



COMMODORE 64

JOYSTICK ONLY

GOGO THE GHOST

FAST
LOADER

CBM 64

Hello, my name is GoGo the Ghost. Lead
me through 150 haunted chambers to
rescue my dream princess from the tower.
Be wary, my friend, each room is a
phantom world of its own which will
test your initiative and skill to the limit.

GOGO THE GHOST

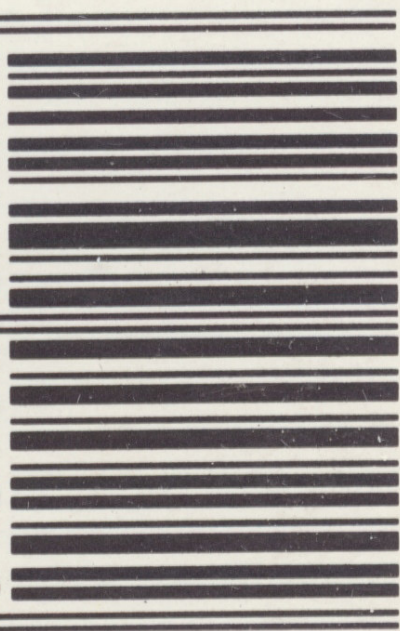


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GOGO THE GHOST

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THE GAME

The Haunted Castle contains 150 chambers, each with some form of deadly phantom. GoGo enters a chamber with enough power to give him a short burst of invisibility; while invisible he can pass through any phantom blocking his path.

Some chambers contain items which enhance GoGo's powers. To pick up an object (if it's not out of reach) just move into it; the lit symbol beneath the chamber indicates GoGo's reward. The six symbols (left to right) represent: Life, Power, Time, 1,000 points, Power, 5,000 points. Many rooms contain sections filled with gold dust which you may collect to gain more points.

All chambers are numbered and some contain a password. Make a note of the passwords as they can be used to enter rooms direct, at the start of each game. To do this, type in the password when the title screen is displayed and press RETURN. POLLYS PARADISE (room number 12) is one of the 24 passwords in the game.

Look out for © symbols and small switches which can be used to open or close doors.

To rescue GoGo's dream princess you must find chamber number 149 (which is well hidden) and pass through it into the 150th room.

LOADING

1. Ensure that your tape recorder is connected according to your Commodore 64 manual.
2. Place the tape in your tape recorder and rewind to the beginning.
3. Press SHIFT and RUN STOP on your Commodore 64, simultaneously.
4. Press PLAY/LOAD on your tape recorder.

NOTE: Full loading instructions can be found in your Commodore 64 manual.

PLAYING THE GAME

You can lead GoGo the Ghost through the Haunted Castle with a Joystick connected to Port 2 of your Commodore 64:

START GAME = RETURN

PAUSE = RUN STOP

TEMPORARY INVISIBILITY = press FIRE

SPEEDY RETURN TO THE TITLE SCREEN (at end of each game)
= press FIRE.

P.S. In case you were wondering, FJUP! is the Swedish for ZAP!



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