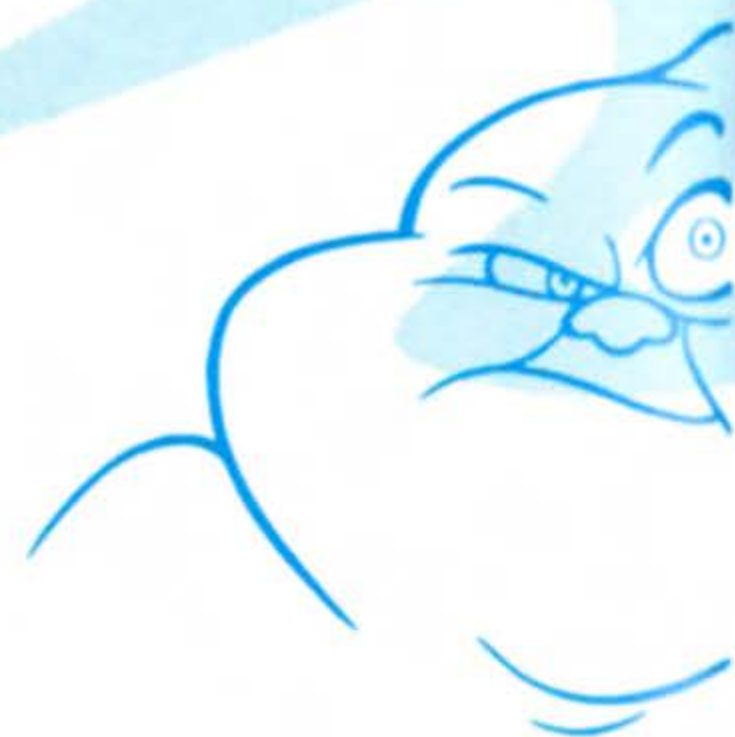
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IT'S A G-G-G-GHOST!

There's grave trouble at Whipstaff Manor. Casper's odious Uncles are on the loose. They've turned Dr. Harvey into a blob of ectoplasm. His daughter, Kat, and her best buddy Casper, must help the goodly ghost psychiatrist (and Casper who wants to dance with Kat at the Halloween party) return to the land of the living.

Can Casper and Kat save Dr. Harvey? Only if they gather enough OOZ to fuel the Lazarus Machine which turns ghosts back into mere mortals. The OOZ-stealing Uncles are doing everything that is inhumanly possible to stop Casper and Kat from fueling the Lazarus Machine. So g-g-g-get ready. This game is so much fun, it's scary!

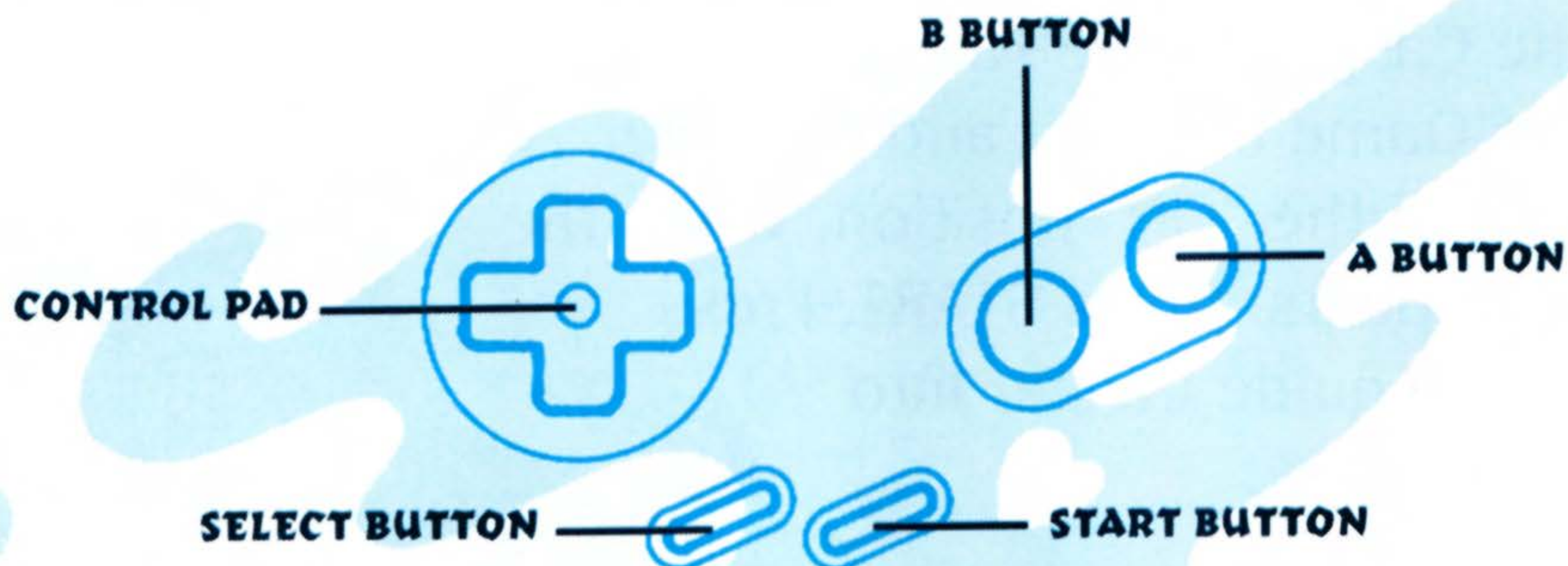


GETTING STARTED

Insert the Casper Game Pak (label side out) into the Game Boy unit and turn the power switch to the "ON" position. When the title screen appears, press START. Press the A Button to guide Casper into a sub-level doorway.



THE CONTROLLER



CONTROL PAD: Moves Casper Left/Right/Up/Down

SELECT BUTTON: Selects Options

START BUTTON: Start or Pause Game

A BUTTON: Enter Sub-levels/Fire Vacuum Missiles/Morph

B BUTTON: Skip Position in Amazing Machine

HOW TO P-P-P-PLAY

Casper has to get through all of the rooms and levels of Whipstaff Manor; collect enough OOOZ to run the Lazarus Machine, and of course, outsmart his odious Uncles all along the way. Casper must complete every room in each level before going on to the next level.



LEVELS OF DIFFICULTY

Failure to complete a room will result in loss of life, so get warmed up with the EASY level, then move ahead to the MEDIUM and HARD. That way you won't get scared off by the challenges ahead.



CHANCES

An extra Chance/Life is earned every time you manage to collect 300 OoZ points. If you max out your OoZ points at 900, you'll earn a max of 3 extra lives!



THE NEWS ON OOZ

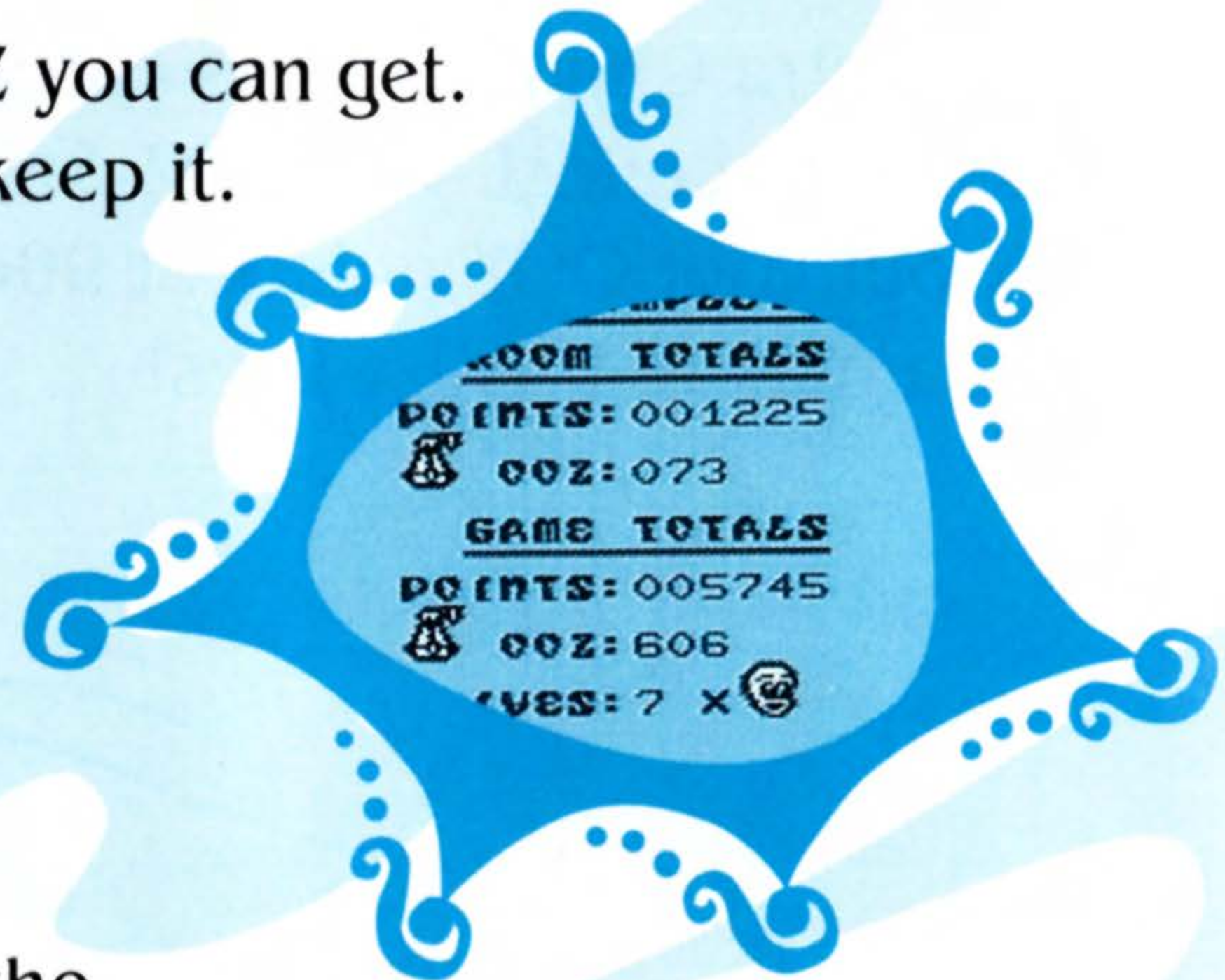
You're going to need all the OOZ you can get. Here's how to find it, count it and keep it.

OOZ METERS

LEVEL OOZ METER: Appears after you complete and exit a room. Shows OOZ gathered in a level.

GAME OOZ METER: Appears at the beginning of each level. Shows total OOZ gathered so far.

GETTING OOZ: To turn Casper back into a boy, you'll need at



least 66% of the total Ooz in each level. Get your Ooz in three of the four rooms on the first three levels ONLY. To get it, grab it. Here's the minimum Ooz you'll need to collect.

ROOM 1: Ooz COMMAND

Save at least 2 of 3 containers of Ooz. (66 Ooz points)

ROOM 2: LOAD RUNNER

Save at least 3 of 4 containers of Ooz. (75 Ooz points)

ROOM 3: LIBRARY

Save at least 16 of 18 books in this room. (PLUS gather at least 66 Ooz points)

LEVEL ONE, THE FIRST HAUNT

ROOM ONE, Ooz COMMAND

Don't let the Uncles' missile-like attacks blow up the Ooz containers! Use the Control Pad to move the cursor in the direction of your target. Press the A



button to launch your defense vacuum cleaner to take the Uncles out of action. Incoming Uncles will be destroyed if they are in the vicinity of your targeting system. Each hit lowers the Ooz.

	<u>LEVEL: 1</u>	<u>2</u>	<u>3</u>
Total Uncle Attacks	20	30	40

As the Uncles attack, their point values increase:

1–20 Uncles @ 25 points each

21–30 Uncles @ 50 points each

31–40 Uncles @ 100 points each

You will lose 3 Ooz points each time an Uncle hits an Ooz container. Player must still collect 66 Ooz points to advance.

Max Ooz points is 100.



ROOM TWO, Ooz RUNNER

The idea here is to beat the clock while you dig holes, bury Uncles and collect four buckets of Ooz. Use UP/DOWN on the Control Pad to make Casper climb a ladder to collect Ooz. Dig

holes with the A Button. The holes automatically close. They make great Uncle traps! You'll lose a Chance if the Uncles grab you! The number of Chances you have depends on the experience level you selected at the beginning.

Hint: Churigan, the flying ghost, will try to take your 00Z.

Total Uncle Points: . . .100 per trapped uncle

Total Vial Points:400

Total Room Points: No limit, just time limit

ROOM THREE: LIBRARY TRAMPOLINE

Look out! Bombs away. Or in this case, "books away!" An Uncle is dropping books from the top shelf of the book case. Not very funny. Morph Casper into a trampoline in order to bounce the books into the book return. Careful not to drop them because if you



lose 3 books you get kicked out of the library. As the books are dropped, OOZ vials will appear on the floor. Race to keep the books up and grab the OOZ at the same time.

**Hint: You must NOT be morphed to pick up OOZ.
But you must BE morphed to bounce books.**

	<u>LEVEL: 1</u>	<u>2</u>	<u>3</u>
Total Books dropped by level	6	12	18
Total OOZ Vials by level	6	12	18
OOZ points per Vial	17	9	6
Total library points	450	600	800

Player must still collect 66 OOZ points to advance.

1–3 books @ 100 points

4–9 books @ 50 points

10–18 books @ 25 points

OOZ points max:100



ROOM FOUR, AMAZING MACHINE

14 Don't worry about OOZ. You won't find any in Room Four. You have other things to do—like getting the Amazing Machine into operation by placing hard-

ware and morph items in the magic position. When you've placed your items, press Start. The Machine will not operate without everything in its proper place!

First, pick your items.

You need to choose three hardware items out of the library of about 20. Move the cursor through the list of items by pressing the LEFT/RIGHT on your Control Pad. Press the A Button to pick the item you want and to "Stamp" it into place. Press the Up/Down Button to skip placement positions. Eventually, however, you must place an item in each position. Press START to start up the machine. Press SELECT to clear the machine setting and start over. Press the B Button for Hints and a description of all the items in inventory.

What you need

Items: Rope, Egg Cracker, Chicken, Egg Deflector

Here's the Score

Points for Each Item Placed Properly:100

Points for a Fully Functioning Machine:100

Complete the Machine: . . .Advance to Next Level

Total Points for Room Four:400

Haunted Hint: The average score per level to beat the Uncles at their own game is 2,500. Good Luck!

LEVEL TWO, THE HAUNTING CONTINUES

ROOMS ONE, TWO AND THREE

When you reach the second floor, pick a door, any door. The second floor rooms 1, 2 and 3 are set up like those on the first level. However, in OOZ Command the flying Uncles are faster. In Load Runner, the Uncles are more intelligent. And in the Library, the books are harder to return.



ROOM FOUR, AMAZING MACHINE

In Level Two, you must select four icon items from about 20. As you make your choice, place the item as in Level One. Place items and start the machine.

What You Need

**Items: Wax Candle, Small Ball, Water Bucket,
Nail, Table Light, Model Rocket, Magnifying Glass**

The Score

Points for correct item placement:100

Points for a functioning machine:100

Complete machine: . . .Advance to next level

Total Points Room Four:400



LEVEL THREE, UPPER WHIPSTAFF

The heat is on. You've made it to the attic. But it's still a long way to victory. Have you got a ghost of a chance? Yes, many!

ROOMS 1, 2 AND 3

The logistics and play of OOZ Command, Load Runner and Library Trampoline are the same as in previous levels—with one frightening, terrifying difference. They are more difficult!

ROOM 4, THE AMAZING MACHINE

To get the machine operating in level three, you must select four items and two morphs. As you know, placement is the big challenge.

Items: Ball, Bucket, Ooz Funnel, Bowling Ball, Weight Pan

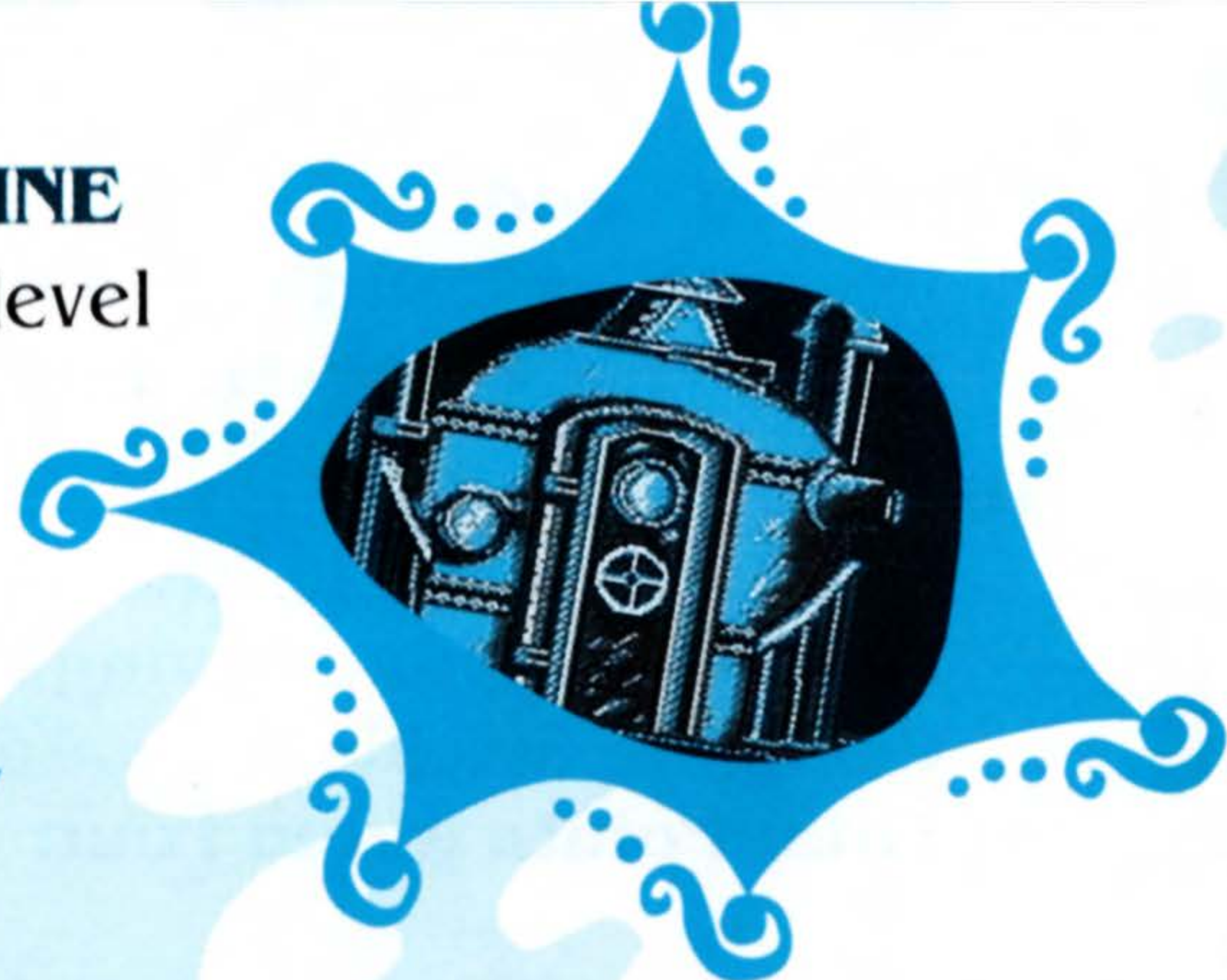
The Score

Points for correct item placement:100

Points for a functioning machine:100

Complete machine: . . .Advance to next level

Total Points Room Four:400



LEVEL FOUR, CHAIR RIDE DOWN

Use your Controller to move the chair LEFT/RIGHT to slow down or speed up the chair. On the way down, watch out for mean-spirited Uncles, flying objects and dangerous mechanical inventions.

18 Don't watch for Ooz—not here.

THE DOWNSIDE OF THE CHAIR RIDE

While heading down, Casper will lose a Chance every time he's hit. He will also lose 10 points of his accumulated OOOZ every time he's hit by an Uncle. You're up against 12 Uncles total—a daunting, haunting thought. It's possible to lose 120 points of your OOOZ (300 points max can be accumulated). This is a nightmare ride. And for every time Kat takes a hit, a life is lost. Every time Kat is hit by an Uncle, OOOZ is lost. And there's no new OOOZ around to grab. So hold onto your OOOZ and g-g-g-go for it!

The Score

Points for Avoiding Tooth Brush:	100
Points for Avoiding Face Powder:	100
Points for Avoiding Hair Comb:	100
Points for Avoiding Bow Tie:	100
Points for Avoiding 4 Uncles:	400
Total Points per Sublevel:	900
Total Points Level 4:	2700

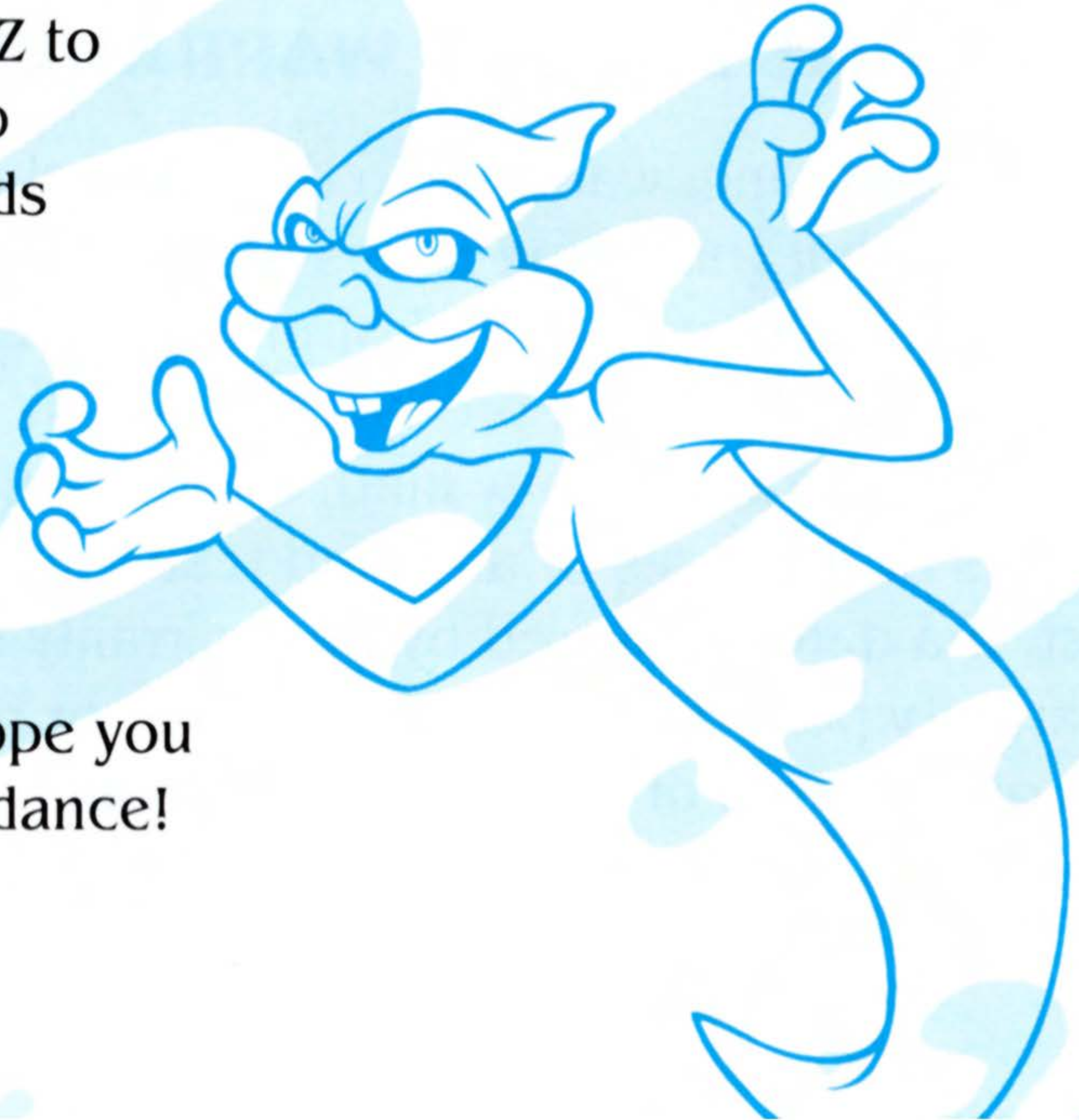
SIMON SAYS/LAZARUS MACHINE

You made it to the basement and found the Lazarus Machine. Dr. Harvey will enter the Lazarus (minimum 500 points OOZ required). Now Casper must play "Simon Says" to convert Dr. Harvey to human form. If you win this mini-game, you have a chance to enter the final Load Runner game.



FINAL LOAD RUNNER

Casper used up his OOOZ to convert Dr. Harvey back to human form. Now he needs more to turn himself into a boy. You've got to collect all four OOOZ vials. All four Uncles, of course, are in the game and up to some old and new tricks. Good Luck! Hope you make it to the Halloween dance!





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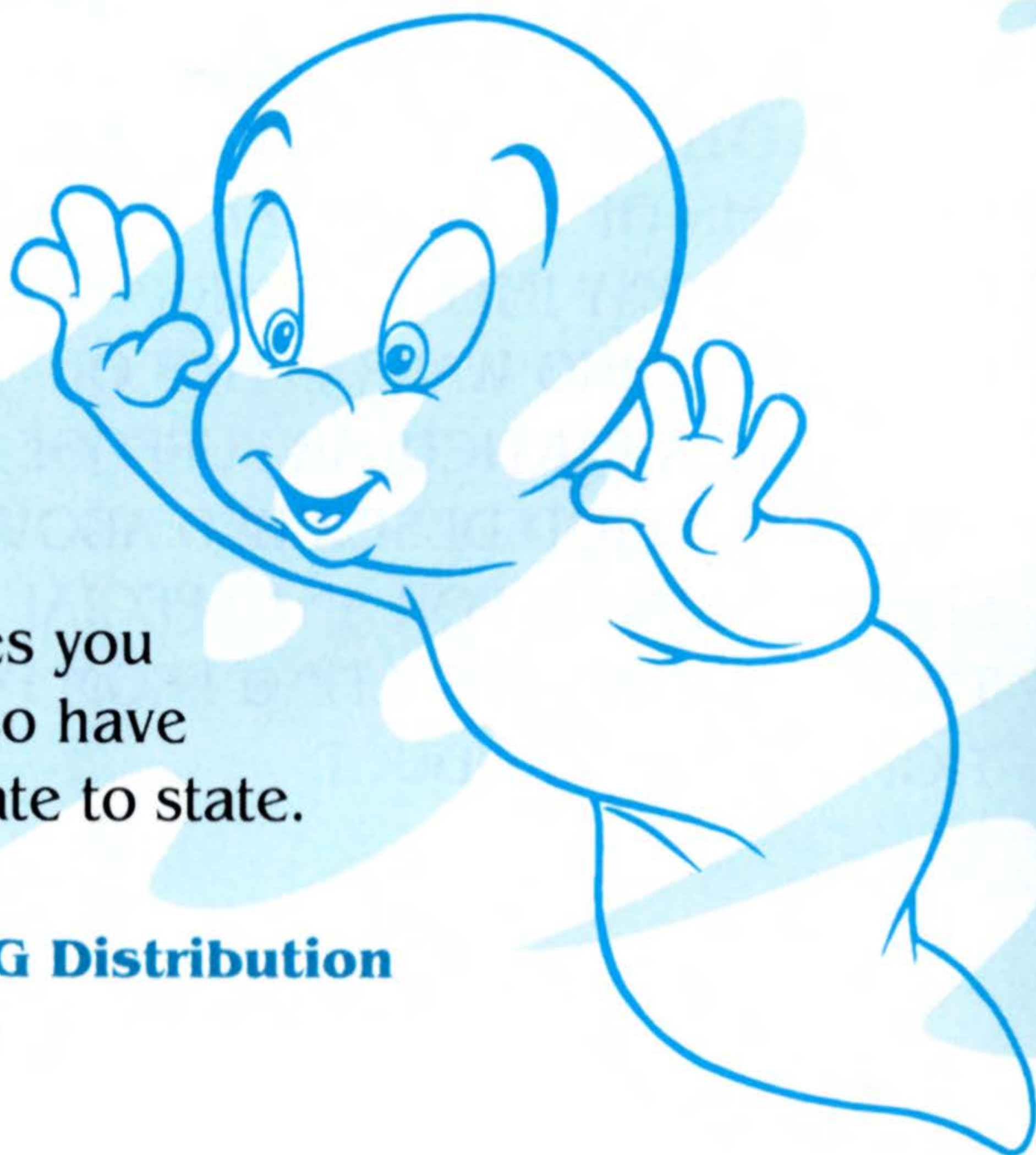
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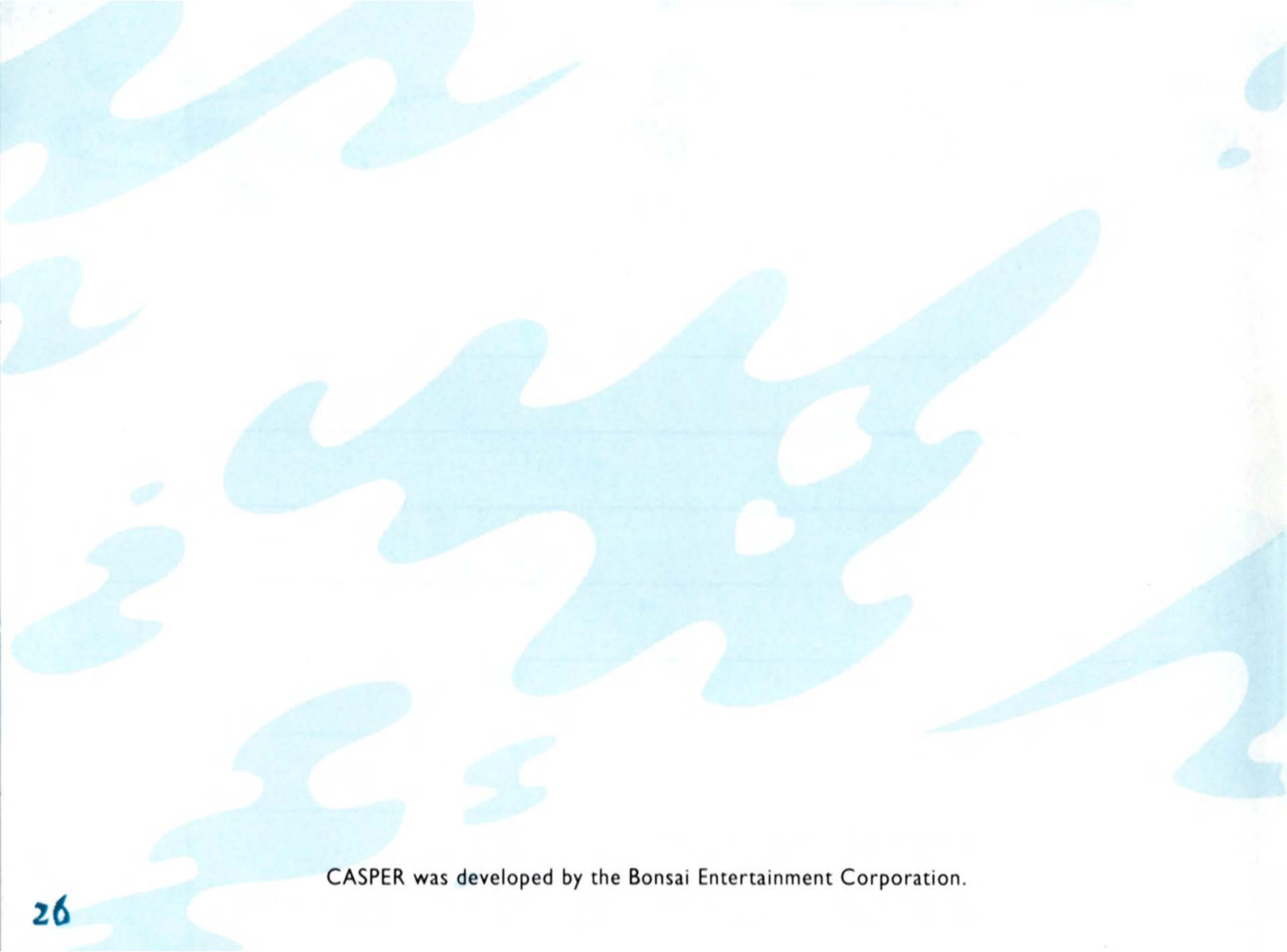
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