GHOST GOBBLER

METHOD OF PLAY: Ghost Gobbler is an excellent, highly challenging maze chase game. You control a gobble which you guide around a maze with the right joystick. You must gobble all of the "food" dots while avoiding the ghosts. There are four "different" ghosts which will make the ghosts change color and become scarier. The ghosts will remain scarier for a variable period of time (depending on which "head" you are currently on), then they will blink for two seconds and return to their normal color.

SCORING: When the ghosts are scarier or blinking, you may kill them for 200, 400, 800 or 1600 points. Bonus shapes will appear just below the center polygon two times during each board according to the following schedule:

<table>
<thead>
<tr>
<th>BOARD</th>
<th>SHAPE</th>
<th>POINTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Plum</td>
<td>100</td>
</tr>
<tr>
<td>2</td>
<td>Cherries</td>
<td>300</td>
</tr>
<tr>
<td>3</td>
<td>Pear</td>
<td>500</td>
</tr>
<tr>
<td>4.5</td>
<td>Mushroom</td>
<td>700</td>
</tr>
<tr>
<td>6.7</td>
<td>Det.</td>
<td>1000</td>
</tr>
<tr>
<td>8.9</td>
<td>Happy Face</td>
<td>2000</td>
</tr>
<tr>
<td>10-12</td>
<td>Mug</td>
<td>3000</td>
</tr>
<tr>
<td>13-16</td>
<td>Strawberry</td>
<td>5000</td>
</tr>
</tbody>
</table>

TELEPORTATION: At the center bottom of the field is a teleportation spot which will immediately transport the gobble to the upper center of the screen. The ghosts cannot follow you through the teleporter which works only one way.

DIFFICULTY LEVELS: There are 16 different skill levels and as the skill level increases the following happens:
1. The ghosts go slower.
2. The ghosts follow the gobble more closely.
3. The scarier ghosts run slightly more quickly.
At the upper right-hand corner of the screen, the number of remaining gobblers is displayed. Every 10,000 points a bonus gobble is awarded, but not more than five may be accumulated. Every 10,000 points will also cause the skill level to increase by two.

NEW GAME: A new game may be started by typing "Y" or pressing the fire button on the right joystick.

LOADING INSTRUCTIONS: Load the tape into the computer by typing LOAD A and hitting ENTER. If the game does not autoload, type EXEC and hit ENTER. Then load the program from the diskette into the computer. You will need DOS load, load the game program into memory. If the tape works correctly, try loading another copy of the program. Both sides of the tape contain several copies of the program.

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We will gladly assist the customer with any problems he encounters in understanding or using our computer programs. If the tape should ever be accidentally erased or become unreadable for any reason, Spectral Associates will replace the tape for $10 if the original tape is returned post paid.

MEMORY REQUIREMENTS: 16K NON-EXTENDED BASIC.

SAVE TO DISK INSTRUCTIONS: Load the cassette into the computer with the disk attached. Do not type EXEC. Insert a diskette into the drive and type: SAVE36 "GHOST GOBBLER",A1H22A2, A1G3FF, A1H222. You will not be able to load this on a 16K machine because the game will extend.

Robots: You will have to try our other machine language, arcade quality games. They all have fast action and use the highest resolution graphics with great sound.

COLOR COSMIC INVADErs: Just like Tallon's Space Invaders Arcade game.

ROBOT BATTLE: Guide your hero through an ever changing maze of rooms while dodging the robot attacks of the robot horde. Realistic sounds and special effects put this game a notch above all other desktop terminal type games.
Ghost Gobbler is the best maze type game for the TRS-80 Color Computer. You are chased around a maze by four restless ghosts intent on your destruction. If you can make it to a power dot, the monsters will change color and become edible. Then you can gobble the ghosts... but watch out, they will flash on and off before they become gobbled again. Eight different bonus shapes are available ranging in value from 100 to 500 points. Eleven different levels will give an increasing challenge as you improve.

Ghost Gobbler is written in machine language so it has fast, continuous action and uses the highest resolution color graphics.

FEATURES

- MACHINE LANGUAGE - FAST ACTION
- 16K RAM, JOYSTICKS REQUIRED
- HIGH RESOLUTION GRAPHICS
- HIGH QUALITY SOUND
- EIGHT DIFFERENT BONUS SHAPES
- 16 DIFFICULTY LEVELS
- EXTENDED BASIC NOT REQUIRED
- 4 RELENTLESS GHOSTS CHASE YOU
- ENERGIZER DOTS

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