



Screen pictures shown
may be different machine
versions of game.



Test your skill and initiative by leading GoGo the Ghost through 150 haunted chambers to rescue the princess.
Prüfen Sie Ihre Geschicklichkeit und Initiative und führen Sie den Geist GoGo durch 150 verunsicherte Kammern zur Erlösung der Prinzessin.
Vous avez besoin de toute votre adresse et de toute votre initiative pour guider l'antôme GoGo au travers de 150 pièces hantées et venir à la rescousse de la princesse.
Prova la tua abilità e iniziativa conducendo GoGo lo spettro attraverso 150 camere stregate, per liberare la principessa.
Prueba tu pericia e iniciativa dirigiendo a GoGo el Fantasma por las 150 cámaras embrujadas para rescatar a la princesa.
Test je bekwaamheid en initiatief door GoGo het Spook door 150 spookkamers te voeren om de prinses te redden.
Sæt din snedighed og din initiativ på prøve ved at føre spøgelses GoGo gennem 150 spøgende værelser for at befri prinsessen.
Joystick only



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COMMODORE 64/128

GoGo
the
ghost



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* Correct at time of printing

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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 Go Go'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

COMMODORE 64 OWNERS

1. Connect the cassette unit to your Commodore according to the User Manual.
2. Place the rewind cassette into the cassette unit, and press PLAY.
3. Press RUN/STOP and SHIFT simultaneously on your Commodore.

COMMODORE 128 OWNERS

1. Switch OFF your Commodore 128, and switch it back on whilst holding down the COMMODORE key.
2. Now follow the instructions for Commodore 64 owners above.

NOTE: Full loading instructions can be found in your Commodore 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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