

SISSYBOOKS

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## SPOOKS

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You find yourself in the house and grounds of a haunted mansion. Your task is to exorcise the ghosts. This may be done by gathering together the 8 musical boxes which are scattered around the grounds at random. Once all 8 have been collected and taken to the Exit they will play the Death March and the ghosts will be banished forever!

However, it is not quite that easy! Firstly, not all of the musical boxes are visible, secondly, actually finding the Exit may be easier said than done and thirdly, you have the ghosts GIZZY, WUZZY, ZING ZONG and STRUKF to contend with.

The four ghosts have their own habits, the position of which changes from game to game. Entering a haunted room will awaken the resident ghost and he will then give chase. Contact with one of the grisly four, means certain death, although you may be able to outwit them by learning their movement patterns or by throwing something at them.

In the bottom right hand corner of the screen is a heading 'room type' and this is where you will be given a brief description of what type of room you are in, eg. 'flood room' - walking into this one unprepared will result in drowning.

The music boxes come in two forms - visible and invisible, there is an item in the grounds that will enable you to make the invisible ones visible. Whilst a music box is being carried to the Exit room it counts as one of the items which you are carrying, but once you have reached the Exit it will be dropped automatically and will disappear from your list. However, the notes they represent will still be there next time you come to play the tune.

### Commands

- 0 Do Nothing
- 1 Quit Game
- 2 Pick Up
- 3 Drop
- 4 Play Tune
- 5 Eat Item
- 6 Wear Item
- 7 Drop marker
- 8 Throw Item
- 9 Switch On

**Do Nothing** - This command is self explanatory and if chosen will return you to the game as you left it.

**Quit Game** - You may quit at any time in the game by choosing this command the list of commands will be replaced with a countdown and the comment 'Press fire to abort'. If you press fire or the space bar you will return to the game as you left it.

**Pick Up** - This command allows you to pick an item which you wish to carry. You will be given a choice of three slots in which to carry your item. If you carry less than three items the free slot(s) will be filled with question marks (?) and these are the best to fill with your new item(s).

To select the slot which you want to fill move along to the left or right with the joystick or appropriate key and press 'Fire' or space bar. Your decision time decreases as you decide which slot to fill, so don't take too long.

**Drop** - This allows you to drop any of the items that you no longer need and works in exactly the same way as 'Pick Up'.

**Play Tune** - You may play the tune at any time in the game as long as you have taken at least one music box to the Exit.

**Eat Item** - To maintain your energy level you must eat during the game BUT you must be carrying the item before you can eat it.

**Wear Item** - Again you must be carrying the item before attempting to wear it, once worn it will not appear in the list of items carried.

**Drop Marker** - This will allow you to mark rooms with two dots (like a colon) and can be used to remind you that a ghost is haunting that room or maybe to remember where you have been, we leave it up to your imagination.

**Throw Item** - When you wish to kill one of the ghosts you must throw something heavy at it eg. a bed. Firstly select the item which you wish to throw, you will then be asked to select the direction you wish to throw in. A 'clock face' will be displayed, using either the joystick or keys move the hand and press 'Fire' or space bar once you think your aim is correct. Remember, that the ghost will continue to move once you return to the game so you should try and anticipate this movement and throw a little ahead of it if it is any distance away.

**Switch On** - This is used only for certain items in the game eg. the Magic Lantern.

**Energy** - Your energy starts on one hundred units and gradually decreases as you move around, if you allow it to reach zero you will die. To gain the most from eating the foods around you let your energy fall to about 50 units before you start eating.

**Musical Boxes** - This will show the number of musical boxes that you have taken and dropped in the Exit room, it will not number the ones you are carrying.

**Decision Time** - This will count down from 100 and starts when you choose a command. If you do not decide within the time limit you will return to the game as you left it.

### Controls

Joystick in Port 2 or the keys:-

- |       |                  |   |               |
|-------|------------------|---|---------------|
| Z     | - Left           | 0 | - Do Nothing  |
| X     | - Right          | 1 | - Quit Game   |
| M     | - Up             | 2 | - Pick Up     |
| N     | - Down           | 3 | - Drop        |
| SPACE | - Choose command | 4 | - Play Tune   |
| 0     | - Tune off       | 5 | - Eat Item    |
|       |                  | 6 | - Wear Item   |
|       |                  | 7 | - Drop Marker |
|       |                  | 8 | - Throw Item  |
|       |                  | 9 | - Switch On   |

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## SPOOKS ESCAPE KIT

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**Movement** — There are three different types of passage:-

a) Free passage — this appears on the screen without barriers of any sort and the character may move to and fro at will.

b) Doors — these require keys. When a door is blocked it may only be passed if the character is carrying the appropriate coloured key.

Red doors are opened by the big key. (Red).

Green doors are opened by the small key. (Green).

Blue doors are opened by the padlock key. (Blue).

c) Hidden doors — these do not appear to be doors on the screen but as solid sections of wall. However, the character is able to pass straight through them. They also appear as normal passages on the map.

**Clock** — All four ghosts will be woken up when the clock strikes midnight and as you start the game at ten minutes to twelve this may seem a bit of a problem. BUT if you pick up the clock and 'USE' it you will be asked to 'Please set time'. Move the joystick to the right to put the clock forward or left to put the time back. When you have set the time press 'Fire' or Space bar to return to the game.

If you stay too long the screen will go blank and the comment 'It's all gone dark' will be displayed. You must turn on the light, you have two choices either the torch or the lightbulb. BUT you must have the power to drive them, therefore, you should be carrying the battery.

Do not pick up the hot coals unless you are wearing gloves.

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Do not hold onto the bomb for more than a few seconds or else it may explode.

Some of the musical boxes are invisible, therefore, you must pick up and switch on the Magic Lantern, as this will make them visible. Once switched on it will disappear from the list of items you are carrying.

You must eat during the game to boost you energy but be careful of the items that are poisoned such as the Magic Potion, Green Cheese and Red Apple. You can also gain energy by eating some of the less obvious items like the map and flowers.

There is no protection from the Fridge Room and the only way to avoid being 'Frozen Solid' is to KEEP OUT!

You may enter, and survive the oven if you have picked up a jacket and are wearing it.

The best items for throwing at the ghosts are: Bed, Bunkbeds, Heavy Weight, Table some Trees (the trees that you are able to pick up and throw are distinguished from the rest by their lighter colouring), Dagger, Hot Coals and the Bomb.

If you are carrying the boat you will be able to sail across the water and the quicksand, automatically, you do not have to give any commands to 'USE' the boat.

The map is very important as it will show the Exit room, once you have picked it up it will be displayed and you need not carry it any longer.

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# SPOOKS

## ESCAPE KIT

*BREAK THE SEAL  
ONLY IN CASES OF EXTREME  
EMERGENCY!*



