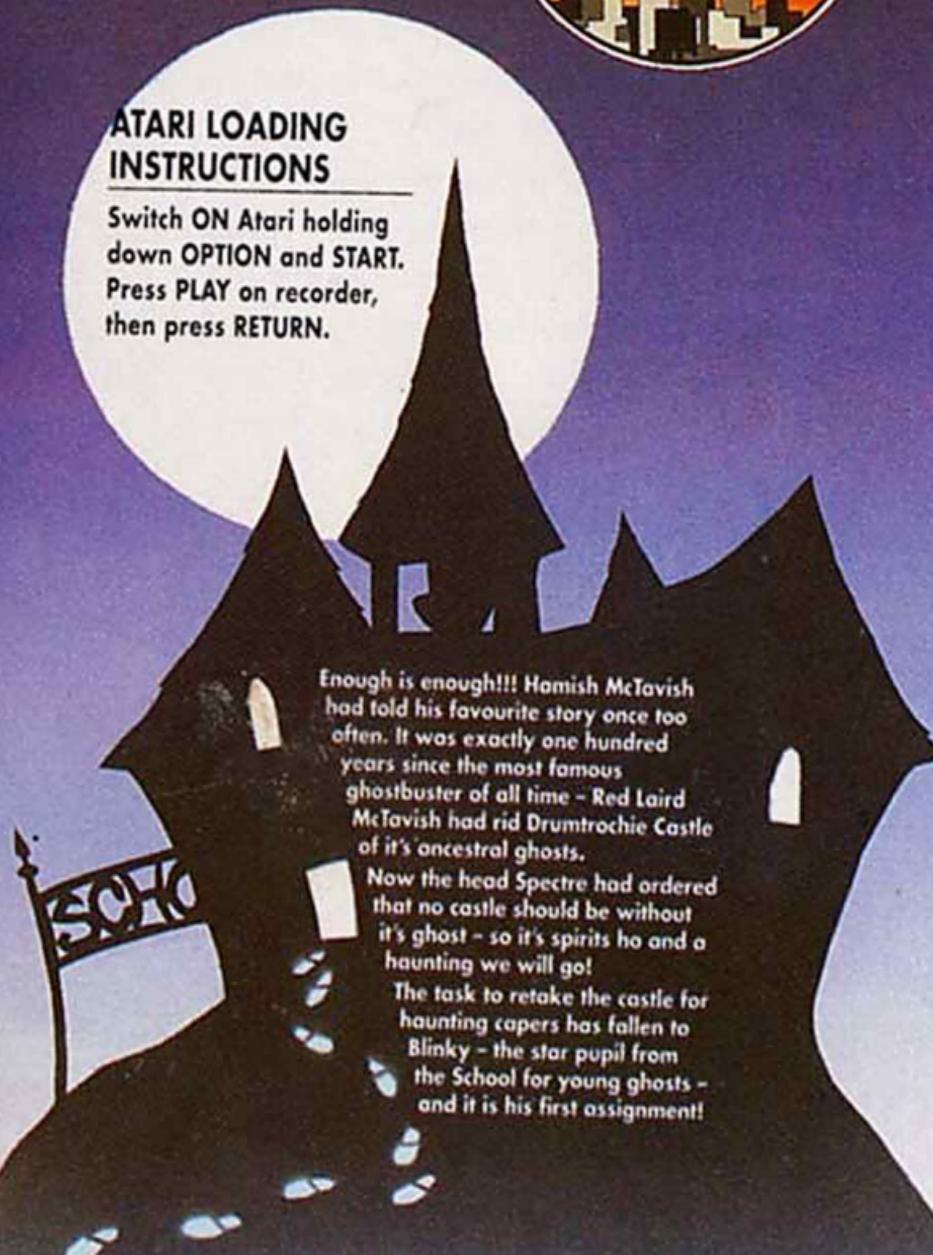




ATARI LOADING INSTRUCTIONS

Switch ON Atari holding
down OPTION and START.
Press PLAY on recorder,
then press RETURN.

The background of the page is a dark purple gradient. In the center, there is a large white circle representing a full moon. Below the moon is a black silhouette of a castle with several towers and a central entrance. To the left of the castle, there is a signpost with a sign that says 'SCHOOL'. A path of small, glowing blue circles leads from the bottom left towards the castle's entrance.

Enough is enough!!! Hamish McTavish
had told his favourite story once too
often. It was exactly one hundred
years since the most famous
ghostbuster of all time - Red Laird
McTavish had rid Drumtrochie Castle
of it's ancestral ghosts.

Now the head Spectre had ordered
that no castle should be without
it's ghost - so it's spirits ho and a
haunting we will go!

The task to retake the castle for
haunting capers has fallen to
Blinky - the star pupil from
the School for young ghosts -
and it is his first assignment!

He has one night to get to Hamish and awaken him by using his ghostly wiles. Failure to do so between sunset and sunrise will see Blinky banished from haunting duties and returned to the ghost school for another century, to await there next available mystic night.

Another hundred years at school – UGH!! he must succeed – but it won't be easy!

The creepies and slimies that inhabit the castle don't like intruders and hamish has set Ghost busting traps which he learned from his forefathers.

The energy sucking defenders won't give up easily but even their powers to exterminate wispy infiltrators can be overcome.

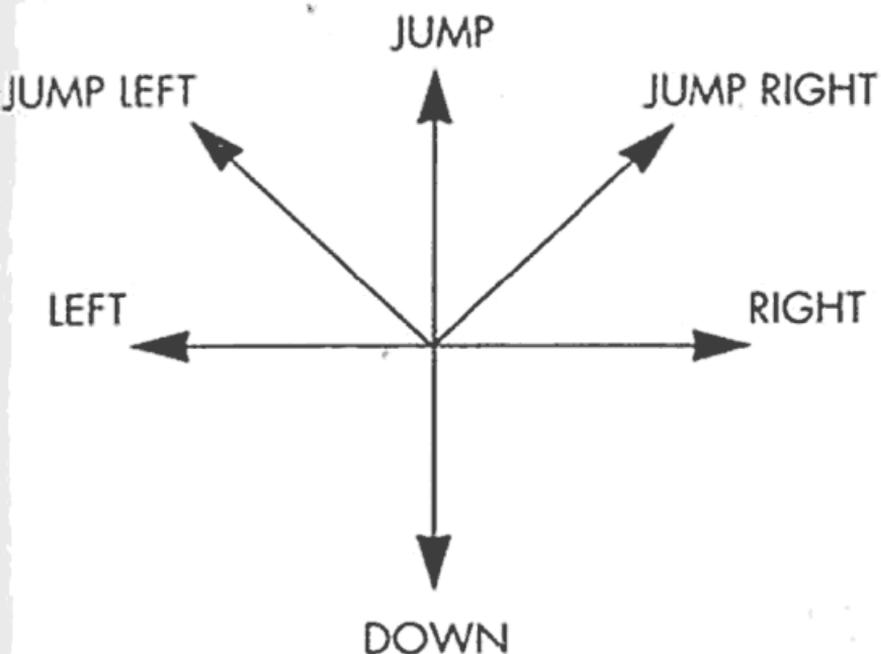
Blinky must find and consume the magic potions, using all his supernatural powers to collect the powerful artifacts.

Hamish, who is busy putting on his nightcap before blowing out his candle, may be in for quite a rude awakening.

Blinky has one night to arouse Hamish from his sweet dreams and tonight is the night.

CONTROLS

JOYSTICK PORT 0



"FIRE"

Picks up an object

SELECT - Pause

START - Unpause

OPTION - Quits game when paused