

SPECTRAL ASSOCIATES



GHOST GOBBLER

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METHOD OF PLAY: Ghost Gobbler is an excellent, highly challenging maze chase game. You control a gobbler 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 "energizer" dots which will make the ghosts change color and become scared. The ghosts will remain scared for a variable period of time (depending on which "board" you are currently on), then they will blink for two seconds and return to their normal color.

SCORING: While the ghosts are scared or blinking, you may eat them for 200, 400, 800 or 1600 points.

Bonus shapes will appear just below the center prison two times during each board according to the following schedule:

BOARD	SHAPE	POINTS
1	Plum	100
2,3	Cherries	300
4,5	Pear	500
6,7	Mushroom	700
8,9	Bell	1000
10-12	Happy Face	2000
13-16	Mug	3000
17+	Strawberry	5000

TELEPORTATION: at the center bottom of the field is a teleportation spot which will immediately transport the gobbler 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 gobbler goes slower
- 2.) The ghosts follow the gobbler more closely
- 3.) The scared ghosts run away more cleverly

At the upper left-hand corner of the screen, the number of remaining gobblers is displayed. Every 10,000 points a bonus gobbler is awarded, but no more than five may ever 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 CLOADM and hitting ENTER. If the game does not autostart, type EXEC and hit ENTER. To load the program from a disk, type: LOADM"GOBBLER".

TROUBLE: If you encounter an FM error, you are probably trying to load in the program using CLOAD or trying to RUN the program once it is loaded. You must use CLOADM and EXEC with machine language programs. If you encounter an I/O error, it does not necessarily mean that the tape is bad. Try adjusting the volume of the tape recorder. If that does not correct the error, 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 unusable for any reason, Spectral Associates will replace the tape for \$1.50 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: SAVEM"GOBBLER",&H2222,&H3FFF,&H2222. You will not be able to do this in a 16K machine because the game will autostart.

If you enjoyed GHOST GOBBLER, you will want to try our other machine language, arcade quality games. They all have fast action and use the highest resolution graphics with great sound.

SPACE WAR: You command the last remaining combat Viper and must break through the defenses of the Death Star while avoiding the deadly Black Hole.

COLOR COSMIC INVADERS: Just like Taito's Space Invaders Arcade game.

ROBOT BATTLE: Guide your human through an ever changing maze of rooms while dodging the never ending attacks of the robot hordes. Realistic voices and sound effects put this game a notch above all other Berserk type games.

GHOST GOBBLER

Ghost Gobbler is the best maze type game for the TRS-80 Color Computer.

You are chased around a maze by four relentless 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 poisonous again. Eight different bonus shapes are available ranging in value from 100 to 5000 points. Sixteen different skill levels 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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