



You're a die-hard mercenary and part time ghou-ly-hunter, but now you're well and truly spooked.

You're trapped in a haunted castle with the weirdest assortment of ghosts, ghouls and spooks you've ever had the misfortune to encounter.

The risk factor is dangerously high, but you're armed to the teeth with the most advanced ghost blasting weaponry hard currency can buy.

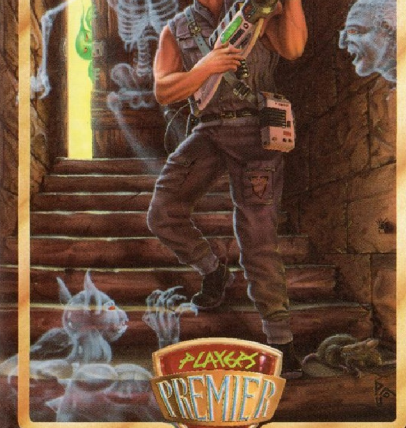
WATCH OUT FOR THE SPOOKY OLD MAN

Suitable for Commodore 64 or 128 with tape unit.
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CBM 64/128

Spooked



Spooked



OUT NOW

COBRA FORCE:
Seriously destructive air to air and air to ground combat. CF features include: full colour scrolling, a range of additional weaponry and addictive gameplay. Out on Spectrum, C64 and Amstrad.



MOVING TARGET:
Penetrate the evil dukes fortified underground fortress, kill as many enemy soldiers as possible then destroy the base. Out on Spectrum, C64 and Amstrad.

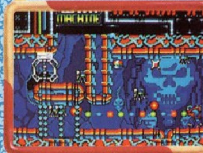


STREET CRED' BOXING
Joe Lebrinski's famous lower-east-side boxing gym is under threat. He needs \$50,000 to save the building from a consortium of evil yuppie executives. Out on Spectrum, C64 and Amstrad.



OUT SOON

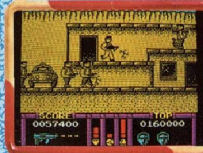
WAR MACHINE:
The ultimate combat experience. The alien queen must die, and you're the only man for the job. WM features some seriously destructive combat action.



SUPER LEAGUE
Has to be the ultimate football management game, includes organised crime, stadium improvements, membership cards and crowd violence as well as all the traditional features.



MUTANT FORTRESS
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AUGUST 89 ISSUE



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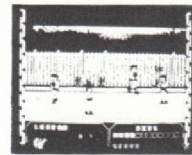
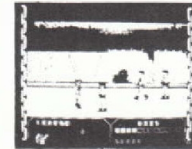
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'A good game' Crash

LOOK OUT FOR
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SPOOKED

Business has been pretty slow lately, but that's hardly
surprising. When most people don't believe in ghosts, you can't
expect a ghost extermination service to go very far. Fortunately
you're able to bring in a little money by doing some part-time
mercenary work on the side. You prop your feet on your desk
dislodging some of the accumulated sweet wrappers and settle
down for a snooze.

Suddenly the phone rings, with lightning reflexes you pick it up
and utter the following well rehearsed, yet still pathetic lines:
'Gerards Ghost catching services,
What-d'ya want,
You got the dough?
We're on the go,
If there's a ghost in ya home
you wont be alone,
Som'ing tryin' to kill ya
What-d'ya want us to do'

The voice on the other end of the line is hardly audible, it sounds
like that of an old man near, or possibly after, death.

'We have some ghosts for you, 255 Pine Road. Please hurry'.
You grab your equipment from your closet, switch on your
answerphone and climb into your ex-army jeep.

255 Pine Road is an old house in the oldest part of town. The
house is flanked on one side by an old abandoned churchyard,
the church itself burnt to the ground by Devil worshipers. On the
other side stands the remains of a chemical plant, which was the
horrific scene of a gas leak which led to the death of all its
workers. Behind the house the dark silhouette of the notorious
Alcatraz prison can be made out. The old prison was closed a
few years ago, after an inmate riot which left 26 prison guards
dead. Most of the prisoners were also massacred when the
authorities stormed the building. Across the road, in front of the
house, stands the remains of an Indian burial ground, which was
the scene of many sacrificial killings, now used by the 'Hit-Kixx-
Clan-Squad' and other devil worshipers for their Bizzare rituals.
The house itself is an old stone building, built in the early 70s
Gothic style, its windows boarded up, its rafters home to a
thousand bats.

Upon reaching the house, you knock loudly three times. The old
oak door swings wide open. You poke your head around the
corner and cautiously walk inside and look around, at that
moment the door slams and locks itself. You hear the words
echo around the cold building:-
'Sucker! We have you now! Ha ha ha ha ha ha ha aaaaaa!!!!!!'

LOADING THE GAME

SPECTRUM: 48K owners type LOAD " " (ENTER). 128K owners
use the 48K mode.
AMSTRAD CPC: 464 hold down CTRL and tap the small ENTER
key. 664/6128 type 1 (shifted @ TAPE (ENTER) then type RUN"
(ENTER).
COMMODORE 64/128: Hold down SHIFT and tap the
RUN/STOP key. 128K owners ensure the machine is in 64K
mode.

THE GAME

Firstly choose your preferred control method, the keyboard
controls are set up as Q,A,O,P and SPACE, with ENTER to pause,
(these may be redefined on Spectrum).
As soon as you start the game a small worm should appear from
either the left or the right of the screen, you should try to catch it
by trapping it against a wall. Once you have caught the worm,
another will appear and you should try to catch it in the same
manner. Avoid the evil skeletons by jumping over them, ghosts
are best avoided by standing completely still. Once you have
caught at least 2 worms (you can check your inventory by
pressing ENTER) you should try to find a purple cauldron, jump
onto it and you will be able to collect a 'Lightning Spell', pressing
fire will now despatch any unfriendly ghosts or skeletons. As
you explore the castle you will come across other ingredients,
combinations of which will provide other more powerful spells.
Ultimately your objective is to create 'letter spells', these may be
exchanged for 3 bees from a green cauldron, 3 moths from a blue
cauldron or 3 beetles, maggots or butterflies from a yellow
cauldron. With some letter spells you will be able to enter the
marble gateways depicted by 2 ancient pillars, where you will
be forced to play Hangman against the 'spooky old man' who
will select one of 128 words.

You have a time limit of about 4 minutes before you lose a life,
this time limit is reduced if you get hit by a nasty, however it may
be topped up at any time by touching one of the egg-timer icons
scattered around the castles 384 rooms.

To help the first time or younger player get to grips with the
game, Spooked features a built in sensor the 'Scaredyness
rating' which adjusts the games difficulty depending on how
well you play.

CREDITS

ORIGINAL CONCEPT TOM PROSSER
SPECTRUM CODE TOM PROSSER
AMSTRAD CODE B.C.P. & TOM PROSSER
COMMODORE CODE IAN GRAY
GRAPHICS TOM PROSSER
LOADING PICTURE JABBA SEVERN
SPECTRUM MUSIC MIKE BROWN & ANDY SEVERN
C64 MUSIC SONIC GRAFFITI

ARTWORK PETER AUSTIN
LOGO JON CLARK
TEXTUALS AND SHOTS SIMON 'THE TRUTH' DANIELS
INLAY PRODUCTION PETE, JON, SI, STEVE, SIMON
TAPE MASTERING KEVIN PARKER

YET ANOTHER CLASSIC SIMON DANIELS PRODUCTION



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