



Screen pictures shown
may be different machine
versions of game.



Today Human Beings are only scared of invisible ghosts.
Oggi l'uomo ha paura soltanto dei fantasmi che non riesce a vedere.
Hoy los Seres Humanos sólo tienen miedo a los fantasmas invisibles.
Menselijke wezens zijn nu alleen maar bang voor onzichtbare spoken.
I dag er mennesker kun bange for usynlige spøgelser.
Die Menschen haben heutzutage nur Angst vor unsichtbaren Geistern.
De nos jours, les Êtres Humains ne craignent que les fantômes invisibles.
Keyboard or Joystick



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OLLI & LISSA

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Conversion by PAUL JOHNSON

THE GAME

Amongst the barren heights and rugged rocks of the Scottish Highlands, there is situated Shilmore Castle. The Castle is under threat of being purchased and shipped stone by stone to America by Eugene Port-Cullis the third (Jnr) a mega-millionaire. Alarmed by this, Olli and Lissa rush to help their friend Sir Humphrey, the Castle ghost, who was somewhat upset by the prospect of forced emigration to the New World. Sir Humphrey decides that today, Human Beings are only scared by invisible ghosts. You must collect eight ingredients for a potion to make the ghost of Shilmore Castle invisible and save the day.

LOADING

COMMODORE 64 OWNERS

1. Connect the cassette unit to your Commodore according to the User Manual.
2. Place the rewound 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 use either keyboard or joystick to guide Olli on his quest through Shilmore Castle. When the game starts, Sir Humphrey will tell you which item needs to be dropped into his cooking pot. You have to avoid other, not so friendly, ghosts on your way around the castle, and there will also be a time limit for each task.

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