

# GHOST TOWN

(Virgin Games)

*Can you track down old Jake's gold mine and find his hidden gold?*

An intriguing graphical adventure by John Pickford.

- \* Ghost Town is set in and around a deserted American town, abandoned after the Californian gold rush.
- \* Your task is to find old Jake Clampett's gold mine and return to the Town Square with the hidden gold.
- \* Everything you will need for the journey is hidden somewhere in the town. All you have to do is find it! The most important thing you will need is the map, which will show you the way across the desert to the mine. But, it doesn't end there, there are still one or two surprises in store!

## Instructions

\* Ghost Town has a large vocabulary and can understand commands in three forms:

- 1) Two word sentences - ie. verb, noun; eg. open door.
- 2) Single word - ie. verb; eg. north, up, inventory.
- 3) Single letters - ie. abbreviations; eg. N (North), U (Up).

\* John Pickford is sixteen years of age, lives in Stockport, Cheshire, and is currently studying for 'A' levels in Maths and Physics.

\* He received his first computer (a ZX81) for Christmas 1981 and replaced this the following year with a Spectrum on which he began writing games. Frustrated by his lack of success with arcade games, he turned his hand to adventures which he found more enjoyable and decided to write one of his own.

\* John's main hobby is computer programming. However, he also enjoys reading, trying to solve other adventure games and going to the cinema, particularly to watch science fiction and comedy films.

\* John lists his dislikes as including television sport, washing dishes and younger brothers who hog his computer and constantly beat his scores at arcade games!